GROUND ELEMENT TYPE	CV WEIGHT FACTOR	AFV TYPE
Close Support Armoured Car	3	No
Support Squad	1	No
Labour Squad	1	No
Machine Gun	1	No
Flamethrower	2	No
Security Squad	2	No
Partisan Squad	2	No
Rifle Squad	3	No
SMG Squad	3	No
Assault Squad	3	No
Bicycle Squad	3	No
Ski Squad	3	No
Naval Squad	3	No
Cavalry Squad	3	No
Motorcycle Squad	3	No
Motorized Infantry Squad	3	No
Airborne Squad	3	No
Engineer Squad	3	No
Mechanized Engineer Squad	4	No
Mechanized Infantry Squad	4	No
Mechanized Recon	3	No
Infantry-AT	1	No

GROUND ELEMENT TYPE	CV WEIGHT FACTOR	AFV TYPE
Light Mortar	1	No
Mortar	1	No
Heavy Mortar	1	No
Light AT Gun	1	No
AT Gun	1	No
Heavy AT Gun	1	No
AA Machine Gun	1	No
Light Flak	1	No
Medium Flak	1	No
Heavy Flak	1	No
Light Artillery	1	No
Artillery	1	No
Medium Field Gun	1	No
Heavy Artillery	1	No
Super Heavy Artillery	1	No
Naval Gun	0	No
Rocket	1	No
SP Rocket Launcher	1	No
Unarmoured SP Rocket Launcher	1	No
Infantry Gun	1	No
Heavy Infantry Gun	1	No

35. APPENDIX F: COMMANDER'S REPORT (CR)

The Commander's Report can be accessed from the info screens menu tab toolbar (6.2), Hotkey- 'c' or by right clicking on any map hex and selecting 'information'.

It is a multi-tabbed list of information on units, headquarters units, Air Groups and pilots, leaders, battles, equipment and battles that can be sorted and filtered in numerous ways. Various screens and windows have links to, or are linked from, the commander's report. In addition, some unit settings can be changed for both individual units and groups of units using this screen.

The report allows you to access 7 different screens:

When initially selected, the Commander's Report (CR) default view will be the unit tab main view. Subsequent selection of the CR will bring up the screen with the last view selected by the player (i.e. the player won't have to start over every time they bring up the CR).

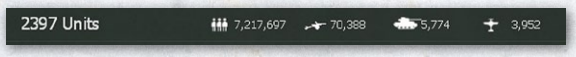
The currently selected tab will be in white text. In the example below the 'Battles' tab has been chosen.

35.1. USING THE COMMANDER'S REPORT

Each tab has a similar layout and this allows you to focus on the level of detail you need, move from the CR to the map to view units or to export the table to .csv format (where you can open using a spreadsheet).

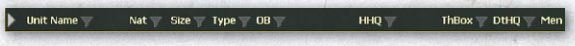
The tab is divided into five sections. The example below is taken from the 'Unit' tab.

- Summary Information



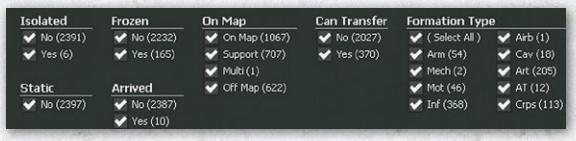
- Functions

- Column Headers and filters



- Data

- Footers



Note that the game will remember your last design of a given tab and show this when you re-open the tab.

The current set of filters are shown on the bottom left hand side of the screen

Here the CR has been told to only show those units that meet the criteria set in terms of Size (divisions etc.) and Unit Status (refit, reserve etc.).

These filters can be removed individually or by pressing 'clear all'.

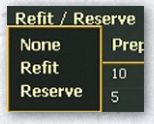
In addition, to ease loading if the number of rows exceeds 1,000 the data will be split across multiple pages as:

This is unlikely to have much practical impact as usually you will use a combination of filters, sort and/or search to find the sub-set of data you are interested in.

35.1.1. FUNCTIONS

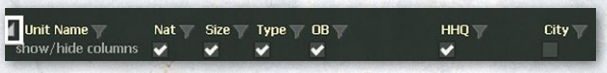
This allows you to use the CR to carry out functions that will affect all the displayed data in the main table. So, as an example, you could set all the selected combat units to refit using this option.

If you click on a function button a drop down list of all the options becomes available as:



Selecting one will affect all the currently selected units (in this case). So at one extreme you can order your entire army to adjust in a particular way or you can use the filters so only a few (or perhaps just one) units are selected.

35.1.2. COLUMN HEADERS AND FILTERS



To access this you need to click on the arrow to the left and then a full list of the available filters will be shown.

You can change the columns being displayed using the show/hide function, note that this particular CR is set not to show city details.

At the top is a series of criteria you can use to filter. You can build up quite complex selection rules but you can only work on one criteria at a time.

As an example, if you select size: You do this first by clicking on the symbol to the right of the name. That will then generate the ability to select one, some or all the sizes of units. The number after the title indicate how many of that particular type are in the display.

If you just click on say 'Size', you will filter the CR on that criteria adding or removing some formation sizes as you wish (so you could just hide Companies or you could just show divisions or any combination of the two approaches).

Some options need a text string and in this case you will need to enter sufficient text to either include or exclude those units you are interested in.

This will mean that only units reporting to a HQ with the text string III are shown on the data section.

Note that if you make a selection using one filter this is retained when you open a new filter option. So if, for example, you filter to only show units in a particular morale range, these units will be the only ones shown if you select a new filter criteria.

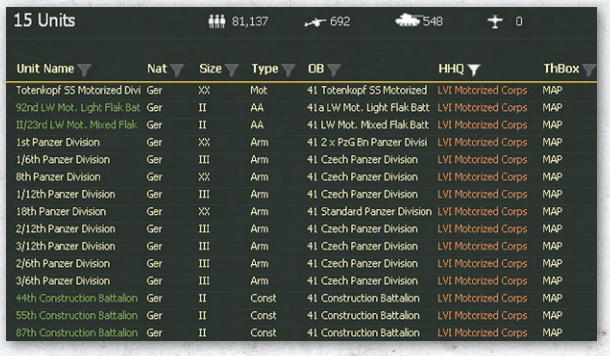
35.1.3. DATA

This is the main part of the CR tab. Once you have selected your filters and column headers, all the relevant data will be shown here. Each tab is laid out differently and is described in detail later in this appendix.

All the units shown will be affected by any actions such as to change their mode or supply priority.

Usually clicking on the unit name will take you to that unit or location on the map.

Clicking on another entry will usually mean the CR now only shows the units that meet that criteria. Here, LVI Motorized Corps was clicked and only the units that report to it are now shown.



15 Units | 81,137 | 692 | 548 | 0

Unit Name	Nat	Size	Type	OB	HHQ	ThBox
Totenkopf SS Motorized Divi	Ger	XX	Mot	41 Totenkopf SS Motorized	LVI Motorized Corps	MAP
92nd LW Mot. Light Flak Bat	Ger	II	AA	41a LW Mot. Light Flak Batt	LVI Motorized Corps	MAP
II/23rd LW Mot. Mixed Flak	Ger	II	AA	41 LW Mot. Mixed Flak Batt	LVI Motorized Corps	MAP
1st Panzer Division	Ger	XX	Arm	41 2 x PzG Bn Panzer Divisi	LVI Motorized Corps	MAP
1/6th Panzer Division	Ger	III	Arm	41 Czech Panzer Division	LVI Motorized Corps	MAP
8th Panzer Division	Ger	XX	Arm	41 Czech Panzer Division	LVI Motorized Corps	MAP
1/12th Panzer Division	Ger	III	Arm	41 Czech Panzer Division	LVI Motorized Corps	MAP
18th Panzer Division	Ger	XX	Arm	41 Standard Panzer Division	LVI Motorized Corps	MAP
2/12th Panzer Division	Ger	III	Arm	41 Czech Panzer Division	LVI Motorized Corps	MAP
3/12th Panzer Division	Ger	III	Arm	41 Czech Panzer Division	LVI Motorized Corps	MAP
2/6th Panzer Division	Ger	III	Arm	41 Czech Panzer Division	LVI Motorized Corps	MAP
3/6th Panzer Division	Ger	III	Arm	41 Czech Panzer Division	LVI Motorized Corps	MAP
44th Construction Battalion	Ger	II	Const	41 Construction Battalion	LVI Motorized Corps	MAP
55th Construction Battalion	Ger	II	Const	41 Construction Battalion	LVI Motorized Corps	MAP
87th Construction Battalion	Ger	II	Const	41 Construction Battalion	LVI Motorized Corps	MAP

Note the summary information at the top has now changed. It reflects that you have 15 units selected and collectively these contain 81,137 men.

35.1.4. FOOTER

The options here will allow to make further choices about the information displayed and to select units that meet particular criteria.

Usually these show or hide units that don't meet certain criteria. So if you only want to see the 'Isolated' units, then selecting 'Yes' will hide all the non-isolated units.

35.1.5. EXPORT

Almost all these screens can be exported as CSV files using the 'export' button at the top of the screen. The files will be placed in the dat\csv folder of your game setup.

35.2. UNITS TAB

This is probably the most frequently used tab, capable of displaying all of the phasing player's ground units (headquarters, combat, and support) and consisting of two views (main and supply detail views) as well as three functions and offering a large range of display and filtering options. The basic overview has been shown in 35.1.

Left clicking on any unit name will take you to the unit on the map.

If possible, the unit can be transferred either to another Theatre, the main Map or the Reserves (this will not be shown if the unit is ineligible to be transferred).

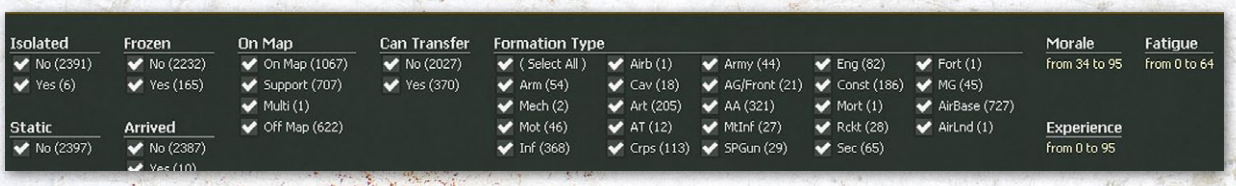
Supply Details will show the detail of current and received supply for that unit (in effect, the information that can also be accessed using the other tabs at the top of the CR screen).

35.2.1. UNITS TAB MAIN VIEW

At the top of the screen is row showing the number of units currently selected and then number of men, guns, AFV and aircraft assigned to the selected units. These numbers will change as units are filtered or sorted out of the view.

1806 Units | 7,471,706 | 118,517 | 14,520 | 10,338

The following information is provided. Note that not all the columns may be visible at any time and all of them can be used to set filters if you want to focus on particular aspects:



Isolated
- No (2391)
- Yes (6)

Frozen
- No (2232)
- Yes (165)

On Map
- On Map (1067)
- Support (707)
- Multi (1)
- Off Map (622)

Can Transfer
- No (2027)
- Yes (370)

Formation Type
- (Select All)
- Arm (54)
- Mech (2)
- Mot (46)
- Inf (368)
- Airb (1)
- Cav (18)
- Art (205)
- AT (12)
- Crps (113)
- Army (44)
- AG/Front (21)
- AA (321)
- MtInf (27)
- SPGun (29)
- Eng (82)
- Const (186)
- Mort (1)
- Rckt (28)
- Sec (65)
- Fort (1)
- MG (45)
- AirBase (727)
- AirLnd (1)

Morale
from 34 to 95

Fatigue
from 0 to 64

Static
- No (2397)

Arrived
- No (2387)
- Yes (10)

Experience
from 0 to 95

COLUMN TITLE	CONTENTS
Unit Name	Units names are colour coded according to their function. The main differences are to use light green for off-map support units, orange for HQ units, yellow for on map combat units and blue for air base and air HQ units.
Nat (Nationality)	Lists the nationality of the unit.
Size	Indicates the size of the unit and can be filtered to show just divisional units for example.
Type	Provides information on the type of unit. HQ units are listed by specific type (i.e. Corps, Army, Army Group, High Command, etc.).
OB	Indicates the current TOE being used for the unit
HHQ (Higher Headquarters Unit)	Name of HQ unit to which the unit is directly attached.
ThBox	Shows if the unit is on the 'Map' or in one of the Theatre Boxes.
DtHQ (Distance to HQ in Hexes)	Distance to HQ is the difference between the command range of the HQ unit to which the unit is attached and the distance in hexes from the HQ unit to the attached unit.
Men, Guns, AFV in Unit	These 3 columns display the number of each item internal to that unit (attached units not counted).
AC (Aircraft in Airbases)	The number of aircraft in Air Groups attached to the air base unit.
Mrl (Morale), Average Experience (Exp) and Fatigue (Fat)	The current average value for the unit, this can be sorted or filtered to only show the units with morale in a particular range. Note that for experience and fatigue it is possible that some elements may have different values to the unit average.
CV (Combat Value)	The current combat value of the unit as displayed on the unit counter.
Prep	The current level of Combat Preparation Points held by the unit
%TOE (Unit Table of Equipment (TOE))	The percentage of the unit's TOE currently in the unit.
TOEM (Maximum TOE Percentage Setting)	The maximum percentage of a unit's TOE to which it can take replacements. Selecting the current percentage will bring up a dialog box allowing the player to set the TOEM% for that unit. These values can also be altered using the Max TOE% function at the top of the screen
Status	Shows if the unit is in refit, ready, reserve, unready, depleted or loaded (on trains or ships).
SPri	If the unit is a HQ or airbase, this will show the current Supply Priority
MP	The movement points left for the unit
WTurn	When the unit is next due to be moved to a different Theatre.
WDest	Which Theatre Box it will be moved to
WStat	The current status of units due to withdraw. This will change to 'yes' shortly before the move and will affect the options available with that unit.
TtOB (Number of Turns until next TOE(OB) Upgrade)	The number will be 0 if the upgrade is commencing that turn. Selecting the number will bring up the TOE Upgrade window (37.10) for that unit.
Elt (Elite Status)	Lists Axis and Soviets elite units and other special types of Axis units using the following abbreviations: G= Soviets Guards, E=Axis Elite, SSE=SS Elite, SS=Non-elite SS, LW=Luftwaffe units. Selecting one of the abbreviations will select and list just those units with that particular status.
Won and Lost	These columns list the number of wins and losses that the unit, or its attached units if a HQ unit, has accrued. Note the lost screen is normally not visible due to space limitations.

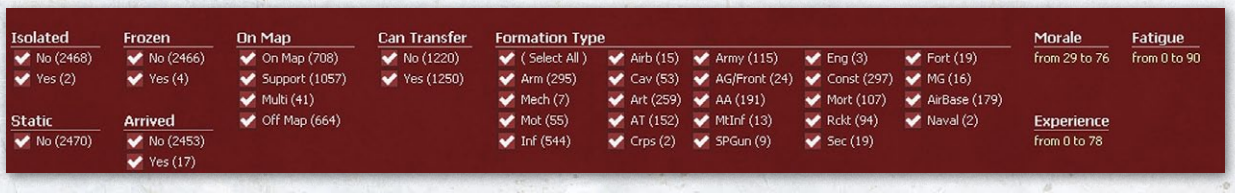
In addition, the Units Tab in the CR has a number of options both above and below the main screen. These allow the player to select what is shown and/or carry out actions on a number of units at any one time.

At the top of the screen are four Functions tabs:

These allow the player to make changes to the relevant status of all eligible units that are currently listed as follows:

OPTION TITLE	CONTENTS
Transfer	Will transfer all the eligible units to the chosen destination (the drop down will bring up a list of the active Theatre Boxes for that side).
Supply Priority	Selecting brings up a dialog box that allows the player to change the supply priority of all listed HQ and air base units to a setting from 0 to 4 (25.8). Note that air base units set to zero priority will not be resupplied.
Max TOE%	Selecting brings up a dialog box that allows the player to change the maximum TOE percentage setting of all listed units. For all but fortified zone units and air base units that can have maximum TOE below 50 percent, entering a number below 50 or above 100 will revert to 50 or 100.
Refit/Reserve	Selecting brings up a dialog box that allows the player to change the status of displayed combat units to Refit or Reserve (if eligible) status. Selecting '0' will return the units to Ready or Unready status. The status of Static units cannot be changed.

At the bottom of the Units Tab are three clusters of options and tabs as:



On the left hand side, the options allow the player to select which units are displayed according to various criteria:

OPTION TITLE	CONTENTS
Isolated	Can be toggled between No or Yes (if both are selected all units are shown)
Static	Can be toggled between No or Yes (if both are selected all units are shown)
Frozen	Can be toggled between No or Yes (if both are selected all units are shown)
Arrived	Can be toggled between No or Yes (if both are selected all units are shown)
On Map	Can be used to select units on the main Map, support units, multi-role units or units off the main Map. On Map (combat units/HQs on the map) Support (support units that are in units/cities on the map) Multi (Multi-use units that are on the map or in units/cities/city forts on the map) In Fort (combat units/HQ in city forts) Transfer (units that are in the process of transferring between map/TBs) Off Map - All others, basically units that are in a TB
Can Transfer	Can be toggled between No or Yes (if both are selected all units are shown) If Yes is chosen, those units meet the rules to allow a transfer from one Theatre to another or between the Map and a Theatre Box.

In the centre, the player can select or deselect unit types. If Select All is shown the all the units are displayed. This box will be empty if any of the other boxes are deselected. In addition it can be used to tab between showing all and showing no units.

In the example on the right, Arm and Mech units have been removed:

On the right hand side are more selectable criteria that can be used to control which units are displayed on the main screen. These effectively duplicate filters that can be selected from the main part of the display.

OPTION TITLE	CONTENTS
Morale	Clicking on the numerical values allows you to limit the range of units displayed. For example, you might use this to prevent low experience, low morale Soviet units being moved from the Reserve to the Map.
Experience	
Fatigue	

35.2.2. UNIT TAB SUPPLY VIEWS

The supply view provides much of the same information found in the unit supply detail window (37.3). The filters and some of the column headings are the same as for the Main tab.

COLUMN TITLE	CONTENTS
Unit Name	Units names are colour coded according to their function. The main differences are to use light green for off-map support units, orange for HQ units, yellow for on map combat units and blue for air base and air HQ units.
Nat (Nationality)	Lists the nationality of the unit.
Size	Indicates the size of the unit and can be filtered to show just divisional units for example.
Type	Provides information on the type of unit. HQ units are listed by specific type (i.e. Corps, Army, Army Group, High Command, etc.).
OB	Indicates the current TOE being used for the unit
HHQ (Higher Headquarters Unit)	Name of HQ unit to which the unit is directly attached.
Men, Guns, AFV in Unit	These 3 columns display the number of each item internal to that unit (attached units not counted).
AC (Aircraft in Airbases)	The number of aircraft in Air Groups attached to the air base unit.
Sup %	The current % of supply in the unit
Sup	The current number of supply in the unit
SupN	The level of supply needed by the unit
SupR	The amount of supply received in the last logistics phase
Fuel %	The current % of fuel in the unit
Fuel	The current number of fuel in the unit
FuelN	The level of fuel needed by the unit
FuelR	The amount of fuel received in the last logistics phase
Ammo%	The current % of ammunition in the unit
Ammo	The current number of ammunition in the unit
AmmoN	The level of ammunition needed by the unit
AmmoR	The amount of ammunition received in the last logistics phase
Veh%	The current % of vehicles in the unit
Veh	The current number of vehicles in the unit
VehN	The level of vehicles needed by the unit
VehR	The amount of vehicles received in the last logistics phase
MenR	Replacement manpower received in the last logistics phase. Note this can be negative if attrition losses exceeded replacements.
SupCons	Amount of supply consumed in the last logistics phase
AdminF	The number of times the unit failed to receive supplies or freight
HQPen	The net penalty value for failed rolls and other failures in the logistics system

Using the Units Tab to carry out bulk actions

One important use of the Commanders Report is not just to view or search for units but also to carry out actions on a group of units that meet any set criteria.

This is very useful when you want to reset (or redeploy) a substantial number of units at any one time.

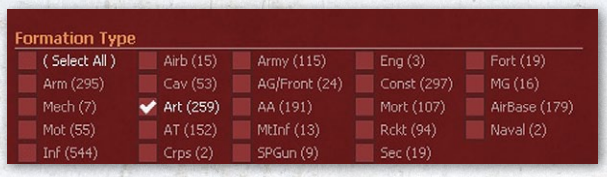
This section provides examples of how to carry out some bulk actions, it is not meant to be a complete list but to provide ideas of how to use the CR to ease the administrative aspects of managing your army.

Finding Units.

One simple use of the CR is to find either a particular unit or group of similar units on the map. At the most basic, sorting on Unit Name will place the units in an alphabetical-numeric order and simply scrolling down will find a given unit. However, this is relatively inefficient and you can use the various selection options (as above) to simplify the search.

If we know something about the unit that can help (e.g. if it is isolated or has just arrived this turn) but assuming it is a normal unit, the following steps will help to find a given Soviet artillery formation.

There are various ways of doing this depending on what is known. The most comprehensive approach is to set the Formation Type to 'Art' only.



We can then use 'size' to only show regiments:

We can then use other columns such as the OB list or HHQ to refine the search. If we know the unit is an Army Gun Artillery Regiment, clicking on that OB type will further limit the search:

This produces a list of 20 units, which can be readily viewed manually.

Not that at the bottom of the screen are all the filters we now have active:

Reset Maximum TOE

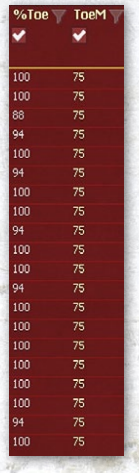
The CR is particularly useful when you wish to do bulk changes to either every unit in the army or units of a particular type. All this can be done unit by unit but the CR is often more efficient.

In this case, let us set the maximum TOE of the Soviet artillery units selected above to 75%.

Select the Max TOE% function and this dialogue appears:

Enter 75 and click on the tick box.

The maximum TOE for all Soviet artillery units is now at 75%.



Those units with a current TOE over this limit will now shed excess elements in the next few turns (in one turn if in the national reserve) and will not take on any replacements till this adjustment is complete.

Selecting Low TOE Units

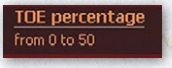
This can be done for a variety of criteria such as morale, experience, TOE and the basic steps are the same. This type of bulk

selection can be very useful for the Soviet player in the early turns when you might want to detect and return a large number of units to the National Reserve so they can refit or simply remain as shell formations with no risk of their destruction as the Axis advance.

Here we want to identify just Support Units that are under 50% TOE.

The first step is to use the On-Map filter just to select 'Support', as:

Then use the %TOE column filter to select those between 0 and 50%, as:



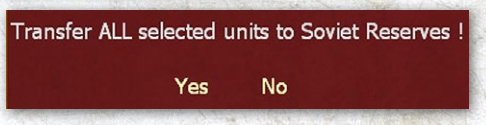
Clicking on the numerical range will allow us to set a new minimum and maximum range, such as:

In this case, for simplicity, we will move as many of these units to the National Reserve as we can. Some will not be eligible due to the rules in section 13.1.3.

For convenience we will use the 'Can Transfer' filter to determine those that can be moved:

Click on the transfer command and select 'Soviet Reserves' and all the eligible units will be transferred.

The units are now set to transfer (and can be seen in the reinforcement schedule if you want to double check).



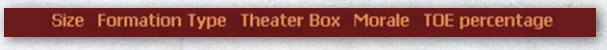
Move units to/from the National Reserve

The ability to do bulk moves to/from the map and the National Reserve (or other Theatre) is one way the CR can save a lot of time. This is probably especially valuable for the Soviet player.

Units can be moved between theatres either by changing the HHQ on the units own counter or by using criteria to select a group of units and then moving them all.

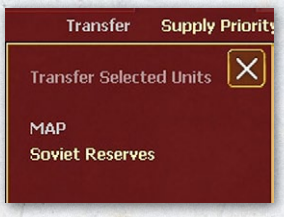
The example above shows how to move units from the map to the reserve. In this case we will move Soviet Rifle Divisions with morale over 45 and TOE of at least 90 to the map. This process is similar to the above and uses various filters.

This gives 4 units that can be moved.



Select Transfer>>Map and confirm.

Unit Name	Size	Type	OB	HHQ	ThBox
55th Rifle Division	XX	Inf	41c Rifle Division	-	SR
17th Rifle Division	XX	Inf	41c Rifle Division	-	SR
33rd Rifle Division	XX	Inf	41c Rifle Division	-	SR
240th Rifle Division	XX	Inf	41c Rifle Division	-	SR



Note that all those units will go the hex (or as close as possible) selected for units to arrive form the Reserve. In practice you might not want all the divisions at the same location and in this case might want to use additional criteria to break them up into two or more batches (resetting the arrival hex each time).

Remember that in this case, you will always return to the same screen and filters each time you re-open the CR.

35.3. HQS (HEADQUARTERS UNITS) TAB

This tab lists all the phasing player's headquarters units including rail repair units and amphibious HQs.

This tab has much less information than the units tab but as with all screens you can choose which columns you wish to have displayed.

35.3.1. HQ TAB VIEW

Directly underneath the HQs tab will show the total number of HQ units currently selected. The following information is provided by column headers, all of which can be selected to sort their columns:

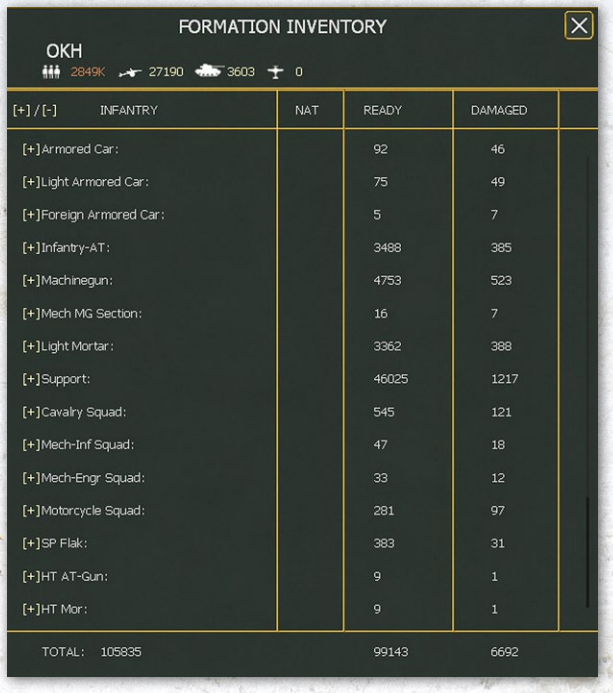
COLUMN TITLE	CONTENTS
Unit Name	Selecting the HQ unit name will take you to the unit on the map.
Nat (Nationality)	Lists the nationality of the unit. Selecting a nationality will set the 'Nation' filter and list just those units of that nationality.
Size	Shows the level of the unit command
Type	Unit type, which corresponds directly with the unit formation type unit display filters.
HHQ (Higher Headquarters Unit)	Name of HQ unit to which the HQ unit is directly attached. Selecting the name of the HQ unit selects and lists just the HQ units that are attached.
ThBox	Which Theatre Box or the Map where the unit is located
Aslt (Assault)	This shows eligible Axis armies or Soviet Fronts set to assault mode. Any lower level HQs assigned to that army or Front are described as 'In Aslt' Aslt will indicate that HQ can be moved to assault status
Men, Guns, AFV, Aircraft in Unit	These four columns list the total number of each item in the HQ unit and all of its attached units. Selecting one of the numbers brings up the applicable Formation Inventory Window, which breaks down each item by number and type of ground element or aircraft (35.3.2).
Leader	Lists the leader in command of the HQ unit. Selecting the leader's name brings up the Leader Detail Window. Closing the detail window selects the HQ unit location and brings up the HQ unit detail window.
SupL (Support Level)	Lists the current support unit level for that HQ unit). Selecting the current number or Lck (Locked) brings up a dialog box that allows the player to reset the support level for that HQ unit between – 1 and 9, with – 1 changing the setting to Locked.
CU (Combat Units) and SU (Support Units)	These two columns display the number of each type of unit attached to the HQ unit. Note that Support Unit numbers do not include construction type units. On map MRU units are not shown in either column, off map MRU are shown in the SU column.
ComPt (Command Points)	This number is the difference between the number of command points of combat units attached to the HQ unit and the HQ unit's Command Capacity (CC) (21.11.3). A negative number indicates that the number of command points of the units attached exceeds the HQ units CC.
Pri	Shows the current supply priority for the HQ (if that is appropriate)
Frzn (Frozen)	A non-zero number indicates that the HQ unit is frozen for that number of turns.

For this screen you have two options to carry out alterations to unit status. These function in the same way as the options on the Unit screen:

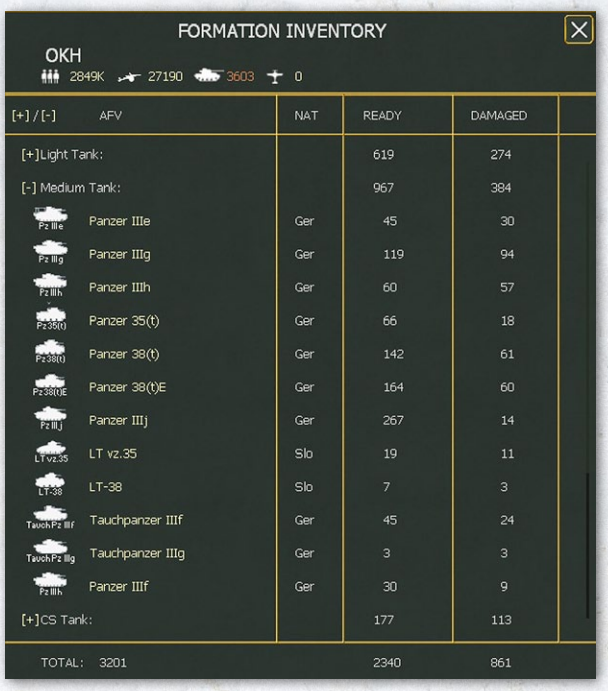
35.3.2. FORMATION INVENTORY WINDOW

These windows can be left clicking on the number of men, guns, AFV or aircraft in the applicable column of the HQs tab.

Each formation inventory window provides the following information. Note that each category can be expanded to provide more details:



[+] / [-] INFANTRY	NAT	READY	DAMAGED
[+] Armored Car:		92	46
[+] Light Armored Car:		75	49
[+] Foreign Armored Car:		5	7
[+] Infantry-AT:		3488	385
[+] Machinegun:		4753	523
[+] Mech MG Section:		16	7
[+] Light Mortar:		3362	388
[+] Support:		46025	1217
[+] Cavalry Squad:		545	121
[+] Mech-Inf Squad:		47	18
[+] Mech-Engr Squad:		33	12
[+] Motorcycle Squad:		281	97
[+] SP Flak:		383	31
[+] HT AT-Gun:		9	1
[+] HT Mor:		9	1
TOTAL: 105835		99143	6692



35.3.3. FUNCTIONS

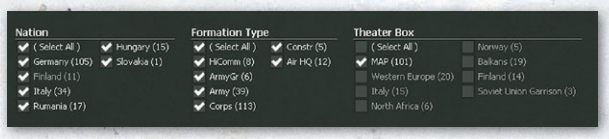
The main view of the HQs tab has a functions section with two selectable functions that allows the player to change the status of all eligible units that are currently listed as follows:

Support Level: Selecting brings up a dialog box that allows the player to change the support level of all listed HQ units to a setting from – 1 to 9, with – 1 resulting in a Locked setting.

Supply Priority: Selecting brings up a dialog box that allows the player to change the supply priority of all listed HQ units to a setting from 0 to 4.

35.3.4. HQ DISPLAY FILTERS

Selecting 'Clear all Filters' will not only clear all current filters, but also any active column header sorting.



COLUMN TITLE	CONTENTS
Name	Displays the name of the headquarters unit that has command and control of the listed forces.
Men, Guns, AFV, Aircraft	Displays an icon followed by the number for each of the four categories. The selected category (i.e. AFV) is in red text; the other three categories are in blue text and can be selected to change the formation inventory to that category.
Type of Ground Element/ Aircraft	This column lists either the ground element (men, guns, AFV) type or aircraft type with expand and collapse ([+]/[-]) capability by each type or for all at once. Expanding a type (e.g. medium tank or fighter) will display a list of the specific ground elements or aircraft models along with the applicable silhouette. Selecting a specific ground element will take the player back to the main units tab filtered to display just the units that are subordinated to the HQ unit that contain that ground element. Selecting a specific aircraft model will take the player to the Air Groups tab filtered to display just the Air Groups that that contain that aircraft model. Expanding or collapsing the display will change the presentation in the other three columns.
NAT (Nationality)	This column is blank until a ground element or aircraft type is expanded. Then for each specific ground element or aircraft model, their applicable nationality will be displayed.
READY	This column displays the total number of ready ground elements or ready and reserve aircraft of each type. If a type is expanded, a sub-total for each specific ground element or aircraft model will also be displayed.
DAMAGED	This column displays the total number of damaged ground elements or aircraft of each type. If a type is expanded, a sub-total for each specific ground element or aircraft model will also be displayed.
TOTAL	At the bottom of the window the total overall number, as well as the total number of ready (ready/ reserve for aircraft) and the total number of damaged ground elements or aircraft will be displayed.

OPTION TITLE	CONTENTS
Nation	Can be toggled between the various nationalities that make up the player's army
HQ Type Filters	Most of the HQ display filters are type filters, with on/off toggles that allow the player to determine the type of HQ units to be listed. They can be toggled individually or globally using the 'All' or 'None' filters. All air headquarter units, regardless of actual type are filtered under 'AirCom.'
ThBox	Select All will show all HQs regardless of their theatre, otherwise these filters can be used to select one or more Theatre Boxes or the main game map.

35.4. AIR GROUPS TAB

This tab lists all the phasing player's air units. As with all the tabs, it can be used to carry out functions, sort on specific variables and change the displayed columns.

This is probably the most complex page in the Commanders Report but can be used as an important tool to manage your airforce.

You can change the basic view of the form using the options at the top of the screen:

FUNCTION	CONSEQUENCES
Air Groups	Will display the data with the named air group(s) on the left hand side.
AOG	Will display the data with the named Air Operational Group(s) on the left hand side.
Pilots	Will change the display to show the pilots rather than air groups. This layout is described in more detail below.
Pilot List	A list of all the historical pilots, their current allocation and experience and whether they have been killed or are still available.

35.4.1. AIR GROUPS

As with most screens, this offers a number of functions that are useful for managing your air units.

Remember that any selected function will be applied to all the displayed air units (unless otherwise prevented by the game rules).

FUNCTION	CONSEQUENCES
Transfer	Will transfer all the selected units to the National Reserve. You will need to confirm yes/no when you do this.
Add Pilots	Will add pilots to all the selected units. A second pop-up will allow you to only add 'trained pilots'.
Disband	Will disband all the selected units. You will need to confirm yes/no when you do this.
Replace	Will change the rules used by the selected air units to determine how they will seek to replace lost pilots. A second box will appear with the options to set this as 'normal', 'restricted, 'priority' or 'trained pilots'.
Change Upgrade	Will change the air units between manual or automatic upgrades
Mission Setting	Will set the air units to carry out night and day, night only, day only missions, or rest for the next turns.

As in the other displays the filters work at two levels. You can select what you wish to filter on and then retain all, or some, of the units. Finally you can filter again in the data display by clicking on say the aircraft type.

You can also set many columns to only show air units that meet specific criteria such as a certain % of ready aircraft.

Filter options include:

FILTER	CONSEQUENCES
AIR GROUP	Allows you to select some or all of your air groups
NAT	Allows you to select some or all of your nationalities
SIZE	Allows you to select some or all of your air group sizes
AIRCRAFT	Allows you to select some or all of your aircraft types
LOADOUT	Allows you to filter between those air groups set to auto select their loadout and those you are controlling manually.
TYPE	Allows you to select some or all of the types of your aircraft such as FB or LB etc.
FB	Shows if a fighter bomber air unit is trained as a fighter or bomber formation
AIR HQ	Allows you to select some or all of your Air HQs
AOG	Allows you to select some or all of your Air Operational Groups
AIRBASE	Allows you to select some or all of your airbases. The filter will also indicate how many air groups are currently at that particular airbase.
Transfer	Indicates if the air unit is due to transfer to the map or a different Theatre Box.

FILTER	CONSEQUENCES
X, Y	Allows you to select airbases using their map co-ordinates
ThBox	Allows you to select all the air groups in a particular theatre.
AD	Allows you to select some or all of your air groups by their allocated air directive type
NAVAL	Allows you to select your air groups that are categorised as naval only
MIS	Allows you to select your air groups in terms of when they will fly a mission (divided between day only, day and night and night only or rest). This value can be changed for all selected air groups using the function 'Mission Setting'.
UPG	Allows you to select your air groups by their allocated upgrade mode (auto or manual)
RPL	Allows you to select your air groups by their allocated replacement criteria
EXP	Allows you to select your air groups by their experience level
MOR	Allows you to select your air groups by their morale level
FAT	Allows you to select your air groups by their fatigue level
Depl	Indicates if the air unit is treated as depleted. This information is used by the automatic air management routine to determine if the unit should be sent to the appropriate national reserve.
RDY	Allows you to select your air groups by the number of ready planes they have available
RES	Allows you to select your air groups by the number of planes set to reserve status
DAM	Allows you to select your air groups by the number of planes that are currently damaged
MAX	Allows you to select your air groups by the maximum number of planes they can have allocated
PLT	Allows you to select air groups that have missing pilots or no missing pilots
KILL	Allows you to select air groups depending on how many kills have been allocated to them
TRVL	Allows you to select air groups depending on how far they have travelled this turn
Del	Shows the number of turns an air unit is frozen for (if appropriate)

The data along the base of the screen will show how many items are selected using your current filters. As with other screens, you can also select a number of filters using these options.

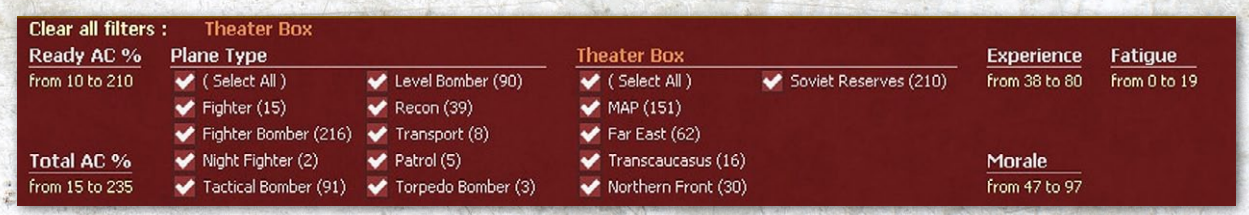
35.4.2. AOG SCREEN

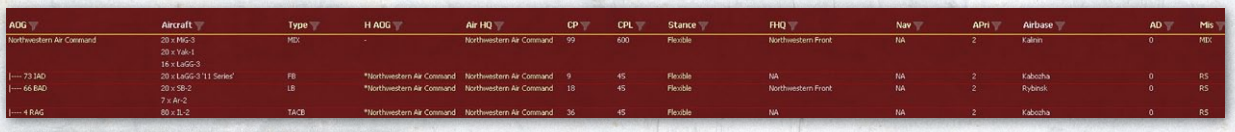
This repeats many of the columns for the Air Group screen. However it starts with the left hand column showing either the AOG or Air Command.

Other new columns include:

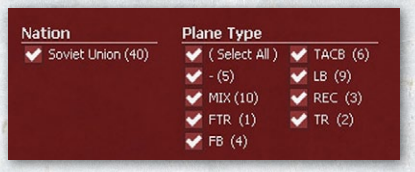
FILTER	CONSEQUENCES
Aircraft	Will list all the planes currently in that AOG or Air Command
Type	The type of planes in that AOG or Air Command. Some AOGs can only have particular plane types. If more than one type is present this is shown as MIX.
H AOG	The Air Command a given AOG reports to
Air HQ	The on map Air Command the AOG reports to
CP	The current command points used by that AOG or Air Command
CPL	The maximum number of command points available for that AOG or Air Command
Stance	If using the AI air assistance this will determine how the AOG/Air Command moves on the map when the HQ they are following moves
FHQ	If using the AI air assistance this will determine which ground HQ the AOG/Air Command will follow
Nav	Will show the number of Naval operations that AOG/Air Command has
APri	If using the AI air assistance this will determine how many air units are assigned
Air base	Shows all the airbases used by air units under that command
AD	Shows many Air Directives that Air Command/ AOG is assigned to
Mis	If using the AI air assistance this will determine the type of missions the component air units will undertake

Again at the foot of the page are some filters that can be used:





AOG	Aircraft	Type	H AOG	Air HQ	CP	CPL	Stance	FHQ	Nav	APri	Airbase	AD	Mis
Northwestern Air Command	20 x MiG-3 20 x Yak-1 16 x LaGG-3	MIX	-	Northwestern Air Command	99	600	Flexible	Northwestern Front	NA	2	Kalinin	0	MIX
├── 73 IAD	20 x LaGG-3 '11 Series'	FB	*Northwestern Air Command	Northwestern Air Command	9	45	Flexible	NA	NA	2	Kabozha	0	RS
├── 66 BAD	20 x SB-2 7 x Ar-2	LB	*Northwestern Air Command	Northwestern Air Command	18	45	Flexible	Northwestern Front	NA	2	Rybinsk	0	RS
├── 4 RAG	80 x IL-2	TACB	*Northwestern Air Command	Northwestern Air Command	36	45	Flexible	NA	NA	2	Kabozha	0	RS



35.4.3. PILOTS

This screen provides an overview of the number of pilots by nationality.

COLUMN	CONTENT
NATION	Shows the nationality of each group of pilots
TOTAL	The total number of pilots for that nationality
READY	The number of pilots who are ready to be allocated to planes
WOUNDED	The number of pilots who are currently wounded
CAPTURED	The number of pilots who have been captured
KIA	The number of pilots who have been killed in action
FREE	The number of pilots who can be allocated to planes
POOL	The number of pilots who could be allocated to planes
+TRAIN	The number of trained pilots added to the pool each turn
Miss to Ready	The difference between your number of pilots and number of ready planes
Miss to Max	The difference between your number of pilots and total number of planes

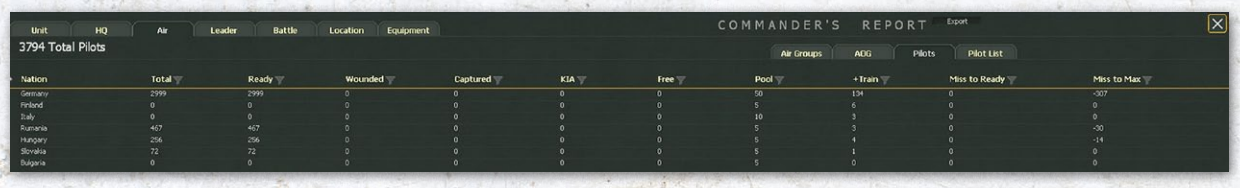
35.4.4. PILOT LIST

This screen provides an overview of the performance (and fate) of the historical named pilots in your air force.

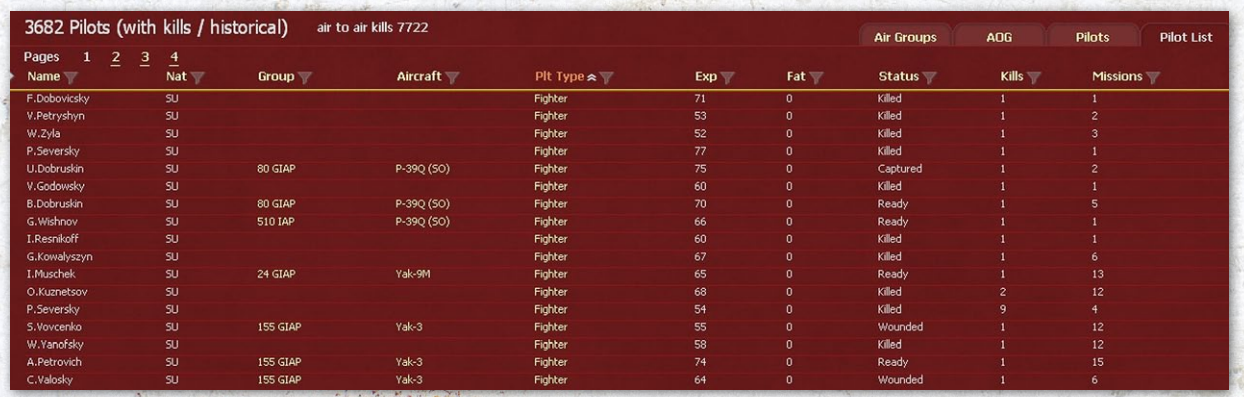
35.5. LEADERS TAB

This tab lists all the phasing player's leaders that can be assigned (command) headquarters units. It consists of only one view, with no functions section.

COLUMN TITLE	CONTENTS
Name	Leader's name in last name, first name format. Selecting a leader's name will bring up the Leader Detail window
Nat (Nationality)	Leader's nation
Rank	The leader's current rank. Selecting a leader's rank will bring up a filtered list of just those leaders with that rank.
Unit	If the leader is currently in command of a headquarters unit, the HQ unit's name will be listed. Otherwise this column will have a hyphen (-).
Leader Ratings	These seven columns display the current leader ratings (15.3) in the order of Political (Pol), Morale (Mrl), Initiative (Ini), Administration (Admin), Mechanized (Mech), Infantry (Inf), and Air.



Nation	Total	Ready	Wounded	Captured	KIA	Free	Pool	+Train	Miss to Ready	Miss to Max
Germany	2999	2999	0	0	0	0	50	134	0	-307
Finland	0	0	0	0	0	0	5	6	0	0
Italy	0	0	0	0	0	0	10	3	0	0
Rumania	467	467	0	0	0	0	5	3	0	-30
Hungary	256	256	0	0	0	0	5	4	0	-19
Slovakia	72	72	0	0	0	0	5	1	0	0
Bulgaria	0	0	0	0	0	0	5	0	0	0



Name	Nat	Group	Aircraft	Plt Type	Exp	Fat	Status	Kills	Missions
F.Dobovicsky	SU			Fighter	71	0	Killed	1	1
V.Petryshyn	SU			Fighter	53	0	Killed	1	2
W.Zyla	SU			Fighter	52	0	Killed	1	3
P.Seversky	SU			Fighter	77	0	Killed	1	1
U.Dobruskin	SU	80 GIAP	P-39Q (SO)	Fighter	75	0	Captured	1	2
V.Godowsky	SU			Fighter	60	0	Killed	1	1
B.Dobruskin	SU	80 GIAP	P-39Q (SO)	Fighter	70	0	Ready	1	5
G.Wishnov	SU	510 IAP	P-39Q (SO)	Fighter	66	0	Ready	1	1
I.Resnikoff	SU			Fighter	60	0	Killed	1	1
G.Kowalyszyn	SU			Fighter	67	0	Killed	1	6
I.Muschek	SU	24 GIAP	Yak-9M	Fighter	65	0	Ready	1	13
O.Kuznetsov	SU			Fighter	68	0	Killed	2	12
P.Seversky	SU			Fighter	54	0	Killed	9	4
S.Vovcenko	SU	155 GIAP	Yak-3	Fighter	55	0	Wounded	1	12
W.Yanofsky	SU			Fighter	58	0	Killed	1	12
A.Petrovich	SU	155 GIAP	Yak-3	Fighter	74	0	Ready	1	15
C.Valosky	SU	155 GIAP	Yak-3	Fighter	64	0	Wounded	1	6

Restr (Restrictions)	Displays any restrictions regarding the type of headquarters units that the leader can be assigned. Restrictions are Ground Only (GO), Air Only (AO), Ground and Air (-) and SS Only (SS).
MaxC (Maximum Command Level)	Displays the maximum level of headquarters unit a leader can command. Maximum Command levels are Corps/Army (C/A), Army Group (AG), and High Command (HC).
DisC (Dismissal Cost)	Displays the cost in administrative points to dismiss the leader.
Vic (Victories)	Displays the current number of victories (wins) that the leader has earned.
Def (Defeats)	Displays the current number of defeats (losses) that the leader has earned.
Fate:	Displays whether a leader is active (alive) or dead. Active leaders are marked with a hyphen (-). Dead leaders are marked as either killed in action (KIA) or executed (EXC) upon dismissal.

In addition, the Leaders tab has a number of display filters:

35.6. BATTLES TAB

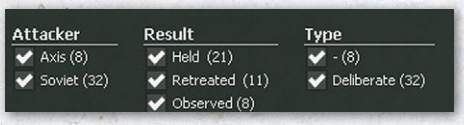
This tab lists all the battles that have taken place during both the phasing player's current turn and the proceeding non-phasing player's turn. The default listing is in the exact order they were conducted.

There is a Ground view and an Air view, the difference being in the type of losses displayed.

Underneath the Battles tab you can see the total number of battles currently selected. This number will change as battles are filtered or sorted out of the view. This tab does not have a functions section and there are no specific display filters, only the 'Clear All Filters' link, which will clear any active column header sorting.

35.6.1. GROUND VIEW

As usual there are a few filter tabs below the main display.



COLUMN TITLE	CONTENTS
Hex	Lists the hex location where the battle took place in X, Y coordinates. Selecting the location will bring up the map area with the battle hex selected and the combat resolution report for that battle displayed.
Near	Displays the name of the closest town, city, urban hex or other named location to the battle
Attk (Attacker)	Displays the side, Axis (Ax) or Soviets (SU) that initiated the attack. If a hyphen (-) is displayed, this indicates an isolated unit that surrendered during the previous logistics phase.
Result	Displays the result of the attack or air mission
Type	Displays whether ground attacks were deliberate or hasty (23.4). Air missions will be marked with a hyphen (-).
Attacker and Defender	These two headers each have three column headers underneath them that display the composition of the forces involved on each side. The three columns in the ground view list the number of men, guns, and armored fighting vehicles (AFV) present in the battle
Attacker and Defender Losses	These two headers each have three column headers underneath them that display the losses for each side. The three columns in the ground view list the number of men, guns, and armored fighting vehicles (AFV) lost.
DMenE, DGunE, DAFVE	If the battle ended as a surrender or shattered result, these columns will show how many of the defenders escaped (and were returned to the relevant production pools).

35.6.2. AIR VIEW

COLUMN TITLE	CONTENTS
Hex	Lists the hex location where the battle took place in X, Y coordinates. Selecting the location will bring up the map area with the battle hex selected and the combat resolution report for that battle displayed.
Near	Displays the name of the closest town, city, urban hex or other named location to the battle
Attk (Attacker)	Displays the side, Axis (Ax) or Soviets (SU) that initiated the air mission. If a hyphen (-) is displayed, this indicates an isolated unit that surrendered during the previous logistics phase.
Result	Displays the result of the attack or air mission
Type	Displays whether ground attacks were deliberate or hasty (23.4). Air missions will be marked with a hyphen (-).
Attacker and Defender	These two headers each have three column headers underneath them that display the composition of the forces involved on each side. The three columns list the number of fighters, bombers and other (utility) planes involved in the battle
Attacker and Defender Losses	These two headers each have three column headers underneath them that display the losses for each side. The three columns list the number of fighters, bombers and other (utility) planes lost in the battle

35.7. LOCATIONS TAB

This tab lists all of the town, city, urban hexes and other named locations controlled by the phasing player, both on and off map. Underneath the Locations tab will display the total number of locations currently selected. This number will change as locations are filtered or sorted out of the views. There are three views available in the Locations tab.

The Storage view (default) displays supply, resources and oil stored at the location compared to the requirement for those items as well as the number of air base units and anti-aircraft support units.

The Industry view displays the number of factory points of each general type of factory and any damage to those factories.

The Depot view displays depots by location and type and provides supply priority, freight and vehicle status. This tab does not have a functions section.

All of the views have the following column headers:

COLUMN TITLE	CONTENTS
Name	Displays the name of the closest town, city, urban hex or other named location.
Nat (Nationality)	Nationality of the town, city or urban hex. Control of a hex by the opposing side does not change nationality. Selecting a particular nationality within this column will bring up a filtered list of just the town, city or urban hexes of that nation.
Hex	Lists the current hex location of the town, city or urban hex in X, Y coordinates. Off-map locations are marked with an asterisk (*). Selecting a location will bring up the applicable city detail window and for on-map locations will select the hex. For off-map locations, the previously selected on-map hex will remain selected.
Pop (Population)	Displays the permanent population of the town, city or urban hex.

All the tabs can be filtered according to the nationality of the hex.

35.7.1. LOCATIONS TAB: STORAGE VIEW

The storage view consists of the following additional column headers:

COLUMN TITLE	CONTENTS
AB Size	Size of the airbase at the location (if any)
SU	The number of support units assigned to that location
Current Storage and Storage Requirements	These eight columns display the amount in tons of supplies (Sup), fuel (Fuel), resources (Res), and oil (Oil) currently stored in the hex as well as the required amount of supplies (SupR), fuel (FuelR), resources (ResR), and oil (OilR) needed by the town, city or urban hexes, which is based on the number and type of factories located there.

35.7.2. LOCATIONS TAB: INDUSTRY VIEW

Under each column are shown the number of factory points for each type of resource at that location.

For aircraft and AFV/Combat vehicle factories, the number of factory points is the sum of all those types of factories since it is possible for a given location to produce more than one type of vehicle or aircraft.

If a factory type has suffered damage, the percentage will be displayed in parentheses next to the number of factory points of that type of factory.

COLUMN TITLE	CONTENTS
AFV	The sum of the AFV factories at the location
Air	The sum of the aircraft factories at the location
Man	The current population of the location
HI	The number of Heavy Industry factories at the location
Oil	The number of Oil producing factories at the location
Fuel	The number of Fuel processing factories at the location
SFuel	The number of Synthetic Fuel factories at the location
Res	The number of Resource production factories at the location
Veh	The number of Vehicle factories at the location
Arm	The number of Armament factories at the location
Rail	The number of Rail yards at the location
Port	The number of Port capacity at the location

35.7.3. LOCATION TAB: DEPOT VIEW

The depot view consists of five additional column headers that display the following information:

COLUMN TITLE	CONTENTS
Depot	Lists the type of depot as National Src (National Supply Source) (Type 4), Export Port (Port Supply Source) (Type 3), Import Port (Type 2), or Railyard (Type 1). A dash (-) indicates that no depot currently exists in that town, city or urban hex.
Priority	Current supply priority of the depot. Selecting the number allows the player to set that depot's supply priority from 0-4 if the depot is located on map. Selecting the check box or the 'Enter' key without inputting a number will change the supply priority to 0.
Freight	The amount of freight in tons currently stored at that location
Unused Vehicles	Vehicles assigned to the depot that are still available for the transport of freight in the turn.
Used Vehicles	Vehicles assigned to the depot that have been used to transport freight this turn and are no longer available.
UnitSup	The number of units drawing supply from that depot in the last turn

35.8. EQUIPMENT TAB

This tab is a reference database that provides information on all equipment and devices included in the game for both sides. There are three views; ground elements (default), aircraft, and weapons (devices). Depending on the view selected, underneath the Equipment tab will display the total number of ground elements, aircraft, or weapons (devices) currently selected. This number will change as equipment is filtered or sorted out of the views. For the ground element and aircraft views, the player can compare two different ground elements or aircraft by using the ground element or aircraft 'Compare' windows.

At the bottom of the page are a set of filters that can be used to restrict the display to certain types of elements or weapons

35.8.1. EQUIPMENT TAB: GROUND ELEMENTS VIEW

This view has the following column headers:

COLUMN TITLE	CONTENTS
Ground Element	Lists the name of each ground element. Selecting a ground element will bring up the ground element compare selection window.
Nat (Nationality)	Lists the nationality of each ground element.
Class	Lists the broad type for that element, the game may use this information when assigning an alternative element if something is missing from the TOE and not available in the replacement pools.
Type	Lists the specific type for the ground element.
SDate (Start Date)	Lists the month and year that the ground element equipment went or will go into production.
EDate (End Date)	Lists the month and year that the ground element equipment stopped or will stop production.
Upg (Upgrade)	Displays whether the ground element will be upgraded by listing the identification number (ID) of the upgrade ground element from the game editor ground element editor section (game editor .pdf). If a ground element does not have an upgrade, this column will be marked by a hyphen (-). Selecting the upgrade ID number will bring up the ground element compare window with the ground element compared to the upgrade ground element.
Ground Element Characteristics	These six columns provide the number of men (Men), the tactical speed (Spd), size, fuel usage (Fuel), ammunition usage (Ammo), and reliability rating (Rel) for the ground element.
Production Information	These two columns provide the cost in supplies to build the equipment in the ground element and the maximum number of the equipment that can be built (BldLim) at a single location.
Armour	The armour rating of an AFV/Combat vehicle expressed in terms of front (FArm), side (SArm), and top (TArm) armour.
Load	Lists the load cost for rail, naval and air transport (if applicable) of the ground element.

35.8.2. EQUIPMENT TAB: AIRCRAFT VIEW

Aircraft	Nat	Type	Air Profile	SDate	EDate	Upg	Crew	SpdMax
Bf 109E-3	Ger	Fighter	GE S-E Fighter	1-39	7-40	Bf 109E-7	1	354
Bf 109G-14/AS	Ger	Fighter	GE S-E Fighter	6-44	12-44	Bf 109K-4	1	429
Bf 110C	Ger	Fighter	GE M-E Fighter	9-39	7-40	Bf 110E-2	2	342
Bf 110D-1/R2	Ger	Fighter	GE M-E Fighter	6-40	0--1900	Bf 110E-2	2	342
Do 335A	Ger	Fighter	GE S-E Fighter	3-45	8-45		1	463
Fw 190D-9	Ger	Fighter	GE S-E Fighter	8-44	8-45		1	435
He 112B	Ger	Fighter	GE S-E Fighter	1-38	1-39	Bf 109E-3	1	317
He 162A	Ger	Fighter	GE S-E Fighter	2-45	8-45		1	522
Me 163B	Ger	Fighter	GE S-E Fighter	6-44	2-45		1	596
Me 262A-1a	Ger	Fighter	GE S-E Fighter	6-44	8-45		1	549
Ta 152H	Ger	Fighter	GE S-E Fighter	1-45	8-45		1	463

This view has the following column headers:

COLUMN TITLE	CONTENTS
Aircraft	Lists the name of each aircraft model. Selecting an aircraft will bring up the aircraft compare selection window.
Nat (Nationality)	Lists the nationality of each aircraft.
Type	Lists the functional type for the aircraft.
Air Profile	Lists the broad type for that element, the game may use this information when assigning an alternative element if something is missing from the TOE and not available in the replacement pools. This is also used when determining what planes can be assigned to some particular AOGs.
SDate (Start Date)	Lists the month and year that the aircraft went or will go into production.
EDate (End Date)	Lists the month and year that the aircraft stopped or will stop production.
Upg (Upgrade)	Displays whether the aircraft will be upgraded by listing the identification number (ID) of the upgrade aircraft from the game editor ground element editor section (game editor .pdf). If a aircraft does not have an upgrade, this column will be marked by a hyphen (-). Selecting the upgrade ID number will bring up the aircraft compare window with the aircraft compared to the upgrade model.
Aircraft Characteristics	These columns provide the number of aircrew, including the pilot, in the aircraft, the maximum speed (SpdM), cruising speed (SpdC), climb rate, maximum altitude (Alt), maximum load, endurance (Endr), range, ammunition load and fuel load.
Production Information	These two columns provide the cost in supplies to build the aircraft and the maximum number of the aircraft that can be built (BldLim) at a single location.
Armour	Lists the armour rating for the aircraft.
Rel (Reliability)	Lists the reliability rating for the aircraft.

35.8.3. EQUIPMENT TAB: WEAPONS (DEVICES)

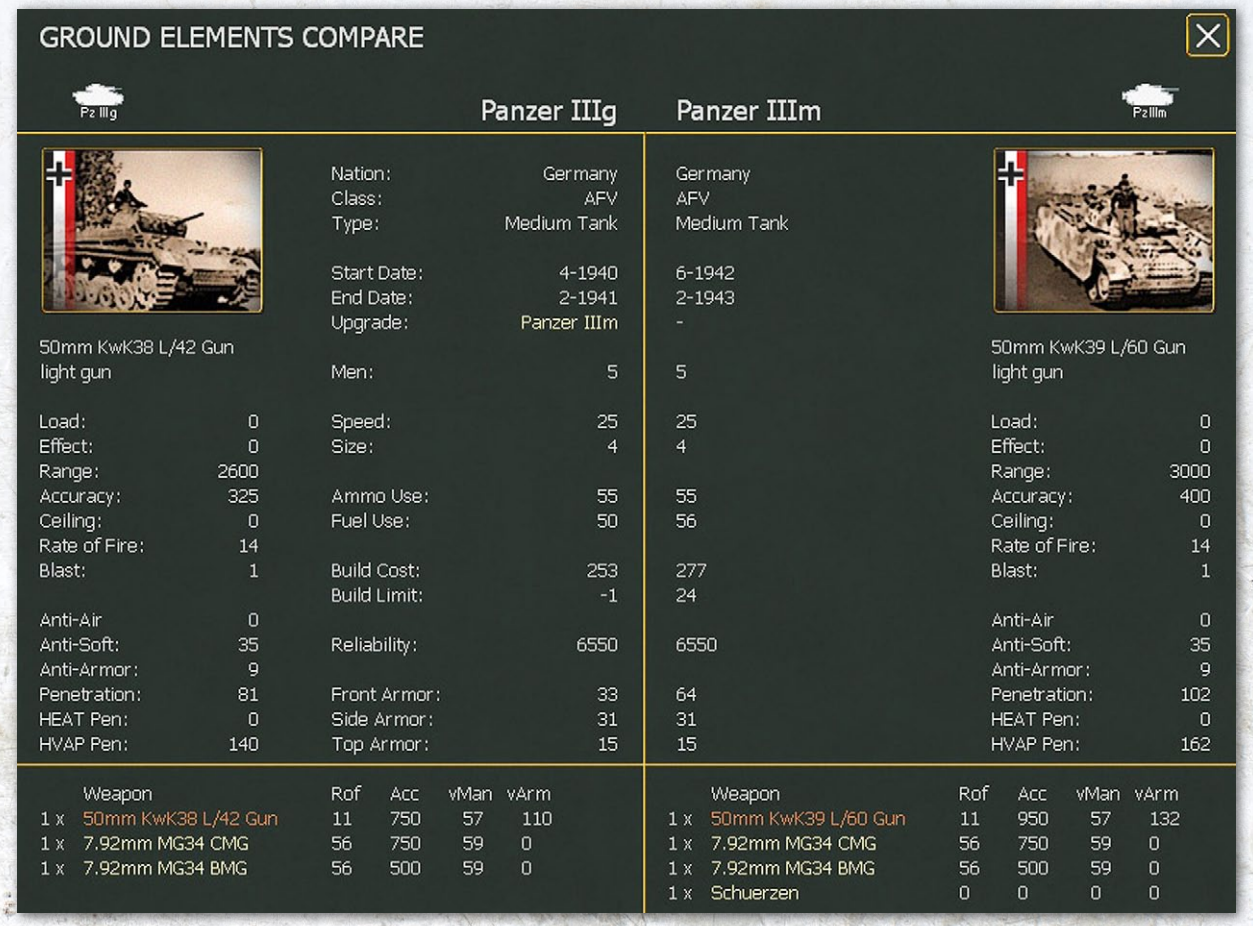
COLUMN TITLE	CONTENTS
Weapon	Lists the name of the weapon (device). Selecting an entry in this column will take you to the Ground or Aircraft tab and show which make use of that weapon
Type	Lists the type of weapon/device (e.g. heavy gun, general purpose (GP) bomb, radar detector, drop tank, etc.). Selecting a particular type within this column will bring up a filtered list of just that type of weapon (device).
Weapon (Device) Characteristics	These columns provide information on the weapon (device) load cost, effect (Eff), range (Rng), accuracy (Acc), range ceiling for AA guns (Ceil), rate of fire (RoF), blast radius (Blast), anti-air target (AAir) efficiency, anti-soft (ASoft) target efficiency, anti-armor (AArm) target efficiency, target penetration (Pen) efficiency, High Explosive Anti-Tank (HEAT) efficiency, and High-Velocity Armor-Piercing (HVAP) efficiency.

35.8.4. COMPARE WINDOW

The compare window allows the player to look at the information contained in the applicable equipment view of two different ground elements or two different aircraft. This window can be accessed either through the name or the upgrade column. This function cannot be accessed from the 'Weapons' Tab.

If using the name column, the compare window brings up the selected ground element or aircraft on one side and a list of all other ground elements or aircraft on the other side. Selecting a ground element or aircraft will bring it up to complete the compare window. For the ground element view, there is a 'Same Class' check box that lists just the ground elements listed under the type header. Un-checking the box will allow the player to select from all ground elements currently selected.

If the upgrade column is used to access the compare window, it will automatically bring up the upgrade



ground element or aircraft model on the other side of the compare window.

Each side of the compare window has four sections as seen in the screenshot above:

It is worth bearing in mind that the weapon statistics on this tab may be different to those in the main Commander's Report. In this case, those underlying values are modified by the platform (element) they are mounted on and if this was inefficient they will be lower. Thus the Soviet 152mm gun has lower values when mounted on a KV-2 compared to an ISU-152.

SECTION	CONTENTS
Name	Name, type silhouette, country flag and picture.
Weapon (Device)	Contains the same information as in that view of the equipment tab for the currently selected weapon (device). Ground element or aircraft detail section containing the same information as in that view of the equipment tab for that ground element or aircraft. The one exception is the upgrade field, which will list the name of the upgrade rather than the ID number. In addition, selecting the upgrade name will bring up that ground element or aircraft as the other side of the compare window.
List of Weapons (Devices)	Shows all the weapon systems the ground element or aircraft could use in the same format as the ground element or air group detail window. The currently selected weapon (device) will be in orange text and its details will be shown as described above. Selecting the name of a weapon (device) will change the detail section to display its details.

36. APPENDIX G –INFORMATION AND ADMINISTRATION SCREENS

This appendix provides detailed information on the various screens accessible at the top of the playing area when in either 'Info Screens' Mode or the Administration Mode (6.2).

All these screens can be accessed from the tabs at the top of the game map (when the Info Screen Mode is selected), via hotkeys or by using the map (right click on any hex, >> Info Screens and then select the desired screen)

While most of these access pop up screens that in turn allow further action a couple amend the view of units on the map to convey information about the state of your command or supply infrastructure. In this respect the Theatre Box screens are best seen as a hybrid between part of the map and an information screen.

36.1. ORDER OF BATTLE

This screen can be accessed from the info screens menu tab toolbar or Hotkey- 'o' or by right clicking on any hex and selecting 'Info Screens'. In this example, the 'Theater Boxes' section has been expanded (the arrow points down) and the total split across the 4 active boxes.

The screen can be divided into two main sub-sections:

36.1.1. LEFT HAND DISPLAY

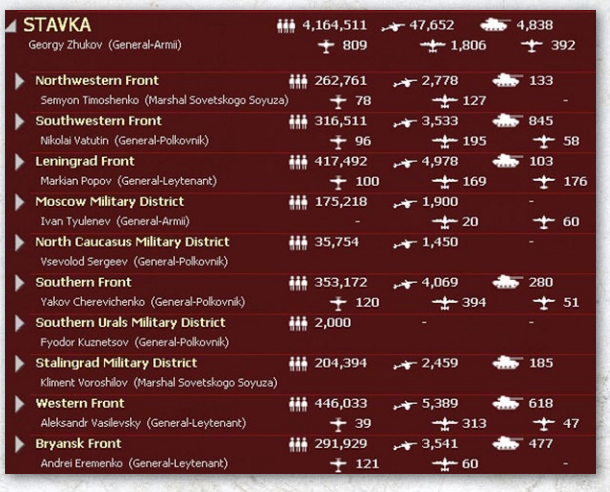
At the top of this screen, all HQs that are set to assault status (21.11.2) are listed.

Below that, when first opened the display will show the supreme HQ(s) (21.11.1)for that side (multiple if this is for the Axis player), air base information, the number of men and equipment in transit between Theatres and the numbers in the off map Theatre Boxes.

For each category the number of infantry, guns and afvs in that command or location are displayed.

This display can be collapsed or expanded by pressing the arrow keys on the left hand side.

If the [>] button next to the command is clicked the screen will show all the commands that directly report. In turn this can be opened to show more and more detail or filtered using the tabs at the bottom of the screen.

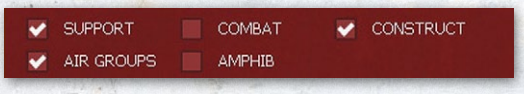


The display for Air HQ units will be slightly different. This shows the types of planes in that command.

If this is opened to show more detail then it will show the attached Air Operational Groups and the model and number of ready aircraft.

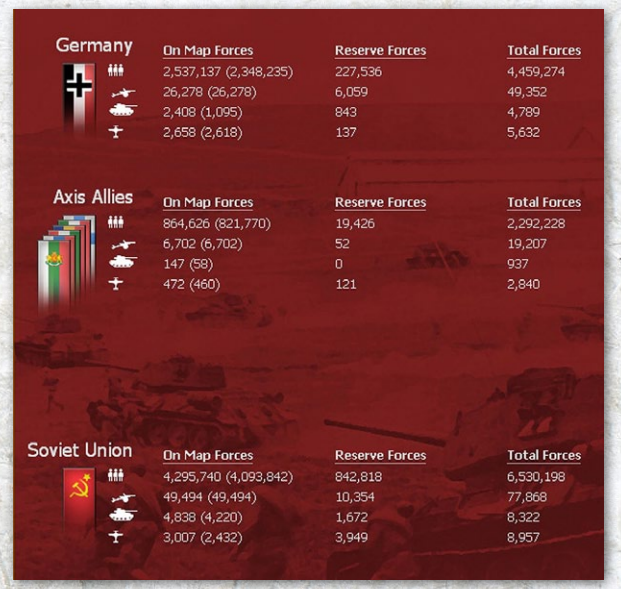
Selecting a ground unit name will close the OOB screen and take the player to the applicable unit's detail window. Closing the detail window will take the player back to the map area and the hex that the unit is located in will be selected unless it is an off-map support, in which case closing the support unit detail window will take the player to its HQ unit. Air Groups do not have a link to their detail window.

At the bottom of the screen are check boxes that allow the player to filter six different types of units in and out of the OOB display. The unit types are support, combat, construction support, air group, air base, and amphibious HQ. Default setting is all units included in the OOB.



36.1.2. RIGHT HAND DISPLAY

The right side of the OOB screen provides a graphic display of the status of Axis (Germany, Axis Allies) and Soviet army and air forces by showing the number of men, guns, AFV and aircraft in the format xxx (xxx), where the first number is the total number and the second number in parentheses is the number that are ready (undamaged).



Forces are divided between those present on the main map, those in the national reserve and the total (in all theatres). In the example below, the Germans have approximately 1.9 million men in other theatres. For the Soviets, the left hand information shows they have 2.3 million in other theatres and their relative allocation split between the Reserve and the other locations.

36.2. SHOW LOSSES SCREEN

This screen can be accessed from the info screens menu tab toolbar, Hotkey- 'I' or by right clicking on any map hex and selecting 'Info Screens'.

The losses screen provides the phasing player with a summary of each side's current casualties (damaged and destroyed) and permanent losses in terms of men, guns, tanks and planes. A per turn listing of destroyed or disbanded units is also provided. There are a total of three screens (ground losses, air losses, and destroyed and disbanded units) that can be accessed as part of the Show Losses Screen.

36.2.1. GROUND LOSSES

This screen will be displayed by default when the losses screen is first accessed in a given playing session.

The screen is split into two sides. The left hand side provides details on losses by ground element and the right hand side provides an overall summary of losses so far.

As discussed in section 23.10.2 this is divided into three columns. Last Action refers to the last battle actually fought in that turn and will be reset to 0 when a new attack is launched. In between these actions, losses may accumulate if elements are destroyed due to enemy interdiction or as a result of displacement moves as the phasing player's combat units move adjacent to zero strength enemy units (and HQs).

The left side of the screen lists permanent losses by individual type of Ground element displayed in the following columns:

		Last Action	Current Turn	Total
Ger	88mm Anti-aircraft Gun	0	0	6
Ger	150mm Howitzer	0	19	155
Ger	105mm Howitzer	2	30	327
Ger	280/320mm Nebelwerfer	0	0	2
Ger	150mm Nebelwerfer	0	2	11
Ger	210mm Howitzer	0	5	25
Ger	150mm Field Gun	0	3	10
Ger	105mm Field Gun	0	2	33
Ger	20mm Anti-aircraft Gun	0	3	90
Ger	37mm Anti-aircraft Gun	0	1	24
Ger	28mm Anti-tank Gun	0	1	6
Ger	150mm Infantry Gun	0	10	78
Ger	75mm Field Gun	0	0	7
Ger	75mm Infantry Gun	2	26	305
Ger	305mm Howitzer	0	0	1
Ger	Support	4	82	729
Ger	Air Support	0	0	5
Ger	Vehicle	5	3412	29838

TITLE	CONTENTS
Nationality	Shows the nationality of the lost Ground Elements
Ground Element type	Gives the exact type of Ground Element including the make of tank or vehicle if this is appropriate.
Permanent Losses	This is split into three columns: Last action; Current turn; and, total. The battle losses will show the results from the most recent battle. In the example shown the Germans have just lost some artillery and vehicles in a battle.

The right side of the screen lists losses in numbers of individual men, guns and AFV's for each side displayed as follows:

	Last Action	Current Turn	Total
Axis Losses			
Men	170	38,247	422,116
Guns	7	286	4,297
AFV	0	34	1,504
Men Killed		8,295	162,382
Men Captured		194	3,208
Men Disabled		29,758	256,526
Soviet Losses			
Men	364	50,655	2,201,922
Guns	7	861	37,681
AFV	0	210	11,218
Men Killed		14,250	247,427
Men Captured		16,446	1,620,489
Men Disabled		19,959	334,006

Ground Losses | Air Losses | Destroyed Units

		Last Action	Current Turn	Total
Ger	Panzer Ib	0	1	23
Ger	Panzer IIc	0	2	252
Ger	Panzer IIf	0	0	21

Ground Losses

Axis Losses	Last Action	Current Turn	Total
Men	0	38,082	421,951
Guns	0	279	4,290
AFV	0	34	1,504

Losses for the Axis side are at the top and for the Soviets lower down the screen.

TITLE	CONTENTS
Last Action	This is derived either from the last battle or losses that occur in movement. Losses shown here use the assumption that all manpower and equipment in a destroyed element will be killed or permanently destroyed.
Current Turn and Total	This estimates losses based on the number of elements destroyed or that lose a portion of their strength back to the pool. Since this takes account of manpower being returned to the pool it is a more accurate tally than the recent battle column.

Manpower losses are then broken down into four categories of Killed, Captured, Wounded and Disabled.

Some scenarios may start with manpower allocated to the Disabled pool to reflect earlier fighting and these men may return to their units over time.

Wounded and Disabled manpower can recover and return to the active pools or be moved to the killed pool over time (23.10.2). Thus even if there is no on-map action the 'Disabled' total will vary as some are deemed ready to return to their combat units and others are now dead.

At the bottom of the screen are a number of filters that will affect what is shown in the current turn column in particular:

Using the example above, choosing the Axis Ground Phase filter, as:

Will alter the display to show losses this turn, as:

	Last Action	Current Turn	Total
Axis Losses			
Men	170	165	422,116
Guns	7	7	4,297
AFV	0	0	1,504
Men Killed		145	162,382
Men Captured		0	3,208
Men Disabled		20	256,526
Soviet Losses			
Men	364	344	2,201,922
Guns	7	7	37,681
AFV	0	0	11,218
Men Killed		250	247,427
Men Captured		24	1,620,489
Men Disabled		70	334,006

Note the current turn figures are now below those shown for the only battle undertaken (Last Action). This is due to a better calculation of the relationship between destroyed elements and actual losses.

36.2.2. AIR LOSSES

The left side of the screen is identical to the layout of the Ground Losses screen. The top of the right hand side uses the same categories but differentiates between losses in

		Last Action	Current Turn	Total
Ger	Bf 109E-3	0	3	22
Ger	Bf 109E-7	0	0	160
Ger	Bf 109F-2	0	8	372
Ger	Bf 109F-4	0	15	54
Ger	Bf 110E-2	0	0	9
Ger	Do 17P	0	0	1
Ger	Do 17Z-2	0	0	24
Ger	Fi 156C	0	10	72
Ger	Fw 189A	0	5	51
Ger	He 111H-3	0	0	51
Ger	He 111H-6	0	0	7
Ger	Hs 126B-1	0	9	196
Ger	Ju 87B-R	0	0	12
Ger	Ju 88D-1	0	0	1
Ger	Ju 88A	0	0	115
Rum	Bf 109E-3 (RU)	0	0	31
Rum	He 112B (RU)	0	0	7
Rum	IAR 80A	0	0	2
Rum	Potez 633B2 (RU)	0	0	1
Rum	PZL 37B (RU)	0	0	1
Rum	SM.79B (RU)	0	0	1
Ger	Ju 88D-2	0	0	21
SU	I-153	0	87	1522
SU	I-153BS	2	19	197
SU	I-15bis	0	18	365
SU	I-16 Type 18	0	14	495

	Last Action	Current Turn	Total
Axis Losses			
Pilots KIA		43	1,044
Fighter	0	3	62
Fighter Bomber	0	23	595
Tactical Bomber	0	0	13
Level Bomber	0	0	199
Recon	0	24	342
Air combat Losses		14	566
Flak Losses		11	196
Lost On The Ground		0	1
Operational Losses		25	448
TOTAL LOSSES	0	50	1,211
Soviet Losses			
Pilots KIA		413	7,142
Fighter	0	60	1,202
Fighter Bomber	1	323	5,846
Tactical Bomber	2	54	588
Level Bomber	3	56	3,692
Recon	0	0	57
Transport	0	0	287
Air combat Losses		445	6,611
Flak Losses		18	204
Lost On The Ground		0	3,805
Operational Losses		30	1,052
TOTAL LOSSES	6	493	11,672

terms of Pilots KIA and then planes broken down in the categories of: Fighter; Fighter Bomber; Tactical Bomber; Level Bomber; Recon; and, Transport.

Below this is a table that shows the reason for the losses including Air Combat; Flak; Lost on the Ground; and, Operational.

Again, if desired, this can be filtered by phase.

36.2.3. DESTROYED AND DISBANDED UNITS

This screen provides a by turn list of each unit destroyed or disbanded for the phasing player. Disbanded enemy units will not be displayed or reflected in the totals.

	Axis (Disbanded)	Soviet
Turn 11	3 (3)	25
Turn 10	5 (5)	28
Turn 9	8 (8)	14
Turn 8	7 (7)	13
Turn 7	4 (4)	28
Turn 6	10 (10)	37
Turn 5	5 (5)	40
Turn 4	5 (5)	43
Turn 3	4 (4)	62
Turn 2	3 (3)	59
Turn 1	2 (2)	102

The left side of the screen lists each turn with the number of friendly units destroyed and disbanded, (this will include any merged units) as well as the number enemy units destroyed that turn. Select the arrow keys to expand or fold each turn.

Turn 11 3 (3) 25

Turn	Nat	Name	Type	Disband
11	Ger	Starodub Air Base	Air Base	X
11	Ger	Krasny Luch Air Base	Air Base	X
11	Ger	Matveev Kurgan Air Base	Air Base	X
11	SU	43rd Tank Division	Armor	
11	SU	46th Tank Division	Armor	
11	SU	52nd Tank Division	Armor	
11	SU	69th Mechanized Division	Mechanized	
11	SU	210th Mechanized Division	Mechanized	
11	SU	56th Cavalry Division	Cavalry	
11	SU	82nd Cavalry Division	Cavalry	
11	SU	64th Cavalry Division	Cavalry	
11	SU	260th Rifle Division	Infantry	
11	SU	98th Rifle Division	Infantry	
11	SU	95th Rifle Division	Infantry	
11	SU	130th Rifle Division	Infantry	
11	SU	262nd Rifle Division	Infantry	
11	SU	305th Rifle Division	Infantry	
11	SU	293rd Rifle Division	Infantry	
11	SU	80th Rifle Division	Infantry	
11	SU	162nd Rifle Division	Infantry	
11	SU	251st Rifle Division	Infantry	
11	SU	172nd Rifle Division	Infantry	
11	SU	301st Rifle Division	Infantry	
11	SU	159th Rifle Division	Infantry	
11	SU	12th Engineer-Sapper Battalion	Construct	
11	SU	232nd PVO AA Battalion	Anti-Air	
11	SU	115th AA Battalion [FE]	Anti-Air	
11	SU	Rostov Fortified Region	Fortified	

Under each turn are the following columns:

- Turn number
- Nationality
- Name of unit
- Unit type
- Disband, where disbanded units are indicated by an 'X' in that column.

The right side of the screen lists the running totals of destroyed units for each side by type. Friendly disbanded units are included in the total, but are not broken out as such. The three totals presented are previous turn, current turn, and overall game totals. Enemy disbanded units are not included in this screen.

	Prev Turn	Cur Turn	Total
Axis			
HQ Armies	0	0	1
HQ Corps	0	0	1
Infantry Divisions	0	0	1
Air Base Divisions	3	0	53
Soviet			
HQ Armies	0	0	1
Armor Divisions	3	0	29
Mechanized Divisions	2	0	17
Infantry Divisions	13	0	112
Cavalry Divisions	3	0	10
Mtn Infantry Divisions	0	0	6
Security Divisions	0	0	2
Motorized Brigades	0	0	1
Infantry Brigades	0	0	1
Airborne Brigades	0	0	8
Artillery Brigades	0	0	9
Anti-Tank Brigades	0	0	10
Anti-Air Brigades	0	0	3
Artillery Regiments	0	0	1
Anti-Air Regiments	0	0	17
Security Regiments	0	0	22
Armor Battalions	0	0	4
Anti-Air Battalions	2	0	71
Construct Battalions	1	0	5
Mortar Battalions	0	0	1
Fortified Battalions	0	0	118
Fortified Regions	1	0	3

36.3. PRODUCTION SCREEN

36.3.1. LEFT HAND SIDE

On the left hand side of this screen, the player can see current production and reserves of manpower, productive capacity and the elements that make up their air and ground units.

The filters at the bottom of the right hand side can be used to alter the presentation of information. If 'all pools'

PRODUCTION

		CAPACITY	DAMAGED	POOL	BUILT	UNITS
	____ MANPOWER ____					
SU	Soviet Union	2618	-	176,419	2,956,657	-
	____ SPECIAL ____					
-	Armaments Production	299	42	2,387K	5,179K	0
-	Fuel Production	639	0	7,853K	9,562K	0
-	Heavy Industry	596	27	5,250K	5,682K	0
-	Manpower	2618	29	176K	2,956K	0
-	Oil Production	344	0	1,647K	22,120K	0

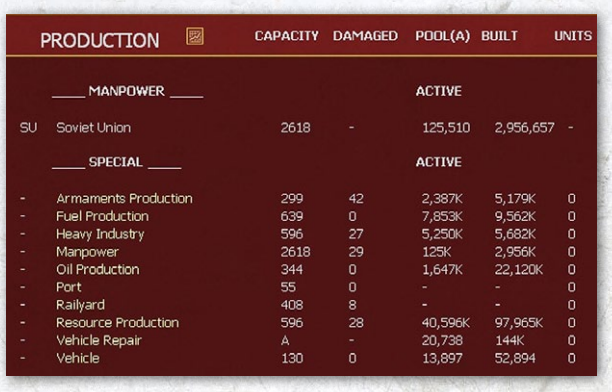
All

Soviet Union (100%)

Occupied
All Areas

is set to active, the headings will change. This view is particularly useful as it gives a view of the manpower and equipment readily available as opposed to being in 'transit' between the production and replacement systems.

If, for example, the 'all pools' filter is selected it will first only show the resources that are in the active pools (i.e. could be assigned to elements this turn) and then those in the transit pools (often manpower recovering from wounds or equipment being repaired). This will be shown by altering the Pool column title:



PRODUCTION

		CAPACITY	DAMAGED	POOL(A)	BUILT	UNITS
	____ MANPOWER ____			ACTIVE		
SU	Soviet Union	2618	-	125,510	2,956,657	-
	____ SPECIAL ____			ACTIVE		
-	Armaments Production	299	42	2,387K	5,179K	0
-	Fuel Production	639	0	7,853K	9,562K	0
-	Heavy Industry	596	27	5,250K	5,682K	0
-	Manpower	2618	29	125K	2,956K	0
-	Oil Production	344	0	1,647K	22,120K	0
-	Port	55	0	-	-	0
-	Railyard	408	8	-	-	0
-	Resource Production	596	28	40,596K	97,965K	0
-	Vehicle Repair	A	-	20,738	144K	0
-	Vehicle	130	0	13,897	52,894	0

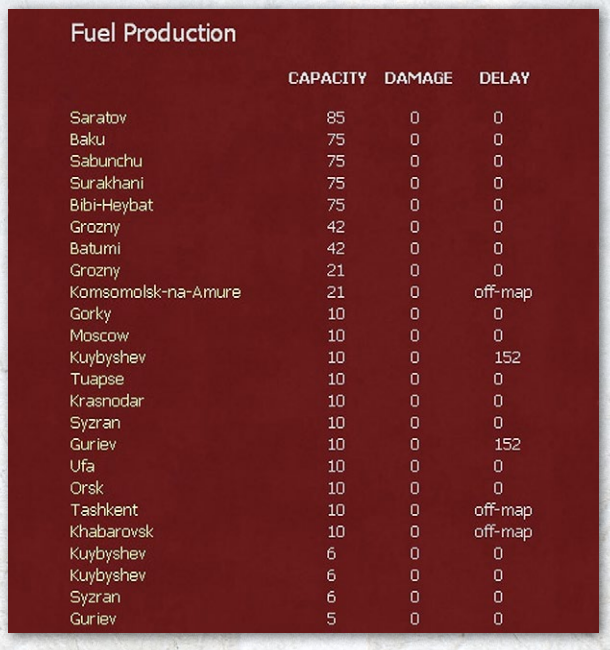
The screen is divided into four sections:

- Manpower
- Special
- Air
- Ground

Manpower shows the number of centres that produce manpower each turn, how many of these are damaged (if none this will show as -), how many men are in the pool and how many have been 'built' since the game start.

Special shows the output of all factories other than those that produce air or ground elements.

Left clicking on one of the 'special' rows will take you to a display of all the available production centres.



Fuel Production

	CAPACITY	DAMAGE	DELAY
Saratov	85	0	0
Baku	75	0	0
Sabunchu	75	0	0
Surakhani	75	0	0
Bibi-Heybat	75	0	0
Grozny	42	0	0
Batumi	42	0	0
Grozny	21	0	0
Komsomolsk-na-Amure	21	0	off-map
Gorky	10	0	0
Moscow	10	0	0
Kuybyshev	10	0	152
Tuapse	10	0	0
Krasnodar	10	0	0
Syzran	10	0	0
Guriev	10	0	152
Ufa	10	0	0
Orsk	10	0	0
Tashkent	10	0	off-map
Khabarovsk	10	0	off-map
Kuybyshev	6	0	0
Kuybyshev	6	0	0
Syzran	6	0	0
Guriev	5	0	0

Closing this tab will return you to the main Production Screen.

The Air section is divided into two parts. At the top are shown the actual named air planes currently (or previously – you can vary this view using the Production Filter) in production. Beneath this list is a list of the airframes that are actually produced. These are converted to named aircraft during the production process (28.4).

Now obsolete production is marked with a # and production that has not yet started with **.

Left clicking on an airplane model or ground element will take you to a tab that indicates how the automatic system will upgrade it and a summary of the main characteristics.

SU	IL-4T	af:2	-	5	60	1	[-4]
SU	#- GST Airframe	0	0	2	15	0	
SU	Yak-1/3 Airframe	67	0	123	1145	0	
SU	#- LaGG Airframe	20	0	20	358	0	
SU	IL-2 Airframe	134	0	294	2164	0	
SU	IL-4 Airframe	15	0	27	308	0	
SU	** IL-10 Airframe	40	0	0	0	0	
SU	LaGG/La Airframe	66	0	132	2112	0	
SU	Li-2 Airframe	12	0	18	228	0	
SU	#- MiG Airframe	0	0	342	1440	0	
SU	Pe-2/3 Airframe	48	0	96	1152	0	
SU	#- Pe-8 Airframe	1	0	2	32	0	
SU	Su-2 Airframe	12	0	14	197	0	
SU	** Tu-2 Airframe	2	0	0	0	0	
SU	U-2 Airframe	83	0	147	1866	0	
SU	Yak-7/9 Airframe	43	0	147	215	0	
SU	** Yak-6 Airframe	11	0	0	0	0	
SU	** A-20 Airframe	16	0	0	0	0	
SU	** B-25 Airframe	6	0	0	0	0	
SU	** C-47 Airframe	6	0	0	0	0	
SU	Hurricane Airframe	25	0	45	425	0	

SU	T-60 M1941	ch:90	-	1099	1284	5
SU	M3A1 Stuart	ch:25	-	73	73	0
SU	Matilda II	ch:10	-	84	160	15
SU	T-34 M1941	ch:157	-	405	2757	197
SU	Valentine III	ch:25	-	228	400	24
SU	KV-1 M1941	ch:43	-	193	914	157
SU	BM-13-16 Rocket Launcher	ar:32	-	155	832	20
SU	BA-20 Armored Car	ch:10	-	757	168	21
SU	50mm Mortar	ar:need	-	1269	13543	643
SU	82mm Mortar	ar:675	-	3216	21622	745
SU	107mm Mortar	ar:1	-	21	0	12
SU	120mm Mortar	ar:210	-	897	4452	629
SU	76mm Infantry Gun	ar:75	-	409	1476	587
SU	76mm Field Gun	ar:116	-	565	2787	552
SU	122mm Howitzer	ar:70	-	842	105	457

The ground section is laid out in a similar manner but some equipment is produced in specialist factories and others using the generic resources available.

In this case, the code ch:xx indicates that production occurs at specific locations. ar:xx indicates that production uses generic resources but there are two variants of this. :need implies no production unless there is demand (and it is also possible that production will not meet demand) ar:xx indicates per turn production of that element.

For both air and ground, changing the production filter alters the view. If this is set to 'On' (as above) then only elements currently in production will be shown. If this is set 'Off' then elements no longer being produced (marked by a #) or that have yet to enter production (**) are also shown.

LaGG-3 '11 Series'

	CAPACITY	DAMAGE	DELAY

LaGG-3 '11 Series'

LaGG-3 '11' FB

Upgrade To: LaGG-3 '29 Series' in May 1942

Maximum Speed: 336
Cruise Speed: 254
Climb Rate: 2135

Armor: 1
Durability: 28
Maneuver: 29

Max Altitude: 30515
Max Load: 443
Radius: 134

First Year: 1941
First Month: 8

Reliability: 13
Expansion Rate: 0

Build Cost: 396
Build Limit: 19

UPGRADE PATHS

		#FACTORIES
	LaGG-3 '11 Series'	0 (0)
To:	**LaGG-3 '29 Series'	0 (0)

QTY	DEVICE NAME	FACE
1	20mm ShVAK Cannon	Fwd
1	12.7mm UBS MG	Fwd

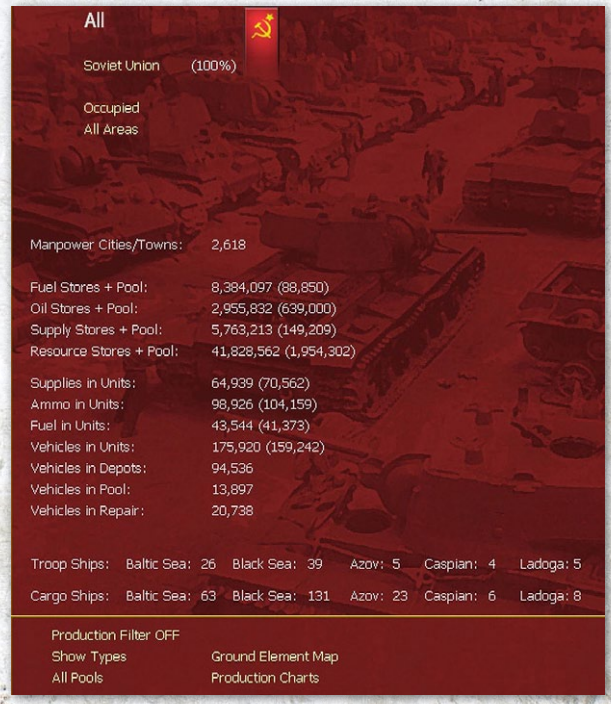
The units column shows how many units (in all theatres) use that element and the number in brackets [-4] indicates the shortfall between available elements and the number needed to fill out the TOE of all those units.

Clicking on the units number (if more than 0) brings up the relevant Commander's Report tab showing all the units using that element, as:

Unit Name	Size	Type	OB
46th Separate Tank Batt	II	Arm	42 Separate Tank Battali
47th Separate Tank Batt	II	Arm	42 Separate Tank Battali
50th Separate Tank Batt	II	Arm	42 Separate Tank Battali
53rd Separate Tank Batt	II	Arm	42 Separate Tank Battali
57th Separate Tank Batt	II	Arm	42 Separate Tank Battali
59th Separate Tank Batt	II	Arm	42 Separate Tank Battali
166th Separate Tank Ba	II	Arm	42 Separate Tank Battali
221st Separate Tank Ba	II	Arm	42 Separate Tank Battali
223rd Separate Tank Ba	II	Arm	42 Separate Tank Battali
226th Separate Tank Ba	II	Arm	42 Separate Tank Battali
241st Separate Tank Ba	II	Arm	42 Separate Tank Battali
622nd Separate Tank Ba	II	Arm	42 Separate Tank Battali
641st Separate Tank Ba	II	Arm	42 Separate Tank Battali
642nd Separate Tank Ba	II	Arm	42 Separate Tank Battali
643rd Separate Tank Ba	II	Arm	42 Separate Tank Battali

Clear all filters : Units with Matilda II (rdy 75)

36.3.2. RIGHT HAND SIDE

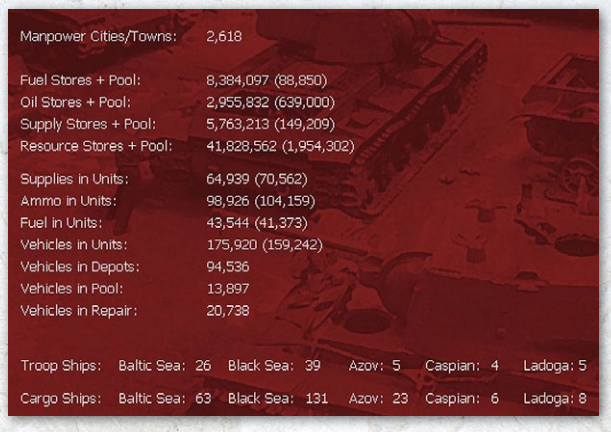


At the top is an indicator of how factories in particular national regions contribute. If you click on one of these, the information on the left will be amended to only show the data relevant to that nation or region. So, in the example below, selecting Finland will just show the resources available to Finnish elements.

Below this is summary information on available manpower centres, the stores and active pool for the main resources.

Supply, Fuel, Ammo and Trucks in units are shown, the numbers in parenthesis are the amount needed to ensure that every unit has 100% of its requirements.

Also shown is information on the distribution of trucks outside the combat units and the available naval assets.



In addition to the filters at the base altering the view, two will take you to a new display

If the Ground Element Map is chosen, you will be taken to a new screen.

This will provide detailed information about any gaps between the TOE of your units and allocated resources. It will show how many are missing, how many are being refitted, how many are available in the active and transit pools, how many have been built.

	Miss (Refit)	Pool (Trans)	Built	Manpower (Refit) Not in OB
[+] Unarmored SP Rocket (SU)	113 (113)	24 (131)	832	-678 (-678)
[+] Rifle Squad (SU)	-27927 (-3930)	1653 (6187)	98858	307197 (43230)
[+] Engineer Squad (SU)	0 (0)	70 (0)	0	0 (0)
[+] SMG Squad (SU)	-2999 (-283)	128 (62)	9171	32989 (3113)
[+] Naval Rifle Squad (SU)	-409 (-140)	290 (63)	5197	4499 (1540)

If you click on the [+] option, you will be shown more details such as the types of medium tanks in use. As:

	Miss (Refit)	Pool (Trans)	Built	Manpower (Refit) Not in OB
[+] Light Tank (SU)	-2705 (286)	348 (1488)	1567	5515 (-557)
[-] Medium Tank (SU)	-1074 (-118)	381 (490)	3317	4416 (592)
T-28 M1934 (Jan 1933)	0 (0)	69 (7)	0	0 (0) 0
* Matilda II (Oct 1941)	0 (0)	35 (49)	160	0 (0) 0
T-34 M1940 (Jan 1940)	0 (0)	2 (0)	0	0 (0) 0
* T-34 M1941 (Feb 1941)	-1011 (-55)	158 (247)	2757	-4044 (-220) 0
	Matilda II (Oct 1941)			75
	=> T-26 M1937 (Jan 1938)			29
	=> T-38 M1937 (Jan 1937)			72
	T-34 M1941 (Feb 1941)			2367
	=> KV-1 M1941 (May 1941)			9
	Valentine III (Oct 1941)			169
[+] 238 UNITS rdy 2574 dam 147				
T-34 M1942 (Jul 1942)	-23 (-23)	0 (0)	0	-92 (-92) 0
	T-34 M1942 (Jul 1942)			0
[+] 1 UNITS rdy 0 dam 0				
M3 Lee (Mar 1942)	-40 (-40)	0 (0)	0	-280 (-280) 0
	M3 Lee (Mar 1942)			0
[+] 2 UNITS rdy 0 dam 0				
T-28E (Jan 1940)	0 (0)	67 (9)	0	0 (0) 0
* Valentine III (Oct 1941)	0 (0)	50 (178)	400	0 (0) 0

[-] 238 UNITS	rdy 2574 dam 147
++++++++ ON REFIT ++++++++++	
30th Separate Tank Regiment	-11
52nd Tank Brigade	-8
28th Tank Brigade	-7
32nd Tank Brigade	-7
16th Tank Brigade	-5
141st Tank Brigade	-4
123rd Tank Brigade	-4
41st Tank Brigade	-3
33rd Tank Brigade	-3
12th Tank Brigade	-3
46th Tank Brigade	-3
17th Tank Brigade	-3
18th Tank Brigade	-3
39th Tank Brigade	-3
124th Tank Brigade	-3
126th Tank Brigade	-3

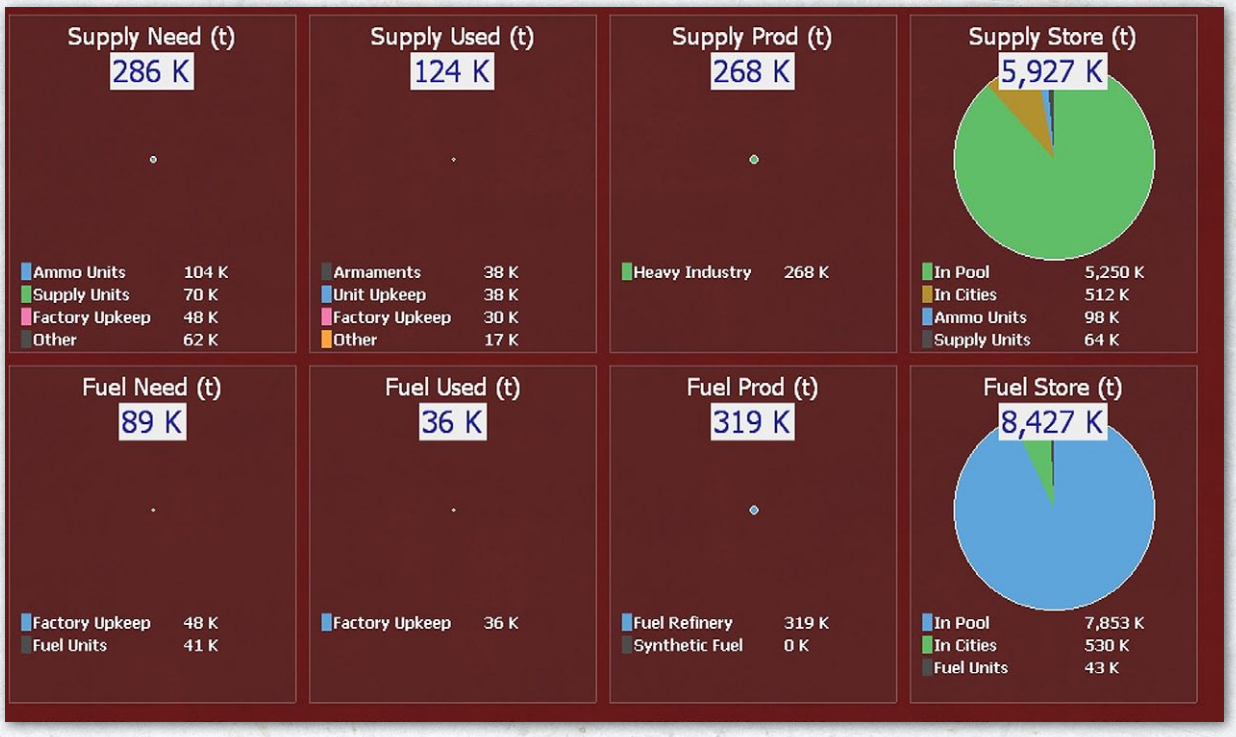
Clicking the [+] button again will bring up a list of the units using that equipment (this is divided into units set to refit mode and those not), as:

Clicking on a unit from that list will take you to unit tab for that unit and the appropriate map location or theatre box.

If you close the Ground Element Map screen you will be returned to the production screen.

Production charts will take you to a summary of production, needs, usage and stored for the main parts of the logistics system.

Each resource has four graphs. These show were that resource is needed, how the available stock is used, where it is produced and where it is stored.



So supply is needed to produce ammunition, supply units and for factory maintenance. It is currently used in the production of armaments, unit and factory upkeep. It is all produced by Heavy Industry. The bulk of the current stock is held in the general pools but some is stored in cities or has been converted to ammunition or supply and kept by combat units.

Again if you close this, you will be returned to production screen.

36.4. METRICS SCREEN

As with many of these screens, the Metrics screen uses a number of conventions that are common across most. On the left hand side is a list of all the possible displays, this can be expanded or condensed by pressing on the > button.

The main screen will show the currently chosen chart (by default it will open with the Victory Points screen, as:

Most screens have some tabs at the bottom that allow you to alter the display (whether just to see the Axis or Soviet values or both) and whether to include the actual values on the graph, just to show the last 10 turns or the variation in the values between turns.

36.4.1. VICTORY POINTS

This screen includes four options:

The Initiative player is a simple screen that records the turn on which the initiative changed. The Axis High Water

Mark screen shows how this increased up to the turn when the initiative changed (and it was then frozen for the rest of the game) and the Sudden Victory Points shows the sudden death value that applied at each turn.

36.4.2. ORDER OF BATTLE

This is divided into four main sections each with four different screens.

The basic screens will show all the men, guns, AFV and aircraft possessed by each side. The sub-sections just reduce this to show the on-map, in theatre box or in transit between theatre numbers.

Each screen has a similar layout as seen below.

In this case it shows total manpower for the Soviets and Axis sided over the last 10 turns of the game. The sub-sections allow you to track this by those on map, in the theatres or in transit between theatres.

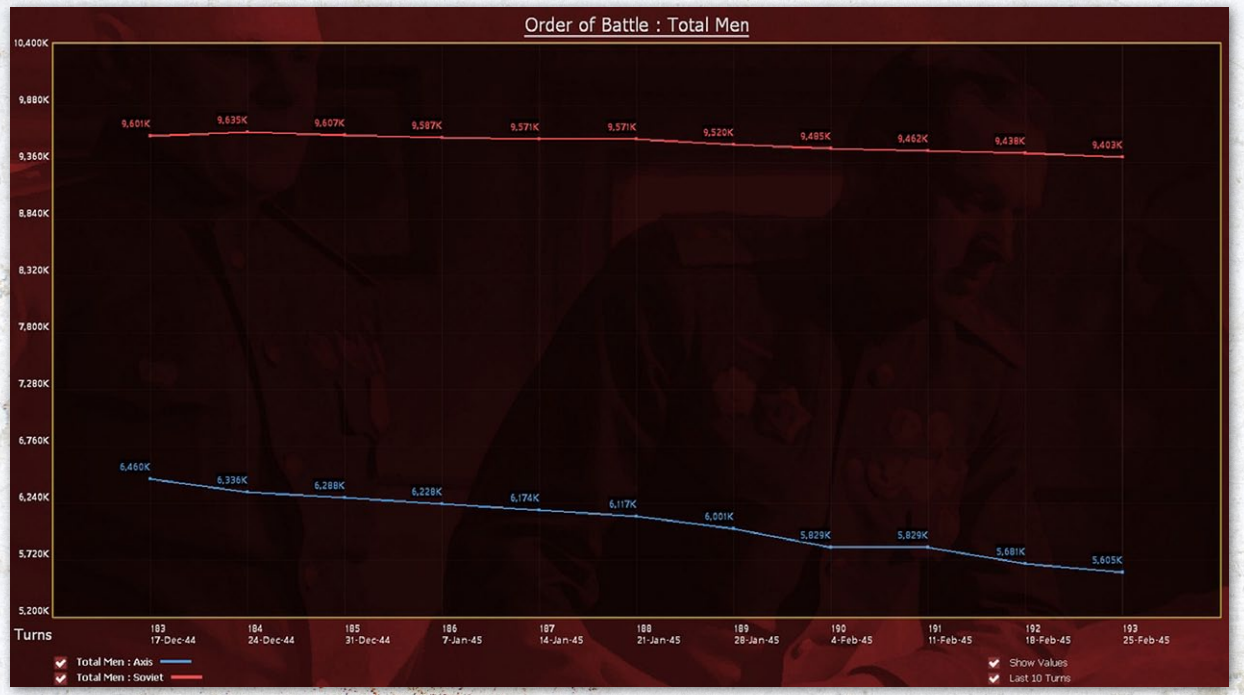
36.4.3. LOSSES

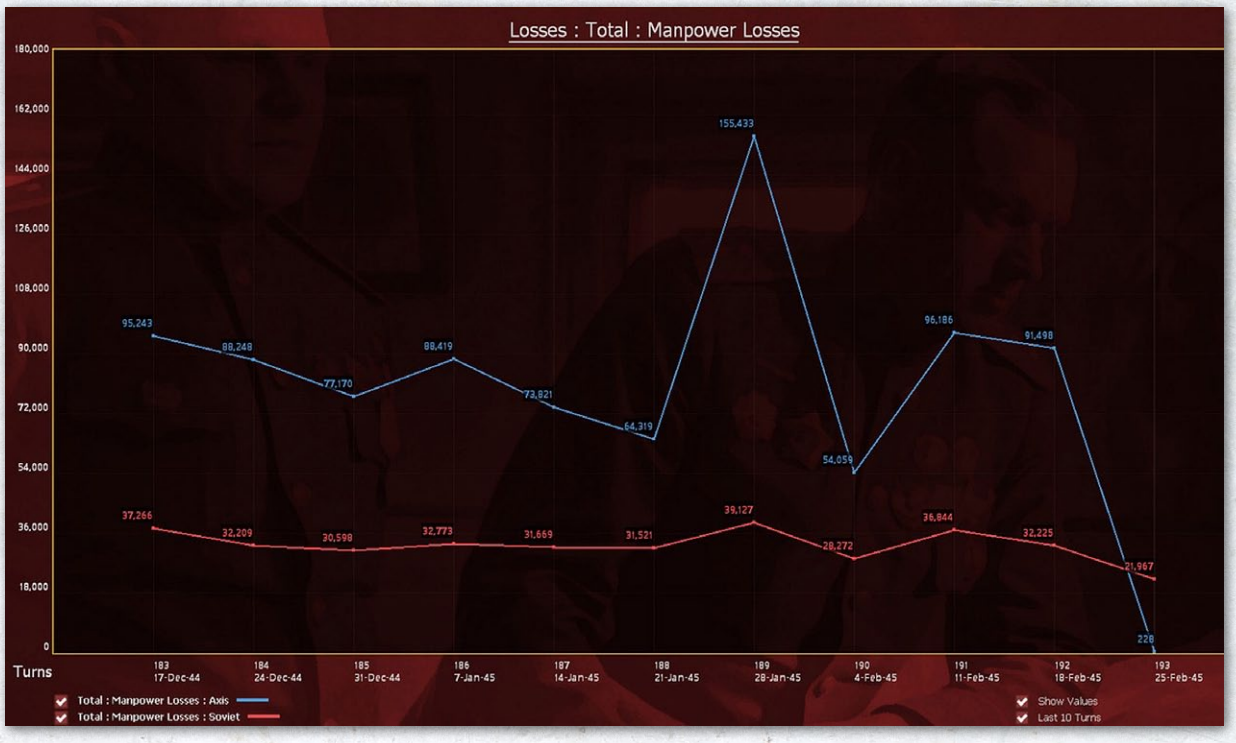
The losses screen has a similar layout of 8 screens repeated across 4 sub-sections.

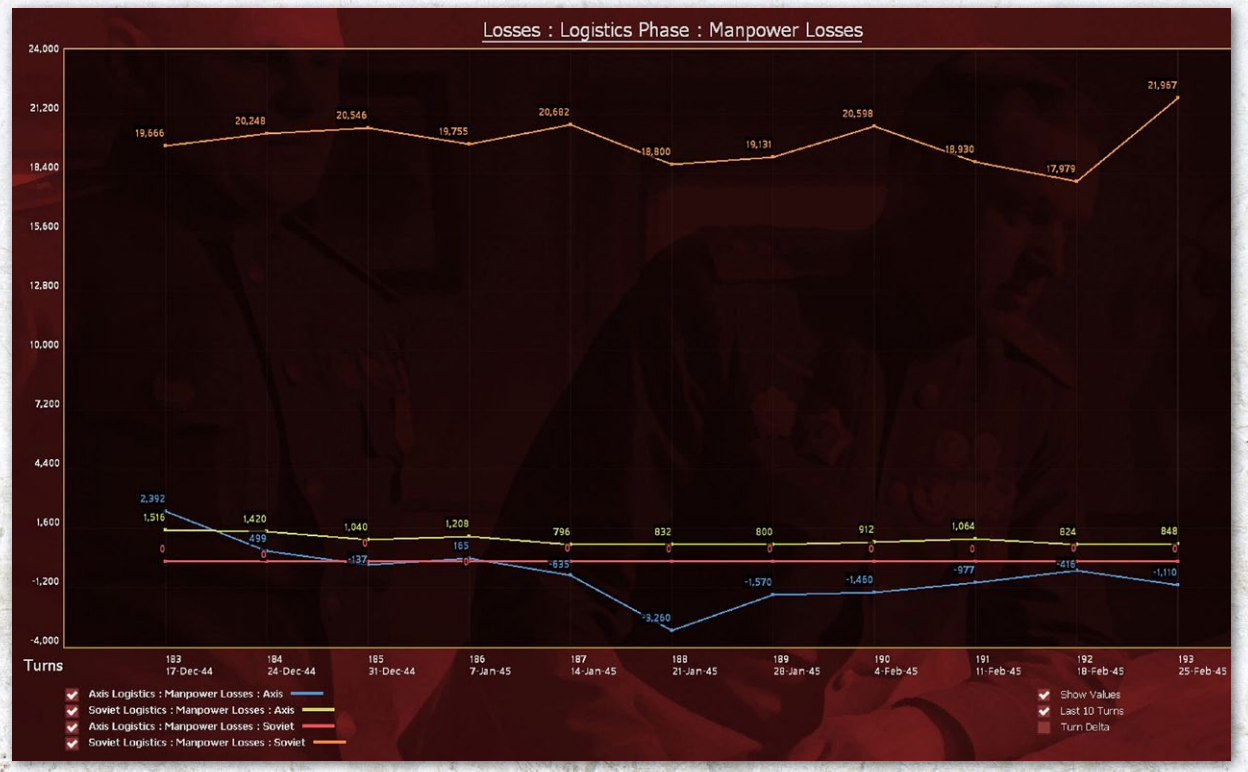
The displayed information is similar for each possible screen but the main one will show all losses regardless of the actual phase and the other options show the losses in a particular phase.

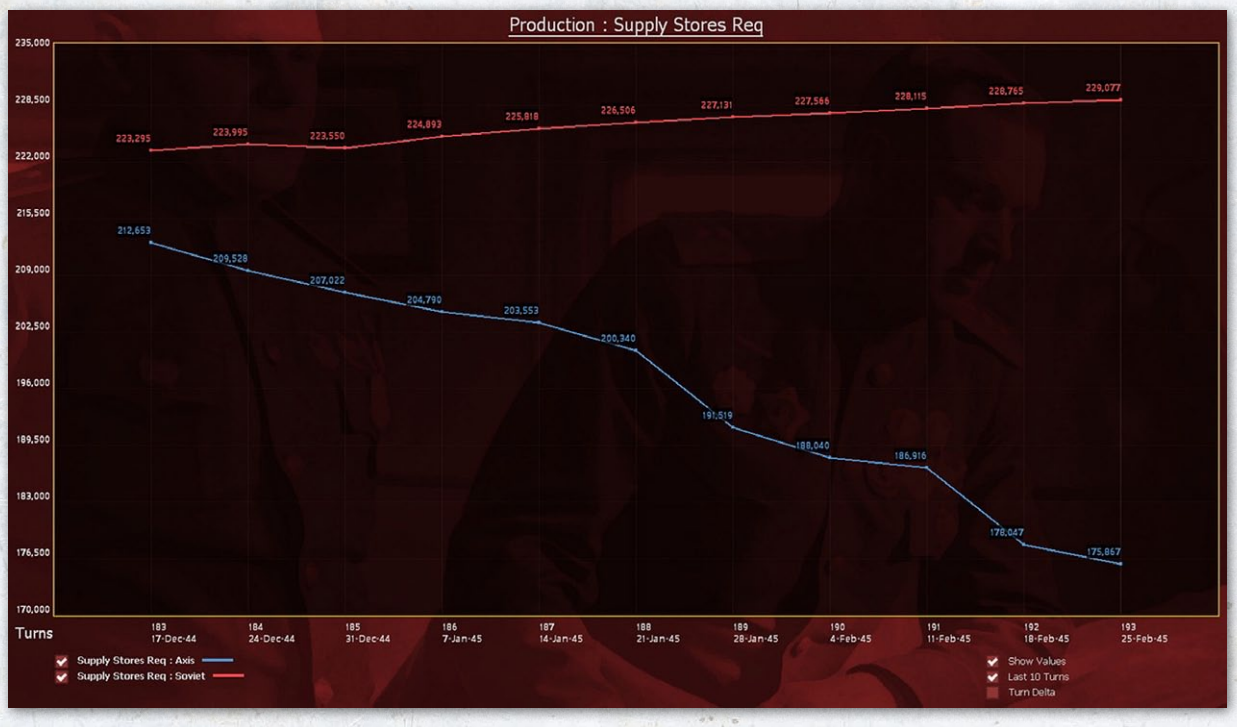
In this case the top image shows all losses in the last 10 turns and the lower image those that occurred in the various logistics phases. Note that since each game turn has two of these, the data is shown in four lines.

As an aside, the negative values for the Axis in their logistics phase reflects that more men were deemed to have recovered from their wounds (and were returned to the active pools and combat units) than were wounded in those phases.




Losses : Total : Manpower Losses
180,000
162,000
144,000
126,000
108,000
90,000
72,000
54,000
36,000
18,000
0
95,243
88,248
77,170
88,419
73,821
64,319
155,433
54,059
96,186
91,498
228
37,266
32,209
30,598
32,773
31,669
31,521
39,127
28,272
36,844
32,225
21,967
Turns
183 17-Dec-44
184 24-Dec-44
185 31-Dec-44
186 7-Jan-45
187 14-Jan-45
188 21-Jan-45
189 28-Jan-45
190 4-Feb-45
191 11-Feb-45
192 18-Feb-45
193 25-Feb-45
Total : Manpower Losses : Axis
Total : Manpower Losses : Soviet
Show Values
Last 10 Turns


Losses : Logistics Phase : Manpower Losses
24,000
21,200
18,400
15,600
12,800
10,000
7,200
4,400
1,600
-1,200
-4,000
19,666
20,248
20,546
19,755
20,682
18,800
19,131
20,598
18,930
17,979
21,967
2,392
1,516
1,420
499
0
1,040
-137
1,208
165
796
-635
832
-3,260
800
-1,570
912
-1,460
1,064
-977
824
-415
848
-1,110
Turns
183 17-Dec-44
184 24-Dec-44
185 31-Dec-44
186 7-Jan-45
187 14-Jan-45
188 21-Jan-45
189 28-Jan-45
190 4-Feb-45
191 11-Feb-45
192 18-Feb-45
193 25-Feb-45
Axis Logistics : Manpower Losses : Axis
Soviet Logistics : Manpower Losses : Axis
Axis Logistics : Manpower Losses : Soviet
Soviet Logistics : Manpower Losses : Soviet
Show Values
Last 10 Turns
Turn Delta



36.4.4. PRODUCTION

This is divided into 10 separate screens, each with similar layouts. Some of the screens show the current stocks and others the current demand.

So the example below shows the supply levels required by both sides over the last 10 turns.

36.4.5. THEATRE BOXES

This display will be different for the Axis or the Soviet player as they have different Theatre Boxes (you can only view those you own).

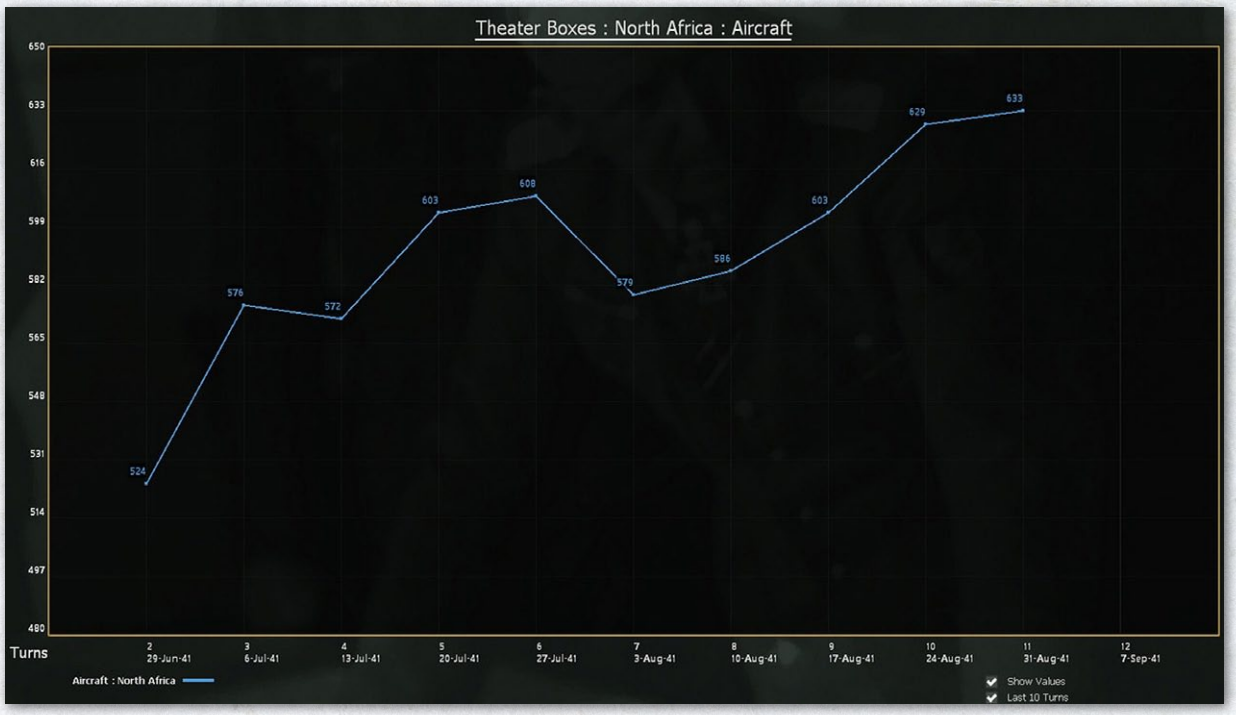
The Axis list is:

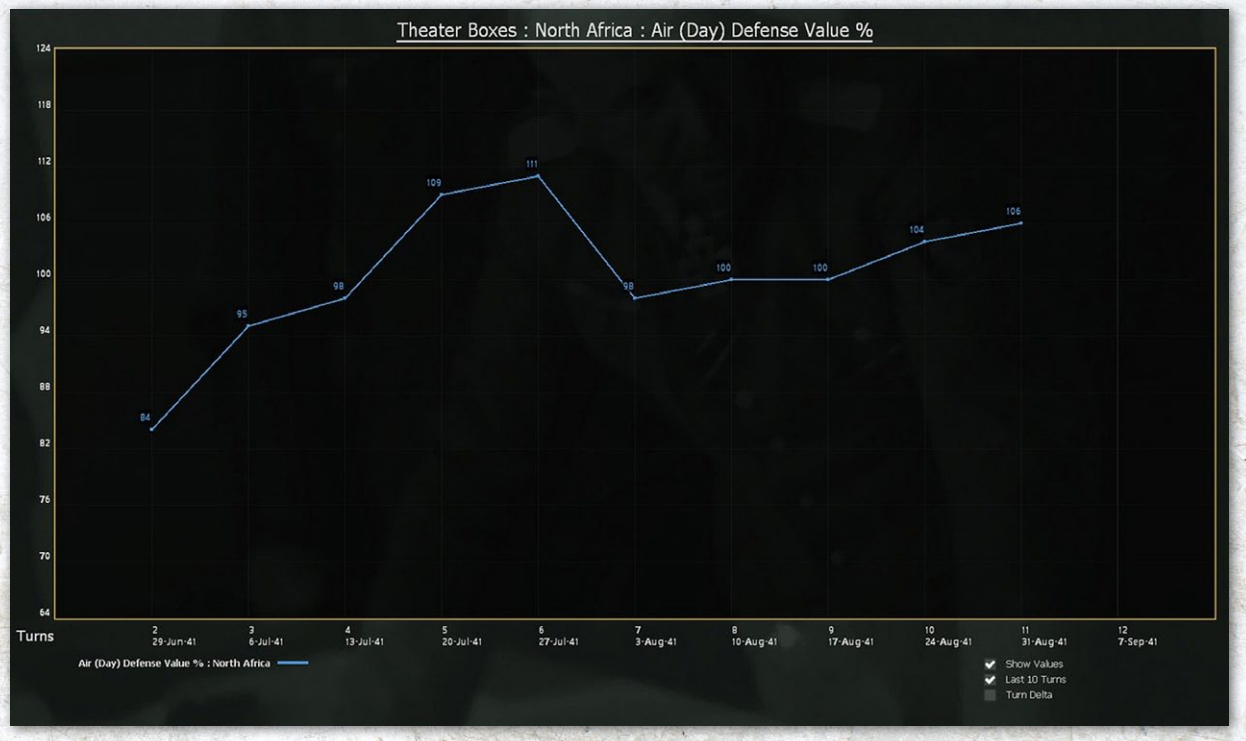
The Soviet list is:

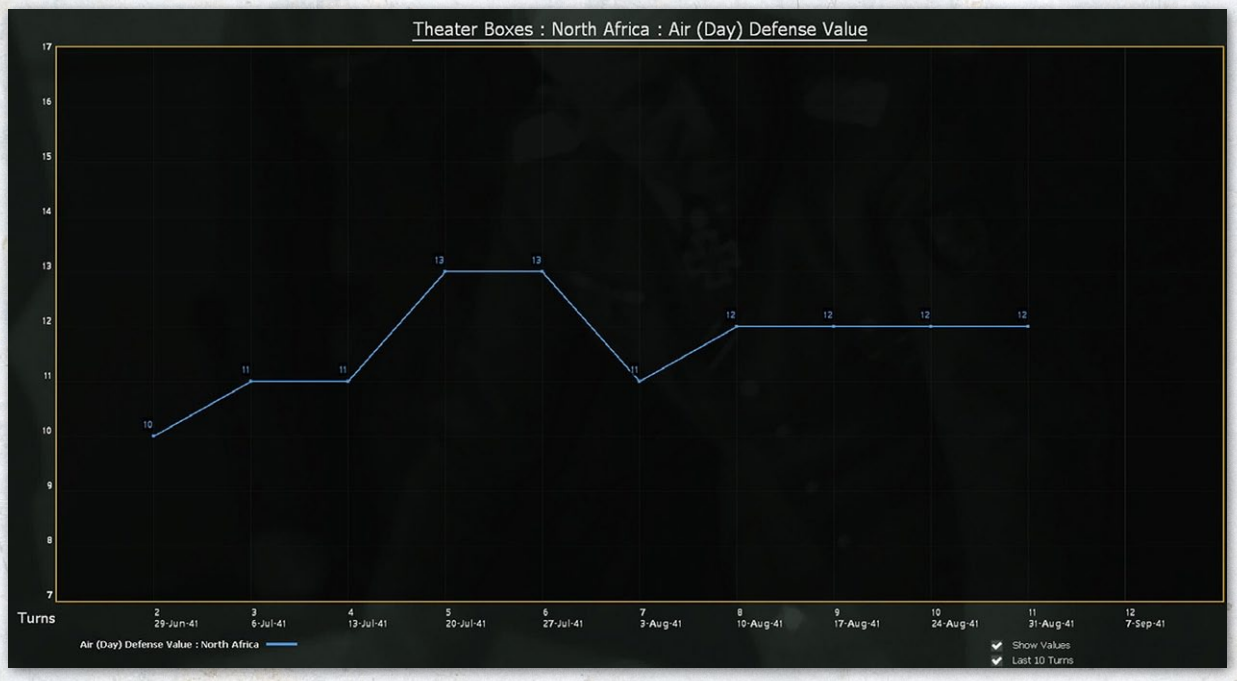
Each gives access to the same set of metrics:

Some of these options give the raw numbers of men, planes and so on, others show whether you meet the basic requirements and others track those requirements.

So below are the Axis air commitment to North Africa, the % against the required garrison and the value required to meet that garrison:


Theater Boxes : North Africa : Aircraft
650
633
616
599
582
565
548
531
514
497
480
524
576
572
603
608
579
586
603
629
633
Turns
2 29-Jun-41
3 6-Jul-41
4 13-Jul-41
5 20-Jul-41
6 27-Jul-41
7 3-Aug-41
8 10-Aug-41
9 17-Aug-41
10 24-Aug-41
11 31-Aug-41
12 7-Sep-41
Aircraft : North Africa
Show Values
Last 10 Turns


Theater Boxes : North Africa : Air (Day) Defense Value %
124
118
112
106
100
94
88
82
76
70
64
84
95
98
109
111
98
100
100
104
106
Turns
2 29-Jun-41
3 6-Jul-41
4 13-Jul-41
5 20-Jul-41
6 27-Jul-41
7 3-Aug-41
8 10-Aug-41
9 17-Aug-41
10 24-Aug-41
11 31-Aug-41
12 7-Sep-41
Air (Day) Defense Value % : North Africa
Show Values
Last 10 Turns
Turn Delta



These values effectively track the information available on the Theatre Box screens.

36.5. ON MAP INFORMATION

A number of map displays are available that provide extra information about units, their status and links. This section overviews some of these and how to read the relevant information.

In particular, these views can be accessed from the various information tabs.

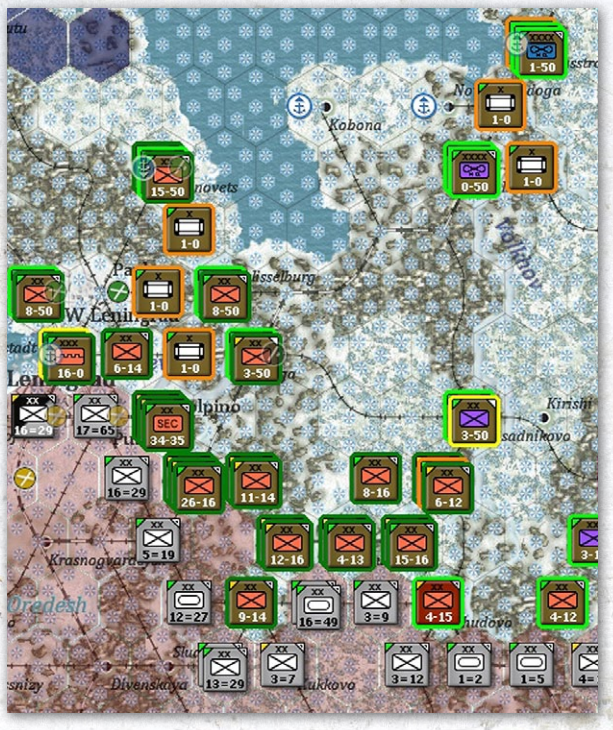
36.5.1. COMMAND EFFICIENCY

This view provides a quick overview of your command structure. Units that are in command range of their immediate HQ and report to the level of HQ that is expected (so an Army for the Soviets and Corps for the Axis) are shown in green. If in turn that HQ is in range of its next HQ in the chain this becomes a dark green.

In the example above, the Soviet units on the left of the screen are in full command, those to the right have gaps in their full command chain.

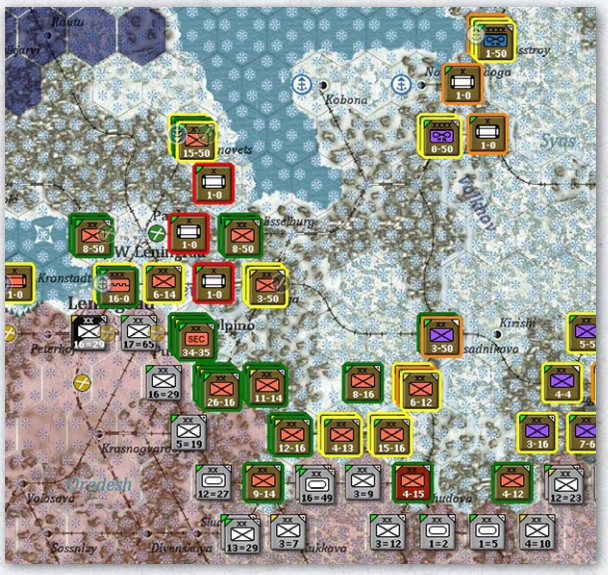
If the unit is shown in yellow it is within 5 hexes of its immediate HQ but this is not at the level expected so there is a malus on leadership tests (15.5.3). In the example, the Soviet units in yellow are reporting directly to a Front HQ.

Finally if the unit is outlined in orange it is more than 5 hexes from its immediate HQ and thus gains no command bonuses.



These values also take into account if the HQ is overloaded (adversely affecting any leader rolls – 15.5.3) and the range to a higher level HQ.

36.5.2. COMMAND QUALITY



This also provides a quick overview of your command structure but is a little bit more complicated than the efficiency view.

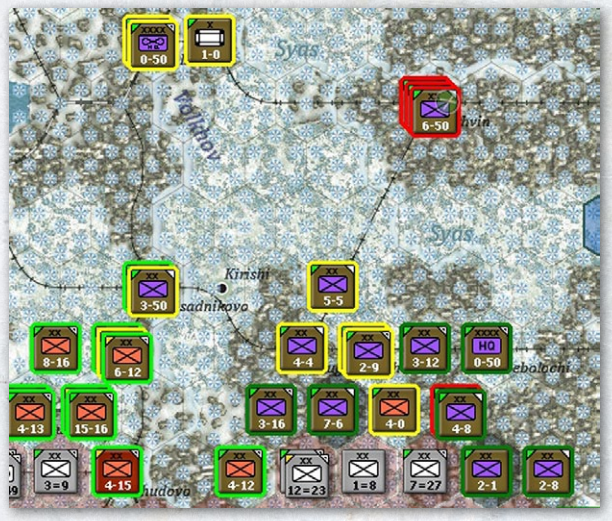
Each HQ is given a notional value based on the quality of the commander (and different values are used for motorized and infantry units so units in the same army may be shown differently). This value is calculated for all the HQs in the chain.

In turn units are shaded green, yellow, orange or red depending on the resulting values (and the values are affected by the range modifiers in 15.5.4).

36.5.3. SUPPLY PRIORITY

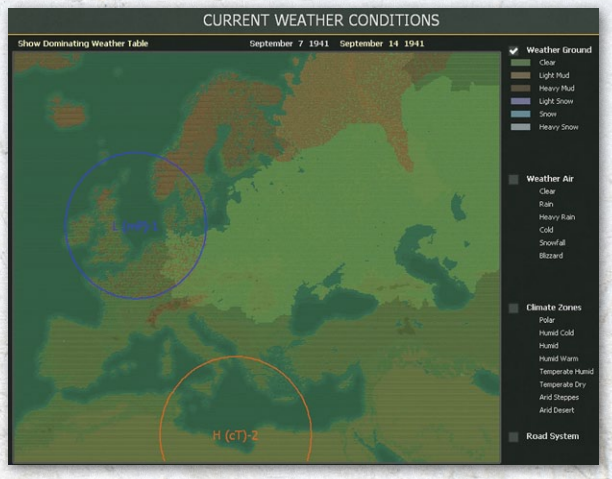
This screen is relatively straightforward . Units outlined in bright green report to a HQ at supply priority 4, dark green at 3, yellow for 1 or 2 and red if the command is set at 0.

The outline can drop one level if the units have problems in terms of command quality or efficiency as this will adversely affect the amount of supply and ammunition they will receive in the logistics phase due to failed administrative leadership tests.



36.6. WEATHER SCREEN

36.6.1. MAIN SCREEN



The weather screen can be accessed from the info screens menu tab toolbar, Hotkey- 'w' or by right clicking on any hex and selecting 'Info Screens'.

The default view is to show the current weather conditions for the entire map area, both playable and non-playable.

Across the top of the screen are options to 'Show Dominating Weather Table', the current turn (given as a date), and the next turn (again shown in date format).

The options on the right hand side allow the player to use the map to show one of the ground or air weather, the climate zones or the road network. Whichever is chosen will provide a key to interpret the colour codes used on the main display.

In every case, the main display will show any weather fronts currently on the map. These will show whether the front is High or Low pressure and its area of origin (8.1).

The forecast is not accurate for either side but due to their own knowledge, and information provided by the Western Allies, the information made available to the Soviet player will be more reliable (8.2).

36.6.2. ROAD SCREEN

If this option is chosen the display will change to reflect the road network on the map. This provides a quick overview of where the better roads are in the Soviet Union.

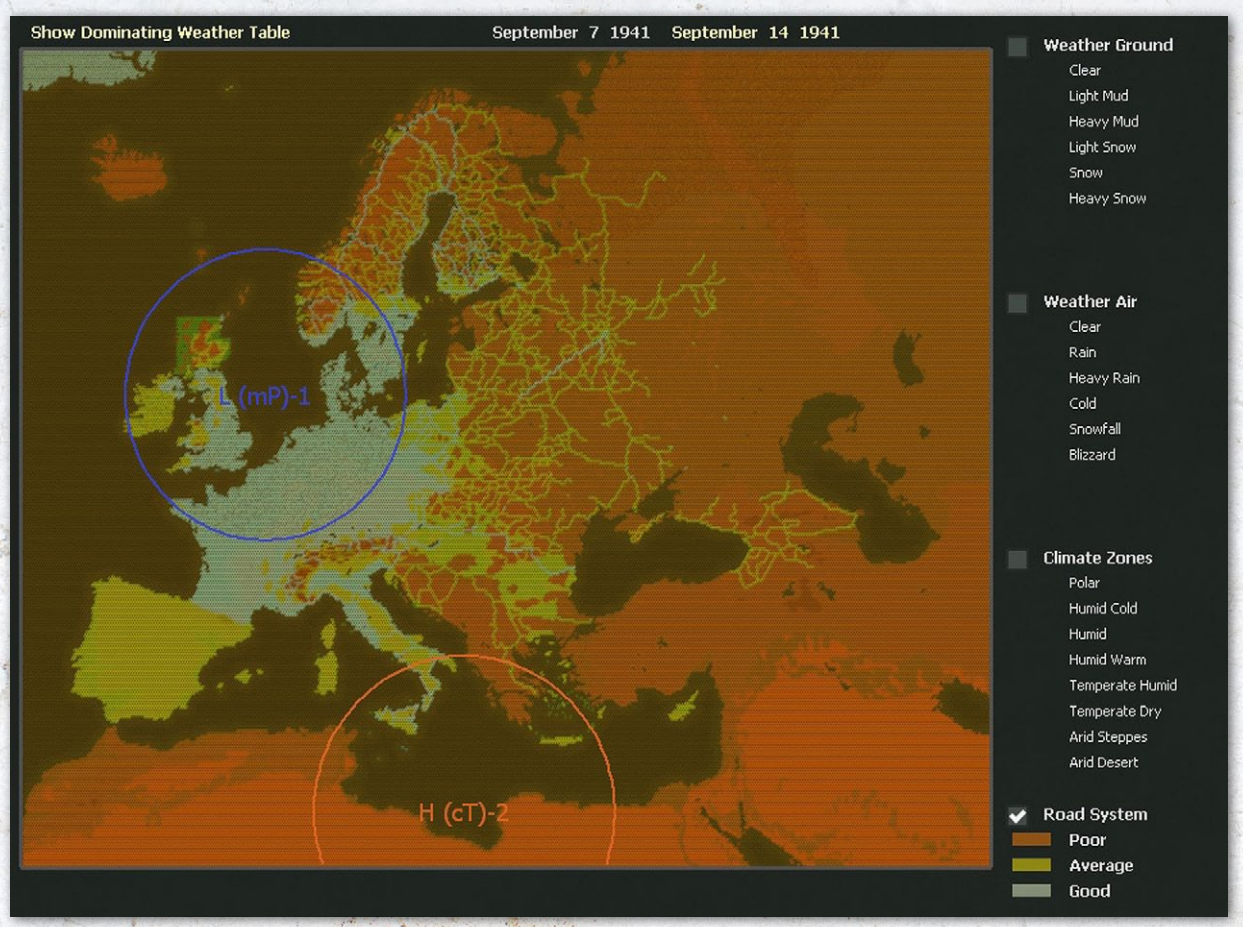
36.6.3. DOMINATING WEATHER TABLE

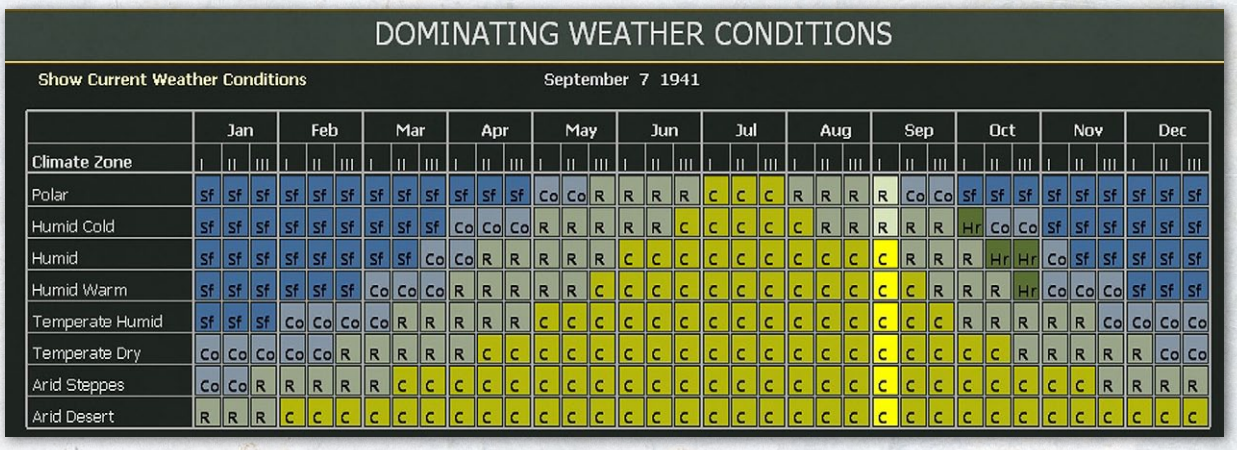
The Dominating Weather Table provides information on the normal weather to be expected in each weather zone according to the time of the year.

The chart uses the following letter and colour codes:

- Clear: C (Yellow)
- Rain: R (Grey)
- Heavy Rain: Hr (Olive)
- Cold: Co (Light Blue)
- Snowfall: Sf (Blue)
- Blizzard: Bz (Dark Blue)

As set out in the weather section, the dominating weather is affecting by any prevailing fronts to generate the actual weather that affects a given hex (8.1.1). It is modified by any fronts that affect a given region but otherwise this is the most likely weather pattern in a given climate zone for a particular month.





36.7. REINFORCEMENT AND WITHDRAWAL SCREEN

This screen can be accessed from the info screens menu tab toolbar, Hotkey- 'i' or by right clicking on any hex and selecting 'Info Screens'.

The screen consists of three parts, ground units, air groups and AOG reinforcements and withdrawals. The initial screen displays the ground reinforcements and withdrawals.

The basics of using this screen are similar to that of the Commanders Report.

The columns shown can be altered to remove those you are not interested in.

The display can be sorted to only show particular unit types (say Infantry) or for a particular group of turns.

Here, for example, the display could be set just to show turns 100-101.

At the bottom are a number of filters that can also be applied to limit the information shown:

36.7.1. UNITS SCREEN

This screen shows the name, relevant turn, type and strength of each unit (note the same unit can appear many times in the full screen). The type of move being undertaken. This will be one of:

30th RR Construction Brigade	32	Const	6300	0	0	Arrived	-	MAP	(250,158)
31st RR Construction Brigade	32	Const	6300	0	0	Arrived	-	MAP	(200,104)

Arrived – for units that have arrived at their destination this turn.

Clicking on a unit name will bring up a simplified version of the usual unit tab.

Reinforcement – a freshly raised unit being added to either the map or a Theatre Box.

In transit – units that are currently in transit between locations. Note that units ordered from the National reserve to the Map will be shown with this designation, such as:

Turn 33	1-Feb-1942				
47th Tank Brigade		33	Arm	1160	13
9th Gds Corps Artillery Regiment		33	Art	1336	28
231st Corps Artillery Regiment		33	Art	1396	28
272nd Corps Artillery Regiment		33	Art	1396	28
46	In Transfer	Soviet Reserves	MAP	(229,121)	
0	In Transfer	Soviet Reserves	MAP	(229,121)	
0	In Transfer	Soviet Reserves	MAP	(229,121)	
0	In Transfer	Soviet Reserves	MAP	(229,121)	

Transfer – an existing unit being moved from a Theatre Box to the Map, between Theatre Boxes or from the Map to a Theatre Box.

Disband – the unit will be disbanded (and the component parts placed back in the pools).

Rem – the unit will be removed from the game.

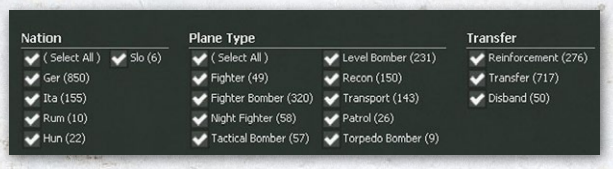
From/To indicate the Theatres or Map that are involved in the move (if relevant). Hex indicates the arrival hex (if on map). If you click on the map hex, you will be taken to that location on the map.

36.7.2. AIR GROUPS

The information for air units is similar.

Most freshly arriving air units will be assigned to the national reserve but some will be placed on the map. If you use the automatic AI management of the air war (17.1.1) these units will be assigned automatically to your Air Operational Groups. If you control this manually, you will have to assign the air units yourself (17.3.1).

As with the units screen, a set of filters are available at the bottom of the screen:



36.7.3. AOG

You need AOGs to manage the air war (whether this uses the AI-assist or is done manually). This screen shows the creation, transfer or disbands of AOGs as the war progresses.

When 'on map' AOGs may not always be in use but are available to have air groups assigned either by the AI routine or manually.

Air Group	Turn	Aircraft	Type	Ready	Total	Transfer	From	To
Turn 2 29-Jun-1941								
1.(F)/ObdL	2	Ju 88D-2	REC	8	11	Reinforcement	-	Axis Reserves
2.(F)/ObdL	2	Do 17P	REC	7	10	Reinforcement	-	Axis Reserves
Turn 3 6-Jul-1941								
153a Ital. Ftr Grp	3	C.200 Saetta	FTR	24	28	Transfer	Italy	North Africa
Turn 4 13-Jul-1941								
157a Ital. Ftr Grp	4	C.200 Saetta	FTR	23	31	Transfer	Italy	North Africa
15./JG 52 (Croat)	4	Bf 109F-2	FB	0	0	Reinforcement	-	Axis Reserves
2.(F)/AufklarGr 33	4	Bf 110C-5	REC	6	9	Transfer	Western Europe	Axis Reserves
43a Ital. Bomb Grp	4	BR.20M Cicogna	LB	11	17	Transfer	Italy	North Africa
Stab/KG 4	4	He 111H-3	LB	2	3	Transfer	Western Europe	Axis Reserves
I./KG 4	4	He 111H-3	LB	19	29	Transfer	Western Europe	Axis Reserves

Reinforcements & Transfers | Units | Air Groups | AOG

127 Air Operational Group Reinforcements & Transfers

Air Op Group	Turn	Nation	Size	Transfer	From	To
Turn 5 20-Jul-1941						
KG 4	5	Germany	Regiment (III)	Reinforcement	-	MAP
Turn 6 27-Jul-1941						
KG 28	6	Germany	Regiment (III)	Reinforcement	-	MAP
Turn 8 10-Aug-1941						
Italian Bomber Group	8	Italy	Regiment (III)	Reinforcement	-	MAP
JG 53	8	Germany	Regiment (III)	Transfer	MAP	Western Europe
Italian Recon Group	8	Italy	Regiment (III)	Reinforcement	-	MAP
CSIR Italian Air Bde	8	Italy	Corps (XXX)	Reinforcement	-	MAP
Italian Fighter Group	8	Italy	Regiment (III)	Reinforcement	-	MAP

36.8. COMMANDERS REPORT

See Appendix 35 for details

36.9. LOGISTICS PHASE REPORT SCREEN

36.9.1. FREIGHT

This section reports on the allocation of supplies, freight and manpower to on map HQs of army level or above.

The top section is divided into three, showing allocation direct to high command (21.11.1) HQs, direct to Army Group/Front HQs and then to Armies. Note that for the High Command and the Army Group HQs this only covers units (on map and support units) that directly report to that HQ. The Army information covers all subordinate commands (Corps) as well as direct allocation to the HQ.

In each case the information shows supply needed, supply received, supply lost in transit, Freight received, replacement manpower received and freight lost in transit.

ARMY FREIGHT DATA

Sup Need	Sup Rec	Sup Lost	RepFr Rec	RepMn Rec	RepFr Lost	
2335	3170	70	3524	3482	0	STAVKA
Sup Need	**Sup Rec**	**Sup Lost**	**RepFr Rec**	**RepMn Rec**	**RepFr Lost**	
5	49	8	0	0	0	Northwestern Front
59	150	45	0	0	0	Leningrad Front
23	34	4	0	0	0	Bryansk Front
38	61	13	3	22	0	Southern Front
6	40	3	0	0	0	Southwestern Front
58	96	0	0	0	0	Moscow Military District
559	152	3	0	0	0	North Caucasus Military District
9	262	0	435	3251	0	Kalinin Front
12	27	5	61	440	0	Volkhov Front
8	48	6	0	0	0	Western Front
32	48	0	0	0	0	Central Front
58	35	8	0	0	0	Stalingrad Military District
355	223	0	0	3	0	Moscow Defense Zone
Sup Need	**Sup Rec**	**Sup Lost**	**RepFr Rec**	**RepMn Rec**	**RepFr Lost**	
165	480	130	458	859	0	30th Army
242	301	0	6	52	0	39th Army
957	579	300	543	724	9	40th Army
22	1015	99	206	1312	0	20th Army
209	614	77	139	1003	0	16th Army
457	444	126	865	3396	0	31st Army
240	240	123	32	238	0	8th Army
89	360	102	740	5437	0	11th Army

Below this is a single line that shows the situation for all on map commands.

Sup Need	Sup Rec	Sup Lost	RepFr Rec	RepMn Rec	RepFr Lost	
20441	25135	5846	15219	60687	32	TOTALS

The next part shows the freight allocation to depots, how much is used (local production) how much is shipped to units and how many trucks were used.

DEPOT FREIGHT DATA

Freight	Received	Used	To Units	Truck Use		
2501041	120	9536	0	274	Kazan	(268 , 100)
2549982	4452	161196	4720	0	Moscow	(229 , 122)
2509982	238	15528	0	77	Kuybyshev	(281 , 114)
2540928	266	62555	3	112	Saratov	(271 , 137)
2500000	41	42	0	0	Sverdlovsk	(300 , 65)
2501214	0	1214	0	29	Chelyabinsk	(309 , 71)
2500304	0	343	3	223	Chkalov	(303 , 110)
2500076	0	6941	0	82	Krasnovodsk	(341 , 193)

Again a single line then summarises all this information.

Freight	Received	Used	To Units	Truck Use	
20967612	176369	332409	42189	36989	TOTALS

Below this is information about truck usage, losses and how many were captured.

Unit Trucks Used	13465
Trucks Lost in Freight	688
Total Freight Losses	7579
Axis Trucks Captured	2188
Soviet Trucks Captured	19345

The next section gives an overview of the allocation of shipping assets between the various sea zones.

```
Ladoga:   Cargo Ships Available  8
Ladoga:   Cargo Ships Used       0

Baltic:   Cargo Ships Available  63
Baltic:   Cargo Ships Used       0

Black:    Cargo Ships Available  131
Black:    Cargo Ships Used       0

Azov:     Cargo Ships Available  23
Azov:     Cargo Ships Used       0

Caspian:  Cargo Ships Available  0
Caspian:  Cargo Ships Used       6

Ladoga:   Troop Ships Available  5
Ladoga:   Troop Ships Used       0
```

Finally it shows how much production was diverted to civilian usage.

```
CIVILIAN CONSUMPTION
----------------------Turn--------Game-----
Axis Supply Tons       153845      4491871
Soviet Supply Tons      55481      1753238
----------------------Turn--------Game-----
Axis Fuel Tons         138965      4058561
Soviet Fuel Tons        50194      1585581
-----------------------------------------
```

36.9.2. THEATRE BOX

```
Far East MANPOWER LOSSES
   LOST                 728
   CAPTURED              15
   DAMAGED             1892

Transcaucasus LOSSES
   TURN          TOTAL          GROUND ELEMENT
      0              1          BT-7M M1939 (SU)
      0              5          Flamethrower Squad (SU)
      0              7          Engineer-Sapper Squad (SU)
      0              1          T-38 M1937 (SU)
      0              1          BA-10 Armored Car (SU)
      0              1          BA-20 Armored Car (SU)
      0              6          76mm Infantry Gun (SU)
      0             13          76mm Field Gun (SU)
      0             17          7.62mm Machine Gun (SU)
      0              2          12.7mm Anti-aircraft MG (SU)
```

This summarises the training activities in the reserve and other theatre boxes and then ground and air losses by Theatre.

36.9.3. AIR EXECUTION

This will be generated after the air execution phase has been completed and shows the data that was available during the resolution.

Information is presented for each night and then day as to the auto-naval patrols that took place, each individual air mission, how many planes were repaired and if new pilots have been assigned to air units.

```
_________ Night 1 _________
Leningrad Air Command. GND ATTACK is canceled. No planes available
Leningrad Air Command. GND ATTACK is canceled. No planes available
_________ Day 1 _________
Naval patrol Axis planes destroyed: 0. Allied intercepts: 0
Naval patrol Allied planes destroyed: 0. Axis intercepts: 0
Leningrad Air Command. GND ATTACK is canceled. No planes available
Northwestern Air Command. GND ATTACK is canceled. No planes available
North Caucasus Air Command. GND ATTACK is canceled. No planes available
Western Air Command. GND ATTACK is canceled. No planes available
Kalinin Air Command. GND ATTACK is canceled. No planes available
 *** Air Maintenance Phase. Day 0 ***
Axis planes repaired: 48
Allied planes repaired: 10
Planes in repair with 0 damage: 144
```

Beneath this is a summary table of the performance in combat of the various aircraft.

AIRCRAFT PERFORMANCE STATISTICS		DESTROYED	DAMAGED	DAMAGE POINTS	SORTIES
F R I E N D L Y					
Bf 109F-2		72	80	6508	1446
	I-153	10	13	1011	-
	I-16 Type 24	41	45	3380	-
	MiG-3	21	22	2117	-
Bf 110E-2		3	3	323	324
	I-153	2	2	218	-
	MiG-3	1	1	105	-
Do 17Z-2		5	5	615	103
	I-153	3	3	513	-
	MiG-3	2	2	102	-
Do 215B-1		1	1	180	42
	I-153	1	1	180	-
Fw 189A		1	1	145	153
	I-153	1	1	145	-
He 111H-3		6	6	878	455
	I-153	2	2	222	-
	I-16 Type 24	3	3	495	-
	MiG-3	1	1	161	-

This shows the interaction between types of friendly and enemy planes, and how many enemy planes were destroyed or damaged.

Under the enemy section the view is partly reversed to show what enemy assets inflicted losses on friendly

E N E M Y					
I-153		19	31	2220	-
	Bf 109F-2	3	3	317	1446
	Bf 110E-2	1	2	68	324
	Do 17Z-2	4	6	318	103
	He 111H-3	2	3	145	455
	Ju 87B-R	8	10	784	358
	Ju 88D-2	1	1	42	295
I-16 Type 18		14	22	1608	-
	He 111H-3	3	3	226	455
	Hs 126B-1	1	1	57	1098
	Ju 88A	9	13	867	451
	Ju 88D-2	1	1	105	295
I-16 Type 24		8	16	1008	-
	He 111H-3	7	13	790	455
	Hs 126B-1	1	1	143	1098
	Ju 88D-2	0	1	31	295
MiG-3		37	66	4146	-
	Bf 109F-2	1	1	43	1446
	Do 17Z-2	11	13	768	103
	Do 215B-1	0	1	28	42
	He 111H-3	5	9	559	455
	Hs 123A-1	3	3	295	9
	Hs 126B-1	1	1	85	1098
	Ju 87B-R	9	12	503	358
	Ju 88A	5	6	336	451
	Ju 88D-2	2	5	222	295
FLAK		21	372	1789	-
	Bf 109F-2	4	10	178	-
	Bf 110E-2	1	79	243	-
	Do 17Z-2	2	16	65	-

planes. Note this includes the effect of enemy flak on your air units.

The final summary table will show how much fuel and ammunition was used and how many sorties were flown.

```
Axis air FUEL used: 5733
Axis air sorties: 5509
Axis max fuel 154035 used by air group 371 (27 planes)
Axis air AMMO used: 2685
Axis flak AMMO used: 0
Allied air FUEL used: 217
Allied air sorties: 656
Allied max fuel 21648 used by air group 1505 flight (24 planes)
Allied air AMMO used: 26
Allied flak AMMO used: 101

Air phase execution time 3 min 6 sec
```

36.9.4. REPLACEMENT

```
AIR BASE REPLACEMENT DETAILS
20mm Anti-aircraft Gun: 40 men
88mm Anti-aircraft Gun: 36 men
20mm Quad Anti-aircraft Gun: 35 men
37mm Anti-aircraft Gun: 21 men
Support: 200 men
Air Support: 910 men
Total: 1242 men

Gorlovka Air Base: 1097 men
Novozybkov Air Base: 30 men
Kherson Air Base: 15 men
Koenigsberg Air Base: 40 men
Rzeszow Air Base: 30 men
Sculeni Air Base: 30 men
Total: 1242 men

96 damaged AFVs were returned to the pool
23 damaged AFVs were not repairable

AIR BASE REPLACEMENT DETAILS
Air Support: 10 men
Total: 10 men
```

This section mostly covers allocation of equipment and manpower to air bases as the support needs change. In addition, it summarises how many damaged AFVs have been sent back to the production pool (28.4).

For the Axis player it will also show exports to the Axis Allied nations.

```
1 x T-26 M1933 captured from Soviet Union goes to pool for Finland as T-26B
1 x 76mm Infantry Gun captured from Soviet Union goes to pool for Finland as 76mm Infantry Gun
1 x 105mm Howitzer exported from Germany to Finland as 105mm Howitzer
2 x 122mm Howitzer captured from Soviet Union goes to pool for Finland as 122mm Howitzer
1 x 152mm Howitzer captured from Soviet Union goes to pool for Finland as 152mm Howitzer
1 x BA-10 Armored Car captured from Soviet Union goes to pool for Finland as BAB C Armored Car
1 x 37mm Anti-aircraft Gun exported from Germany to Rumania as 37mm Anti-aircraft Gun
1 x 105mm Howitzer exported from Germany to Rumania as 105mm Howitzer
```

36.9.5. RENAME

Lists any units that have changed their name this turn.

```
130th Corps Artillery Regiment is renamed 7th Gds Corps Artillery Regiment
644th Corps Artillery Regiment is renamed 8th Gds Corps Artillery Regiment
505th RVGK Gun Regiment is renamed 2nd Gds Gun Regiment
573rd RVGK Gun Regiment is renamed 3rd Gds Gun Regiment
450th Corps Artillery Regiment is renamed 9th Gds Corps Artillery Regiment
```

For the Soviet player this will also show how many Guards formations have been created:

```
Infantry   GUARDS percentage:      4 %
Cavalry   GUARDS percentage:      1 %
Artillery   GUARDS percentage:      10 %
Mountain Infantry   GUARDS percentage:      10 %
Rocket   GUARDS percentage:      100 %
```

36.9.6. SURRENDER

```
Dugino depot is captured !!!
Marmyzhi depot is captured !!!
```

This will show units that surrendered in the last turn and any depots captured from the enemy.

36.9.7. ARRIVAL

```
60 IAD air operational group DISBANDED
10 SAD air operational group DISBANDED
146 BAD air operational group DISBANDED
28 SAD air operational group DISBANDED
47 SAD air operational group DISBANDED
77 SAD air operational group DISBANDED
146 SAD air operational group DISBANDED
62 BAD air operational group DISBANDED
```

This screen will indicate any units disbanded in the logistics phase:

Lists all the units and HQs that have either arrived on the map or in a Theatre box this turn or have been unfrozen.

```
II./KG 77 (Ju 88A) TRANSFERRED (rdy 30, dam 0, res 0) from MAP to Western Europe
50a Ital. Bomb Grp (Z.1007bis Alcione) TRANSFERRED (rdy 18, dam 0, res 0) from Balkans to Italy
I./KG 26 (He 111H-3) TRANSFERRED (rdy 30, dam 0, res 0) from Norway to Finland
II./KG 30 (Ju 88A) TRANSFERRED (rdy 29, dam 1, res 0) from Norway to Western Europe
Stab/KG zbV 1 (Ju 52/3m) TRANSFERRED (rdy 3, dam 0, res 0) from Western Europe to Axis Reserves

Afrika Panzer Army ARRIVED to 'North Africa' (men 12000, guns 0, afv 0)
8th Fin. Coastal Brigade ARRIVED to 'Finland' (men 6220, guns 288, afv 0)
720th Marine Flak Battalion ARRIVED to 'Balkans' (men 300, guns 0, afv 0)
II./NJG 3 (Bf 110E-1/U1) ARRIVED to the Western Europe
1st RFSS Motorized Brigade TRANSFERRED (men 10987, guns 112, afv 0) from MAP to Soviet Union Garrison
2nd RFSS Motorized Brigade TRANSFERRED (men 8795, guns 88, afv 0) from MAP to Soviet Union Garrison
XXXX Motorized Corps ARRIVED at 135,173 (men 5000, guns 0, afv 0) from Western Europe
```

36.9.8. LEADER

Lists changes to the leaders hip ratings of commanders and any dismissals or deaths in the enemy turn and automatic replacements

```
32nd Army commander Nikolai Klykov has been KILLED in action
General-Leytenant Nikandr Chibisov takes command of 32nd Army
```

36.9.9. UPGRADE

Lists any units or HQs that have taken on a new TOE, any air units that have been renamed and changes or upgrades to elements and airframes from the production pool.

```
110th Rifle Division (SU) upgrades to 41c Rifle Division TOE
154th Rifle Division (SU) upgrades to 41c Rifle Division TOE
260th Rifle Division (SU) upgrades to 41c Rifle Division TOE
264th Rifle Division (SU) upgrades to 41c Rifle Division TOE
270th Rifle Division (SU) upgrades to 41c Rifle Division TOE
273rd Rifle Division (SU) upgrades to 41c Rifle Division TOE
348th Rifle Division (SU) upgrades to 41c Rifle Division TOE
```

```
AIRCRAFT SWAP SUMMARY
  2 x Bf 109E-3 to 2 x Bf 109F-4
  10 x Bf 110C-5 to 10 x Ju 88D-1
  4 x Bf 110E-1/U1 to 4 x Ju 88C-2
  6 x Ju 88A to 6 x Do 217E-2
  30 x Ju 88A to 30 x He 111H-6
```

```
25 x Valentine Chassis (Oct 1941) upgraded to Valentine III (Oct 1941) in pool (SU)
43 x KV Chassis (May 1940) upgraded to KV-1 M1941 (May 1941) in pool (SU)
101 x T-34 Chassis (Jan 1940) upgraded to T-34 M1941 (Feb 1941) in pool (SU)
78 x T-60 Chassis (Oct 1941) upgraded to T-60 M1941 (Oct 1941) in pool (SU)
10 x Matilda Chassis (Oct 1941) upgraded to Matilda II (Oct 1941) in pool (SU)
```

36.9.10. SUPPLY

At the top this lists redeployment of trucks between depots and how many trucks were lost to unit movement.

```
Berlin sends 39 trucks to Breslau
Berlin sends 29 trucks to Tilsit
Vienna sends 43 trucks to Allenstein
Vienna sends 32 trucks to Loetzen
Vienna sends 24 trucks to Insterburg
Essen sends 39 trucks to Leipzig
Essen sends 29 trucks to Hannover
Essen sends 22 trucks to Munich
```

```
4 trucks were lost this turn during unit movement
6527 trucks have been lost during the campaign due to unit movement
```

The next section lists all the transfer of freight between industrial centres and how many rail points were available before this phase.

```
Parnu ships 313 freight to Sonda
Chelm ships 1007 freight to Makoshino *****
Budapest ships 1533 freight to Iasi *****
Nyiregyhasa ships 1 freight to Ungvar *****
Memel ships 1262 freight to Vitebsk
Biala Podlaska ships 1443 freight to Gomel *****
Gumbinnen ships 1632 freight to Smolensk *****
Lvov ships 1940 freight to Dnepropetrovsk *****
Lyck ships 943 freight to Klintsy *****
Parnu ships 221 freight to Narva
```

```
Rail points BEFORE moving resources:  44,515,863
```

The next section shows shipment of resources, first between cities and then to the active pool and then from the pool to cities as the production phase is run.

```
  ***** City to City *****

  +++++ MOVING FUEL +++++
  TOTAL FUEL NEED 28,680
  TOTAL FUEL STORE 588,531 (POOL 7,293,157)
  AFTER
  TOTAL FUEL NEED 24,749
  TOTAL FUEL STORE 583,267 (POOL 7,293,157)
```

At the end it will summarise how many rail points are still available and then break down the transfers into each transaction.

```
Rail points AFTER moving resources:  36,787,070
```

The final information covers how many trucks were repaired and returned to the logistics pool.

```
3580 trucks were repaired and returned to the logistics pool
```

36.9.11. WITHDRAW

This lists unit disbands and withdrawals such as:

```
1st Polyarnaya Militia Rifle Division DISBANDED (men 10298, guns 94, afv 0)
```

36.9.12. PRODUCTION

For the Soviet player this sections starts by showing lend lease deliveries:

```
300 VEHICLES were added to the pool from lend-lease
400 ARMAMENTS were added to the pool from lend-lease
1000 SUPPLIES were added to the pool from lend-lease
500 FUEL were added to the pool from lend-lease
```

It then lists how many generic elements were built

```
BUILDING GENERIC GROUND ELEMENTS
67 x 50mm Anti-tank Gun [50mm PaK38 L/60 Gun] built (GE)
100 x 20mm Anti-aircraft Gun [20mm Flak38 AA Gun] built (GE)
26 x 88mm Anti-aircraft Gun [88mm Flak18 AA Gun] built (GE)
17 x 150mm Infantry Gun [150mm sIG33 L/11 Gun] built (GE)
4 x 28mm Anti-tank Gun [28mm s.PzB41 Gun] built (GE)
4 x Panzer Pioneer Squad 40 [7.92mm Kar 98k Rifle] built (GE)
4 x 105mm Field Gun [105mm sK 18 Field Gun] built (GE)
1 x 150mm Field Gun [150mm K39 Gun] built (GE)
48 x 105mm Howitzer [105mm leFH18 Howitzer] built (GE)
20 x 150mm Nebelwerfer [150mm NbW 41 Rocket] built (GE)
60 x 37mm Anti-aircraft Gun [37mm Flak36 AA Gun] built (GE)
10 x 105mm Anti-aircraft Gun [105mm Flak39 AA Gun] built (GE)
```

It then shows how many factories are isolated, lack the resources for full production or have no production due to a lack of inputs.

```
NO OIL in Pardubitz for 8 x FUEL Need: 4000, City: 0, Pool 21000
LOW OIL in Hemmingstedt for 7 x FUEL (85 %) Need: 3500, City: 3000, Pool 9500
NO OIL in Budapest for 7 x FUEL Need: 3500, City: 0, Pool 9500
```

The final section is a table that shows how much of each item was produced and consumed, can be produced from active or damaged factories, losses due to low or no resources or how much is isolated from the supply grid.

			FACTORIES					
	PRODUCED	CONSUMED	AVAIL	ACTIVE	DAMAGED	LOW RES	NO RES	ISOLATED
MANPOWER [98%]	79,881	-	80,736	79,881	855	-	-	0
RESOURCES [100%]	2,450K	-	980	980	0	-	-	0
OIL [100%]	688K	-	688	688	0	-	-	0
HEAVY INDUSTRY [97%]	135K	950K	556	543	8	0	5	0
FUEL [99%]	303K	606K	1,216	1,212	4	0	0	0
ARMAMENTS [85%]	131,200	32,800	768	656	112	0	0	0
VEHICLES [95%]	1,240	6,200	130	124	3	0	3	0
GROUND CHASSIS [81%]	237	1,884	255	237	18	0	0	0
AIRFRAME [100%]	269	4,034	269	269	0	0	0	0

36.9.13. LOSS BY TYPE

This shows losses since the start of the game divided into combat, retreat, attrition, surrender or other causes.

LOSSES BY TYPE

Axis Combat	138217
Axis Retreat	13751
Axis Attrition	6745
Axis Surrender	0
Axis Misc.	0
Soviet Combat	1426434
Soviet Retreat	340510
Soviet Attrition	88940
Soviet Surrender	0
Soviet Misc.	1928

36.9.14. VERSION

Shows the current game version.

File Version: 0.07.25

36.10. AIR DOCTRINE SUMMARY SCREEN

This screen is discussed in section 37.16 as part of the overall review of the screens used to manage the air war (37.16.9).

36.11. AIR DIRECTIVE SUMMARY

This screen is discussed in section 37.16 as part of the overall review of the screens used to manage the air war (37.16.8).

36.12. THEATRE BOXES

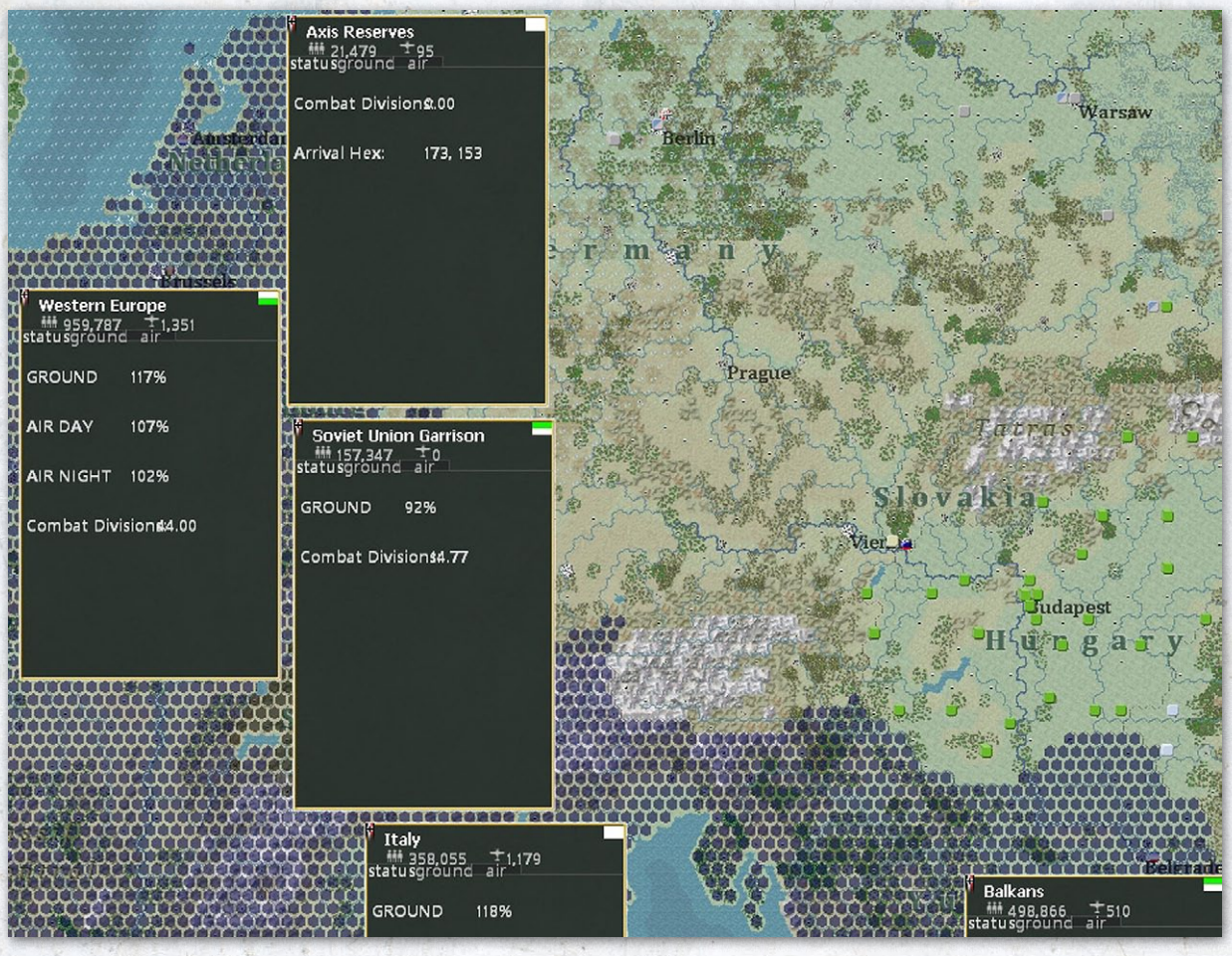
The Theatre Boxes can be accessed by using CNTRL+T, using the tab at the top of the screen or by right clicking on any map hex and selecting 'map information' >> Theatre Boxes.

In addition, information on the units within the Theatre Boxes can be accessed using the Commanders Report (35). In practice, if the player wishes to redeploy units (to the map or to another theatre), change unit settings or TOE then it is often more efficient to use the CR.

If you select the Theatre Box, by default you will be taken to the National Reserve.

The display of each Theatre Box will vary according to the zoom level you are using.

In this case, the map is fully zoomed out and the information displayed for each theatre is minimal.



If the map is fully zoomed in, this display will alter to:

At this level, the status summary screen is shown.

36.12.1. STATUS SCREEN

At the top is the Theatre name and, on the right, the current air and ground combat intensity (13.3.1).

Below this is information on how well the Theatre meets the various requirements and other key information:

CONTENT	NOTES
Ground	Shows the combined CV (and in brackets the target) and the %. In the case of the example above, the Germans exceed this minimum.

Ground (base):	286.1	
Artillery (10 %):	0.80	(0.80)
Engineer (8 %):	-	
Construction (5 %):	14.30	(26.82)
Fighter (8 %):	22.88	(27.0)
Night fighter (5 %):	11.11	(11.11)
Bomber (10 %):	28.60	(54.70)
Patrol (5 %):	14.0	(14.0)
Flak (low) (8 %):	15.53	(15.53)
Flak (high) (2 %):	5.72	(19.92)

If this is expanded, information is provided on how that total is made up, as:

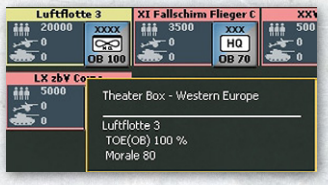
Air Day	An estimate of the combat power of the day fighters, bombers and patrol aircraft assigned to that theatre
Air Night	An estimate of the combat power of the night fighters, bombers and patrol aircraft assigned to that theatre
Combat Divisions	The number of division equivalents in the Theatre.
Freight	The amount of freight allocated to the Theatre in the last turn (in brackets the amount needed)
Trucks (Used)	The number of trucks allocated to the Theatre
Gnd Element Received	The number of ground elements sent to the Theatre in the last logistics phase
Aircraft Received	The number of aircraft sent to the Theatre in the last logistics phase

36.12.2. GROUND

This information display will vary according to the level of detail (zoom) chosen, in the image above this is as large as possible. In that case unit titles, type, and strength can all be seen.

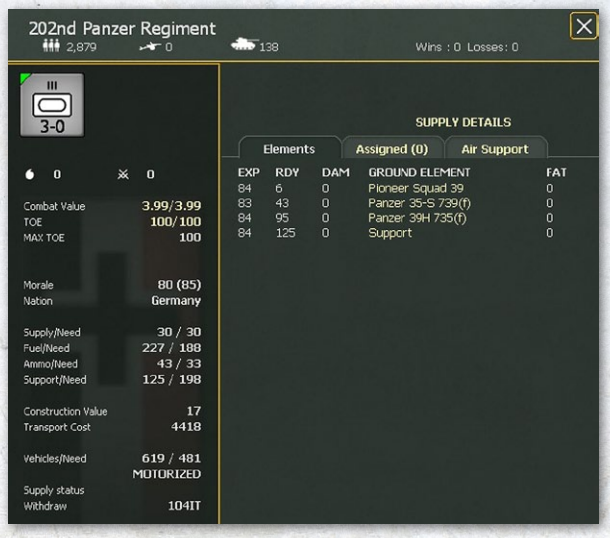
Regardless of zoom level, the units are divided up into the following categories:

- HQ Units
- Armor Units
- Mechanized Units
- Motorized Units
- Infantry Units
- Airborne Units
- Artillery Units
- Anti-Tank Units
- Anti-Air Units
- Mtn Infantry Units
- Engineer Units
- SP Gun Units
- Construction Units
- Rocket Units
- Machine Gun Units



Hovering over any unit will produce a pop up box giving the Units Name, its TOE % and its morale.

Left clicking on any unit will change the view to the unit tab.



Right clicking on the unit will usually produce a pop up box that provides additional information and allows the unit to be transferred to the Map or another theatre. Note this option will only be available outside the National reserve if you have chosen the Enhanced control option (13.3.4).

In the reserve, the option to transfer a unit to the map will be shown (regardless of your choice in terms of Theatre Box management):

Play Note: Transferring units is often far easier done using the tools available in the CR.

The information includes:

- Name;
- Men/guns/afv
- Morale/TOE
- Whether it is set for Refit (on) or not (off)
- The option to transfer the unit to the map or another Theatre and the number of turns this will take.

Units headed with red a border are locked in that Theatre and cannot be transferred for a number of turns. In this case, the option to transfer has been disabled from the pop-up box.

36.12.3. AIR

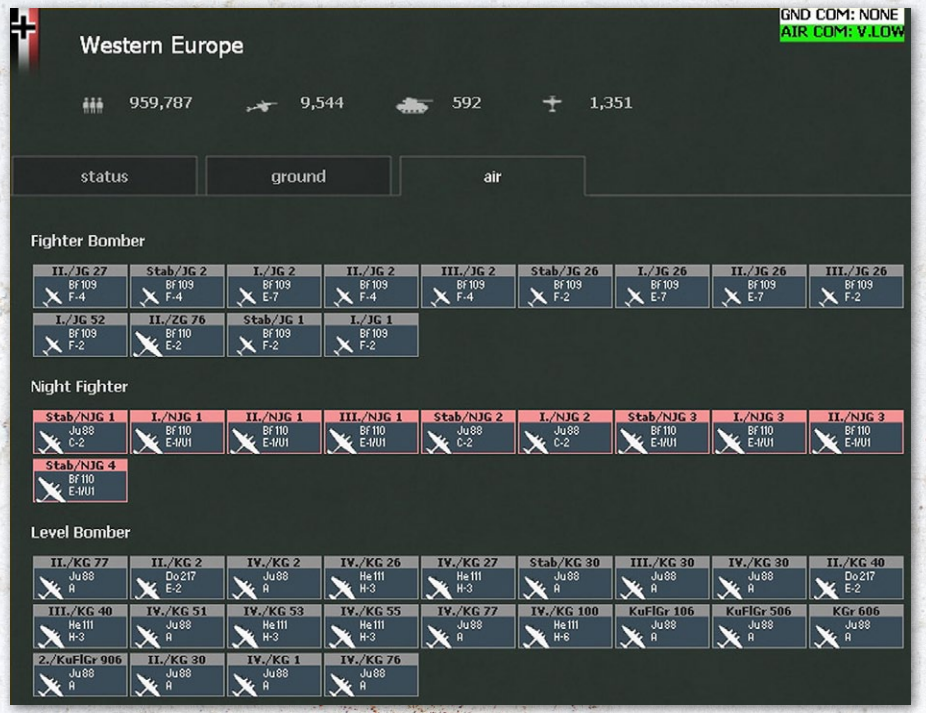
As with the ground screen, the information display will depend on the map zoom. The example below is taken at zoom level 3:

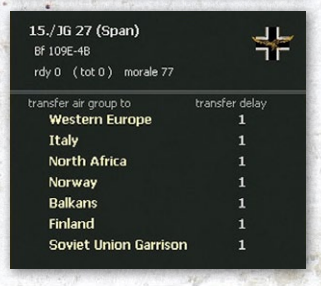
Planes are divided into Fighter; Fighter Bomber; Tactical Bomber; Level Bomber; Recon; Transport and Patrol.

Mousing over any entry, will bring up a display showing the unit name and the number of ready, damaged and reserve planes in the group as well as the current morale.

Left clicking on the unit will bring up the standard air group window

Right clicking on the unit will show the unit name, plane type, number of ready and total planes and current morale. Below this will be the option to transfer the unit to another theatre.





Note that air units can only be transferred to the game map using the routines in sections 17.1 (where the AI will do this for you) or 17.3.2 (if you are doing this manually).

36.13. VICTORY SCREEN

36.13.1. CAMPAIGN GAMES

From the top of the screen it is possible to access the Victory Points section of the metrics screens, again this can also be opened from a hot key or right clicking on any map hex.

For campaign game the Victory Screen is divided into five sub-sections.

On the left hand side can be found:

Victory Points 483

Cities	450
+ Bonus	28
+ Events	4
- Enemy Bonus	0
- Enemy Events	-1

Axis High Watermark 484

Initiative Player Axis

Initiative switch check dates	1-Oct-1942 - 1-Jul-1943
Initiative switch check %	10 %

Sudden Victory Levels

Player	VP	Check Date	Turn
Axis	700	1 - Oct - 1941	16
Axis	750	1 - Jan - 1942	29
Axis	750	1 - Apr - 1942	42
Axis	750	1 - Jul - 1942	55
Axis	750	1 - Oct - 1942	68
Axis	750	1 - Jan - 1943	81
Axis	775	1 - Apr - 1943	94
Axis	800	1 - Jul - 1943	107
Soviet	450	1 - Oct - 1942	68
Soviet	500	1 - Jan - 1943	81
Soviet	525	1 - Apr - 1943	94
Soviet	575	1 - Jul - 1943	107
Soviet	600	1 - Oct - 1943	120
Soviet	650	1 - Jan - 1944	133
Soviet	725	1 - Apr - 1944	146
Soviet	800	1 - Jul - 1944	159
Soviet	850	1 - Oct - 1944	172
Soviet	900	1 - Jan - 1945	186
Soviet	950	1 - Apr - 1945	198

Axis Sudden Loss

Player	HWM	Check Date	Turn
Axis	525	1 - Jan - 1942	29
Axis	575	1 - Oct - 1942	68

Victory Points, showing the current score for holding cities and any extra VP awarded for early capture or events.

The Axis High Watermark, this is the highest Axis VP achieved in the game.

Initiative Player. Indicates which player has the initiative and when this will be checked.

Sudden Victory Levels. The VP level needed on a given quarterly turn to trigger a sudden victory.

Sudden Loss Levels, the HWM needed to avoid an automatic Axis defeat.

On the right hand side can be found:

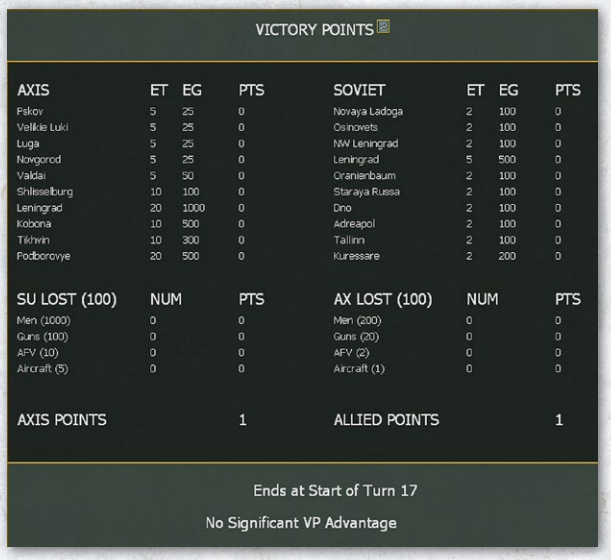
Victory Cities

City Name	VP	Turn Ax	Turn So	Bonus
Kiev	10	13	124	4
Orel	10	15	111	6
Voronezh	10	57	84	6
Kursk	10	20	86	6
Kharkov	10	18	87	6
Stalino	10	18	116	6
Rostov	10	22	23	6
Stalingrad	30	73	85	6
Zaporozhye	10	15	121	6
Krasnodar	10	60	86	6
Sevastopol	30	54	151	6
Kalinin	10	17	26	6
Rzhev	10	17	89	6
Moscow	60	0	0	6
Leningrad	30	0	0	6
Tula	10	0	0	6
Saratov	30	0	0	6
Grozny	10	0	0	6
Baku	10	0	0	6
Yaroslavl	10	0	0	6
Gorky	10	0	0	6
Astrakhan	30	0	0	6
Ryazan	10	0	0	6
Tambov	10	0	0	6
Kuybyshev	10	0	0	6
Kazan	10	0	0	6
Maikop	10	60	84	6
Makhachkala	10	0	0	6
Surakhani	10	0	0	6
Sabunchu	10	0	0	6
Bibi-Heybat	10	0	0	6

This lists all the cities that count for Victory Points. The information includes their basic value, the turn they were first captured by the Axis side (if relevant, otherwise this is shown as 0) and the turn they were first captured (or retaken) by the Soviets (again this is shown as 0 if the city was historically never captured by the Soviets).

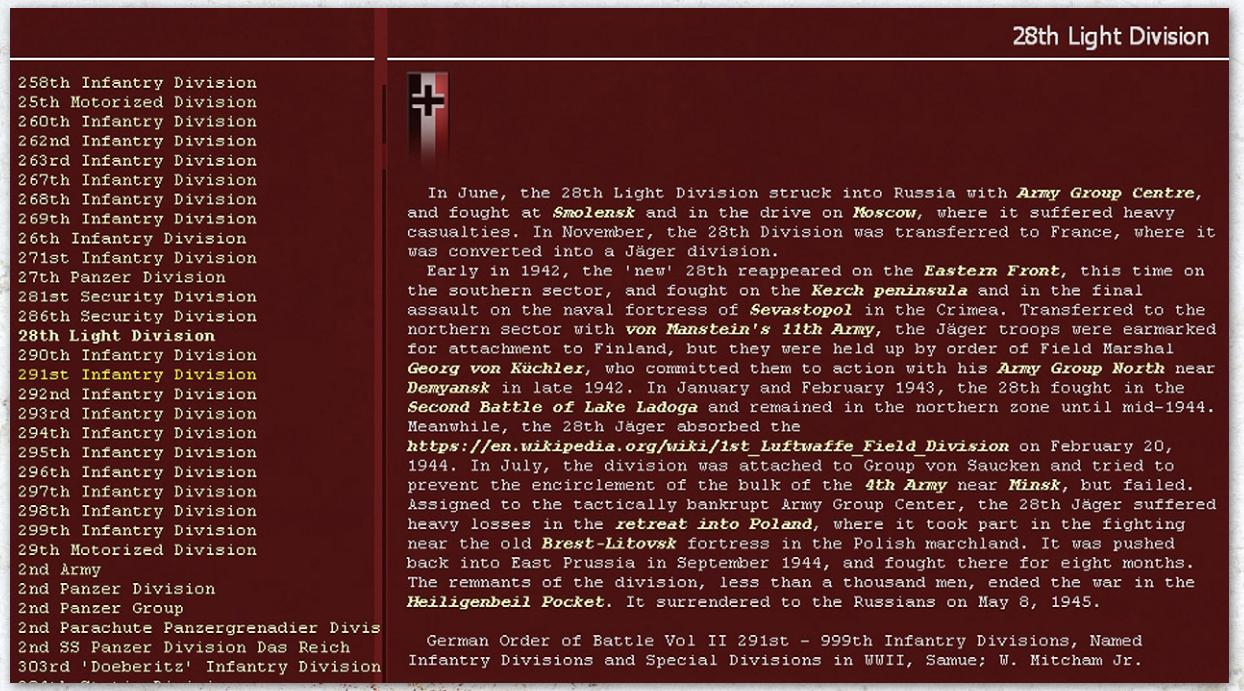
The bonus if the city changes hands this turn is also shown.

36.13.2. NON-CAMPAIGN GAMES



This shows how VP are calculated from cities and combat losses, the current score and the current ratio between the two sides.

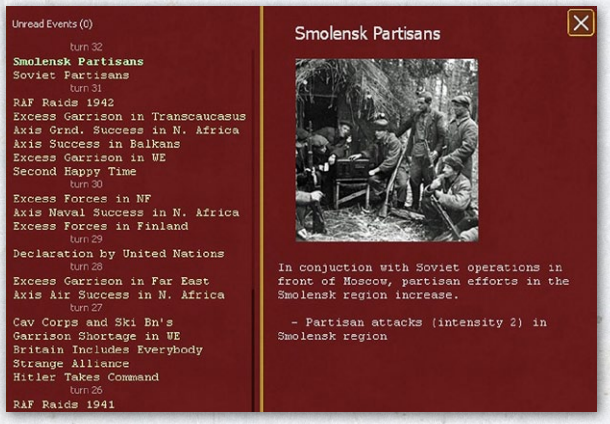
36.14. WITEPEDIA



This provides a list of background information on combat formations and other equipment in the game.

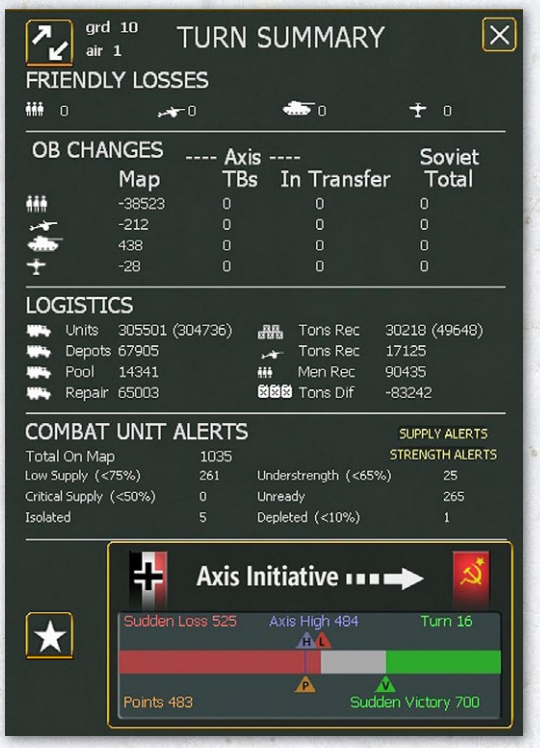
If you click on an entry a text box will appear that will give further information. External links will take you to further information outside the game engine.

36.15. EVENTS



This screen lists all the events that have so far occurred. It can be useful if you want to double check what has occurred after closing the pop-up that appears each turn.

36.16. TURN SUMMARY



Note this will appear automatically when you open a turn (even if you have started making your moves and saved part of the way through). In addition, as usual, you can access if from the tabs, or via a hot key. You can disable this functionality using the user preference scheme (36.17).

This screen gives you access to other screens (reinforcements and victory) as well as providing a quick summary of the action over the last complete turn.

At the top is a summary of all that turn's reinforcements (ground and air), clicking on the symbol will take you to the reinforcement screen (36.7).

In particular, friendly losses are on map losses are for the prior 6 phases, so from the start of the last turn friendly air phase through the end of the current turn logistics phase.

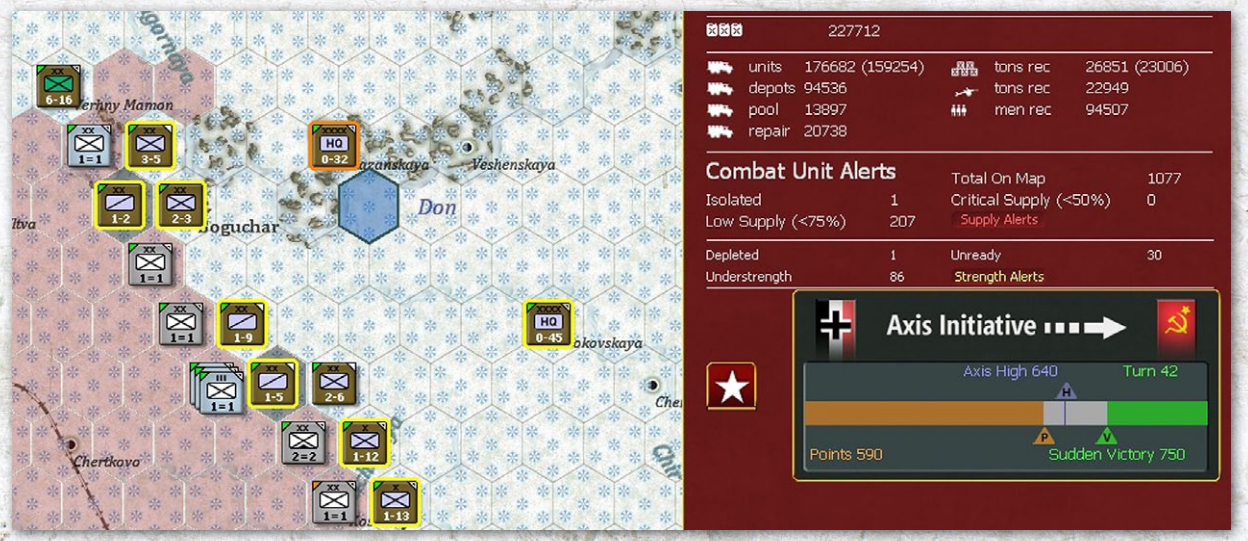
OB changes are shown broken into 3 categories for the friendly player, change in strength on the map, change in strength in the TBs, and change in strength of units currently in-transfer. The enemy change in strength is the total of all three categories. These values are all 0 on turn 1 for both sides.

The unit trucks are a snapshot of the position when the turn opens (so once you take any action they are likely not to match the other in-turn information. These show how trucks are in the units (the figure in brackets is how many are needed), in the depots, pool and undergoing repairs.

Tons of freight, tons of replacements, and number of men received during the logistics phase are snapshots from the logistics report. The difference in the fuel stores+pool is from the metrics screen turn differential.

Combat Unit Alerts provides information on the friendly on-map combat units.

For the section Combat Unit Alerts, if you click on 'Supply Alerts' or 'Strength Alerts' the relevant units will be highlighted on the map.



The final section shows the current victory situation and will be different if currently playing a scenario or campaign game (36.13). In small scenarios, no projected victory result will be given on turn 1.

In the example above, the Axis side retains the initiative, have a HWM of 649 and currently 590 VP. The next sudden victory test requires them to have 750.

Clicking on the box to the left will take you to the main victory screen.

36.17. USER PREFERENCES SCREEN

This can be accessed by selecting the 'Administration' tab or shift-p.

The screen allows the player to choose how to set up the game or to modify the game display.

36.17.1. USER PREFERENCES

Screen Mode: Select the appropriate box next to the graphic for windowed or full screen mode. The left choice is windowed mode and the right choice is full screen mode. Default is windowed mode. The player will have to exit the program after making a change for the change to take effect.

Note that if windowed mode is selected for computer screens set at 768 or 800 pixels, some information may be lost on some screens. For those screen resolutions it's suggested to play in Full Screen mode.

Graphic Quality: Select the appropriate box for low or high graphic quality. The down (left choice) arrow is the low setting, while the up (right choice) arrow is the high setting. The game must be exited and reloaded for the change to take effect.

Note that a low setting is recommended for older computers or those with low memory or older graphics

cards. If map scrolling and combat or move animations look sluggish, try the low setting. The default graphic quality is the high setting.

Scroll Speed: Sets the time it takes to scroll across the map. Select the left arrow to decrease the time and the right arrow to increase the time or select directly inside the box with the current number and enter the desired time. Scroll speed can be set from 1 to 30 in .5 increments (if directly entered it can be set in .01 increments). The default scroll speed is 4.00.

Message Delay: This sets the amount of time (in seconds) a standard pop-up text message will display on the game screen, to include reserve unit commitment messages. By selecting the left (decrease) or right (increase) arrows or by selecting directly inside the box with the current number and entering the desired time, the value can be set from 0 to 30 seconds in .5 increments (if directly entered it can be set in .01 increments), with a 0 resulting in no messages being displayed. The default setting is 2.00 seconds.

Hex Pop-up Delay: Sets the amount of delay in seconds before the hex pop-up triggered by the mouse cursor will appear. The hex pop-up describes the hex on the map the mouse cursor is currently over.

Setting this value to 0 will prevent the hex pop-up from appearing. The default setting is .33 seconds.

Mouseover Delay: Sets the amount of delay in seconds before a pop-up triggered by the mouse cursor will appear, with the exception of the hex pop-up, which has a separate delay setting (see above). By selecting the left (decrease) or right (increase) arrows, or by selecting directly inside the box with the current number and entering the desired time, the value can be set from 0 to 30 seconds in .5 increments (if directly entered it can be set in .01 increments). The default setting is .33 seconds.

Combat Resolution Message Level: This determines the amount of information given about a battle in the Combat Resolution window that appears at the top of the screen during combat resolution. By selecting the left (decrease) or right (increase) arrows, or by selecting directly inside the box with the current number and entering the desired number, the value can be set from 0 to 7 in increments of 1.

A level of 0 will keep this window from appearing at all. Level 1 will provide only a minimum level of information messages, resolving the battle as quickly as possible. Level 1 will also prevent the window from appearing for any air combat. As the level is increased from 2 to 7, the amount of information reported will increase, with level 7 describing each shot fired by the units in combat.

The default setting is 1.

Combat Resolution Message Delay: This delay sets the amount of delay in seconds before the next combat resolution text message appears in the Combat Resolution window. By selecting the left (decrease) or right (increase) arrows, or by selecting directly inside the box with the current number and entering the desired time, the value can be set from 0 to 30 seconds in .5 increments (if directly entered it can be set in .01 increments).

The default setting is 1.00 seconds

Combat Resolution Close Delay: This delay sets the amount of time in seconds that the combat resolution report window will remain displayed after the battle is resolved and the last message is displayed. By selecting on the left (decrease) or right (increase) arrows, or by selecting directly inside the box with the current number and entering the desired time, the value can be set from 0 to 30 seconds in .5 increments (if directly entered it can be set in .01 increments).

The default setting is 5.00 seconds.

Air Execution Phase Detail: Determines the amount of information provided during the air execution phase. Values available are None, Low, Medium, and High.

The default is Low.

Auto-Save Game: When enabled by selecting the check box to the right of the "Auto-Save Game" text, the current game will be automatically saved at the end of each player turn. The default setting for Auto-Save game is off.

Starting Zoom Level: Sets the default map zoom level that will be used whenever a new scenario or save game is loaded. Select inside the box to the right of "Starting Zoom Level" to toggle between the five zoom levels, Max-Out (level 5), Out (level 4), Medium (level 3), In (level 2), Max-In (level 1).

The default setting is level 2 (In).

Show Move Animation: When enabled by selecting the check box to the right of the "Show Move Animation" text, friendly units will be shown moving from hex to hex on the map, accompanied by their respective sound effect if that preference is enabled. If not enabled, units will move directly to their destination.

The default setting has show move animation enabled.

Animation Speed: This sets the amount of delay in seconds between each hex moved for a unit using

move animation. By selecting the left (decrease) or right (increase) arrows, or by selecting directly inside the box with the current number and entering the desired time, the value can be set from 0 to 30 seconds in .5 increments (if directly entered it can be set in .01 increments).

The default setting is .33 seconds.

Music Volume: Sets the volume for music by selecting the left (decrease) or right (increase) arrows, or by selecting directly inside the box with the current number and entering the desired time. The value can be set from 0 to 10 in increments of 1, with a value of 0 resulting in no music.

The default setting is 10.

Sound Effects Volume: Sets the volume for sound effects by selecting the left (decrease) or right (increase) arrows, or by selecting directly inside the box with the current number and entering the desired time, The value can be set from 0 to 10 in increments of 1, with a value of 0 resulting in no sound effects and no mouse click noise (see below).

The default setting is 10.

Mouse Click Volume: Set the volume for mouse clicks by selecting the left (decrease) or right (increase) arrows, or by selecting directly inside the box with the current number and entering the desired time. The value can be set from 0 to 10 in increments of 1, with a value of 0 resulting in no mouse clicks. If sound effects volume is set to 0, then mouse click volume is overridden and no mouse clicks will be heard.

The default setting is 10.

Auto Show Turn Summary: If selected the turn summary screen (36.16) will appear by default when you move onto a new turn.

Reset to Default: Select the button to the right of the "Reset to Default" text to return all user preferences to their default settings. Note that there is a separate default reset for both the user and map preferences section of the preferences screen.

36.17.2. MAP PREFERENCES

These settings can be used to customize aspects of the map area. Many of these settings can be changed at any time during the player turn, but some require the player to exit the game and reload prior to the change taking place.

If the appropriate box has a check mark displayed, that feature is enabled; if blank, that feature is disabled.

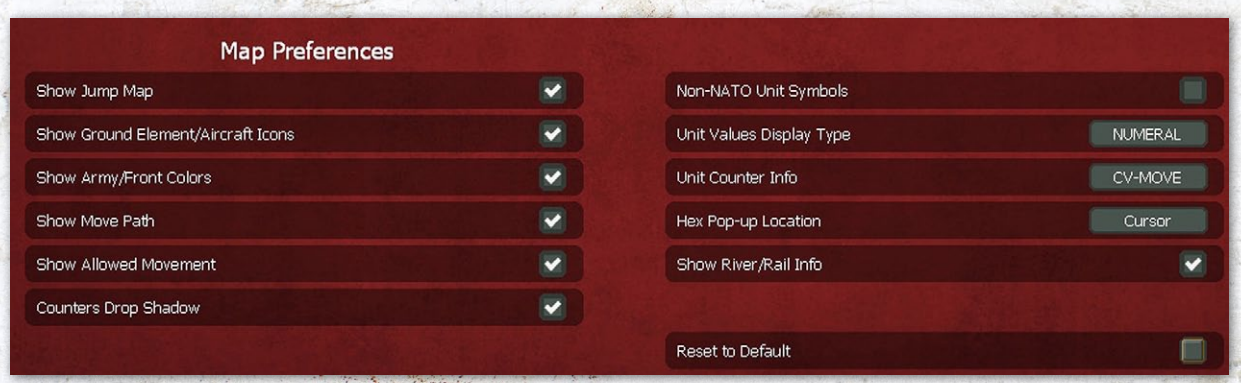
Show Jump Map: Select the check box to the right of the "Show Jump Map" to display a small jump map in the bottom left corner of the screen that shows the entire map area. Units will be displayed as dots, with black for Axis and Red for Allied units. If Fog of War is enabled, units with a zero detection level will not be shown (10.2). When using a scenario that uses only a portion of the map area, a blue box will display around the playable area.

The default setting has show jump map enabled.

Show Ground Element/Aircraft Icons: Select the check box to the right of the "Show Ground Element/Aircraft Icons" text to display a pop-up window at the bottom of the screen when the mouse cursor is placed over hexes with units in the map area. Icons will appear in this pop-up representing the ground elements and aircraft located in the hex, to include support units attached to cities, HQ units, and combat units in the hex, along with the number of each ground element/aircraft that is in the hex.

Setting the hex pop-up delay (see above) to 0 will also disable the ground element/aircraft icons.

Show Army/Front Colours: Select the check box to the right of the "Show Army/Front Colours" text, to enable each Axis Army or Soviet Front to be represented by a distinct colour. This colour will fill in the unit type box of all units that are part of the Army instead of the standard white fill colour.



The default setting has show Army/Front colours enabled.

Show Move Path: Select the check box to the right of the "Show Move Paths" text, to display compass symbols on the map indicating the path of hexes the currently selected unit(s) will move through to reach the hex where the mouse cursor is presently located. Each hex on the path will contain a compass symbol with the anticipated movement points remaining for the unit if it were to move to the hex.

The default setting has show move paths enabled.

If a unit is moved when the map is at zoom level 5 (Max-Out) then the movement path will not be displayed. Movement compass symbols will be blue for Axis and brown for Soviet units.

Show Allowed Movement: Select the check box to the right of the "Show Allowed Movement" text, to display those hexes that the currently selected unit(s) may move to by shading the hexes the unit(s) cannot move into as well as shading hexes that can be moved into with an additional movement cost.

The default setting has show allowed movement enabled.

Counters Drop Shadow: Will modify how the counters appear on the map.

Non-NATO Unit Symbols: Will replace the usual NATO style unit symbols (34.2) with a pictorial clue as to the unit type.

Unit Values Display Type: This sets whether numerals or short name will be displayed on the unit counters reflecting the name, combat strength and/or movement points of the unit (6.5). This can be set to Numeral or Name by selecting the box to the right of the "Unit Values Display Type" text.

The default setting is Numeral.

Unit Counter Info: This sets the specific information displayed on the unit counters regarding a unit's combat strength and movement points.

This preference works together with the Unit Values Display Type preference so 'NAME' is selected, then only the short name of the top unit in the stack will be displayed, no matter what the unit counter info setting.

This preference can be set to CV-Movement Points or Attack CV-Defensive CV.

Hex Pop-up Location: The default setting results in the hex pop-up appearing on the map where the cursor is currently located.

Show River/Rail Info: Select the check box to the right of the "Show River/Rail Info," to enable additional hex pop-up information (6.8). When enabled, the hex pop-up text will include information about any adjacent river hexsides, impassable lake hexsides, rail lines that enter the hex, points for victory objectives in non-campaign scenarios, and unit numbers of any units in the hex.

The default setting has "Show River/Rail Info" enabled.

36.17.3. RESET TO DEFAULT:

Select the check box to the right of the "Reset to Default" text to return all map preferences to their default settings. Note that there is a separate default reset for both the user and map preferences section of the preferences screen.

36.18. GAME OPTIONS SCREEN

This can be accessed by selecting the 'Administration' tab or shift-g.

This screen is used to set up a game and select the relative level of difficulty. In a game against the computer, these values can be varied at any time but in a PBEM game (2.6.2) they are fixed once set up.

Computer Controlled: On/Off for each player; on is AI control, off is human control. By default this will mirror the choices you made on the main loading screen.

Fog of War (FOW): On/Off for each player. If checked on, human players are limited by FOW rules (10.1).

Movement Fog of War: Only displays when FOW is enabled and can only be used in conjunction with FOW. The values are On/Off for each player. Using Movement FOW will limit what you can see when selecting possible unit moves (10.1.2)

Lock HQ Support: On/Off for each player, when on player's HQ's have their HQ Support Level Locked at start. The default setting is lock HQ support on.

Automate AI Air Assist: if this is selected then you will lose the ability to manually set air directives or redeploy your airforce (17.1). In a MP game, this setting applies to both sides and cannot be changed once the game is started.

Enhanced Player TB Control: Allows the players to move units in and out of the Theatre Boxes subject to the rules in section 13.3.4

General Difficulty Level: Cycles through Easy, Normal, Challenging, Hard, and Impossible play levels (2.6.1).

By default this will mirror the choice you made on the main loading screen but you can change any of the numbers here – and produce what is called a customized difficulty level. If you change any of the numbers the general difficulty level will be described as 'CUSTOM'.

This can be helpful as you may find you want to alter the default settings to fit to your own level of expertise in the game or give the AI some additional help if it is playing the side on the offensive.

The notes below simply give you an idea what changing these values does, many of these items are discussed in detail later in the manual.

Morale Level: This is probably the most important factor in WiTE2. Raising this above 100 will impact on combat performance, unit morale and even the cost of movement into enemy territory. In effect, the basic morale of each unit (12.1) is multiplied by the value you set here. In turn this will alter how the AI operates (30.7).

Fort Build Level: Impacts the speed at which fortification levels are built (20.2).

Logistics Level: Impacts the formulas that determine the amount of supply and replacements a unit receives based on its supply trace, to include through ports, the amount of attrition a unit suffers due to movement, the amount of fatigue added or removed from a unit during a turn, and the amount of fuel expended by generic vehicles. This level also affects the ability of leaders to conduct successful admin checks.

Transport Level: Impacts the amount of rail capacity a player receives each turn.

Admin Level: Provides a straight percentage modifier for the number of administrative points that a player receives at the start of a scenario as well as any allocated during the game (9.1). It also impacts the aviation support level when repairing damaged planes.

Reset to Default: Selecting this button will return all Game Options to their default settings.

Again note, if you are playing the computer you can change any of these values at any time. You can access them either from the loading screen or when playing the game.

36.19. SAVE GAME SCREEN

This can be accessed from the 'Administration' tab or shift-s.

The left side of the screen displays the list of folders for already saved games with any games saved without creating a folder listed underneath.

Selecting a folder will display a list of already saved games and the date and time when that game was saved. The save game screen defaults to sorting the save list by date from most recent to oldest.

The list of saves or folders can be sorted either alphabetically by title or by date through selection of the

applicable arrow at the top of the display. Selecting the folder icon with an up arrow will take the player back to the list of folders. Selecting a save game title will bring up a description on the right side of the screen that includes the title of the scenario being played, the current turn of that scenario and whether the players are human or computer. A progress bar will display the status of saving the game file.

There are initially four buttons at the bottom left side of the screen as follows:

Save a New Game: Prompts the player to type in a name to create a new save game.

Save over Current Marked Game: Overwrites the save game that is currently selected and highlighted in green.

Delete this Saved Game: Deletes the save game that is currently selected and highlighted in green.

Create New Folder: Prompts the player to type in a name to create a new folder. This will not be displayed if an existing folder is selected.

Once you open a folder, the options are the first three only.

If you have selected the PBEM option then only folders and saves using that format will be shown.

37. APPENDIX H –INTERFACE WINDOWS

Some of these screens can be accessed from tabs at the top of the screen but most will only be available when you wish to carry out a specific action or look at certain information.

Also certain action links will only display if that particular unit is eligible to conduct that action. Examples include units that do not meet the criteria to disband, merge or go into static mode.

37.1. COMBAT RESOLUTION REPORT

This window displays the results of ground battles and air missions and will normally automatically display at the top of the screen during the execution of ground combat and all air missions except Air Group transfers unless the combat resolution message level has been set to zero. If it

is set to nil, then the display is disabled for all combat and air missions, while setting it to level one will disable the display during air recon missions.

When you change this display a pop up like this will briefly appear:

Combat resolution reports for battles and air missions that have occurred during the current or previous turn can also be accessed using the Battle Locator toolbar mode (F11) and selecting the battle marker in the desired hex.

37.1.1. COMBAT RESOLUTION WINDOW: BASIC INFORMATION

The basic combat resolution window is divided into three sections.

At the top is information about how many battles took place in that hex (in the example above, this is 2), the game turn, date, ground and air conditions, actual hex details and terrain (clear).

In the example above, 2 battles took place in that hex, one in the Soviet phase, one in the Axis turn, as:

Below this is a split screen. On the left are the Axis details showing at start and final cv (23.8.2, 23.8.3 and 23.8.7), the numbers of men, guns, tanks and planes in action. Below these numbers is an estimate of the number killed or destroyed (23.10), for this screen these numbers are derived on the assumption that all elements recorded as 'destroyed' are permanently lost (23.10.2). These values are then repeated for the Soviets on the right hand side.

If the defender won the battle then the report will include a halt range to show the last range where elements fired at each other.

A rough indicator of the number of combat engineer and infantry elements involved in the attack is shown if sufficient were present to affect the combat by suppressing the defender's fortifications (20.4.3). Note this was the case in the second image above.

Axis forces, whether attacking or defending, are listed on the left and Soviets forces are listed on the right.

If the fort level is reduced during the battle, the post-battle display will show any reduction in fort level due to the battle in the format Fort: x->y, where x is the initial fort level and y is the reduced fort level. If, as below, the defender is forced to retreat then all the fortification value will be removed regardless of the damage done during the actual fighting (20.4.3)

In the third section, the left side of the window lists the Axis and the right side of the window lists the Soviets units, aircraft, and anti-aircraft guns that participated in the battle.

Combat units and support units are displayed with their initial combat value in parentheses.

Units are grouped by HQ unit, with the commanding HQ unit marked with an asterisk and any command battle CV modifier percentage listed in parentheses next to the HQ unit (23.8.6) if more than one HQ is involved. Reserve combat units successfully committed to the battle will be annotated with an 'R' next to their name (23.7).

A hasty attack (23.4.1) is annotated by an '(H)' in the header.

In the case of a ground attack air mission against an air base unit, defending fighter interceptors will be listed at the top of the window. As in the example below, such an attack may cause losses even if no defenders are shown. These losses will be to support staff and guns present at the air base or to planes destroyed on the ground.

If air units are present, then escorts will shown as x(x). The numbers in brackets are the number of escorts that could not reach the target hex but supported the mission for some of the distance.

Note that if aircraft carried out an earlier ground attack mission (18.1.4) on the hex they will be shown in the combat display even if no ground support (18.1.3) took place during the ground phase.

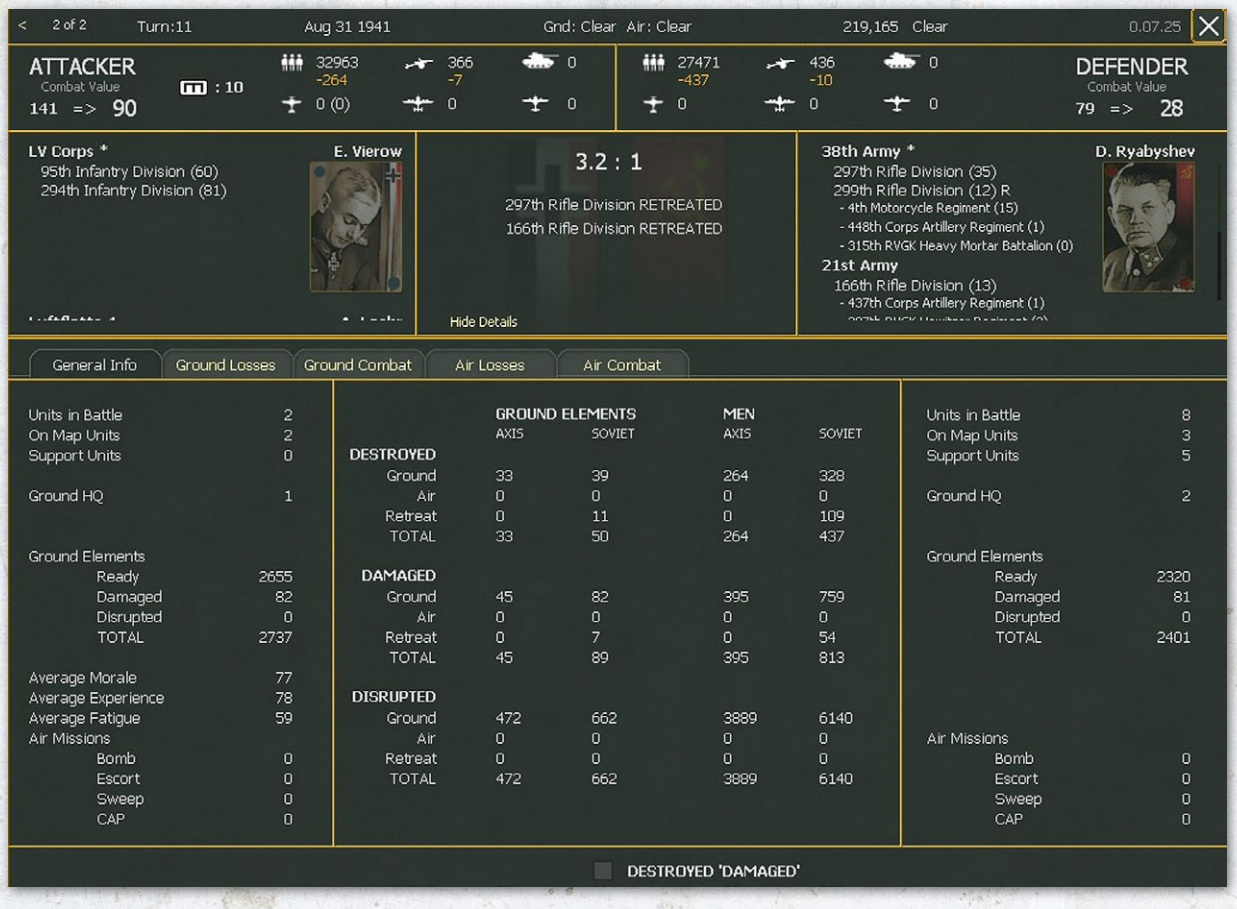
The percent damage done to an airfield during a bombing attack is show as two numbers, first the level of damage before the bombing and then the amount of damage done by the bombing (as in 9+35 the airfield was already at 9% and took 35% damage from the attack).

The results of the battle are listed in the central part with the final ratio of attacker to defender and the result of the battle (23.11).

37.1.2. COMBAT RESOLUTION WINDOW: GENERAL INFO

If the 'Show Details' option is selected then a further five screens can be accessed providing more information about the combat resolution.

By default the screen will extend as shown above. Again, in all cases, Axis information is on the left hand side and Soviet on the right.



This screen is divided into three parts. The displays on the left and right hand sides show:

- The total number of units involved in the battle (divided into combat and support units);
- The number of Ground HQ involved in the battle;
- The number of Ground Elements that took part in the battle and their status (ready, damaged or disrupted) when the battle started;

> In effect this means any already damaged elements have already been taken account of in calculating the pre-combat CV for both sides.

- For the active player, the average morale, experience and fatigue of the Ground Elements taking part in the battle;
- The number of air missions and type (recon or bomb, escort, sweep, CAP) flown during the battle.

The central screen shows the consequences of the combat for both sides.

	GROUND ELEMENTS AXIS	GROUND ELEMENTS SOVIET	MEN AXIS	MEN SOVIET
DESTROYED				
Ground	33	39	264	328
Air	0	0	0	0
Retreat	0	11	0	109
TOTAL	33	50	264	437
DAMAGED				
Ground	45	82	395	759
Air	0	0	0	0
Retreat	0	7	0	54
TOTAL	45	89	395	813
DISRUPTED				
Ground	472	662	3889	6140
Air	0	0	0	0
Retreat	0	0	0	0
TOTAL	472	662	3889	6140

DESTROYED 'DAMAGED'

The columns are shown first for Ground Elements and then in terms of Men.

Losses are split between Destroyed, Damaged and Disrupted.

The cause of the losses are divided between those caused by enemy Ground Elements, Air attack, during the retreat (losing side only).

Selecting the 'DESTROYED 'DAMAGED' option will display in parentheses the number of damaged ground elements and associated men that were subsequently destroyed as a result of the battle.

In this case, 33 German elements were destroyed by Soviet ground action, producing the estimate that 264 men were killed (the combat tab works on the basis of simply assuming all the men in a destroyed element were killed). The Soviets had a total of 50 elements destroyed (11 as they retreated).

37.1.3. GROUND LOSSES

This tab provides detailed loss data for the actual ground elements for each side that participated in the battle.

On this tab, Axis losses are always shown first followed by Soviet losses.

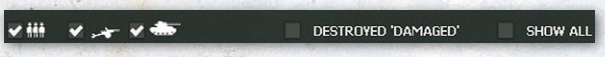
The Columns are:

- Total number of those elements involved in the battle (i.e. this will add to the ready elements on the General Info screen).
- The name of the ground element.
- The nationality of the ground element.
- Whether the ground element was destroyed, damaged or disrupted and, if so, whether this was due to enemy ground elements, air attack or during the retreat.

Selecting the 'DESTROYED 'DAMAGED' option will display in parentheses the number of damaged ground elements that were subsequently destroyed as a result of the battle.

Also at the bottom of the tab it is possible to choose to display only infantry, artillery or armour ground elements.

Selecting 'SHOW ALL' will show all the elements present in the battle even if they took no hits or hit nothing.



37.1.4. GROUND COMBAT

This tab provides detailed information on the performance of the various ground elements during the battle.

General Info | Ground Losses | Ground Combat | Air Losses | Air Combat

GROUND ELEMENT			DESTROYED				DAMAGED				DISRUPTED		
TOT	NAME	NAT	GND	AIR	RTR	TOT	GND	AIR	RTR	TOT	GND	AIR	TOT
	AXIS LOSSES												
611	Rifle Squad 40	Ger	19	0	0	19	25	0	0	25	260	0	260
67	Pioneer Squad 39	Ger	1	0	0	1	2	0	0	2	33	0	33
38	Bicycle Recon Squad 40	Ger	0	0	0	0	5	0	0	5	18	0	18
8	Cavalry Squad	Ger	1	0	0	1	1	0	0	1	2	0	2
167	50mm Mortar	Ger	2	0	0	2	4	0	0	4	22	0	22
216	7.92mm Machine Gun	Ger	2	0	0	2	2	0	0	2	51	0	51
178	7.92mm Anti-tank Rifle	Ger	1	0	0	1	1	0	0	1	16	0	16
118	37mm Anti-tank Gun	Ger	5	0	0	5	2	0	0	2	31	0	31
36	75mm Infantry Gun	Ger	0	0	0	0	0	0	0	0	4	0	4
106	81mm Mortar	Ger	2	0	0	2	2	0	0	2	26	0	26
72	105mm Howitzer	Ger	0	0	0	0	0	0	0	0	3	0	3
24	150mm Howitzer	Ger	0	0	0	0	0	0	0	0	2	0	2
1086	Support	Ger	0	0	0	0	1	0	0	1	4	0	4

General Info | Ground Losses | Ground Combat | Air Losses | Air Combat

GROUND ELEMENT					HE HITS					AP HITS				
RDY	NAME	NAT	FPE	HPE	TOT	DES	DAM	DIS	RNG	TOT	DES	DAM	DIS	RNG
	AXIS													
576	Rifle Squad 40	Ger	9.43	0.49	287	17	46	224	72	0	0	0	0	-
65	Pioneer Squad 39	Ger	9.27	0.36	24	2	2	20	74	0	0	0	0	-
35	Bicycle Recon Squad 40	Ger	6.57	0.31	11	2	3	6	147	0	0	0	0	-
7	Cavalry Squad	Ger	4.71	0.28	2	0	0	2	145	0	0	0	0	-
161	50mm Mortar	Ger	6.9	0.70	113	8	2	103	81	0	0	0	0	-
210	7.92mm Machine Gun	Ger	7.65	0.46	97	3	7	87	105	0	0	0	0	-
173	7.92mm Anti-tank Rifle	Ger	5.57	0.22	39	0	1	38	126	0	0	0	0	-
113	37mm Anti-tank Gun	Ger	1.55	0.12	14	1	0	13	118	0	0	0	0	-
36	75mm Infantry Gun	Ger	3.8	0.41	15	0	0	15	66	0	0	0	0	-
6	150mm Infantry Gun	Ger	1.83	1.0	6	0	0	6	125	0	0	0	0	-
101	81mm Mortar	Ger	24.62	0.76	77	2	10	65	1631	0	0	0	0	-
3	28mm Anti-tank Gun	Ger	2.66	0.33	1	0	0	1	40	0	0	0	0	-
70	105mm Howitzer	Ger	8.24	0.95	67	2	8	57	8603	0	0	0	0	-
23	150mm Howitzer	Ger	3.91	1.26	29	2	2	25	10870	0	0	0	0	-

In addition to columns describing the Ground Elements (as on the losses tab),their combat performance is shown in three respects.

The number of fires per element (FPE) and the number of hits per element (HPE) for that type and number of ready ground elements.

Hits are broken down high explosive (HE) and armor piercing (AP) hits with the range (RNG) for those types of hits.

The total number (TOT) of hits in each category is further broken down into results of destroyed (DES), damaged (DAM), and disrupted (DIS) enemy ground elements.

At the bottom there are filters for infantry, artillery and AFV type ground elements.

If the 'Weapon Stats' filter, if checked, will list the individual devices (weapons) that the ground element is equipped with and the number of hits that those devices inflicted will be listed under the TOT column. This will provide considerable detail about how the various weapon systems in the battle actually performed (remember that many Ground Elements will have more than one weapon).

In general the information on this screen, and the related Ground Losses tab, are probably only of interest if you want to understand why a particular outcome occurred. Typically this may be when an expected victory becomes a defeat or if there were unexpectedly heavy losses.

37.1.5. AIR LOSSES:

Provides data on aircraft losses for each side that participated in the battle. The columns include the aircraft model, and the number and types of losses. The four loss type columns are air to air combat (A2A), anti-aircraft losses (FLAK), operational losses (OPS), and losses of aircraft on the ground (GND).

General Info | Ground Losses | Ground Combat | Air Losses | Air Combat

AIRCRAFT	A2A	FLAK	OPS	GND
AXIS				
He 111H-3	0	0	1	0
SOVIET				
SB-2	0	0	0	43

GROUND ELEMENT					HE HITS					AP HITS				
RDY	NAME	NAT	FPE	HPE	TOT	DES	DAM	DIS	RNG	TOT	DES	DAM	DIS	RNG
	AXIS													
576	Rifle Squad 40	Ger	9.43	0.49	287	17	46	224	72	0	0	0	0	-
	7.92mm Kar 98k Rifle				54					-				
	7.92mm MG34 LMG				123					-				
	Hand Grenade				45					-				
	9mm MP38/40 SMG				56					-				
	Pistol				9					-				

In this case, one German bomber was lost to operational losses and 43 Soviet bombers were destroyed on the ground.

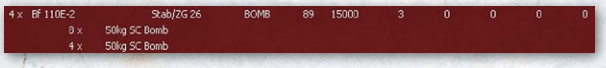
37.1.6. AIR COMBAT:

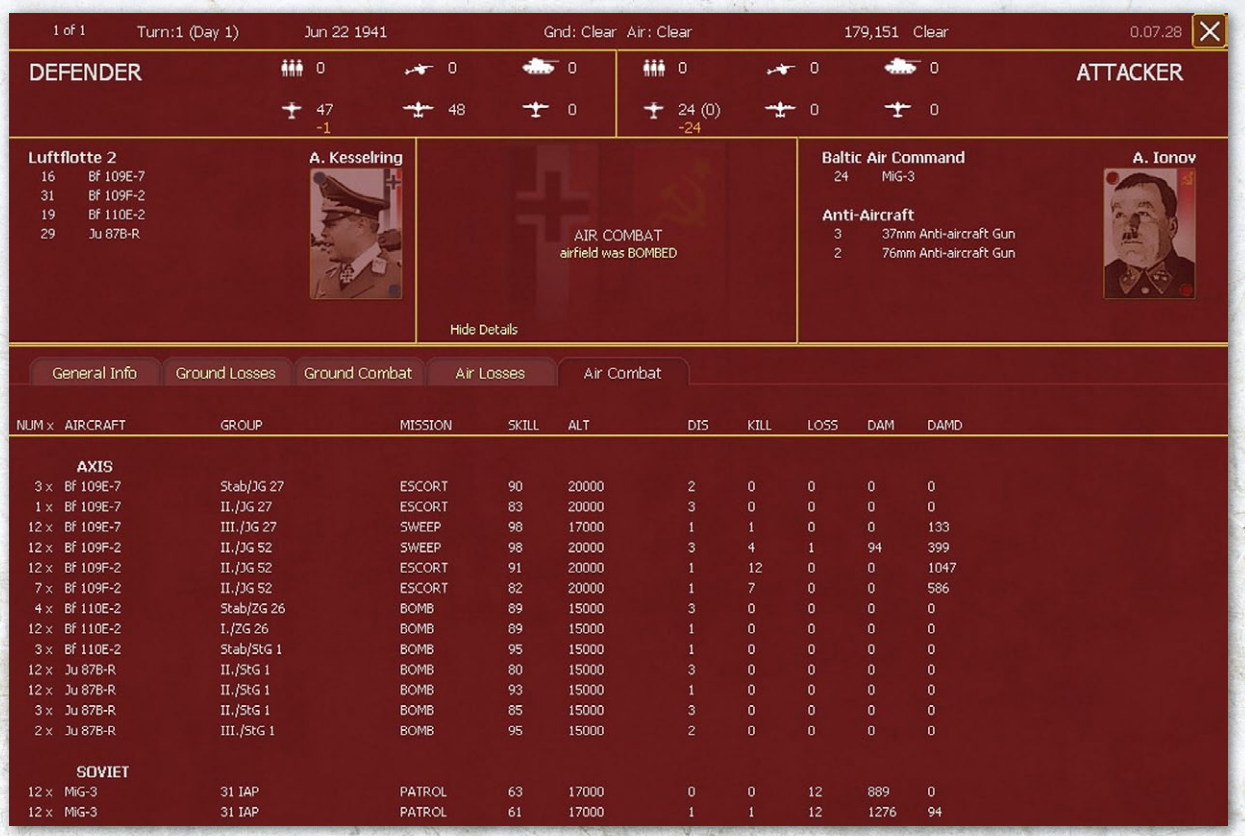
Information will be under this tab if Air to Air combat took place (note this can happen in connection to any air mission or if both sides commit Ground Support).

Provides data on the aircraft for each side that participated in the battle as follows:

- NUMxAIRCRAFT: The number model name of the aircraft in the flight resolving the air mission.
- GROUP: The parent Air Group of the aircraft flight.
- MISSION: The mission the flight of aircraft conducted (RECON, BOMB, ESCORT, SWEEP, and PATROL).
- SKILL: The average experience rating of the pilots in the aircraft flight.
- ALT: The mission altitude for the aircraft flight.
- DIS: The percentage of disruption to the aircraft flight, which results in a coordination penalty that reduces the effectiveness of the flight during air combat and attacks on ground targets.
- KILL: The number of enemy aircraft destroyed by the aircraft flight.
- LOSS: The number of friendly aircraft in the aircraft flight that were destroyed during the mission from all causes (See Air Losses above).
- DAM: The number of damage points inflicted on the aircraft in the flight. Aircraft damage points are measured against the aircraft durability rating to determine if the aircraft is destroyed or just damaged.
- DAMD: The number of damage points the aircraft flight inflicted on the enemy aircraft flight.

The 'SHOW LOADOUTS' filter at the bottom screen will list any load outs carried by each flight of aircraft if the box is checked.





37.1.7. BATTLE LOCATOR (F11)

When utilizing the battle locater (F11), the combat resolution window will display the number of battles that have taken place in the selected hex (i.e. 1 of 2) and provide a link to access each battle in turn. The combats will be listed by type rather than order of occurrence, with ground battles first, followed by air missions.

When battle site (F11) mode is selected, the text 'SHOW BATTLES:' with a 'FILTER' link underneath will appear to the right of the menu tabs. Clicking on the link brings up a list of filters for various types of ground and air combats. These filters are saved off. The player can also repeatedly select the F11 mode to shift between showing all battle sites, ground only or air only. When this is done, it automatically turns on all of the appropriate filters (i.e. all battles, all ground battles only or all air battles only).

Also when in battle locater (F11) mode, moving the mouse cursor over a hex marked as a battle site will display a pop-up with the following information:

If multiple battles occurred in that hex, the pop-up will only display the summary results for the first one.

Forces Attacking and Forces Defending displayed in number of men, guns, AFV, as well as fighter, bomber (includes fighter bombers assigned as bombers), and utility aircraft

Losses for each side displayed in number of men, guns, AFV, as well as fighter, bomber (includes fighter bombers assigned as bombers), and utility aircraft

Result of combat or air mission. In some cases, there will just be a description rather than a result, such as 'Air Combat.'

When units surrender during the logistics phase, a surrender flag battle site icon will display when the battle locater (F11) is enabled.

This will allow the player to obtain information on units that surrendered during the previous turn.

37.1.8. COMBAT RESOLUTION MESSAGE SECTION

The middle of the combat resolution displays text messages describing the battle. The amount of detail provided is determined by the combat resolution message level setting from 0 to 7.

Air mission and combat messages can include aircraft damaged or destroyed in air to air combat, anti-aircraft or crash-landing, Air Groups breaking off, number of aircraft bombing a target, damaged or destroyed enemy aircraft on the ground, disrupted, damaged, or destroyed enemy ground elements, and mission completion messages (i.e. "JU-88D takes recon photos.").

Ground combat messages can include ground element fire at an enemy ground element at a specific range, result of any hit from specific devices that disrupts, damages or destroys an enemy ground element, and reduction of fortification levels in a defending hex.

The combat resolution message section also includes a pause and an exit button. Selecting the exit button will close the combat resolution window and take the player back to the map area with that battle ended. Selecting the pause button will freeze the combat resolution window at the current place in the battle. The combat resolution window cannot be "restarted" from that point and the exit button should be used to close the window.

37.2. HQ UNIT DETAIL WINDOW

This window can be accessed by selecting the unit name in the unit bar or right clicking in a blank area of the unit box in the unit bar. It can also be accessed by selecting the headquarters unit hex location in the commander's report. This window displays detailed information on the selected headquarters unit, such as the assigned leader, number of ground elements and their status, attached units, Table of Organization and Equipment (TOE), Headquarters and logistics information.

37.2.1. MAIN TAB

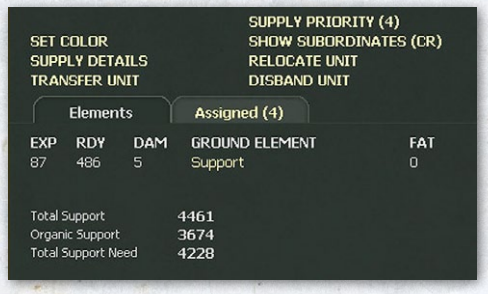
The top of the screen displays the following information:

ITEM	DETAILS
HQ Name	Lists the designation of the HQ unit
Wiki Link	If the unit has an entry in the WITEPEDIA a 'W' will be shown next to the unit name. Clicking on this will take you to the relevant entry. Closing that will return you to the unit detail window.
Leader Name	Assigned leader with rollover showing leader ratings and number of victories and defeats as well as link to leader detail window (37.7). Note that Amphibious HQ and Rail Repair HQ units do not have leaders, but in this case, below the unit name are icons and the number of men in and attached to the Amphibious or Rail Repair HQ unit.
Wins/Losses	How many wins and losses have been credited to units under this HQ

The left side of the screen displays the following information.

ITEM	DETAILS
Unit Counter	A graphic of the unit counter in combat value – movement mode
Assault Indicator	This will show 'SET ASSAULT' if the HQ is not in assault mode (21.11.2) and will show 'ASSAULT' if it is already set to that mode.
Unit Insignia	The historical unit insignia is displayed next to the unit counter for most HQ units.
TOE	An overall description of the unit's current actual TOE represented by two numbers, with the first number being the percentage of actual TOE compared to notional TOE of only ready ground elements and the second number being the percentage of all (ready and damaged) ground elements. Unlike combat and support units, HQ units TOE includes the TOE of support squads. The TOE detail window (37.10) can be accessed here.
MAX TOE	Number that indicates the maximum percentage of replacements the ground elements of the unit can take. The maximum TOE can be set by the player in a range between 50 and 100 percent by selecting the link.
HHQ	Shows the command the unit reports to. Selecting the name of the HHQ will allow units to be reassigned to a different headquarters by accessing the Pick New HQ window (21.11.10).
Morale	The HQ unit's current morale rating. The value in brackets is the current National Morale for that unit (12.1).
Nationality	Lists the nation of the unit
Unit Logistics Requirements	For supplies, fuel and ammo, the amounts are listed by type of supply on hand compared to need. For support squad ground elements, the first number signifies the total support available to the unit as of the previous supply phase compared to the support squad ground elements need. Total support includes support squad ground elements directly attached to the HQ unit as listed on the right side of the screen as well as any support squad ground elements automatically sent from any headquarters units up the chain of command. Excess support squad ground elements in HHQ units are parcelled out to attached HQ units in range based on the need of the units. On the first player turn of each game, since the logistics phase is skipped, the HQ units will not show benefits from HHQ unit support squad ground elements in range. After the first player turn, these values in the unit detail window will include support squad ground elements from HHQ units that were parcelled out during the logistics phase of the turn.
Transportation Cost	Displays the transportation cost for the combat unit for strategic rail, naval transport, and amphibious transport movement as well as air transport if applicable.
Vehicles/Need	The number of vehicles actually internal to the combat unit compared to the required number of vehicles. Units on the map can suffer a movement penalty if they do not have the required number of vehicles.
Motorized/Non-Motorized	Displays whether the headquarters unit is motorized or non-motorized. There are 3 types of non-motorized units: 0 – no vehicles 1 – vehicles for supplies only 2 – vehicles for supplies and all non-infantry, non-infantry-weapon elements These values are shown in the unit detail screen next to the word non-motorized in parentheses
Supply Status	Displays the supply status of the unit, In Supply or Isolated.
Withdraw	If the unit will withdraw at some stage, this is indicated here both with the turn number(s) and destination.

The right side of the screen has 3-6 links and two tabs as follows:



Set Color: Allows you to change the colour scheme for the HQ and any attached units.

Supply Details: Links to the supply detail window for that unit (37.12).

Supply Priority: Link to set the supply priority for the HQ unit and attached units. This is not applicable for Amphibious and Rail Repair HQ units.

Show Subordinates (CR): Takes the player to the Unit List section of the Commander's Report and lists the headquarters and all attached combat and support units (35.2.1).

Relocate Unit: Allows the player to relocate a headquarters unit to a friendly town, city or urban hex in supply (21.11.9). The headquarters unit and any attached support units will suffer retreat attrition. This may be done multiple times in a turn.

Disband Unit: Displays if headquarters unit meets the requirements to disband. Allows the player to disband the unit and send its elements back to the respective production pools. Not applicable for Air and High Command HQ units.

37.2.2. ELEMENTS TAB

Displays a list of each type of ground element making up the unit, with information on experience (EXP), number of ready (RDY) and damaged (DAM) elements and the current fatigue (FAT) of that type of ground element.

The ground element name has a link to that particular ground element detail window (37.6). For some German units, the number of Hiwi elements is shown in parentheses next to the ground element type. For example, the entry Support (Hiwi 2) indicates that 2 of the support squads in the unit are Hiwi squads (21.2.4).

Support Level: Indicates the number of each type of support unit that the computer will attempt to automatically assign to the headquarters. Next to this are links to increase (++) or decrease (--) the current support level. Selecting the number will toggle support level to LOCK and turn off the automatic movement of support units to and from the headquarters. Note that automatic assignment will not function for that particular headquarters unit if any higher headquarters unit in that HQ unit's chain, including the High Command, is set to LOCKED.

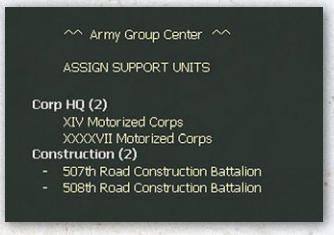
Support Information:

Total Support: The total support provided to all the units under this HQ unit during the logistics phase.

Organic Support: The total ready support squads ground elements in all the units under this HQ unit during the logistics phase.

Total Support Need: The total support needs of all the units under the HQ during the logistics phase.

37.2.3. ASSIGNED TAB



Displays a link with the name of the unit's HHQ.

For ground HQ units, to include amphibious HQ units, below this will be a list of all units that are attached to the HQ unit with the name linked to the applicable unit detail window.

The units are broken out by type (HQ, Armor, Parachute, Artillery, etc,) with the total number of each in parentheses and support units designated by a dash in front of their name. An asterisk next to the unit means that it was attached this turn and cannot change attachments until next turn.

37.3. COMBAT UNIT DETAIL WINDOW

This window can be accessed by selecting the unit name in the unit bar or right clicking in a blank area of the unit box in the unit bar. It can also be accessed by selecting the combat unit hex location in the commander's report.

37.3.1. MAIN TAB

This window displays detailed information on the selected combat unit, such as the number of ground elements and their status, Table of Organization and Equipment (TOE), Headquarters and logistics information. There is also a link to the unit supply detail window.

The top of the screen provides the name of the combat unit. Below the unit name are icons and the number of men, guns, and AFV in the combat unit and the numbers of wins and losses for the unit so far.

If the unit has an entry in the WITEPEDIA a 'W' will be shown next to the unit name. Clicking on this will take you to the relevant entry. Closing that will return you to the unit detail window.

The left side of the screen displays the following information.

ITEM	DETAILS
Unit Counter	A graphic of the unit counter in combat value – movement mode and its current status (ready, reserve, refit, static, unready, routed or depleted)
Wiki Link	If the unit has an entry in the WITEPEDIA a 'W' will be shown next to the unit name. Clicking on this will take you to the relevant entry. Closing that will return you to the unit detail window.
Unit Insignia	The historical unit insignia is displayed next to the unit counter for most combat units.
Unit Status	This can be ready, refit, reserve, unready, depleted or static
Fatigue	Fatigue level for the unit
Combat Preparation Points	How many CPP the unit currently has.
Unit CV	The unit's attack and defence CV will be displayed with two decimal point precision separated by a slash, for example, 10.38/121.61.
TOE	An overall description of the unit's current actual TOE represented by two numbers, with the first number being the percentage of actual TOE compared to notional TOE of only ready ground combat elements and the second number being the percentage of all (ready and damaged) ground combat elements. The TOE percentages shown on the unit detail window do not include the support elements. For example if the unit has 15 percent of its TOE combat elements ready, and another 5 percent of them damaged, TOE 15/20 will be displayed, even though the unit may have 80 percent of its support elements and thus a much higher percentage of the unit's total elements. It is this TOE percentage of ready non-support elements that is used to determine whether a unit is ready, unready or depleted. The TOE detail window (37.10) can be accessed here.
MAX TOE	Number that indicates the maximum percentage of replacements the ground elements of the unit can take. The maximum TOE can be set by the player in a range between 50 and 100 percent by selecting the link.
HQ Units	Lists the Headquarters unit that the combat unit is attached (HHQ) as well as the operational headquarters (OHQ) that the HHQ is attached. Selecting the name of the HHQ will allow units to be reassigned to a different headquarters by accessing the Pick New HQ window. If a unit cannot be transferred to a new HHQ then this is shown as white text and -*.
Morale	The combat unit's current morale rating and the appropriate national morale value (in brackets)
Nationality	Lists the nation of the unit.

Unit Logistics Requirements	For supplies, fuel and ammo, the amounts are listed by type of supply on hand compared to need. For support squad ground elements, the first number signifies the total support available to the unit as of the previous supply phase compared to the support squad ground elements need. Total support includes support squad ground elements directly attached to the HQ unit as listed on the right side of the screen as well as any support squad ground elements automatically sent from any headquarters units up the chain of command. Excess support squad ground elements in HHQ units are parcelled out to attached HQ units in range based on the need of the units. On the first player turn of each game, since the logistics phase is skipped, the HQ units will not show benefits from HHQ unit support squad ground elements in range. After the first player turn, these values in the unit detail window will include support squad ground elements from HHQ units that were parcelled out during the logistics phase of the turn.
Construction Value	Displays the current construction value that the combat unit would use for increasing the fortification level in its hex.
Transportation Cost	Displays the transportation cost for the combat unit for strategic rail, naval transport, and amphibious transport movement as well as air transport if applicable. For units that can be air transported, a second number after a slash mark will display the air transportation cost of the unit.
Vehicles/Need	The number of vehicles actually internal to the combat unit compared to the required number of vehicles. Units on the map can suffer a movement and combat penalties if they do not have the required number of vehicles (22.1 and 23.8.3). Motorized/Non-Motorized: Displays whether the unit is motorized or non-motorized. There are 3 types of non-motorized combat units: 0 – no vehicles 1 – vehicles for supplies only 2 – vehicles for supplies and all non-infantry, non-infantry-weapon elements These values are shown in the unit detail screen next to the word non-motorized in parentheses
Supply Status	Displays the supply status of the unit, In Supply or Isolated (25.9).
Withdraw	If the unit will withdraw at some stage, this is indicated here both with the turn number(s) and destination.

The top of the unit screen will show between one and six possible links and then allow the player to access one of two detailed tabs.

The options/links are:

ITEM	DETAILS
Supply Details	This will always be displayed and provides a link to the supply detail window for that unit (37.12)
Transfer	Used to assign the unit to another Theatre, including the National Reserve if it is eligible.
Convert	Displays if multi-role combat units in the hex meet the requirements of section and allows the combat unit to be converted to support unit mode. If the multi-role combat unit does not meet the requirements to convert, it will be designated with the plain white text Multi-Role.
Merge Unit	Displays if combat units in the hex meet the requirements of section and allows two units of the same type to be merged.
Motorize Unit	Displays if combat unit is eligible to be motorized. Selecting this link will triple the movement points of the unit for the turn, but at cost in vehicles drawn from the motor pool (first number) and admin points (second number)
Disband Unit	Displays if combat unit is eligible to be disbanded. Allows the player to disband the unit and send its ground elements back to the respective production pools.

The tabs are elements, and assigned.

37.3.2. ELEMENTS TAB

Displays a list of each type of ground element making up the unit, with information on experience (EXP), number of ready (RDY) and damaged (DAM) elements and the current fatigue (FAT) of that type of ground element.

The ground element name has a link to that particular ground element detail window (37,6). For some German

EXP	RDY	DAM	GROUND ELEMENT	FAT
39	0	0	BA-10 Armored Car	0
35	250	10	Rifle Squad 41	5
41	25	1	Engineer-Sapper Squad	6
33	8	0	Cavalry Squad 41	7
40	161	3	7.62mm Machine Gun	8
45	66	3	50mm Mortar	4
44	2	0	Flamethrower Squad	6
44	38	2	82mm Mortar	6
45	49	1	45mm Anti-tank Gun	7
40	4	0	76mm Anti-aircraft Gun	7
40	30	0	122mm Howitzer	4
32	10	0	152mm Howitzer	7
40	2	0	7.62mm Quad Anti-aircraft MG	7
31	3	0	12.7mm Anti-aircraft MG	5
31	6	0	37mm Anti-aircraft Gun	4
33	16	0	76mm Field Gun	5
31	10	0	120mm Mortar	6
31	18	1	76mm Infantry Gun	8
38	264	20	Support	8

units, the number of Hiwi elements is shown in parentheses next to the ground element type. For example, the entry Support (Hiwi 2) indicates that 2 of the support squads in the unit are Hiwi squads (21.2.4).

If the unit is eligible to have directly assigned Support Units (21.5) either those already attached, or the option to assign new SU is shown at the bottom of the screen.

37.3.3. ASSIGNED TAB

Displays a link with the name of the combat unit's HHQ.

If the combat unit is eligible to attach support units and has not attached the maximum allowed, 'ASSIGN SUPPORT UNITS' will link to the Pick Support Unit window. The link will be greyed out if the maximum allowed support unit attachments have been made.

Below this will be a list of any support units that are attached to the combat unit with the name linked to the applicable support unit detail window. Selection of the [X] to the right of listed support unit will return that support unit to the headquarters to which the combat unit is attached. An asterisk next to the support unit means that it was attached this turn and cannot change attachments until next turn.

37.4. SUPPORT UNIT DETAIL WINDOW

This window can be accessed from the attached support section of the combat unit, headquarters unit or city detail window by selecting the desired attached support unit. It can also be accessed by selecting the support unit hex location in the commander's report. The window displays detailed information on the selected support unit, to include number of ground elements and their status, Table of Organization and Equipment (TOE), Headquarters and logistics information. There is also a link to the unit supply detail window.

37.4.1. MAIN TAB

Most of the information is the same as for a Combat Unit but there are some important differences.

The top of the screen provides the name of the combat unit. Below the unit name are icons and the number of men, guns, and AFV in the combat unit.

If the unit has an entry in the WITEPEDIA a 'W' will be shown next to the unit name. Clicking on this will take you to the relevant entry. Closing that will return you to the unit detail window

The left side of the screen displays the following information.

ITEM	DETAILS
Unit Counter	A graphic of the unit counter in combat value – movement mode and its current status (note this will always be REFIT unless the unit is located in the National Reserve)
Wiki Link	If the unit has an entry in the WITEPEDIA a 'W' will be shown next to the unit name. Clicking on this will take you to the relevant entry. Closing that will return you to the unit detail window.
Unit Insignia	The historical unit insignia is displayed next to the unit counter for most combat units.
Fatigue	Fatigue level for the unit
Combat Preparation Points	How many CPP the unit currently has.
Unit CV	The unit's attack and defence CV will be displayed with two decimal point precision separated by a slash, for example, 0.05/0.33.
TOE	An overall description of the unit's current actual TOE represented by two numbers, with the first number being the percentage of actual TOE compared to notional TOE of only ready ground combat elements and the second number being the percentage of all (ready and damaged) ground combat elements. The TOE percentages shown on the unit detail window do not include the support elements. For example if the unit has 15 percent of its TOE combat elements ready, and another 5 percent of them damaged, TOE 15/20 will be displayed, even though the unit may have 80 percent of its support elements and thus a much higher percentage of the unit's total elements. It is this TOE percentage of ready non-support elements that is used to determine whether a unit is ready, unready or depleted. The TOE detail window can be accessed here.
MAX TOE	Number that indicates the maximum percentage of replacements the ground elements of the unit can take. The maximum TOE can be set by the player in a range between 50 and 100 percent by selecting the link.
HQ Units	Lists the unit that the support unit is attached (HHQ) as well as the operational headquarters (OHQ) that the HHQ is attached. Note this can be either a combat unit or a HQ. Selecting the name of the HHQ will allow units to be reassigned to a different headquarters by accessing the Pick New HQ window. If a unit cannot be transferred to a new HHQ then this is shown as white text and -*.
Morale	The support unit's current morale rating and in brackets the appropriate National Morale.
Nationality	Lists the nation of the unit.
Unit Logistics Requirements	For supplies, fuel and ammo, the amounts are listed by type of supply on hand compared to need. For support squad ground elements, the first number signifies the total support available to the unit as of the previous supply phase compared to the support squad ground elements needed. Total support includes support squad ground elements directly attached to the combat unit as listed on the right side of the screen as well as any support squad ground elements automatically sent from headquarters units in the chain of command.
Construction Value	Displays the current construction value that the support unit would use for increasing the fortification level in its hex.
Transportation Cost	Displays the transportation cost for the support unit for strategic rail, naval transport, and amphibious transport movement as well as air transport if applicable. For units that can be air transported, a second number after a slash mark will display the air transportation cost of the unit.
Vehicles/Need	The number of vehicles actually internal to the support unit compared to the required number of vehicles. Motorized/Non-Motorized: Displays whether the unit is motorized or non-motorized. There are 3 types of non-motorized combat units: 0 – no vehicles 1 – vehicles for supplies only 2 – vehicles for supplies and all non-infantry, non-infantry-weapon elements These values are shown in the unit detail screen next to the word non-motorized in parentheses
Supply Status	Displays the supply status of the unit,.
Withdraw	If the unit will withdraw at some stage, this is indicated here both with the turn number(s) and destination.

The top of the unit screen will show possible links to either allow particular actions or provide more detailed information.

The options/links are:

ITEM	DETAILS
Supply Details	This will always be displayed and provides a link to the supply detail window for that unit
Transfer Unit	Allows the Support unit to be transferred to another Theatre if eligible
Convert	Displays if multi-role combat units in the hex meet the requirements of section support unit to be converted to combat unit mode.
Disband Unit	Displays if combat unit is eligible to be disbanded. Allows the player to disband the unit and send its ground elements back to the respective production pools.

37.4.2. ELEMENTS TAB

Displays a list of each type of ground element making up the unit, with information on experience (EXP), number of ready (RDY) and damaged (DAM) elements and the current fatigue (FAT) of that type of ground element.

The ground element name has a link to that particular ground element detail window (37.6). For some German units, the number of Hiwi elements is shown in parentheses next to the ground element type. For example, the entry Support (Hiwi 2) indicates that 2 of the support squads in the unit are Hiwi squads (21.2.4).

If the unit is eligible to have directly assigned Support Units (21.5) either those already attached, or the option to assign new SU is shown at the bottom of the screen.

37.4.3. ASSIGNED TAB

Support units cannot have other units assigned to them.

37.5. BUILD NEW UNIT SCREEN

This screen allows players to create new formations (both combat and support units). Freshly raised units will be placed in the National Reserve.

At the top is the chosen unit (if any), its unit type, manpower, guns and tanks (if it is at 100% TOE) and the Administrative Point cost to build it.

Clicking on the BUILD text confirms the decision to build it. Clicking on the 1x opens a dialogue to allow between 1 and 10 of that unit type to be ordered.

On the left hand side is a list of all the units that can be built, their cost, the number already built and the limit. Note all these variables will alter as the game progresses.

Clicking on any type will alter the displays at the top and on the right.

type	cost	unit	limit
43a Tank Corps	**5**	**14**	**29**
43a Tank Brigade	1	123	202
42 Heavy Tank Regiment	0	29	56
43 Separate Tank Regiment	0	70	100
43 Separate Tank Battalion	0	26	54
42 Flame Tank Brigade	0	0	1
42 Flame Tank Battalion	0	7	12
43a American LL Tank Brigade	1	123	202
43 Mechanized Corps	5	5	16
43 Mechanized Brigade	2	0	56
43 LL Mechanized Corps	5	5	16
42 Motorized Brigade	2	10	31
43 Motorcycle Regiment	0	40	9
42c Rifle Corps	5	59	193
42c Rifle Division	2	358	8
42 Ski Brigade	0	39	5
42b Rifle Brigade	2	118	118
42 Naval Infantry Brigade	2	118	118

At the top on the right is the detail of the last unit ordered. Since this was a Tank Corps it uses existing brigades if it can, or creates new brigades if any were missing. Here it has used 2 existing tank brigades and raised a fresh motorized brigade.

new units
12th Tank Corps
- 1st Gds Tank Brigade toe:100
- 35th Tank Brigade toe:100
- 1st Motorized Brigade [SR] toe:0

Clicking on any of these entries will take you to the unit tab.

The middle section shows the TOE of the proposed formation and the numbers of elements in the ground pools at the moment. Note this will also include ground elements that can be substituted for the desired element when constructing the unit TOE.

toe(ob)
43a Tank Corps
Feb 1943 - Oct 1943

num	ground element	ground type pool
162	Rifle Squad (+)	124711
36	Submachine Gun Squad	1131
27	Engineer-Sapper Squad	1418
57	7.62mm Machine Gun	4288
48	82mm Mortar	6520
6	120mm Mortar	1784
84	14.5mm Anti-tank Rifle	7067
12	45mm Anti-tank Gun	3929
24	76mm Anti-tank Gun	3929
12	76mm Field Gun	4199
30	12.7mm Anti-aircraft MG	937
16	37mm Anti-aircraft Gun	3048
7	BA-20 Armored Car	2947
9	BA-64 Armored Car	2947
17	SU-76	70
8	SU-122	0
63	T-70 M1942	4382
99	T-34 M1942	9493
221	Support	27844

At the bottom is a list of all the existing units of that type. If they are in another theatre (or the reserve) this is indicated next to their name.

existing units

toe	name	mor
99	1st Guards Tank Corps	62
95	2nd Guards Tank Corps	54
98	8th Tank Corps	58
100	2nd Tank Corps	53
70	10th Tank Corps [SR]	52
96	3rd Tank Corps	54
96	5th Tank Corps	59
98	3rd Guards Tank Corps	52
98	1st Tank Corps	55
97	4th Tank Corps	57
96	6th Tank Corps	56
97	7th Tank Corps	55
100	9th Tank Corps	53
70	11th Tank Corps [SR]	47

Clicking on a unit will take you to the detailed unit tab for that unit.

37.6. GROUND ELEMENT DETAIL WINDOW

This window can be accessed from all unit and city detail windows and provides detailed information on ground elements as follows:

ITEM	DETAILS
Top Section	
Name	Ground element name and unit type graphic
Nation	Nationality
Type	Unit type
Upgrade to	The upgrade path for this element (if there is one)
Men	Number of men in the ground element
Speed	Relative ability of the ground element to manoeuvre. Used in combat computations.
Size	Relative size of the ground element. Used in combat computations.
Load Cost	Used to determine rail, naval and air transport costs.
Fuel Use	Used to determine fuel usage for supply purposes.
Ammo Use	Used to determine ammo usage for supply purposes.
Reliability	Used to determine if an AFV/Combat vehicle becomes damaged due to mechanical problems (21.2.8).
Build Cost	Amount of supplies required to produce the item.
Pool (Nation Abbreviation)	Number of ground elements of this type currently in the applicable active production pool.
Front, Side, Top Armour	Relative amount of armour possessed by the ground element. This is one factor in determining the effectiveness of enemy fire during combat.
First Year	Year when the ground element entered or enters production.
First Month	Month when the ground element entered or enters production.
Last Year	Year when production of the ground element ended or will end.
Last Month	Month when production of the ground element ended or will end.
Graphic	Picture of the ground element.
Device information	
Device	Number and nomenclature of the devices that are fitted by default to this element.
AMMO	Amount of ammunition carried internally by that device.
ROF and ACC	Modifier to a device's base rate of fire (ROF) and accuracy (ACC). ROF (Rate of Fire) and ACC (Accuracy) are modifiers. ROF is a negative modifier that is applied to vehicle mounted devices to reflect the restrictions of operating the device inside the vehicle. ACC is a positive modifier that increases the accuracy of the device to reflect both a more stable firing platform and superior optics.
RGE	Max Range at which it can be used
vMAN	Summary of the combat effectiveness against manpower.
vARM	Summary of the combat effectiveness against armour

The data for the weapon system shown on this screen may be different to that in the Commander's Report (35.8.3). This is due to modifying the values of that particular weapon for the specific platform it is mounted on.

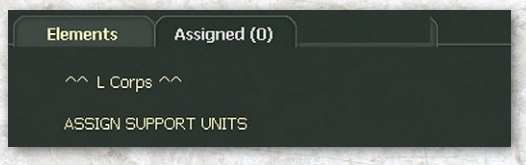
37.7. LEADER DETAIL WINDOW

This window is accessed by selecting the leader's name in the applicable headquarters unit detail window or from the Commander's Report. It provides information on a leader's ratings, number of victories and defeats, command restrictions and the admin cost to replace the leader (9.2).

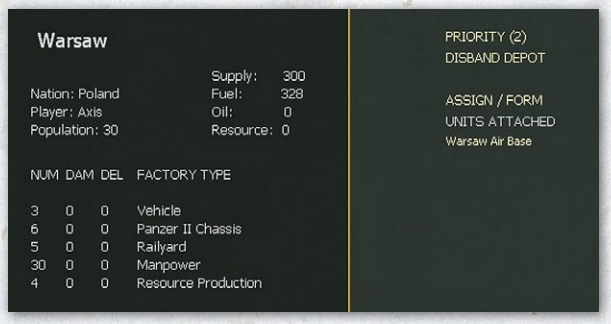
The Leader Detail window provides a picture of the leader and displays their rank, first and last name, HQ unit assigned, leader ratings, number of victories and defeats, command restrictions (None, Ground only, Air only, SS only), maximum command allowed (Corps/Army, Army Group, High Command), and dismissal cost in admin points, which links to Pick New Leader window (37.9).

37.8. PICK SUPPORT UNIT AND ASSIGN AA UNIT DETAIL

The Pick Support Unit Type window is accessed by selecting the ASSIGN SUPPORT UNITS link in the Assigned Tab of the unit detail window of headquarters units and combat units eligible to attach support units.



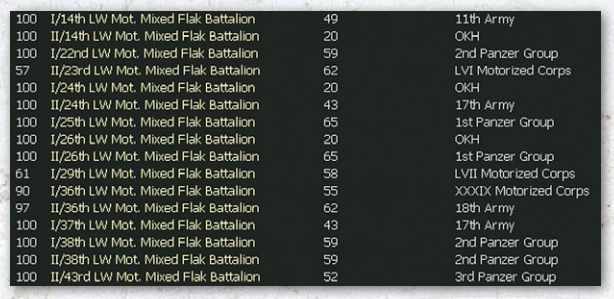
For town, city and urban hexes that can attach anti-aircraft support units, the window is accessed from the city detail window ASSIGN/FORM link. This window allows the player to view and manually transfer available support units.



The window for HQ and combat units list the name of eligible support units sorted by type (Armor, Anti-Tank, Anti-aircraft, Artillery, Engineer, Construction, etc.) the support unit's current ready TOE percentage, and the name of the HHQ that it is currently attached.

If the screen is open for a combat unit then only the types of SU that can be directly attached to an SU are shown.

For cities, the Assign AA Unit window lists the name of eligible AA units, the AA unit's current ready TOE percentage, and the name and range in hexes of the currently attached HHQ or city.



For either window, selecting the name of the support unit will transfer its attachment to the selected HQ unit, combat unit or city.

For combat units eligible to attach support units, the Pick Support Unit Type window will automatically close once the maximum number of support units has been attached.

Unready support units will not be included in the list of available units.

In addition, both HQs and Combat Units can only attach Support Units from a HQ within a certain range.

> Play Note: SU can be allocated over a longer range than they can be selected. Thus it might be more efficient to open the HQ that currently contains the desired SU(s) and allocate them using the rules in (21.5.2).

37.9. PICK NEW LEADER WINDOW

This window is accessed from the leader detail window dismissal cost link (37.7) and allows the player to dismiss the current leader of a headquarters unit and select a new leader.

The window lists all leaders eligible to take command of the selected headquarters units. For each eligible leader, the window displays the admin cost to make the change, leadership ratings, number of victories and defeats, and, if applicable, the headquarters unit that the leader currently commands.

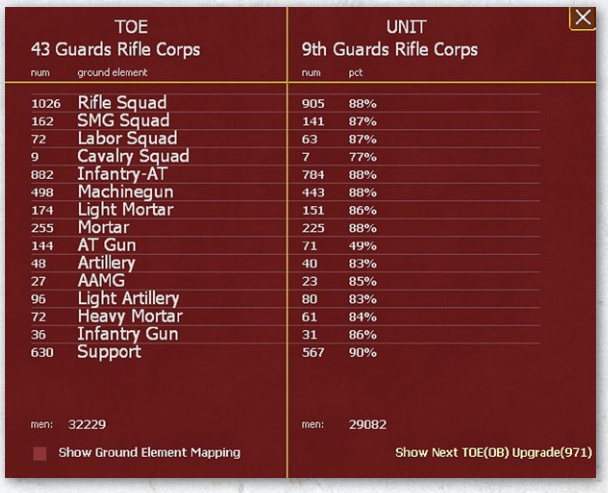
LEADER	ADMIN COST	P-M-I-A M-I-A	V - D	UNIT
GENP Tolbukhin, Fyodor	1 + 8	9-8-6-7 6-7-1	90 - 52	48th Army
GENL Malinovsky, Rodion	2 + 8	8-7-6-7 6-7-1	43 - 9	1st Shock Army
GENL Rokossovsky, Konstantin	3 + 8	7-7-6-7 6-7-1	0 - 0	3rd Guards Army
GENL Vasilevsky, Aleksandr	2 + 8	8-8-6-9 4-6-1	0 - 1	66th Army
GENL Vatutin, Nikolai	4 + 8	6-7-7-7 6-7-1	12 - 2	37th Army
GENP Purkaev, Maksim	2 + 8	8-8-6-6 5-7-1	156 - 5	43rd Army
GENL Bobkin, Leonid V.	4 + 8	6-6-7-7 6-6-1	37 - 8	3rd Shock Army
GENL Bagramyan, Ivan	3 + 8	7-7-5-7 5-7-1	0 - 0	2nd Guards Army
GENL Rotmistrov, Pavel	2 + 8	8-7-5-5 7-6-1	0 - 0	4th Tank Army
GENP Fedyuninsky, Ivan	2 + 8	8-7-5-6 5-6-1	44 - 9	50th Army
GENL Petrov, Ivan	2 + 8	8-7-5-7 4-6-1	24 - 2	2nd Shock Army
GENP Sokolovsky, Vasily	2 + 8	8-7-5-6 5-6-1	18 - 5	55th Army
GENL Gordov, Vasily	3 + 8	7-6-6-6 4-6-1	34 - 37	5th Army

The current leader's leadership ratings and number of victories and defeats is listed at the top of the window for comparison purposes. The sequence of letters corresponds to the following ratings:

P – Political, M – Morale, I – Initiative, A – Admin, M – Mech, I – Infantry, A – Air, V – Victories, D – Defeats.

Selecting a leader will place him in command of the headquarters unit and dismiss the current leader, who will be returned to the leader pool as an unassigned leader. If the new leader requires a promotion to assume command of the headquarters unit, there will be a 'P' next to the admin cost (9.2).

37.10. UNIT TABLE OF EQUIPMENT (TOE) WINDOW



The TOE window can be accessed from the unit detail window of all ground units. The left side of the window displays the name of the notional unit type (e.g. 43 Guards Rifle Corps) and details the generic type (i.e. "medium tank" ground element)and number of ground elements required for that type of unit to be manned and equipped at 100 percent, to include the total number of men in a fully manned unit.

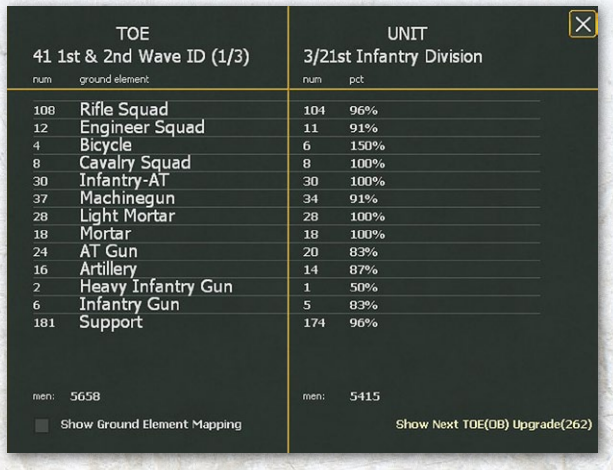
The right side of the window displays the name of the actual unit (e.g. 9th Guards Rifle Corps), and details the actual number of ground elements by generic type in the unit.

An additional column compares the actual number of each ground element to the TOE number as a percentage.

If the 'Show Ground Element Mapping' option is selected, then more information will be displayed. This will include the actual elements used in the TOE and any substitutions (such as a different model of medium tank to that set by the ideal TOE).

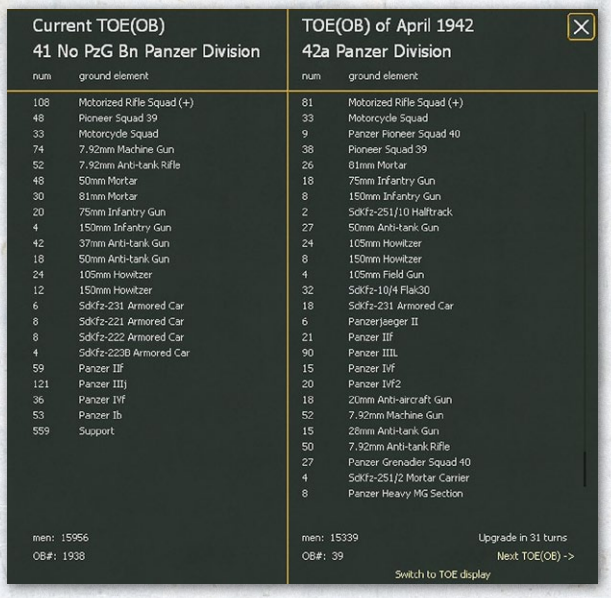
For units that will upgrade to a different TOE, there is a "Show next TOE (OB) upgrade" link at the bottom right hand side of the window. Selecting that link will take the player to the "TOE Upgrade Window" (37.11).

When viewing the TOE of a unit that has been broken down, the left side of the window will display one third of the parent unit rather than the entire parent unit.



37.11. TOE UPGRADE WINDOW

This window is accessed from the TOE window (37.10) and uses a series of links to display all future TOE upgrades for that particular type of unit. The left side of the screen will show the current TOE (OB) for that unit, which includes the actual type (i.e. Panzer IVf) as well as number of ground elements and total number of men in the unit.



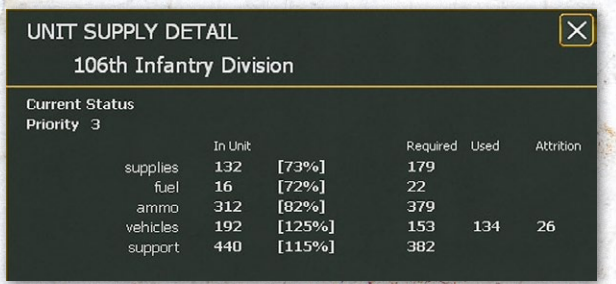
The right side of the screen will show the next TOE (OB) upgrade as well as the month and year the upgrade will commence. Links at the bottom right of the window can be selected to cycle back and forth through all future TOE upgrades in chronological order (Next TOE (OB) and Prev TOE (OB)), or switch to the TOE window.

37.12. UNIT SUPPLY DETAIL WINDOW

This window which is accessible from the unit detail screen or the Commander's Report screen by selecting the unit name provides current info on the supplies/fuel/ammo/vehicles in the unit at the moment (in tons), and the current calculated "need" for each of these items.

In the lower half of the screen, it lists information about what the unit got during the previous logistics phase and where it got it from. The unit supply detail window has three sections as follows:

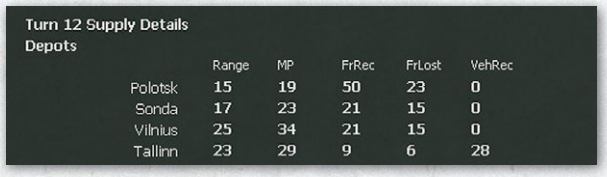
37.12.1. CURRENT STATUS



The top part of the screen first lists the supply priority for the unit (25.8) and then provides current supply and vehicle status by listing the amount and percentage in brackets of supplies, fuel, ammo, vehicles and support (if applicable) that are in the unit as compared to the amount required (need) to reach 100 percent of required supply and vehicles.

For vehicles this will also show how many were used in the logistics phase and if any were lost to attrition.

37.12.2. TURN SUPPLY DETAIL



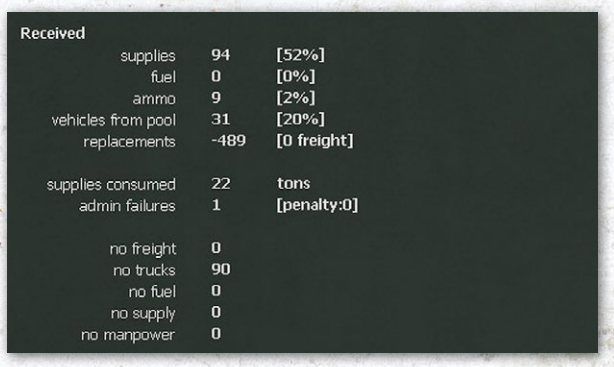
This section lists each depot that sent freight to the unit with the following information:

- Location of Depot: Usually name of port or city hex where the depot is located.
- Range: The range in hexes to the depot.
- MP: The number of movement points to the depot.
- FrRec: The freight received in one ton increments.
- FrLost: Freight lost in transit to the unit
- VehRec: The number of vehicles received from the depot. These are vehicles that were delivering freight that were then retained by the unit.

A unit may receive goods from up to 5 depots.

> Remember if you use the '8' key to map the supply network only the largest source is shown (in this case it would be Polotsk).

37.12.3. RECEIVED DETAIL

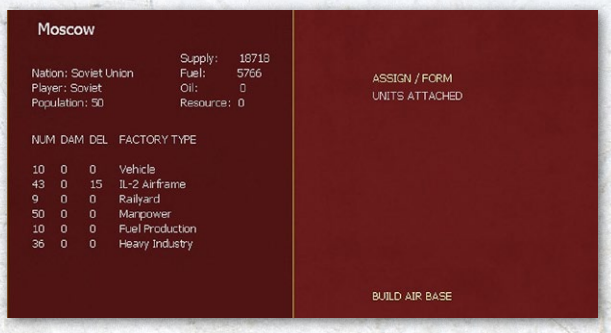


This section provides details on the conversion of the freight received into supply, ammunition, fuel and replacements, the amount of supplies consumed, and information and events that occurred during the supply and replacement segment of the logistics phase that impacted the ability of the unit to be replenished.

ITEM	DETAILS
Supplies, Fuel, Ammo	The amount of each item received (in tons) along with the percentage of need this represents.
Vehicles from Pool	The number of vehicles received from the motor pool (after being converted from freight) along with the percentage of need this represents.
Replacements	The net number of men received as replacements and the freight tonnage that was converted to replacements. This number can be negative if more men are returned to the pool than are received in replacements.
Supplies consumed	The amount of supplies consumed. Note that consumption occurs prior to supplies being received, so the unit uses the supplies it had from the prior turn.
Admin failures	This is the number of admin rolls the unit failed during its attempts to get freight from the depot. Next to this in brackets is any penalty that is being applied to various leader checks due to HQ command range or HQ unit command capacity impacting the HQ units in the unit's chain of command (15.5).
No freight, No trucks, No fuel, No supply, No manpower	The first time a unit does not receive freight due to one of these reasons, a number is placed next to the item. The number is the supply sub-segment in which the lack of the item first occurred. For example, if in a sub-segment where the unit must have less than 30 percent of the needed item, the unit does not get anything because there was a lack of freight at available depots, then a 30 will be displayed next to 'no freight'. The no trucks message can also be received if the unit was trying to requisition vehicles but there were no trucks available in the pool to go to the unit. Note there is a chance that the no trucks message may be misleadingly given when vehicles are not required for a delivery as this process only checks to see if there are vehicles in the pool and not whether they were needed at the point of a failure to deliver.

37.13. CITY DETAIL WINDOW

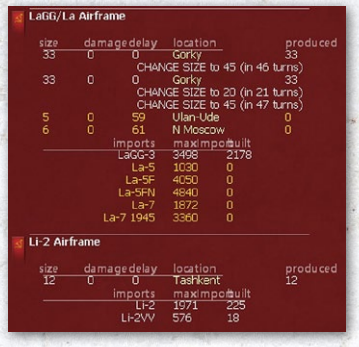
This window can be accessed from the General Information and City box at the top of the screen or by right clicking in a hex. The window normally displays the following information:



ITEM	DETAILS
Name	Name of town, city or urban hex.
Nation	Nationality of town, city or urban hex
Player	Name of Player that currently controls the hex; Axis or Soviets
Population	Population in points, with each point equal to 50,000 people. This number does not change during a game, even if some of the manpower centers are destroyed. For non-city hexes containing an air base unit, the term 'Airfield' will be displayed. For non-city hexes containing just a depot, the term 'Depot' will be displayed
Storage	Amount of Supply, Fuel, Oil and Resources currently stored in the town, city or urban hex
Factories	List of factory types in the town, city or urban hex in three columns as follows: NUM – Number of that type of factory in the hex (factory points) DAM – Percentage of damage currently sustained by that type of factory DEL- Delay till the factory enters production
Priority (x)	Link displayed if a depot is in the hex to allow the player to change the depot supply priority. Number in parentheses is the current depot supply priority.
Disband Depot	Link displayed if a depot is in the hex to allow the player to disband the depot. This option will not be shown if the city is also a NSS (as in the example above)
Create Depot	Link displayed if there is no depot is in the hex to allow the player to create a depot at the cost of 1 admin point. This option will not be shown if the city is also a NSS (as in the example above)
ASSIGN/ FORM	Links to the Assign Unit window (37.8), which allows manual attachment of anti-aircraft or construction support units to that town, city or urban hex or a hex with an existing air base unit.
UNITS ATTACHED	Lists air base units and anti-aircraft support units attached to that town, city or urban hex or a hex with an existing air base unit.
Build or Expand Air Base Unit	If no air base unit exists in the town, city or urban hex, a 'BUILD AIR BASE' link will display allowing a player to commence construction of a size 1 air base unit. If there is an existing air base unit in the hex, an 'EXPAND AIR BASE(x)' link (number in parentheses being the current size of the air base unit) will display allowing the player to expand the air base unit to the next size. If the existing air base unit is already at the maximum size three, a plain white text will display 'AIR BASE (3).'

37.14. FACTORY INFORMATION

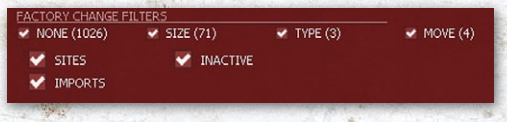
This can be reached by right clicking on the map, select map information and then selecting 'Factory information', from the tabs at the top of the screen or using the hotkeys.



Factory types can be filtered to show any, all or just one of:

- Ground Chassis
- Heavy Industry
- Vehicles
- Oil
- Manpower
- Railyard
- Airframe
- Armaments
- Resources
- Fuel
- Port

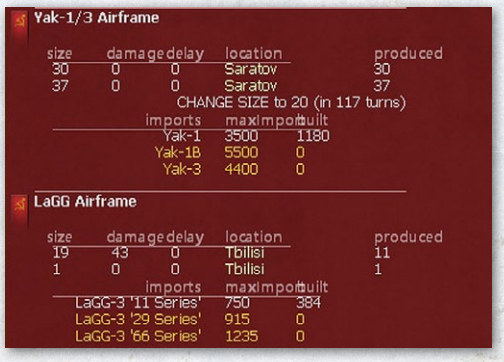
Filters can also be used to show factories by various criteria:



For each factory the information shown is size, damage, delay (if greater than 0 the factory will not be available for that number of turns), location and how much was produced in the last turn.

Below this are any changes in size in future terms and (in this case) the aircraft that will use this specific airframe.

If the factory is due to be relocated, this is shown below indicating where it will move to and when. Note this data



maybe advanced if the Axis player makes faster than historical gains or the Soviet player wishes to relocate the factory manually (28.7).

37.15. FIND HEX/CITY/UNIT/AIR GROUP WINDOW

This window can be accessed by using the Hotkey- (h). It consists of four parts as follows:

- Find Hex/City/Unit/Air group: Variable header that changes based on selection made in the "Find what" section
- Search Term Input Box: Interactive input box used to enter a hex coordinate to find a specific hex or a search string to locate a town, city, urban hex, ground unit, or Air Group. The search is not case sensitive. Left clicking in that section will bring up the appropriate input box.
- Find What Section: Allows the player to select from four types of things to search for, which are a hex, a city (town, city, urban hex or air base unit location), a unit (on-map or off-map support units), or an Air Group.
- Search Results and "Go to" Section: Displays the result of the search. A "Go to" button takes the player to the appropriate detail window of the city, unit or Air Group or to the specific hex location entered. If the search term entered resulted in more than one city, unit or Air Group, the "Find Next" button will display, allowing the player to cycle through all the possible choices.

37.16. AIR WAR MANAGEMENT SCREENS

37.16.1. AIR PLANE DETAIL WINDOW

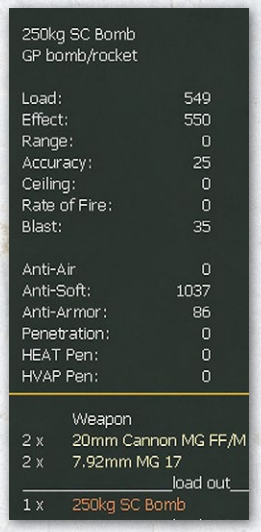
This window can be accessed when comparing planes to possible upgrades and from the Commanders Report:

On the left hand side of the screen will be the attributes of the current selected weapon system (35.8.3), on the right is information about the chosen plane.

ITEM	DETAILS
Name	Plane name and graphic
Nation	
Type	
Start Date	Month and year when the plane becomes available
End Date	Month and year when the plane ceases production.
Upgrade	The plane type this model will usually upgrade to.
Crew	
Engines	
Max Speed	The maximum speed the plane can attain
Cruise Speed	The normal speed for the plane
Climb	How fast the plane can climb
Max Alt	The maximum height the plane can fly at – note this is often significantly above its optimal performance level
Max Load	How much the plane can transport
Endurance	
Range	The normal range for the unit, note it can transfer to a new base over longer distances
Reliability	The lower the number here, the more reliable is the plane (18.3.10)
Sortie Ammo	
Sortie Fuel	
Build Cost	
Build Limit	How many frames are converted each turn (assuming full production)
Armor	
Durability	
Maneuver	

Beneath this will be listed the weapons and equipment carried by the plane. At that top this will show the standard equipment and then any optional load outs that can be selected (note these may alter the performance characteristics above.

When a weapon, or piece of equipment, is selected the information on the left of the screen will alter to show

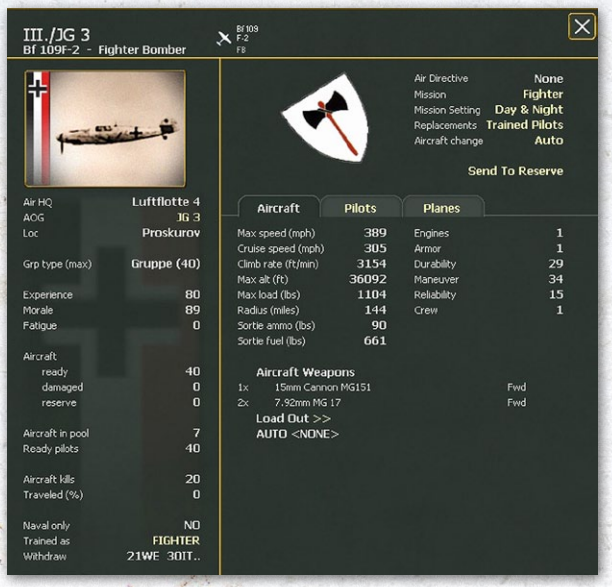


how effective that item is. This value may differ from the underlying information shown in the Commander's Report as it will be modified by the characteristics of the plane.

See sections 19.2 and 19.4 of the manual for how to interpret this data.

Basically reliability is better the lower the shown value and reflects the difficult in maintaining the plane and its vulnerability to operational losses. Endurance reflects how long the plane can operate just using its current fuel and built in armament (so this will vary according to the chosen load out). Here the higher the number, the better the plane's performance. Durability mainly reflects vulnerability in A2A combat as it indicates how much damage can be absorbed (again a larger number is better) before it is destroyed.

The information on the air unit can also be accessed by clicking on the air unit name (usually from an air base display). This will contain similar information to that above in the central box.



The extra information is relevant to the Air Group window discussed below.

How to interpret this is discussed in section 37.16.3 below.

37.16.2. AIR BASE UNIT DETAIL WINDOW

On the left hand side this will show the current TOE, morale and supply status for the air base. In addition it will indicate current size, usage (including any spare capacity) and damage.

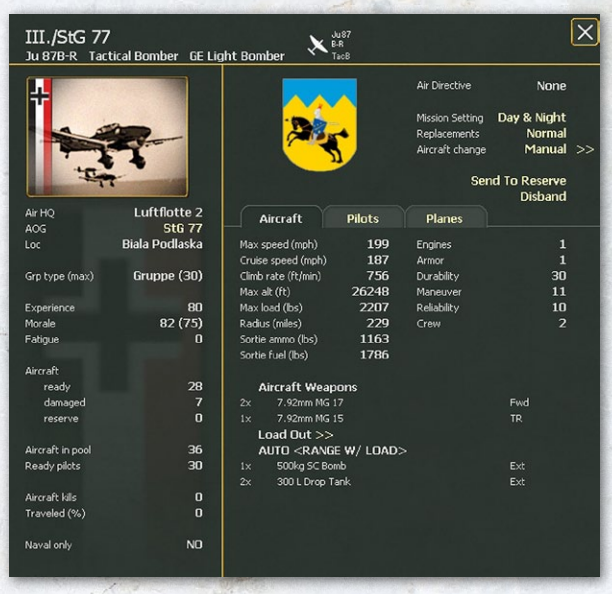
On the right hand side can be accessed more detail about the current supply status and the supply priority of the airbase can be changed.

Of the three tabs, Elements will show all the ground elements currently at the base

Assigned will show the air units at the base: This screen can also be used to bring new air units or AOG from the reserve (17.3.1) tab if the AI air assist option (17.1) is not being used.

Air units can be assigned from the Reserve using this screen. Clicking on an air group will open the air unit tab (37.16.3).

37.16.3. AIR GROUP DETAIL WINDOW



At the top will be shown the unit name, current planes (in this case the Ju-87B-R), the air profile it matches (16.3.2 and 16.4.6) and an image (this is the same as will appear in the hex pop-up as discussed in section 6.4.3).

On the left hand side this will indicate the unit type, air HQ, current AOG (this can be changed manually if the AI air assist option is not being used) and information about the air unit.

Clicking on the AOG will take you to the window to allow it to swap to a new air command or AOG.

Experience, morale and fatigue are the average value for all the pilots in the unit.

Aircraft are divided into those ready to undertake missions, those that are damaged and those that are currently placed into reserve.

The number of aircraft of this type in the production pools and the number of suitable trained pilots who could be allocated.

The number of kills attributed to this unit and how far (as a %) it has travelled this turn.

Whether it can only be assigned to naval missions (if so this will be yes) and, since this is a FB formation, whether it is trained as a fighter or bomber. Clicking on FIGHTER will send the unit off to retrain as a bomber formation (and it will return in 8 weeks).

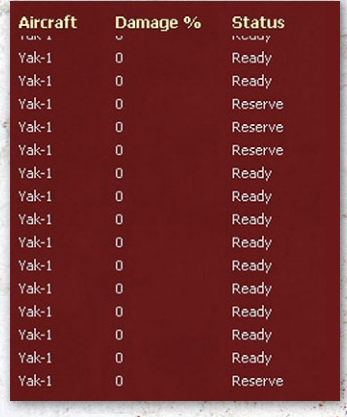
On the right hand side is the current AD for this Air Group, its mission setting, how it will take on replacement pilots

and whether plane upgrades are handled automatically or manually.

The unit can be sent to the national reserve or disbanded.

If 'Aircraft' is selected, the statistics for the current aircraft are shown and the load out can be changed here if desired.

Pilots will show all the pilots currently in the unit. This can be used to assign fresh pilots if desired.



Planes will show the status of all the planes in the unit and whether they are ready, currently being repaired or placed in reserve (usually due to a lack of pilots).

37.16.4. AIR OPERATION GROUP DETAIL WINDOW

This is not a tab in the conventional sense but a combination of information that can be seen on the right hand of the screen and on the AOG label if you click on it. The latter will vary according to the chosen zoom level.

On the right hand side is the unit 'counter' display (note there is no on map equivalent). This shows the unit name, the number of ready and total planes (here 119 and 135), and information used if the AI assist routines are in use (17.1).

Below this is a listing of the individual air units, plane type and their airbase. Next to the airbase will be an indicator if the base is overloaded (in this case the green base symbol will be circled in red).

On the label some of this information is repeated. When zoomed in the label will show the number of fighters, bombers and utility aircraft, and the other information above. In addition, the bar and % on the right hand side will show how many planes are ready for operations out of all those in the relevant air group units.

The icons will change as follows:

STANCE	ICON
Flexible	
Hold	
Retreat	
Advance	

For when to fly:

TIMING	ICON
Rest	
Day and Night	
Night Only	
Day Only	
Mixed (this will be shown for an Air Command where different AOGs have different flying orders)	

Naval air missions and Ground HQ assignment.

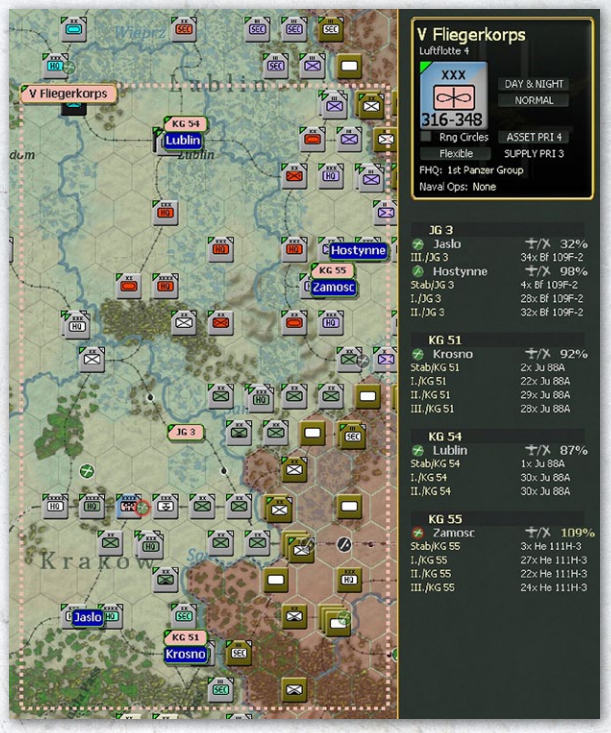
ASSIGNMENT	ICON
Follow set HQ	
Some Naval Air missions	
No HQ set	

If you click on the unit display, you will open this tab:

This repeats some of the information on the counter such as asset level, assignment and stance. At the top is a visual indication of the types and numbers of planes within that AOG.

In addition the AOG/Air Command label can be used to access other screens or to carry out particular actions.

Left clicking will open a map mode that shows the location of all the air groups on the map, airbases in use by the components of that command are shown in blue, as:



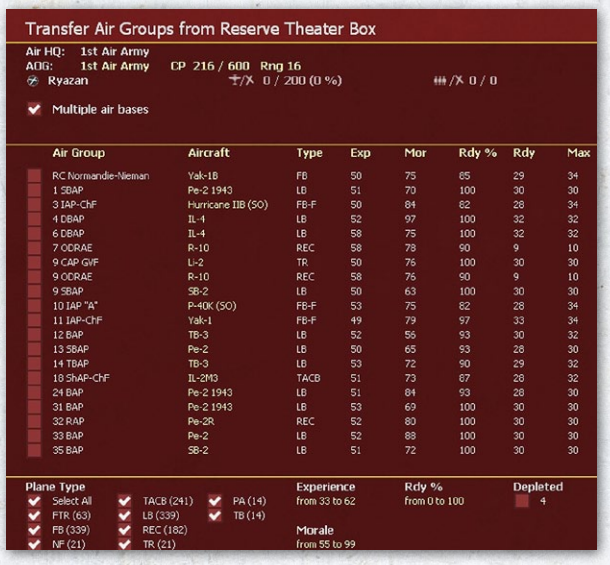
Right clicking will bring up a menu of options that alter the information on the map (to show the range of the component air groups), order air base resupply, bring new air groups (or AOG depending on the command level) from the reserve, change the command responsibility of the AOG/Air Command or to alter the rules set for the AI-Assistant.

37.16.5. MANUALLY ASSIGNING AIR UNITS FROM THE NATIONAL RESERVE

This can be done to either move air units to an air base or to bring new AOGs from the reserve (with attached air groups).

To transfer air groups, this screen can be accessed (right click on a hex with an airbase or from the airbase tab) or by right clicking on any AOG or Air Command label.

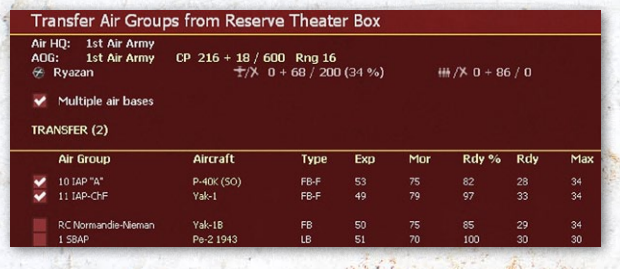
Information on this screen allows you to reset the indicated AOG (by default this will be shown as the air command nearest the chosen air base). It is also possible



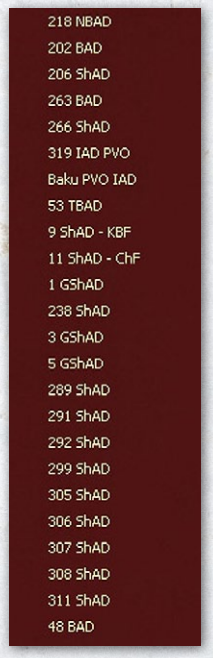
to indicate the air units should go to nearby airbases (if the target would be overloaded).

All the columns are sortable and can be used to create rules so as to limit the air units shown (so just FB or just planes of a particular type). More options are at the foot of the screen.

Click on the chosen unit(s) as:



And then TRANSFER to complete the redeployment.



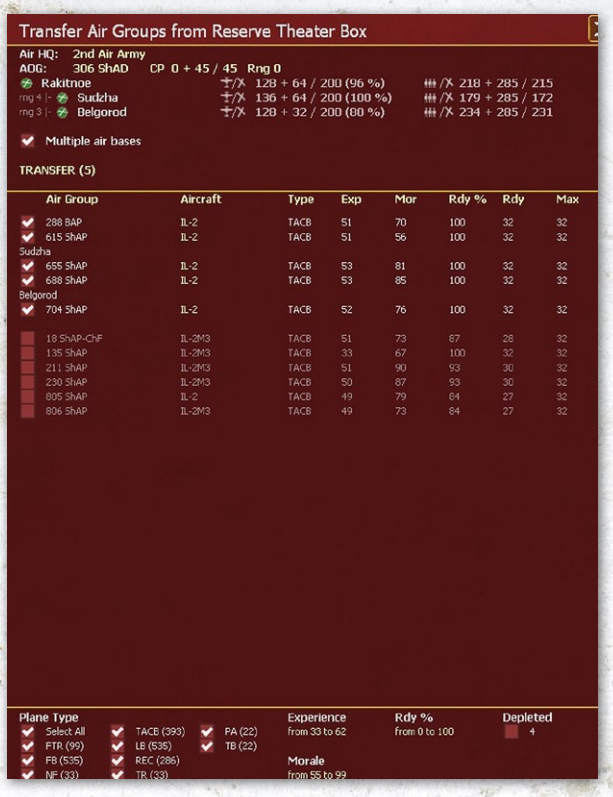
To bring a new AOG to the map, this can be initiated as above or by right clicking on any existing air command label.

To transfer AOGs, this screen can be accessed (right click on a hex with an airbase or from the airbase tab):

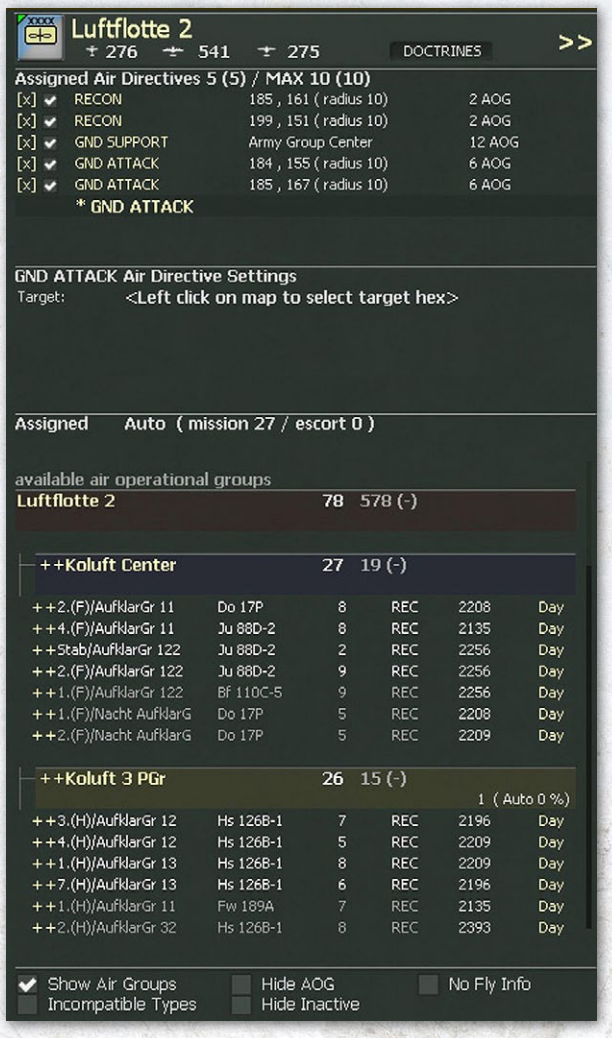
To do this first chose an AOG from the shown list

Which will bring up the screen below.

Remember that AOGs are restricted in the type of air groups they can contain (in this case only ground attack formations). The screen will suggest a suitable air command (this can be changed), airbases it has free and a suggested list of air groups. These can be changed by cancelling the tick and replacing with a different air group. Once you have the desired list, click on TRANSFER.



37.16.6. MANUALLY CREATING OR AMENDING AIR DIRECTIVES SCREEN



The process for manually creating or amending an air directive is set out in 17.4.

This screen will appear on the right hand side of the map window during the air planning phase when one of the F2-F7 tabs are selected and an air command is chosen.

At the top will be the air command name and the number of planes split into fighters, bombers and utility planes. If wanted the air doctrine tab (37.16.9) can be accessed from here.

Beneath this is a list of the current air directives for that command and the maximum number that can be set. The option to create a new AD that fits the selected type (e.g. pressing F2 for ground support will mean the potential new mission is a Ground support mission).

This will show the target hex, the radius for the mission, the target HQ if it is a ground support mission and whether air groups have been assigned or will be auto-assigned during the turn 17.4.2).

The next box shows the directive details including target priorities, staging base and the days it will be flown (17.4.1).

If you want to assign air groups individually you have the choice of using the AOG or the Air group (you cannot mix this but you can tell a given AOG to split its assets between missions).

If you want to use the Air group option you can do this from the normal display (just select air groups rather than AOG) or by selecting Hide AOG at the bottom of the screen and all the eligible air groups will be shown. In either case, click on ++ to assign the groups you wish to use:

All 'assigned' AOGs are shown under the assigned section and available air groups that can be added are below.

It is possible to split an assigned AOG across multiple AD by modifying the participation percentage (17.4.2).

If the AD is set to auto for AOG allocation, then all the available AOGs that could contribute are shown but the 'assigned' box is empty apart from indicating the potential maximum number of mission and escort planes.

At the bottom, the various tabs can be used to filter out ineligible planes or to provide more information as to why certain air units are not available.

You can close this window by clicking on the air command (in this case Luftflotte 2) and you will be returned to the main map.

Note that as in section 17.4.3 you can adjust the area covered or the target hex of an AD using on-map functionality. In addition you can use this approach to alter the staging base for the mission.

37.16.7. AIR EXECUTION PHASE WINDOW

When the air execution phase starts a small message box will appear in the lower right hand corner of the screen.

This will show the statistics so far this turn such as the losses so far.

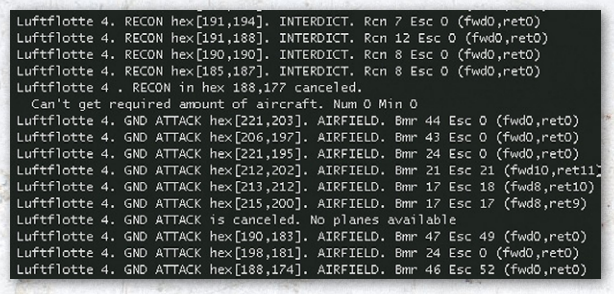
The air directive that is currently being carried on the screen.

Detailed information about the current air directive.

At the same time the map will display the current air mission:

The amount of detail and speed can be set by the player (6.2.4).

Most of this information can be later read using the end of turn logistics phase log (36.9).



Equally all the battle sites can be accessed using the F11 option and reviewed on the map.

37.16.8. AIR DIRECTIVE SUMMARY

This will appear at the end of the air execution phase and can also be accessed from the tabs in the second row (see top screenshot on opposite page).

At the top of screen is information on the number of Air Directives carried out, sorties flown and losses for the respective sides.

If you open this tab in the air planning phase, the top row will be slightly different and will allow you to delete all your existing AD with one click (see bottom screenshot on opposite page):

Beneath that is the AHQ, its leader, their key traits (air and admin are the most important in the context of the air war) and how many AD could be set.

Each Air HQ is listed with all its air directives (so here, Luftflotte 2 carried out two ground attack directives). The [x] on the left can be used to remove that AD, the next turn the tick can be removed so that the AD is retained but not operate till re-instated.

Beneath the air directive type is the target base (the centre of the AD), S Base used, how wide the AD is (so in this case the various recon missions were ordered to cover a radius of 10 hexes) and how many eligible hexes were in that area (recon missions will not fly over friendly held hexes).

The information then shows the altitude for the mission, whether it took place at day or night, the intensity of the mission and whether AOGs were allocated by the player or using the Auto-allocation routines (17.4.4) and the weather conditions over the AD target.

The number of actual raids are shown as [+]x indicating how many different missions were flown and the number of sorties shows the total number of air group commitments. Losses for both sides are shown and separated between those planes flying the mission (reconnaissance or bombers usually) and their escorts.

Exec detail shows if the mission will be displayed on the map as it is carried out. NONE may mean that no mission of that type will be shown, ALL means that all missions of that will be shown. To see combat report windows appear during this phase, you must have a detail setting above None (and the actual AD not set to None), and a combat resolution message level of at least 2. The execution detail level will impact the number of messages that come up during the resolution phase.

The number for the raids can be expanded as seen in the screenshot overleaf:

This now shows the target of each ground attack mission, the number of fighters, bombers and other

19 AIR DIRECTIVES

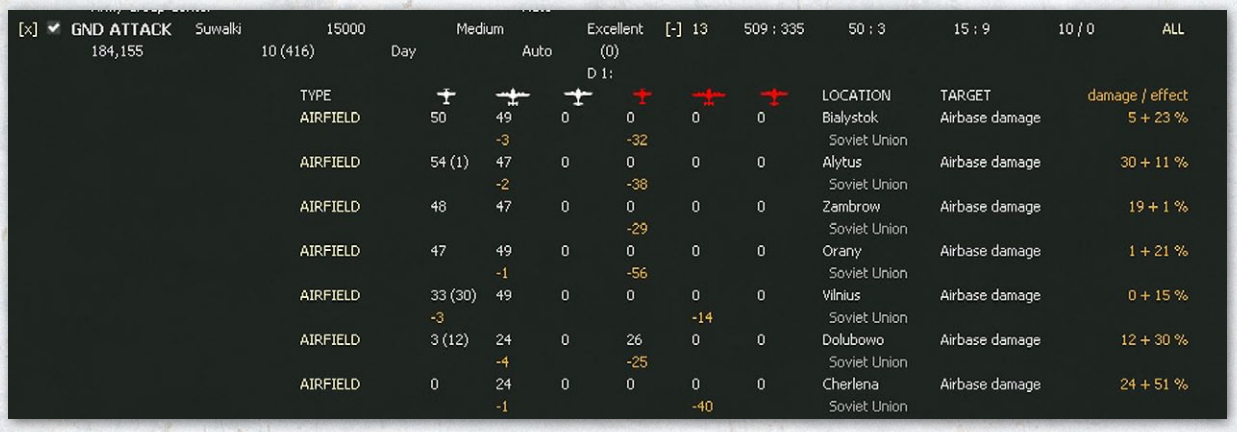
Total Sorties 6512. Aircraft Lost 219 / Damaged 152 Enemy Aircraft Lost in Air Combat 124 / Damaged 3

Air HQ	Type / Target	S Base / Area	Alt	S Time	Intensity / Groups	Weather	Raids	Sorties Mis:Esc	Lost Mis:Esc	Damaged Mis:Esc	Enemy (air) Lost / Dam	Exec Detail
Luftflotte 1		Keller Alfred	air 6	admin 8	max AD 32							
[x]	RECON	Insterburg	15000		Low	Excellent	[+] 3	234 : 0	10 : 0	4 : 0	8 / 0	NONE
	191,144	10 (102)		Day	Auto	(0)						
[x]	RECON	Neusiedel	15000		Low	Excellent	[+] 3	443 : 1195	12 : 25	13 : 15	56 / 2	NONE
	178,135	10 (230)		Day	Auto	(0)						
[x]	GND ATTACK	Labiau	15000		Medium	Excellent	-	0 : 0	0 : 0	0 : 0	0 / 0	ALL
	175,144	9 (0)		Day	Auto	(0)						
[x]	GND SUPPORT		15000			-	-	0 : 0	0 : 0	0 : 0	0 / 0	ALL
	Army Group North				Auto							
Luftflotte 2		Kesselring Albert	air 8	admin 7	max AD 32							
[x]	RECON	Siedlce	15000		Low	Excellent	[+] 3	306 : 0	4 : 0	6 : 0	1 / 0	NONE
	185,161	10 (190)		Day	Auto	(0)						
[x]	RECON	Insterburg	15000		Low	Excellent	[+] 3	177 : 0	10 : 0	4 : 0	8 / 0	NONE
	199,151	10 (0)		Day	Auto	(0)						
[x]	GND SUPPORT		15000			-	-	0 : 0	0 : 0	0 : 0	0 / 0	ALL
	Army Group Center				Auto							
[x]	GND ATTACK	Suwalki	15000		Medium	Excellent	[+] 13	509 : 335	50 : 3	15 : 9	10 / 0	ALL
	184,155	10 (416)		Day	Auto	(0)						
[x]	GND ATTACK	Biala Podlaska	15000		Medium	Excellent	[+] 15	529 : 449	17 : 9	16 : 8	0 / 0	ALL
	185,167	10 (0)		Day	Auto	(0)						
Luftflotte 4		Loehr Alexander	air 7	admin 7	max AD 32							
[x]	RECON	Rzeszow	15000		Low	Excellent	[+] 3	585 : 0	16 : 0	3 : 0	6 / 1	NONE
	192,186	10 (153)		Day	Auto	(0)						
[x]	GND SUPPORT		15000			-	-	0 : 0	0 : 0	0 : 0	0 / 0	ALL
	Army Group South				Auto							
[x]	GND ATTACK	Barlad	15000		Medium	Excellent	[+] 6	166 : 112	9 : 2	13 : 2	1 / 0	ALL
	212,202	10 (0)		Day	Auto	(0)						
[x]	GND ATTACK	Zamosc	15000		Medium	Excellent	[+] 9	299 : 245	17 : 2	12 : 3	30 / 0	ALL
	191,173	10 (0)		Day	Auto	(0)						

7 Air Directives

Clear All Air Directives

Air HQ	Type / Target	S Base / Area	Alt	S Time	Intensity / Groups	Weather	Raids	Sorties Mis:Esc	Lost Mis:Esc	Damaged Mis:Esc	Enemy (air) Lost / Dam	Exec Detail
2nd Air Army		Zhdanov Vasily	air 6	admin 5	max AD 32							
[x]	GND SUPPORT		9000			-	-	0 : 0	0 : 0	0 : 0	0 / 0	ALL
	1st Ukrainian Front				Auto							
8th Air Army		Vorozheikin Grigory	air 4	admin 6	max AD 32							
[x]	GND SUPPORT		9000			-	-	0 : 0	0 : 0	0 : 0	0 / 0	ALL
	3rd Ukrainian Front				Auto							
4th Air Army		Ptukhin Evgeny	air 4	admin 4	max AD 32							
[x]	GND SUPPORT		9000			-	-	0 : 0	0 : 0	0 : 0	0 / 0	ALL
	4th Ukrainian Front				Auto							
3rd Air Army		Zhigarev Pavel	air 4	admin 5	max AD 32							
[x]	GND SUPPORT		9000			-	-	0 : 0	0 : 0	0 : 0	0 / 0	ALL
	1st Baltic Front				Auto							
1st Air Army		Golovanov Aleksandr	air 7	admin 4	max AD 32							
[x]	GND SUPPORT		9000			-	-	0 : 0	0 : 0	0 : 0	0 / 0	ALL
	2nd Blrs. Front				Auto							
15th Air Army		Rybalchenko Stepan	air 4	admin 5	max AD 32							
[x]	GND SUPPORT		9000			-	-	0 : 0	0 : 0	0 : 0	0 / 0	ALL
	1st Blrs. Front				Auto							
17th Air Army		Naumenko Nikolai	air 4	admin 5	max AD 32							
[x]	GND SUPPORT		9000			-	-	0 : 0	0 : 0	0 : 0	0 / 0	ALL
	2nd Ukrainian Front				Auto							



[x] GND ATTACK Suwalki 15000 Medium Excellent [-] 13 509 : 335 50 : 3 15 : 9 10 / 0 ALL
184,155 10 (416) Day Auto (0)
D 1:

TYPE							LOCATION	TARGET	damage / effect
AIRFIELD	50	49	0	0	0	0	Bialystok	Airbase damage	5 + 23 %
		-3		-32			Soviet Union		
AIRFIELD	54 (1)	47	0	0	0	0	Alytus	Airbase damage	30 + 11 %
		-2		-38			Soviet Union		
AIRFIELD	48	47	0	0	0	0	Zambrow	Airbase damage	19 + 1 %
				-29			Soviet Union		
AIRFIELD	47	49	0	0	0	0	Orany	Airbase damage	1 + 21 %
		-1		-56			Soviet Union		
AIRFIELD	33 (30)	49	0	0	0	0	Vilnius	Airbase damage	0 + 15 %
	-3				-14		Soviet Union		
AIRFIELD	3 (12)	24	0	26	0	0	Dolubowo	Airbase damage	12 + 30 %
		-4		-25			Soviet Union		
AIRFIELD	0	24	0	0	0	0	Cherlena	Airbase damage	24 + 51 %
		-1			-40		Soviet Union		

plane types that took part and losses. For the Soviet side, no planes actually flew and the shown losses are planes destroyed on the ground. The final column will show damage to ground targets or physical infrastructure. Here it shows how much the airbase was damaged in each raid but if it was an interdiction mission then it would show that, if it was a ground attack mission it would show any elements that were destroyed.

Clicking on the TYPE will take you to the detailed battle tab with the map centred on that mission, such as:

37.16.9. AIR DOCTRINE

The Air Doctrine screen can be accessed from the map (right click>>info screens) from the tabs at the top of the screen or from setting an Air Directive. In that case, the Air Doctrine screen will only show that particular Air Command but the information and options are the same.

The screen has seven tabs and the first six are similar. They basically allow you to set the default settings that will be used when creating Air Directives. If you are using the AI-assist then these values will be used for the actual

AIR DOCTRINES

	GND SUPPORT	BOMB CITY	GND ATTACK	RECON	SUPERIORITY	NAVAL PATROL	PILOTS

		Alt	D/N	Part Esc	FPath	FHex	MinWth	Intens	Sched	Pct Fly	Mis Pct	Esc Pct
Luftflotte 1	1/4 AD 98 271 215	9000	-	-	-	-	Poor	-		20	100	100
Luftflotte 2	1/5 AD 383 728 375	9000	-	-	-	-	Poor	-		20	100	100
Luftflotte 4	1/6 AD 454 467 490	9000	-	-	-	-	Poor	-		20	100	100
Hungarian Air Command	2/2 AD 48 60 78	9000	-	-	-	-	Poor	-		20	100	100
Rumanian Air Command	2/2 AD 120 0 0	9000	-	-	-	-	Poor	-		20	100	100

missions, if you are doing so manually you can alter any of these variables for that particular mission (17.4).

On the left hand side is a list of all the Air Commands in your OOB and beneath each is the number of fighters, bombers and other aircraft in that command. The values in pink are the current number of AD and the number of this particular type. So Luftflotte 1 has 4 AD of which one is a ground support mission.

Since ground support is automatically generated during the ground phase you have less control and can only set the altitude, the minimum weather conditions, the Pct to fly, Mission percentage and escort percentage (17.4.1).

These three variables are particularly important. Pct Fly sets the minimum number of ready planes an air group unit needs before it will commit to a mission. Raising this above 20% will mean that less planes might be available but equally will protect air units that have taken heavy losses on an earlier mission.

Mis Pct and Esc Pct will affect how many planes the AI will send on a mission. If this is set at 100% it will pick the number it thinks it needs and if these are lacking then that mission will not take place. If this is set under 100% then more missions may occur but you run the risk of having too few planes. Over 100% will probably mean less missions but you will see more planes actually committed each time.

For the other missions, the display is slightly different, such as in the screenshot below:

Here in addition you set whether the mission will take place by day or night, whether escorts will be committed even if they cannot cover all the target area (or even reach the target area), whether the mission will follow the flight path until they reach the last waypoint, and then fly from that waypoint to the specific target hex for the mission. When set to No, the mission will fly directly from the staging base to the specific target for the mission.

Finally you can set the days on which the mission will take place.

The pilots tab shows the average experience of pilots in that command with that type of role. In brackets are the number of pilots who would undertake training (i.e. have experience of 50 or less) if the formation was in the national reserve and the total number of pilots in that category.

	GND SUPPORT	BOMB CITY	GND ATTACK	RECON	SUPERIORITY	NAVAL PATROL	PILOTS

		Alt	D/N	Part Esc	FPath	FHex	MinWth	Intens	Sched	Pct Fly	Mis Pct	Esc Pct
Luftflotte 1	0/4 AD 98 271 215	20000	Day	Yes	No	-	Poor	Medium	D1 D2 D3 D4 D5 D6 D7	20	100	100
Luftflotte 2	0/5 AD 383 728 375	20000	Day	Yes	No	-	Poor	Medium	D1 D2 D3 D4 D5 D6 D7	20	100	100
Luftflotte 4	0/6 AD 454 467 490	20000	Day	Yes	No	-	Poor	Medium	D1 D2 D3 D4 D5 D6 D7	20	100	100
Hungarian Air Command	0/2 AD 48 60 78	20000	Day	Yes	No	-	Poor	Medium	D1 D2 D3 D4 D5 D6 D7	20	100	100
Rumanian Air Command	0/2 AD 120 0 0	20000	Day	Yes	No	-	Poor	Medium	D1 D2 D3 D4 D5 D6 D7	20	100	100

GND SUPPORT	BOMB CITY	GND ATTACK

		FIGHTER	FTR-BOMB	TAC BOMB
Luftflotte 1	0/4 AD	81 (0/98)	-	-
98 271 215				
Luftflotte 2	0/5 AD	79 (0/383)	80 (0/200)	81 (0/196)
383 728 375				
Luftflotte 4	0/6 AD	71 (21/440)	-	64 (5/28)
454 467 490				
Hungarian Air Command	0/2 AD	60 (3/36)	-	-
48 60 78				
Rumanian Air Command	0/2 AD	59 (19/120)	-	-
120 0 0				

RECON	SUPERIORITY	NAVAL PATROL	PILOTS

BOMBER	RECON	TRANSPORT	NAVAL
79 (0/240)	80 (0/135)	79 (0/44)	79 (0/60)
79 (0/210)	80 (1/234)	79 (0/135)	-
75 (20/402)	70 (28/393)	80 (0/85)	-
59 (5/36)	60 (13/72)	58 (1/6)	-
-	-	-	-

On any of these screens clicking on the air command will take you to the table that just shows the doctrine for that command, such as:

This is also the screen that is accessed from the Air Directives tab. Clicking on the Air HQ name again will return you to the main screen.

Note this screen allows you to set targets for bomb city and ground attack style directives if you wish and their relative priority.

37.16.10. AIR TRANSPORT

This screen can only be accessed during the ground movement phase using the F9 button (18.1.9).

Once the F9 option is selected, the window opposite will appear.

The screen can be adjusted to enable air transport of freight, of units or airborne operations.

For freight, at first the screen will show all the eligible staging bases (where sufficient freight is stored – 18.1.9 and

AIR DOCTRINES

Luftflotte 1 - Alfred Keller (6) -

98 271 215

	GND SUPPORT (1)	BOMB CITY	GND ATTACK (1)	RECON (2)	SUPERIORITY	NAVAL PATROL
Altitude	9000	20000	9000	9000	9000	9000
Day/Night	-	Day	Day	-	-	-
Partial Escorts	-	Yes	Yes	Yes	-	Yes
Follow Path	-	No	No	No	No	No
Friendly Hex Interdict	-	-	No	-	-	-
Minimum Weather	Poor	Poor	Poor	Poor	Poor	Poor
Intensity	-	Medium	Medium	Low	-	Medium
Schedule	-	D1 D2 D3 D4 D5 D6 D7	D1 D2 D3 D4 D5 D6 D7	D1 D2 D3 D4 D5 D6 D7	D1 D2 D3 D4 D5 D6 D7	D1 D2 D3 D4 D5 D6 D7
Auto Naval Patrols	-	-	-	-	-	No
Percent to fly	20	20	20	20	20	20
Mission AC Pct	100	100	100	100	100	100
Escort AC Pct	100	100	100	100	-	100
Target Priorities		AFV: Normal AIRCRAFT: Normal PORT: Ignore RAILYARD: Ignore MANPOWER: Normal RESOURCE: Ignore OIL: Ignore FUEL: Ignore HI: Ignore VEHICLE: Normal ARMAMENT: Normal	AIRFIELD: Ignore UNIT: Ignore RAILWAY: Ignore PORT: Ignore FERRY: Ignore INTERDICT: High RAILYARD: Ignore			
Apply Air Doctrines	OKL ALL	OKL ALL	OKL ALL	OKL ALL	OKL ALL	OKL ALL

Freight | Unit | Airborne

Transport FREIGHT

Destination Left click on MAP to select destination

Selected staging base

Moscow	10,019,538	-

Change staging base

Air Base	Freight	Rng
Saratov	10,000,026	-
Arkhangelsk	237,632	-
Astrakhan	109,998	-
Makhathkala	108,923	-
Batumi	108,868	-
Penza	79,992	-
Budapest	44,018	-
Voronezh	26,206	-
Tambov	25,006	-
Prokhladny	22,416	-
Cherepovets	22,149	-
Nevinnomyssk	20,924	-
Gorky	18,803	-
Sevastopol	15,822	-
Kherson	15,132	-
Nikolaev	13,136	-
Tikhoretsk	12,662	-
Riga	11,407	-

Air Group	Rdy	Aircraft	Rng	Type	Trav %
69 CAP GVF	32	Li-2	-	TR	0 %
1 PDA GVF	32	Li-2	-	TR	0 %
40 GAP GVF	32	Li-2	-	TR	0 %
600 TAP	30	C-47 (SO)	-	TR	0 %
7 CAP GVF	30	Li-2	-	TR	0 %
23 CAP GVF	9	Li-2	-	TR	100 %
30 CAP GVF	8	Li-2	-	TR	100 %
1 Airborne OAPP	12	Li-2	-	TR	100 %
277 BAP	32	Tu-25	-	LB	0 %
1 SBAP	32	A-20G (SO)	-	LB	0 %
40 GBAP	31	A-20G (SO)	-	LB	0 %
39 GBAP	31	Tu-25	-	LB	0 %
43 GBAP	31	Tu-25	-	LB	0 %
22 GBAP	31	Tu-25	-	LB	0 %
23 GBAP	31	Tu-25	-	LB	0 %
37 BBAP	30	Tu-25	-	LB	0 %
44 GBAP	30	A-20G (SO)	-	LB	0 %
260 BAP	29	A-20G (SO)	-	LB	0 %

22.5.1). Below this is a list of all the eligible air groups than can be used for transportation including both specialist transport aircraft and level bombers.

The map display will change to show locations with sufficient freight in blue and possible target airbases in green (see figure on the top right).

You can target a non-airbase hex but the mission will be far less efficient in that case.

By default to use this function, simply left click on the target hex (in this case Bratislava) and the screen will adjust to:

Freight | Unit | Airborne

LAUNCH MULTIPLE MISSIONS

Transport FREIGHT

Transports / Escorts 62 / 77

Destination Bratislava Air Base (157,204)

Selected staging base

Budapest	44,018	10

Change staging base

Air Base	Freight	Rng
Stanislav	1,797	34
Kolomyia	1,737	36
Zolochev	1,842	37
Reghin	1,819	37
Sibiu	1,376	37
Chertkov	2,486	39
Kivertsy	4,372	40
Tarnopol	694	40
Brasov	4,945	43
Proskurov	1,120	44
Ploesti	3,180	46
Bucharest	3,946	49
Belokorovichi	1,916	52
Zhitomir	1,260	53
Kaunas	582	54
Starushki	1,895	55
Kishinev	5,884	55
Teplik	1,764	56

Air Group	Rdy	Aircraft	Rng	Type	Trav %
69 CAP GVF	32	Li-2	31	TR	0 %
7 CAP GVF	30	Li-2	32	TR	0 %
267 IAP	40	La-7	11	FB	0 %
17 GIAP	37	La-7	11	FB	0 %
97 GIAP	40	P-39Q (SO)	20	FB	0 %
157 GIAP	40	Yak-9M	20	FB	0 %
131 GIAP	40	P-39Q (SO)	21	FB	0 %
23 GIAP	39	P-39Q (SO)	21	FB	0 %
44 GIAP	39	Yak-9M	21	FB	0 %
34 GIAP	40	Yak-9M	24	FB	0 %
13 GIAP	39	Yak-9M	24	FB	0 %
283 IAP	38	Yak-9M	25	FB	0 %
975 IAP	40	Yak-9D	21	FTR	0 %
167 GIAP	40	Yak-9D	26	FTR	0 %

Select ALL Air Groups | Deselect ALL Air Groups

1 Airborne OAPP	12	Li-2	31	TR	100 %
23 CAP GVF	9	Li-2	32	TR	100 %

You can amend the staging base by selecting from the list or right clicking on a suitable on map location. You can add more aircraft if you desire. Air groups below the option to 'Select/Deselect ALL Air Groups' are out of range.

You can tab between MULTIPLE MISSIONS as shown and SINGLE MISSION as you wish. Once you have set up the air freight transport mission click on LAUNCH.

The Unit transfer option is similar except that you need to select an airbase with an eligible formation, such as:

Once you select a destination, sufficient transport assets, if they exist, will be assigned as seen in the screenshot opposite. Select LAUNCH and the unit(s) will be moved to the new airfield.

The Airborne option is used both to carry out missions and to set the target for an airborne formation (22.5.3). To set a target, simply left click on a desired target hex, as:

If an airborne formation is eligible to be dropped then the option LAUNCH AIRDROP will be shown.

37.16.11. REDEPLOYING AIR GROUPS

This is not a screen as such but how the map adjusts to show the options and process for manually redeploying Air groups, AOGs or complete Air Commands.

When moving AOGs or Air Commands there are two options to designate the target area and airbases.

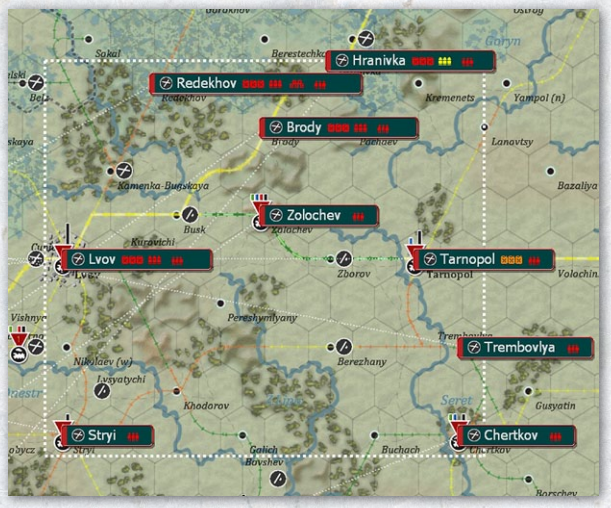
If the Air Command is selected, then, press down the shift key and that AOG/Air Command will redeploy to the valid airbases in the same pattern as they occupy at their current locations:

If the Ctrl key is depressed then the target area can be resized (so just a single airbase) or a different shape to capture the desired target area.

Once a target area is selected, the chosen set of airbases will be shown (see screenshot overleaf).

This display will vary according to the zoom level chosen but in any case if the target air base lacks a key asset the red bar will appear to the right of the name. If any or all of fuel, ammunition, supply and support squads are fully present then no indicator will be shown. If one of these is lacking it will be shown in red, a serious shortage in orange and less than 75% in yellow.

Clicking on any named airbase will indicate which air group(s) are due to deploy there.



If the transfer is set to 'Planned' then some may be executed immediately and other moves will happen in the logistics phase when suitable assets can be allocated (if possible). Any immediate shortages will be shown by hovering the mouse over the blue airbase label as:

If the intention is to only deploy one or more air groups (but not the entire AOG), then click on the AOG label and it will show the airbases it is currently using. Left click on one of these and the relevant air groups will be displayed:

If you want to move groups (as in this case), then select the airbase and that portion of the AOG will be redeployed.

Doing this will enable the transfer of all the air groups from that AOG at that particular airbase.

So in this case, all three air groups at Sudovaya Vishnya will be redeployed but the rest of the AOG will remain on its current base(s).

If you only want to move one, then click on one as:

In this case, the 162 GIAP will be redeployed (note the Air group label is outlined in gold) and the other two will remain in place.