

Hearts of Iron III

Examples

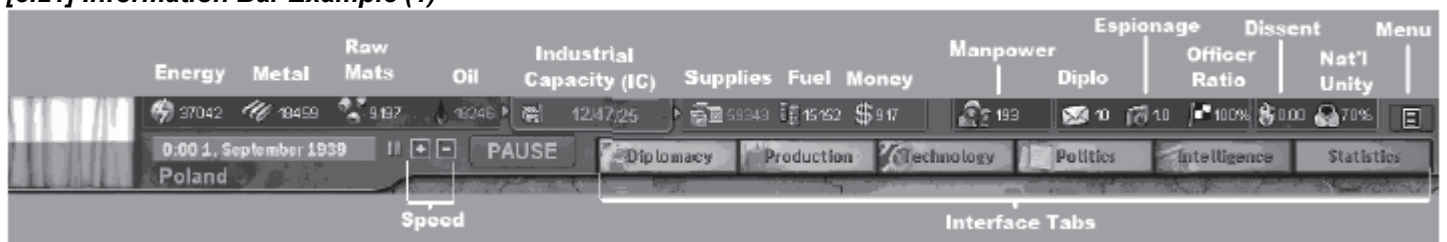
17. November 2009



[3.1] MAIN SCREEN INTERFACE



[3.21] Information Bar Example (1)



[3.21] Information Bar Example (2)



[4.52] Simplified Terrain Map Mode



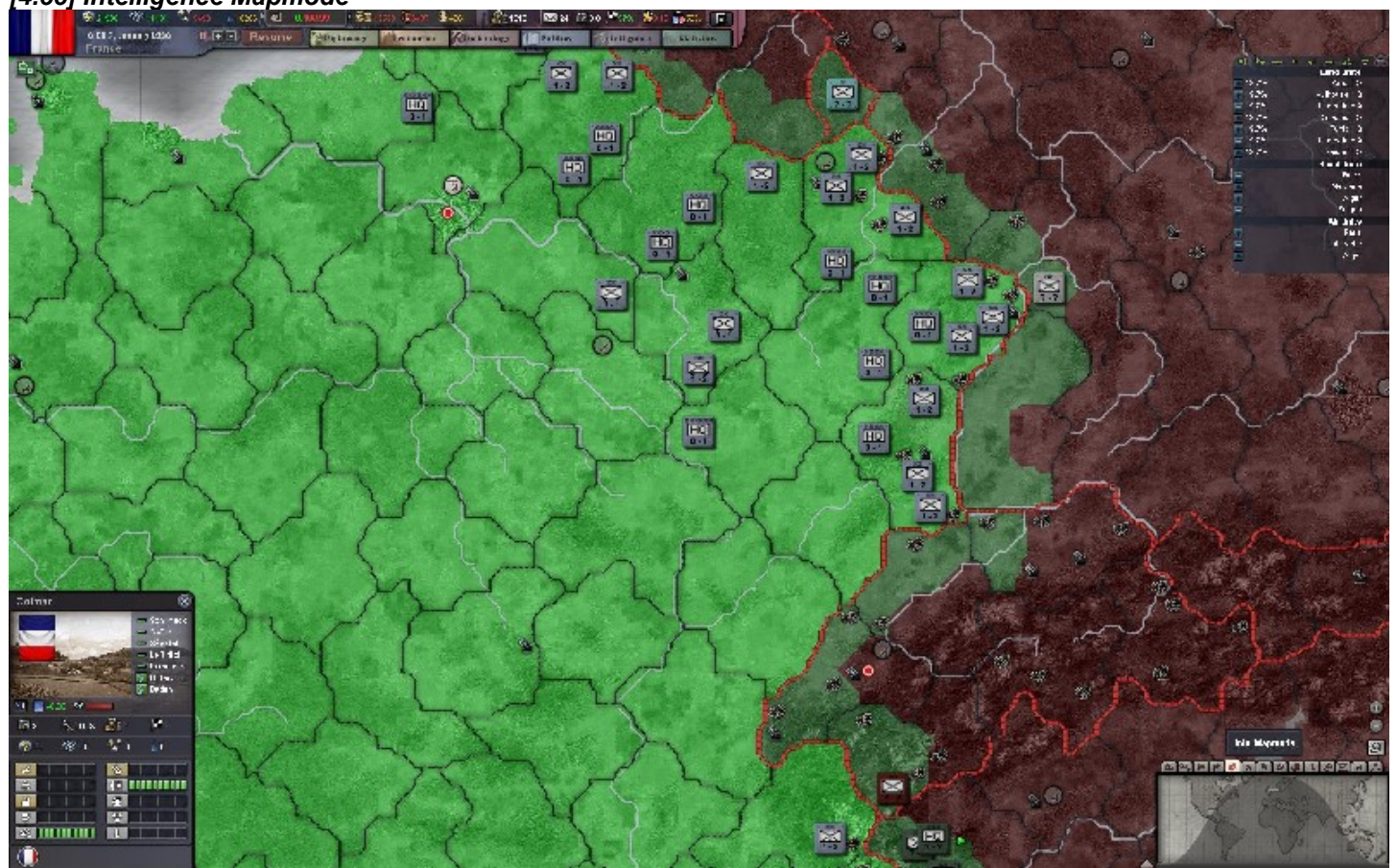
[4.53] Political Mapmode



[4.54] Weather Mapmode



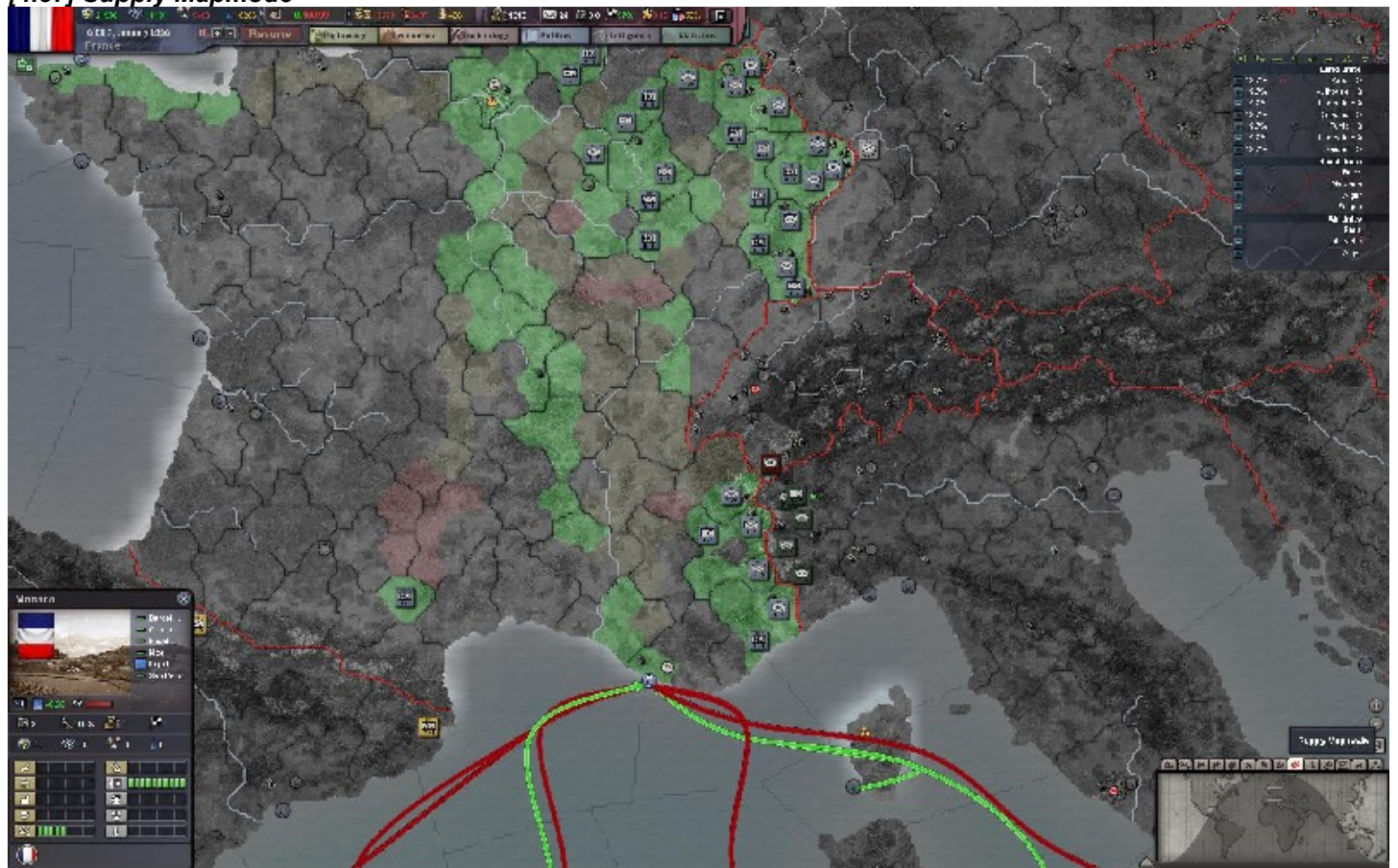
[4.55] Intelligence Mapmode



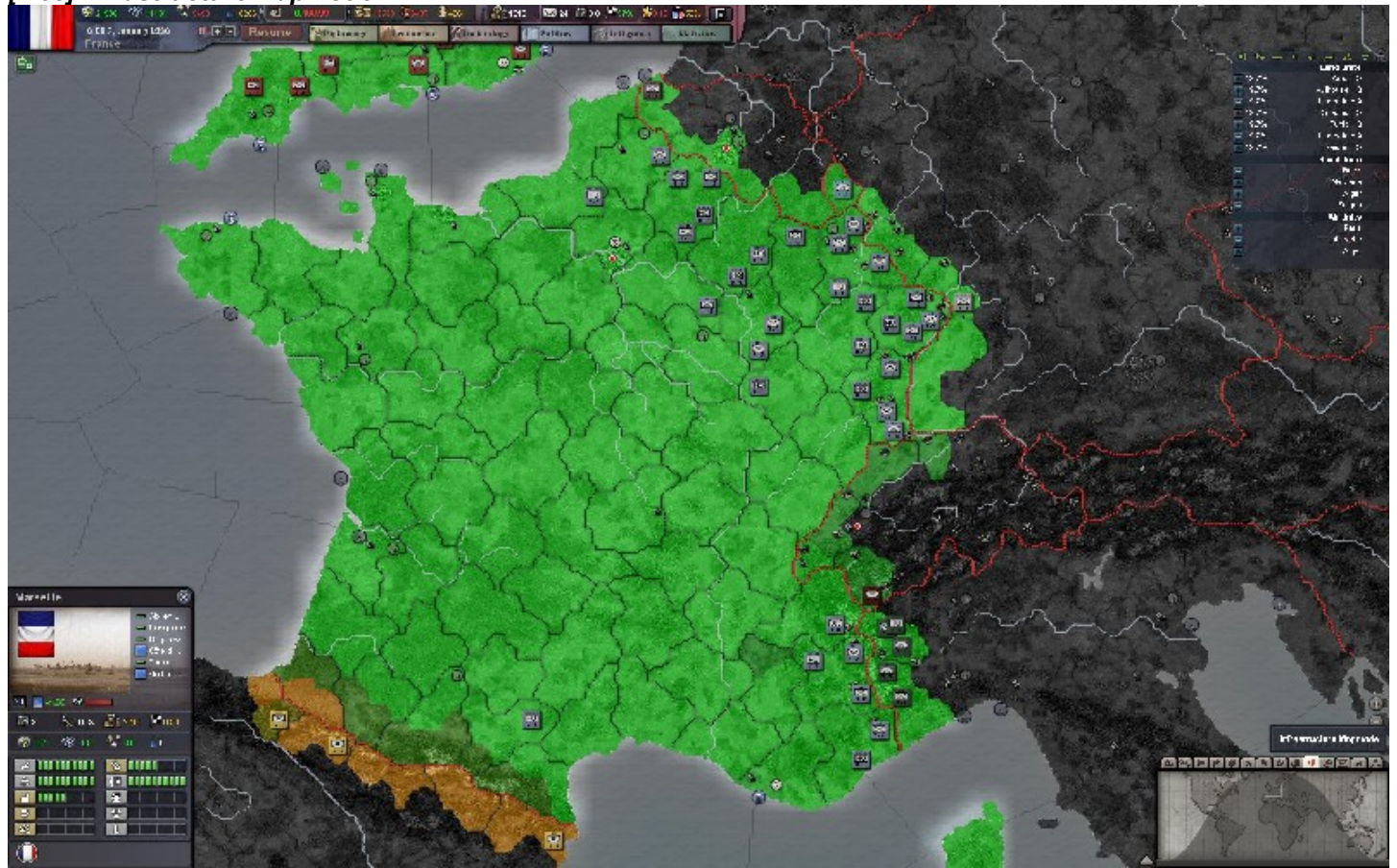
[4.56] Revoltrisk Mapmode



[4.57] Supply Mapmode



[4.58] Infrastructure Mapmode



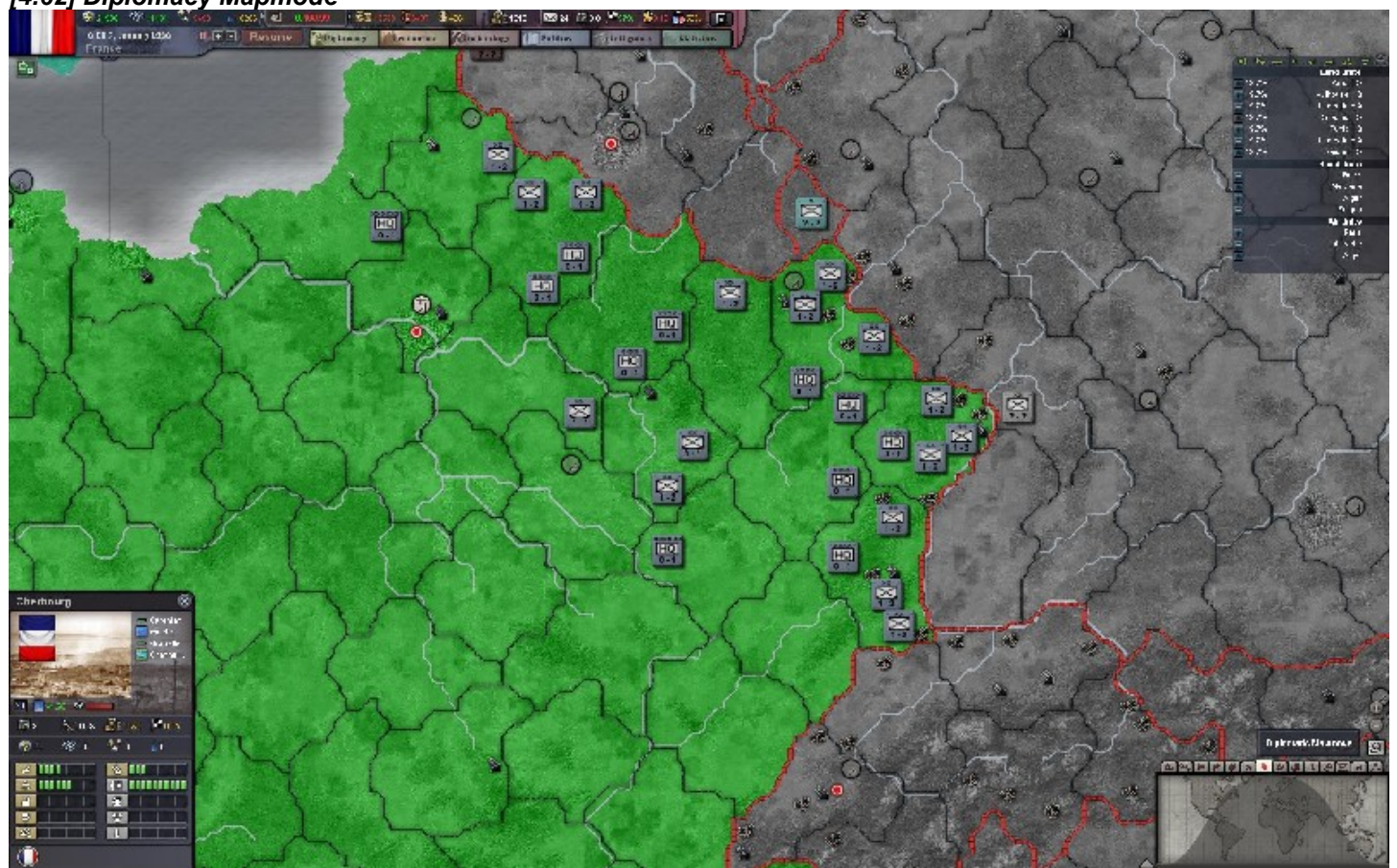
[4.59] Resources Mapmode



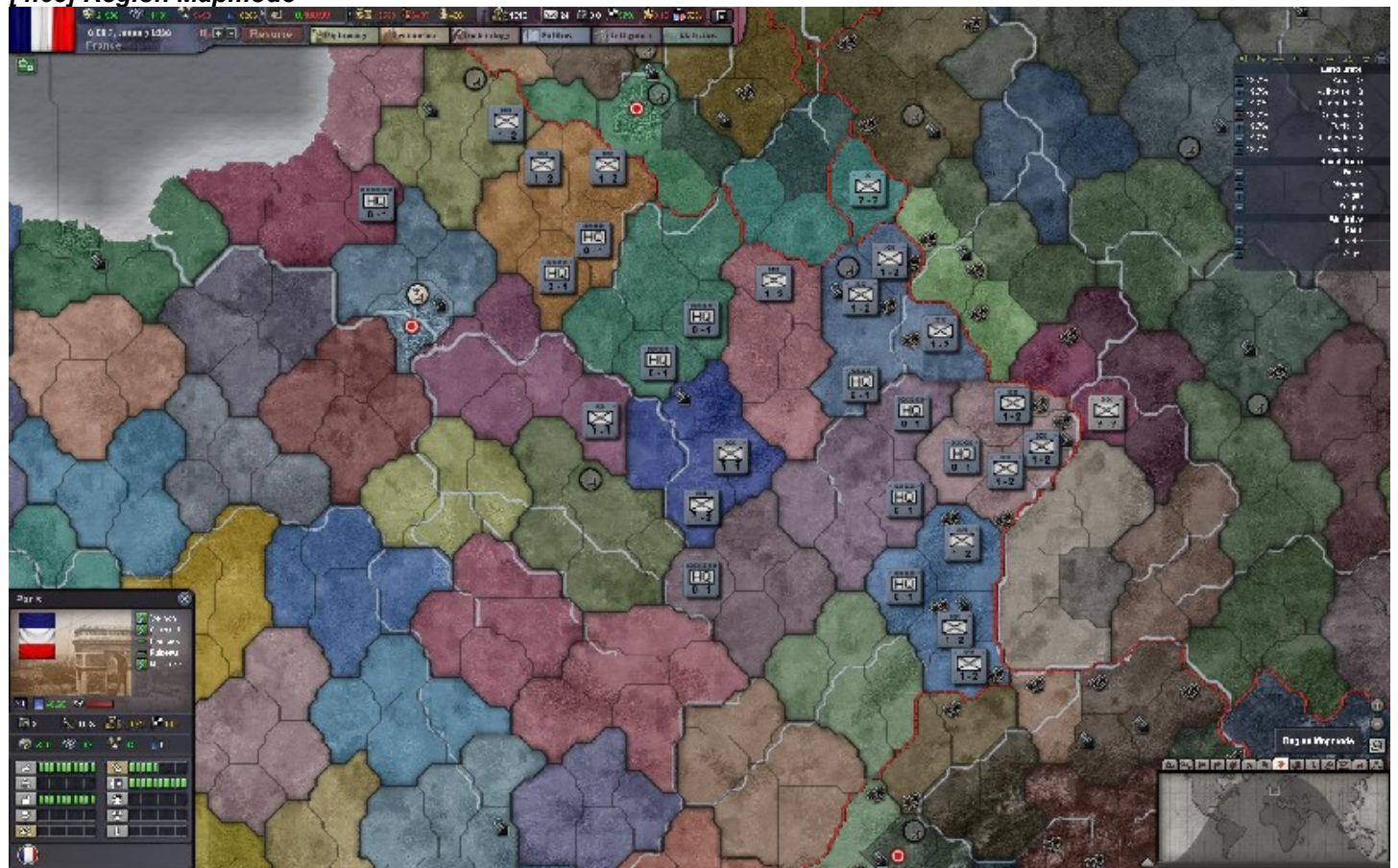
[4.61] Strength map Mode



[4.62] Diplomacy Mapmode



[4.63] Region Mapmode



[4.64] Theatre Mapmode



[4.65] Victory Point Mapmode



[4.31] Diplomacy Interface Example

This screenshot shows the Diplomacy Interface in Hearts of Iron III. The interface is divided into several sections:

- Country List:** A list of countries with their names, threat levels, and various icons representing different types of relationships (e.g., trade, military, diplomatic).
- Country Profile:** A detailed view of France (FR), showing its current relations, threat levels, and neutrality status.
- Relationships:** A section showing France's relationships with other countries, including its alliances and common front.
- Actions:** A list of actions that can be taken towards France, such as "Expeditionary Force", "Non-Aggression Pact", "Proclaim Guarantee", "Embargo", "Buy Production License", "Allow Debt", and "Other Trade Agreement".
- Influence:** A section showing France's influence over other countries, represented by a pyramid of flags.

[5.41] Production Interface Example

[5.61] Political Interface Example

Category	Law
Civil Laws	Open Society
Conscription Laws	Two-Year Draft
Economic Laws	Full Civilian Economy
Education Investment Laws	Medium-Large Education Investment
Industrial Policy Laws	Mixed Industry
Press Laws	Free Press
Training Laws	Specialist Training

[5.71] Intelligence Interface Example

The screenshot displays the Intelligence Interface for France (left) and Germany (center). The interface is divided into several sections:

- France (Left):** Shows 'Internal' status with a list of metrics: Free Spies (0), Active Spies Abroad (23), Active Domestic Spies (10), Failed Espionage (2), Spies Caught (3), and On Neutrality (43). Below this are checkboxes for Counterespionage, Suspect Ruling Party, Lower Neutrality, and Raise National Unity. A table lists various countries with columns for Name, Threat, Relation, Spies, and Priority.
- Germany (Center):** Shows 'Internal' status with a 'Counterespionage' icon and a 'Send Spy Priority' button. A list of active spy operations includes: Mixe, Counterespionage, Military Espionage, Tech Espionage, Political Espionage, Support Ruling Party, Support Our Party, Disrupt Neutral-Unity, Support Rebels, Disrupt Research, Disrupt Production, and Increase Threat.
- Right Panel:** Features a 'Popularity' pie chart, 'Current Research', 'Strong Tech', and 'Weak Tech' sections. Below these is a 'Known Count: 48' list of military units, including the 20. Infanterie-Division, 17th Mot Brigade, 28th Inf Brigade, 36. Infanterie-Division, 3. Infanterie-Division, 6. Infanterie-Division, 11. Infanterie-Division, and 24. Infanterie-Division.

[10.44] Technologies Interface Example - Infantry

The screenshot displays the Technologies Interface, specifically the Infantry section. It is organized into several columns and rows:

- Left Panel:** Shows 'Distribution of leadership: 12.10' and progress bars for Research (8.95/9.00), Espionage (0.00), Diplomacy (0.25/0.00), and Officers (3.00). Below this is a 'Current research' section with 9 projects of 8.85 possible, including 19mm, 37mm Gun M6, Agriculture, Industrial Production, Industrial Efficiency, Supply Production, and Education.
- Top Row:** Lists various technology categories: Infantry, Armour, Escorts, Capital, Bomber, Fighter, Industry, Secret, Theory, Land, Naval, and Air.
- Technology Grid:** Displays a grid of technology cards with icons, progress bars, and dates. Examples include Cavalry Small Arms (1938), Cavalry Support Weapons (1938), Fusil Berthier mle 07-15 M 34 (1934), Lances Grenades de 50mm mle 1937 (1934), Fusil MAS mle 36 (1938), Mortier de 60mm mle 1935 (1938), Canon de 75 mle 97/33 (1938), Canon léger de 47 antichar (1938), Engineer Brigade (1935), Improved Security Units (1939), Assault Weapons (1939), and Bridging Equipment (1939).
- Right Column:** Lists advanced technologies such as Desert Warfare Equipment (1938), Jungle Warfare Equipment (1939), Mountain Warfare Equipment (1936), Arctic Warfare Equipment (1936), Amphibious Warfare Equipment (1940), Airborne Warfare Equipment (1941), Motorised Infantry (1938), Mechanised Infantry (1941), Mountain Infantry (1937), Marine Infantry (1937), Airborne Infantry (1939), and Night Fighting Equipment (1944).
- Bottom Panel:** Features a detailed view of 'Airborne Warfare Equipment (1)' with a description: 'Airborne troops face particularly dangerous challenges. They need to be provided with lighter weapons and special equipment that allow them to deploy quickly. By developing such technology, paratroops will remain effective for longer when surrounded by the enemy.' It also shows a 'Start Research' button and a 'Par: Weight -1.00, Supply Consumption -0.10' tooltip.

[10.44] Technologies Interface Example - Armour

Distribution of leadership: 13.20

- Research: 7.64 (Need: 7.00)
- Espionage: 0.00
- Diplomacy: 0.00 (Need: 0.00)
- Officers: 5.56

Current research: 7 projects of 7.64 possible.

- Infantry Warfare Research I (1938 May 17)
- Light Tank Gun II (1938 September 17)
- Fuel MAS mla 36 III (1938 August 13)
- Mortier de 60mm mle 1935 III (1938 August 19)
- Canon léger de 47 antichar III (1938 August 1)
- Canon de 75 mle 97/63 III (1938 August 3)
- Light Tank Armour II (1938 October 7)

Light Tank Engine (3)
 Light Tank Engine (3)
 Mobility is a key criterion for any land unit, but especially so for our light armour brigades. Recent advances in engine technology show we can improve the speed of these tanks. However, the new engines may not be as reliable, especially when we are on the offensive.

Stats:
 L Arm: Max Speed +3.00 KPH, Toughness -0.00
 Mec: Max Speed +1.50 KPH, Toughness -0.30
 Mot: Max Speed +0.00 KPH
 AC: Max Speed +0.00 KPH, Toughness -1.20

Start Research

[10.44] Technologies Interface Example - Escorts

Distribution of leadership: 11.85

- Research: 10.00 (Need: 11.00)
- Espionage: 0.00
- Diplomacy: 0.00 (Need: 0.00)
- Officers: 1.85

Current research: 11 projects of 10.00 possible.

- Spearhead Doctrine I (1941 March 5)
- Schwerpunkt 3 III (1941 February 16)
- Light Tank Gun 4 IV (1941 February 8)
- Mechanical Computing Mechanics 2 II (1941 April 1)
- Light Tank Armour 4 IV (1941 February 24)
- Blitzkrieg 1 I (1941 June 7)
- Light Tank Engine 4 IV (1941 March 7)

Light Tank Engine (3)
 Light Tank Engine (3)
 Mobility is a key criterion for any land unit, but especially so for our light armour brigades. Recent advances in engine technology show we can improve the speed of these tanks. However, the new engines may not be as reliable, especially when we are on the offensive.

Stats:
 L Arm: Max Speed +3.00 KPH, Toughness -0.00
 Mec: Max Speed +1.50 KPH, Toughness -0.30
 Mot: Max Speed +0.00 KPH
 AC: Max Speed +0.00 KPH, Toughness -1.20

Start Research

Land

13.4	14.0	17.2	24.6	28.6
1.2	1.2	1.2	1.2	1.2
5.3	6.1	6.1	6.1	6.1
2.7	2.8	2.8	2.8	2.8

Naval

2.5	0.2	7.9	7.1	1.3
3.6	0.6	0.6	0.6	0.6
2.7	1.2	1.2	1.2	1.2
1.2	1.2	1.2	1.2	1.2

Air

7.9	7.1	1.3	1.3	1.3
1.3	1.3	1.3	1.3	1.3
1.3	1.3	1.3	1.3	1.3
1.3	1.3	1.3	1.3	1.3

Doctrines

27.5	5.2	3.1	2.7	1.9
0.2	-	0.6	-	-
36.3	2.6	0.2	0.6	0.2

Industry

0.0	1.2	0.6	0.2
3.0	0.6	0.6	0.2
3.9	0.6	0.6	0.2

Secret

0.2	0.2	0.2	0.2
0.2	0.2	0.2	0.2
0.2	0.2	0.2	0.2

[10.44] Technologies Interface Example - Capital

The screenshot displays the 'Capital' technology tree. On the left, there are sliders for Research (11.00), Espionage (1.00), Diplomacy (1.00), and Officers (4.85). Below these are 'Current research' projects including Spearhead Doctrine, Schwerpunkt 3, Light Tank Gun 4, Mechanical Computing Machine 2, Light Tank Armour 4, Blitzkrieg 1, and Light Tank Engines 4. The main area shows a grid of technology nodes: Heavy Cruiser, Battleship Construction, Carrier Aircraft Development, Battleship Anti-Aircraft, Battleship Engine, Battleship Armour, SH Battleship Construction, Capital Ship Main Armament, Carrier Aircraft Anti-Aircraft, Carrier Aircraft Engine, Carrier Aircraft Armour, Carrier Aircraft Hangar, and Large Warship Radar. The bottom of the interface features six panels: Land, Naval, Air, Doctrines, Industry, and Secret, each with various icons and numerical values.

[10.44] Technologies Interface Example - Industry

The screenshot displays the 'Industry' technology tree. On the left, there are sliders for Research (11.50), Espionage (1.00), Diplomacy (0.00), and Officers (3.80). Below these are 'Current research' projects including Automotive Research, Mortar de 81mm mle 27/31, 60mm, Canon antichar 'Bazooka', SOMUA mle 1940, Infantry Warfare Research, and MAT 39. The main area shows a grid of technology nodes: Combat Medicine, First Aid, Agriculture, Filtration, Industrial Production, Industrial efficiency, Electronic and Mechanical Engineering, Radio Technology, Radio Detection Equipment, Radar, Construction Engineering, Advanced Construction Engineering, Tank Tracks, Rocket Engine, Theoretical Jet Engine, Census Tabulator Machine, Mechanical Computing Machine, Electronic Grouping Machine, Decryption Machine, Encryption Machine, Oil Refining, Steel Production, Rare Materials Refining Techniques, Coal Processing Technologies, Local Oil Conversion, Supply Production, Atomic Research, Nuclear Research, Isotope Separation, and Civil Nuclear Research. The bottom of the interface features six panels: Land, Naval, Air, Doctrines, Industry, and Secret, each with various icons and numerical values.

[10.44] Technologies Interface Example - Bombers

Distribution of leadership: 14.85

Research: Need: 11.00 (10.00)
Espionage: 0.00
Diplomacy: Need: 9.00 (0.00)
Officers: 4.85

Current research: 11 projects of 10.00 possible.

- Spearhead Doctrine: I (1941 March 5)
- Schwerpunkt: 3: III (1941 February 18)
- Light Tank Gun: 4: IV (1941 February 9)
- Mechanical Computing Machines: 2: II (1941 April 1)
- Light Tank Armour: 4: IV (1941 February 24)
- Blitzkrieg: 1: I (1941 June 7)
- Light Tank Engine: 4: IV (1941 March 7)

Land
 Infantry: 15.4, Cavalry: 14.8, Artillery: 17.2
 Tank: 1.2, Tank Destroyer: 1.2, Anti-Tank: 24.6
 Support: 5.3, Engineer: 6.1, Medical: 26.6
 Logistics: 7.7

Naval
 Battleship: 7.5, Cruiser: 0.2, Destroyer: 3.5
 Submarine: 0.6, Amphibious: 2.7, Naval Air: 1.2
 Naval Infantry: 1.2, Naval Artillery: 1.2

Air
 Fighter: 7.9, Bomber: 7.4, Transport: 1.3
 Reconnaissance: 1.3

Doctrines
 Infantry: 27.5, Cavalry: 5.2, Artillery: 3.1, Tank: 2.7, Anti-Tank: 1.9
 Support: 0.2, Engineer: 0.6, Medical: 0.6, Logistics: 0.2

Industry
 Production: 0.0, Research: 1.2, Development: 0.6, Innovation: 3.9

Secret
 Espionage: 0.2

[10.44] Technologies Interface Example - Fighters

Distribution of leadership: 14.85

Research: Need: 11.00 (10.00)
Espionage: 0.00
Diplomacy: Need: 8.00 (0.00)
Officers: 4.85

Current research: 11 projects of 10.00 possible.

- Spearhead Doctrine: I (1941 March 5)
- Schwerpunkt: 3: III (1941 February 15)
- Light Tank Gun: 4: IV (1941 February 9)
- Mechanical Computing Machines: 2: II (1941 April 1)
- Light Tank Armour: 4: IV (1941 February 24)
- Blitzkrieg: 1: I (1941 June 7)
- Light Tank Engine: 4: IV (1941 March 7)

Land
 Infantry: 13.1, Cavalry: 14.0, Artillery: 17.2
 Tank: 1.2, Tank Destroyer: 1.2, Anti-Tank: 24.6
 Support: 5.3, Engineer: 6.1, Medical: 26.6
 Logistics: 7.7

Naval
 Battleship: 2.6, Cruiser: 0.2, Destroyer: 3.5
 Submarine: 0.6, Amphibious: 2.7, Naval Air: 1.2
 Naval Infantry: 1.2, Naval Artillery: 1.2

Air
 Fighter: 7.8, Bomber: 7.4, Transport: 1.3
 Reconnaissance: 1.3

Doctrines
 Infantry: 27.5, Cavalry: 5.2, Artillery: 3.1, Tank: 2.7, Anti-Tank: 1.9
 Support: 0.2, Engineer: 0.6, Medical: 0.6, Logistics: 0.2

Industry
 Production: 8.0, Research: 1.2, Development: 0.6, Innovation: 3.9

Secret
 Espionage: 0.2

[10.44] Technologies Interface Example - Industry

Distribution of leadership: 14.30

- Research: Need: 11.00, 10.50
- Espionage: 0.00
- Diplomacy: Need: 0.00, 0.00
- Officers: 3.80

Current research: 11 projects of 10.50 possible.

- Automotive Research: 1940 Apr 13
- Mortar de 81mm mle 27/31: 1940 May 3
- 60mm: 1940 June 14
- Canon antiaer "Bazooka": 1940 May 21
- SOMUA mle 1940: 1940 June 29
- Infantry Warfare Research: 1940 July 9
- MAT 39: 1940 October 5

Technologies:

- Combat Medicine: 1938
- First Aid: 1938
- Agriculture: 1940
- Fertilizers: 1941
- Industrial Production: 1942
- Industrial efficiency: 1942
- Electronic and Mechanical Engineering: 1940
- Radio Technology: 1940
- Radar Detection Equipment: 1940
- Radar: 1940
- Radar: 1940
- Construction Engineering: 1938
- Advanced Construction Engineering: 1938
- Darker Tanks: 1936
- Rocket Engine: 1939
- Theoretical Jet Engine: 1940
- Census Tabulation Machine: 1940
- Mechanical Computing Machine: 1940
- Electronic Computing Machine: 1941
- Decryption Machine: 1938
- Encryption Machine: 1938
- Oil Refining: 1938
- Steel Production: 1938
- Rare Materials Refining Techniques: 1941
- Coal Processing Technologies: 1941
- Local to Oil Conversion: 1941
- Supply Production: 1942
- Heavy AA guns: 1939
- Atomic Research: 1940
- Nuclear Research: 1940
- Isotope Separation: 1942
- Civil Nuclear Research: 1943

Land: 10.7, 15.1, 14.3, 1.6, 1.6, 11.9, 5.4, 7.4, 3.7, 10.2

Naval: 3.1, 0.3, 4.3, 0.8, 3.2, 1.5, 1.0, 1.0

Air: 7.6, 6.4, 1.8

Doctrines: 13.5, 4.7, 3.8, 3.3, 18.7, 3.7, 0.3, 0.8, 0.5, 0.5

Industry: 8.8, 3.5, 4.0, 1.5, 0.8

Secret: 0.0

[10.44] Technologies Interface Example - Secret

Distribution of leadership: 14.85

- Research: Need: 11.00, 10.00
- Espionage: 0.00
- Diplomacy: Need: 0.00, 0.00
- Officers: 4.05

Current research: 11 projects of 10.00 possible.

- Spearhead Doctrine: 1941 March 5
- Schwerpunkt 3: 1941 February 18
- Light Tank Game 4: 1941 February 8
- Mechanical Computing Machine 2: 1941 April 1
- Light Tank Armour: 4: 1941 February 24
- Blitzkrieg: 1: 1941 June 7
- Light Tank Engine: 1: 1941 March 7

Technologies:

- Strategic Rocket Development: 1940
- The Flying Bomb: 1942
- Strategic Rocket: 1943
- Strategic Rocket Engine 1: 1944
- Strategic Rocket Warhead 1: 1944
- Strategic Rocket Structure 1: 1944
- Radar Guided Missile: 1944
- Radar Guided Bomb: 1944
- Acoustic Torpedo: 1945
- Helicopters: 1945
- Medical Evacuator: 1946
- Hot Air Balloon: 1946
- Surface-to-Air Missile: 1944
- Air to Air Missile: 1944
- Nuclear Bomb: 1: 1943

Land: 13.4, 14.0, 17.2, 1.2, 1.2, 24.0, 5.3, 8.1, 7.7, 26.6

Naval: 2.5, 0.2, 3.5, 0.6, 2.7, 1.2, 1.2, 1.2

Air: 7.0, 7.4, 1.5

Doctrines: 27.6, 5.2, 3.1, 2.7, 1.9, 36.3, 2.5, 0.2, 0.5, 0.2

Industry: 8.0, 3.0, 3.9, 1.2, 0.6

Secret: 0.2

[10.44] Technologies Interface Example - Theory

Distribution of leadership: 13.20

- Research: 7.64 (Need: 8.00)
- Espionage: 0.00
- Diplomacy: 0.00 (Need: 0.00)
- Officers: 5.56

Current research: 8 projects of 7.64 possible.

- Infantry Warfare Research (1936 May 17)
- Light Tank Gun (1930 September 17)
- Fusil MAS mle 36 (1936 August 13)
- Mortier de 60mm mle 1935 (1936 August 19)
- Canon léger de 47 antichar (1936 August 1)
- Canon de 75 mle 97/03 (1936 August 3)
- Light Tank Armour (1930 October 7)

Research Projects:

- Naval Engineering Research (1918)
- Submarine Engineering Research (1918)
- Aeronautic Engineering Research (1918)
- Jet Engine Research (1918)
- Supply Transportation (1938)
- Supply Organisation (1938)
- GMT Defence (1942)
- Infantry Warfare Research (1918)
- Mobile Warfare Research (1918)
- Artillery Research (1918)
- Automotive Research (1918)
- Chemical Engineering Research (1918)
- Electronic Engineering Research (1918)
- Mechanical Engineering Research (1918)
- Rocket science Research (1918)
- Nuclear Physics Research (1918)

Category: Theory

Panel: 10.0, 10.0, 5.0, 5.0, 5.0, 5.0, 7.5, 7.5

Naval: 10.0, 1.0, 10.0, 2.5, 10.0, 5.0, 5.0, 5.0

Air: 10.0, 5.0, 5.0

Industry: 5.0, 2.5, 5.0, 2.5, 7.5

Secret: 1.0

[10.44] Technologies Interface Example - Land

Distribution of leadership: 13.20

- Research: 10.00 (Need: 8.00)
- Espionage: 0.00
- Diplomacy: 0.00 (Need: 0.00)
- Officers: 3.20

Current research: 8 projects of 8.00 possible.

- Infantry Warfare Research (1936 May 17)
- Light Tank Gun (1936 September 17)
- Fusil MAS mle 36 (1936 August 13)
- Mortier de 60mm mle 1935 (1936 August 19)
- Canon léger de 47 antichar (1936 August 1)
- Canon de 75 mle 97/03 (1936 August 3)
- Light Tank Armour (1936 October 7)

Research Projects:

- Defensive Mobile Reserve (1918)
- Hierarchical High Command (1918)
- St Cyr Officer Training (1918)
- Anti-Tank Detachments (1918)
- Reservist Training (1936)
- War-winning Offensive (1938)
- Analysis of Great War (1918)
- Resistance Training (1938)
- Specialist Division (1940)
- Infantry Primary Role (1918)
- Superior Firepower (1940)
- Motorized Infantry experiments (1935)
- Supremacy of the Defensive (1918)
- Foreign Legion Establishment (1918)
- Gradual Mobilisation (1918)
- Large Formations (1938)
- Hold-Ing Defences (1918)
- Armoured Cavalry Concept (1918)
- Reinforced Covering Force (1936)
- Combined Arms Warfare (1940)
- Grand Battle Plan (1940)
- Course-Dottery Combatment (1936)
- Human Wave (1940)
- Colonial Training (1918)

Category: Land

Mac Missile +5.0%
Mkt Missile +5.0%
Csv. Missile +5.0%

St Cyr Officer Training
Tactical Command Structure (1)
 The lieutenants and sergeants who command platoons and sections are the backbone of our army. Giving them better training and more authority is particularly important for modern mobile infantry warfare. Doing so will increase the morale of our motorized and mechanised formations.

→ 1918 **Start Research**

[10.44] Technologies Interface Example - Naval

Distribution of leadership: 14.85

Research Need: 11.00 10.00

Espionage 0.00

Diplomacy Need: 0.00 0.00

Officers 4.85

Current research
11 projects of 10.00 possible.

- Spearhead Doctrine: I (1941 March 5)
- Schwerpunkt: 3 (1941 February 18)
- Light Tank Gun: 4 (1941 February 9)
- Mechanical Computing Machines: 2 II (1941 April 1)
- Light Tank Armour: 4 (1941 February 24)
- Blitzkrieg: 1 (1941 June 7)
- Light Tank Engine: 4 (1941 March 7)

Naval Technologies:

- Fleet Auxiliary Carrier Doctrine (1937)
- Sea Lane Defense (1937)
- Fleet Auxiliary Submarine Doctrine (1939)
- Light Cruiser Escort Role: 1 (1937)
- Carrier Group Doctrine: 1 (1937)
- Light Cruiser Crew Training: 1 (1937)
- Carrier Crew Training: 1 (1937)
- Naval Underway Replenishment: 1 (1937)
- Radar Training: 1 (1939)
- Carrier Task Force (1941)
- Commerce Defense (1941)
- Integrated Submarine Warfare (1941)
- Destroyer Escort Role: 1 (1937)
- Battlefleet Concentration Doctrine: 2 (1939)
- Destroyer Crew Training: 2 (1939)
- Tactical Crew Training: 1 (1937)
- Fire Control System Training: 1 (1937)
- Commander Decision Making: 1 (1937)
- Ch cruiser Warfare: 2 (1939)
- Submarine Crew Training: 1 (1937)
- Cruiser Crew Training: 1 (1937)
- Spotting: 1 (1937)
- Base: 1 (1937)

Resource Allocation:

- Land: 15.4, 14.8, 17.2, 1.2, 1.2, 24.6, 5.3, 6.1, 7.7, 26.6
- Naval: 2.5, 0.2, 3.5, 0.6, 2.7, 1.2, 1.2, 1.2
- Air: 7.9, 7.4, 1.3
- Doctrines: 27.5, 5.2, 3.1, 2.7, 1.9, 0.2, 36.3, 2.6, 0.2, 0.6, 0.2, 0.7
- Industry: 0.0, 1.2, 1.0, 0.6, 3.9
- Secret: 0.2

[10.44] Technologies Interface Example - Air

Distribution of leadership: 14.85

Research Need: 11.00 10.00

Espionage 0.00

Diplomacy Need: 0.00 0.00

Officers 1.85

Current research
11 projects of 10.00 possible.

- Spearhead Doctrine: I (1941 March 5)
- Schwerpunkt: 3 (1941 February 18)
- Light Tank Gun: 4 (1941 February 9)
- Mechanical Computing Machines: 2 II (1941 April 1)
- Light Tank Armour: 4 (1941 February 24)
- Blitzkrieg: 1 (1941 June 7)
- Light Tank Engine: 4 (1941 March 7)

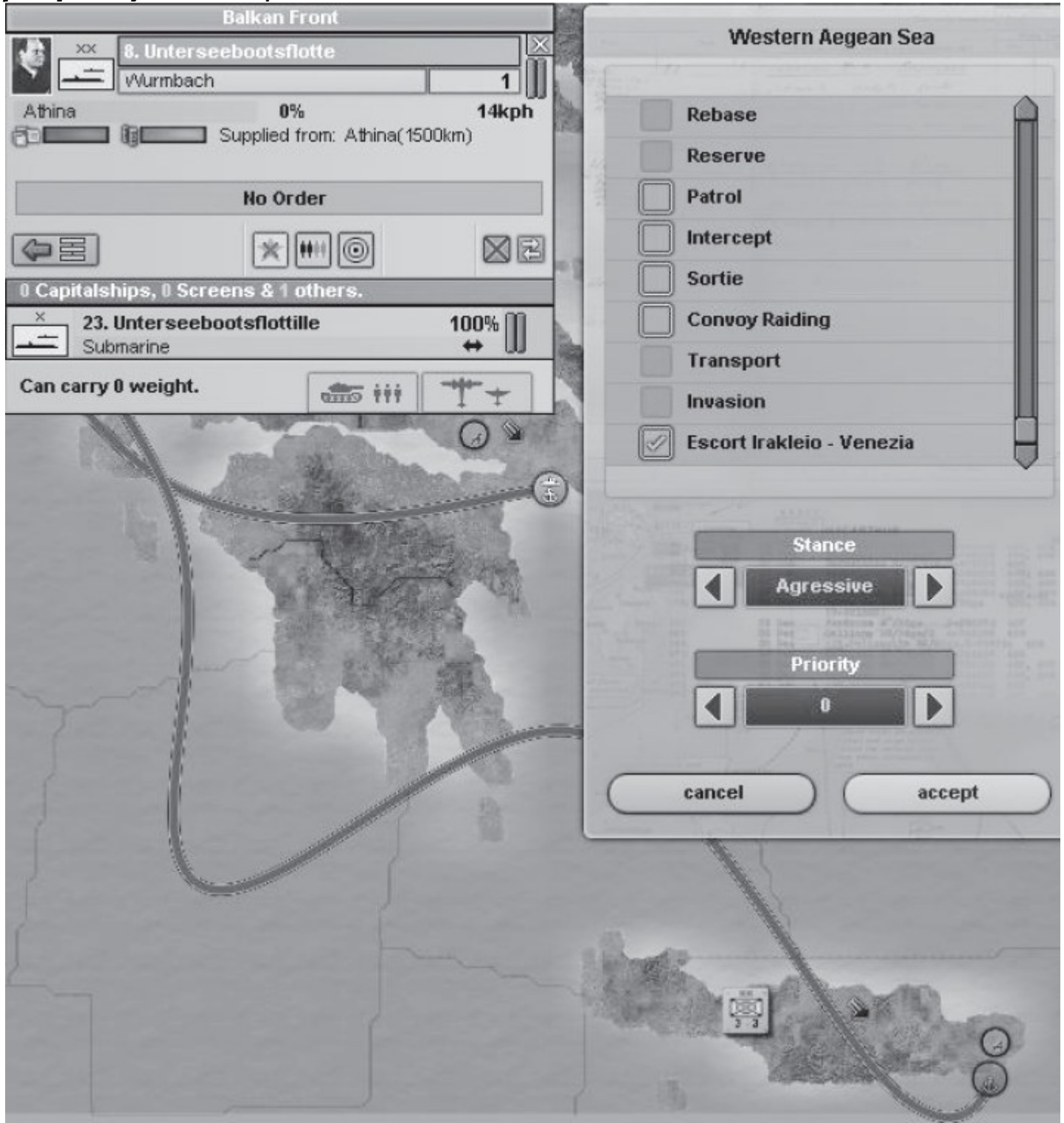
Air Technologies:

- Fighter Pilot Training: 3 (1938)
- Fighter Ground Crew Training: 3 (1938)
- Interception Tactics: 3 (1938)
- Fighter Ground Control: 2 (1936)
- Number Targeting Focus: 2 (1936)
- Fighter Targeting Focus: 1 (1918)
- AC Pilot Training: 2 (1936)
- AC Ground Crew Training: 2 (1936)
- Interdiction Tactics: 2 (1936)
- Logistical Strike Tactics: 2 (1936)
- Installation Sink Tactics: 2 (1936)
- Airbase Strike Tactics: 2 (1936)
- Tactical Air Command: 2 (1936)
- NAVY Pilot Training: 2 (1936)
- NAVY Ground Crew Training: 2 (1936)
- Port Strike Tactics: 2 (1936)
- Naval Strike Tactics: 2 (1936)
- Naval Air Targeting: 1 (1918)
- NAVY Base: 1 (1918)
- Heavy Bomber Pilot Training: 2 (1936)
- Heavy Bomber Ground Crew Training: 2 (1936)
- Strategic Bombardment Tactics: 1 (1918)
- Airbase Assault Tactics: 1 (1918)
- Strategic Air Command: 1 (1918)

Resource Allocation:

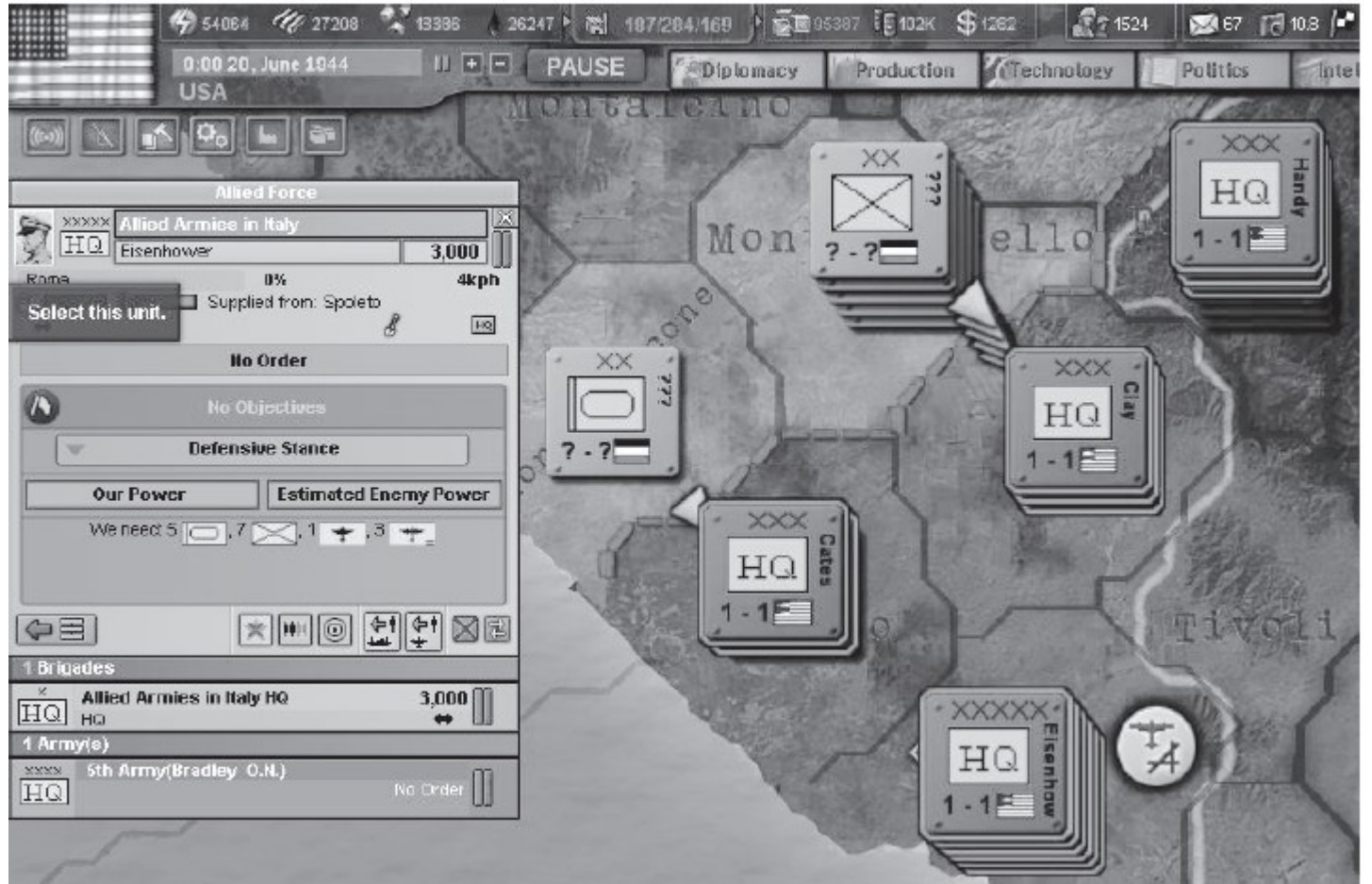
- Land: 13.1, 11.0, 17.2, 1.2, 1.2, 24.6, 5.3, 6.1, 7.7, 26.6
- Naval: 2.5, 0.2, 3.5, 0.6, 2.7, 1.2, 1.2, 1.2
- Air: 7.9, 7.4, 1.3
- Doctrines: 27.5, 5.2, 3.1, 2.7, 1.9, 0.2, 36.3, 2.6, 0.2, 0.6, 0.2, 0.7
- Industry: 0.0, 1.2, 1.0, 0.6, 3.9
- Secret: 0.2

[14.63] Convoy Escort Example



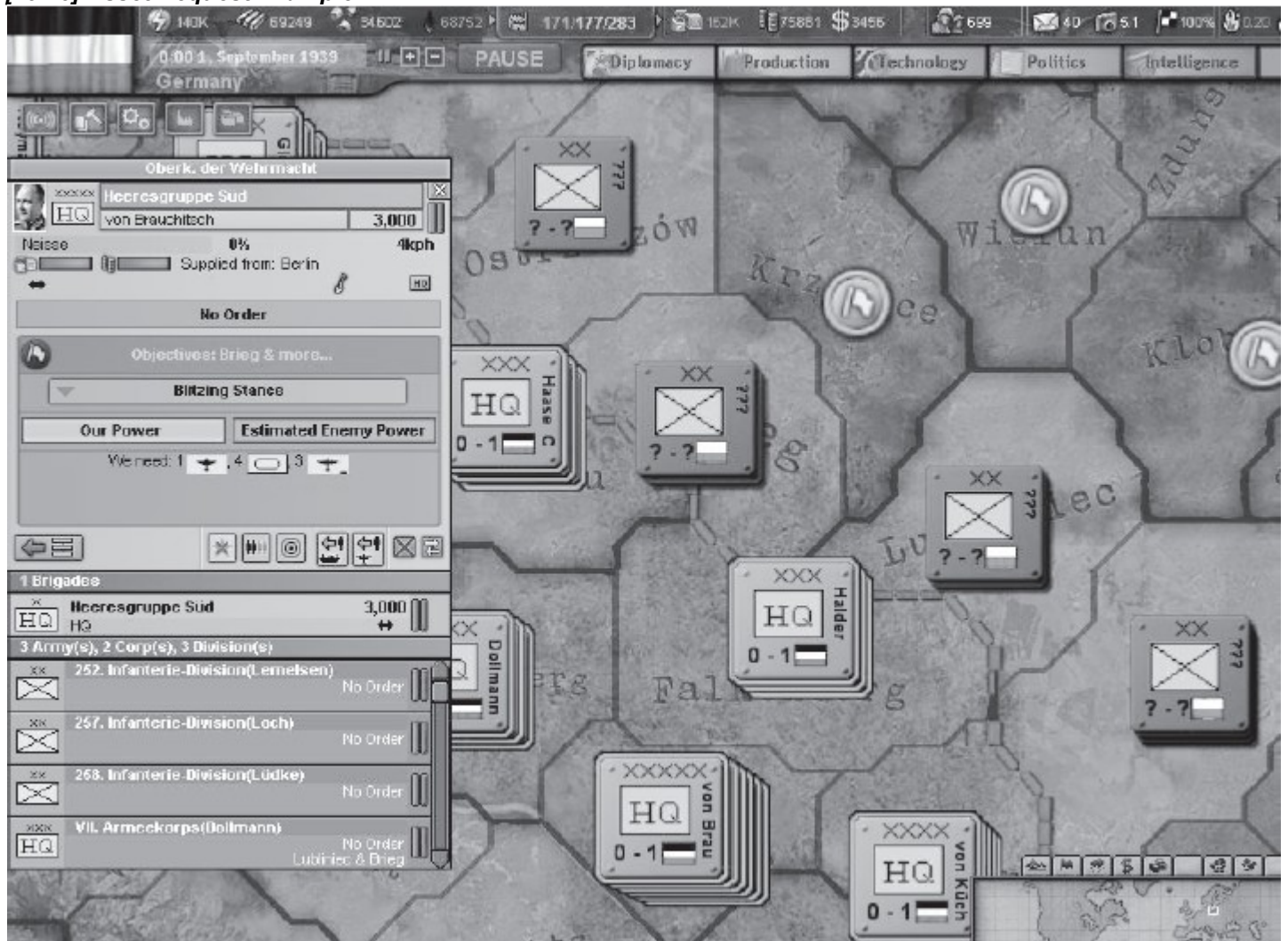
There are two types of Escort. Destroyers and Corvettes (called Escorts in the game) can be assigned to the Convoy itself. Ships can also be. Here, a Submarine Flotilla is assigned to patrol the Convoy's Route to protect it from Raiding. The Submarine might also be assigned to Raid Allied Convoys.

[19.11] Management Concept Example



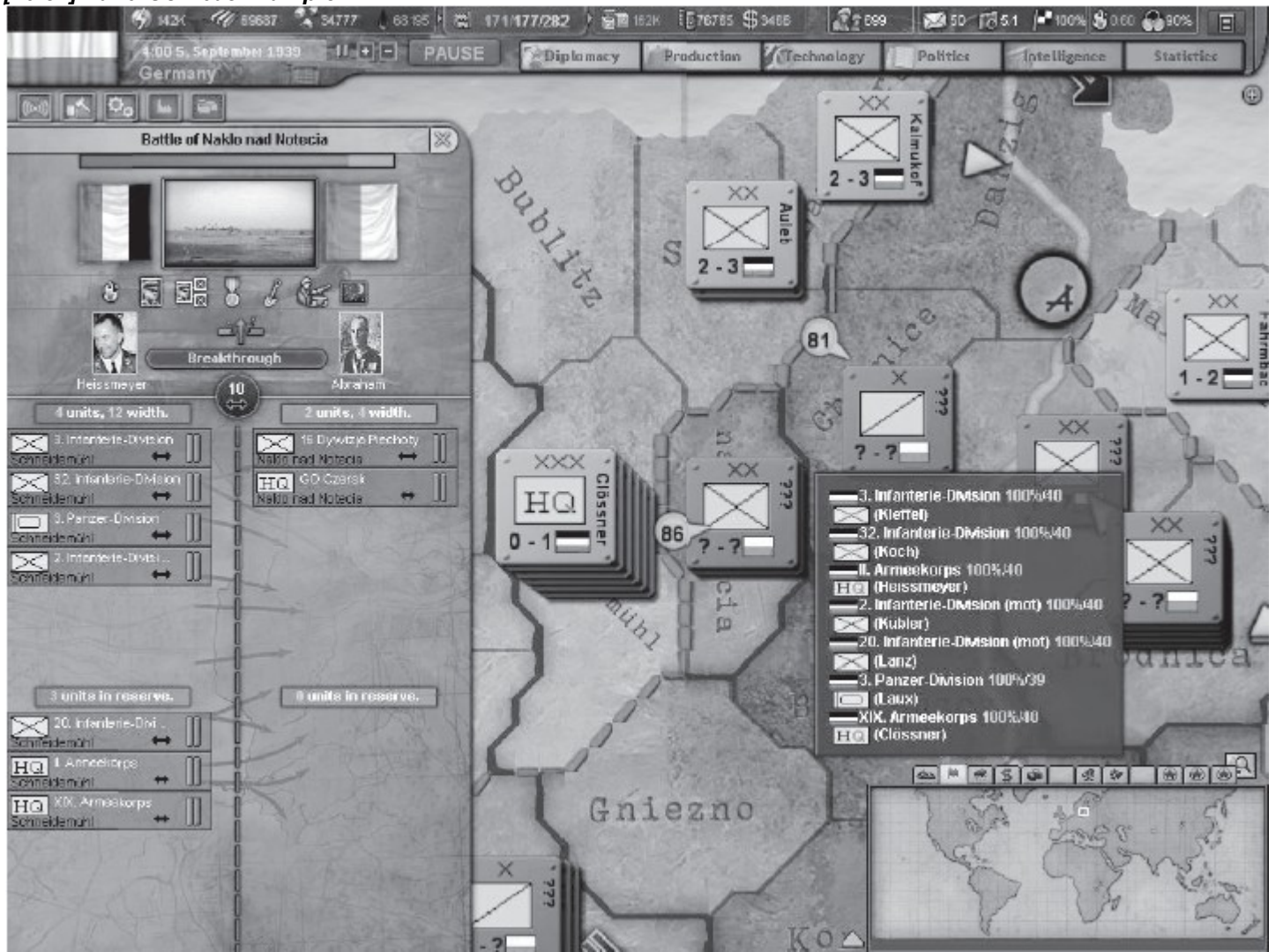
Eisenhower's Army Group in Italy. Note that his 5-star HQ is part of a Theatre HQ ("Allied Force"), and that he's requested a certain number of Air and Land Units in order to fully comply with his orders to hold a Defensive Stance. The Unit Counters around him which are part of his command will all flash with a blue-green colour, to distinguish them from Units assigned to other commands.

[19.45] Asset Request Example



Once Automation is selected, the selected HQ (von Brauchitsch's) is outlined in green, while all its subsidiary commands are outlined in blue. The Theatre's Stance has been set to Blitzing, and six provinces have been set as Objectives. The General believes he will need to have additional Armour and Air Units assigned to accomplish his task.

[20.31] Land Combat Example



Here, in the Battle Interface on the left, we see two unfortunate Polish Divisions in the province of Naklo nad Notecia attacked by a German Armoured Division and three Infantry Divisions, with another Infantry Division plus some Headquarters hanging back in Reserve. The number in the black circle indicates the Combat Front here is 10, and the German Divisions are 12 Wide – something which is allowed if one square is vacant. The last Infantry Division must have a Width of three (because $9 + 3 = 12$). Above the Combat Front/Width indicator it shows the Germans have achieved the Breakthrough Combat Event. On either side of that note are the opposing Leaders, and above them are several icons indicating which Modifiers are active in this battle (a tooltip will show what each means). The Terrain of the province is displayed between the flags of the combatants. At the top of the Battle Interface, just under the province name, is a battle progress indicator showing how close the Germans are to winning. This ratio is also reflected, as you can see, on the Map itself, where the green “86” indicates the attack is 86% won. The tooltip over the Map on the right shows each Division in the province where the mouse cursor is hovered. One last useful detail: The Division at the top of the screen, heading toward Danzig, is unopposed, and so it shows a green triangle to indicate Movement, whereas an Attack would have a red triangle.

[20.42] Air Combat Example



Two types of Air Combat. An Air Superiority Combat between enemy Airwings is shown on the left, while on the right is a Bombing Mission. In both Air Combat Interfaces, the Modifiers involved are shown by icons which have Tooltips.