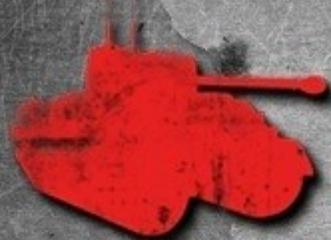


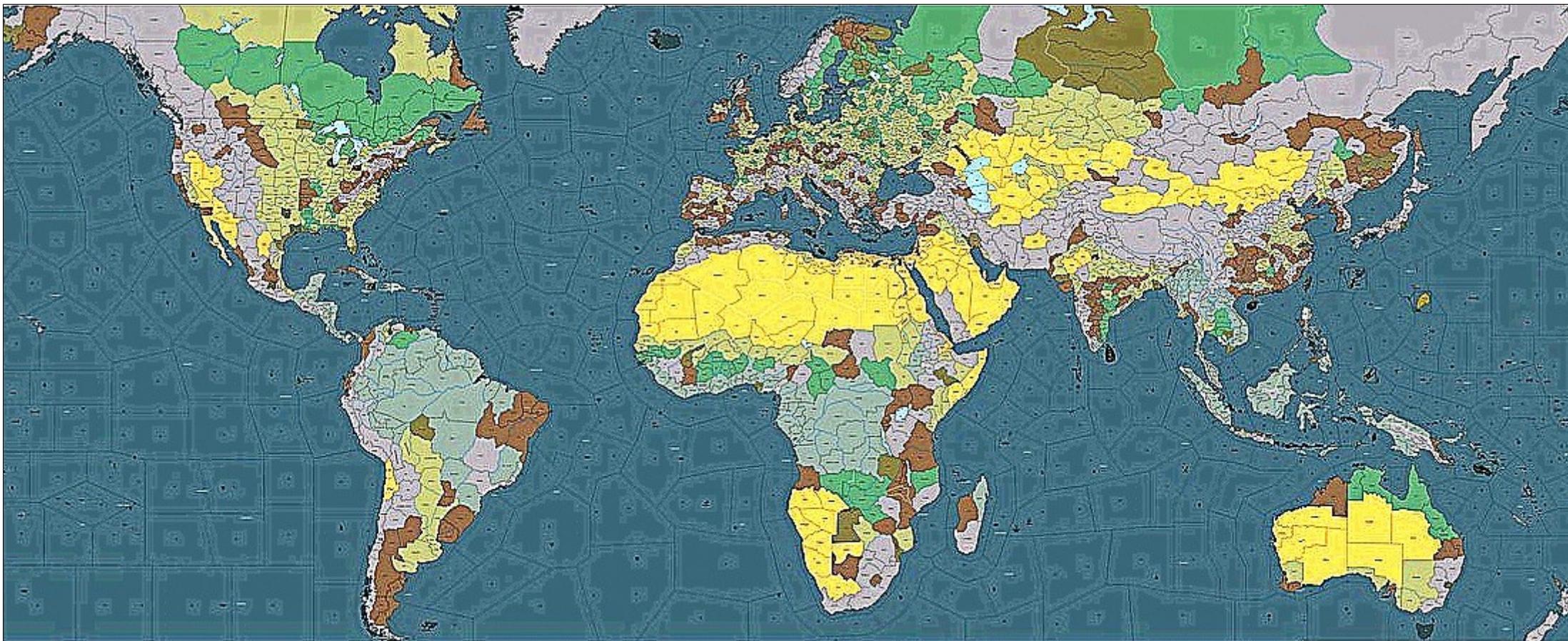
Darkest Hour

A HEARTS OF IRON GAME



GAME MANUAL





This manual is endeavouring to follow these concepts:

A4 landscape format, as most gamers would now have widescreen monitors. To display the in-game artwork / graphics throughout.

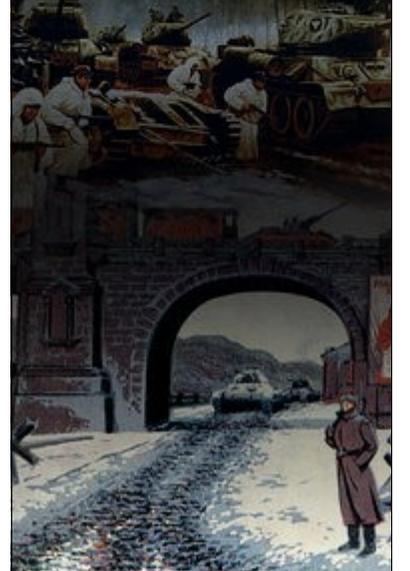
To use the in-game screen-captures / GUI's full size where possible. To have a full-colour manual, as it is an electronic version only, and is not intended to be printed.

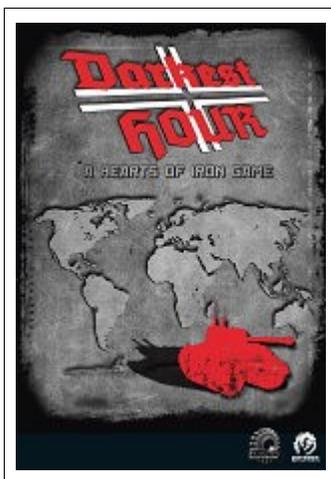
I would like to thank the Darkest Hour Team for the opportunity they gave me in completing this manual. I've had a great time!



Darkest Hour

A HEARTS OF IRON GAME





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And All the people at
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Introduction

Darkest Hour is a stand-alone Hearts of Iron Grand Strategy game developed by a team of experienced modders from the Paradox forum led by Martin Ivanov. It is based on Paradox Interactive's Europa engine, which already powered internally developed titles such as *Europa Universalis*, *Europa Universalis II*, *Victoria I*, *Hearts of Iron* and *Hearts of Iron II*.

This is a highly complex grand strategy game, not a historical simulation or FPS. With DH's nearly limitless options and exceptional depth comes a

comparable learning curve. It may take some time to become familiar with its richness and its multitude of controls, so don't be surprised if your first few campaigns end in disaster.

There is no "right" or "wrong" way to play DH, and no sure way to win. You'll probably find that the lessons you learn in your early defeats will be just as valuable as any that you later gain through victory. Use those experiences and don't be afraid to experiment or save the game and then try a variety of alternatives. While this manual will familiarise you with most of the ins and outs of Darkest Hour, the most valuable resource of all are

the Paradox public forums www.paradoxplaza.com/forum

There, you can usually find the answer to any question you might have about the game in a matter of hours, if not minutes. It's also a place where tips and strategies are exchanged, where people from around the world will arrange multiplayer games, where you can read about others' experiences or post your own, and where new user game modifications will often be developed. This is also where you'll find Paradox's latest post-release enhancements available for download as well as a large number of FAQs and other resources.



Getting Started

Launching the Game (WinXP): Click Start → Program Files → Darkest Hour → Darkest Hour;

(Win7/Vista): Click Start → All Programs → Darkest Hour, to launch the Darkest Hour Launcher.

From the Launcher, you'll be able to set the resolution of the game and many other options. The most important option is probably the ability to select a Mod from the start.



Installation

System Requirements

To play Darkest Hour your system must meet the following requirements:

- Pentium III 800MHz, Windows 98/ ME/ 2000/ XP/ Vista / 7;
- 128Mb RAM, (512Mb or more

is highly recommended);

- 2 GB Free Hard Drive Space / 4 MB;
- DirectX-compatible Video Card;
- DirectX-compatible Sound Card / DirectX9.0 or higher.

Please note that the minimum supported resolution is 1024x768.

Installation Procedure

Darkest Hour is Digital Download only (unless things change in the future), so you'll have to buy it from an online retailer and download it on your computer.

After launching the installer, simply follow the on-screen prompts to install the game.

It is recommended to install the game under the default: C:\Games\Darkest Hour\ folder and not C:\Program Files\ to avoid problems in Windows Vista/7 with UAC enabled.

The Launcher

The Launcher is an important tool of Darkest Hour. It allows you to easily change some important parameters (like the language of the game) and to choose between all the different mods you've installed.

Let's take a look at the options:

- on the left, there is a panel where online content is loaded and where important News and Links are shown;
- below that, there is a box with the current Version of the game and the latest available version with a button that allow you to download and install the latest patch to upgrade your version of the game;
- on the top right, there are the Display Settings: you can choose between fullscreen mode (with a dropbox of the screen resolutions supported by your computer) and windowed mode (where you can choose the resolution - but this setting requires 16-bit colors to be enabled);

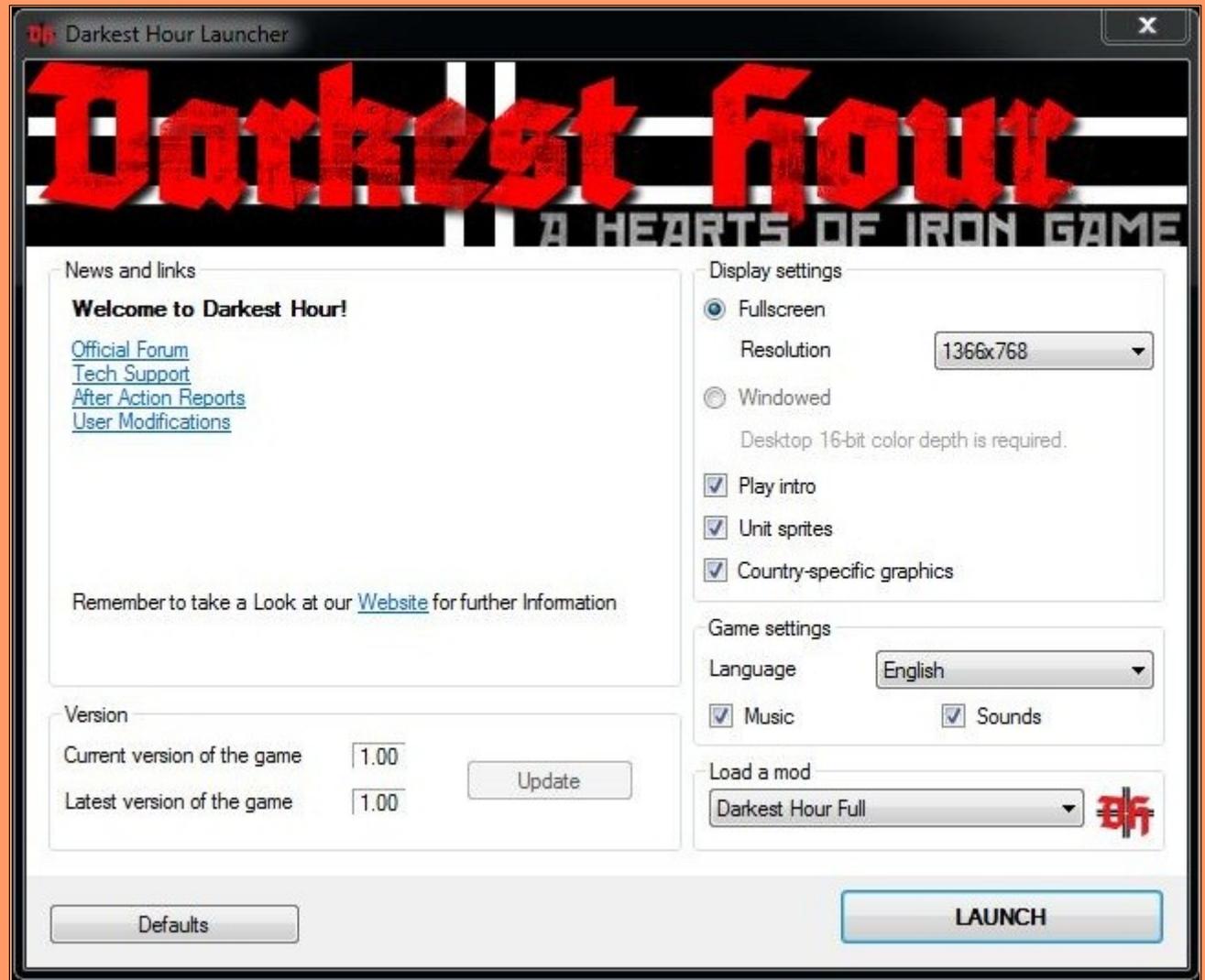
- moreover you can toggle on and off three options:

- play the introductory video,
- use unit sprites (beware that disabling this just skip the loading of sprites, but do not set counters which have to be set manually in-game)

- and use country-specific graphics;
- below that, you can choose the Language of the game (among those supported) and you can toggle on and off Music and Sounds of the game;

- on the bottom right, you can load a Mod or choose between **DHCore**, **DHFull** and **DHLight**;

- finally, there are two buttons at the bottom: one to load the Default Settings and one to Launch the game with the settings you chose!



Keeping Up To Date

The Darkest Hour Team and Paradox are committed to their customers. The developers read and frequently participate in the discussions on the public forums and will often implement some of the best player-requested features or enhancements post-release. They also make minor tweaks or alterations to existing features and squish the occasional bug that had previously escaped detection.

- To ask questions and getting the latest news, please visit the DH subforum at www.paradoxplaza.com/forum.

The launcher automatically checks the version of your game and the latest version available and will point out if a new patch has been released. Please note, however, that some digital retailer automatically patch the game you buy from them, so that you'll always play with the latest version.

DHCore, DHLight, DHFull
 Darkest Hour is, at its core, an evolution of Hearts of Iron 2 Armageddon. This has been considered crucial by the development team to make it easy to port community-made modifications from HOI2 to Darkest Hour. Moreover, the most important changes to the engine have been added as mods to the core game, with the names "**Darkest Hour Light**" and "**Darkest Hour Full**":

Darkest Hour (core game):
 This version is focused on compatibility with Heart of Iron 2 Armageddon and all mods available for it. The number of changed files has been kept as low as possible and all new options are disabled or set as close as possible to the original settings. This version is used as the base to launch the old HOI2Arma mods.

Darkest Hour Light:
 This version is available as a mod with only a few changes from HOI2, but nearly all new features are enabled. It contains the old HOI2 grand campaigns and battle scenarios with the old HOI2 map, but with most of the new DH

features enabled (like the speed improvement for example).
Darkest Hour Full:
 This version is available as a mod without any compatibility with HOI2 and implements or reworks many new feature, the most visible difference being the new map. Darkest Hour Full contains the new 1914 and 1936 scenarios with the new DH map, tech tree and events/decisions.



Key Concepts
 Darkest Hour is a game of considerable complexity. It is vital to understand that virtually every aspect of the game is interconnected. It can and will take time to learn how each of the game's elements interacts with each other, and to gain a comfortable degree of control over the nation you are playing. The goal of this section is to give you a broad overview of DH's major components and key concepts before moving on to the subsequent sections that detail each feature and interface in turn.

Fighting wars is not purely a matter of pitting man against man on the field of battle. Simply fielding a larger army than your enemy will not ensure victory, and neglecting your economy, the so-called "engine of war", can imperil your chances for survival. It is vital, then, to ensure that your nation has the necessary economic infrastructure and political wherewithal to stand against your enemies if attacked, or to support any aggressive moves you might wish to make.

A huge army might appear invincible at first glance, but it can easily succumb to a seemingly weaker force that is equipped with more modern weapons, is in better supply, or is superbly trained and led. Elite forces can tip the balance in a conflict, as can employing a strategy that uses terrain or weather to your advantage. Your ability to coordinate every element of your armed forces against your enemy will also greatly increase your chances of winning. Armies may be held in reserve or can be used to support other actions; air forces may

be used to soften up an enemy's defences, disrupt his troops' organisation, hamper his supply, or even gut his industry; and navies can actively patrol enemy waters to embargo the import of much-needed resources or even bombard and invade his shores.

Don't forget to make good use of your espionage system to weaken an enemy, steal its technological secrets, and to provide information about its force composition, capabilities and strengths. If you can understand his strong points and his weakness, you'll be able to face the enemy.



Victory
 The ultimate goal of Darkest Hour is to guide your nation to victory. For those who play a conventional game, there are a number of provinces located around the globe that have a victory point value. Each campaign game has a predetermined end date and the victor is the faction which controls

For HOI2 Players... What's New?

A lot of things. They will be analyzed in the following chapters, here's a quick overview:

- A new automated espionage system (similar to the one introduced by the 1.3 patch of HOI2 Arma);
- a new automated trade system and an innovative stockpile system;
- a mobilization system: the amount of manpower is limited, but more can be obtained through conscription and mobilization;
- the ability to impose and reclaim claims on provinces of other countries;
- decisions, which will give great freedom in shaping your country; and much more!

Technical Support Forum:

<http://forum.paradoxplaza.com/forum/>

Updates:

<http://forum.paradoxplaza.com/forum/>

Website:

<http://www.darkest-hour-game.com/>

the highest point total worth of provinces when the scenario ends.

Although this is the only measure of victory recognised by the game, you might wish to consider alternate "personal achievement" criteria if you choose to play a "doomed" nation, or a country that is not a member of one of the factions and remains aloof. If you are participating in a multiplayer game where it is likely that there will be more than one player on the victorious side, you may want to establish some "house rules" about victory. The choice is yours.



The Engine of War

While Darkest Hour is undeniably a game that focuses on war, it is not exclusively about war. Conflict is very costly and can involve immense expenditures in resources and lives before a victor is declared. The engine that propels a nation through war and ultimately leads to its

success or failure is its capacity for industrial production, and it is frequently for economic or geopolitical reasons that wars are waged in the first place.

Natural resources

If your economy is the engine that will propel you through war, then natural resources are the fuel that powers the engine. Although there were hundreds of resources that historically played key roles, DH distils them into four distinct categories: energy sources, metals, oil, and rare materials. Energy, metal and rare materials are used on a daily basis by your factories to provide you with industrial capacity (see below), while oil is consumed by many of your armed forces (the navy, air force, and motorised parts of the army) in order to remain operational. Natural resources are either drawn from provinces that are under your nation's control, or are acquired via trade or direct cash purchases from other nations. If you lack any of these, then your economy and your military will grind to a halt, most likely dooming your nation to failure.

While money can be accumulated indefinitely, stockpiling the other resources *ad infinitum* is not easy, because energy, metals, oil, and rare materials need depots where they are stocked. If one of these resources reaches the maximum stockpile level, some of it will be lost because of the "over stockpile limit loss". This attrition is proportional to the quantity of resources above the threshold, so when this happens you should probably exchange that resource for another that you need.



Industrial Capacity

To continue our analogy, industrial capacity (abbreviated throughout as "IC") is the engine that drives your nation's economy. This represents your overall ability to manufacture goods and is determined by the number of factories that you have operating in your nation. The more factories you have, the

greater your potential industrial capacity. **Factories require natural resources in order to operate:** each factory withdraws two units of energy, one of metal and one half of rare materials from your depots each day in order to run at full capacity and generate IC. If resources are plentiful, your factories will generate their full potential IC. If you run short of a necessary resource, some of your factories will begin to shut down until you can find a new supply, usually through purchase or trade, or through conquest. Running out of a resource altogether is almost certain to doom your nation unless you can resolve the situation quite rapidly, so you may wish to consider controlling your rate of resource consumption by artificially capping your production during plentiful periods. However, shortages of fuel may be alleviated by converting some of your energy stockpile into oil, but this is a very inefficient process unless you have researched advanced technologies to improve the conversion rate.

HEARTS OF IRON DARKEST HOUR

25885 5483 2636 485 1062 211.9 374.0 0 0.00% 89/240 0/138/173

View Map Intelligence Technology Economy Diplomacy Statistics

GAME PAUSED 1:00 July 22, 1914 Menu

Berlin  5

Neurup
Potsda
Frankf

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	0		0		0		0
	10		100.0%		0.0%		0.0%

0 0 0 0 0 2

- III. Armeekorps 2
This unit has no mission set.
- Höhere-Kavallerie-Komm 3
This unit has no mission set.
- Garde-Reservekorps 2
This unit has no mission set.
- Gardekorps 3
This unit has no mission set.
- Oberste Heeresleitung 1
This unit has no mission set.

The map displays the Western Front region of Europe in 1914. German territories (brown) include areas around Brussels, Aachen, Trier, Mainz, and Frankfurt. French territories (green) include areas around Metz, Verdun, and Strasbourg. Military units are represented by icons: blue icons for German units and red icons for French units. Numbers next to icons indicate unit counts. The game is paused on July 22, 1914.

Tutorials

When you first launch Darkest Hour, you will see that the first option on the opening screen is a button labelled Tutorial. When you click this, you will see a set of tutorial subjects that will give you a brief course on each of the key aspects of the game. Each tutorial includes a description of the subjects it covers.

If you have not played the original award-winning Hearts of Iron or Hearts of Iron II games, or if this is the first time you have ever played a Paradox title, the time spent playing and digesting each of them is well worth it. When you have finished them, you should have a general grasp of the game interface and mechanics, and you will probably find that a combination of reading this manual and a healthy dose of experimentation will take you much further down the road to becoming a better player. Ultimately, though, there is no substitute for many hours of gameplay.

IC Allocation, Production and Gearing Bonuses

Resources are consumed by factories, who in turn generate the IC you require to manufacture the various things that you will need in the game. You must decide how to carefully allocate whatever amount you have in order to manufacture your units, to produce the supplies needed to equip and maintain your troops, to upgrade your existing armies and to make the various consumer goods needed to keep your population happy. A country that lacks sufficient IC will soon find its forces in disarray and its population in revolt. A country with surplus IC can convert this into cash which you can use to fund research, purchase resources, or to conduct diplomatic or espionage operations...or to stockpile supplies and prepare for war. Excess IC can also be left voluntarily unused, which conserves natural resources that might be required in the future.

Some resources may have to be imported from your distant territorial holdings or obtained through trade with other countries. Your imports will be at risk if your enemy conquers

your source or actively engages in blockade and embargo activities. Further, your industry may be subjected to a bombing campaign if you lack control of the skies, resulting in the destruction of factories and a drop in available capacity. An additional consideration when deciding how to allocate IC will be whether to take advantage of a possible gearing bonus. This reflects the efficiencies of scale that are achieved through the production of many identical items over a longer period of time.



Infrastructure

Without the necessary infrastructure of roads and railways, it is difficult to efficiently move men and equipment throughout your nation. Factories may only be built in provinces that have enough existing infrastructure and the construction rates for some provincial assets are greatly accelerated by higher levels of infrastructure. Your armed forces will require these same assets to assist their

movement. If you have insufficient infrastructure due to poor planning or because it is reduced by an enemy's campaign against you, then your troops will slow to a crawl which will greatly reduce your combat capabilities and increase your rate of attrition (loss of troops and equipment due to illness, mechanical breakdowns, etc.).



Domestic Policies and Government

While DH places you in supreme command, it would be impossible for you to govern every single aspect of your country. Instead, each nation has a set of domestic policies that determine what type of government is in place, what its trade practices might be, what type of army it will field, and how large a say the government permits its population in its affairs. Democracies in particular have strict limitations on the diplomatic actions they may take without provocation.

Domestic policies have numerous effects in the game, the most prominent of these being that they determine who will govern your nation and who will serve in your cabinet. Their individual characteristics will accord bonuses or penalties to your actions.

Domestic policies also have individual effects that may affect your industry, recruitment, public sentiment, intelligence activities, and foreign interactions. You will begin the game with a set of domestic policies that reflects your selected nation's historical situation at the time. During play, you may make minor adjustments to your policies every two years, which could result in some changes to your government and the people that serve on your cabinet. However, the Mobilization slider is an exception to this rule because it can be moved only by decisions and events.



- it will reduce your industrial capacity and;
- it will greatly increase the likelihood of your public rising in open rebellion against you.

You can control dissent by reducing it or at least mitigating it somewhat by allocating a larger share of your IC to the manufacture of consumer goods, though this will reduce your ability to meet the production and supply demands of your military. Providing excesses of consumer goods will reduce dissent, while falling short in this area will cause dissent to increase. Dissent will also increase in response to shortfalls in military supply. You will need to maintain a careful balance between the needs of your military and the happiness of your subjects throughout the game.

Captive populations (the people who live in foreign provinces that you occupy) will be much less interested in working for you and are far more likely to rebel than ones who feel that they naturally belong under your rule. Partisans (nationalists who remain loyal to their former

government and oppose your occupation) will reduce a province's industrial capacity and supply efficiency and may also become openly militant if you fail to maintain sufficient forces to keep them under control.

An alternative to maintaining rigid military control is to voluntarily grant partisans their freedom, allowing them to form a new nation and establish a government of their own. You will lose the majority of the economic benefits from provinces they are granted, but they will generally be friendly towards you if you allow them their sovereignty; conversely, if they achieve freedom on their own, you will lose all economic benefits and the fledgling nation will actively side with your enemies and seek to destroy you.



Diplomacy and Trade

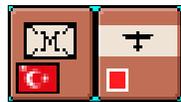
International diplomacy will also be a significant component of your success. There

are many diplomatic options available to you, including negotiating one-time exchanges of goods, arranging open-ended trade agreements, forming alliances or declaring war, and your ability to do any of these will depend on the type of relationship you have with the nation involved. Many actions are subject to restrictions based on your political sliders (in particular authoritarian/democratic and interventionism/isolationism) and your diplomatic stance.

For example you cannot declare war on a country with whom you signed a non-aggression pact and you can't demand provinces from a country whose independence you are guaranteeing. It's rare that a nation can stand alone against the world, so you will probably wish to be part of an alliance. Depending on the historical situation, some nations will begin the campaign or scenario already a member of an alliance, while others will be neutral. As the game progresses, the factions may attempt to influence other nations to join their alliance, or neutral countries may even

petition to join an alliance if they have a good relationship with its members. Alliances may freely move forces and trace supplies through the territories of their member nations. They will frequently supply friendly forces and can lend divisions or even entire armies to an ally when the situation warrants that they be under their control. Neutral territories must be respected at all times, meaning that movement and the tracing of supply is prohibited unless you can negotiate military access for your troops with that nation's government.

The other major diplomatic activity you will conduct is trade. You will probably establish a number of open-ended trade agreements. There you will exchange resources, cash or goods with other countries on a daily basis in order to meet your respective industrial needs. You can also negotiate one-time deals of this nature, or more complex trades that involve the exchange or purchase of land or even technological blueprints. You are also able to simply donate resources, land, blueprints or even equipment

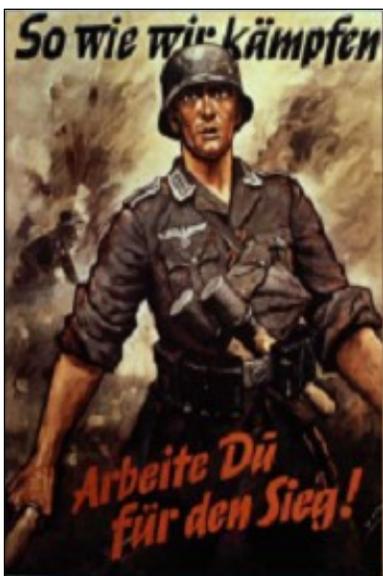


Dissent and Partisans

Policy settings will also influence the public's demand for consumer goods, and failing to meet these demands will have negative consequences by increasing dissent, which represents the population's overall level of unhappiness.

Dissent has three significant impacts:

- it will cause your troops to fight more poorly;



to another nation if you wish. It is possible (and encouraged) to let the AI take care of these aspects after setting its parameters. The success or failure of your diplomatic attempts will depend on the domestic policies, cabinets, political leanings and size of the two nations involved. It will also vary with the attractiveness of a proposal and the relationship that exists between them. Successful diplomacy can even be its own reward, since each successful effort will usually improve your relationship.



Intelligence

In Darkest Hour it is possible to wage a clandestine war where spies may be sent to other nations to engage in a variety of operations. These include stealing technological blueprints, assassinating another nation's ministers, engineering a foreign coup, influencing the global opinion of that nation, sabotaging a nation's production or research, fomenting dissent, and to create and support

partisan activities. If that nation has a nuclear arsenal you may also instruct your spies to try to destroy those dangerous weapons. The AI will use these operations against you, so be prepared!

Spies and associated intelligence technologies also provide vital information about the other nations around the globe that would otherwise remain hidden. In order to evaluate the chances of launching a successful campaign against an enemy, you should consider it essential to first determine the capabilities of its military, technology and industry.



Technology

Another key domestic activity you will engage in is the research of new technologies. Some of these will improve your industrial capabilities, but the majority of advances are designed to enhance various elements of your armed forces. You may discover superior military doctrines, better arms and armaments,

larger tanks and naval vessels, advanced aircraft with greater range, or more subtle advances such as systems that allow better observation of enemy movements or detection of their forces. You may even decide to pursue and deploy atomic weaponry.

Research is conducted by funding teams of scientists to work on research projects. The number of projects you can conduct simultaneously will depend on your overall IC (a large nation can have as many as five projects ongoing at a time – although this is completely moddable), and the nation that you select will determine the variety and calibre of your available teams. You will need to assign teams to your projects with some care, since each team will usually have a skill level and certain areas of expertise associated with it. The length of time it will take to research a project depends on your teams' abilities (which should match the component of the researched tech as much as possible), their overall skill level, the project's complexity, and your ability to maintain a steady flow of funding to the

team. Once you have achieved a new level of technology, you will need to implement it. In most cases, existing equipment can be improved by allocating IC to its upgrade. Major breakthroughs for technologies that haven't previously existed as well as significant naval model upgrades must be manufactured from scratch. You have the option to keep as much obsolescent equipment in the field as you like, although you may also choose to upgrade it or scrap it to recoup some of its manpower.



Preparation and Support of the Military

There are many components that must fall into place for a campaign to be successful. Armed forces must have access to a continuous flow of supplies if they are to remain in fighting form, and they will need strong and capable leaders who are able to command them effectively while maintaining an overall level of discipline and organisation. Factors such as terrain, weather, and the placement of defensive structures will greatly influence their performance, as will their previous experience in such combat situations.

Supply, Outfitting and Transport Capacity

Your ability to supply, outfit and transport your troops will be vital to your military success. Armies require ammunition and food

(supplies) to fight. Motorized vehicles, aircraft and naval vessels will also need fuel (oil) if they are to remain operational. You will need Convoys to send supplies and fuel to the overseas troops not connected to your capital and Escorts to protect the convoys.

For overseas engagements, you will also need to be able to move men and equipment great distances that are too far or impossible to reach by normal means. Failure to supply your forces will result in a reduction of their operational capabilities, as they will lose organisation and will suffer combat penalties.

Supplies are manufactured by allocating IC to their production and then are transported to your forces along your supply chains. This can involve ground supply (using your provincial infrastructure), naval supply (via convoys), air supply (via your airborne transports), or a combination of these, all of which can also be disrupted by enemy actions. If your supply chains are damaged or cut by the enemy, or if you



lack sufficient oil and supplies for your military, your chances of survival are exceedingly slim.

There is also the issue of Transport Capacity to consider. This reflects the infrastructure such as roads, railways and such that are in place to move large volumes of materials and men in a reasonable period of time. Each province has an infrastructure level which you can increase that will limit this volume and can be damaged or otherwise diminished by enemy aerial bombardment.

Sea supply demands that you devote enough convoys to the task and have an available port to offload those supplies. If those convoys are left undefended, they can quickly fall prey to enemy submarines, surface vessels and even aerial bombardment, so you

will need to provide escorts or other protection for them as well.

Airborne supply tends to be very tricky and not particularly efficient because the capacity of the aircraft is limited, they require fuel to operate, and unless you assign them some protection, your enemy's fighters will probably shoot them out of the skies faster than you can replace them. Nevertheless, this is a method of keeping your troops alive until you can find an alternate means of getting resources to them.

Don't be surprised to find an enemy actively engaged in disrupting your supply, particularly if he enjoys naval or aerial supremacy. Of course, you can employ similar tactics, disrupting his supply and encircling his troops to devastating effect.



Organisation and Entrenchment

Land forces that are constantly moving don't have much time to prepare themselves against an enemy attack and have a tendency to become somewhat "stretched out" or disorganised. The same is true of armies that are constantly subjected to naval barrages or aerial bombardment. DH models this aspect of war using the concepts of organisation and entrenchment.

Organisation is a measure of the cohesiveness of a force, which is a representation of how able it is to receive and respond to orders and react to the enemy. Morale is a measure of the quickness with which your troops can regain their organization. Each of

your units, be they land, naval or air, must have a sufficient level of organisation to engage in battle, and without it they will break and retreat in disarray. A force that is engaged in combat will begin to lose organisation, and the longer it continues to fight, the greater the loss will be. The addition of new recruits to replace casualties or reserve units after mobilization (see below) will also reduce organisation proportionally to the number of newcomers added, and if a unit finds itself without a source of supply, then organisation will plummet rapidly. While moving, a unit's organisation will usually remain static unless the terrain it is traveling through cannot support the size of the force, or if it is moving without supply. If it ceases its movement and avoids battle for a while, then its organisation will gradually recover. The maximum organisation is determined by its leadership and experience (see below) and can also be increased through the research of various combat doctrines and equipment advances. A land unit that is stationary for a time will also begin to

entrench itself in a province by selecting the most defensible ground, preparing foxholes and snipers' nests, establishing command and aid stations, organising munitions, and so on. This will give the unit a bonus in any subsequent defence of that province and can make it difficult to overcome without a concerted effort on the part of an attacker. The longer a force remains in place, the more "dug in" it will become.

However, this entrenchment bonus is immediately lost if the unit moves, and even if it later returns to the province, it must begin the process from scratch.

Command, Leadership & Experience

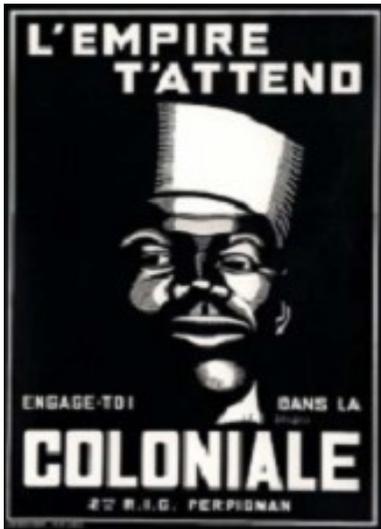
The effectiveness of a force relies heavily on its combat experience and on the leaders that you assign to your front-line commands. Each time a unit engages in battle, it will gain some valuable combat experience and through the course of time and repeated conflict, it will begin performing noticeably better. The resulting

veteran units may become the backbone of your armed forces, but as they suffer casualties, their losses will be replenished with green recruits which, not surprisingly, dilutes their effectiveness. Individual units may be instructed to act independently, but most often you will wish to group them into larger forces, often using a mixture of unit types to achieve the desired overall balance and combat effectiveness.

Commanding larger numbers of units requires special leadership skills that are possessed by only a handful of people, so you will need to



draw from a pool of military leaders, assigning someone to lead each of your forces. Various leaders will have different traits, so selecting the right man for the job can be extremely beneficial. Each



quarters divisions, a unit unsuitable for direct combat which however improves the likelihood of achieving positive results.

Manpower, Conscription and Mobilization

Manpower represents the quantity of recruits available in your country for reinforcing your armed forces and creating new units and structure. In DH, manpower grows slowly at peace (proportionally to the natural growth of population of your country) and a bit faster at war. However, this growth is not enough to sustain a regular army. To increase the quantity of manpower at your disposal, it is possible to change your conscription law at peace and move to mobilization once at war. The level of militarization of a country, ranging from having no armed forces at all to a fully mobilized population, is represented by the political slider mobilization/demobilization. This slider cannot be modified by the

leader also has his own level of combat experience which will increase as you continue to employ him. You may find that at some point you may wish to promote him to an even higher rank in your military, increasing the number of individual units he can command without incurring a penalty. Junior ranked leaders accumulate experience more rapidly than senior ones however, so this will often prove to be something of a balancing act. In order to improve the overall supply efficiency of large numbers of forces and to double the number of units that a leader can command without penalties, it is possible to establish special head-

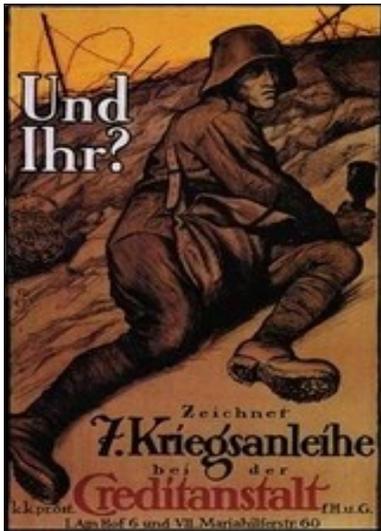


player freely but only by events and decisions. Each step of the slider reflects a particular military system, with its own bonuses and penalties:

In order to change your conscription or mobilization level you need a certain amount of supplies and the

move generates some dissent as the people do not always appreciate compulsory military service. Democracies can move to partial mobilization on when at war or under particular circumstances whereas authoritarian regimes can partially mobilize their country even at peace. When your country mobilizes, reserve

troops replenish your divisions so in time of peace it is wise to avoid reinforcing your troops and wait for war to mobilize and take all your division up to full strength. While mobilizing gives you a high amount of manpower and reduces the time needed to train new division, it also has its drawbacks: among other



penalties, taking away personnel from industry and laboratories reduces your IC and your research speed. Moreover after the war is over it is better to reduce your mobilization level or you may face revolts against your government! Reducing the mobilization level reduces the strength of your units, but don't worry as in case of war you can mobilize again and the reserve troops are ready to replenish again your divisions!

Defences and Fortifications

While armed forces are required to protect your territories from the enemy's advances, there are up to

three different defence installations that you may be able to construct to help improve your chances of defeating an assault: land fortifications, coastal fortifications and anti-aircraft guns. If you have the required technology, you can also build radar sites to improve the effectiveness of your aerial defences.

The construction of defences requires a commitment of IC until their production is complete. They can be damaged by enemy attacks, requiring further allocation of resources to repair them, and they can be captured and used against you if they fall into enemy hands. Each of these installations can be enhanced through further IC investment, thereby increasing



their size, quality and effectiveness. Land fortifications are a network of bunkers, gun emplacements and minefields that you can construct in a province to help your army repel enemy land forces. A land fortification offers no resistance by itself and must be manned to have any effect. Entrenchment bonuses are combined with land fortification bonuses, resulting in an almost insurmountable defence if a force remains stationary for long enough in a province that

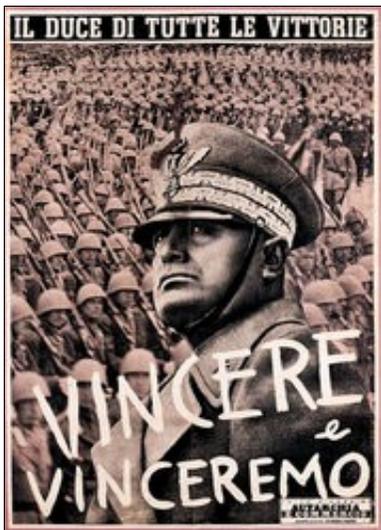
has been heavily fortified. The only methods of dealing with forces that are stationed at such a defence are to bombard them over a long period of time, cut off their supply and hope to starve them into submission, or to take your admittedly poor chances with a series of massive successive assaults on their position. Coastal fortifications are a similar series of trenches, gun emplacements and other devices constructed along the shoreline of a province and must also be manned by your troops if they are to have any effect. They will present a major obstacle to enemy troops attempting to land in the area. Even an elite marine unit will find it hard to break through to establish a beachhead.

Level of Militarisation

- **Demilitarized:** the country has no standing army, its defense generally relies only on police forces or militia (i.e. Costa Rica).
- **Fully professional army:** the country has a professional force of volunteers, it can build any military unit (i.e. USA

- at the start of the game).
- **Selective conscription or part-time military service:** only a part of a class of age is incorporated for military service (i.e. USA after the Selective Service Act), or the whole class but for short instruction periods (i.e. Switzerland).
- **Conscription – normal term:** the situation of most European countries

- in 1936. A whole class is incorporated for, generally, 1 year.
- **Conscription – extended term:** the same as the previous but with a longer term – typically 2 years, (i.e. Germany from 1937 or 1938).
- **Conscription – long term:** conscription of a whole class for 3 years (i.e. France in 1913) or even longer (but in that case it was often



Anti-aircraft guns offer a third possible means of defence. Unlike land and coastal fortifications, anti-aircraft guns do not need to be manned by your forces in order to operate, as their construction includes a manpower component. Their function is to provide added defence against air missions flown

against targets in the province and to disrupt any enemy aircraft that pass overhead.

They will not in any way help to defend you against the assault of a ground force or naval invasion. If you have researched the necessary technologies, you will also be able to build radar sites in your territories. These stations will greatly improve any aerial defence that you mount in that province against enemy bombers and fighters. Radar sites do not need to be manned by your troops to be operational.

Naval and Air Basing

Military vessels and aircraft usually have special requirements that necessitate the construction of dedicated port facilities and air fields to fully meet their needs. Each squadron must be assigned to an Air Base that is located in a province that you control or that is friendly to your forces, and all operations that it conducts must be launched from that base, to which it will return after the mission has been flown. If you assign too many air wings to too small a base, then you may find that the ground staff will have trouble maintaining and servicing all of those aircraft in a reasonable period of time.



You can either enlarge the base to increase its capacity to a predetermined maximum size, or reassign some of the squadrons to a different base that has sufficient space for them. If there isn't a suitable location, you can also construct a new base to house them, although this will take some time to prepare.

Similarly, Naval Bases are needed to act as home ports for your fleets. Ships are assigned to them and must

return periodically to conduct minor - or not so minor - repairs. Any number of ships may use the same naval base, although a base's size determines how rapidly it can repair those vessels, and its location will affect what seas your navies will be able to patrol. Existing naval bases can be enlarged with certain restrictions, and new ones can be built. There are also many provincial ports that your fleets may use as temporary moorings; however, those harbours lack the facilities to carry out any repairs or offer supply to your vessels.

Bases are susceptible to bombardment and can fall into enemy hands. Enemy aircraft can be given missions to strike at your ports or crater your

coupled to a selective conscription, i.e. USSR or at least Tsarist Russia).

- **Partial mobilization:** often an immediate pre-war measure. Classes that had just accomplished their military service term are recalled under the flag, as they are generally liable for such a thing for a few years after the end of their term. Some reserve units are activated, reservists are sometimes called back too.

- **General mobilization:** the standard wartime measure of that era. All men between 20 and 45/50 are mobilized (though in practice many remain in the civilian life, at least for some time), all reserve units are activated.
- **Extended mobilization:** a further effort to face the bloody needs of war. Men previously left back in their factories are transferred to the front, age limits for military service is often pushed to 18-50/55 years old.

- **Total mobilization:** the supreme sacrifice, the last effort to put men on the battlefield. Every man fit for military service is mustered in, with teenagers of 15/16 and old men up to 60 or 65 also incorporated – often as a militia.



runways, reducing their basing capacity and forcing you to spend time and resources to repair them. You should pay close attention to the locations of your enemy's bases and either render them inoperative or consider attempting their capture, while taking precautions to prevent the enemy from doing the same to yours.

Weather, Terrain and Time of Day

Weather and terrain played significant roles in the outcomes of historical military operations. It was the onset of winter that did much to halt the initial German advance into Russia in 1941, and it was Burma's inhospitable terrain that added a heavy toll to the loss of life in that region. Most military actions also had to be conducted during daylight hours.

Weather is synthesized in-game according to a complex random model and will play a prominent role in your games. Both rain and snow will have a negative effect on your military operations, reducing units' combat effectiveness, quite significantly in some cases.



Combat resolution also includes a "visibility" component which adverse conditions will reduce, unless specialised equipment has been discovered by your scientists and supplied to your forces.

Certain types of terrain will also reduce movement speeds, hamper supply, and impose penalties to combat. The effect will vary depending on the unit type, generally impacting more severely on motorised units than on foot soldiers, and in most cases the terrain will give a defender an advantage, reflecting his ability to make strategic defensive use of the landscape.

Darkest Hour is played on a global stage over a period of years and includes accurate modelling for both local time of day and for seasonal

variations in the length of a region's daylight hours. Most units perform very poorly in the hours between dusk and dawn when visibility is poor, so you will need to take this into consideration when planning your attacks. Certain technological advances may mitigate this somewhat, but you will probably have better success if you plan your large-scale operations to begin shortly after dawn during seasons when the daylight hours are long.

Combat

Darkest Hour does not seek to model combat on a highly detailed, microscopic level. You do not control individual soldiers, but you will issue orders to divisions or whole armies. The actual hand-to-hand fighting occurs behind the scenes in your CPU and your progress is displayed using graphic and numeric feedback as combat ensues.

Movement is Attack for Land Battles

In Darkest Hour, combat is initiated as soon as a land force begins to move towards an enemy province that is

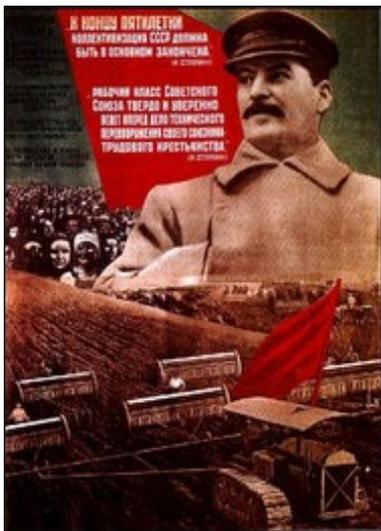
being defended. The battle will rage on until one of the sides has gained the upper hand, at which point either the aggressor's movement is discontinued if it loses, or the defending force begins to withdraw and the victorious attacker concludes its movement into the province and assumes control. Forces in adjacent provinces may support the armies involved in the battle, and behind-the-lines reserves may be positioned to make a last-ditch effort to shore up the



defences. Air and naval battles, however, do not use this combat method and will contest an air or sea zone while jointly occupying it.

Orders

If you play a larger nation, you will find that the sheer number and geographic separation of the forces you field can make



them daunting to manage. Each unit has a useful set of orders that may be given to it beyond the basic “move here” or “attack right now” commands. Depending on the unit type, an available option is selected on the order interface and the force will then carry out the orders exactly as you have instructed. The specific options are detailed later in the manual, but the concept that you should understand is that the order interface includes the ability to set a date and time that you would like a force to begin an action, allowing you to coordinate the orders of multiple units. In many cases, you will also be able to set a date and time or

operational condition for it to discontinue operations, or even give a unit a set of standing orders to repeat the same mission *ad infinitum*, allowing you to focus your attention elsewhere while it goes about its business.

Air and Naval Combat

Air and naval operations do exist, of course, but are abstracted to a large degree. You will usually assign general orders to each air wing or flotilla, giving specific time period and other parameters that you would like it to follow.

When combat occurs, there are special rules that govern the engagements which take the types of units involved into consideration, as well as the time of day and weather conditions. Aerial combat is further limited by the range of the aircraft involved, as they will eventually need to break off and return to base to avoid running out of fuel and ammunition.

It is vital to understand that neither sea zones nor the air space above provinces are subject to control in the way that the provinces themselves



are. There is no “ownership” of them, and neither aircraft nor naval vessels are capable of capturing a province. Most often, you will use them in support of your armies, seeking to soften up an enemy’s resistance through bombardment or to hamper or even cut off his lines of supply. Combat between them will therefore most likely be a contest to determine whether you are able to carry out these goals.

The Fog of War

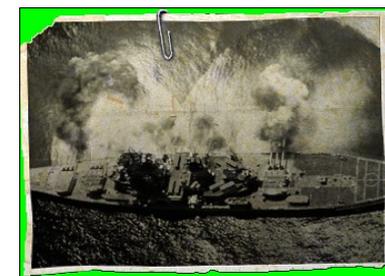
This doesn’t refer to a weather condition, but rather to darkened regions of the map where the game will hide things from you that you aren’t in a position to know - namely, the dispositions of other nations’ armed forces. It is assumed that you will have sufficient reconnaissance and intelligence sources to determine some basic

information about provinces, even in your enemy’s territory, but you will be unaware of the location of any forces that don’t belong to you and are outside your territory or beyond the sighting range of your units. You will be aware of enemy units occupying provinces adjacent to your troops, but you will usually have only a very vague idea of their complement and size until you engage them. You may also wish to fly several long-range missions deep into enemy territory prior to an attack in order to gain additional information about possible reinforcements and reserves that the fog of war will otherwise obscure. Keep in mind that some units, particularly submarines, are able to hide their presence, but that there are also technologies you can research to assist you in detecting and identifying them.

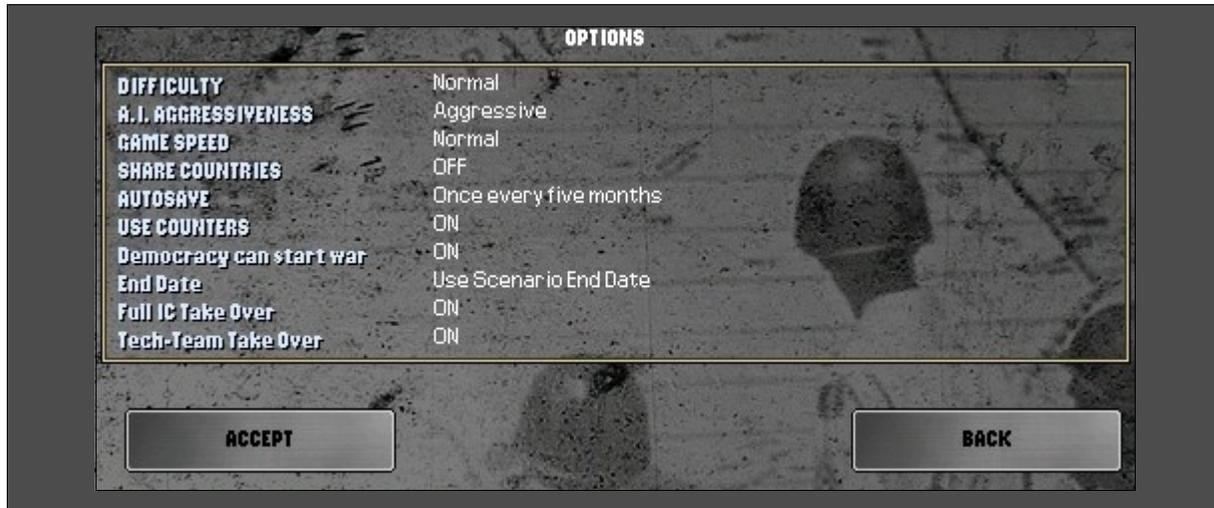
Strategic Redeployment and the Force Pool

Any new military units you produce will enter your force pool and can then be deployed at your discretion to any valid location. Naval forces and air forces have an

additional deployment prerequisite: they must be assigned to specialised bases that are constructed to house and support them. These bases are limited in the number of units they can effectively handle, and this number can be temporarily reduced as a result of damage from enemy attacks.



Land units that are already in the field may be temporarily withdrawn from active service and strategically redeployed elsewhere without the need to manage their exact movements. As long as they don’t have to cross water, which requires the use of naval transports and thus active management, they will arrive at their new posting after a period of time. This redeployment method is not possible for naval or air forces, which must be rebased via conventional means.



Game Options

Difficulty: There are 5 levels of difficulty which apply global modifiers to most aspects of the game, such as industry, resources, combat, movement, and more. At easy and very easy levels, the AI nations will be handicapped and the player will be given artificial bonuses. At hard and very hard levels, the reverse is true. You can see and even change the precise modifiers used by looking at the difficulty.csv file in the db folder.

A.I. Aggressiveness: This adjusts how the A.I. reacts to

the player's actions during the game, ranging from "coward" to "furious". At furious level, the AI will tend to declare war at the slightest provocation and will be considerably more actively militaristic, while at coward level the AI will tend to be more conservative and generally defensive.

Game Speed: This can be set prior to starting a game or from within the game itself using the "Ctrl" and "+" or "-" keys. In a multiplayer game, only the host may change the game speed.

Share Countries: Change this to "ON" for a multiplayer

game where you wish to allow more than one player to be able to select the same country. This option is disabled in single player games.

Autosave: This allows you to set how often the game will automatically save, which may be changed from within the game via the options menu. In multiplayer mode, only the host computer will save the game.

Use Counters: By default, DH uses animated sprites to display your units on the map. Enthusiasts may wish to toggle this to "ON" to have units displayed as traditional

NATO counter pieces. instead. This can also be done in-game by right-clicking on the "pause" button.

Democracies can start war: By default, democracies can declare war only if the target country has an high belligerence or is attacking a country whose independence you guaranteed. Change this to "ON" to remove this limitations.

End Date: By default, each scenario has a specific end date, but this can be overruled and the end date set to 4, 8, 12, 16, 20, 24 or 28 years after the start of the scenario.

Full IC take over: By default a country can make full use of the IC, resources and manpower of its national province, while the IC, resources and manpower of non national provinces is reduced. Change this to "ON" to make full use of non national provinces.

Tech teams take over: Change this to "ON" to take control of the tech teams of the countries that you annex.

Connection Types

You will need either a fast Internet connection (DSL/Cable with TCP/IP protocol installed) or a connection to a Local Area Network (LAN) to play DH in multiplayer mode.

LAN:

This connection is established automatically by searching for any hosted games on your LAN. Either click "host" or select a detected game and click "join".

Internet:

You will need to enter the IP address of the host computer in order to join an internet game. This can change each time the host connects to the internet if it is not a permanent connection. If you are hosting a game, you can determine your IP address by establishing an internet connection and then chose Run from your computer's Start menu.

●If you are using Win98 or WinME, type winipcfg and then click OK. Make a note of the IP Address and then communicate it to your guests.

●If you are using Win2000/ WinXP/ WinVista/Win7, type cmd and then click OK. In the new window that appears, type ipconfig.

Make a note of the IP address and then communicate it to your guests.

Routers and Firewalls

It is common for computers to be “behind” routers or be protected by firewalls.

Firewalls:

vNet and internet multiplayer games use ports 2300-2400, 28800-29000 and 47400-47700 for communication. You will need to make these available to host or join a game. Note that this will result in limited exposure to malicious internet users and that you do so at your own risk.

Routers:

Since there are many different routers on the market, each with unique software controls, please consult your user manual for details. You will also need to have a network client installed in Windows networking. If you’re having trouble, ask for help in the DH Multiplayer subforum on Paradox’s website.

Known Issue:

Please be aware that there is also a known DirectX-related issue that may cause clients to “drop out” of a multiplayer game if both the host and a client are behind a NAT-enabled router and the game is paused for longer than 30 seconds. This issue is unresolvable through game coding, so it is recom-mended that another (non-NAT) host be chosen, or that any long pauses be avoided (try temporarily reducing the game speed to a crawl instead).



Events and Decisions

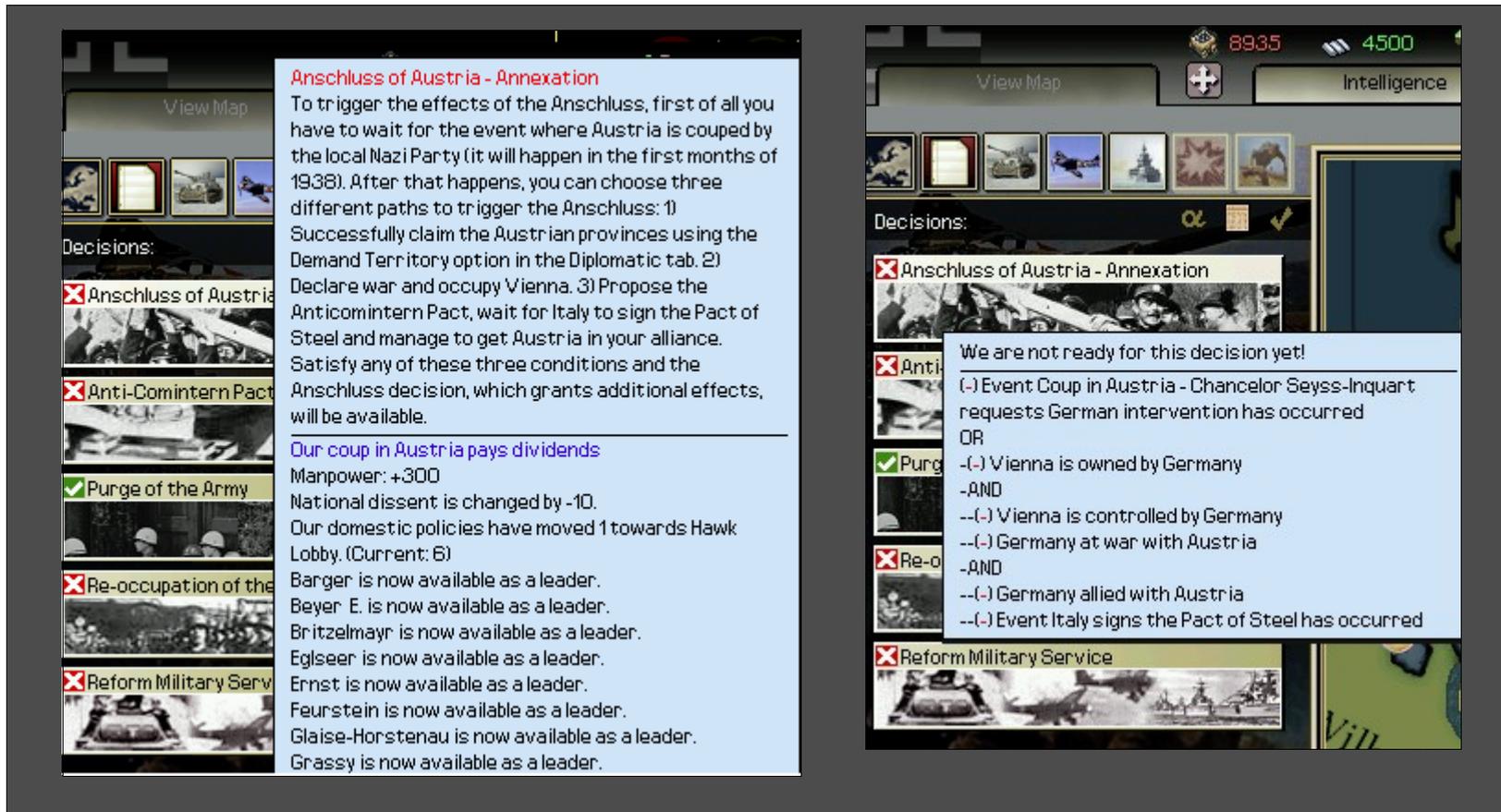
Darkest Hour incorporates a special event and decision system. These are usually historical events of great significance that have been programmed to occur during the course of your game and that can’t easily be modeled using the regular game engine. In some cases, there are prerequisite conditions that must be met in order for an event to trigger, and many

of them have a degree of randomisation to make the exact date of their occurrence somewhat unpredictable. There are also a variety of recurring random events that may have very beneficial or possibly detrimental effects.

An event will always display in a box, which cannot be changed via the message settings, and will cause a single player game to pause until you have responded to it, should the event require a response; multiplayer games

will not pause in this fashion. Most events include explanatory text to give you some details about their historical context. Many events will offer you more than one possible response and the effects of most events are often quite significant, although the exact implications of a choice may be hidden in a few instances. Events may also cause an additional event to trigger, possibly for you or for another nation. It is also possible that an event will result in changes that couldn’t be achieved other-wise during the normal course of a game, such as huge shifts of domestic policy or dramatic changes in public opinion. An event may also cause certain officers or cabinet members to become available, or even to be removed from the game.

Read the text carefully and hover your mouse pointer over the available response options to see an expanding tooltip that describes the event effects. Once you have made your decision and clicked the appropriate response, the message box will disappear and the game will resume.



be taken by the player at any time. That means that a decision can be available but not active if its requirements are not met: the player can then read the requirements necessary to make the decision active and its consequences and decide whether to pursue them or not.

Active decisions are marked with a green V whereas available but not active decisions are marked by a red X.

To know the requirements to activate a decision, you simply need to place your pointer over the red X and a tooltip will display the necessary information. Moreover, placing the pointer over the picture of the decision will display the description of the decision and its effects.

We have also implemented in Darkest Hour a Decision concept that allows players to take a specific decision when they think the time is right (provided that they match all requirements).

As an example, when playing the 1936 Grand campaign as

Germany, a “Reoccupation of Rhineland” decision will be available with specific requirements to be activated. As soon as the player satisfies the requirements and activates the decision, a newspaper notification appears, offering him a little bit of historical background.

Decisions are listed in a tab on the left part of the screen, where all available and active decisions are displayed. A decision is available when it is listed there, which means that you can read its requirements and its consequences. A decision is active when the requirements are met and can



The Main Menu

To begin playing **Darkest Hour**, click **Start > Programs > Darkest Hour > Darkest Hour** and after a moment or two, the opening movie will play. You will then see a status screen displaying the progress of the main game engine's

loading process (with a nice random quote to keep you entertained!), and once this has finished, you will be presented with the Launch Menu. This gives you the options to start a single player game, start a multiplayer game, play the tutorials, view the game credits, or exit the game.

Single Player Games

Most often, you will probably be playing a single player game, pitting your skills against the computer. Click "Single Player" on the Launch Menu and the main menu screen will appear.

Selecting a Scenario or Save Game When starting a new game, you will select from

a list of available grand campaign games or battle scenarios. Grand campaign games use the entire globe and allow you to play any available nation in the world in a specific timeframe. Battle scenarios are usually more limited in scope, focusing on short, specific engagements and often

restricting the nations that may be selected and even the part of the globe that can be used. Many of these scenarios disable some of the game's more complex interfaces, providing the player with only scripted forces, replacements, and resources with which to accomplish their goals, and usually have special victory



conditions. The battle scenarios are great for playing fairly short “what if” games around major offensives, or for one-time multiplayer games. For the purposes of this manual, I will assume that you have selected a grand campaign game and that all interfaces are available to you. Once you have begun play, you can save your game at any time. To load a saved game, simply scroll through the list of file names and select the one you wish to resume.

Selecting a Nation

After you have selected a grand campaign, battle scenario or saved game, the nation selection portion of the main menu will display up to twenty national flags. Click one of these to select that nation and to display a brief

still can't find the desired nation, then either it doesn't exist (it has been eliminated from the game due to conquest) or you have selected a battle scenario where that country is not available for play.

Changing the Game Options

At the bottom of the screen you will see three buttons. Click the Options button to change the settings to suit your preference. If you make a change, this will be displayed in the log area of the main menu. If you don't change anything, the game will use the same settings as the last time you played or will use the default settings if this is your first game. If you made a mistake and intended to play a multiplayer game or tutorial, you can click the Back button to return to the start menu.

remain greyed out until you have selected a country.



Multiplayer Games

Multiplayer games are started in much the same way that a single player game is launched; however, there will be at least two additional steps to perform before you may begin play. One player will act as the “host” of the game and the other players will join as “guests”. Up to thirtyone additional players may join and I would recommend that the player with the fastest and most stable connection be chosen for internet games, since this has a greater impact on performance than the host's computer specifications. If connection speeds are equal, then the player who has the computer with the best performance should be the host. Only the host may select the scenario or saved game to be played, and only the host may change the game options.

When you click the Multiplayer button on the initial menu, you will be asked to specify the type of connection you wish to use and to enter your name. Type your name in the space provided and then click the button that corresponds to the connection type you wish to use. You will then be asked whether you wish to host a game or join a game as a guest. Note that all players must be using the same version of the game, though this is checked automatically when the connection is first established in order to ensure that there are no file discrepancies. I also recommend that you disable any non-essential software that might be running in the background on your computer as this will often affect stability.

Once you've established a connection, the main menu screen will appear, although you will notice a few differences. Saved games will now be found at the end of the scrollable list in the game selection area and a listing of all players will now appear in the area at the bottom left of the screen. I hope that you never need to use it, but the



overview of its historical situation during that era. If you don't see the flag of the nation you wish to play, right-click on any of the flags to display a list of additional nations and select the one you want. If you

Launching the Game

Once you have selected a country and changed whatever options you wish, click the Start button to begin the game. This button will



host also has the ability to ban a guest from the game by highlighting the player's name and clicking the Ban button. On a more positive note, you are also able to chat with other players while viewing this screen by typing in the space below the narrow line in the log area of the screen.

The host may now select the scenario or saved game to be played. If a saved game is chosen, then there will be a brief pause as the game is compressed and then the transfer process will begin to send the save game file to the other players. You will see a status indicator beside each player's name, indicating

whether the transfer is still in progress or whether it is complete. I strongly advise players to wait until everyone has completed this transfer before selecting countries, since this is a common source of subsequent problems. I would advise against using the Windows operating system's Alt+Tab ability during the download as this will almost always cause the transfer to freeze or become corrupted. With a decent connection speed, this process shouldn't take very long and you can safely chat with one another while waiting.

You will notice that the game options submenu now allows you to change the Share Countries setting to "yes". This allows more than one player to select the same nation, which is otherwise prohibited. If two or more players up to a maximum of ten play the same nation, then each of these players will be able to use any interface or control for that country. There are no limitations, so I would recommend you agree on areas of responsibility ahead of time to prevent disagreements during play.

Once all players have selected their nations, the Start button will become active for the host. When the host clicks this, the scenario or saved game will launch on each system and when all players have finished this process, with slower systems taking longer to complete the launch, the game will begin.

You may also chat with one another during the game by pressing the tab key, typing a message, and pressing the enter key. You have the ability to make your chats "private" by selecting the player (or players) you wish to have receive your communications. For your convenience, there are several preset chat filters that allow you to quickly address messages to the people you wish. After you press the enter key, the chat message will display on the recipient's main game screen and be recorded in his history log.

There are a few other important differences between single player and multiplayer games. The game speed setting may be adjusted during play using the "Ctrl" and "+" or "-" keys,

but this may only be done by the host. Any player may pause the game at any time but other players may un-pause it after a delay of 30 seconds. Any message boxes or events that would normally cause the game to pause automatically, depending on your message settings, will display normally but will no longer pause the game. Some of these will expire if you don't respond to them, disappearing after a period of time. Others will disappear if they are no longer valid.

Tutorials

If you select the Tutorial button in the Launch Menu, you can play the Darkest Hour tutorials. For more details, see the Tutorial section near the end of the manual.

Credits / Exit

Click on the Credits button in the Launch Menu to see a list of the many people involved in the design, development, production and beta-testing of Darkest Hour. The Exit button will quit the game and return you to your Windows desktop.

Message Settings

Darkest Hour allows you to customise the way that messages are displayed. Each type of message may be selected and set to display in one of the following ways:

Do Not Display: Use this setting to suppress this message from displaying at all.

Display in Log Only: These messages will only display in the history log.

Message Notifier: These messages display a small icon on the right side of the screen. Clicking on it opens the message box. (This option is not available for all message types.)

Message Box: This setting is for more important information and will cause messages to appear in a large message box as well as being recorded in the history log.

Message Box with Pause: This setting will bring up a message box and pause the game until you click "okay" on the box. Note that in multiplayer games, the auto-pause function is disabled and this message will simply bring up a message box.²¹



The General Interface

There are very few parts of the Darkest Hour interface that are visible at all times. The majority of your screen will contain a display of context-sensitive information that will change depending on the type of action you are taking. There is one area that never changes, located at the top of the screen. This provides a quick reference to some of the most critical pieces of game information and also gives you access to all of the principal interfaces.

There are also a few other things that aren't directly part of any other interface but have a global impact on the game. Taken together, these are best described as "the General Interface".

The Top Bar

This is the area at the very top of the screen that is visible at all times and displays a quick overview of the state of your nation. It also gives you

access to each of the main, vitally important, interface screens.

Status Overview

The upper portion of the bar shows a series of icons and values to which you will frequently refer. This allows you to quickly review your reserves of energy, metal, rare materials, oil, supplies and cash. It also displays your manpower pool, national dissent level, and your transport and industrial capacities. Hovering your mouse over any of these will reveal an expanding tooltip that gives you a more detailed summary of that item, particularly your daily income and expenditures and stockpile levels. If the daily change is a negative one, then the value will be displayed in red.



The Folder Tabs

Immediately below the status overview is a set of clickable folder tabs that give you access to the six main DH interface screens, which we'll later discuss one by one in the manual. Everything displayed below the top bar depends on which of these folders you've selected.

- **View Map:** Clicking this folder tab displays the interface that you'll use most often: the Main Map Folder. This is used to view the map of the world where you'll find details of your provinces, examine and issue orders to your units, deploy new units, and perform most other common in-game actions.
- **Intelligence:** This is the Intelligence Folder, where you will manage your espionage activities, and review whatever intelligence has been collected about other nations' armed forces and capabilities.
- **Technology:** This is the Technology Folder, where you will assign specialized teams

to begin working on research projects, and where you may review already available technologies and their effects.

- **Production:** This tab displays the Production Folder, where you control your national budget, initiate the construction of new units and industrial and defensive structures for your provinces, and see a summary of such important things as your current trade agreements, convoys and resource depots.
- **Diplomacy:** This tab takes you to the Diplomacy Folder, where you may set your domestic policies, conduct diplomacy with other nations, and view diplomatic and political information about the other nations in the world.
- **Statistics:** This folder provides a set of detailed charts and pie charts, allowing you to view summaries of almost all of the important information about your nation, armed forces, and the rest of the world.



The Date / Pause Button

The current date and time are displayed in a button at the bottom right of the top bar. The time shown always reflects Greenwich Mean Time (GMT) and, depending on what

portion of the map is presently displayed, could be significantly different from the local time. If you click on this button, the game will pause for as long as you wish. Clicking on it again will resume play. You can also press the pause button on your keyboard to pause and resume. Right-clicking on the button will display a menu that allows you to quickly select a new game speed, to toggle between sprites and counters being displayed in the Main Map folder, to hide or show weather on terrain map and hide or show icons on diplomatic map.

The Game Management Menu Button

Immediately to the right of the date/pause button is a button labelled "Menu". Clicking this will bring up the Game Management menu where you may select from several options:

- **Save:** Allows you to save your game in its current state.

The default file name will be your country, date and time, but you may change this to whatever you like by simply typing in a new name. Once the save is complete, you will be returned to the game. The savegame will be saved in the specific mod subfolder.

- **Options:** This brings up the in-game options submenu, which is similar to the new game options. Here, you may change the game speed, toggle between sprite icons and counters, change your autosave settings, and adjust your sound effects and music volumes. There is also a box at the bottom of this submenu which allows you to change your message settings.

- **Hints:** This turns on the hint boxes that are displayed when the game first launches.

- **Surrender:** This ends your current game session (we all have to sleep sometime). Your current game data is lost when you exit, so make sure you've saved first.

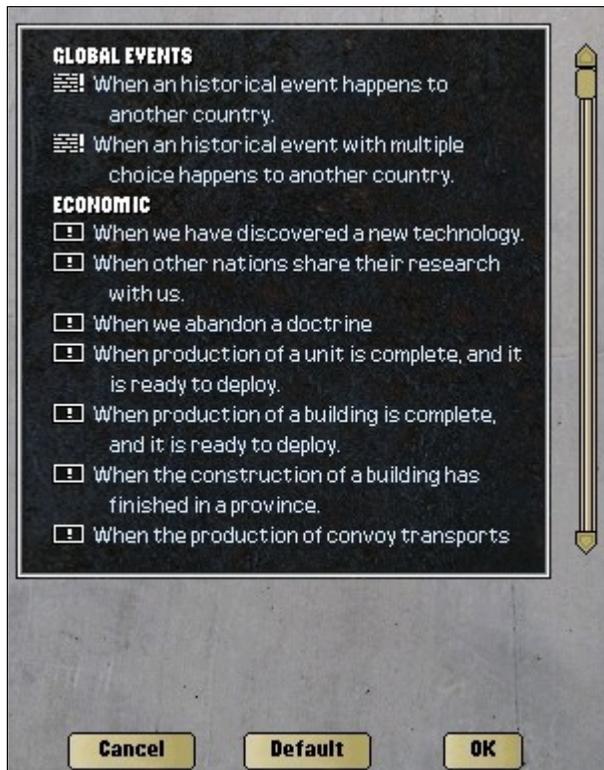
- **Return:** Returns to the game.



Message Boxes

You will receive many messages informing you of things that are happening during play. These may be notifications of foreign diplomatic offers; they could be reports from your armed forces advising you that they have engaged in battle or arrived at a destination; they might be reports from your scientists announcing a new technology; or they could simply be an intelligence report about your own spies' clandestine activities or perhaps other international affairs that are common knowledge but may not seem to directly affect you. Most messages can be displayed in several ways, and when you first install DH these will initially be set to certain defaults which you can later change to suit your preference. The most important ones will cause a message box to appear on the screen and will pause the game until you have acknowledged it.





Ones that are somewhat less important will be displayed in a message box but will not pause the game. Others will display a small message notification symbol at the right edge of the screen, waiting for you to open and respond to it. Many of these have a time limit and will blink for a short while before

disappearing. Messages that are probably of only minor importance will simply be written to your history log. Those that are likely to be irrelevant to you, such as a notice of a trade agreement being signed between two nations with whom you have no ties, will not be displayed at all.

You can change most of your game's message settings by clicking on the top bar's Menu button, then clicking the Options button and then selecting the Message Settings button. This will display a scrollable list of message types that you can set to any one of the display options. You may also change the notification setting for a particular type of message in-game without entering the submenu by right-clicking on the message when it appears, even in the history log, and then selecting the new display mode from the options box.



Tool Tips

Darkest Hour has an extensive set of expanding tooltips that should greatly reduce your need to refer to this manual, not to mention that it will usually provide precise numerical details or important information like the requirements needed to activate a decision or the prerequisites of a tech. Most tooltips are two-tiered. If you

briefly hover your mouse pointer over an object, a context-sensitive tooltip will appear. If you leave the pointer there for about three seconds, it is quite probable that the tooltip will further expand to give you even more detailed information.

All numerical values displayed in tooltips will use current in-game data, almost always including any applicable modifiers. Exceptions to this rule are typically due to "hidden" information of which you may not be aware. For instance, a tooltip that comes up when hovering over an enemy force will only provide as much information as your current intelligence and technology permits you to know and could be misleading if you have not detected the entire force.



Right-Click Menus

Many items in the game, particularly those on the Main Map Interface Screen, have context-sensitive quick menus that may be accessed by right-

clicking on the province, sprite or item. Some also require that you hold down the control (Ctrl) key as you do so. These act as shortcuts to commonly used controls or interfaces to make it easier for you to manage various aspects of the game. In particular, you will use the right-click and Ctrl + right-click unit order menus on a regular basis to set and coordinate your military activities. I have tried to include an indication in this manual of every instance where these menus are available, but when in doubt, it isn't a bad idea to give it a try, since doing so will never cause the game to crash or malfunction.

The Main Map Folder

Overview

This is the default starting screen and the folder that you will use most often. It is here that you will view the map of the world, see your troops and that of your enemy, deploy your units, issue orders to your armed forces, monitor ongoing battles, survey provincial defences and resources, and much, much more. You can access the main map view by clicking on the View Map folder tab on the Top Bar. The main map interface screen is divided into several important sections:

- 1 The Main Map:** The largest area of the screen, this is where you will see a portion of the world map and be able to view and select your provinces and units.
- 2 The Hot Buttons:** This is a set of seven buttons that give you quick and convenient access to your provinces, decisions, troops, active battles and deployment queue.
- 3 The Information Panel:** The information displayed in

this area will change depending on what you are doing. Most actions in the Main Map inter-face involve viewing and often changing something in this panel.

- 4 The Mini Map:** This is a small clickable map that displays the entire globe and gives an approximate graphical representation of the current local time of day. It can also be useful for locating your forces around the world.

- 5 The Mapmode Buttons:** This is a set of ten small buttons that you will click to change the information displayed on the main map. Some will cause a fairly drastic change of the map display, while others act more as filters.

- 6 The History Log:** This is a scrollable running log of game messages and events. Since the main map and accompanying context-sensitive information panel places just about everything you'll need at your fingertips during the course of basic play, it is important to know how to navigate it, and how to interpret the information you see there.



Navigating The Main Map

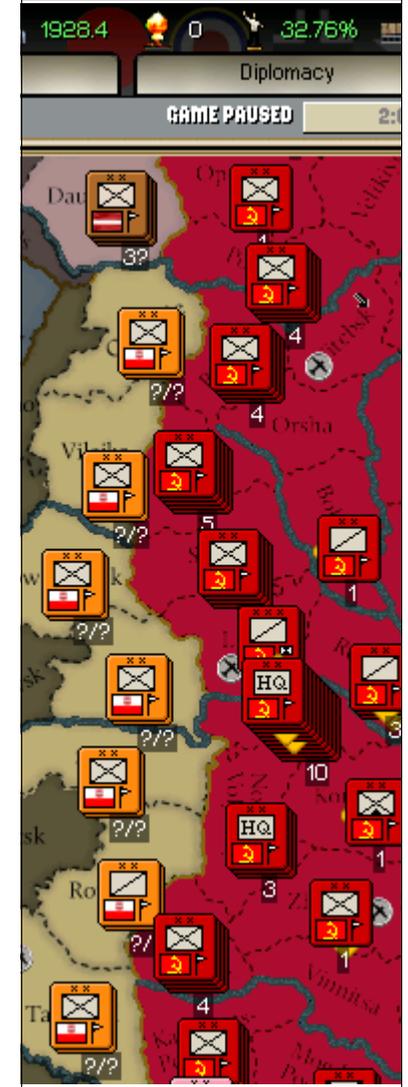
The world is divided into more than 2700 individual provinces and sea zones. There are far too many to be displayed on the main map while still giving you any useful graphical information, so the main map area displays just one small part of the globe at a time. Sometimes, you will want to view the main map at a very high level of magnification, where only a handful of provinces will be visible, but where it's easy to see and select your military units. At other times you may wish to get a less detailed "big picture" of what's going on, where you can quickly survey several hundred provinces or look at the general location of troops along a front or in a theatre. You can zoom in and out between DH's four different levels of map resolution by clicking on the small "+" and "-" buttons located on the right edge of the Mini Map. You can also use the "+" and "-" keys on your keyboard; both the regular keys and the number pad keys will work.



Moreover, you can also use the mouse wheel to change the zoom level. The Main Map can be scrolled by moving your



mouse pointer to any of the edges of your screen. Doing so will cause the map to begin scrolling in that direction until



you remove the pointer from the map edge. You can also use the Mini Map to quickly jump to a different area of the

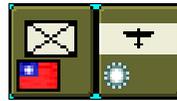


world by clicking on the part of the world that you want to view. Another method is to use the Province Hot Button, the

first of the six buttons, to display a scrollable list of your provinces. Click on one of these to center the map on that province. The next four hot buttons (placed after the Province and the Decision button) can also be used to jump to the location of a specific land, air or naval force, or to a combat currently being fought.

Message boxes that appear during play will often include a “goto” button that you can click to take you quickly to the relevant area of the map. If you know the name of the province you would like to go to, you can also press the “\” button on your keyboard and type the name of the province into the box that appears on your screen; remember, spelling is important!

Many of the pages in the Statistics Folder include a “hyperlink” that will take you directly to a province when you double-click on its name. That’s quite a few methods... and I’m undoubtedly forgetting some!



Provinces

Each province - and most importantly, who controls it - is the basic unit of measure for victory in Darkest Hour.

There is a distinction between “national” provinces, “owned” provinces and “occupied” provinces. National provinces are ones that have historically belonged to a nation for a long period of time and where the population is generally content with being part of that nation. They can become rebellious only if the dissent in the country is high. National provinces will be the heart of your economy and provide you with the bulk of your military recruits. Owned provinces do not share this sense of nationality, but have been under a nation’s dominion long enough that only very small pockets of resistance remain to fight for



independence. They tend to generate only a modest economic benefit to your nation and are usually not inclined to join your armed forces. An occupied province is one that has only recently come under the control of a nation, almost invariably as a result of a hostile action, and

where the public not only resents its new rulers, but will usually try to actively oppose them. These provinces tend to contribute very little to your economy and are not suitable for recruiting purposes.

Not only can provinces contribute vital natural resources or industrial capacity to your nation, but they can also provide additional defences or strategic assets for your military. Even a quick glance at a province on the main map will reveal important information about it, particularly in conjunction with several of the different map viewing modes. Clicking anywhere within a province’s borders will change the display in the information panel on the left side of the screen to provide all the essential details about the province. This is the Province Information Panel.

Province Name

Each province’s name appears on the Main Map and in the top left corner of the Province Information panel. Hovering your mouse over the province will also display a tooltip with its name, terrain, any special weather con-



ditions, as well as the name of the nation that owns it and controls it. In some map-modes, the tooltip will also identify the area and region to which the province belongs, which can be important when issuing certain orders for your military.

Province Ownership and Control

The flag of the nation that owns the province appears just below its name in the information panel. You can click on the flag to open the Diplomacy Folder with this nation pre-selected. If this province is currently occupied by another nation, then the flag of the controlling nation will be partially superimposed

over the owning nation's flag. It is the controlling nation that receives any assets from a province.

Victory Point Value

The victory point value of the province, if any, is displayed as a number inside the star on the information panel. National capitals are also identified by a red circle on the main map, and non-capital provinces of particular strategic importance, also known as "key provinces", will have a red star on them when viewed using the victory point mapmode, and it should be noted that they will not be displayed in other mapmodes. If you have captured most of an enemy nation's key points, then it will

be far more likely to accept your terms for its surrender. If you control all of a nation's key points, then you may annex it.



Terrain

A province's terrain is displayed in the picture on the information panel and is also colour-coded on the main map when using the terrain map mode. Terrain plays an important role in combat, affecting movement rates and supply as well as the outcome of battles.

The following are the various terrain types:

 • **Plains:** Depicted on the map in light beige, this type of terrain is ideal for the movement of all types of units and has no modifying effect on combat.

 • **Forest:** Depicted in green, forest slows down the movement of all units. Defenders gain bonuses in combat, and attacking units with wheels or tracks will have additional penalties reflecting the extra difficulty of manoeuvring.

 • **Hills:** Hilly terrain is displayed in tan and slows down the movement of all units. Defenders gain a small bonus, while attackers, particularly



units with wheels or tracks, incur a penalty. One specialised infantry unit, the mountaineers, ignore these penalties.



• **Mountain:** Mountainous regions are displayed in grey and cause a drastic reduction to movement speed. Defenders enjoy modest bonuses in this terrain, while attacking units are heavily penalised, particularly wheeled or tracked units. Only the special mountaineer units are exempt from penalties, and defending mountaineers have very large bonuses.



• **Desert:** Yellow regions indicate desert terrain. This terrain is simply not very pleasant to fight in. The performance of both sides will be noticeably and fairly equally reduced, particularly in the case of cavalry units.



• **Marsh:** Marshes and swampland are depicted in pale green and, as you'd expect, can have a large impact on the movement rates of wheeled or tracked units. Attackers suffer penalties, particularly motorised units, while defenders enjoy a modest bonus. Special marine infantry divisions tend to operate better in these conditions.



• **Jungles:** Displayed in dark green, jungle terrain is very poor for movement and ideal for defence. Any attacking units that are not on foot will be nearly useless.



• **Urban:** Urban areas such as large cities are depicted in a yellowish-brown colour. Defenders usually enjoy a modest advantage, since it is

assumed that they have had the opportunity to select the optimum defensive positions. Because of winding streets and a multitude of physical obstacles, infantry generally perform better than other unit types in an urban area.



• **Water:** Lakes and sea zones are displayed in blue on the map. Clicking on them will display only limited information, since they cannot be owned and no structures can be built in them. Note that for the purposes of DH, the seaway between the Great Lakes and the Gulf of St. Lawrence is considered impassable to naval and supply vessels, even though this wasn't strictly the case historically. There are also several narrow bodies of water that may only be used by your ships if you control the adjacent provinces (see Naval Combat section).



• **Rivers:** Rivers are displayed on the main map as blue lines between provinces and will present a challenge for military forces that attack across them. If possible, you should try to avoid launching such an

assault if there is an alternative avenue of approach, although having engineer brigades will mitigate this penalty to a degree.



• **Beaches:** While many provinces have a coastline, not all of them are suitable sites for the landing of an invasion force on the scale of DH. Landing forces from a naval transport, known as invasions, are restricted to provinces that have an additional beach icon of a beige and blue coloured symbol placed on the coastline. These operations are very tricky to accomplish and are quite risky if there is much opposition to the attack.



Weather

Not only does terrain play a role in movement and combat, but weather and weather-related conditions can also hamper your efforts. You can check the weather conditions using the Weather mapmode (or on the Terrain map if you toggled this option), and the

prevailing conditions are also indicated in the Province Details. Most of the effects will favour the defender over the attacker, although both forces are usually penalized, and the degree of the effect is determined by the severity of the conditions.



• **Rain:** This is shown on the weather map as a rain cloud. Land forces are only slightly affected by this weather condition. Naval units will suffer somewhat greater penalties and have difficulty locating their targets, and air units will lose almost all of their effectiveness.



• **Storm:** A storm is a severe form of rain and is shown as a rain cloud with occasional flashes of lightning. Naval vessels are severely hindered in storms and land units will generally have a fairly tough time of it as well. Air units cannot fly missions if their base is experiencing a storm and shouldn't bother taking off if these conditions exist over their target, since their drastically reduced performance will make the mission



little more than a waste of fuel.



• **Muddy:** This terrain condition is common in certain global regions and is shown in the weather mapmode in brown, while unaffected provinces are shown in beige. This will only affect the performance of land units, particularly any that rely on wheels or are extremely heavy, and unlike most other weather conditions will very strongly favour the defenders in battle.



• **Snow:** Snowfall tends to affect attacking ground units slightly more than defenders, and will have a very negative impact on any air missions. Naval vessels will perform poorly as well.



• **Blizzard:** This is extremely heavy snowfall that will make your aerial units effectively useless, and will also ground them if there is a blizzard over their air base. It has a significant impact on all land and naval battles, as well as movement. Blizzards are

displayed as very dense clouds with thick heavy snow falling from them.



• **Frozen:** Regions will become frozen at certain times of year, reflecting extremely icy and hazardous conditions that will affect movement but only slightly reduce combat capabilities. Defenders have only a slight advantage on frozen ground.

Provincial Borders and Crossing Points

Regardless of the mapmode view you use, provincial borders are shown as a black-dashed line on the Main Map, while national boundaries are traced with red lines. Rivers are depicted as blue lines along provincial boundaries; there are some modest geographic liberties taken with river placement for game design reasons, and only rivers of some significance are taken into consideration. Each provincial boundary is also listed on the right side of the information panel when a province is selected, along with an indication of the type of connection it has with its neighbour, though the label

space is limited to the first six characters of the adjacent province's name. A green dash indicates a border that is not impeded. A blue river icon means that there is a river that must be crossed to move across this border and, if contested by an enemy force, an attacker will incur a river-crossing penalty (for more details, see the Combat section). If there is a unit engaged in battle in an adjacent province, a small red "under fire" symbol will be displayed on the provincial boundary as well. If the boundary is considered impassable, a red line will be displayed. Clicking on one of the border names or icons will change the display to show the Province Details in the information panel for that province instead.

Some very narrow bodies of water may be traversed without the need for naval vessels and are shown using a blue water icon in the boundary listing. Since these crossing points are not displayed on the Main Map, you should pay careful attention to the province boundary listing whenever you

are in a province that might have one. If a hostile fleet occupies the sea area, it will prevent you from using or attacking across that narrow strait. If the province you are moving to contains enemy forces, then the combat will be treated as an invasion and is subject to the same penalties as a normal amphibious invasion (see the Combat section for details).



Provincial Assets

The area immediately below the province's picture provides detailed information about each of its assets, such as its natural resources, industrial conditions (factories, infrastructure and partisan-ship), its defences, and any other provincial improvements that have been built there.

If the province you are viewing is currently controlled by your nation, then several of the areas will be shaded grey and act as Quick Build buttons to



allow you to initiate the construction of these items in the province. All province assets may be built using the right-click province menu as well. For province infrastructure, factories, land fortifications and naval fortifications, these are the only two ways to initiate their production. Other assets are built by placing a Production Order for them. This is described in detail in the Production Folder section.

 **Manpower:** This indicates the manpower that this province contributes to its controlling nation's national manpower pool. Manpower is needed for recruiting and rein-

forcing your armed forces; core national provinces provide all their potential manpower, while occupied or not national territories provide only a fraction. The daily gain from provinces is very low, especially at peace, but changing conscription laws or mobilizing the country will add a quantity of manpower proportional to the manpower of the national provinces.

 **Industrial Capacity (Factories):** This is the number of factories that have been built in this province, each of which provides industrial capacity for the controlling nation. New factories may only be built in a province that has infrastructure over 33%.

 **Anti-Aircraft Batteries:** This is a province defence that will fire upon any enemy aircraft that venture into the province and do not need to be manned to be operational. This icon will also be visible in the main map, as long as there is at least one AA battery present in the province.

 **Land Fortifications:** This is a defensive structure that helps land forces repel enemy attacks that are launched from adjacent provinces. Its size determines how effective a defence it is, but the fortifications must be manned by land divisions and will not assist forces against sea invasions or paratrooper attacks. As long as at least one fort is present, this icon is also displayed on the Main Map.

 **Coastal Fortifications:** Similar to land fortifications, this is a defensive structure that helps land forces repel an invasion that is launched from the sea. It must be manned to be effective, and it will not provide assistance against attacks launched from a neighbouring province or paratrooper attacks. A matching icon will appear on the Main Map, as long as there is at least a level one fortification.

 **Metal:** The amount of metal drawn from the province on a daily basis. This amount may be increased by researching

appropriate industrial technologies and will either be placed in the nearest resource depot or, if a land supply route can be traced from this province to your capital, in your national stockpile. Metal is needed by your factories to generate IC.

 **Energy:** The amount of energy drawn from the province on a daily basis. This amount may be also increased by researching the appropriate technologies and will either be placed in the nearest resource depot or, if possible, in your national stockpile. Energy is essential to keep your factories operational and may be converted into oil if necessary.

 **Oil:** This is the amount of oil drawn from the province on a daily basis. It may be increased by researching appropriate industrial technologies and will either be placed in the nearest resource depot or, if a land supply route can be traced from this province to your capital, in your national stockpile. Oil is vital, as it is consumed as "fuel" by many units in your military. If you run

short of oil, energy may be converted into oil, though the conversion rates may be poor until you have achieved a high technological level. The amount that you may convert on a daily basis is limited to a percentage of your national industrial capacity.

 **Rare Materials:** The amount of rare materials drawn from the province on a daily basis. As with the other resources, this amount can be increased with appropriate technologies and will either be placed in the nearest resource depot or, if possible, in your national stockpile. Your factories need a modest amount of this resource to remain operational.

 **Infrastructure:** The roads, railways and other infrastructure in a province. Unless this value is 33% or higher, you will not be able to construct factories here and the more infrastructure present, the faster some provincial assets may be built. Infrastructure has a very large effect on the supply efficiency and movement rate of troops



located in a province and insufficient levels achieved through poor planning or destruction by enemy bombing campaigns can have devastating results.



Partisan Activity: This is the amount of partisan activity in the province. Partisans will actively seek to hamper your industry and supply in non-national territories and may even rise in revolt if the opportunity arises. You will need to assign forces to anti-partisan duties to suppress their resistance efforts; garrisons and MPs are particularly good at this.



Air Base: All air units must have a base of operations. The number of individual wings that may be stationed in a province without penalty is determined by the operational size of the base, which may be reduced as a result of enemy attack. If too many wings make simultaneous use of a base, they will experience reduced rates of repair and upgrade and will be slow to regain organisation. On the main map, a base will be blue

if it is being used by at least one wing and grey if it is not, although this colour distinction is hidden by the fog of war.



Ports and Naval Bases: While many provinces have a large enough port for naval vessels to temporarily dock, all military vessels require larger facilities for repairs and refitting to take place. A naval base may support any number of flotillas, but the size of the base determines how efficiently it does so. Repairs to damaged ships will only occur when they return to their assigned naval base. This icon will appear in two different sizes on the main map. A small icon indicates a port, while a larger icon indicates a naval base. If either is coloured in blue, then the port or base currently contains naval vessels, although this too will be hidden by the fog of war. A naval base in a province that you own will remove the fog of war from an adjacent sea area, although it may not necessarily detect any or all enemy naval vessels that go there, since this is subject to your technology. Ports are not displayed in the Province

Details, so if you see this icon in the information panel, it denotes that a naval base has been built here and will also indicate its size and operational condition.



Radar Station: Radar stations provide improved detection of enemy air activities. The air-to-air combat abilities of any aircraft defending the skies over that province will be improved proportionally by the size of the radar installation. A radar site also removes the fog of war from an adjacent sea zone, although it may not necessarily detect any or all enemy naval vessels that go there. You will not be able to see another nation's radar sites in any province that is hidden by the fog of war.



Nuclear Reactor: This installation might be better described as a nuclear test facility, since it does not provide any power that can be used on a provincial level. Instead, its function is to greatly assist in the research of nuclear technologies and accelerate the testing and manufacture of weapons-grade materials.

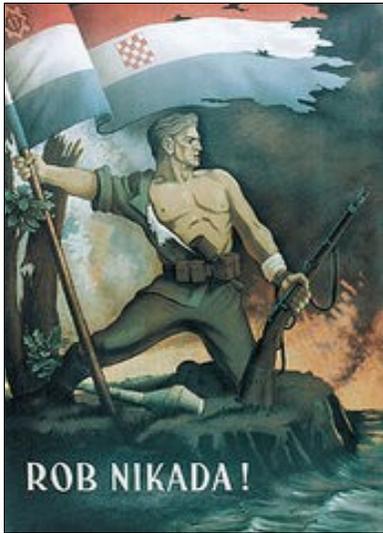
Nations tend to be secretive about such projects, so these will not be visible if the province is hidden from you by the fog of war.



Rocket Test Facility: This is the rocketry counterpart to a nuclear reactor, providing a facility for more rapid testing and manufacturing rocket-propelled devices such as flying bombs, rocket bombers, ballistic missiles and ICBMs. As is the case with nuclear reactors, these are hidden by the fog of war.

Context-Sensitive Information

The upper half of the remainder of the information panel, the large slate-grey area, will display one of two things depending on whether or not you control the province you are reviewing. If you don't control it, then some basic but essential diplomatic information will be displayed here, as well as the controlling nation's flag. You may click on the flag to initiate a diplomatic action with that country. If the province is currently under your control, then a complete list of any land, air and sea



units that are currently stationed here will be displayed. You can click on one of these list items to select the unit, though this is only one of several ways to do so, and then view its details and issue it orders.

Quick Build Buttons

If the province you are viewing is currently under your control, some of the provincial asset values will be displayed in grey and will also act as Quick Build buttons that allow you to quickly issue a production order for more of that item to be built in this province. For infrastructure, factories, land fortifications and naval fortifications, this is one of only two ways to issue a production order. I will detail this in the

Production Folder section of the manual and give only brief instructions here. Click on one of the Quick Build buttons to place a production order for this item to be built in this province. You will see the production order appear in your national Production Queue, which is displayed in the Production Folder, and this will also be displayed in the lower portion of the information panel for this province. You may click on the Quick Build button a number of times to order the serial production of multiple identical units. Pressing down Shirt, Control or Shift+Control while clicking on the Button will order 5, 10 or maximum size of that improvement.

Right-Click Province Menu

Right-clicking in the main map area of a province you own will display a menu of all possible province improvements that may be built, allowing you to quickly initiate construction of these in exactly the same way as using the above hot buttons mentioned above, and also allowing you to build some of the other improvements that aren't included as owned-

province hot buttons. Pressing down Shirt, Control or Shift+Control while clicking on the Button will order 5, 10 or maximum size of that improvement. Right-clicking on another nation's province will display several context-sensitive options that you may select to quickly initiate a diplomatic or intelligence action with that nation. Each of these is described in detail in the relevant portions of the manual.



The Hot Buttons

The seven Main Map hot buttons provide a quick means of gaining an overview and location of your provinces and armed forces. While details about combat and armed forces will be given in the Combat section, an overview of each is given here.



The Province Hot Button

Clicking on the province hot button displays a list of all of your currently controlled provinces in the

information panel. This allows you to conduct a very fast survey of your nation's resources and any recent enemy activity. To the right of each province's name is its current industrial capacity, an indication of the type of resources that have been drawn from it, as well as its manpower value. If a battle is currently being fought there, or if it has very recently been attacked by enemy bombers or naval bombardment, then a red "battle" icon will appear adjacent to its name. To the left of each province is a small symbol that will be green if the province is one of your owned provinces, or red if the province is normally owned by another country but is currently under your occupation. Clicking on any of the small "header" icons at the top will sort the list in descending order. You can click the Provinces header to return to an alphabetical sorting.

Clicking on the province name will center the main map on that province and display the Province Details in the information panel.



The Decision Hot Button

Clicking on this button will display a list of all available and active decision. Available but not active decisions are marked with a red X whereas active decisions (that can be taken) are marked by a green V. Placing your mouse over the red X or the green V will display a tooltip with the requirements necessary to activate that decision. Decisions can be sorted by name, historical date or status (available or active).



The Land Forces Hot Button

Clicking on this button will display a list of all provinces that currently contain your land forces in the information panel, as well as basic information about the forces stationed there, including the number of divisions, their overall strength and organization, and the portrait of their commanding officer. If an army is presently carrying out orders that you have given it, a summary of the orders will be displayed here, and if it is involved in an attack, the



combat icon will appear adjacent to its current strength. You may jump quickly to the province by clicking on the province's name in the information panel, or you may bring up details about any army by clicking on its name in the listing, also causing the main map to jump directly to that province.



The Air Forces Hot Button

Click this hot button to display summary information about your air forces. Each of your provinces containing an air base will be listed here. To the right of the base's name are two values: the overall size of the base and its current operational size. If an air base has been attacked by enemy bombers, the operational size may be less than the base size. As long as you devote IC to reinforcements, the base will gradually be repaired and will become fully operational once more. There is no restriction to the number of air wings that may be stationed at a base, but if this number exceeds the base's current operational size, the rate that units regain organisation, are repaired, or

are upgraded will decrease. It is possible to base your air wings in an ally's air base, although you are subject to the same size restrictions, at which point the ally's province will also appear in this listing.

Your air units will be listed immediately below their current base assignment. You will see a unit's current mission and location (which may be different than its base if it is flying at the time that you review the information) as well as its leader, strength and organisation. This panel can also be used to quickly issue new orders to your air forces by clicking the order box in the lower right corner of the unit's listing and issuing new orders. Click on a squadron's name to jump to its location on the map and to review detailed information about its composition.



The Naval Forces Hot Button

The Naval Forces hot button is very similar to the Air Forces hot button. Clicking it will bring up a complete listing of your naval bases and the various units that have been assigned to

each. The base size and current operational status are shown beside the name of the port; note that naval bases are subject to aerial attack. Naval units are listed below their base, along with a summary of their current location, orders, commanding officer, strength and organisation. Clicking on a unit will center it on the map, and the information panel will display more detailed information about its components. Just as with the Air Forces hot button, you may quickly issue new orders to your naval units from this panel.



The Active Combats Hot Button

When you engage in large-scale operations, it can be easy to lose track of all of the various combat activities that are currently underway, even though you will receive a message when each one commences (based on your message settings). The Active Combats hot button becomes an invaluable tool for quickly locating and evaluating the status of any battle.

When you click this hot button, you will see a complete

scrollable listing of all active military engagements. Each will feature a summary of the size and nationality of the forces involved, the portraits of the two opposing commanders, and a graphic representation that shows each force's current strength and organisation. The attacker is always listed on the left and the defender on the right. Below them is a battle status bar that gives an approximate idea of who is currently prevailing. If you click on any of the active combats listed in the panel, you will jump to the location in the main map and the Combat Details, a detailed battle analysis, will be displayed in the information panel.

In very large wars, you may have a huge number of battles in progress, so you can also filter which active combats are shown when you click the hot button. You may choose to see a list of only the land, air, naval, or bombing engagements by clicking on the appropriate icon at the top of the listing. Click the "all" icon to return to a complete listing of all active combats.



 **The Force Pool Hot Button**

The sixth hot button is used to view and deploy new units from your force pool. I will give you details of how to use this interface later in the manual so it will suffice to indicate here that if you click on the Force Pool hot button, you will be given a list of all of the available units in your force pool. These are the new units that you have built or recruited using the production interface which are ready for active duty and are simply waiting for you to issue them an assignment. If you have given orders for the strategic redeployment of a land unit then it will appear in this list as well, along with

Units ready for deployment:

	(London)	1st Cavalry Division 'Kings Own'	2	12	4	14	14	4	7
	(London)	18th Hussars Division	2	12	4	14	14	4	7
	(London)	12th 'Eastern' Division	2	12	3	18	15	4	7
	(London)	9th 'Highland' Division	2	12	3	18	15	4	7
	(London)	6th Infantry Division	2	12	3	18	15	4	7
	(London)	4th Infantry Division	2	12	3	18	15	4	7

Click the button to select where to deploy this unit.
 Hold CONTROL and click to select/deselect this unit.
 Hold SHIFT and click to select all units of the same model.
 Hold SHIFT+CONTROL to select all units of the same type.

its intended new location. You can only review - not change - a strategic redeployment order, and the force is listed here only for your reference and convenience. Important note: Each item awaiting deployment in the force pool will tie up national transport capacity as well as consuming a daily allotment of supplies.

This may hurt your ability to efficiently supply your forces that are already on the front lines. Items in the force pool will also have very poor organisation when first deployed and will not be upgraded with the most recent technological advances until they have been placed in the field.

Deploy 7 Land Divisions at once
(2 x 3), (1 x 1)

Select a unit or a province on the map.

	Aldershot Command	3
<input checked="" type="checkbox"/>	This unit has no mission set.	
	Northern Command	1
<input checked="" type="checkbox"/>	This unit has no mission set.	
	Southern Command	1
<input checked="" type="checkbox"/>	This unit has no mission set.	
	I Corps	4
<input checked="" type="checkbox"/>	This unit has no mission set.	

Deploy 7 Land Divisions at once
(1 x 7)

Select a unit or a province on the map.

	Aldershot Command	3
<input checked="" type="checkbox"/>	This unit has no mission set.	
	Northern Command	1
<input checked="" type="checkbox"/>	This unit has no mission set.	
	Southern Command	1
<input checked="" type="checkbox"/>	This unit has no mission set.	
	I Corps	4
<input checked="" type="checkbox"/>	This unit has no mission set.	

Multiple Deployment

An interesting feature of Darkest Hour is the multiple deployment of divisions. If you have a long list of divisions in your deployment pool and you don't want to

waste your time deploying each of them separately, you can now simply press Control and click to select/deselect them. Moreover, if you press Shift and click over a division it will automatically select all divisions of the same model (infantry, motorized, interceptors, CAS etc.). And if you press Control and Shift and



click over a division it will automatically select all divisions of the same type (which means land, naval or air units). After selecting the divisions, there will be a new screen where you can choose to add these divisions to an existing unit or deploy them in a specific province. The game will automatically group together units of the same model creating groups (but if you want them separated you just have to press SHIFT).

By default land units are placed in groups of 3, air units in groups of 2 and naval units in groups of 6, but this value is moddable in misc.txt for each unit type. So for example if you have 7 land divisions, the system will automatically separate them in 3 units: the first two unit will have 3 divisions each and the third unit will get 1 division.

You can them easily deploy these three units in a specific province. If you want 7 different units each composed by a single division you'll only have to press Shift.



The Mini Map and Mapmode Buttons

The Mini Map has three primary uses:

- If you left click anywhere on the Mini Map then the main map will move to be centered on that location, making this a quick way to jump between theatres.
- The Mini Map also has a graphic representation of the approximate local time of day for any portion of the globe. A dark band will sweep across the Mini Map, indicating which global regions are currently experiencing night.
- The third function of the map is accessed by right-clicking on the Mini Map and selecting the type of force you would like to view. Small red dots will then appear on the Mini Map, showing you the locations of all forces of that type.

On the right edge of the Mini Map are small “+” and “-” buttons. Clicking on these will change the magnification of the main map. You can also use the “+” and

“-” buttons on your keyboard as well as your mouse scroll-wheel to do the same thing. DH permits four different levels of main map magnification. Along the base of the information panel, below the Mini Map, is a series of ten Map-mode buttons that allow you to quickly change the main map view to provide you with important and often essential information at a glance.



Terrain Mapmode

This is the standard display mode, with provinces shown colour-coded by terrain type (see the Provinces section above for a description of each terrain type). Province improvement symbols are shown, but the portions of the map that are not within visual range of your alliance’s provinces or military units will be covered by the fog of war.

You can also see weather on this Mapmode by toggling the related option on the Date/Pause button.



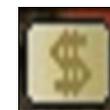
Political Mapmode

While the unit and province improvement display remains the same as the terrain mapmode, this view colour-codes all provinces to show the controlling nation instead of the terrain.



Weather Mapmode

Click this button to view the prevailing weather trends around the world. Provinces will be coloured beige unless the conditions are muddy (brown) or frozen (white). Animated icons will show the current weather trends in provinces and sea zones, indicating frequent rain, storms, snow or blizzards. If you’re planning a major offensive, check this map before you launch it.

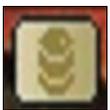


Economic Mapmode

This mapmode provides a quick means of checking resource locations and industrial capacity. Provinces belonging



to your nation are colour-coded in light green if they contain at least one factory, or in dark green if they belong to you but do not contribute at all to your nation's industrial capacity. Any province that has some type of natural resource or manpower value will contain the appropriate icon to indicate its presence. You can also find this information in the Territorial information summary in the Statistics folder.



Supply Mapmode

This mapmode displays military units and is therefore subject to the fog of war. Each province will be colour-coded to indicate whether it is

currently within allied supply. If it is currently within supply, it will be shaded in green, and if it lies outside of an allied supply chain it will be red. The shading of each province indicates its approximate infrastructure level. Darker shadings indicate lower infrastructure levels and lighter shadings indicate excellent infrastructure. Note that enemy and neutral provinces that are adjacent to allied provinces will also usually be displayed in green, since a unit that moves there would remain in supply. Sea zones through which either supply convoys or resource convoys will run are also indicated on the map as a clear blue colour, rather than the standard greenish-blue tint. This only indicates that the convoy path has been created, but does not indicate that a sufficient number of vessels have been assigned to actually carry out that duty. Supply and convoys will be discussed in detail in the Production and Combat sections.



Partisan Mapmode

This mapmode will give you a quick indication of the risk

of partisan activity in your provinces. Green shading indicates a province which has no risk of rebellion. Various shades of red indicate provinces where partisans are active, with darker shading indicating greater levels of activity; these should be carefully monitored. A tooltip details all current partisan-related conditions. Partisans are discussed in detail in the Diplomacy Section.



Region and Area Mapmode

The next two buttons will display a colour-coded map of either regions (large province groupings) or areas (somewhat smaller subdivisions of the regions, usually about 3 or 4 provinces in size). Areas and regions are used for many of the orders that you will give to your air force or navy and do not indicate ownership or control, so you may find these modes convenient when issuing such orders.



Diplomatic Mapmode

It is easy to lose track of who is at war with whom and who is allied

with whom, so this mapmode allows you to determine this at a glance. The map display is colour-coded and context-sensitive. Click on a province to view the world from its controlling nation's perspective. A dark green province is currently controlled by that nation. A national province will also have a red dot in it to indicate its importance. A claimed province will have a yellow dot in it. A light green province belongs to one of that nation's allies. A red province is currently controlled by another nation with which the nation is at war. A light red province is a core or claimed province currently controlled by another nation with which the nation is at war. You can remove icons from this Mapmode by toggling the related option on the Date/Pause button.



Victory Points Mapmode

This mapmode can be used to quickly locate provinces that have an assigned victory point value. Green shading indicates that a member of your alliance occupies the province; orange shading indicates that a

neutral country occupies it; and red shading means that it is currently controlled by an enemy. Provinces with very high victory point values, often national capitals, will be darker in colour than those with lower point values. Key provinces of particular strategic importance for peace negotiations are marked with a red star in this mapmode.

The History Log

The history log is a scrollable sequential list of the messages and events you have had during the game. In multiplayer mode, it will also record any chat messages you send or receive. You can scroll back up through recent messages received during your current session of play, which is also saved as a log for future reference. A full log may be read using the History Log screen in the Statistics folder. If you wish, you may hide the message log by clicking the small button at the top left corner of the log and later restore it by clicking on the button again.



The Technology Folder

Overview

Although the Intelligence folder is the next tab on the top bar, we will discuss this a little later in the manual (after the Diplomacy section) since the concepts and functions of both are interconnected. Instead, let's move on to the Technology folder.

Technology is an integral component of Darkest Hour and your degree of overall achievement will have a significant impact on many things. Your domestic affairs will benefit from new efficiencies in extraction, conversion and production rates, and your military will deploy new technologies to gain a crucial edge over your enemies. You may even begin nuclear experimentation that can lead to the atomic bomb.

Unlike most things in DH, this does not require a direct allocation of IC. New technological advances are gained by hiring a team of scientists, assigning them a research project to work on, and then

after a period of time, the team will announce that it has achieved this new technology. The length of time will depend on the nature of the project and on the skills and expertise of your team. You are also limited in the number of projects you may work on simultaneously. The maximum number of projects and the specific teams that are available to you will depend on which nation you are playing, and on your nation's economic strength.

Research speeds may be further improved or hindered somewhat by several of your cabinet ministers. Your rocketry research will be greatly aided if you have built rocket test facilities in at least one province, and your nuclear research will benefit similarly from a nuclear reactor site. The only other way to accelerate your research is to acquire blueprints from another nation. Gaining an edge over your enemy, or at very least maintaining an approximate technological parity, will almost certainly be vital to your overall success.

Selecting Research Teams

The left side of the Technology Folder will display up to five teams of scientists, each of whom may be assigned a project to work on. When you first start playing, this area will be empty, waiting for you to assign research teams to each slot and to give them each a project to pursue. Depending on the nation you are playing, you may have as many as five slots, or as few as one. **The number of available slots is based on your nation's base industrial capacity (with an additional team slot awarded every 20 IC).**

Click on a blank team slot to display a list of the teams in your nation's pool. Some of these may be headed by individuals, while others will be identified as companies. Each team will have a skill level and will have at least one area of expertise. The skill level is an indication of the team's overall proficiency and will affect both the daily cost of funding the team and the overall rate at which it will be able to research a new project. The higher the skill level, the less time the team will need to complete a project, but they

will have a high daily financing cost. The small colour-coded icons indicate the team's areas of expertise, or fields of research at which the team excels. The number of available teams and their skill and areas of expertise will depend on the country you select and will rarely change during play.

Whenever possible, try to find a team that has expertise in the fields that relate directly to the components of the project that you intend to assign them, even if they might be less skilled overall than another team that lacks this expertise. Each area of expertise that matches a component's field requirement will give the team a research bonus when working on a project, so the more fields that match, the better. If a team has an area of expertise that matches one of the project's requirements, the icon for that field will be highlighted in green. This will allow you to rapidly find the most suitable match.

Once you have chosen a team by clicking on it, a portrait or logo will appear in the project slot of the technology folder

View Map
Intelligence
Technology
Economy
Diplomacy
Statistics

GAME PAUSED
0:00 August 4, 1914
Menu



Mauser Werke \$

Skill: 8

🔧
🏠
⚙️
👤

Carrier Integration
0.20%



Hindenburg-Ludendorff \$

Skill: 7

🎯
⚔️
✈️
👤

Basic Air Duel Doctrine
7.80%



Krupp \$

Skill: 9

🔬
🔧
🏭
⚙️
🔄

Scientific Management
5.40%

No Team Selected

No Team Selected

Infantry
Armor & Artillery
Naval
Aircraft
Overview

Industrial
Land Doctrines
Secret Weapons
Naval Doctrines
Air Doctrines

Carrier Integration

Cancel Project

Enable Mission Type: Carrier strike on Port.

Enable Mission Type: Carrier strike on Airbase.

CV: Max Positioning +15.0%

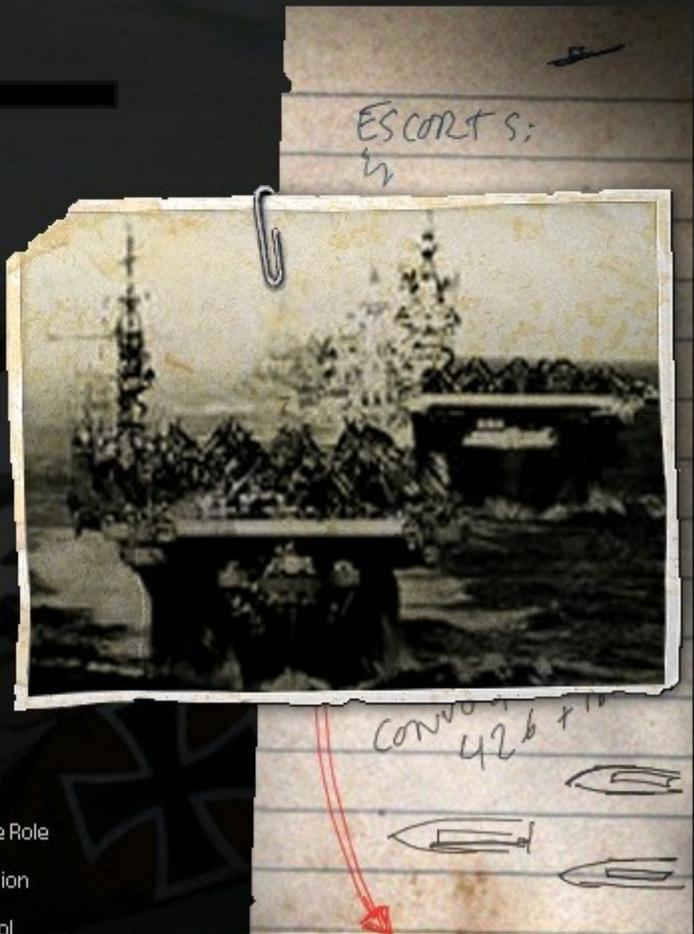
CV: Min Positioning +10.0%

CVL: Max Positioning +15.0%

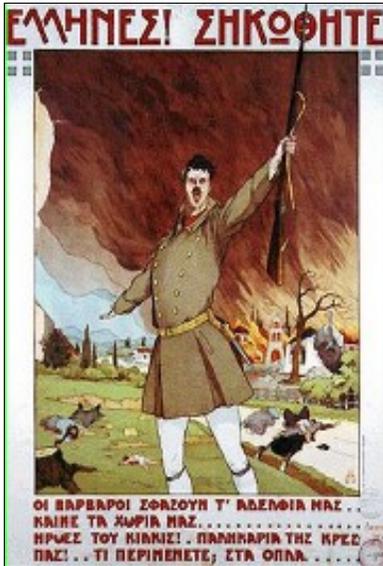
CVL: Min Positioning +10.0%

Historical Year: 1920

- 10  | Carrier Ship Design
- 10  | Flight Deck Operations
- 10  | Aerial Reconnaissance Role
- 10  | Carrier Ships Integration
- 20  | Carrier Aviation School



44



and you'll see the team's name and its areas of expertise. If you haven't yet assigned a project for it to work on, you will also see a comment that it is idle and that it does not currently require funding. Idle teams may be replaced by clicking the Replace button and selecting a new team. The new team will be placed in that project slot and the old team will be returned to the team pool.



Research Projects

Selecting and Assigning a Project

Across the top of the screen are a set of buttons listing the various general categories of technology in DH. Each category has many individual projects, each of which has its own set of component advances. When you click on one of the category buttons, the main section of the folder will display a colour-coded flowchart of all of the projects that are part of that category. A dark green entry indicates that

you have already completed this project;

- light green indicates that you have all the prerequisite advances necessary to begin researching the project;
- yellow indicates that a team has already begun work on the project; and
- red indicates that you lack some of the prerequisite accomplishments to begin research. The arrows in the flow chart indicate the prerequisites for each project, making it easy to see what steps must be taken if you are looking far into your research future. Tooltips also display useful informations like required and unlocked techs.

The various secret weapons fields are a special case. There are prerequisites in other categories that must first be completed, and at some time shortly thereafter a special "event" will fire that will unlock one or more secret weapon projects. Until the event has triggered, you will not be able to begin research on that project even if you satisfy the technological requirements. Clicking on any one of the projects will display the Project

Details and its component advances. Each component will have a difficulty rating and a specified field that is the primary discipline that relates to the component. The overall project completion time will be reduced for each of the assigned team's areas of expertise that correspond to one of the components' primary fields, but a higher difficulty rating makes for a longer research schedule for that component. You will also see a list of the benefits you may expect upon completion of the project.

Each project has one other factor that can play a role in determining how long it will take to research: the historical year that it appeared. This reflects the need for other sub-components that aren't directly included in the technology tree's multitude of components but nevertheless played a historical role in making scientific advances in this area possible. If you begin researching a project before its historical time period, it will take longer to complete since your team will need to spend additional time inventing those hypothetical subcomponents.

You can easily change the number of available tech teams by editing db/misc.txt (located in the main and in each mod folder) and play at your will with these parameters:

5

Max active tech teams at a time (cannot be more than 50).

1

Min active tech teams at a time (available teams regardless of current IC).

20

Required IC for each tech team above the min 20

Progression in advanced levels of rocketry research will be nearly impossible without the construction of appropriate test facilities to assist your scientists. If you intend to pursue this field, you should build at least one rocket test site as soon as you are able and then increase its size



Siemens & Halske \$

Skill: 8






Product standardization
62.60%



MAN \$

Skill: 8






Early Tank
71.20%



Mauser Werke \$

Skill: 8






1936 Infantry Division
51.60%



Erich von Manstein \$

Skill: 9







Basic Hospital System
46.00%



Rheinmetall \$

Skill: 7






Early Anti-Tank Artillery
7.20%

Infantry	Armor & Artillery	Naval	Aircraft	Overview
Industrial	Land Doctrines	Secret Weapons	Naval Doctrines	Air Doctrines
Manufacturing	Construction Engineering	Computers	Cryptography	Agriculture
Scientific Man.	Early Construction	Census Tabulating	Cipher machine	Early Agriculture
Mass Prod.	Bas Construction	Automatic feed tab	Teleprinter	Early Mech.
Facilities Design	Imp Construction	Analog Fire control	Early Decryption	Modern
Man. Support	Adv Construction	Accounting Machin	Bas Encryption	Mechanized
Process Reeng.	S-M. Construction	Bas Computing	Bas Decryption	Agri-chemistry
Product Stand.	Mod. Construction	Imp Computing	Imp Encryption	Production
Assembly Line Exp		Adv Computing	Imp Decryption	Semi-modern Mech.
Prod Scheduling			Adv Encryption	Advanced Prod
Dist. Control Syst.			Adv Decryption	Modern Prod
Mass Custom.			Basic Info Theory	
APS			Improved Info Theor	
CIM	Radar Warning			
Applied Assembly lines	Bas Decimetric	Synthetic Oil	Nuclear	Medicine
Aircraft Ass Line	Surface Radar	Basic Refining	Atomic Research	Early Antibiotics
Ship Ass Line	Search Radar	Improved Refining	Research Labs	Blood transfusions
Vehicle Ass Line	Imp Decimetric	Advanced Refining	Nuclear Research	Early Pharmacology
Rocket Ass Line	Air Radar	Basic Plant	Isotope Separation	Sulfa Antibiotics
Sm Arms Ass Line	Adv Decimetric	Improved Plant	Nuclear Fuel	Basic Pharmacolog
Material Science	Bas Centimetric	Advanced Plant	Exp Reactor	Mass Produced Pen
Plastics	Imp. on board	Modern Plant	Nuclear Reactor	Improved Antibiotic
Adv Material Sci	Imp Centimetric		Nuclear Power	Improved Pharmaco
	Adv Centimetric			
	Mod Centimetric	Custom Equipment	Sturdy Equipment	Sturdy Vehicles
Rocketry	Aids System	Winter Equipment	Tropical Equipment	Desert Equipment
Experimental Rocke	Adv.Mod.Centimetr	Winter Vehicles	Tropical Vehicles	Desert Vehicles

Most Advanced Brigade Models	
Art	Ordnance QF 18pdr Mk II
SP Art	---
Cav	Cavalry Brig  36
SPR Art	---
M. Arm	Vickers Medium Mk. III
SP AT	---
L-A	Vickers L-A Mk III
H Arm	---
SH Arm	---
AC	Carden-Lloyd Mk VI
AA	Basic Anti-Air
Pol	Police 1921
Eng	Engineer '30
CAG	Sea Gladiator / Swordfish
Esc F	---
ASW	Great War ASW
S-AA	Early AA
S-RA	---
S-FC	Fire Control
S-IH	---
S-TM	Great War Torpedos
AA	Early Capital AA
RA	Early Surface radar
FC	Capital Fire Control
IH	---
FP	Interwar Seaplanes
Combat Events:	
Counterattack	1%
Assault	2%
Encirclement	1%
Ambush	1%
Delay	3%
Tactical Withdrawal	1%
Breakthrough	1%
HQ Bonus chance	150%
Naval Positioning	
Battleship	65 <-> 120
Light Cruiser	65 <-> 100

whenever possible. This province improvement will drastically reduce your research times of further rocketry advances. The same is also true of nuclear research projects, which will progress very slowly unless you have built a nuclear reactor in at least one of your provinces.

As mentioned earlier, a research project will take much less time if you begin with a set of blueprints for the project. You may be able to negotiate a one-time trade if you make an attractive enough offer during your negotiations. Your spies can also be ordered to infiltrate an enemy and attempt to steal a set of blueprints to a technology that you don't yet possess.

Once you have decided on a project that your team is able to research, click the Start Project button to assign the team to this project. The main area of the screen will then change to display the project details with an indication of the overall progress being made on the project. Money will be withdrawn each day from your national cash reserves to finance the project and as time passes, you will be able to see the team gradually researching each of the component advances. You will also see an indicator showing the overall progress being made on the project. If you lack sufficient funds to continue financing the team's work on the project, research progress will slow

dramatically, the team's skill level will temporarily be set to zero, and a large red dollar sign will be displayed as a warning. This penalty will be removed once the team's financing has been restored. After all of the components have been researched, the project will be complete and you will be notified that the team has finished its task. Whatever effects the technology provides will be immediately available, though in many cases this will require some degree of implementation.

Cancelling and Reassigning a Project

Only one team may be assigned to a project at any one time. Should you so choose, you may cancel the project at any time and then assign it to a different team, or abandon it and start work on something else instead, by clicking the Cancel Project button on the project details screen. You will lose all of your progress towards this project including any components that have been completed and all cash invested, so this should only be done under dire circumstances.

Implementing New Technology

The effects and implementation of a new technology will vary depending on the type of project and are far too numerous to list here. Some effects are instantaneous and require no direct action or IC allocation since they will be implemented immediately and automatically, while other projects may have little to no immediate effects and act more as stepping-stones along the road to a major new technological breakthrough. Many military advances will be improvements to existing technology and any units you have in the field will need to be upgraded to take advantage of the new benefits. There are many unit types and province improvements that will not be available until you have researched the prerequisite technologies. This includes specialised infantry units (mountaineers, marines, paratroopers, etc.), radar sites, nuclear weapons, and many of the heavier, larger or more advanced tank, aircraft and ship designs. Upgrades to existing units are accomplished by allocating IC to the Upgrades slider in the

Production folder. Naval advances that result in a new model type cannot be upgraded, and in such instances you will have to manufacture a new vessel to implement the advance.

Technology Summary

Clicking the Overview button at the extreme upper right of the category buttons will display a summary of the effects of all the technologies you currently possess. This is where you can gain a rapid overview of the most advanced unit types that are available, the benefits enjoyed by your nation's industry, as well as all of the mission types that you are able to order and how effectively your forces will be able to carry them out. Remember that some units and mission types will not become available until you have researched the necessary technologies and/or doctrines. If you see a mission listed as "no" or a unit type without a model listing, then you lack one of the prerequisite technologies.

 Division

 Air Wing

 Flotilla

Brigade Attachment

 Air Base

 Naval Base

AA

Radar

Nuclear

Rocket

Convoy

Escort

Infantry 1931 (Inf - 9)

Cavalry 1936 (Cav - 11)

PzKpfw. II Ausf. A (L Arm - 1)

Mountain 1930 (Mtn - 9)

Garrison 1931 (Gar - 5)

HQ 1939 (HQ - 4)

Militia 1926 (Mil - 5)

This unit can have 1 Attachment(s)







Organization	87%
Morale	97%
Softness	100%
Hard Attack	4
Soft Attack	18
Air Attack	5
Defensiveness	28
Toughness	20
Air Defense	5
Suppression	5
Maximum Speed	6
Supply Consumption	1.3
Fuel Consumption	0.0

Serial Runs: - 1 +

Parallel Runs: - 1 +

Takes 396 days to develop.

Requires 6.7 IC.

Requires 11.0 manpower.

Under development: 0

Close

Start Production

The Production Folder

Overview

The Production Folder is the interface you will probably use most frequently, other than the Main Map Folder. It is used for two main purposes: issuing new building orders and managing your economy. It is here that you will recruit new divisions, construct new aircraft and naval vessels, and build some of your provincial assets. You will then be able to adjust the priority that each order is given by making changes to this in the production queue. It is also the folder you will use to manage your nation's IC allocation to meet various domestic and military needs and will manage the disposition of your network of convoys.

The screen is divided into two sections. The left side displays the Production Orders interface and the Production Queue, while the right side shows the vitally important Industrial Capacity Allocation sliders, a summary of your national resources, trade

agreements and convoy activity, and the location and size of your resource depots. We'll look at each of these in turn.



Production Orders & the Production Queue

The Production Orders interface and Production Queue are displayed on the left side of your screen in the Production Folder. Every time you wish to recruit new forces or construct one of several province assets, you will initiate a new production order, confirm the type and quantity desired, and then issue the order. It will then be added to the bottom of the scrollable Production Queue listing, where you may subsequently review, manage or cancel it. It is also possible to place orders for some province

Division

Air Wing

Flotilla

Brigade Attachment

Air Base

Naval Base

AA

Radar

Nuclear

Rocket

Convoy

Escort

ETA: October 14, 1939. Production at 100.0% Next: January 7, 1936	Cost: 1.3 IC	2 Deutschland-class 11 11 0 5 2 7 3	4 0/2 5 6
ETA: April 26, 1939. Production at 100.0%	Cost: 1.7 IC	Admiral Hipper 12 12 0 6 2 8 4	0/1 6
ETA: September 21, 1939. Production at 100.0%	Cost: 1.7 IC	Blucher 12 12 0 6 2 8 4	0/1 6
ETA: May 22, 1938. Production at 100.0%	Cost: 2.9 IC	Gneisenau 18 18 0 9 4 14 4	0/1 6
ETA: January 8, 1939. Production at 100.0%	Cost: 2.9 IC	Scharnhorst 18 18 0 9 4 14 4	0/1 6
ETA: March 3, 1936. Production at 100.0%	Cost: 0.9 IC	8. Zerstörergeschwader 7 7 9 1 3 4 4	0/1 6
ETA: March 2, 1936. Production at 100.0%	Cost: 0.8 IC	4. Unterseebootsflottille 5 9 2 0 1 3 6	0/1 6

Energy 8932 (-67.6)

Metal 4500 (+0.0)

Rare Materials 2250 (+0.0)

Oil 517 (+16.9)

Supplies 498 (+0.0)

Money 70.00 (-1.16)

Manpower 215.00 (+0.01)

Industrial Capacity 0/169/150

Consumer Goods Need 37.18 **37.18**

Production Need 1.70 **1.70**

Supplies Need 8.51 **10.21**

Reinforcements Need 224.04 **119.91**

Upgrades Need 254.25 **0.00**

Auto control window

Trades:	Give:	Receive:	
Sweden			100.0%
Italy			100.0%

Convoys: 450 23

Stolp --> Koenigsberg 0/0

Resource Depots:

Berlin

517 2250 8932

4500 498

4 Increase line length

Available short-cuts:
Control + Shift keys: Set line length to the maximum.
Control key: +10
Shift key: +5

These short-cuts are not valid for buildings set in provinces, Nuclear Reactors or Rocket test sites. Max production line length is 99 items, but it could be less for building set in provinces. Production line length for Rocket test sites and Nuclear reactors cannot be higher than 10 and depends on the current levels, max

5 Auto-upgrade

Upgrade unit and brigades to the latest available models after the completion of the current item. This may reduce the accumulated gearing bonus. Disabled for buildings.

6 Please Confirm

Do you really want to cancel Admiral Hipper production?

(Effects are immediate and cannot be undone.)

Cancel

OK



assets directly from the Province Details information panel, but the priority of those orders is managed from the Production Queue. Let's look at all of these controls.

Placing a Production Order

Production Orders are easy to place in Darkest Hour. Begin by clicking one of the dozen or so production category buttons on the Production Orders interface to indicate the type of item you wish to build. If an item has prerequisite technological advances that you currently lack, the button will be greyed out on the interface until your scientists have researched

them. The Division, Air Wing, Flotilla and Brigade Attachment categories will display a slightly different Order Details interface than the others, since there are a number of possible items that you may select from each one. The remaining categories require no further selection and will display a "simple" Order Details interface.

Orders for "simple" items are always manufactured using the most current technology, so there is only one type you may build. Click on the name of the item you wish to build to display the Order Details interface. If you wish to build only one unit, then you can click the Start Production button and the order will be placed immediately. The Order Details interface will disappear and you will see that an order for one unit has been added to the bottom of your Production Queue, though you may need to scroll down the list to see it. If you want to order more than one unit, you may do so by adjusting the Serial Runs or Parallel Runs values. We'll come back to the meaning of and distinction between those options in a few moments.

Placing orders for divisions, brigade attachments, air wings, and flotillas is slightly different since you will usually have a variety of available unit types, leaving you to choose which one to manufacture. Begin by clicking on one of these four buttons in the Production Orders interface to display the more "complex" version of the Order Details interface. Scroll through the list of available unit types to locate the type of unit that you would like to build. The length of the list and the types of units available will depend on your current technology level. Detailed unit information is displayed when you select a name from the unit type list. The meaning of each of these is described in detail in the Combat section of the manual, so the only note I will add here is that the organisation and morale values shown are not the maximum values, but rather the initial deployment values of those items.

You will also want to refer to the cost of the unit and its required production time. All military units require not only a daily allocation of IC during their production but also an

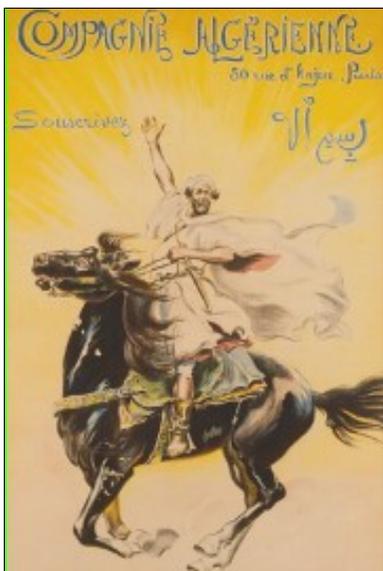
initial amount of manpower to be withdrawn from your national manpower pool. If you lack the manpower, you may still place the order and it will be withdrawn as soon as it becomes available, although production of the item will not begin until the manpower becomes available.

Once you have decided which unit to build, you may click the Start Production button to place an order for one unit. If you wish to order multiple units, you may adjust the serial or parallel production run values. Once you've confirmed your order, the Production Queue will be updated to reflect this. All order types have a daily IC requirement that must be maintained for production to proceed at full speed. If you fail to allocate sufficient IC to production, the manufacture of items at the bottom of the Production Queue will not begin until you increase your IC allocation, or items with a higher priority have been completed and the IC that they were using becomes available.

Production Runs

The Order Details interface for both simple and complex orders will provide you with options to increase the number of units produced in a production run (serial runs) and to place multiple identical production orders at a time (parallel runs). This is designed to make the production interface as convenient to use as possible when you want to manufacture large numbers of the same item or have ongoing, continuous production of a certain thing. If you want to order very large numbers, you may hold down the "Shift" key as you adjust the quantities, which will result in the increases being in increments of 5 units. Holding down the "Control" key on the other hand will increment the number of units by 10 whereas holding down both "Shift" and "Control" will set the amount to the maximum allowed number of units (usually 99).

Increase the "serial runs" value of the Order Details will issue an order for multiple, identical items to be manufactured sequentially.



When you click the Start Production button, a single order entry will be added to the Production Queue and your factories will begin to manufacture the first unit. When production is complete, the unit will be added to your Force Pool and your factories will then begin manufacturing the second unit. This process will continue, with the units becoming available one by one, until your order has been filled. If you look at the order in the Production Queue after it has been placed, you will see the total number of units ordered as well as which of those units is currently being manufactured. The completion date of the current unit / building in the queue for serial queues is displayed below the completion date of the whole serial queue and the Production efficiency (which is the quantity of the available IC, as previously explained). It is possible to extend or reduce the number of units in queue in a serial production after the production started. In the Production Queue two small + and – buttons will allow you to increase or decrease the number of units ordered. This is also true for

single units: if you place an order to produce only one unit, you can then change and make this a serial run by pressing + and adding more units of the same kind to the queue, making it a serial run.

The usual shortcuts are applied here too: Shift will extend the serial build by 5 units, Control by 10 and Shift + Control to the maximum allowed number of units (usually 99).

Increasing the “parallel runs” value will issue a series of identical orders and each of the units will be manufactured at the same time. This is a quick way of placing multiple identical orders without being forced to go through the order procedure multiple times. When you click the Start Production button, the number of orders added to the Production Queue will be the same as the number of parallel runs you have specified in the Order Details. If you allocate sufficient IC to production, all of the units will be manufactured simultaneously and become available on the same date. If you use both of these controls, you will

issue multiple serial production run orders, each calling for the same number of units per run.

There are obvious advantages and disadvantages to both approaches of issuing an order for multiple units, and a hidden one as well. Serial orders take much longer to fill but spread out the drain on manpower which, if required, will only be subtracted as each new unit is begun. They also require a small allocation of IC, since only one unit is being made at a time. Parallel orders will rapidly deplete your manpower, if needed, and demand much larger IC commitments, but multiple units will be available far sooner. Serial orders for military units can be updated as new technological advances are discovered by checking the checkbox that enables or disables the auto-upgrade of units. Please note the unit currently in production is not upgraded, but the following unit in the serial run will use the latest unit model. There is one huge advantage, though, that applies only to serial orders: the gearing bonus.

The Gearing Bonus

In the “real world”, there are significant manufacturing benefits to be gained from dedicated production lines and other efficiencies of scale. The heart of the idea is that if a factory or series of factories sets up a dedicated production line and can purchase its raw materials based on a high volume of consumption, then the overall cost of production and length of time it takes to make each unit will decrease. In Darkest Hour, this is represented by something called the “gearing bonus.” To avoid making the gearing bonus unduly complex or excessively open to player exploitation, DH takes a few small liberties in the way it is implemented and awarded.

If you place a serial run Production Order - one that calls for multiple units to be manufactured in a single production run - then you will be eligible to receive a gearing bonus where each successive unit that is produced will require slightly less time to manufacture. The first unit will take the usual length of time and require the full allocation of IC. The next unit will require



slightly less time to produce and thus a lower total IC consumption, and the subsequent unit will require even less time. Until the order has been cancelled or completed, each unit that you manufacture will receive a gearing bonus that increases as each is produced. There is a maximum bonus level, though, **beyond which there will be no further reductions in time and this maximum level can be modified by.**

Note also that provincial assets, no matter which method of ordering them you use, do not benefit from serial run gearing bonuses. More-

over the gearing bonus is reduced if auto-upgrade has been selected and a new model becomes available during the serial run: after the completion of the current unit, the whole line is upgraded to the new model, but this reduces the acquired gearing bonus (by roughly 10%, so it's not a great loss).

Building Provincial Assets and Using the "Quick Orders" Buttons

Provincial assets are the wide variety of structures that can be built to make your provinces more economically productive, more defensible, or to provide an additional boost to your research in the fields of rocketry or nuclear science. Depending on the item involved, there are three possible ways that it may be ordered, although in most cases only two of those options will be available to you. The exception to that rule is the AA battery, which may use all three methods.

Infrastructure, factories, land fortifications and coastal fortifications must have a province location specified at the time that the initial order is

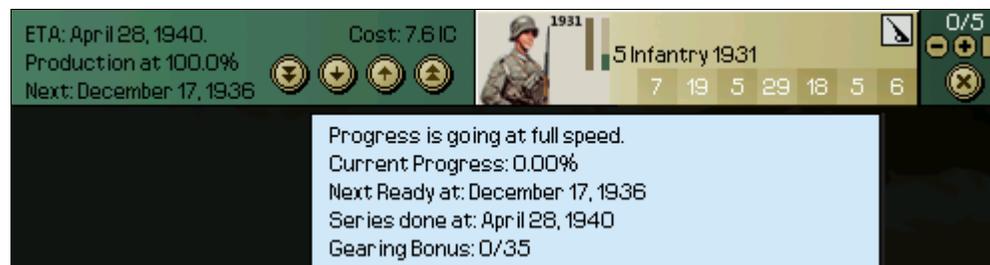
placed for their construction. You may do this either by selecting the desired province and then using the appropriate Quick Build button in the Province Details display, or by right-clicking on the province on the main map and selecting the asset you wish to build. Using either method will initiate a new production order for that item, adding it to the listing at the bottom of the Province Details information

earlier in this section. The order will then be listed in the Production Queue while it is being manufactured. If you use the right-click method, the asset will automatically deploy to the province upon completion. If you use the Production Order method then the asset will be "sent" to your Force Pool to await deployment instead. It will then force you to spend a bit of extra time placing them

well as an icon that shows its type and a listing of its name and basic attack and defence values. A tooltip will give you many more additional info. If you used the quick order method to requisition a provincial asset, the auto-deployment location will be identified as well.

On the left side of each line's entry is the estimated date and time of the completion of

the whole order. Below this is the "production percentage" value, indicating whether production of this item is proceeding at



panel, as well as to the Production Queue. If you subsequently order additional items using either method, they will be added to your original order. All orders for these items are serial orders and completed assets will automatically be deployed to the province.

All other assets may be ordered using the right-click method or by placing a simple Production Order as described

later, but it gives you an added degree of flexibility in their location and construction.

The Production Queue

The Production Queue allows you to quickly review and manage your current production orders. Each time you place a new order, an entry will be added to the queue's scrollable list. On the right side of the entry, you will see some basic details about the unit being produced as

full speed (this is always at 100% unless there is not enough IC available). Under that you can find the the estimated date and time that the current unit will be ready for deployment. Towards the middle of the line you will see the daily IC requirement of the project. If you have placed an order for a production run, you will also see two numbers below this. The first is the number of units from this order that have already been



completed, and the second is the total number of units ordered in the production run. Each entry also has a set of six buttons that allow you to adjust the order's priority, the length of the serial build (the + and - buttons) and Cancel Development button (an "X", which prompts a confirmation window). Moreover there is a checkbox to toggle on and off auto-upgrade for each entry. Manufacturing new items requires an allocation of IC to their production and many items will also require a one-time "consumption" of manpower from your national pool. While you can still place an order for an item that you can't afford, its manufacture will not begin until sufficient manpower and resources become available. Both are allocated on a priority basis in the queue, which is always sorted in order of priority, so the orders at the top of the list will always be allocated to and manufactured first.

You can review an order's status by looking at its production percentage. If this value is 100%, then production is proceeding normally and you can expect it to be

ready on its reported ETA date, unless something like a drop in available IC happens to affect it in the interim. If it is less than this, production is being delayed either by a lack of necessary IC or by insufficient manpower. Any order that isn't at 100% production will be colour-coded in yellow or orange to make it easy to spot when scanning the Production Queue. Yellow means that production is only proceeding at a partial rate, while orange indicates that production has halted.

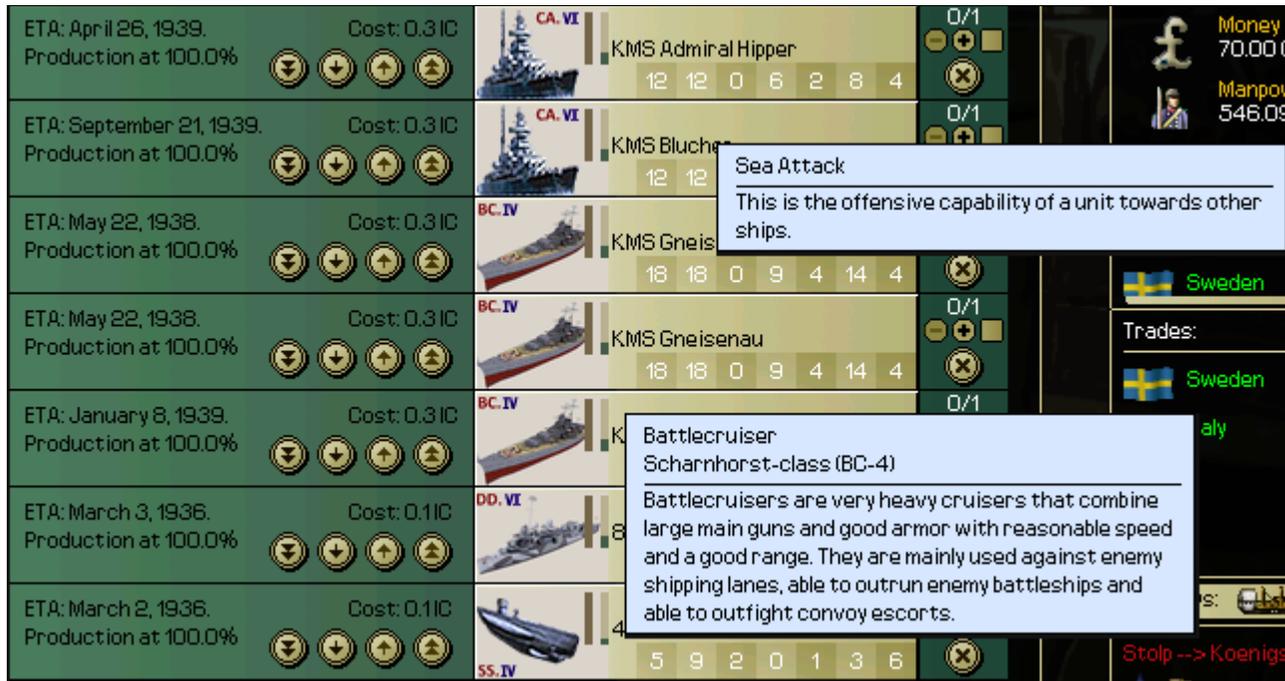
Manpower is not only consumed by production orders, but is also withdrawn from your national pool when units that have sustained casualties are being reinforced. If you lack the manpower for a new production order, you have four alternatives. You can simply wait until you have enough manpower in your pool, at which point the available manpower will be withdrawn automatically and production will begin. Increasing its priority in the queue will ensure that it will receive the manpower sooner.

A second option is to cancel the order by clicking the "X" button and placing the order again once you have enough manpower in the national pool. Since manpower is withdrawn when an order is first placed, you may have other orders that are higher in the queue for which you've already paid the required manpower cost. Cancelling one of these will return the full manpower value of the order to your pool which will then be automatically applied to the next order in the queue that is waiting for manpower. Your final option is to disband some of the units you have in the field. This places their manpower back into the pool, but they will lose any combat experience that they have earned.

Shortfalls in IC allocation can be dealt with in a variety of ways. The simple one is to allocate more IC to production, but this will take that IC away from something else, so this may not necessarily be a viable solution. Building more factories in your provinces will increase the total potential IC if you are suffering from a lack of capacity and have lots of resource reserves, while

finding additional sources of natural resources will increase the actual IC if you have enough factories but they aren't operating at full capacity due to a lack of resources. Technological advances may enhance your factories' IC or improve your resource extraction and conversion rates so you might want to look at this as an alternative. Your remaining option is to change the priority of your orders to ensure that the ones you need most are produced first, and that lower priority orders are put on the back burner until you have an excess of IC.

The IC that you've allocated to production is assigned to orders based on their priority, or their position in the queue. Orders at the top of the production queue have the highest priority and will get any new IC that becomes available. If you cancel one or more of the orders that are currently running at a 100% production rate, then you will lose any IC and hence the resources that have already been used by the order, leaving the IC to become available to the next order in



the queue. You should avoid doing this too often since it wastes valuable resources and you could lose any gearing bonuses on that order. Fortunately, there is another solution: changing the priority of an order. Moving it to the top will ensure that it receives any available IC and begins production immediately; however, this will also cause your other orders to be bumped downwards in priority and will result in at least one of your other orders now

stopping or slowing in production. Any degree of progress that this bumped order has received to date will be saved and included once production resumes, but any gearing bonus that an order is receiving will be forfeited. You may also send an order to the bottom of the queue if it isn't particularly urgent, or you may shuffle its position by making smaller adjustments to move it up or down one position relative to the other orders.

Once the production of an order is complete, the order will be removed from the Production Queue and the newly built item will appear in the Deployment Pool. If you used the quick order method for a province improvement, it will be deployed automatically to the province instead of to the Deployment Queue. The IC that the order was using will be applied to the next order in the queue that is currently running at less than 100% capacity. Note that if you

allocate more IC to production than is currently required to fill your orders, the excess capacity will not be used and no resources will be consumed.

Two final notes about the Production Queue: At the beginning of some games, you may discover that there are some items already in the queue and that they require low IC allocation. This is completely normal and is because they have been "prepaid" for you as a special bonus in the scenario's design (but the IC cost will be updated

after the first day of the game). The other important note is that the IC allocation in the Production Queue and in all other information displays in the Production Folder is only updated at midnight each day. If you are placing sizeable orders, be sure to check back once a new day has begun.

Deploying Unassigned Provincial Assets

If you placed an order for certain province assets using the simple Production Orders

method, you will need to deploy them from the force pool once production is complete. All other province asset orders will be deployed automatically to whatever province you have already chosen to build them in. In all cases, choose the location carefully because provincial improvements can't be moved after they've been deployed and are vulnerable to bombardment and capture. Building up industry that is within easy striking range of enemy bombers will likely be a waste of assets, and there is often very little point in heavily fortifying a province that is many miles away from any likely front.

Deploying a new provincial asset is quite simple. Click on the View Map folder tab and then click on the Force Pool hot button. This will display a list of any assets and military units that have not yet been deployed. Scroll through the list until you see the provincial asset that you wish to deploy, then click on it. The provinces on the main map change to a colour-coding view as soon as you do this, with green indicating that the asset can



be placed in this province. Click anywhere in one of the valid provinces and the asset will be deployed there. Invalid locations will be ones that don't belong to you, are already at maximum capacity, or that are completely cut off from your capital.

Deploying Military Forces and Rockets

The deployment of new military forces and rockets is similar to the method used for province improvements, but there are some additional options and restrictions. Please see the Combat section of the manual for instructions on how to do this. Military forces will tie up some of your transport capacity until you deploy them so you should usually try to do so as soon as you possibly can.



National Resources

We now turn our attention to the right half of the Production Folder and will begin with the information displayed in the



upper left portion of that side of the screen: a summary of your national resources. The data that you see displayed in the national resources area of the production screen reflects your current stockpile or pool of each resource type, with the daily change to this value displayed in brackets. This is the same information that you can view on the top bar. The information displayed is updated ever day at midnight, with the exception of the supplies stockpile, which is updated hourly, and the manpower pool which updated as soon as manpower is used to order a new unit and also

drawn from daily for any necessary reinforcements. It is also important to note that the values reflect only your national stockpile levels and do not include any resources that might be located at your depots. The daily change values indicate the rate of change to the national stockpile, so the figure you see displayed reflects any transfers that you are making to and from your depots, and any trade agreements that you might have in place. If this is being impeded or otherwise affected by enemy convoy raiding or a shortage of transports, then the values may not reflect your potential rates of change or any changes to your depot levels. This can be a fairly important consideration that many new players overlook.

Oil

Oil is available in the form of natural petroleum reserves and can only be found in a limited number of locations throughout the world. Historically, it was also extracted or synthesised, albeit inefficiently, from other resources (coal, "oil shale", etc.), which is represented in

DH by the ability to convert energy resources into oil. This can be toggled on and off by the checkbox next to the oil icon, but the amount that may be converted is based on your national IC level and your technology. Only a small amount of energy, determined as a percentage of your national IC value, may be transformed into oil on a daily basis, and the conversion rate you achieve will vary depending on the advances you have researched. At the beginning of the game, this will be very poor but will improve steadily as your scientists discover new methods of refining synthetic oil.

Oil is the fuel that powers your naval vessels, aircraft, and any other military units that are motorised (tanks, mechanised infantry, etc.). If you lack the oil to supply them, these units will grind almost to a halt, incurring large reductions to their movement rates and causing them to suffer large operational penalties in combat such as a reduced organisation value. You can see a unit's daily oil requirements by viewing the unit details and looking at the



“fuel consumption” value. Land units consume only half this amount if they are stationary and aren’t involved in combat. Aircraft and ships that are “resting” at their assigned base will consume only a tiny fraction of the oil they require when they are engaged in military operations.

Metal

This resource represents a variety of common metals, with iron ore being the predominant one. Metal is used by your factories on a daily basis and is thus a mandatory component for generating industrial capacity. One unit of allocated IC

consumes one unit of metal every day, and failure to have sufficient supply in your national reserve will limit your available IC.

Energy

The energy resource represents a number of different materials that are used to generate the power that your factories require to operate. Historically, this predominantly came from coal fire generation as well as hydro-electric facilities, wood-burning plants, and several other sources. Energy may also be converted into oil if your stockpile of the latter is low, although the rate of this conversion will be poor unless your scientists have discovered improved methods of synthesis. Your factories will demand a healthy supply of power, each one consuming two units of energy for every unit of IC that it produces daily. As with metal, a lack of energy will reduce your available IC.

Rare Materials

This might be thought of as DH’s “catch-all” for materials that were consumed on a daily basis but don’t belong to the metal or power categories.

These are natural resources or materials derived or synthesised from natural reserves that are relatively rare or were consumed only in limited quantities. Examples might include rubber, tungsten, sulphates, gold, potash, and other such resources. Rare materials were used for various components in a large number of manufacturing processes during this era and a reasonable supply will be vital to keep your factories running. Each factory will consume one unit of rare materials for every two units of IC it produces.

Supplies

Supplies aren’t a natural resource that you will find lying around in a province. Instead, these are manufactured by allocating IC to the production of basic allotments of food and ammunition that your military forces will need to survive. Each unit has different requirements, which can be seen by referring to the unit details’ supply consumption rate, and failure to meet these needs will result in very poor organisation values and a high rate of attrition. Also, the lack of supplies will make them

Each day,
1 IC requires
2 energy + 1 metal
+ 1/2 rare materials.

Unused (not allocated)
 IC does not consume
 these resources.

suffer combat penalties if they are engaged by the enemy. Although the details are presented later in the manual, I’ll remind you here that simply having supplies does not ensure that they will reach your troops. You will need to establish supply chains for that purpose and have sufficient transport capacity and infrastructure to ship goods along them. Unlike fuel, supplies are always consumed at their full daily rate.

Money

This is cold hard cash...and it doesn’t grow on trees. Fortunately, there are several ways of increasing your cash reserves. Any IC allocated to the manufacture of consumer goods will generate some amount of money, and excess

allocations are treated as a surplus and converted directly into cash. You may also receive money as part of a diplomatic transaction when you negotiate either a one-time exchange or a trade agreement.

Money’s four most crucial functions in your nation are to finance projects for your research teams, to sustain your espionage network and finance its missions, for the multitude of diplomatic actions that have a cash cost associated with them and for some generic decisions available to every country. Money may also be used during negotiations with other nations to purchase other resources. If you have no national cash reserve, your technological progress will grind to a halt and there will be many common intelligence operations and diplomatic options that you won’t be able to initiate.

Manpower

Manpower is a resource that is treated somewhat differently than the others. Your provinces with a large enough population contribute



manpower to your national pool on a daily basis. You draw from the manpower pool either for the production of new armed forces units or for reinforcements to replenish casualties due to combat or attrition.

During peace the manpower growth is low (and roughly proportional to the population growth), while slightly higher in times of war. If you are in need of manpower, you can choose your conscription law to move them to an higher level or even mobilize your country, forcing a large percentage of men to serve in your army. This will be better analyzed in your the Combat section.

Partisan and Occupation Effects on Resources and Industrial Capacity

Captive populations are reluctant workers at best, so even if you are able to prevent outright rebellion, you should not expect the workers in owned or occupied provinces to be as productive as those who are full-fledged citizens of your nation. Owned and occupied provinces are both subject to heavy penalties to the extraction of oil, metal,

energy and rare materials from their soil (occupied province more so than owned provinces), and these same penalties are applied to their industrial capacity. This may be modified by your domestic policies and cabinet, and will also be affected by the efforts of partisans who will further reduce provincial IC by the degree of their activities, unless your forces are able to suppress them. The populations of non-national provinces also contribute very little manpower to your manpower pool, unless under exceptional circumstance (the right minister can modify this, see Diplomacy section later). An occupied province also reduces your transport capacity, which we'll discuss shortly.



Stockpiles

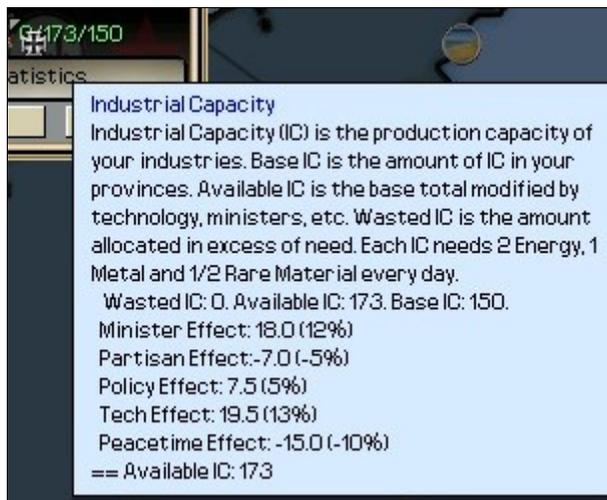
Darkest Hour features an innovative Stockpile system. Each resource (with the exception of money) is stored in the national stockpile. Each stockpile has three different levels that the AI uses to determine the need for each resources and the behaviour of the AI of the automatic trader (which will be examined later in the International Trade Summary section).

- if a resource is below the critical stockpile level, the trade AI will try to acquire this resource instead of giving it away;
- the AI will try to bring each resource above the desired stockpile level;
- if a resource is over the maximum stockpile level, the AI will not try to import that resource anymore and some of it will be lost because of the

“over stockpile limit loss”; The “over stockpile limit loss” is proportional to the quantity of resource over the maximum stockpile level: if you're just above the threshold the loss will be minimal, but it will soon grow.

How are the stockpile levels calculated?

First of all, they are dynamic and are set by the engine two days after the start of each game. The levels for energy, metal and rare materials are based on the IC whereas the levels for supplies and oil are based on the size of your Army. This means that the stockpile levels grow with the growth of the Industrial Capacity and the size of the Army of your country. The stockpile levels are also influenced by other factors like ministers and political sliders, so you'll have to consider the effects on the stockpiles when you appoint a new minister or change your internal policy (see Diplomacy section).



The base amount is simple sum of all the factories that are in your nation. During wartime, this amount may be reduced if your enemy conducts a bombing campaign against your factories. It is

Industrial Capacity (IC) and IC Allocation

To the right of the National Resources summary is one of the most important interfaces in the game: the Industrial Capacity Allocation sliders. These are used to allocate your available industrial capacity to the five main areas of production, effectively controlling your economy.

At the top of this area are three values:

- your current unused IC,
- your available IC,
- and your base IC.

important to remember that occupied provinces contribute less than their full IC to your economy.

The available IC reflects the actual daily IC production which is the base amount, modified by your ministers, domestic policies and any technological bonuses you might have. If you lack sufficient natural resources, the available IC will plummet. Dissent also have a direct effect on available IC. There are also peace and war modifiers that may be applied.

The unused IC value indicates that you are allocating more IC than

necessary to production reinforcements or upgrades. Having some amount of unused IC isn't such a bad idea, because this excess IC at allocation is "ignored" for the purposes of consuming resources and allows you to conserve resources, saving them for occasions when you really need them.

Each slider displays your current daily IC allocation to this area at its right end. Immediately above the slider is the amount of IC that you need to allocate in order to meet your current needs. The sliders can be adjusted by either clicking on the "+" or "-" buttons at either end (usually used for small changes) or by dragging the indicator tab (for larger changes). Holding down the "Shift" key when clicking a button will move the slider in a bigger step, and holding down the "Ctrl" key will make the step even larger. The sliders are always zero-sum, so adjusting one in one direction will cause all others to adjust slightly in the opposite direction to compensate. You can lock a slider in place to prevent it from moving when you adjust other sliders, which





is very handy for ensuring that you don't accidentally under-allocate a slider, but you should note that if you have locked all but one slider, you will not be able to adjust it without unlocking at least one more.

Consumer Goods

You will need to allocate some of your industrial capacity to the manufacture of consumer goods - the various basic commodities that your population consumes on a daily basis - and you should expect your public to become quite upset if you fail to provide for their needs. While their demands will vary depending on your domestic policies, your cabinet ministers, and whether you're at war or not, failing to allocate sufficient IC to this area will cause national dissent to rise.

Dissent will reduce the performance of your military and at higher levels it makes your nation more susceptible to foreign coup attempts and may even lead to open rebellion in your provinces. If you allocate excess IC to consumer goods, your national dissent will gradually

IC SLIDER LOCK

If you are manually managing sliders, you can lock an IC allocation slider to prevent it from moving when you adjust other sliders. Right-click or double-click on a slider to lock it, and do so again to unlock it once more.

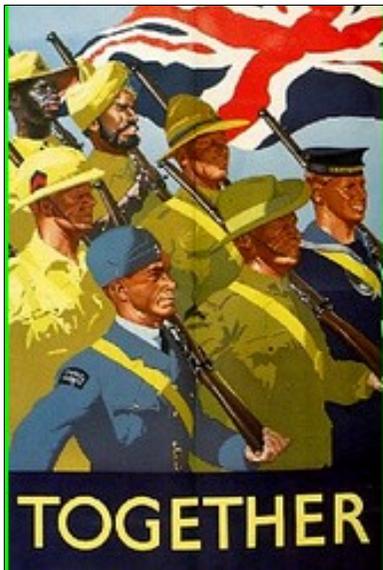
Autosliders:
 You can toggle on and off the AI control over the production thanks to the checkbox next to the IC (1). You'll want this enabled 99% of the time, trust me.
 To the left of each slider, (2) there is a first set of checkboxes that are a further tuning to enable or disable IC allocation for the AI. So if it is disabled, the AI will never allocate IC on that slider.
 The second set of checkboxes (3) are located above each slider are very important and allow prioritizing some sliders over others. In particular, the sliders are divided in two groups. It is possible to prioritize Consumer Goods over Supply Production

and vice versa. The AI will then use this choice in combination with the stockpiles.

For example, if the supplies are above the critical threshold and CG are prioritized then more IC will be allocated to on CG (to produce money) whereas Supply Production will get only the IC necessary to not lose supplies.

On the other hand, if Supplies are below the critical threshold, they still get some IC in order to reach the critical threshold. Production, Reinforcements and Upgrades are considered another group. When Production is prioritized, it gets the necessary IC (if there is enough!). What's left is given to Reinforcements and, if there's still some IC left, it is given to Upgrades.

This system is easy to master and will allow you to instruct the AI on how to allocate the IC, giving you enough control without turning it in micromanagement hell. If for example you want money or supplies because you want to enact a particular decision, you can prioritize CG or Supplies for a while until you've reached the wanted quantity and then change the priorities.



diminish. Allocations to this slider also generate cash revenue. You will need that money to fund your research projects and for many of your diplomatic and intelligence activities, so some excess allocation may be needed unless you are selling resources to another nation and earning enough money that way.

Production

The production slider is used to allocate IC towards the manufacture of the orders in your Production Queue. Allocation shortfalls will result in low priority orders being placed on hold until new IC becomes available and could result in the loss of the gearing

bonus for an order. Excess allocation of IC to production is ignored and is displayed in the summary as “unused IC”. **Remember: unused IC does not consume resources.**

Supplies

As mentioned earlier, it is vital to ensure that you are supplying your military with a daily allotment of food and ammunition. This is withdrawn from your national stockpile of supplies and sent out to them along your supply chains. You can trade for supplies with other nations, but it is usually far more efficient to allocate IC to their manufacture. Whatever quantities you manufacture will be added to your national stockpile at a rate of three units of supplies for every unit of IC that you allocate, but this rate can be increased by technology. Be warned, however: having supplies in your national stockpile doesn't mean that your armed forces will receive those supplies. The delivery of supplies depends entirely on whether your supply chains are intact and unimpeded, and on supply efficiency in the provinces where your forces are located. Failure to supply

your forces will seriously hamper their combat ability as they will suffer penalties when engaged in combat. This slider's sole function is to manufacture and stockpile the necessary materials.

Reinforcements

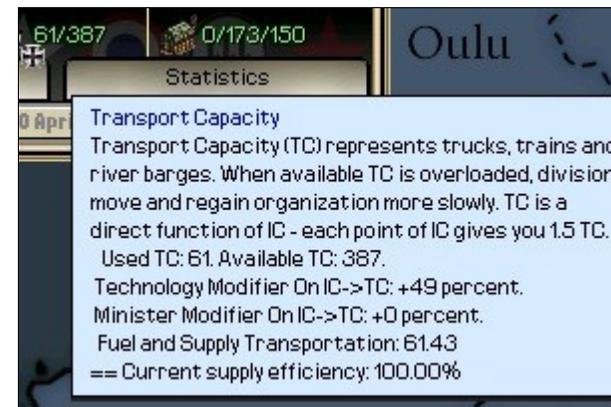
This slider allocates industrial capacity to reinforcements and repairs. It is used to train replacements and repair equipment for units whose strength has been reduced as a result of combat or attrition. Military forces have a “human” component as well, so as you are reinforcing them you will also need to have sufficient manpower available in your national manpower pool to be withdrawn to meet those requirements.

The necessary amount depends on the original manpower cost of the unit and on the percentage of strength that it has lost. Failing to allocate sufficient IC to the reinforcement slider will reduce the rate at which all of these replenishments occur, while any excess allocations will be ignored and included in your unused IC total, thus also conserving natural resources.

Upgrades

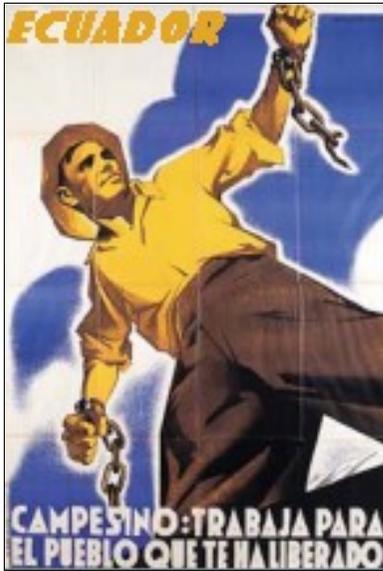
As you gain new military technologies, you will be able to upgrade the abilities of your existing land and air units as well as the naval brigades attached to your ships (note that naval vessels cannot be upgraded.) This is done by allocating IC to the upgrades slider and will frequently require a prolonged investment of up to several months to complete. Your forces will continue to operate normally at their old combat values during this time. Insufficient allocation will increase the length of time that this upgrade will require, while excess investment is ignored and added to your unused IC total.

Air units only upgrade during the times when they are idle and at their assigned home base, and if too many units are assigned to the same air base, this process will take far longer.



National Transport Capacity (TC)

Although your nation's transport capacity (TC) is not displayed directly in the production folder, this is something that is fully dependent on your nation's Industrial Capacity. Transport capacity is an abstraction that Darkest Hour uses to represent your country's overall ability to move men, equipment and supplies throughout each nation. It is the underlying factor that will determine whether you can get the necessary supplies, reinforcements and technological upgrades to your armed forces in a timely manner.



The Top Bar will always display your nation's transport capacity and how much of it is being used. The base amount of TC is determined by your national IC output and can be increased by researching certain technologies. This total value indicates the limit of your ability to move "stuff" such as supplies, fuel, and divisions that are either in your force pool or are being strategically redeployed. If your required TC exceeds your available TC, your ability to carry out this vital task will be reduced and your troops will move more slowly, possibly even beginning to starve unless they are in a very favourable location. We'll look at this again in detail when we discuss supply and supply efficiency in the Combat section.



International Trade Summary

The method of establishing new international trade agreements is discussed in detail in the Diplomacy section. The Production folder

also includes a summary of all active trade agreements since they will impact on your flow of resources. Each line item identifies the trading nation, the type of goods being exchanged, and the current trade efficiency. Hovering your mouse over any item in this scrollable list

allows you to view the precise details of the agreement. International trade does not use convoys to transport the goods back and forth. Instead, this is abstracted to "invisible" commercial shipping that will attempt to ensure that the goods reach their destination. These vessels are subject to enemy disruption if either nation is currently at war with a nation that has a navy. Any enemy vessels that are assigned to convoy raiding will automatically disrupt and sink some percentage of the trade goods being exchanged, resulting in a reduction of trade efficiency. You will see a percentage value displayed at the right edge of each trade



entry that indicates the current trade efficiency. If it becomes impossible to establish a direct link with your trading partner, although this may be traced through friendly territory, your

trade efficiency will drop to zero. Goods will continue to be shipped, even though they won't arrive at their intended destination, until one of the trading partners cancels the agreement. You may cancel a trade agreement by right-clicking on its listing in the trade summary and then confirming that you wish to cancel it. You may also cancel an agreement in the Diplomacy Folder by selecting the nation, then using the "Cancel Trade Agreement" diplomatic option and specifying the agreement to cancel. Some trade agreements are displayed in green and represents unbreakable trades (for example, war reparations).

Automating Trade

Clicking the button labelled "Auto Control Window" allows the AI to manage international trade for you. You can instruct the AI to automate the

- following tasks
- the AI can propose trade deal to other countries;
 - the AI can accept or decline trade deals proposed by other countries;
 - the AI can cancel existing trade deals;
 - the AI can auto-matically help allies that are lacking certain resources by sending them for free;
 - the AI can automatically share blueprints with Allies and puppets;
 - the AI can automatically accept blueprints from other countries (single offers);
- Moreover, there's a slider to regulate the AI that accepts deals with other countries so that you can choose to make it accept only the best deals or even deals that are not so convenient.

Finally, with the Trade Policies section you can set the behavior of the AI regarding each resources. If a resource



Convoys

Convoys are the essential vessels used to ferry natural resources from any provinces that you control overseas back to your national stockpiles, and to send supplies and fuel to your troops abroad. Without convoys, you will be unable to import resources from your own colonial pos-

sessions or to keep your supply chains open and operational. DH's convoy system is somewhat abstracted, relieving you of the need to micromanage their specific actions. Rather than giving orders to individual ships, you will designate a route and then make special convoy and escort vessels available to traffic along and defend that route. Their assigned route is subject to enemy interference, though, with convoy vessels being

can be imported, the AI will try to obtain it, whereas if it can be exported the AI will be able to give it to other countries in exchange for other resources. A resource that we want to stockpile is a resource that the AI will not export and will do its best to acquire from the market. There is also a checkbox that will let the AI take care of assigning naval brigades as soon as they are available.

common prey for enemy submarine packs. Escorts will attempt to fight back, defending the otherwise unarmed supply vessels, but you would be well advised to manufacture new convoy and escort vessels on a regular basis if your economy depends heavily on imports or if your troops will be engaged in many overseas campaigns. In any case, convoys will attempt to transport their goods using the safest route possible between the origin and the destination and will adjust these routes periodically in response to enemy activities.

The convoy section of the Production Folder allows you to quickly review your existing convoy routes. For each one you will see the port of origin, port of destination, cargo type, and the number of convoy vessels and escorts currently assigned to the route, shown as convoys/escorts. If this text is red, the number of transports assigned to the route is too few to maintain it at full efficiency. If the text is white, you have a sufficient number. Immediately below the text will be the icons of the types of

resources that this convoy has been permitted to carry (see below). This does not necessarily mean that they are being shipped, however, since the depot may not have any of that type of resource. The actual daily transport of goods is displayed in a tooltip that appears when you hover your mouse over the route. Limited air supply of ground forces is possible, but this is not treated as a regular convoy so it won't appear in this summary. See the Air Combat section for details on air supply.

At the top of the summary area, you will see the number of transports and escorts in your convoy pool that are currently without an assignment and are available for new routes or for the expansion of existing routes. Click on the Convoys button to display the Convoy Management interface where you can adjust many common aspects of your convoy routes. You may view and control even more details of individual convoys' activities using the Convoy Details interface, accessed by clicking on the route's listing in either the main Production Folder's

summary or in the Convoy Management interface.

The Convoy Management and Convoy Details Interfaces

The upper portion of the Convoy Management interface provides a scrollable list of all existing convoys and an expanding tooltip that details the goods being transported. For each route, you will see the number of convoys and escorts currently assigned to that route, which will be red if you have not assigned enough vessels to the task. There are also small "+" and "-" buttons beside these that allow you to change the quantities. Holding down the "Shift" key as you do so will increase or decrease the numbers in larger steps.

Each route also has a prioritise button (an arrow pointing upwards) that is used to assign the relative priorities of each route if you elect to have the route maintained automatically for you. This indicates which routes are most important to you, ensuring that any available convoy vessels will be assigned to keep those goods flowing if you have an



insufficient number of vessels to maintain all of your routes at full capacity. We'll discuss how to use convoy automation in a moment. You can click on a route listing either here, or in the Production folder's summary to display an even more detailed interface for that convoy. The Convoy Details interface includes information about the route that the convoy is taking and allows you to set limits on the types of materials that the convoys will carry. You cannot adjust the convoy's route, but you can specify exactly which materials are to be transported by checking or un-checking the appropriate resource checkbox. You may also adjust the number of vessels assigned to the route, and you may cancel a route altogether by clicking the Cancel Convoy button in the middle of the panel.

The lower section of the Convoy Details interface is used to create a new convoy route and to control the level of route automation. To manually create a new convoy route, click on the button that corresponds to the type of route you wish to establish: a

resource or a supply convoy. You will then be asked to select a port of origin from the list of possible valid ports. This is whichever port you want the convoy to use as its starting point. You are then asked to select from a list of possible destination ports for your resources. Click OK to establish the route. By default, a supply convoy will pick up supplies and fuel if they are available and will deliver them to the destination port. A resource convoy will pick up all natural resources and deliver them to the destination port. Goods carried by a convoy to a destination port that is directly land-linked to your capital will automatically transport those goods to your capital and add them to your national stockpile. If this is not possible, a new depot will be created in the destination port's province and all inbound goods will be placed there for subsequent distribution. Note that you can create a second convoy route to transport goods from one depot to another. This is a very useful technique, particularly when supplying forces in the Pacific theatre, since it may require

Convoys Running: 16 / 18.
13 transports / 150 escorts.

St. John's --> Scapa Flow	 14	 
	 0	 
Doha --> Exeter	 26	 
	 0	 
Tobago --> Exeter	 15	 
	 0	 
Bartica --> Exeter	 16	 
	 0	 
Singapore --> Exeter	 83	 
	 0	 
Colombo --> Exeter	 27	 
	 0	 
Suva --> Bristol	 23	 
	 0	 
Kuching --> Exeter	 29	 
	 0	 

Auto - Create/Destroy Resource Convoys
 Auto - Maintain Convoy Transport/Escorts
 Auto - Create/Destroy Supply Convoys

Create Resource Convoy

Create Supply Convoy

CLOSE



fewer vessels and is somewhat less susceptible to enemy anti-convoy activities than creating a large number of long-distance direct routes.

After you have created the convoy route, you may need to use the Convoy Details interface to make adjustments to the default goods being transported and to allocate convoys and escorts to protect them before it will become active. You won't need to do this if you have a sufficient number of unassigned vessels and have enabled the "auto-maintain convoy" option, but you might want to adjust its priority. Once created, it will usually require a few days of game time before you begin to

see much activity along a new route since the flow of materials will take some time to be established. You should also check the route periodically if you are maintaining it manually to ensure that it is still active. It might cease to be functional if there are no materials available for it to carry, or if enemy anti-convoy activities are intercepting and destroying the majority of the vessels.

The most common error that new players make when manually establishing convoys is to forget that oil is both a resource and a supply. If you set up a default supply convoy to a depot and a default resource convoy to pick up from that depot and transport raw materials elsewhere, the oil that you intend to place in that depot as fuel for your troops will be carried away by your second convoy since it's a resource. After you've done this a couple times and suffered the devastating battle consequences of being out of fuel, you'll probably begin to remember to set the material transport limitations.

When you are at war, you should also be sure to check the status of your convoys on a regular basis. Enemy vessels and aircraft can be ordered to engage in convoy disruption activities that will attempt to locate and sink a portion of your merchant marine (enemy vessels will do that automatically when at war). While escorts will help mitigate this to a degree and convoys will adjust their routes to minimise losses, it is still probable that you will lose some percentage of your shipments and that some of your transports and escorts will be sunk. You should make provisions to build new convoy vessels periodically to replace these inevitable losses.

Automating Convoy Management

If all of this sounds just a little bit too complex and overwhelming, you'll be very happy to know that you can delegate almost all aspects of convoy management using the three buttons that appear at the bottom of both the Convoy Management and Convoy Details interfaces. You may elect to have the AI establish and remove resource convoys

automatically for you as required. You may also have them do the same for your supply convoys, and you may ask them to maintain the routes by assigning new transports and escorts as they become available. If you automate convoy management you will still be responsible for ensuring that there are a sufficient number of convoy and escort vessels for the AI to work with, and for assigning priorities to each of the routes.

Resource Depots

The lower right portion of the Production Folder is a scrollable listing of all the resource depots that you currently have throughout the world. Depots will exist for one of three reasons: either it is your nation's capital; you have natural resources being extracted from provinces in that region but there is no direct land link to your capital, so they are being stockpiled locally to await convoy transport to your capital; or a depot has been established to act as a supply dump of oil and supplies for your troops in that region. I mentioned above that you can use air transports

to supply your armed forces, although this is very costly and inefficient so it should only be done in case of emergency. This is an air mission (described in detail in the Air Combat section) and does not appear in the convoy listing, but the depot of supplies and oil that you establish by doing this will appear in the depot listing. The first depot in the list will always be your national capital and will reflect the same resource stockpiles that are reported in the Top Bar and National Resources summary. All natural resources listed as being located at one of your other depots are not included in the National and Top Bar values and will not be available to your factories for use until they are shipped via convoy to your capital. Generally, you will wish to move all natural resources from your depots to your capital as soon as possible to avoid risking their capture and to make them available to industry or international trade. In the case of a depot that is also supplying your armed forces, you will probably want to leave some oil behind and ship some supplies to it.

United Kingdom
 Social Conservative
 Belligerence: 0

1

Targets	Allied	Enemies	Neutrals
ALL	Axis	Allies	Comintern
Africa	America	Asia	Europe

- Estonia
- Finland
- France
- Free City of Danzig **2**
- Germany
- Greece
- Hungary
- Ireland
- Italy
- Latvia
- Lithuania
- Luxemburg
- Netherlands
- Norway
- Poland
- Portugal
- Republican Spain

Netherlands
 Social Conservative
 Our relations with them: +124
 Belligerence: 0

3

Independence Guaranteed by France

- Declare War
- Influence Nation
- Offer Trade Agreement
- Open Negotiations
- Offer Aggression Pact **5**
- Bring to Peace
- Assume Military Control
- Send Expeditionary Force
- Ask for Military Access
- Guarantee Independence

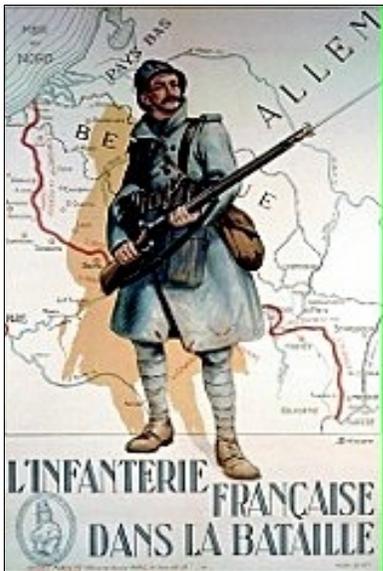
<p>Head of State Wilhelmina 4</p> <p>Foreign Minister Frans B. van Blokkland</p> <p>Minister of Security Josephus H.H. van Schaik</p> <p>Chief of Staff Adriaan Dijkhoorn</p> <p>Chief of the Navy Johannes Furstner</p>	<p>Head of Government Hendricus Colijn</p> <p>Armaments Minister Pieter Oud</p> <p>Head of Intelligence Johan W. van Oorschot</p> <p>Chief of the Army Izaak Reynders</p> <p>Chief of the Air Force Marius Rasijmakers</p>	<p>Democratic — Authoritarian</p> <p>Political Left — Political Right</p> <p>Open Society — Closed Society</p> <p>Free Market 6 — Central Planning</p> <p>Mobilization — Demobilization</p> <p>Hawk Lobby — Dove Lobby</p> <p>Interventionism — Isolationism</p>
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The Diplomacy Folder

General Overview

While the Main Map interface screen may be your window on the world, the Diplomacy Folder screen is the interface that governs most of your interactions with it, or at least those that don't directly involve bloodshed or subversion. It is here that you will form alliances, declare wars, negotiate trade agreements, flex your international muscles or lend a helping hand to a friend (or would-be friend), and generally conduct all of your diplomatic activities. This is also the folder where you may review the domestic policies and governments of the nations of the world and, perhaps even more significantly, control your own.

Let's look at the main areas of the folder before we go into the detailed descriptions of the information and controls available for each:



1 Your Nation and Government: The top left corner of the folder will always display your nation's flag and name, as well as your form of government and current belligerence value. If you click on the flag, details of your nation will be displayed in the rest of the interface.

2 World Nations: This is a scrollable list of all nations in the world. If a nation ceases to exist, it will be removed from this list and any new nations that are formed during the game will be added to it. The information displayed in the rest of the

diplomacy folder will change depending on which nation you have selected, as will the options available to you in the interfaces. Beside each nation's name, you may see one or more resource icons. This indicates that the nation currently has a daily surplus of this item and might be interested in trading it for something else. This display is updated at midnight each day and the icons will not be displayed until 24 hours have elapsed from the start of the game. Hovering your mouse over a national flag will display a drop-down tooltip that includes some basic information about that nation's government, your relationship with them, its belligerence, as well as its available and base IC.

There are tabs at the top of this area that you can click to filter the list and display only those nations that are members of one of the three major factions (the Axis, Allies or Comintern in the 1936 scenario and Central Powers, Entente or Comintern in the 1914 scenario) or a particular part of the world (Africa, Asia, the Americas, or Europe).

Many nations will not be aligned with one of the three major factions, especially when it's early in the game, so you will need to locate them in the master listing, which can be returned to by clicking the All tab.

Another very quick and simple means of selecting a nation is to click on any province on the main map that is currently controlled by that nation. Their flag will be displayed in the information panel and clicking it will automatically bring you to the Diplomacy Folder and pre-select that nation.

3 Selected Nation, Government Type, Relationship and Diplomatic Details: The top of this area will display the flag and name of the country you have selected from the list; by default, it will be your nation. Beneath the flag, you will see that nation's form of government, your relationship with them and that nation's current belligerence value. All of the known details of its diplomatic status and activities will be itemised in a scrollable list below this, including any wars that it is engaged in,

alliances it has, as well as a variety of other possible diplomatic conditions that might exist.

4 Selected Nation's Government and Cabinet: Here you will see photographs of the selected nation's head of state, head of government and cabinet. If you have selected your own nation, you will see the people that currently occupy these positions in your government and cabinet and you'll be able click on a portrait to change the minister if a replacement is available. Expanding tooltips will appear over each picture, detailing that person's traits and any bonuses or penalties these might give. Note that in some cases, an individual may hold more than one position. In particular, the head of state and head of government are often the same person if the type of government does not distinguish between these positions.

5 Diplomatic Options: This area is the main diplomatic interface of the folder, allowing you to access a variety of possible

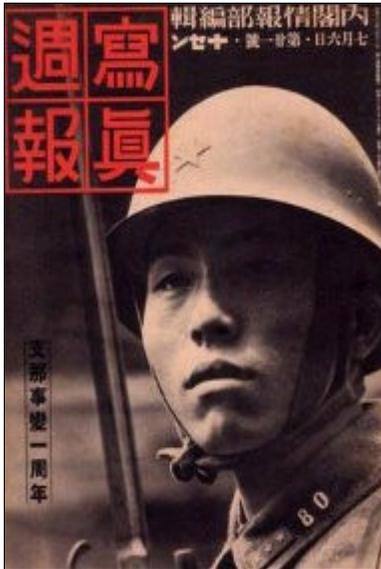
options. The actions available to you will depend on the nation selected, your respective governments, your relationship, and any belligerence values.

6 Selected Nation's Domestic Policies: This area displays the domestic policies of the nation you have selected from the list. If you have selected your own nation, this will also be the interface you use to make changes to those policies. This may rarely be done, and only within certain restrictions that are determined by your type of government.



Domestic Policy

Overview
Our detailed look at the Diplomacy Folder begins with the Domestic Policy area, displayed as seven distinct policy sliders. Don't be fooled by the small size of this part of the screen; it's a deceptively important one! Each slider has a label at either end, representing two



opposing views. The slider position determines which view the nation tends to favour, and how strongly it does so. We'll take a closer look at the meaning of each in a moment.

Domestic policies have far-reaching implications on a nation. Some will give bonuses or penalties in your day-to-day activities, while others will limit or affect your diplomatic or domestic actions, or will alter the nature and quality of your armed forces. The first two sliders determine the type of government that is in power and will have a limiting effect on the allowable positions of some of the other sliders. Further, they determine which ministers will serve on the cabinet and can have a significant impact on your relationship with other nations. While you can examine any nation's domestic policies, it is your own country's policies that will be of greatest interest to you. You can easily review these by clicking on your nation's flag in the top left corner of the folder. Hovering your mouse over any slider will give you details about the

current effects that your policy setting has on your nation, and hovering it over the small "+" or "-" buttons at either end will show the effects of changing your policy by one step in that direction.

The domestic policy of your nation can be changed by clicking on either the "+" or "-" button on the end of a slider. Drastic policy changes are impossible and certain types of governments will place restrictions on the allowable positions of some of the sliders. You are allowed to make only one policy change every two years, and this is limited to adjusting only one slider by only one step. Since each slider has ten distinct steps and it may take several of these to achieve any significant change, you should carefully consider your policies and determine what change will benefit you most before making a change. The only other means of altering domestic policy is through the choices you make when you receive one of the game's special events, or as a result of several other important game actions.

Auto slider

To the left of each "-" and to the right of each "+" buttons there are checkboxes that allow to plan in advance the

position has already been reached), a message appears to notify the user that it had not been possible to move the slider as desired.



slider moves. When it becomes possible to move a slider, the game checks if one of the checkboxes is checked and automatically moves the slider in that direction, notifying the player of the move. If the move is not allowed (because of constraints or because the maximum

If you don't want to plan the slider move in advance but you want to check the situation before doing the change, you can use the checkbox at the bottom of the sliders. If this is checked, a message will automatically notify the player as soon as a move becomes possible. When you see this, you can pause the game, go to Diplomacy folder, study the situation and move your change. The game will notify again when a new slider will become possible.



The Democratic - Authoritarian Slider

This slider represents a nation's political pluralism - whether it is highly democratic, highly authoritarian, or somewhere in between. When combined with the setting of your Political Left-Political Right slider, this will determine your government type and the default ministers who will rule the nation. Your level of democracy will have a large impact on your ability to declare war on a nation. The more democratic you are, the more provocative or belligerent another nation must be before your public will allow you to declare war on

the offender. The populations of democratic societies generally expect higher levels of consumer goods and are more upset when their government plunges them into war; however, provinces that are occupied by a democratic nation are somewhat less prone to dissent as they are given more freedom of expression.

The Political Left - Political Right Slider

This slider determines the general political leanings of your nation. When combined with the setting of the Democratic-Authoritarian slider, this will determine your government type and the ministers who will rule the nation. It can also have a significant impact on your relationship with other countries and may limit the allowable settings of several of your other domestic policy sliders (see Government Types below).

The Open Society - Closed Society Slider

This slider determines the measure of freedom enjoyed by your citizens. An open society is somewhat more

prone to national dissent and generally has a more difficult time countering enemy intelligence activities, although any conquered provinces will have a lower level of partisanship. A closed society is better able to repress partisans and counter enemy intelligence activities, but is more likely to have trouble controlling national dissent. Scientists who work on projects for open societies also tend to require somewhat higher levels of funding.

The Free Market - Central Planning Slider

This slider affects aspects of your economy. Free market societies enjoy reductions in the cost and time required to complete production orders and upgrades, not to mention that they generate more cash from their IC allocation to consumer goods, though demand will be higher, too. Scientists will also earn considerably higher salaries when working on research projects. A more regulated, centrally governed economy will offer lower salaries to their scientists but the cost and time required to complete production orders and

upgrades will be greater. While consumer demand will be lower, correspondingly less cash is generated from IC allocations to consumer goods.

Mobilization-Demobilization

This slider determines the level of militarization of a country, ranging from having no armed forces at all to a fully mobilized population. In particular, conscription laws influence the time, cost and starting experience of produced units. Mobilization reduces the cost and time necessary to produce units, but increases the research time and reduces the available IC and extracted resources (as workers and researchers are taken from labs and factories and conscripted in your army). Higher levels of mobilization have bigger penalties, so it is better to keep this as low as possible, especially at peace.

This slider cannot be manually moved by the player, but it can be moved only by decisions. These decisions let you choose the conscription laws or mobilization levels and each step taken towards

mobilization will grant you a quantity of manpower proportional to the manpower value of your national provinces.

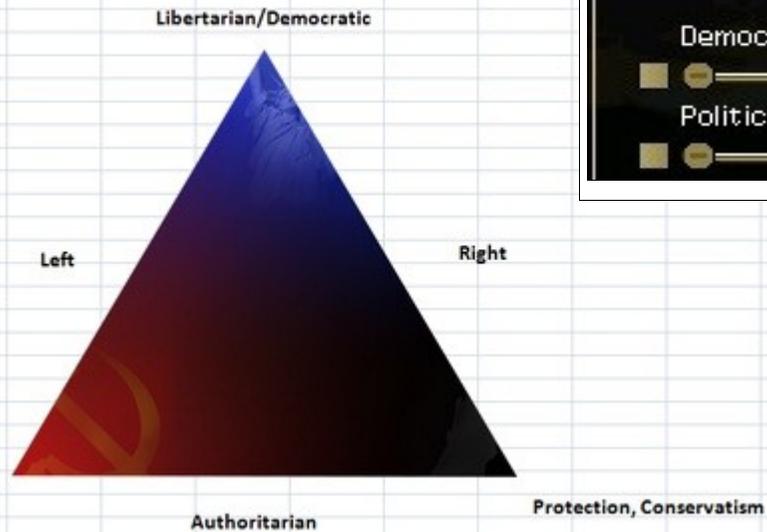
The Hawk Lobby - Dove Lobby Slider

This slider indicates the relative strength of the pro-war versus the pro-peace lobby in a nation. Nations with a strong hawk lobby will enjoy reduced production times and costs, while more peaceful nations will enjoy a better return on all IC allocations to consumer goods and often enjoy a somewhat more accepted international diplomatic position. You will find that a public that favours a more hawkish political stance volunteers more readily for military service and won't have as much dissent when their government under-funds its consumer goods allocation.

The Interventionism - Isolationism Slider

This slider determines a nation's interest in being part of and interfering in the larger international community. Nations that actively involve themselves on the world stage enjoy fewer restrictions and

1. Understanding Ideologies



2. Sliders that effects country's ideology.



lower costs for conducting diplomatic activities but are generally poorer at smoothing over any diplomatic blunders. They are very likely to create or join alliances. Isolationist nations incur higher costs when they engage in diplomatic activities, and in some cases, they may not be able to engage in them at all.

A strongly isolationist nation will refuse to join an alliance and cannot even be invited, cannot create an alliance, and cannot guarantee another nation's independence, though such nations are generally good at maintaining and repairing poor relationships. The position of this slider will also partially determine the

necessary level of belligerence that another nation must have before you will be allowed to declare war on them. The more of an interventionist you are, the less provocation will be required before you may interpose and the less upset your public will be when you act on it.

Government

The position of the first two domestic policy sliders determines the type of government that is in power in a nation, as well as the ministers who are available to help rule it. Each government type imposes certain restrictions on the possible ranges of some of the other sliders.

There are ten distinct forms of government in Darkest Hour:

NS **National Socialism**
Authoritarian & Far Right:

This government is adept at maintaining good international relations, but tends to favour central planning over a free market. You will be restricted to policies that lean very strongly towards central planning and a closed society.

FA **Fascism**
Authoritarian & Somewhat Right:

Similar to the above, a Fascist government may be slightly more open and free with its trade if it wishes.

PA **Paternal Autocrat**
Authoritarian & Slightly Right:

This government enjoys modest international relationships with slightly less central planning. This permits further policy flexibility for trade and the openness of its society.

4. Effects of country's ideology on availability of ministers

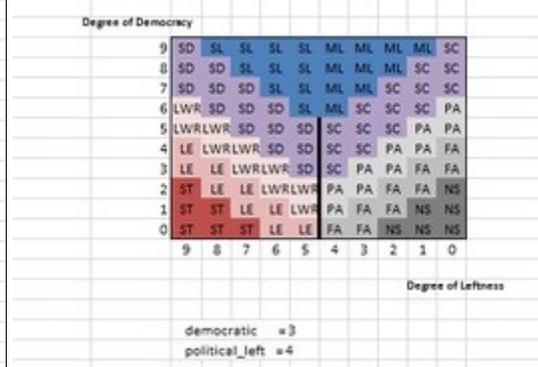
There are two kinds of minister positions: civil and military.

	Minister's Ideology										
	SL	SD	LWR	LE	ST	ML	SC	PA	FA	NS	
Civil minister positions:											
Head of State	SL	X	X	X			X	X			
Head of Government	SD	X	X	X			X	X			
Foreign Minister	LWR	X	X	X	X	X	X				
Minister of Armament	LE	X	X	X	X	X					
Minister of Security	ST		X	X	X	X					
Head of Military Intelligence			X	X	X						
Military minister positions:											
Chief of Staff	ML	X	X	X			X	X	X		
Chief of Army	SC	X	X				X	X	X		
Chief of Navy	PA	X					X	X	X	X	X
Chief of Air Force	FA						X	X	X	X	X
	NS						X	X	X	X	X

 allowed minister ideologies for civil and military positions
 allowed minister ideologies for military positions only

Read it like this: If country's ideology is SD, so all civil ministers are available that have ideology SD (of course), SL and LWR and all military ministers that have ideology SD, SL, LWR as well as ML and SC.

3. Modding those policy sliders to change country's ideology in inc



and tends to be more restrictive of trade and on the openness of its society.

ST **Stalinist**
Authoritarian & Far Left:

Stalinist governments are not generally liked by other nations and are highly committed to central planning, closed society and are very restrictive of trade.

Cabinet and Ministers

These are the highest-ranking officials in a nation's government. The ministers are those who hold the highest levels of authority and carry on their day-to-day business away from the front lines. Many ministers possess specific individual traits or

SC **Social Conservative**
Democratic & Strongly Right:

This society is fairly flexible with regards to its internal markets, and may be somewhat open or closed, depending on preference. Trade is some-what restricted, and although there is some flexibility in terms of how frequently it intervenes in international affairs, this has little or no beneficial impact on its relationship with other nations.

ML **Market Liberal**
Democratic & Somewhat Right:

Neutrally regarded on the world scene, this government favours a free market and is usually a very open society. Market liberals also tend to adopt interventionist policies.

SL **Social Liberal**
Democratic & Somewhat Left:

This very open society is usually far less inclined to meddle in foreign affairs and is neither highly centrist in its

planning nor highly supportive of a free Market.

SD **Social Democrat**
Democratic & Strongly Left:

Social democrats lean towards central planning and somewhat more isolationist policies, occasionally harming their relationships with other nations. They do not attempt to restrict their societies, although they are never entirely open either.

LWR **Left Wing Radical**
Authoritarian & Slightly Left:

This nation is somewhat more heavily weighted towards central planning and has some difficulties on the international scene. However, it does allow a greater openness of society and better trade flexibility.

LE **Leninist**
Authoritarian & Somewhat Left:

This government is generally poorly regarded by the international community



characteristics that may play a large role in certain aspects of your economy or military. The cabinet of each nation is automatically assigned based on the prevailing domestic policy conditions, particularly the type of government, and is formed of ten officials who will oversee its affairs. Each minister may possess personality traits that make him ideally suited to hold that post, although in many cases there are trade-offs between his natural expertise and his corresponding deficiencies. You can achieve amazing success simply by taking advantage of your ministers' attributes and working to minimise or avoid the less desirable aspects of their personalities.

Appointment of Ministers

Ministers are appointed automatically based on a nation's domestic policies and drawn from the available pool of potential officials in the region. Every country will appoint ten ministers to serve in its cabinet, although in some regimes, a minister may occupy more than one cabinet position, most notably in the case of a dictatorship, where

the head of state will usually also hold the head of government post.

The ministerial files of the game not only include the names of almost every significant government official of the era, they also contain additional "possible" ministers who did not historically occupy posts on cabinet. During the course of play, these ministers may come to power as a result of the domestic policies you pursue, or through civil war, dissident uprisings, an enemy-funded coup d'état, or as a result of special events. You may also voluntarily change many of your ministers by clicking on the appropriate portrait and selecting from the list of other available ministers. The ones that are listed will depend on your current domestic policies, so you may find that some prospective ministers may not be available until you have made a significant change to your policies.

It is not practical in the space available in this manual to detail each of the various ministers' possible traits and their effects. This information

is clearly displayed in the expanding tooltips that appear when you hover your mouse over each person's portrait. The following is a general summary of each nation's cabinet positions:



The Head of State

The Head of State occupies the highest position in the nation.

He will often have a trait that will have a significant effect on your nation and the assigned AI character's actions. The person that occupies this position is usually - though not always - determined by the type of government that is in place.



The Head of Government

The Head of Government is in charge of

directing the nation's general affairs and its cabinet. He may have any one of a number of widely varying traits that may affect the industry, diplomacy or military success of his nation.



The Foreign Minister

The Foreign Minister is charged with conducting the majority

of a nation's international diplomacy and may possess traits that will benefit or hinder those activities to various degrees. These traits will often give bonuses to certain diplomatic options while incurring penalties for other types of negotiations.



The Minister of Armament

The Minister of Armament oversees all

research and production in a nation. His traits will usually affect research times, production time and costs, and resource availability, although most characteristics will involve potential trade-offs in opposing areas.



The Minister of Security

Charged with maintaining the internal

stability of a nation, the Minister of Security will usually possess traits that will affect domestic affairs. He may be proficient at maintaining lower levels of dissent, or partisanship, or be adept at preventing hostile intelligence activities.



The Head of Military Intelligence

The Head of Military Intelligence is the counterpart to the Minister of Security. He will direct your intelligence efforts abroad and his agents could provide vital and timely information about your enemy's activities or carry out clandestine operations to weaken an enemy's position. Depending on his specific area of focus, this could result in advanced warning of large troop build-ups, the theft of enemy technological secrets, important information about the enemy's industrial activities, or may affect the likelihood of certain spy missions.



The Chief of Staff

The Chief of Staff is responsible for a nation's combined armed forces and will usually subscribe to a "school" of thought about how best to wage war. He is usually biased towards one of the three main divisions of the armed forces (army, navy or air force) and will give that one particular group an extra edge over the others.



The Chief of the Army

The Chief of the Army directs the overall activities of a nation's ground forces. He will usually have a combat doctrine that provides bonuses to certain types of engagements or to a specific type of land unit that he prefers above the others.



The Chief of the Navy

The Chief of the Navy directs the overall activities of a nation's maritime forces. He, too, will tend to prefer a specific doctrine that may have decisive benefits and may favour one type of vessel over all others.



The Chief of the Air Force

Like his army and navy counterparts, the Chief of the Air Force will subscribe to a doctrine that may give some of your aerial units advantages in certain types of missions.

Other Nations' Domestic Policies and Ministers

There is a tendency among newer players to pay very little attention to the policies and cabinets of other countries. While it is arguably not particularly vital to review the domestic situation of smaller, more remote nations with whom you will rarely come into contact, it can be a serious oversight to ignore the capabilities of an enemy. You should evaluate a foe's strengths and weaknesses, seeking to take advantage where you can and perhaps even to tailor your own domestic affairs to either counter or exploit them.



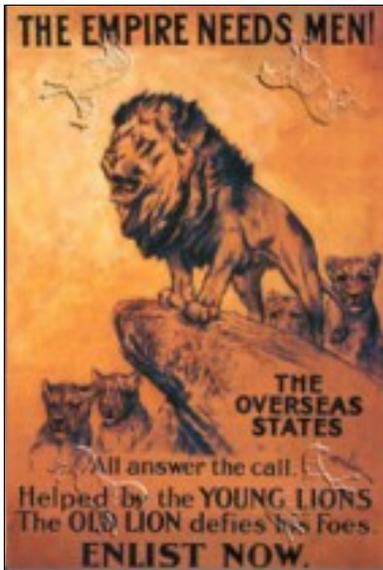
Dissent and Partisans

Dissent is a global effect in your nation and can be thought of as a barometer of overall public satisfaction. It affects all provinces equally, be they national, owned or occupied, and it is displayed in the Top Bar at all times. There are two direct and important effects of allowing your nation's dissent levels to rise: you will suffer decreased performance from your armed forces, and you will increase the likelihood of civil disobedience.

As far as your public is concerned, the most unsettling action you can take is to plunge your nation into war without cause or provocation. In some cases, your type of government and your domestic policies will prevent you from going to war at all, but in those instances where you are permitted to make a declaration and choose to do so, some portion of your public will object to this action,

causing a sudden rise in dissent. The amount of this increase will depend entirely on your "reasons" for going to war and are also modified by your domestic policies. If you are declaring war simply to satisfy your territorial ambitions or for the sheer fun of waging war, your public will take a very dim view of it. If you declare war as a result of a casus belli - a "just cause" - then your public will be far more understanding. If you guarantee the independence of a nation and then declare war on a third party that attacks it, your public will be quite supportive and you will receive no increase in dissent.

Dissent will also fail to rise if you find yourself at war as a result of one of your allies declaring war, or due to a nation declaring war on you or a member of an alliance to which you belong. Increases in dissent can also occur when you cancel a non-aggression treaty with another nation, when you liberate a state that is a puppet, or if one of your national provinces is the subject of a nuclear attack. Dissent is not limited to foreign affairs. The most common



reason for its increase is actually as a result of your domestic failure to meet the consumer goods expectations. If you allocate too little of your IC to consumer goods production, then dissent will begin to rise. The demand for those goods and the rate at which dissent rises if you fail to meet that demand will depend on your domestic policies and possibly on your cabinet ministers.

As the level of dissent rises, the most immediate effect you will notice is that the performance of your armed forces will begin to suffer. Low levels of dissent will only have a marginal impact on their combat abilities, although higher levels may place your forces at a significant disadvantage.

There is also a chance that dissent may reach a level where your public will rise in open rebellion and seek to overthrow what they view as a corrupt and malevolent government. They will also be far more open to accepting foreign financing of a coup d'état, something that could have devastating consequences for your nation.



The only way to reduce public dissent is to allocate excess IC to the production of consumer goods, which also has the side benefit of generating additional cash for your national treasury. The rate of the decrease is

determined by the extent of your over-allocation and by your domestic policies, and may be further modified by the capabilities of your cabinet ministers. If you have suffered an increase in dissent as a result of an enemy's nuclear

attack, you can immediately eliminate this by launching a retaliatory nuclear strike of your own, perhaps because your population is now so utterly terrified about this escalation that they aren't



vocal about it any longer. Note that initiating a nuclear war will not eliminate dissent caused by other actions. Partisanship is a concern only in non-national provinces and is tracked on a province-by-province basis. Non-national owned provinces will usually have fairly low levels of militancy, while occupied provinces will generally be much higher. In both cases, this may also be compounded by your current level of national dissent. Detailed partisanship values are displayed in the information panel when you are reviewing a province's details, or may be seen as a graphic representation on the main map

when you click the partisan mapmode button.

Partisanship damages the economy of a province, hampering the supply and movement of troops in that territory, and increasing the likelihood of open rebellion. In owned provinces, this effect is slightly less than in occupied provinces, but neither should be expected to contribute a very high percentage of their industrial or resource potential.

The risk of rebellion is represented directly by the partisanship level and will be further modified by your national dissent values, and this same partisan percentage is also applied as a reduction to your nation's transport capacity. This may be overcome by maintaining a large enough standing force to suppress their efforts; however, neither type of province will contribute high values of manpower to your national manpower pool except under very unusual circumstances, and each occupied province you control will reduce your transport capacity by at least 1 point.

The only way to reduce the level of partisanship in a province is to keep the resistance movements in check by placing troops there to maintain order. Most land units have a suppression value. This value is subtracted from the partisanship value when the troops are located in a province, and the value is doubled when the troops have been specifically ordered to engage in anti-partisan activities, though we'll look at how to do this when we get to the Land Combat section. If the suppression value is high enough, the additional percentage effects of partisanship may be completely eliminated, but the base reduction to resource extraction and IC and the minimum loss of 1 point of transport capacity in occupied territories cannot be removed.

The factor that will most heavily influence partisanship and national dissent is the degree to which your society is open or closed. Open societies have national province populations that will be considerably more militant about your actions, but owned and occupied populations are

generally very happy to be allowed to express their opinions and are less likely to revolt. The opposite is true of a closed society. To a lesser degree your Minister of Security, who is responsible for such domestic affairs, may be able to influence the dissent or partisanship levels if he possesses the correct skills.

Beware! Partisans and dissidents who rise in rebellion may be heavily armed and quite difficult to defeat.

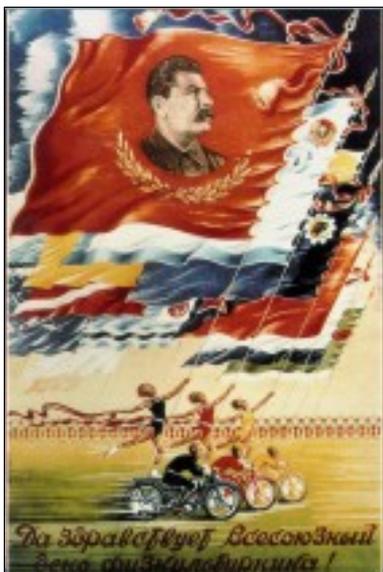
Failing to deal with them promptly may result in them achieving independence, forming their own government, and establishing a new nation that will be in conflict with your own. Neighbouring provinces may even decide to join in the rebellion and it is quite possible that other members of the international community could be drawn into the affair.



Diplomacy - International Affairs

Overview

We now turn our attention to international affairs - your nation's ability to engage in diplomatic activities with the world's other nations. The options available to you when conducting diplomacy will depend on the relationship that exists between your country and the nation with which you are attempting to enter into discussions. The overall stance is of prime importance, whether you are allied, at war with, or neutral towards one another. Other factors may also play a pivotal role in the likely success of your negotiations: your relationship with the nation, your cabinet and most notably your foreign minister, your respective forms of government and domestic policies, and your prior diplomatic actions.



National Relationships

Darkest Hour uses a diplomatic model that assumes that each nation in the world has a specific view about every other nation in the world, and that any two nations are capable of conducting at least some level of diplomacy. The success or failure of a diplomatic action, as well as the diplomatic options that may be available, will depend on the relationship value that exists between the two nations.

When you select a country in the Diplomacy Folder, you will see your current relationship value with that nation displayed near the top of the screen. This value indicates generally how that nation “feels” about you and can range between -200 (you detest one another) and +200 (you’re the best of friends). Although you cannot view a nation’s relationship values with other nations in the world, these are tracked and will modify the diplomatic activities between AI-controlled nations. Nations with similar government types will tend to be very friendly towards one another, as will nations who are joint

members of an alliance. Your relationship with a country will affect the diplomatic options available to you and will also impact on the likelihood of a proposal being accepted. Alliances are usually limited to nations that have a very good relationship, at least at the time that the alliance is first formed, and trade deals and negotiated deals are far more likely to be met with a favourable response if your nations are on friendly terms. Some diplomatic options are specifically designed to improve relationships between nations, while others are almost guaranteed to result in a worsening of this value. In most cases, a relationship will improve when a diplomatic proposal is accepted, thus opening the door to further interactions, and will worsen if it is declined. The other factor that affects international relationships is each nation’s belligerence.

Belligerence

Every nation has a belligerence value that is displayed below the relationship value. Think of this as a special means used to measure and

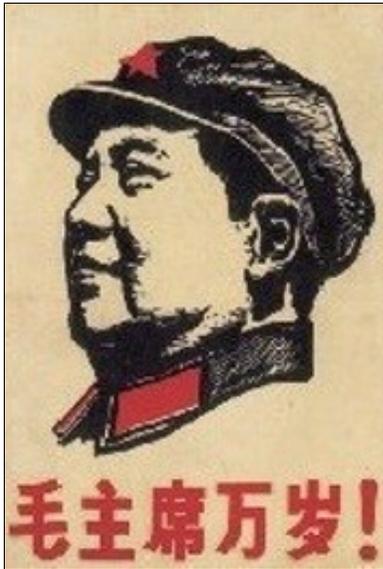
evaluate each nation’s actions. The more actively aggressive you are, the higher this value will become. Entering into wars without provocation, annexing countries, being caught red-handed when attempting espionage, and similar activities will tend to make other nations think of you as belligerent and a danger to their continued survival. Freeing nations from oppression or even just keeping a low profile over a significant period of time will tend to make nations think of you as being more friendly and trustworthy. Each of these actions or inactions will alter your belligerence value and affect your diplomacy.

The most visible result of a high belligerence value is to exert a continuous downward pressure on your relationship values with other nations. Even your closest allies will begin to view you with some degree of suspicion, overcoming the normal bonuses that apply to that relationship. Neutral countries will tend to dislike you rather intensely, and enemies will become committed to your destruction. If you allow your

belligerence to reach epic levels, you could even find that the entire world suddenly becomes obsessed with your destruction.

A less obvious effect is that a limit is placed on democracies where they may not declare war unless the “target” nation has a sufficiently high belligerence value and the democracy has a strong enough policy of intervention. These factors are weighted, meaning that the more democratic a nation is and the less it leans towards interventionism, the higher the required belligerence value of a target nation needs to be in order for the democracy to declare war.

Other than going out of your way to free nations that you have already conquered, you can reduce your own belligerence value by being on your best behaviour for a prolonged period of time. If you do this for long enough, the international community will slowly forgive and forget your previous transgressions and your belligerence value will slowly decrease.



The Three Factions

While an alliance can be formed between any two neutral nations, there are three pre-existing factions in Darkest Hour that are considered to be natural and dominant alliances: the Axis, the Allies and the Comintern in the 1936 scenario and the Central Powers, Triple Entente and Comintern in the 1914 scenario. A nation may only belong to one alliance and, upon joining, is automatically considered to be allied with any other nation which is also a member of that alliance. I should point out that the nations who lead these three factions are not only

considered to be alliance leaders (see below) but are also programmed to be extremely reluctant to agree to any peace terms other than the outright annexation of a member of another alliance. You should expect any other offers of surrender to be rebuffed when they are involved.

Spheres of Influence

Before we look at the various diplomatic options, you should be aware that there is an additional component to diplomacy that is not readily apparent from any of the interfaces but will have an impact on the outcome of your actions. This is termed "spheres of influence" and represents the historical situation where a number of larger nations took a very dim view of other nations conducting diplomacy in an area that was geographically close to their interests without their expressed permission. This is most easily seen by watching which countries have their independence guaranteed by larger AI nations, since they will typically do so for any nation in their sphere that isn't diametrically

opposed to their form of government. Be warned that stepping on their diplomatic toes can result in no small degree of resentment, a drop in your relationship values, and possibly even war.

Claiming provinces

Claims are used for diplomatic purposes and are useful to assert the desire of a country to own and control a province. There are no economic benefits of claiming provinces: they are counted as non-national when it comes to IC, manpower, resources or revolt risk and there is no way to transform those claims into cores. However, claimed provinces are counted as national when it comes to diplomacy or country release. That means that a claimed province appears in the "Have claims against..." section and can be asked with the "Demand Territory" mission in the Diplomatic tab (see below). The AI won't secede provinces it has claims on to allies/puppets even if those provinces are cores to that ally. In most cases claims will be used by players just to "redraw" the map in the way they wanted it to be after a

successful war, especially in case of partition. So, how does claiming provinces work? Via the right-click menu it is possible to add and remove claims to single provinces, areas or regions. Claiming non-owned province increases belligerence and removing claims from such provinces decreases it. Claimed provinces can be seen best on the Diplomacy map mode - they use lighter green than cores and also a yellow dot as opposed to the red one used for cores.

New claims can be freely set to war enemies, but can be set to neutral countries only if policy allows that (interventionism must be high enough). Moreover claims cannot be demanded from countries that you are guaranteeing at the same time (see Guaranteeing Independence below).



Initiating Diplomacy

To initiate any diplomatic action, select the country from the listing at the left side of the Diplomatic Screen. The Diplomacy Options area will now display a list of all available actions that you may take with this nation. Ones that you may perform immediately are highlighted in orange, while others may be greyed out if you fail to meet a necessary condition to initiate that action, generally a case where the relationship or belligerence values are too high or too low. Some diplomatic options require cash to perform, so this could also prevent you from taking an action until your national cash reserves have increased. There are also some diplomatic options that will only appear if you are at war with a nation, or if you are on peaceful terms. There are also options that will only be displayed if you have selected your own nation as the "target". A tooltip will appear when you hover over an option, briefly detailing what it



Czechoslovakia
Social Conservative
Belligerence: 0

Targets	Allied	Enemies	Neutrals
ALL	Axis	Allies	Comintern
Africa	America	Asia	Europe

 Germany



Germany
National Socialist
Our relations with them: -25
Belligerence: 0

- Turkey has a non-aggression pact with Germany.
- Germany has a non-aggression pact with Soviet Union.
- Germany has a non-aggression pact with Poland.
- Germany has a non-aggression pact with Austria.
- Germany is the leader of the Axis.
- Guaranteeing the independence of Italy, Sweden, Turkey, Poland, Denmark, Switzerland, Bulgaria, Yugoslavia, Romania, Czechoslovakia and Finland
- Territorial Claims on United Kingdom, France, Italy, Japan, Poland, Belgium, Denmark, Switzerland, Austria, Lithuania, New Zealand, Australia, Luxemburg, Union of South Africa and Free City of Danzig

Declare War

Influence Nation

Offer Trade Agreement

Open Negotiations

Offer Non-Aggression Pact

Offer Alliance

Join Alliance

Send Expeditionary Force

Ask for Military Access

Guarantee Independence

- military access;
- liberate nation;
- release puppet;
- demand territory;
- declare war;
- sue for peace;
- annex nation;



Offer Trade Agreement

There are two different types of trades that can be arranged between two nations: a trade agreement and a trade negotiation.

Trade negotiations are one-time transactions that may involve a very wide range of items, while trade agreements are open-ended deals that involve an ongoing daily exchange of resources. There is a small cost required to propose a trade agreement. When you click on the offer trade agreement option, a secondary interface appears. Each of the resources, including supplies and cash, will be represented by a slider on the interface. There will be maximum end points set for each slider, limiting what you may request or offer. These

means and also informing you of the cost of the action and any prerequisites that you currently fail to meet.

Once you decide on an action, click on it. In many cases, a new interface will appear that allows you to specify additional details, while in other cases the action may take place immediately or you may be asked to confirm the action. If there is a cash cost for the diplomatic action, it will only be deducted when you confirm the action and dispatch your diplomat. You will not lose the money if you change your mind and cancel

the action, but once confirmed, the money will be deducted whether or not the diplomatic offer you send is agreed to. For instance, the cost of sending a diplomat to negotiate military access will not be returned to you if the access is declined. The cost of a diplomatic action will fluctuate, depending on your domestic policies and your ministers. The tooltips will indicate the exact cost of each action.

Once you have sent a diplomatic message to a nation, you will have to wait for a period of time before you are

able to initiate any further diplomacy with that nation, although you may conduct diplomacy with other nations if you wish. If a response is required, you will usually receive it within a day or two, although human players may take longer to answer in multiplayer games, but you must wait two weeks before another message may be sent to that nation. When you receive a diplomatic message that requires a response, usually a trade offer, you will have a limited period of time to respond before it becomes invalid and disappears from your screen.

The following are the various diplomatic options that may be available to you:

- offer trade agreement;
- break trade agreement;
- open negotiations;
- influence nation;

- offer alliance / bring to alliance / join alliance / leave alliance / ban from alliance;
- send expeditionary forces / expeditionary forces;
- assume military control / relinquish military control;
- guarantee independence;
- offer non-aggression pact / cancel non-aggression pact;
- ask for military access / cancel military access / revoke



endpoints are based on the daily rate of change of each of the resources displayed on the right side for your nation and on the left side for the nation with which you are negotiating. If you have no daily increase of a resource, then you will not be able to offer that item regardless of your stockpiles, and if the target nation has no daily increase of an item, you will not be able to request it. The exception to this is that you may offer more than your own daily rate of change of money or supplies if

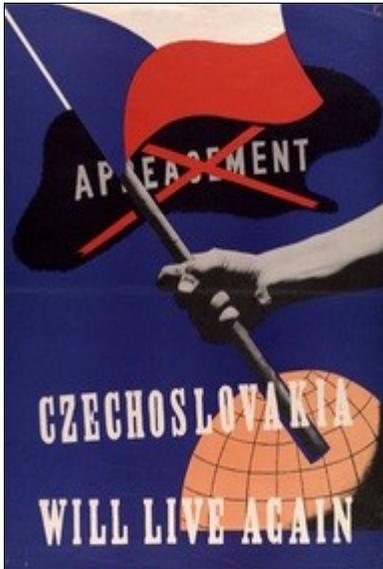
you currently have stockpiles of those items, but you cannot request them regardless of that nation's stockpiles. You can check the resources that a nation might be interested in bartering before you open the interface by looking at the small resource icons adjacent to the country's name in the diplomatic list. An icon will indicate a daily surplus of a resource and means that you might be able to barter for it (reminder: these icons are updated at midnight each day and will not appear until the

first game day has elapsed). To set the terms of the proposed trade agreement, simply adjust the sliders to indicate the resources you would like to exchange. You can do this by dragging the bar with your mouse, or by using the "+" and "-" buttons at either end of the slider. Clicking on a button while holding down the "Shift" or "Ctrl" keys will adjust the values in greater increments; and right-clicking the slider will reset it to zero. Shifting a slider to the left of the mid-

point indicates that you are offering that resource, while shifting it to the right means that you are asking for that resource in return. Once you are satisfied with the deal, click the OK button to send the offer. There is a numeric display near the bottom of the interface that indicates the chance that the nation will accept your proposal, but the accuracy of this value will depend somewhat on your minister of intelligence's reports and on your foreign minister's persuasiveness. It is also affected by your belligerence value and by the relationship between your two nations, and is further modified by both nations' domestic policies. Don't be too shocked if a nation declines a trade in spite of a 100% acceptance probability, and it's similarly possible that a nation might agree to an offer even though the chance seems slim.

If a trade agreement is accepted, the exchange of goods will begin the next day and will continue until one of the two nations decides to cancel the deal or is no longer able to supply that resource.

However, there is a trade efficiency factor that will modify the actual amounts that each nation receives. The efficiency reflects the small losses in goods that may occur naturally if they must travel great distances, representing possible shipwrecks and such, and potentially very large losses if one or both of the nations involved is at war with an enemy who is engaging in convoy disruption activities. The routes used by ships involved in trade agreements are not shown on the supplies mapmode, but you must still be able to trace a line of supply through your respective nations' territories, or through the territories of those nations who are friendly towards you and with whom you have a treaty of access. If you are unable to do that or if the route is heavily blockaded by enemy vessels, none of the goods will arrive at their desired destinations and there is little point in proceeding with the offer. Note that the full shipment of goods that you are sending will still be withdrawn daily, but you will receive less in return.



Cancel Trade Agreement

If you have a trade agreement with another nation, you will have the option to cancel it if you wish. The most likely reasons for doing so would be a drastic reduction in trade efficiency or a change in the availability of a resource. When you click on this option, you will be given a list of all existing agreements that you have with that nation. Simply select each of the agreements that you wish to cancel (an X will appear) and then click okay. You may also cancel a trade agreement directly from the production screen by right-clicking on the trade deal.

There is no negotiation involved in cancelling an agreement, as it is cancelled automatically by this action. However, it may damage your relationship with your former trading partner. Moreover, not all trade deals can be cancelled: the trade deals highlighted in green are so called “unbreakable” trades and represent important trade agreements or war

reparations. They will stand until their expire date or unless an event cancels all the trade between the two nations.



Open Negotiations

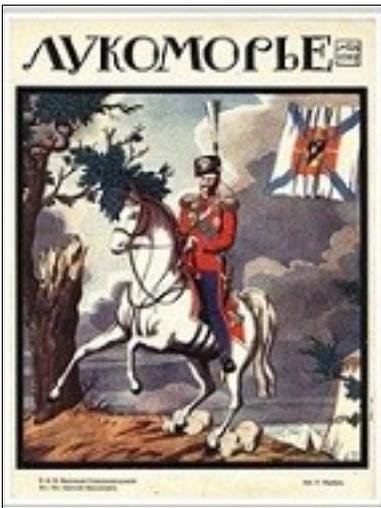
This diplomatic option is used to negotiate a one-time trade between your nation and any another nation with whom you are not at war. The range of items that can be bartered may include resources, provinces and even technological blueprints and equipment such as military forces. There is also a small cost involved in negotiating the deal. An interface will appear when you click the open negotiations button that is divided into two halves: the items being offered by your nation will be on the left and the items you wish to receive in exchange will be on the right. As you assemble your offer, any provinces, blueprints, or equipment that would be exchanged will be listed below the nations, and the amounts of any resources involved will be displayed beside the appropriate icons



towards the bottom of the interface.

Territory may be included in a deal with an ally by clicking on the Provinces tab on the appropriate side and then selecting the province name from the list. The name of the province will appear at the

bottom of the screen when you click on it, and if you change your mind you may simply click on that listing to remove it. Note that you may only offer to buy or sell non-national provinces, and the tab will be greyed out unless you are allied.



The same techniques are used for including blueprints or equipment in a trade. As with territorial exchanges, this may only be done between allies, and you may only request or offer blueprints for projects that a nation currently has the necessary prerequisites to begin researching or is already researching.

Resources may be offered or requested by clicking on the Resources tabs. You may only offer up to the total amount that you have in your national stockpile, or request up to the amount that the other nation has in its own, though again, this is an underhanded way to evaluate another nation's resource stockpiles. As you adjust the sliders, the amounts

being offered or requested will be displayed beside the appropriate icon at the bottom. Unlike the other three trade categories, resources may be traded between any two nations who are not at war with one another. As you assemble the proposal, the chance of the deal being accepted will be displayed at the bottom of the interface.

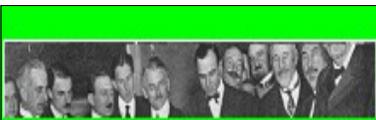
This is the base chance and is modified by the same sorts of factors as affect trade agreements, so keep this in mind as you are putting the proposal together. The only deal that would be automatically accepted is one where you are giving something away for free by offering something on your side of the interface while requesting nothing in return. Once you are satisfied with your offer, click the OK button or click the cancel button to abort the diplomatic action and the proposal will be sent. If the target nation accepts the deal, then the exchange will be made. **Beware! Negotiated deals are subject to the same trade efficiency modifiers as trade agreements, so not all of the resources exchanged will**

necessarily reach their intended destinations.



Influence Nation

This is a fairly common diplomatic action where you will send money to a nation in an attempt to improve your relationship. There is no acceptance required for this "gift" and you will usually see at least some improvement in your nations' relationship after choosing this option. The degree of change will depend on a variety of factors, particularly the capabilities of your foreign minister and your relative government types, and will have no additional or lasting benefits beyond this one-time boost.



Offer Alliance / Bring to Alliance / Join Alliance

An alliance is a special relationship that exists between two or more nations, usually for protection and military cooperation. New

alliances may be formed between any two nations that are not already part of an alliance, and whichever nation that creates the alliance will become the alliance leader. The alliance leader is the only nation that may invite new nations to join the alliance, or accept the petition of an otherwise un-allied nation who wishes to join.

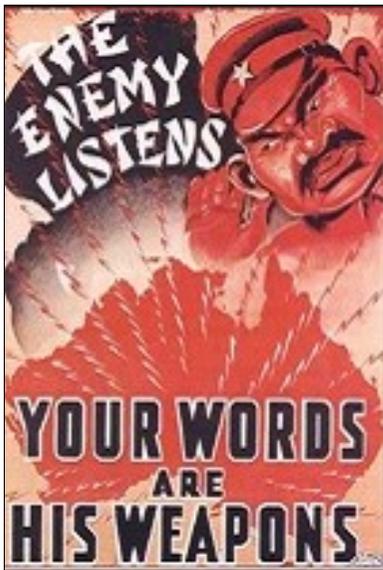
If you wish to form a new alliance, you cannot already be allied to any other nation and you must issue your invitation to a nation that is also not already allied. If it is possible to create one, the offer alliance option will be available in the list of diplomatic actions. Creating an alliance is usually a fairly expensive process and is only likely to succeed if you have a good relationship with that nation and you have fairly similar types of government. Larger nations will also tend to be somewhat disinclined to accept an offer made by a smaller, weaker nation, and a nation that pursues isolationist policies is very unlikely to be interested in your offer. In fact, unless a democratic nation with a strong isolationist policy

is already at war, it cannot offer or be asked to form an alliance, nor can it ask or be asked to join an existing alliance.

Once an alliance has been formed, the leader of the alliance may invite additional members to join, as long as they are not already a member of another alliance, by selecting the nation and using the bring to alliance diplomatic option. This will be a somewhat less expensive process than creating an alliance, and the likelihood of the offer being accepted is governed by a similar set of considerations as forming alliances.

The exception to these rules is that the leader of the Allies, Axis, Central Powers, Triple Entente or Comintern may invite another country who is a member of a "minor" alliance to join the major faction. If the nation agrees, it leaves its existing alliance even if it was formerly the alliance leader and becomes part of the major faction's alliance.

If you aren't part of an alliance and wish to become a member of one, then you may



petition the alliance leader to allow you to join by selecting the join alliance option. This is a relatively inexpensive option and the leader's response is determined by the same set of preferences as has already been mentioned. If you aren't sure who the alliance leader is, you can select any member of the alliance and then hover your mouse over the join alliance option. If the selected member isn't the leader, you will see a tooltip that indicates that you can't ask this nation and identifies the alliance leader.

Alliances are very tight international bonds. Allies will share all of their territorial and armed forces information with one another, removing the fog of war over those provinces for all member nations. They also share all of the intelligence data gathered by their respective spies. If a member of an alliance declares war or is the recipient of a declaration of war, then the entire alliance immediately becomes involved in the conflict. Alliance members grant unconditional military access to one another. They will also provide supply for each others' forces as

required and will allow navies and squadrons to make free use of their bases.

Once an alliance is involved in a war, no member may leave that alliance until it has concluded a peace treaty with the enemy and is no longer involved in the war. Be cautious when joining an alliance or adding new members to it after it has been created. Only the alliance leader can ban a member nation from an alliance and may only do so when the alliance is at peace. A particularly aggressive alliance can also be a threat to you since all member nations are penalised equally with the belligerence cost of declaring war. An alliance leader may decide to leave the alliance if he wishes, at which point a new leader is chosen from among the remaining alliance members. Similarly, if an alliance leader is annexed, a new leader will be appointed from the survivors.

Alliance leaders always conduct peace treaties on behalf of the entire alliance, except for their own annexation, and all terms

agreed to by an alliance leader are binding on all other alliance members. Separate peace treaties may be negotiated by non-alliance-leaders, but these are only binding on the two nations involved in the negotiations. If an alliance leader negotiates a peace treaty with a non-alliance-leader, the terms agreed to by the alliance leader are binding on his entire alliance, but the terms agreed to by the non-alliance-leader will only affect his nation separately and the remaining members of that alliance will still remain at war.



Leave Alliance

If you are a member of an alliance, you may elect to disassociate yourself from it by selecting this option. You may not leave an alliance if it is at war. The cash cost for leaving an alliance is quite steep and has a very negative impact on your relationship with all other member countries. It goes without saying that you are not allowed to declare war on

another member of an alliance you belong to, and thus you must leave the alliance if you wish to do so. Although it might seem odd and is admittedly very unlikely to happen, an alliance leader is permitted to leave an alliance that he has created, as long as it is not at war.



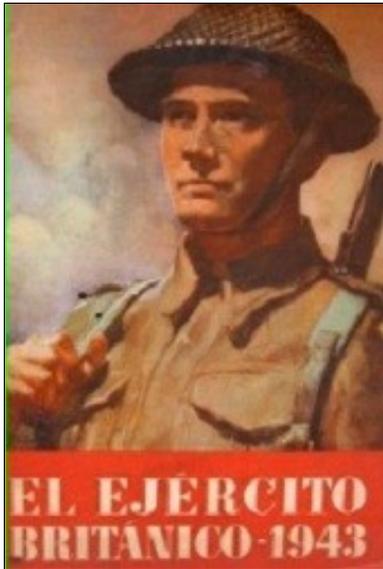
Ban from Alliance

If you are the leader of an alliance, you may ban a member by selecting this option. You can only ban a member if the alliance is not at war, and there may be political repercussions for doing so. At very least, your relationship with that nation will be ruined and your actions might alarm the remaining members.



Send Expeditionary Force / Expeditionary Force

The option "Send Expeditionary Forces" allows you to lend a force to one of your allies. This is a free diplomatic



option and relinquishes control of one existing force to the target nation. The new national controller will then assume all responsibilities for issuing its orders and replenishing its losses, although it will remain under the command of the officer you have assigned to it and cannot be disbanded. The nation you've lent it to may continue to use it until the force is either eliminated or returned to you voluntarily, and you cannot request its return. When you select this option, an interface will appear that allows you to select which force to send to your ally. Since the listing is a scrollable list of every force that you

possess but doesn't detail individual complements other than total size, strength and organisation, I would recommend that you predetermine which one you intend to send before initiating this action. If you currently control another nation's expeditionary force and wish to return it, click on this option in the Field Command Details menu to place it back under its home nation's direct control.

There is another option simply called "Expeditionary Forces": this allows you to decide if you want to receive expeditionary forces from your allies or don't want them to send forces to you. You can have different agreements with different countries: you can accept forces from a nation and refuse to receive forces from another. Be aware that even if you accept expeditionary forces from another country, it doesn't mean that that country will decide to send his forces to you!



Assume Military Control / Relinquish Military Control

If you are allied to another nation, you may ask that nation to allow you to assume military control over its forces. This request will cost a moderate amount of money to initiate and is likely to be accepted only if you are significantly larger and stronger than the nation to whom you are making the request. If accepted, you may then issue orders to that nation's armed forces but their reinforcement and the decision as to whether to begin production of any new units remains at their discretion. An AI nation will probably refuse to give you military control of their forces if you have a lower base IC than it does.

Once you have been granted military control over a nation, you will remain in control until you return control back to that nation via the relinquish military control diplomatic action, which has a modest cost associated with it, or until

the nation is annexed or leaves your alliance. If you grant military control to another nation, the only way to regain control of your armed forces without being annexed and thus losing the game is to leave the alliance.



Guarantee Independence

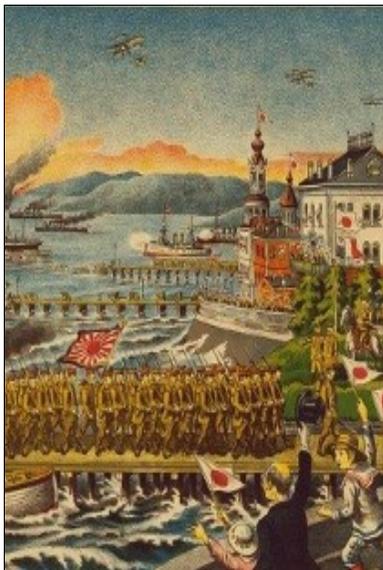
This is a relatively inexpensive option that allows you to guarantee the independence of a nation for the next five years. This is a formal declaration that warns that you will take a very dim view of any hostilities that are initiated against this nation and will very likely act in its defence. In the event that a third party declares war on that nation, you will have a casus belli against the aggressor, allowing you to declare war without paying a heavy domestic or international political price for that declaration. You are not required to make such a declaration, though, nor do you suffer any ill effects for failing to do so. This is a method for a democratic

nation to bypass the normal belligerence and interventionism restrictions that would otherwise prevent it from making a declaration of war. A highly isolationist nation is prohibited from guaranteeing another nation's independence. It is not possible to demand territories from a nation whose independence you're guaranteeing.



Offer Non-Aggression Pact

This diplomatic option is used to arrange a two-year mutual non-aggression pact with another nation and involves a moderate cost to negotiate. In essence, you are asking another nation to formally sign an agreement where both nations commit to remaining peaceful towards one another for the duration of the pact. If accepted, it will usually have a positive effect on the relationship between your two nations and will incur very hefty penalties if it is subsequently broken prior to its expiration. A nation cannot declare war on a nation with which it has signed a non-aggression



pact without first formally cancelling it, so this may offer you some degree of security and, at very least, a minimum of two weeks' advance notice before a war can occur between your two nations. Once a pact has expired, there are no further assurances of peace, nor is there any additional penalty if either nation subsequently declares war, beyond the penalty for the declaration of war itself.

Non-aggression pacts have a good chance of being accepted if you have a fairly competent foreign minister, are significantly larger or more powerful than the other nation, have a fairly low belligerence factor, or enjoy a decent relationship with the other nation.



Cancel Non-Aggression Pact

This option will only be available if you have an existing non-aggression pact with a country. Although this will severely damage your

relationship, you are prohibited from making a declaration of war on a nation with whom you have a non-aggression pact and thus you must cancel it before you will be able to declare war. Needless to say, a country that breaks a non-aggression pact with you should be watched very closely. Further, your population will be concerned at your flip-flopping policy so you will suffer an increase in domestic dissent.



Ask for Military Access/ Cancel Military Access / Revoke Military Access

This diplomatic option is a request to a nation to allow your forces to move freely through its provinces and also to be able to trace supply through them. Without this, you are prohibited from entering or supplying through a neutral nation's territory. The cost to initiate this request is modest, but most nations will not be willing to grant you access unless you enjoy a very good relationship. Allies automatically grant one

another access, so it is not necessary to arrange a special treaty unless you expect that, at some point, either you or they might leave that alliance. A military access treaty is not a reciprocal arrangement. A separate access treaty would have to be requested by the other nation before it could move forces through your nation's provinces. While an access agreement is in place, you will be prohibited from declaring war on a nation that is granting you access.

Beware! A nation that grants you access is not under the same constraints and may declare war on you at any time and without warning.

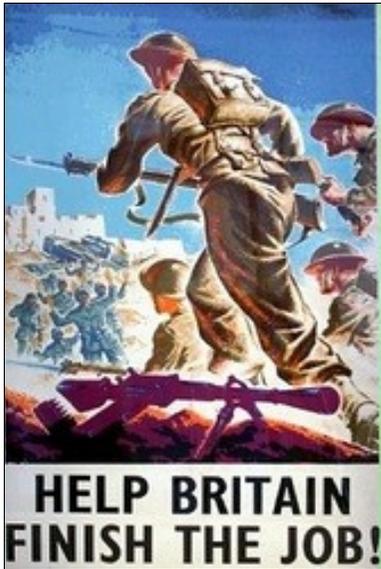
Military access may be revoked by either the nation at a modest cost by selecting the cancel or revoke military access diplomatic option. If a nation does this, then it is likely that the nation is planning to declare war on you in the near future, so you should be on your guard. I should point out that you are prohibited from attacking an enemy's province using any land forces that are located in a neutral nation's territory, so it is pointless to arrange military

access with a nation if your intent is to try to exploit the enemy's inability to attack you there.



Liberate Nation

This option is only available if you have selected your own nation and if you control provinces that can become part of a nation that does not currently exist. If you click liberate nation, you will be asked what country you wish to create from a list of possible nations. A tooltip will advise you of the provinces that will become part of the new nation and cease to be considered yours. When you have selected the new nation and clicked OK, the new independent nation will be formed and will be added to the list of nations in the world. If you voluntarily liberate a nation, it will begin its new political life as a puppet regime and will send you its surplus of resources (more than 1000). It will also become a member of whatever alliance you currently belong to, if any, and you will begin your new



relationship with them at a very high standing. The liberation of a nation will be greeted warmly by the international community, usually causing your belligerence value to decrease.



Release Puppet

If you have a nation that is under your control as a puppet regime, you may decide to release it to its own devices. The only immediate effect is that you will cease to receive any portion of its resources, but this is considered a very

benevolent action that is likely to improve your relationship with many parts of the international community.



Demand Territory

This option will be available if a nation owns one or more provinces that are considered to be your national provinces, shown in dark green with a red dot on the diplomatic mapmode, or a province that you claim, shown in light green with a yellow dot. This is not a peace treaty option! It is a demand that the nation return territory to you that you claim being rightfully yours. The cost of sending your diplomats will depend on the amount of territory involved, and although it does not increase your belligerence, it will seriously degrade your relationship with that country regardless of whether or not it agrees to your demands.



Declare War

This option sends a formal declaration of war to another nation. Making a declaration of war without a casus belli is a very belligerent action. Democratic nations will not even have this option available to them unless the recipient of their declaration has either provided provocation, or has a very high belligerence value and the democracy has a firm domestic policy of interventionism. While there is no monetary cost for declaring war, doing so also risks civil unrest unless there is a very strong reason for the conflict. When you click on the action, an interface will appear, informing you of the effect this will have on your national dissent level and advising you of any allies that the target nation might have. If you wish to proceed, click the OK button. If you change your mind, you may click Cancel.

A declaration of war will automatically plunge all allies of both nations into the conflict

since they have no choice in the matter, although they do not pay a political or domestic price for doing so. Once begun, war can only be ended by concluding a peace treaty, or the elimination of all nations on one side of the conflict. The subject of a declaration of war will also gain a small amount of sympathy from the international community, resulting in a modest reduction of his belligerence value.



Sue for Peace

The sue for peace diplomatic option will only be available if you are at war. There is no cash cost to initiate this action and you may sue for peace whether you feel that you are in a position of victory, or one of defeat. When you sue for peace, you will first be asked what type of peace you are interested in negotiating. If you feel that you are winning the war, select the "insist on demands" button to assemble the terms of your enemy's surrender. If you are in a losing position, then you may

wish to select the "beg for peace" button to put together a proposal of what you'd be willing to give up to go to peace. If you would be content with a return to the status quo before the war broke out, making neither concessions nor demands, then select the "white peace" button.

Whichever option you select, a new interface will appear that will depend on what type of peace you are pursuing. Before we look at the options, it is important to understand the distinction between peace treaties negotiated by an alliance leader and those that are negotiated by some other nation that is part of an alliance. When an alliance leader is involved on one side of the negotiations in a peace treaty, any agreement that is reached is binding on every member of that side's alliance. If a nation that is not the alliance leader agrees to peace treaty, then it is only that nation and not the alliance it belongs to that is bound by the agreement. The only peace agreement that will end a war completely is one negotiated between the alliance leaders of the two



sides that are at war. Any other agreement will result in only a partial peace, with the extent of the peace being determined by whether one of the nations involved in the negotiations was an alliance leader or whether neither of them was. Before you offer terms or decide to accept an offer that is sent to you, be absolutely certain that you know what you are agreeing to and who you're agreeing to it with, or you could be in for a very big and potentially nasty surprise!

When an alliance leader is involved in a peace negotiation it can arrange for one or more of its alliance members to be the beneficiary of any land being exchanged (they must currently occupy it for this to be possible), but it can also force an alliance member to concede territories, if those provinces are occupied by the enemy. An alliance leader cannot, however, bind an alliance member to any special peace terms such as forced disarmament, military access, or forcing them to become a puppet of the enemy.

Annexation - the worst possible outcome of war for a nation - is not negotiated using the “sue for peace” option. It is a separate option and is only binding on the nation that is annexed.

If you are pursuing a white peace, then you can simply click on the white peace option to send the offer. If your enemy agrees to the proposal, all nations included in the peace will sign the truce and a peace treaty will exist between you for the next five years. If a nation occupies any provinces that are owned by a nation that is part of that peace treaty, these are returned to their rightful owner, but provinces owned by a nation that is still at war will remain occupied. There will be no further compensation received by either side. I should warn you that a white peace does not preclude a resumption of hostilities. War may be declared again by any nation at any time, though with an added penalty for breaking the peace treaty, so this should be regarded as something of a tenuous arrangement at best.

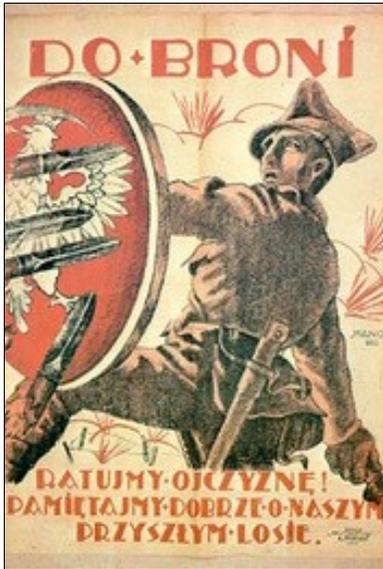
If you wish either to beg for peace or insist on demands, a somewhat different interface appears where you will set the terms to which you are willing to agree. You will see a numeric evaluation of your current warscore which reflects victories, defeats, conquered provinces and provinces lost to the enemy, and a variety of possible peace conditions. Several special terms may only be included in the negotiations if you are insisting on demands, and those terms will apply only to the nation with whom you are negotiating, not to any nations that are part of that alliance. However, the overall interface will be generally the same in both cases. Each peace term has a “value” and as you assemble your offer in the center area of the interface, these are tallied at the bottom.

You can make multiple demands and can mix various types of terms to assemble your final offer. The possible peace conditions include:

- **Territory:** You may specify territory whose ownership is to change hands if the peace is

agreed upon. If you are insisting on terms, your national and your claimed provinces that currently belongs to the enemy are automatically added to the list of provinces you demand (but you will be able to remove them if you wish). If you are an alliance leader, you may also demand provinces that are currently occupied by your allies and ownership would transfer to your ally in that instance, and the recipient of each province that you demand is clearly indicated. If you are begging for peace, you may also offer any provinces that you own, whether or not they are occupied by the enemy, and if the enemy considers one of your provinces as a core or claim for him, your province will be automatically added to the list of offered provinces (but you will be able to remove it and offer a different proposal). Note that all occupied provinces not included in the treaty will revert to their rightful owners when the treaty is signed.

- **Forced Disarmament:** This option may only be demanded by a victor and cannot offered



by a loser, and may only be imposed upon the nation with whom you are directly negotiating and not one of his allies. If the enemy agrees to this, he will be forced to disband his entire military.

- **Military Access:** This is another term that may only be demanded by a victor. If agreed to, this will give the victor unrestricted access to move through the loser's territory.

- **Make Puppet:** If you have a high enough war score, usually because you control many of the enemy's key provinces (identified by a red star in the victory points

mapmode), you may demand that an enemy submit to you and allow the establishment of a puppet regime in his nation that is loyal to your government. If accepted, the enemy will bequeath all territorial claims to your nation and a new government will be installed that is of the same type as yours. The new puppet will leave any of its current alliances and will join your alliance instead. It will automatically grant your country military access to their lands and the surplus of the puppet's resources will also be transferred to you. This is a fairly hostile action, although not as belligerent as outright annexation, and will probably only be accepted if you enjoy vast military supremacy and the target nation feels that it has little or no chance of survival otherwise.

Once you are satisfied with the terms, click the OK button to send your offer. I should caution you that an enemy is unlikely to agree to a proposal that is close to the exact warscore value and is much more likely to accept it if there is large benefit to doing so. Certain nations will also be

highly resistant to accepting any peace terms beyond outright annexation with certain other nations, particularly the faction leaders. As with any diplomatic option, it may take a day or two to receive a response and you will not be able to initiate further diplomacy with that nation until at least one week has elapsed. If the peace is agreed upon, all nations involved in the deal will sign the peace treaty which will be in force for the subsequent five years, but it is no more binding that was the case with white peaces. Any territory that does not exchange ownership as the result of the terms will be returned to its rightful owner.



Annex Nation

If you are at war with a nation and have achieved a crushing victory (you must occupy all of its key provinces identified by a red star when viewing the main map in the victory point mapmode), the annex nation option will become available. Annexation is the most

devastating demand that you can impose and is treated as a separate diplomatic peace option due to several special considerations related to its terms. The target nation must lay down its arms and dissolve its government, surrendering ownership of all of its territories and for all intents and purposes becoming part of your nation. This is always handled as separate peace, so even if the defeated nation is an alliance leader it is in no way binding on any of its alliance members. There is no cost to offer this "peace" but it is a demand that will remove that nation from the game unless it later reforms as a result of partisan uprisings,

and is considered the most hostile and belligerent action possible. If you enjoy this high a margin of victory, you may wish to consider the "puppet regime" peace term instead, one that will be considerably less damaging to your reputation, or some other combination of highly punitive terms.

If an alliance leader is annexed, then a new leader will be chosen from amongst those nations that remain and the state of war will continue to exist with that alliance. If there are no remaining alliance members, the war will be over.



Germany

National Socialist

Belligerence: 0

1

Targets	Allied	Enemies	Neutrals
ALL	Axis	Allies	Comintern
Africa	America	Asia	Europe

	Australia	0
	Canada	0
	Egypt	7
	France	23
	Nepal	0
	New Zealand	0
	Union of South Africa	0
	United Kingdom	19



United Kingdom

Social Conservative

Our relations with them: +14

Belligerence: 0

3

-  United Kingdom controls New Zealand as a puppet.
-  United Kingdom controls Bhutan as a puppet.
-  United Kingdom controls Egypt as a puppet.
-  United Kingdom controls Iraq as a puppet.
-  United Kingdom controls Nepal as a puppet.
-  United Kingdom controls Oman as a puppet.
-  United Kingdom controls British Raj as a puppet.
-  United Kingdom has a non-aggression pact with Portugal.
-  United Kingdom has a non-aggression pact with Saudi Arabia.
-  United Kingdom has a non-aggression pact with Yemen.
-  United Kingdom is the leader of the Allies.

Military Alliance with France, Australia, New Zealand, Canada,

Our Intelligence Network operates at estimated 19% efficiency.

We estimate their Intelligence Network is 36% effective.

We are guessing that they focus their production towards Province improvements.

We guess that they have around 519 convoy transports and around 112 escorts.

We guess that they have around 457 Energy, 1107 Metal, 5523 Rare Materials, 3673 Supplies, 871 Money and 20 Manpower.

We guess that they have around 25 infantry divisions, and we guess that they have around 0 armored divisions, and 0 HQs.

We guess that they have around 3 fighter squadrons, and we guess that they have around 7 bomber squadrons.

We guess that they have 11 Battleships, 1 Carriers and 4 Battlecruisers, 12 submarines and 14 transports, while we guess that they have 87 smaller ships.

	%	\$
Industrial espionage	9	70
Assassinate Minister	2	176
Smear campaign	7	141
Coup Nation	0	1056
Sabotage industry	9	70
Nuclear sabotage	2	176
Fund partisans	9	70
Global manipulation	8	106
Sabotage Tech team	6	70

6

Add Country

The Intelligence Folder

General Overview

The Intelligence folder is used to manage your clandestine operations. These include various missions of industrial or technological espionage, fomenting revolutions or even financing coups, the assassination of prominent political figures, and other such nefarious activities that are part and parcel of the cloak and dagger world of the spy. It is also your only source of information about the military and technological capabilities of other nations.

As the game progresses, you will gradually improve a network of spies. This network will work in your own nation to protect you from the efforts of enemy agents, while in foreign nations it will quietly gather intelligence or undertake more direct, hostile missions. It is possible to increase your network level every six months (at a high cost) while it is possible to decrease the level without restrictions.



The layout and general interface actions of the folder are similar to the ones used in the Diplomacy folder.

1 Your Nation and Government: The top left corner of the folder will always display your nation's flag and name, as well as your form of government and current belligerence value. If you click on the flag, details of your nation will be displayed in the rest of the interface.

2 World Nations: This is a scrollable list of all nations in the world that is almost identical to the one in the Diplomacy folder.

Beside each nation's name, you will see a circle that indicates the effectiveness of your espionage network in that country. A tooltip on the circle will display important information regarding that country (relations, IC, daily change of resources). The information displayed in the rest of the diplomacy folder will change depending on which nation you have selected from the list.

3 Selected Nation's Diplomatic Details: This area is identical to the corresponding area in the Diplomacy folder and will give a general diplomatic overview of the selected nation.

4 Selected Nation's Industrial and Military Intel. Summary: This area will display any industrial and military intelligence that you know about the selected nation. If the nation is part of your alliance then the information will usually be quite detailed, but if the country is neutral or an enemy, the information will be less certain and could easily be inaccurate, out of date, or completely non-existent. If you

select your own nation, you will see a summary of effectiveness of your espionage network against other countries (Foreign Intelligence) and in your own country (Counter Espionage), the level of your espionage network (which ranges from 0 to 20) and the daily cost for maintaining your network.

5 Selected Nation's Technology Intel. Summary: This area will display any information you know about the research projects currently underway in the selected nation. As with industrial and military intelligence, this data will be accurate if the selected nation is your ally. If the nation is neutral or an enemy, the information could easily be unreliable.

6 Intelligence Missions: if you select your own nation, from this area you'll be able to increase or decrease your intelligence founding (i.e. the level of your espionage network) and enable or disable auto-espionage, as well as setting its parameters (see below the Automated

Espionage System). If you select another nation, this area contains a scrollable list of possible intelligence missions that you may enact, together with their cost and probability of success.

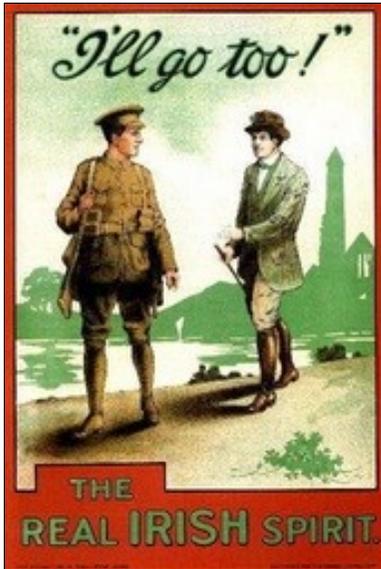
Mission Success and Detection
The list of possible intelligence missions that you may enact against another country has a column to indicate the likelihood of the mission's success. This can depend on a large number of different factors that include the level of your espionage network, the level of the espionage network of the target country, the severity of the mission's effects, the domestic policies of the target nation, the intelligence-related technology level of your respective nations, the distance between your country and the target country, the difficulty setting of the game, and so on. If a mission succeeds, the target nation will immediately suffer its effects.

Each mission (either launched manually or by the automatic espionage system for you) also has a chance of being

“detected”. This governs whether or not the target will be able to determine which nation attempted the action, and is checked regardless of whether the mission failed or succeeded. It is therefore possible that you could be completely unaware that a mission has been attempted against you or who was behind the assassination of one of your ministers. Successful detection will result in a significant drop in the relationship value between the two nations.

Gathering Intelligence
Unless you have a very advanced network level, you will have extremely limited information available to you about other countries unless you are part of the same alliance. The higher your level, the more reliable and timely the data will be. The reliability is also affected by the distance between the two countries, by various technologies, and by the domestic policy (open or closed society) of the target nation.

Intelligence gathering is not a mission. It's a “passive” activity that your espionage



network will continue to do automatically at all times. The intelligence summary areas of the folder will provide the spy's latest information about that nation's military capability, its general production trends, its resource stockpiles and manpower reserve and the technologies that it is currently researching. Remember that the information could be unreliable or out of date. Allies will accurately share those information about their own nation to you, but they do not pass on their intelligence data to you.



Intelligence Missions

This section details the various missions that you can assign to your spies. Each mission has a cost and an estimated chance of success associated with it. If you click on a mission, the cash is immediately removed and your espionage network will attempt to carry out the mission. Once you have attempted a mission, you will

be unable to carry out any new missions in that country for the following two months.

Industrial Espionage

This mission attempts to steal the blueprints for a technology that you have not yet researched but is known by the selected nation. You will not know for certain that such blueprints exist, but if you have been closely monitoring the intelligence data about their research, or you have seen other indicators such as advanced military equipment, or perhaps a nuclear or rocket test facility that lead you to believe that they are a step ahead of you, then it may be a very worthwhile mission to attempt. If your spies succeed, you will then be able to use those blueprints to greatly reduce the amount of research your own teams will require to duplicate the achievement.

Assassinate Minister

This is a very dangerous mission that can have serious international repercussions if your involvement is detected. When you issue the mission, you will be asked to specify which minister is the intended target. If the plot succeeds,



the minister will die. It is not possible to target the Heads of State and Heads of Government of other countries, but only their other civilian and military ministers.

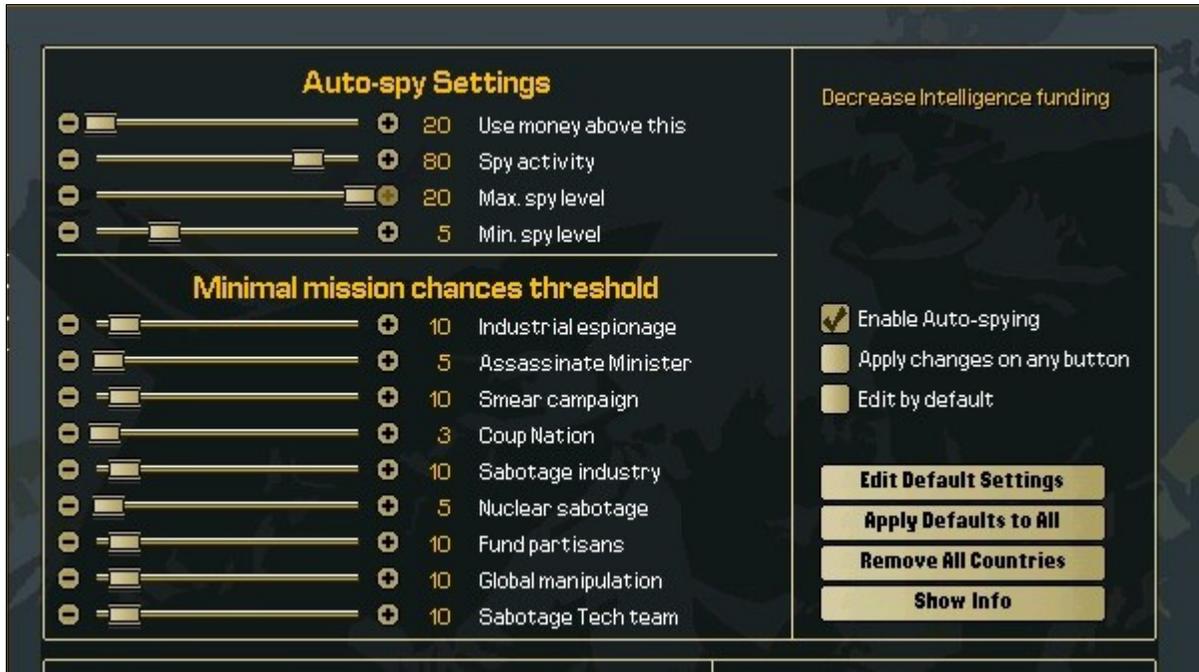
Smear Campaign

Your spies may be given a mission to conduct a smear campaign in the target nation. If they succeed, the public will believe these lies and that nation's dissent level will rise. Detection will seriously

damage your relations, but will not have global repercussions.

Coup

You may issue a mission for your spies to try to engineer a coup d'état in the selected country - an effort to overthrow that nation's government and replace it with one that is far more sympathetic towards your own. Success will depend largely on the domestic policies and dissent levels of the target.



Sabotage Industry

This is a mission that attempts to delay an enemy's production. If successful, one of the orders in the target's production queue will be set back significantly and any gearing bonus it receives will be reset to zero.

Nuclear Sabotage

If your enemy possesses nuclear weapons, you may try to destroy one by ordering your spies to make a nuclear sabotage attempt. If you

succeed, a random nuclear weapon will be destroyed, though this won't cause it to detonate in its current location. Note that this does not target nuclear test facilities, and the option will be greyed out if there is no weapon to sabotage.

Fund Partisans

This mission instructs your spies to supply funding to any disgruntled civilians in a specified province in an attempt to spark a local

rebellion. You will be asked to specify the province where they should concentrate their efforts and success will be affected by the existing level of dissent and partisanship in the area.

Global Manipulation

Your spies will attempt to influence the world's opinion of the selected nation, hoping to make it seem more dangerous than it really is. If they succeed, the belligerence value of the target will increase.

Sabotage Tech Team

Instructing your spies to carry out this mission will attempt to set back one of the target nation's research teams' progress on a research project. If there are several projects under way, they will generally try to disrupt the one that is nearest completion, although there is a component of this selection that is random so the amount of damage it will do can vary.



Automatic Espionage System

You can enable or disable the Automated Espionage System thanks to a checkbox. If you enable it, two more checkboxes appear, the first allows you to automatically apply changes on any button press while the other open the countries on Target list in edit state by default. Below that you can find the buttons that allow you to manage the settings of the automated system: add country to Target list, remove country from Target list, edit default settings

for new countries, apply default country settings to all countries on Target list, remove all countries from Target list, edit country setting and show country information.

Add country

This will add the selected country to the Target list. Only countries in the Target list are the targeted by the Automated Espionage System, but the player doesn't have his restriction and can perform missions on any country.

Remove country

This will remove the selected country to the Target list, thus erasing its settings and preventing the Automated Espionage System from performing missions against that country. You will still be able to perform mission even on countries that are not on Target list.

Edit Default Settings

In this area you'll be able to set the default priorities for the countries that you add to the Target list. You can set default priorities for each mission and also for the country. The Automated Spying System will perform missions based on



advance the spy network level (actions that consume money). This slider sets money available for spying missions. If it is set to \$500 and you have \$507 then only \$7 are available for missions. This is a very important

- **maximum spy level (0-20):** the Automated System will automatically try to reach this level over time, if you have enough money;

- **minimum spy level (0-20):** the Automated System will not perform any mission until this network level is reached;

- **minimal mission chances threshold (0-100):** you can instruct the Automated System to not perform a mission, if its likelihood of success is below the specific probability threshold set here for each mission; this will allow you to save your money when your network is low and your likelihood chances are not high enough for some missions, especially in far away countries or nations with a high network level;

Edit Settings

For a country in the Target list, this area allows you to set the priority of the country and the specific priorities of all the espionage missions for that country. For your country, this area allows you to set the generic parameters of the Automated Espionage System:

- **use money above this threshold (0-1000):** instructs the system to perform a mission and

setting, you should set it high enough to avoid surprises if you are in need of money;

- **spy activity (0-100):** this defines how often new missions are considered, not attempted. Attempting a mission depends on other factors (suitable target, enough money etc.) (100 means every day, 50 every two days and 0 never);

the priority of the countries on the Target list and, for each country, based on the priorities set for each mission. To apply the changes you have to click on the button Apply Changes.

Apply Defaults to All

This this apply the default country settings chosen above to all the countries already present on the Target list.

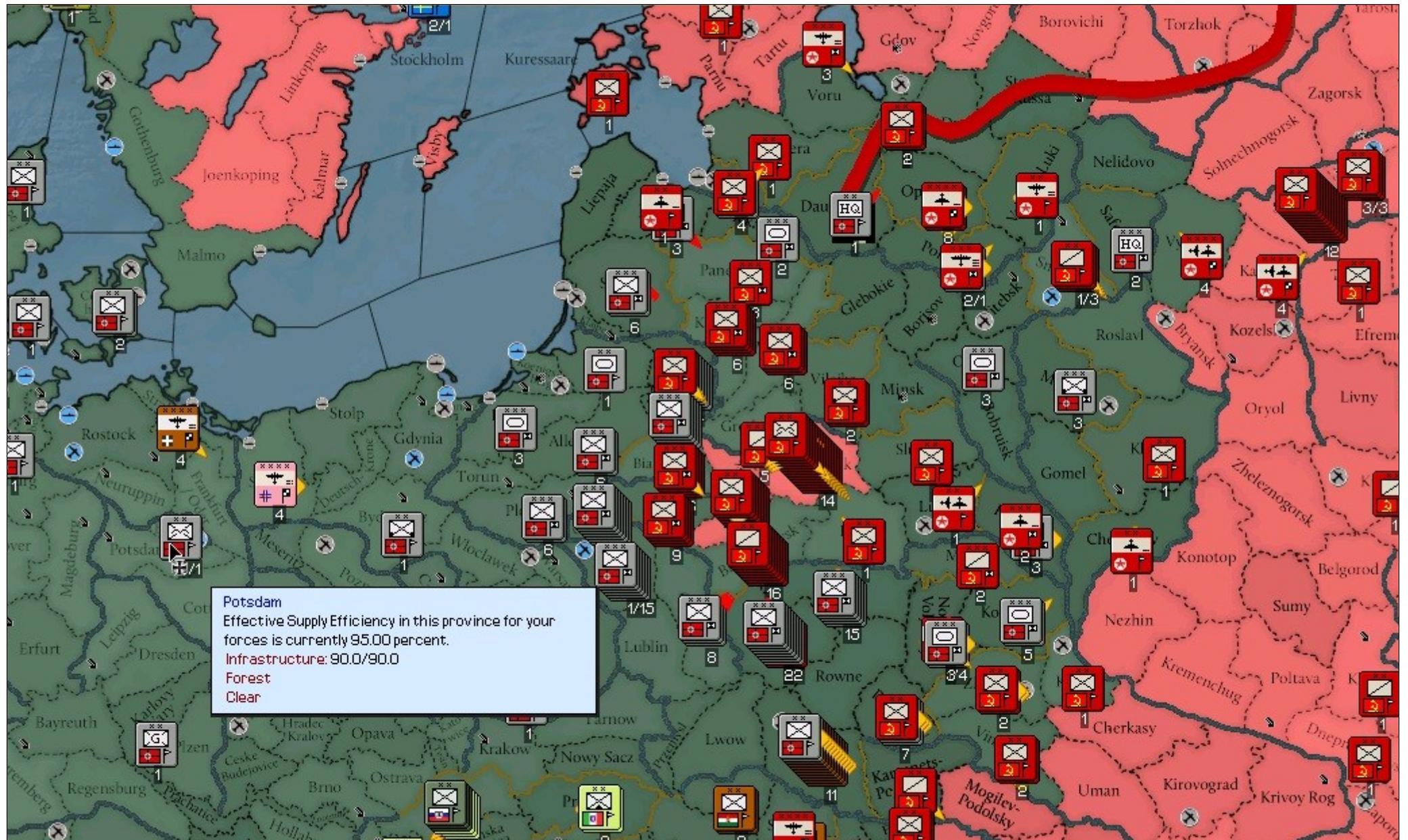
Remove All Countries

This empties the Target list, removing all countries present there.

Show Info

Show Info will show the standard diplomatic information on the selected country.

HEARTS OF IRON DARKEST HOUR

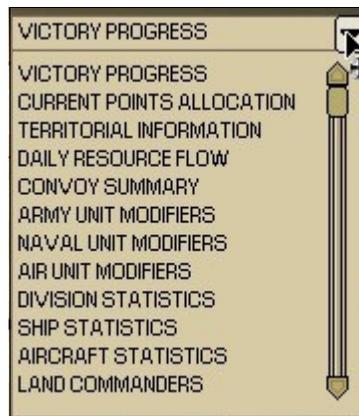


The Statistics Folder

Overview

The Statistics Interface is primarily a means of quickly gaining and reviewing large quantities of global information and for comparing your nation's progress to that of others. Each table of information relates to an aspect of the game, including: general summaries, economic information, convoy summaries, technology and military comparisons, a complete listing of your armed forces including their locations, strengths and combat stats, and a place where you may view the full-length version of the history log. A large number of the tables have "hot links" allowing you to double-click to jump to a specific unit or province, or have right-click menus that allow you to conveniently issue orders or make changes without directly going to a unit or provincial location. Remember that some of the information presented in this folder is drawn from the intelligence reports that your

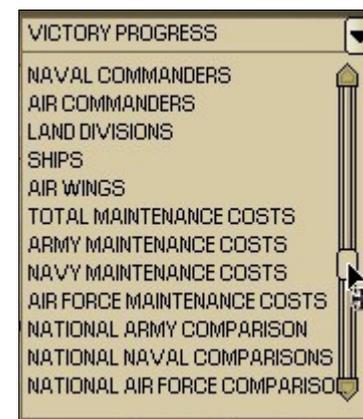
spies have collected, so some data may not be not completely reliable, or could even be absent altogether.



Selecting and Using a Statistics Sub-Folder

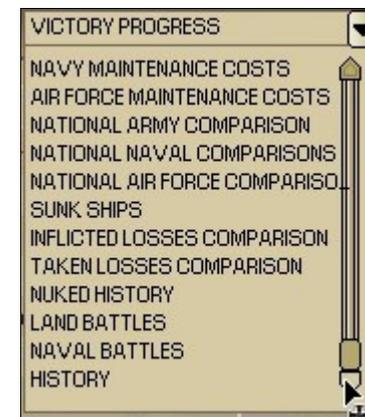
Each of Darkest Hour's 30+ subfolders can be accessed by paging through them using the left and right arrows at the top of each folder. You can also jump directly to the desired folder by selecting it from the drop-down list between the arrows. They are generally grouped into five distinct categories: Summary, Economic, Technology, Military and History.

There are some fairly common features available in the statistics subfolders. In many cases, the column headers can be clicked to sort the data in the tables in ascending order according to that

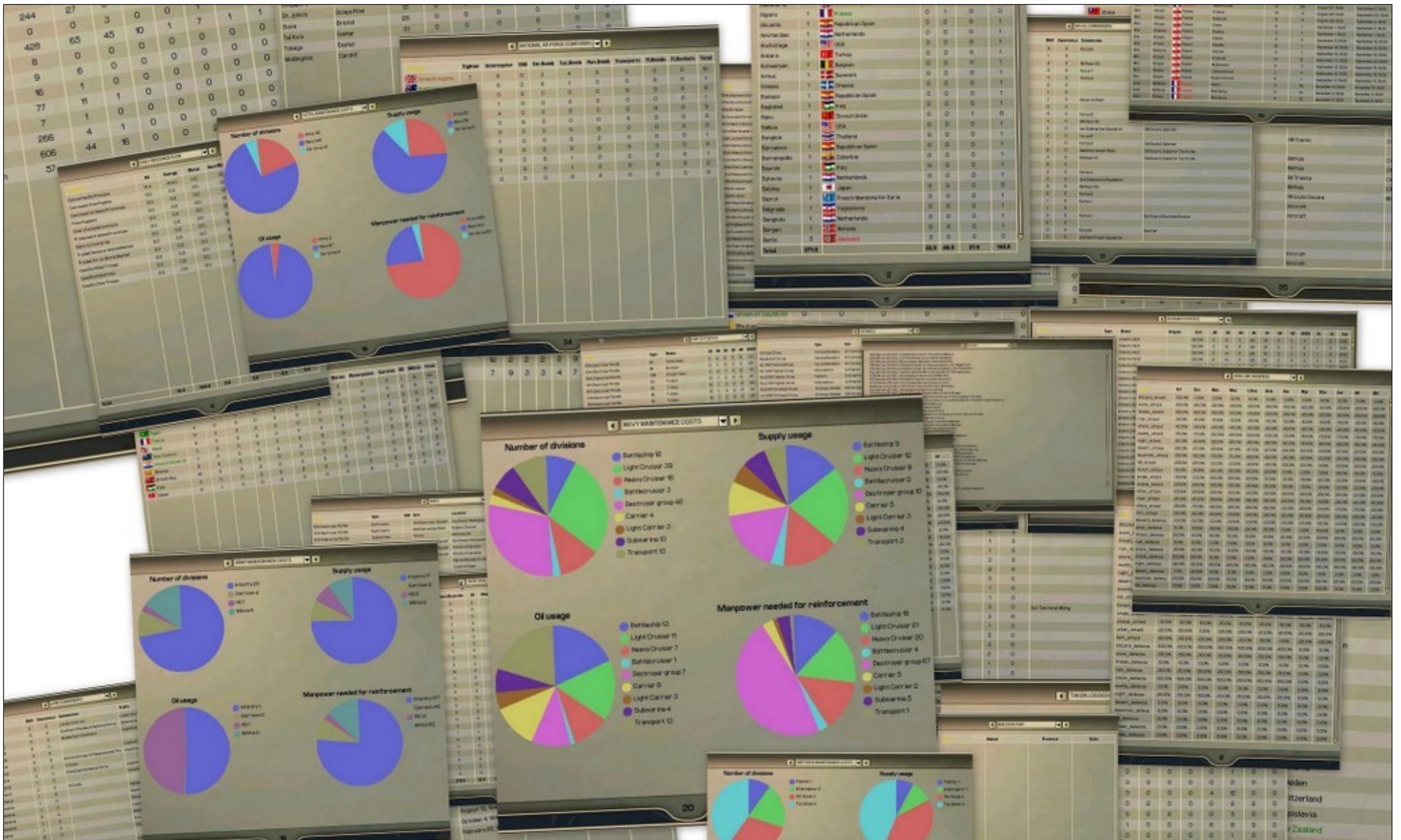


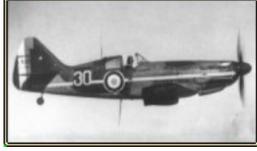
heading, and clicking it again will reverse the sort order. Double-clicking on an individual line in a table will usually jump directly to and select the item in question, such as a province, unit, leader or supply route. In some cases, you can right-click on an item to display a context-sensitive menu that allows you to take a direct action from the subfolder. When you have finished reviewing the information and leave the Statistics Folder or use the quick-jump feature,

Darkest Hour will remember the last statistics subfolder that you were viewing as well as the sort category and order that you last used for that folder. When you next open the Statistics Folder, it will return to you that exact same view.



HEARTS OF IRON DARKEST HOUR





COMBAT





COMBAT – The Art of War

Overview

This section of the manual will familiarise you with the various combat interfaces in the game and introduce you to some basic strategies so you can be successful when playing Darkest Hour. Combat is one of the most complex systems of the game. A successful player must consider not only the operational capabilities of the various forces, but variables such as terrain, weather, supply and leadership. This shouldn't come as a surprise since this is a grand strategy game, but it will probably take some time for you to gain a full understanding of combat's intricacies... and quite a bit more to become a master of the art of war.

Details of the various units can be found in 3 places: in the Production Orders interface; in the Statistics folders and, the

most detailed information is shown in the Unit Details interface.

As in real life, Darkest Hour implements a Chain of Command structure to help you control your forces. A national Chief of Staff and three subordinates: the Chief of the Army, Air Force and Navy. Your role as a player is to wear the multiple hats of the combined Joint Chiefs of Staff and issue orders to your army, navy and air force. Each of these branches of the armed forces uses a slightly different set of rules. Your eventual success will probably depend on using a combination of at least two - and occasionally all three - branches when you are planning your attacks.

We'll begin by looking at your land forces, since they are the units over which you have the greatest degree of control and they are the only units that are capable of conquering a province. Once we've thoroughly explored their various interfaces and controls, we'll move on to the differences and similarities of the interfaces that you will encounter and use to control your air forces and navies.



The Land Forces

Overview of Force Structure and Field Commands

In Darkest Hour combats represent large-scale offensive and defensive actions, a scale where the struggles involve large numbers of men and equipment, and where the prize is the control of an entire province. Your job is to plan ahead, prepare and position suitable forces, ensure their supply, and then issue the necessary orders to your field commanders and entrust them to carry them out to your advantage.

While the precise structure and size of armies in the 20th century varied somewhat from nation to nation, Darkest Hour abstracts and generalises this to avoid confusion and maintain ease of play. The smallest land unit that can be directly controlled in the game is the Division, a unit that represents many thousands of men and military vehicles. A smaller Brigade unit is available, but these are specialised units that cannot operate alone and must be "attached" to Divisions to

provide a bonus in performance. Divisions may operate in isolation, or be grouped together to form a "corps" or "army". These terms simply define smaller and larger groupings of Divisions.



Field Command

The term "field command" or "command" refers to any force on the map that is commanded by an officer and that you can issue an order to, regardless of whether it is a single division, a corps or an army. Each nation begins the game with a specific set of military officers that historically served in that nation's armed forces. These officers may either be in the officer pool awaiting assignment, or be pre-assigned to units present when the game first starts. As you create new forces either by building new ones or by combining or subdividing existing ones, officers must be assigned to lead them. You may automate officer assignment if you wish. Officers have several attributes that will affect the performance of the troops they command: rank,

skill experience and expertise. Rank is the most important as this determines the maximum number of divisions he can control before his field command will begin to incur a combat penalty.

You can create new forces in the Production screen and when completed, they will appear in your force pool to await deployment. Divisions that engage in battle will gradually gain valuable combat experience which will improve their capabilities over time. Casualties will need to be replenished with reinforcements by allocating IC to reinforcements in the Production Screen. Raw recruits will fill those vacant positions but will also dilute a division's experience. Officers also gain combat experience and "traits" which can lead to improvements in their skill levels and might prompt you to promote them in rank. Manually promoting an officer costs an experience point, reducing combat efficiency. But, automatically promoting an officer does not. Now that you have a rough overview of the forces, let's look at them in greater detail.



Division Types

Your divisions are used to defend your territories from enemy attack, or to launch offensives to conquer and then occupy enemy provinces. Only land forces are able to capture and hold an enemy province.

Divisions can be of a variety of different types, each one having its own specific advantages and disadvantages which vary depending on terrain, weather, and even the type of enemy they are facing. Divisions can be classified in three broad categories: foot soldiers, mounted troops, and armour. Research improves your technology and each unit's specifications can be improved, provided that you allocate sufficient IC to upgrade them. Not all of the division types will be available to you at the beginning of a campaign, since many require specific advances in equipment or achievement of an army doctrine. Detailed

descriptions are found in the Technology Folder to determine what is required.

The most numerous and versatile unit is probably the foot soldier, with the most common type being the infantry division. While they will find themselves at a disadvantage in the open, they generally perform better than mounted or armoured units in less hospitable or obstructed terrains. Infantry is usually less expensive to recruit, relatively fast to train, although it moves less fast than the mobile units and only consumes a little oil later in the game. Specialist infantry types perform particularly well in certain roles but are more expensive and time-consuming to prepare.

Marines are particularly effective for coastal invasions, mountaineers excel in hilly and mountainous areas, and airborne infantry are the only units that may be used to attack from air transports. Mounted units perform in much the same way that infantry do. The most basic of these is the cavalry division. Not surprisingly, they tend to

perform very poorly against most other units and have few advantages other than a more rapid rate of movement than infantry. Motorised infantry are much more susceptible to aerial attack and will run into difficulties where the roads are poor or terrain becomes an obstacle. Mechanised infantry divisions, who use armoured vehicles such as halftracks, are very expensive and consume even more fuel, and remain easier targets for enemy tactical bombers; however, they have better attack and defence capabilities than any other infantry unit.

Infantry and mounted infantry are no match for tank divisions when it comes to sheer firepower and the ability to withstand punishment. As your technology advances, you will have the ability to build larger tanks with heavier armaments and armour which will further increase the amount of damage that they can both inflict and sustain. Armoured units are expensive, though, and consume fuel at an alarming rate. They also perform very poorly when the terrain is rough or filled with

obstacles. There are two other specialised division types that merit extra attention but are detailed later in this section.

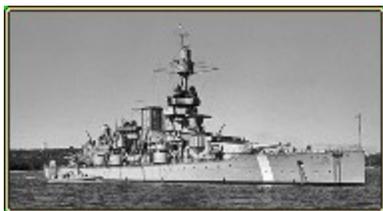
A garrison division is a special infantry unit whose sole function is to suppress the activities of partisans. They are highly restricted in their method of movement and are utterly unsuited to combat situations, but they are unparalleled at maintaining law and order in any enemy provinces that you might occupy. The other unit type is the headquarters division. These act as large mobile command and control centers, assisting very highly ranked officers (generals and field marshals) to manage larger numbers of divisions, improve supply efficiency, and provide improved combat capabilities for any forces that are in the same province or an adjacent one. They are, however, a division that is primarily designed for tactical and logistical support and are not heavily armed or suited to combat themselves.



Brigade Types

There are a variety of brigades that may be attached to your divisions to enhance their abilities; however, each division may only have a single brigade attachment. A brigade's area of expertise is fairly self-explanatory when you review its details in the production interface. Note that the specific values are added to the abilities of the division they are attached to, thus usually improving their performance quite significantly, although there sometimes is a small trade-off in another area. Brigades may range from tank-destroyers to anti-aircraft specialists, or may be able to support your divisions by providing withering artillery support.

Engineers will improve both the defensive capabilities and movement rates of your divisions, while additional armour can be attached to bump up the attack strengths of a force. The available brigade types will depend largely on what technologies you have researched, as will their effectiveness.



A brigade is created in exactly the same way that a division is ordered, but they are never deployed by themselves. Instead, brigades must always be attached to a division - which is determined at the time that it is deployed from the force pool - although they may later be detached and returned to the force pool for subsequent redeployment elsewhere.

Division Details

Select any field command by clicking on it on the Main Map, using the Land Forces Hot Button, or via the Statistics Folder. The information panel will then display the name of the commanding officer and a list of the divisions in his command. Clicking on any one of the listed divisions will display the Division Details for that unit in the information panel.

1 Division Name: Situated at the top of the information panel, while this is assigned automatically when



first created, you can change it by clicking on the unit name and then typing a new name.

2 Division Type: Below the division name, you'll see a picture and then a description of the division type.

3 Brigade Attachment: If there is a brigade attached to this unit, the brigade type and model names will appear immediately below the division name. There will also be an icon of the brigade in the right-hand panel.

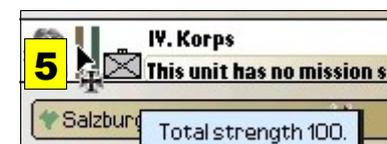
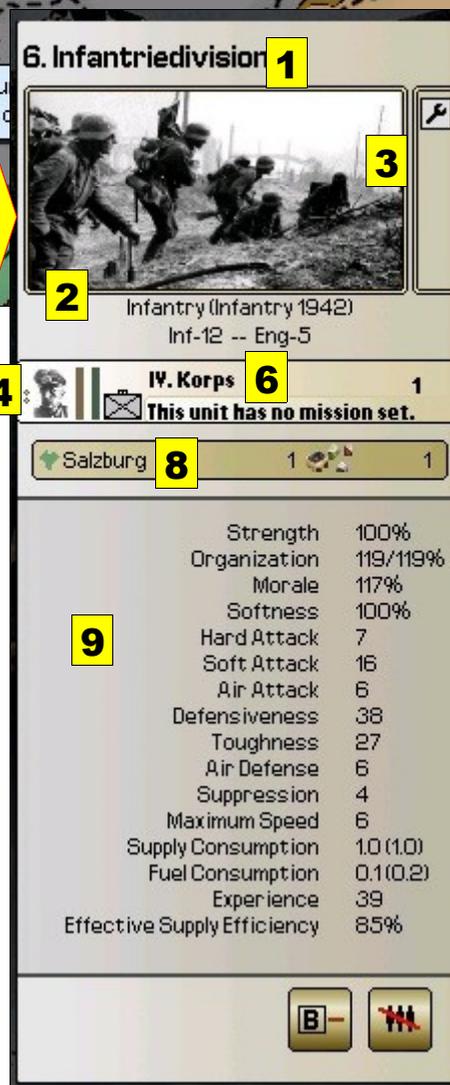
4 Commander: You will see a picture of the Division's Commanding Officer. Remember that this officer may command a number of divisions if they are grouped together into a corps or army.

5 Command Strength and Organisation:

Beside the commander's picture is a graphic display of the strength % (orange bar) and the organization % (green bar) of the entire field command. This is the average of all forces under that leader's command.

6 Command Name and Size: (See detail on next page). Beside this, you will see the name and the number of divisions in the field command.

7 Command Orders Box: (See detail on next page). The command's current mission is displayed in the Orders Box immediately below its



name. You may click on this box to issue new orders directly from this interface or cancel its existing orders. Note that doing this will update the orders for all divisions in this field command.

8 Location Details: Below the command bar is a second bar that indicates the current location of this division. You will see the province name, IC, resources and the total number of divisions, including allies, located in this province.

Division Parameters

9 Strength: (See also next page) This is a division's current operational strength. When first built, it will be at 100% but can be reduced as a result of combat casualties or attrition losses. If a division is in supply, then it will gradually replenish to 100% as long as you allocate some of your IC

Strength	100%
Organization	119/119%
Morale	117%
Softness	100%
Hard Attack	7
Soft Attack	16
Air Attack	6
Defensiveness	38
Toughness	27
Air Defense	6
Suppression	4
Maximum Speed	6
Supply Consumption	1.0 (1.0)
Fuel Consumption	0.1 (0.2)
Experience	39
Effective Supply Efficiency	85%



represents its willingness to persevere in the face of adversity and it influences the regain rate of organisation (higher morale will make the division regain organisation faster).

Softness: Each division has a “hard” and “soft” component to its strength. The hard portion is its armour (tanks, trucks, etc.) while the soft component is its personnel. The softness value indicates the percentage of a division’s makeup that is considered as a soft target. **Hard Attack:** This value indicates the attack power of the division when engaging an enemy division that has a

fairly large “hard” component (i.e. a low softness value). The higher the attack number, the more likely it is that it will inflict some damage to a “hard” target such as a tank division.

Soft Attack: This value indicates the general attack power of the division when engaging soft targets. A high number here indicates that it probably do well against divisions that have a high softness component, such as infantry divisions.

Air Attack: When a division is attacked by aerial units, it may have the ability to fight back and inflict some damage. The air attack value indicates how well it is able to do this and will be fairly good if the division has an anti-air brigade attached.

Defensiveness: The division's defensive capabilities are divided into two components: defensiveness and toughness. The defensiveness value is used when a division is defending a province against an attack initiated by an

enemy. The higher the value, the better the division will be at withstanding enemy fire.

Toughness: This is the second component of a division’s defensive capability and is used when the division is launching an attack of its own against another province. A high value indicates that it can withstand more of the enemy’s return fire as it makes this assault.

Air Defence: This value indicates how well a division is able to defend against enemy tactical bombing attacks. This value is mostly an indication of how difficult a target is to hit and how resilient it is. It does not imply an ability to fight back.

Suppression: This is an indication of a division’s basic capabilities at suppressing partisanship in a province. The value is enhanced by giving the unit orders to engage in anti-partisan activities, which doubles the effective suppression value.

Maximum Speed: The maximum speed the unit can travel in clear, unobstructed terrain. Affected by infrastructure levels, supply efficiency (lack of oil greatly decreases speed), ongoing battles/

enemy bombing raids.

Supply / Oil Consumption: The daily supply needed is listed here. It will fluctuate depending on the current strength and task of the unit. Units in combat could consume a lot more supplies. The Logistics wizard leader decreases the current supply/oil consumption by 10%. There are two numbers for supply/oil consumption - current and default (XX.XX/YY.YY). Note that this is the amount of supplies it requires and is not necessarily the amount it is receiving.

Fuel Consumption: Any division that uses vehicles will require a daily supply of fuel (oil) equal to this value, whether it is moving or engaged in combat. A stationary, non-combatant only uses a portion of this amount. Fuel consumption is also dependent upon the current strength of the division.

Experience: Each division gains combat experience whenever it engages in battle. An experienced unit will receive combat bonuses and tends to maintain its organization and morale far better than a division filled with recruits.

to reinforcements. Reinforcing also needs MP.

Organisation: This is the division’s level of organisation, reflecting its internal command structure, intrinsic cohesiveness, and readiness to fight. There are two numbers displayed: the current and maximum organisation of the unit. **Morale:** Each division has a morale value that





Field Command Details

Effective Supply Efficiency:

This is the division's current rate of supply efficiency which is determined by a large number of factors: We can list at least some of those factors: Current infrastructure (for land units), closeness to HQ unit, Logistics wizard leader (gives a small ESE bonus when ESE is less than 100%). This indicates whether a unit is fully supplied or whether it will be subject to some penalties for being under-supplied.



10 Attach/Detach Brigade Button: You can attach or detach a brigade by using this button.

11 Disband Button: Clicking this button disbands the division and returns some of its manpower to your national manpower pool.

Corps and armies are created by grouping divisions into a larger fighting force: a field command.

1 Command Name:

Situated at the top of the information panel, while this is assigned automatically when first created, you can change it by clicking on the unit name and then typing a new name.

2 Commander: The portrait and name of the officer who is currently in command appears just below the field command's name. Clicking on the officer's portrait will allow you to select a new commander from the pool of available leaders. Hovering your mouse over his portrait will display the officer's stats.

3 Overall Size, Strength and Organisation: The number of divisions of the field command is listed immediately below the commander's name. If this number is red, there are more divisions than the commander's rank would normally permit.

4 Current Mission: The current mission that this



command is engaged in will be listed in a small box.

5 Current Speed: The speed that this field command can currently achieve if it moves, is displayed just below the commander's picture. This is determined by the slowest-moving division in the group, as modified by the current terrain and weather.

6 Quick Status Icons: A variety of icons may



appear in the space below the mission box. Most relate to the command's current conditions of supply, whether they are dug in or not, and so on, with tooltips identifying each them.

7 Supply Source: If the field command is in supply, the source of that supply will be listed. If it isn't, you will see a warning to this effect, as well as the location from which it is attempting to draw supplies.

8 CLICK HERE!

9

GET THIS

OR THIS

the divisions will display the Division Details information panel, described in the previous subsection. Each division will also display the following basic details:

11 Division Type: An icon indicating the type of division (infantry, mech. infantry, etc.) and its technology level.

12 Strength Bar: A brown bar that indicates the division's approximate strength. If you hover over this bar, a tooltip will appear that displays the exact numerical strength value.

13 Organisation Bar: A green bar that indicates the division's approximate organisation. This, too, has a tooltip that will give the division's exact numerical organisation value, and the estimated daily increase.

14 Fuel Status Icon: A small oil icon below the strength and organisation bars will show the division's fuel supply status. This will be blue if the division is in supply and red if it isn't.

15 Division Name: The division's name.

11

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8 Command Location: You will see the current location of the field command. Clicking on the location box will display the province information panel. If this field command is currently engaged in battle, this display will change quite dramatically, showing the "Combat Quick View" summary instead.

9 Effective Supply Efficiency: This is the field command's current effective supply efficiency.

10 Division Listing: The majority of the information panel below this point will display a scrollable listing of each division that is currently part of this command. Clicking on one of

Division Main Statistics: 16



16 **Division Main Stats:** Below the division name, you will see a summary of the 7 main division statistics that you will refer to most often. In order, from left to right, these are Hard Attack, Soft Attack, Air Attack, Defensiveness, Toughness, Air Defence & Speed values.

Hard Attack: The number of attacks this unit has against hard, armoured targets.

Soft Attack: The number of attacks this unit has against soft, unarmoured targets, like infantry.

Air Attack: The number of attacks this unit has against units in the air.

Defence: The number of attacks against other land units. A tech development allows stationary units, who

are also not at war, to be dug-in when enabled. Max dug-in level is 20 and it is gained in a rate of 1 point per day. Moving the unit resets the bonus to 0. Dug-in units receive a combat bonus when defending against air and land attacks. The bonus is proportional on the current dug-in level multiplied by a modifier in misc.txt.

Toughness: The ability to sustain enemy fire during attack.

Air Defence: The defence against attacks from air units. Each point gives a 10% chance of successfully defending against attack. **Speed:** The maximum speed this unit can move at.

17 **Brigade Icon:** If there is a brigade attached to the division, there will be an icon at the right edge of the division listing to indicate that this is the case and what type of brigade it is.

18 **Prioritized Button:** It is possible to assign a priority to a field command to

ensure that divisions in this command are the first to receive any available reinforcements and upgrades. Click this button to toggle between giving this field command that special priority or not.

19 **Reinforcement Button:** You can elect whether to allow reinforcements to be sent to replace any casualties suffered by this field command by clicking this toggle button.

20 **Upgrade Button:** You may prevent a field command from being outfitted with any new technological upgrades.

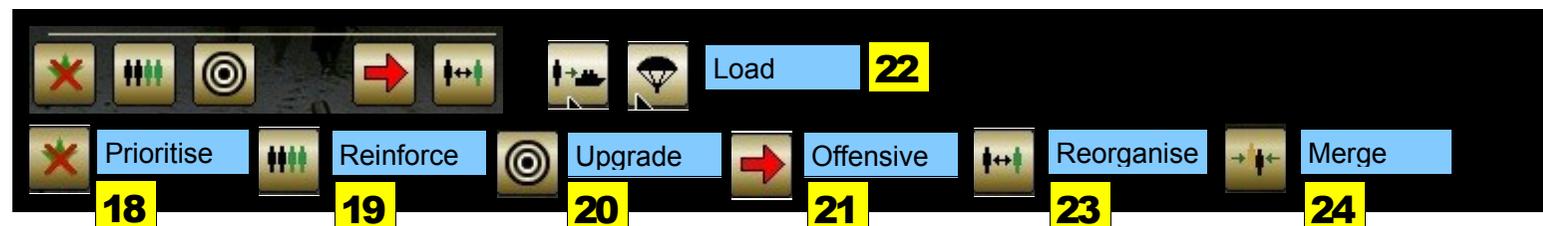
21 **Offensive Button:** This allows you to allocate additional fuel and supplies to this command for a major offensive. This boosts the supply efficiency by 25% for the next 30 days, but will consume a large amount of supplies and fuel.

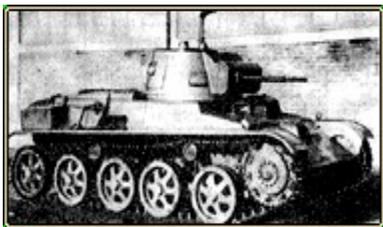
22 **Load Button:** This is a quick way to issue an order for the entire command

to be loaded onto transport vessels if they are present and sufficient space is available. The load button will not be displayed unless you are in a province that contains a port or naval base. For loading paras onto transport planes, the paras must be in the same province as the transport plane.

23 **Reorganise:** Clicking this button opens an interface that allows you to easily remove divisions from this field command and assign them to a separate command that will be created.

24 **Merge:** Use this button to merge units into different or larger commands.






Field Officers

The officer that you assign to lead a unit will have a significant effect on its performance in battle. Each nation begins with its own pool of officers that can be assigned to command its forces, each possessing one of four possible ranks as well as his own unique characteristics. As a commander's forces participate in battle, he will become progressively better at his job and may eventually be suitable for promotion.

When you select a unit, the current commanding officer will be identified at the top of the information panel. If you hover your mouse over his portrait, a tooltip will display his personal stats and clicking on his portrait will show your officer pool, which contains a detailed list of all officers that are currently unassigned to commands. If you click on any officer in this list, he will be

assigned to replace the current field commander and the existing commander will be returned to the officer pool.

Each officer has five personal values:

Rank: An officer's rank determines how many divisions he can effectively command without incurring penalties in his divisions. **There are four distinct ranks used in Darkest Hour:** Field Marshal (commands up to 12 divisions), General (9), Lt. General (3) and Maj. General (1). If he commands more than this number of divisions during an attack, he will be considered to be overstacked. An officer whose army includes an HQ division can command twice the usual number of units before incurring penalties as well as several other benefits (so a Field Marshall with an HQ division can have up to 24 divisions under his command without being overstacked). You can promote an officer to the next rank if he has a skill rating of at least one. This will enable him to control more divisions but will reduce his current skill level by one and will reduce the rate at which

he will gain further experience. This is done by clicking the promote button. If you use the "auto-promote" option (see below), the skill reduction penalty is waived.

Skill: The skill of an officer indicates his overall performance ability. As he gains more and more combat experience, he will gradually increase in skill level. This confers a special combat bonus on his troops that increases as his skill increases. An officer who is overstacked cannot effectively command his troops and any skill bonus he provides will be ignored for all of his forces. When you promote an officer, his skill is reduced by one level. This penalty is not applied if you use the auto-promote option (see below).

Historic Skill: There is also a value relating to each officer's skill that is buried within the game design and reflects the individual's historic accomplishments. The historic skill level acts as a modifier to the rate at which he will accumulate experience. If he is significantly below his historic levels he will tend to

accumulate experience much more rapidly, and once his skill exceeds this he will tend to be much slower in accumulating more. This is a modifier and not a cap.

Experience: Each time an officer commands a force in battle, he will gain a small amount of experience. Eventually, he will gain enough experience to increase his skill level by one point. The rate at which an officer accumulates experience depends on his rank and how often he is in combat. The higher an officer's rank, the more slowly he will gain experience.

Trait: Each officer may have a particular doctrine or area of expertise that is listed at the bottom of his stats. These traits, described in the next subsection, give special abilities or bonuses that are applied to any division that is directly under his command, unless he is overstacked, in which case they are forfeited for all divisions. Officers may also gain new traits as a result of special game events that occur during battle.

Beware of overstacking an officer! It is probably the

single most damaging thing you can do to your chances of winning a battle. An officer who is overstacked forfeits all bonuses that his traits and skill would normally give to the divisions under his command. Further, the "extra" divisions that are assigned to him will be subject to an additional, severe combat penalty. You may, if you wish, delegate the task of assigning and promoting officers by clicking the Auto-Promote or Auto-Assign leader buttons at the bottom of the officer selection interface. The officer assignments are checked and updated at midnight each day, based on the number of divisions the officer currently commands.

If you have a very large number of field commands, it is possible that you will exhaust your pool of historical leaders. If this happens then "generic" officers will be created as required, although they will be of very poor quality, will not gain experience, and will "disappear" again once removed from command. In that situation,



you may need to remove a historical leader from one command, thus returning him to the pool and replacing him with a “generic” officer, and then assign him to a new command that is in more urgent need of his abilities.

When a division is first deployed from the force pool, it will also be commanded by a generic officer unless it is deployed directly into an existing command. Don't forget to assign a “real” officer to any division that is likely to see combat action as soon as possible.

Field Officer Traits

A field officer may have specific traits that will characterise his style of command or identify areas where he possesses exceptional abilities. If he has such a trait, it will be identified in the tooltip that appears when you hover your mouse over his portrait and will benefit any divisions under his direct command. **Warning!** This bonus is lost if the officer is overstacked. In Darkest Hour, it is now possible to filter the list of officers by Rank and Trait, using the 4 boxes next to “Available Replacements”.

Logistics Wizard: This officer is able to achieve impressive economies of both supply and fuel efficiency. Divisions under his command will consume both at a reduced rate.

Defensive Doctrine: This officer is very good at preparing his troops to defend against enemy attacks and counter-attacks, improving their defensiveness and toughness values.

Offensive Doctrine: This officer is very good at manoeuvring his forces to gain

maximum tactical advantage, giving them bonuses to all attack values.

Winter Specialist: This officer excels at winter warfare, guiding his forces with such skill that they incur no penalties to movement or combat in those conditions.

Trickster: An expert at camouflage and deception, divisions under this officer's command will always gain the advantage of surprise, are very difficult for enemy aircraft to target, and are usually completely invisible to enemy intelligence activities.

Engineer: Divisions under the command of an engineer are able to cross rivers without incurring the normal movement or attack penalties that other units will suffer.

Fortress Buster: This officer is particularly good at assaulting enemy fortifications.

Panzer Leader: A panzer leader is able to increase the movement speed of his forces, and if he commands predominantly armoured divisions, he is able to improve their attack abilities and may even achieve sudden and devastating victories by blitzing through enemy lines.

The screenshot shows the officer management interface for Embick, a Lt. General Panzer Leader. It includes options to Promote or Remove him. Below, a list of available replacements is shown, filtered by rank and trait. The list includes officers like Embick (Lt. General, Skill: 2 Exp: 0), Hodges C.B. (Lt. General, Skill: 1 Exp: 0), and Sunderland (Lt. General, Skill: 2 Exp: 0). A tooltip for the filter shows results for 'Total Ranks'.

Commando: This officer is best suited to lead mountaineers, marines or

paratroopers, who receive large bonuses to both their attack and defensive values when under his command.

Old Guard: This officer is of the old school and not particularly imaginative. Neither he nor the divisions under his command will learn as much during combat, thus reducing the rate at which they will gain experience.

Desert Fox: This officer gains special bonuses to combats occurring in the desert.

Jungle Rat: This officer gains special bonuses to combats occurring in the jungle.

Urban Warfare: This officer gains special bonuses to combats occurring in urban provinces.

Ranger: This officer gains special bonuses to combats occurring in the forest.

Mountaineer: This officer gains special bonuses to combats occurring in the mountains.

Counter-Attacker: This officer is highly adept at absorbing an attack and then making a



counter-attack of his own. This will increase the chance that a counter-attack event will occur during a battle that favours his force.

Assaulter: This officer is particularly good at making direct frontal assaults. The increases the chance that an assault event will occur for his side during a battle.

Encircler: This officer excels at encircling an enemy, increasing the chance of this favourable combat event firing during a battle.

Blitzer: This officer can achieve amazing results through small-scale blitzes of the enemy position. The blitz combat event is far more likely to occur when he is in command of a force.

Disciplined: This officer is able to maintain discipline within his forces, greatly increasing the chance of receiving a “delay” combat event during a battle.



Selecting and Organising Units

Selecting a field command can be done in a variety of different ways:

- Click on its sprite on the Main Map. If there is more than one unit present in the province, you will see a stack of units, slightly offset.

Repeated clicks will cycle through the units.

- Left-click and drag your pointer to highlight a portion of the map. When you release the mouse button, any command that is inside the highlighted area will be listed in the information panel, at which point you may then simply click on the command to select it from the list.

- Click on a province on the Main Map to display a list of units located there, then click on the command in that list to select it.

- Click the Land Forces Hot Button and then select one of the units from the list. This will also center the map on that command’s location.

- You may also use a number of the tables in the Statistics

folder to select a unit by double-clicking on the unit’s name in the chart.

- Hold down the Shift key on your keyboard to select multiple units, which do not have to be in the same province. If you click on a selected command while doing this, it will be deselected. • Note that the “left-click and drag” method will also select multiple commands.

You can merge multiple units into a new, single force if they are all located in the same province. To do this, select the units you want to merge using one of the above methods, and then click the Merge button at the bottom of the information panel.

Remember that the highest ranking officer will assume command of this force, while all other commanders will be

returned to the leader pool. Don’t forget to check that he is capable of leading the total number of divisions and replace him if necessary. If you are using auto-assign for officer assignments, you should wait until after midnight to issue orders to them, since they are updated every day at midnight. You can split a force into two separate, smaller forces, by selecting the

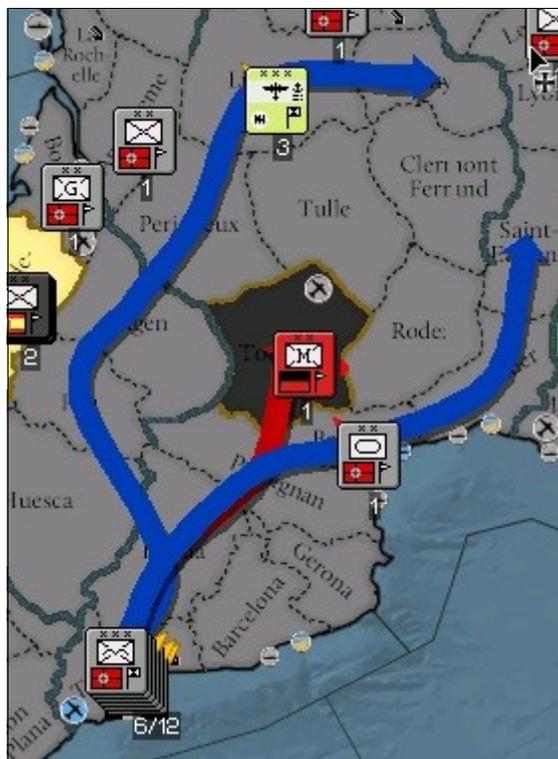
force and then clicking the Reorganise button in the information panel. A list of each division in the existing command will be displayed in the information panel. Click the small “+” button beside any division that you would like to remove from this command and add to the new one. An officer will be automatically assigned, who will assume command at midnight.



Shortcut Keys

Darkest Hour allows you to assign up to ten different force selections for rapid access by using a shortcut key. To set up, select single or multiple units, hold down the Ctrl key and select a number key on your keyboard (not on your numeric keypad).

To select the unit, simply press that number. Pressing the number a second time will center the map on that unit. New assignments overwrite the old one.





Deploying Divisions from the Force Pool.

When a production order has been completed, the newly created division will be placed in the force pool to await deployment. Click on the Force Pool Hot Button to display a list of all forces that await deployment and then select the unit you wish to deploy. The main map will change to display all valid deployment locations in green and the information panel will now display a list of any field commands to which the unit can be added. If you click on a province on the map, the division will be placed there. If

you click on a field command, the division will be added to that command. In both cases, this happens immediately.

An interesting feature in Darkest Hour, is the multiple deployment of divisions. If you have a long list of divisions in your deployment pool and you don't want to waste your time deploying each of them separately, you can now simply press Control +click to select / deselect them. Moreover, if you press SHIFT +click over a division it will automatically select all divisions of the same model (infantry, motorized, interceptors, CAS etc.). And if you press SHIFT +Control+click over a division it will automatically select all divisions of the same type (which means land, naval or air units). But this is not the end: after selecting the divisions,

there will be a new screen where you can choose to add these divisions to an existing unit or deploy them

in a specific province. Nothing new? Wrong, there is a new trick! The game will automatically group together units of the same model creating groups (but if you want them separated you just have to press SHIFT). By default land units are placed in groups of three, air units in groups of 2 and naval units in groups of 6, but this value is moddable in misc.txt for each unit type. So for example if you have 7 land divisions, the system will automatically separate them in 3 units: the first two unit will have 3 divisions each and the third unit will get 1 division. You can them easily deploy these three units in a specific province. If you want 7 different units each composed by a single division you'll only have to press SHIFT.

You should deploy new forces fairly promptly in most cases because they will not begin to gain organisation until you do so, nor will they be upgraded to take advantage of any technologies you might have finished researching from the time that the production order was initially placed. There is also no supply-consumption advantage to leaving a force in

the pool, since it will consume its daily requirement whether it has been deployed or not. It will also tie up 2 points of transport capacity (see below) until it has been deployed.

In Darkest Hour, all units (land, air, naval) can be identified by their colour and their icon. The complex colour scheme and the icons next to the unit name will allow you to identify your units at first glance. Here are some examples of the colour scheme for land, air and navy units:

- a land unit composed exclusively by mobile divisions has a green colour;
- a land unit composed by a mix of mobile divisions and other divisions (like infantry) has a light green colour;

Multiple deployment of Divisions from the Force Pool:

Click the button to select where you want to deploy this unit.

Hold **CTRL +click** to select / deselect them.

Hold **SHIFT +click** over a division it will automatically select all divisions of the same model.

Hold **SHIFT+CTRL+click** over a division and it will automatically select all divisions of the same type. (which means land, naval or air units). The game will automatically group together units of the same model creating groups.





complete colour scheme is more complex.

1 Another useful feature of Darkest Hour is the small icon next to the name of the unit. As you can see from the picture below, for land units we've

added specific icons for the unit type. Moreover, every unit with an HQ has a specific HQ icon and every unit with at least one engineer brigade has a very small icon.

• Yet another useful feature of the interface will let you see with a quick glance which units belong to your country and which are foreign units under your control, thanks to a small icon with a flag.

There is also a tiny difference between military control and expeditionary forces: Mongolian units are under military control and the Mongolian flag has a black border whereas the unit from Tannu Tuva is an expeditionary unit and the Tuvan flag has a gray border.

- a land unit composed exclusively by special divisions (mountain, marines, paratroopers) has a blue colour;
- a land unit composed by a mix of special divisions and other divisions (like infantry) has a light blue colour;
- a land unit with at least one garrison division has a light pink colour;
- an air squadron composed exclusively by interceptors has a light green colour;
- an air squadron composed exclusively by tactical bombers has a pink colour;
- an air squadron composed by a mix of interceptors and tactical bombers has a light pink colour;
- a fleet with at least one air carrier has a blue colour;
- a fleet composed exclusively of naval transports has a red colour; and so on and so forth. These are just examples, the

As usual in Darkest Hour the tooltips will give you better control over your units. In fact, tooltips show useful information, like the name of the leader, organization and morale of the unit the model, organization and morale of the divisions that compose the unit .



Attaching Brigades

Attaching a brigade is best done when the unit is being ordered in the Production screen. A second method is to locate the division that you wish to attach it to first, click the attach brigade button to display any brigades that are currently available in the force pool, and then simply click on the brigade to attach it. You may only attach one brigade



to each division, and there are limitations to the type of brigade that a division may accept, generally requiring that they be of a similar overall type of unit.



Transport Capacity and Supply Efficiency

As you may recall from the Production section, transport capacity (TC) is an abstraction that Darkest Hour uses to represent a nation's overall ability to move goods and materials. It is the product of your nation's industrial capacity as modified by available technologies, and is consumed by sending supplies and fuel to your armed forces. It is also used by any items currently awaiting deployment from your force pool and by any divisions that are being strategically redeployed. A further drain is placed on TC by each enemy province that

Transport Capacity at a Glance

- Shipping 1 fuel uses 1 TC.
- Shipping 1 supplies uses 1 TC.
- Maintaining control of an occupied province uses 1 TC.
- Each unit held in the force pool uses 2 TC.
- Each division being strategically redeployed uses 2 TC

you occupy. As long as you are careful to ensure that the total available transport capacity exceeds your total use of that capacity, you should run into the fewest possible problems when it comes to supplying your troops in the field.

Supply Efficiency at a Glance

$BSE = \text{Total TC} / \text{Used TC}$ (up to 100%)
 $ESE = BSE \times \text{province infrastructure}$ (ESE affects movement, attrition, effective strength, and effective organisation values)
 If you hover your mouse over the TC icon in the Top Bar, you'll see a breakdown of your current TC usage and below this you'll see your base supply efficiency (BSE). This is the theoretical maximum efficiency that you could achieve under ideal



conditions, although this is modified by the local infrastructure for troops in the field, representing the ability to deliver supplies to those units.. The effective supply efficiency (ESE) is therefore the base supply efficiency modified by the amount of infrastructure in the province. This can be further reduced if an enemy bomber force is conducting certain types of bombing campaigns against the province. These missions are detailed in the Air Combat section.

Because of its wide-ranging effects, it would be hard to over-emphasise the

importance of the effective supply efficiency value. A division that is located in a province with low ESE will suffer increased attrition rates, reduced movement speeds, and will take much longer to upgrade or to regain its strength and organisation. During combat, low ESE will also tend to result in more rapid loss of morale and organisation, making it more likely that your forces will break off their attack more quickly and will sustain higher casualty rates. When combined with other possible modifiers due to terrain, weather, climate and enemy logistic strikes, this could easily result in a persistent rate of loss that makes it virtually suicidal for a division to remain there.

Only two things can be used to offset this potentially devastating effect. A headquarters division has the effect of noticeably increasing the ESE for all divisions within a one-province radius of its

location. You can also use the option of placing a field command on the offensive, which will increase their supply efficiency by 25% for the next 30 days but will double the amount of supplies they consume.



Attrition

This is the harmful effect that a low-supply efficiency will have on your forces. Any force that is not receiving enough supplies will begin to suffer attrition, which reduces both your troops' strength and their organisation. The degree of attrition is determined by the effective supply efficiency in a province as modified by the terrain, weather conditions and climate.



Supply Chains

Darkest Hour abstracts this using the previously described transport capacity and supply efficiency systems. What remains, and what you must pay close attention to, is the issue of supply chains. For the sake of clarity the term "supplies" will refer to both the

supplies and the fuel (oil) that your divisions require to operate.

Transport Capacity at a Glance Shipping 1 fuel uses 1 TC, Shipping 1 supplies uses 1 TC. Maintaining control of an occupied province uses 1 TC. Each unit held in the force pool uses 2 TC. Each division being strategically redeployed uses 2 TC.

A supply chain is the actual path that your supplies will take in order to reach your troops. It must start at a depot that has the necessary supplies and then follow an unbroken chain of adjacent provinces until it reaches your divisions. If that chain is broken, the supplies will cease to reach your troops and they will begin to suffer rather nasty attrition effects that will reduce their strength and organisation. A supply chain must be traceable through friendly provinces - ones that you control, that your allies control, or provinces belonging to nations with whom you have a treaty of military access. You cannot trace a path through enemy provinces, or provinces

belonging to neutral nations, unless, as just mentioned, you have a military access treaty with them. You cannot trace supply directly across water but you can create a new depot in a coastal province that you control and then use convoys to ship supplies to that depot from somewhere else, usually your capital.

You can also be supplied by one of your allies, provided that they have the necessary supplies in their depot. Of course, this can put undue strain on their supply capabilities, eventually causing problems if there is a large concentration of allied troops in an area. Keep in mind that the reverse is true as well, that your allies may draw supply from you if they need to and they won't ask you before they do, making this a good reason to maintain extra supplies in a depot.

Supply chains are automatically created for you if your divisions can trace an unbroken path of provinces to a friendly depot that has the necessary supplies. It is assumed that the necessary supplies can reach the

Supply Efficiency at a Glance

Base Supply Efficiency

(BSE) = Total TC / Used TC (up to 100%)

Effective Supply Efficiency

(ESE) = BSE x province infrastructure (ESE affects movement, attrition, effective strength, and effective organisation values)



provincial border without much trouble, so the ESE calculation is only applied to the province that your divisions are currently occupying, and not to each province in the chain. This abstraction and somewhat incorrect assumption is necessary to prevent undue CPU load that would slow the game to a crawl, and to avoid forcing you to micromanage the exact route that every single one of your supply chains uses when there are multiple possible paths. When the supply chain is created, it will always use the closest available source of supply first.

This could easily be an ally's depot rather than your own, as long as it has the necessary supplies. If that depot lacks the necessary supplies, the next closest depot will be used, and so on. As long as you or your allies have a depot somewhere that has the supplies and can be linked, you will remain in supply.

While the Supply Mapmode will display all provinces that currently could receive supplies, this doesn't necessarily mean that the supplies are actually in place. If you become cut off from your capital or if you lack the supplies and fuel in either your national stockpile or that of your ally, you will be in very deep trouble. The best way to check a division's current supply status is to select the field command and look at its status on the display. A small dot appears in the status area to indicate that the field command is in supply, and the source of that supply is listed immediately below this. If it isn't in supply, this will be indicated as well.



Overseas Supply

While supply chains are established automatically, overseas supply also requires that a flow of goods move from your capital, where supplies are manufactured and collected, to whichever depot is acting as the supply source for your forces. You can have this done

automatically for you by selecting the Auto-Create/Destroy Supply Convoys option in the Convoy Management interface, which is accessed via the Production Folder. You may prefer to manage this yourself, using the same interface, to build up extra supplies. Don't forget to correctly identify the materials that this convoy should transport, and if that depot is also a collection point for oil from local provinces, you will also need to ensure that any convoys that are shipping goods back to your capital don't end up taking oil away from this location.



Air Supply

In an extreme situation, your field command may become completely cut off from supply. In such a case, it is possible to use transport aircraft to ship supplies to your encircled forces but this is extremely expensive and very inefficient, not to mention that enemy fighters will do their best to blow your transports out of the skies. Using air supply will create a new depot in the province that your transports

are shipping to - a depot that could subsequently be captured by the enemy, and should be considered as only a short-term emergency measure. Details of how to assign this mission are given in the Air Combat section.



Reinforcement

Any unit that is in supply and that has sustained casualties may be reinforced back up to full strength by allocating some of your national IC to reinforcement. The details are then automatically handled for you by deducting the necessary manpower and IC and gradually replenishing your divisions. This can take some time, and the newly added strength will reduce your unit's experience a bit since these reinforcements are new recruits and not battle-hardened veterans.

If you click the prioritise button for a field command, it will be given top priority for reinforcement but it will still take a bit of time for the losses to be replenished. If you click the reinforcement button, you can prevent all divisions within a

field command from being reinforced.



Upgrading

New technologies will be made available to your forces as soon as the research has been completed. To upgrade your units, you must allocate some of your national IC to this purpose, and the units must be in supply to receive the advances. This does not dilute their experience but can take a little while to achieve.

As with reinforcements, units can be given precedence by clicking the prioritise button in the field command information panel; conversely, they can be denied the new technology by clicking the upgrades button. Units in the force pool are not upgraded until they have been deployed, and any units that weren't in supply at the time that the new technology became available will be upgraded once they are back in supply.



Disband

To disband any division, go to the division details information panel and click the disband button. This will return some manpower to your national manpower pool if there's room, but their experience is lost, as is the original investment in IC that you made to produce the division. Remember that divisions that consume oil do not do so unless they are moving or in combat, so oil stockpiles may be maintained by simply keeping those forces stationary.

Basic Army Movement

Click on a unit to select it, and right-click on another province to move it there. A blue movement arrow will appear if you're moving to a friendly province, or red if you're advancing into enemy territory. You may only move into one of your provinces, your allies' provinces, a province

belonging to a neutral country with which you have a treaty of military access, or into enemy territory.

The length of time it will take to move depends on the terrain and weather conditions of the province to which it is moving (not the province that it currently occupies), the movement rate of the slowest division in that command, and the ESE of that province. The ETA will be displayed in the Field Command Details display, just below the mission box and the mission will be updated to indicate that the force is moving. If any of these movement conditions change, the ETA will be revised to reflect this. As the movement occurs, the blue movement arrow will darken in order to give a graphic indication of its progress. If you want to stop the unit from moving while canceling the order, select it and right-click in whatever province it is currently located. If you hold down the Ctrl key when you right-click on the "target" province, the Orders Interface will appear. This gives you extra options and the ability to synchronise the



arrival of multiple units.

The path to a location is chosen automatically by the game. If you wish to manually control the path, you may easily select the path by holding down the Shift key and then right-clicking on each province you wish it to use. You may combine the use of the Shift and Ctrl keys to further refine the orders.

Transporting Troops on Ships

To move land forces across water, you must transport them using your naval transport vessels. One division with a brigade, if attached, needs one transport ship. Multiple divisions will require multiple transports.

There are 2 ways to load a unit on a transport:

If the force is in a port that also contains the transports, simply select the force and click the Load on transports button. The force will be immediately loaded and you can then issue orders to your transport as to where to take

them. • If the transports are in an adjacent sea area, and your troops are not in a port, select your force and then right-click on your transports to issue an order for them to begin loading.

This process will take some time and both your force and transports will be open to enemy attack. If attacked, the process will be halted and not resume until the enemy has been repelled. If you lose the battle, the entire process is cancelled, but fortunately, no portion of your force will be damaged. Once loading has been completed, you can select the transports and issue them their orders.

When the destination is a port, unloading occurs automatically. When the destination is a friendly province, you may unload from a transport when it is in the sea zone adjacent to that province. Simply select the transports and then click the Unload button. This will automatically select the force that you are transporting, and then right-click on the destination province to start unloading. If your force is attacked during



this process, the failure in battle can be catastrophic, as if the transport is sunk, your troops will go down with the ship. Unloading troops into an adjacent province that is in enemy hands can be done by using the adjacent sea zone unloading method or by using the naval “amphibious assault” mission. To launch such an

attack, the province must have a beach.

Strategic Redeployment

For basic redeployment of land forces to more distant locations, you may give them a strategic redeployment order. There are several advantages to this technique.

The first is convenience since the order is very simple to issue. During the course of

their redeployment, they are not subject to attrition losses or enemy attack, both of which can take their toll. Strategic redeployment will use 2 TC of your national transport capacity for each division being redeployed this way.

To issue a strategic redeployment order: Simply select the force, hold down the Ctrl key and right-click on the destination province. The necessary parameters for movement also apply here

and the unit must also be in supply. The order interface is displayed, select the strategic redeployment option. You cannot adjust the arrival time. The unit will be immediately removed from the map and placed in the force pool with a notation as to where it is being redeployed and the date that it will arrive. During this time, you cannot change or abort these orders. If their destination province falls into enemy hands before they arrive, they will be placed in

the first available friendly territory that is along the route that they were taking to the originally intended province.

Transporting Paratroopers

Unlike naval transports, which can carry any type of land division, air transports are only able to carry airborne infantry. Each air transport can carry one division of paratroopers and the method for loading and unloading is more or less the same as it is for naval vessels. The only difference is that you must select the target province for the paratroopers to jump into, or select an airbase for the transports to

LVI. Armeekorps
Lt. General Krüger Wl.
1 divisions (89/92)
This unit has no mission set.
1.3 kmh
Supplied from Exeter
Portsmouth 0 19
Effective Supply Efficiency: 56.05 percent
1941
3. Fallschirmjäger-Division
3 16 3 30 30 6 5

Click to load this unit on a transport plane in the current province.

supplied by air or land as soon as possible. The same transport plane that dropped them, may be used to re-supply them.

Kampfgruppe zbV 9
Transport Planes (Arado Ar 232)
Tra-3
IV. Fliegerkorps 1
This unit has no mission set.
None
Airborne Assault

land at to deliver their troops. Remember that paratroops dropped behind enemy lines are likely to be quickly out of supply and must be re-



-  Counters
-  Infantry
INF
 -  Armour
Arm
 -  Motorised Infantry
MOT
 -  Paratrooper
PARA
 -  Marines
MAR
 -  Garrison
GAR
 -  Light / Mountain
Infantry MNT
 -  Mechanised Infantry
MECH
 -  Militia
MIL
 -  Cavalry
CAV
 -  Headquarters
HQ

Basic Land Combat

Overview

Now that we've looked at the details of your forces, deployment, basic movement and supply, we can finally begin to discuss combat. We'll start by looking at what happens when one of your land forces engages an enemy's land force - a simple one-on-one engagement between two opposing field commands. This will introduce the basic rules that make up the core of Darkest Hour's combat system. In subsequent sections, we'll look at more complex situations where multiple forces are participating, and where air forces and navies get involved.

In Darkest Hour, combat represents the struggle for control of large provincial areas and should be thought of as a series of engagements, rather than a single battle between two large forces. Battles can often last for many hours, days, or even weeks in game-time, depending on the size of the



forces involved and how well-prepared the enemy is to defend the province. It will continue in a series of combat rounds until one side is either victorious or is ordered to disengage. If the defender is victorious or the aggressor breaks off the attack, things will remain status quo. If the defender chooses to flee or has been forced into full retreat, the attacker will begin to move into the province to clean up the last pockets of resistance and begin the occupation of the newly-conquered province.

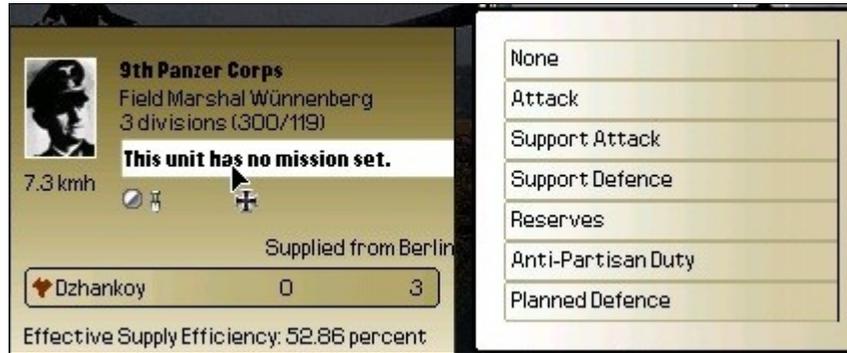
Entrenchment - Digging In

Before we look at initiating combat and how it is resolved, we need to discuss entrenchment and provincial defences. Entrenchment is an indication of how well-prepared the defending force is to repel an attack. It is enabled after the appropriate technology has been researched and only

when the country is at war. Check the status by selecting the field command and looking for a small shovel icon in the status area. A shovel indicates that your force is entrenched or "dug in". Mouse-over the shovel and a tooltip will display the dug-in status. The higher the number, the better prepared the defences are. Being dug-in increases by 1 point per day, to a maximum of 20 points. The bonus is immediately lost if it begins to move. While there is no way to check an enemy's entrenched status, you could make an educated guess if you know roughly how long they have been there. A well-entrenched enemy will be considerably harder to defeat. Attackers do not receive a dug-in bonus, since they are moving.

Province Defensive Structures

While entrenchment can help a defender repel an attack, it is a poor substitute for a fixed defensive network of structures that are designed specifically for this purpose. A



force that is in a province containing land fortifications will gain an edge in combat that is proportional to the size of the fortification (level 1-10), in addition to any entrenchment bonus they receive. A division that is entrenched, in supply, at full strength, and well-organised can be an almost unbeatable opponent so it is best to find a way of reducing at least a few of those factors before launching an assault against them.

Land fortifications only work when fully manned and only against an attack from another land province. They do not work when attacked from the sea.

On the other hand, Coastal fortifications are useful to withstand sea invasions (when fully manned) and have no

effect on attacks from other land provinces. Neither work when attacked by paratroopers, although paratroopers are subject to a separate combat penalty. Anti-aircraft and radar installations do not need to be manned, but have no effect whatsoever on advancing land forces, although they will help you against any supporting enemy aircraft.

Initiating Basic Land Combat

All land battles in Darkest Hour involve two sides - an attacker and a defender. Combat is initiated whenever a field command is ordered to move into an adjacent province that contains an enemy field command. The defender is always the force

that occupies the province and is attempting to hold it; the attacker is always the force that is attempting to capture the province. When you order a field command to move into an undefended province, there will be no combat and a movement arrow will appear. The arrow will be red to indicate that the command is moving to occupy an enemy province.

Whenever the target province is defended, right-clicking on a it will automatically display the Orders interface. The Orders interface will list all context-sensitive orders that the field command is able to perform, and the attack option will be pre-selected. The interface will also indicate the date and time that the attack is to begin, and will typically indicate the current date and time.

This won't always be the case because the game tracks your recent orders, and if it seems appropriate, the default time will be set to coincide with the others. It might take a little getting used to but this feature is an incredible time-saver, and the default attack time can easily be overridden by



adjusting the values using the “+” and “-” buttons. To simply go ahead and launch the attack, click the OK button.

The Orders interface will close and the field command's orders panel will be updated to reflect its new mission. If the



attack is to begin immediately, the red movement arrow will also appear on the map if the unit is still selected. If you have set a delay on the timing, the arrow will not appear until the attack actually begins.

As soon as the combat begins, a variety of game interfaces will also be updated to reflect the fact that a battle is taking place. In any interface where the field command is listed (i.e. if you click on the Land Forces Hot Button), you will see a small red battle symbol at the right edge of the display. If you click the Province Hot Button, you will see the same symbol beside the province name. This same symbol also appears in the border type display of the Province Details information panel. Depending on your current message settings, you may get a pop-up message box to inform you that battle has been joined. The easiest way to view battle locations is to click on the Active Combats Hot Button which will display the combat quick view (see below) for any battle or provincial occupation that is currently underway.



Timing Your Attack

It is usually best to launch an attack that is timed to begin at daybreak or at least during daylight hours, since most forces don't fight very well at night. This is easily done on the Orders Interface where you can adjust the exact date and time that you would like the attack to begin. The time displayed in the Orders Interface is always GMT, not local time, and a small symbol in the interface will indicate whether this will be a daytime or night time attack. In more advanced combats, you will frequently use this interface to time the various components of your attack (i.e. to conduct

preliminary aerial bombardment to soften up the enemy before your land forces begin to advance) or to gradually escalate the scale of the conflict.

Basic Combat Resolution

As soon as battle is initiated, you will notice that the Field Command details in the information panel changes to display a “combat quick view” at the top in place of the usual province details. The mission box will display the unit's current orders, such as “Attack” if it is the aggressor, and below this will be a brief graphical summary of the current status of the battle with the province name and battle icon in the center. On either side, you'll see the portraits of the opposing commanding officers, their current strength and organisation, the number of divisions involved on

both sides, and their nationalities. The attacker will always be listed at the left side of the summary and the defender at the right. Below this is a bar that stretches from left to right across the bottom of the battle summary, indicating which side currently seems to hold the advantage. If this is mostly red, the attacker seems likely to win. If it's green, the defender would seem to be prevailing. This status is not a





on the combat quick view display on either interface, the information panel will change to display the combat details view. As is the case with the quick view, the attacker is always listed on the left side of the display and the defender on the right.

The name of the province that the two forces are fighting for is listed at the top. The portrait of each commander will be displayed below his national flag, along with two numbers: the number of divisions that he currently commands, and the

guarantee of victory, however, since many things may happen during the course of a battle that could tip the balance.

This same combat quick view also appears in the list that is displayed when you click on the Active Combats Hot Button; remember that you can also filter this list to display only a particular type of battle. If you click anywhere

maximum number of divisions that he is able to command. If the first number is smaller than the second, the commander's capabilities are not being exceeded; if the first number is greater, he is commanding too many divisions and is deemed overstacked. The severe penalties received for overstacking are detailed later in this section.

There is a small "event box" just below this that stretches between the two leaders' portraits. It will normally be empty, though there are special combat events that may occur during the course of battle. These are far more likely to be in your favour if you have a high-ranking leader who commands an HQ division somewhere in the vicinity. If an event occurs, it will be listed here. Details on combat events may be found a little later in this section.

In the next section of the information panel, you'll see a series of symbols that will change as the battle progresses as well as the same red-green battle status bar that appears in the quick view. The symbols that appear in this area will indicate various special combat conditions that are affecting the battle, conditions such as entrenchment, night time combat, river crossing, overstacking, weather conditions and more. Each of these will have an effect on how combat is resolved and are shown as quick visual "clues" as to what factors might be influencing the battle.

Details concerning the exact bonus or penalty will vary somewhat depending on a unit's type and technology, so the precise values of the modifiers are not displayed here, but are incorporated into the next part of the information Screen.

The balance of the information panel displays a complete scrollable list of the units involved on both sides of the conflict as well as a graphic representation of each one's remaining strength and organisation. An expanding tooltip is available for each division that contains precise details about the various bonuses and penalties that it is receiving to its combat values, along with a calculated total indicating its current attack and defence effectiveness. The attack effectiveness and defence effectiveness values shown in the tooltip include all of the various modifiers that are listed below them. These will frequently change, as they are updated on an hourly basis as the combat progresses.

A combat can last for as little as a few hours or possibly for

as long as a few weeks, though the majority will probably be waged for a matter of days. Battles are subdivided into "rounds", with each round lasting one hour. During each round, a variety of things will occur:

There is a chance that a combat event may occur at the beginning of the round, representing a special advantage that one side has managed to achieve over the other. The likelihood of one happening that favours your side is determined by the land doctrines that you have researched, which may increase the odds of a specific event occurring.

This is also considerably more likely if you have an active HQ division in a province that is adjacent to the battle or involved in the battle; to be active, it must be commanded by a general or by a field marshal. Several of the officer traits will also increase the chance of a specific type of combat event being fired. If an event occurs, its effects will remain active for eight hours, represented over the next 8 rounds, and no other combat



event can occur until it has expired.

The attackers will inflict some damage to whatever provincial assets exist in the province. If the defenders have a land fortification, or a coastal fortification in the case of an amphibious assault, it will sustain some direct, intentional damage. The amount of damage is tripled for divisions with an engineer brigade attached to them. There will also be some collateral damage to infrastructure, factories, and other structures that will reduce their operational conditions until the damage has been repaired.

The combatants will exchange fire, with each side likely sustaining some level of casualties and probably experiencing a slight reduction in organisation and morale. Both combatants will also draw a measure of supplies and oil to sustain them for the next combat round. This will be at a somewhat higher rate than their normal hourly consumption, and if there is a

lack of either, their combat organisation and morale will begin to drop quite sharply. Running out of supplies or fuel is a sure way to lose a combat.

At the end of each round, the operational status of each division is checked to see whether it is able to continue fighting. A division that has sustained enough casualties to reduce its operational strength to zero will be eliminated. More often, though, a division will reach a point where its organisation has been reduced to a level where it cannot continue to fight (below 5%) and will begin to withdraw. It may still be fired upon and will try to defend itself but it will no longer attempt to inflict casualties on its enemy.

This cycle will repeat each hour that the combat continues until either one side has been completely eliminated, which is quite rare unless the battle is very lopsided, or when all of a side's divisions are in the process of withdrawing from battle. However, you may elect to disengage from combat at

any time if you feel that your chances of winning are slim and you would like to preserve as much of your force as possible. If you are the attacker, you can do this by selecting the field command and right-clicking in the province that they currently occupy. In the case of a defender, you can select the force and then right-click anywhere, since there are special rules that govern retreat from a province.



Exchanging Fire

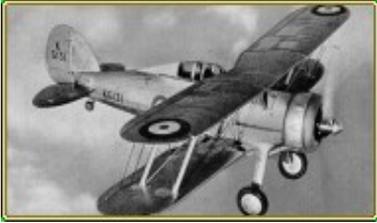
In the above description, I simply indicated that the two sides “exchange fire” each hour. This is actually a very complex process whose precise mechanics are embedded in the game engine, but you need to have at least some idea of how it works in order to be able to make an informed decision about whether to initiate a combat and what forces might be useful for you to build, deploy, and order into the battle. Here’s roughly what happens...

The firing phase of the combat is subdivided into a number of “shots”, such as shot 1, shot 2, shot 3, shot 4, and so on until all possible shots have been fired. For each of those shooting rounds, each division on both sides will randomly select an enemy division to fire at and then will target either its hard or its soft component. The likelihood of it picking a soft target is equal to the enemy division’s softness value, so if your division is shooting at an enemy division with a softness of 70%, there’s a 70% chance that it will target the soft component and a 30% chance it will target the hard component.

Your division then checks whether it is “allowed” to shoot by checking its hard or soft attack value. Whether a division is allowed to shoot depends on what shot number it is and on the attack value it has against the target type it has selected. Example: If it chooses a hard target and has a hard attack value of 5, it will be allowed to shoot if it is presently shot #5 or earlier. If it’s shot #6 or later, it is not

permitted to shoot. That doesn’t necessarily mean that its attack is over for this round of combat, because if it happens to have a soft attack value that is higher, it might still select a soft target for a later shot at which point it will be able to shoot. Example: If that a division has a soft attack value of 12, it will be allowed to shoot if it happens to select a soft target any time up to round #12.

If a division will shoot if it is allowed to do so, but the target division will also have a chance to avoid being hit. Whether the target is able to avoid the shot is determined by either its defensiveness value or its toughness value, depending on whether it is the defender or the attacker in the overall combat. If it is defending a province, it uses its defensiveness value; if it is a division on the attacking side, it will use its toughness value. This value is the number of times that it may attempt to avoid being hit during each full combat round. Example: An attacking division that has a toughness value of 10 may attempt to avoid being hit on the first ten times that it



is targeted by defending divisions during each combat round. If it is targeted by 5 enemy divisions in the first shot, 4 divisions in the second shot and 4 divisions in the third shot, it can only attempt to avoid 10 of those 12 shots. It would not be able to avoid any subsequent shots that were fired at it until the start of the next combat round. In normal combat situations, a division will be able to avoid a majority of the shots directed towards it, so it is unlikely to sustain significant damage unless its avoidance opportunities have been exhausted while its enemy still has additional shots remaining.

A shot that successfully hits its target will inflict damage on the target division. The extent of that damage depends on the type of the division that fired the shot and on the type of target it selected. Foot soldiers (infantry, marines, militia, etc.), cavalry and motorised infantry will

generally inflict a bit more damage to a soft target than a mechanised infantry or armoured division will achieve, though the latter are more effective against hard targets than their “weaker” brothers in arms. There is also a strength component to the damage, with the percentage of strength that the shooting division has lost being applied to the amount of damage it can inflict.

But wait...there’s one more twist! You might have been wondering what the tooltip values of “attack effectiveness” and “defence effectiveness” mean and then guessed - incorrectly as it turns out - that these values might represent your chances of hitting a target or avoiding getting hit. They don’t. The attack effectiveness modifies your division’s soft and hard attack values by that percentage, while the defence effectiveness is applied to your defensiveness or toughness value, depending on whether you are the attacker or defender. This means that they will increase or decrease the number of shots that each division may fire in each

round, and the number of shots that they might be able to avoid when they are targeted. Attack and defence values must be whole numbers because you can’t partially shoot or partially defend, so any fractions that result from the effectiveness modifiers are ignored. That means that a soft attack value of 5.99999 would restrict a division to firing at a soft target only during the first 5 shots of the round, and that a defensiveness of 5.99999 would allow you to try avoiding a shot only five times during that round.

All of the above occurs every combat round until the battle is over, and is thus repeated on an hourly basis, with some likelihood to change to at least some degree. What will therefore tend to have the greatest impact on a battle is the quality of the forces that you employ and the modifiers that come into play during the course of the engagement.





Modifiers That Affect Battle

There are a great many factors that will play a role in the outcome of a battle. Almost all of these are modifiers that are applied to the attack and defence effectiveness values, thus altering the number of possible shots you can fire or avoid each round. Some of these, like terrain modifiers, will remain constant throughout the course of a battle while others may have shorter durations, such as night time penalties, or changing weather effects. It isn't practical to list them all here, and many have already been mentioned earlier in the manual, so I will only highlight a few of the more significant ones.

Leadership will have a very large impact on the effectiveness of your forces. Some officers have traits that will give significant bonuses that can offset other penalties or give certain types of divisions

an advantage, and an officer with high levels of skill can also give a substantial boost to these values. The biggest issue you'll encounter, though, will be the nearly catastrophic penalties incurred if your leader is overstacked. As you'll recall, each leader has a rank and this rank will determine how many divisions he can command without penalty. This number is doubled when an officer is within a one-province radius of an active HQ division. If he exceeds his limit, all of the divisions under his command will forfeit any bonuses that his trait or skills would normally have given them. Worse still, the "excess" divisions will receive a 75% penalty to both their attack and defence effectiveness values. This will make them very easy for the enemy to hit and also means that they aren't likely to be able to shoot very many times during a round. When we move on to look at more complex combats, we will discuss the effects of having multiple officers participating on one side of a battle.

Beyond the possible weather and terrain modifiers - which,

as detailed earlier, can occasionally be nasty - there is a large penalty applied to night time attacks and, to a somewhat lesser degree, defence. Making an amphibious landing, crossing a river or parachuting out of the sky will also limit your effectiveness, although the latter has the benefit of avoiding the very substantial penalties incurred for attacking a fortification. National dissent will also impose a noticeable penalty on your forces if you allow it to rise. At low levels, it may only hamper your forces slightly, but the higher it rises, the more painful its effects will become. If you expect to be involved in many combats, you would be very well advised to deal with your domestic situation as rapidly as possible...or face the consequences.

There are a host of modifiers supplied by various technological advances, particularly by combat doctrines, as well as by such things as your current ESE, the experience of your forces, and so on. While it might seem that most large modifiers favour the defender, and that is actually the case

for simple battles such as the ones we're considering here, this can easily be offset in more complex combats by an envelopment factor, which is applied when the attack is launched across multiple provincial borders. It will take some time to become familiar with all of the possible situations and resulting modifiers, so my advice to you is to play the game, try various alternatives, and learn from experience. Pay close attention to the tooltip details during combat as you're learning, and you may want to pause periodically to spend some time reviewing them for each division if a combat isn't going quite the way that you think it should.



Combat Events

During each round of combat, there is a small chance that a special combat event will be triggered. When this happens, the Combat Details will display the event name in a small box that extends between the two leaders' portraits. Only one combat event can be in effect at a time, and the effect lasts for the next 8 hours. The

chance of a favourable event happening increases if you have an HQ division participating in or adjacent to the battle.

Counterattack: This is a concerted attempt by the defending side to launch a minor counter-offensive to disrupt the enemy's plans. While the defenders will suffer somewhat higher strength losses during this period, they will inflict significant organisation losses on the attacker.

Assault: This represents a particularly forceful sustained attack, where the attackers will suffer higher strength losses than normal but will inflict much higher organisation damage to the defenders.

Encirclement: This indicates that the attacking force has briefly managed to pin down and encircle the defenders in a small area of the province. While this effect lasts, the defenders will suffer much higher strength losses and the attacker will rarely suffer much loss of organisation, although they may sustain the normal strength losses.

Ambush: The attacker has managed to ambush the enemy forces, inflicting much higher rates of strength and



morale damage to the defenders, while at the same time greatly reducing the amount of those same types of losses that they sustain themselves.

Delay: The defending side is employing a delaying action that greatly reduces the amount of strength loss it sustains during this time.

Tactical Withdrawal: During this period, the defender is making a careful tactical withdrawal to a preferred combat location in the province. Both sides will sustain reduced levels of strength and organisation loss, but the defender will sustain even lower organisation losses than the attacker.

Breakthrough: The attacker has managed to overrun an enemy's defences in part of the province. This will seriously disrupt the defender's organisation and reduce the strength losses sustained by the attacker. If the defender has an HQ division involved in the combat, it is likely to sustain

heavy casualties as a result of the breakthrough.



End of Combat

Combat ends when one side breaks, is eliminated, or is ordered to disengage. There are several possible outcomes:

Attacker Breaks or Disengages: The simplest outcome occurs when the attacking side either breaks or is ordered to disengage. In this instance, the battle will cease and the forces of both sides will remain exactly where they are. A defender who wishes to pursue this advantage would now have to make an attack of his own against the enemy forces.

Defender Eliminated: This is also a straightforward situation. If the entire defending force is destroyed, the combat stops and the defender's divisions will disappear from the map, and the attacker will begin moving to occupy the province.

Defender Breaks or Disengages: The third possible outcome is that the defender loses the battle and either elects to retreat or is

forced to do so. The combat ends and two things happen: the attacker now begins moving to occupy the province and the defender must withdraw from the province. The direction of the defender's retreat is not something that a player can decide even if he is the defender and voluntarily disengages; rather, it is determined automatically by a set of rules that govern retreat. The defender must retreat to an adjacent province that he is permitted to enter; in other words, it must be controlled either by him, by his ally, or by a nation with whom he has a treaty of access. If there is more than one of these, the choice is made more or less randomly. If there isn't a province that meets those criteria, the defender may retreat to an adjacent sea zone if he has sufficient transport vessels available there to carry the number of divisions that are retreating. If there is nowhere for the defender to retreat, his entire force will surrender and will be eliminated.



Occupation of Enemy Territory

Once a defender has been defeated, or in a situation where there is no defending force, the attacking army now begins to move into the province to occupy it. You can view its progress by selecting the field command and looking at the red movement arrow. It will take a little time to accomplish the occupation, and this process could be delayed by the arrival of new defenders in the province. If that happens, a new combat immediately ensues and must be resolved before the occupation can continue. The extent of the attacking force's occupation is saved and will resume from the point it left off, if it is victorious. Once the field command has finished occupying the province, it will complete its move and control of the province will change.

Occupation will cause some degree of additional damage to all provincial structures (air and naval bases, infrastructure, factories, etc.), even in cases where there has been no combat involved in

the province's capture. This represents an enemy's rearguard or last-ditch actions to make as few of these assets available to the enemy as possible, so you will need to allocate some IC to repairs or reinforcements before these will become operational once more.



More Complex Land Combat

Overview

We will now look at somewhat more complex battle planning and actions. It is rare that a simple, direct assault by a handful of divisions will gain much ground on a front or that will do much to defend one. This section looks at coordinating attacks from more than one province, advanced defence options, and some special orders that you may wish to issue, along with a few perks associated with some of the elite units available in the game.

Multiple Attacking or Defending Field Commands

The first thing we'll look at is the fairly common situation where there are two or more

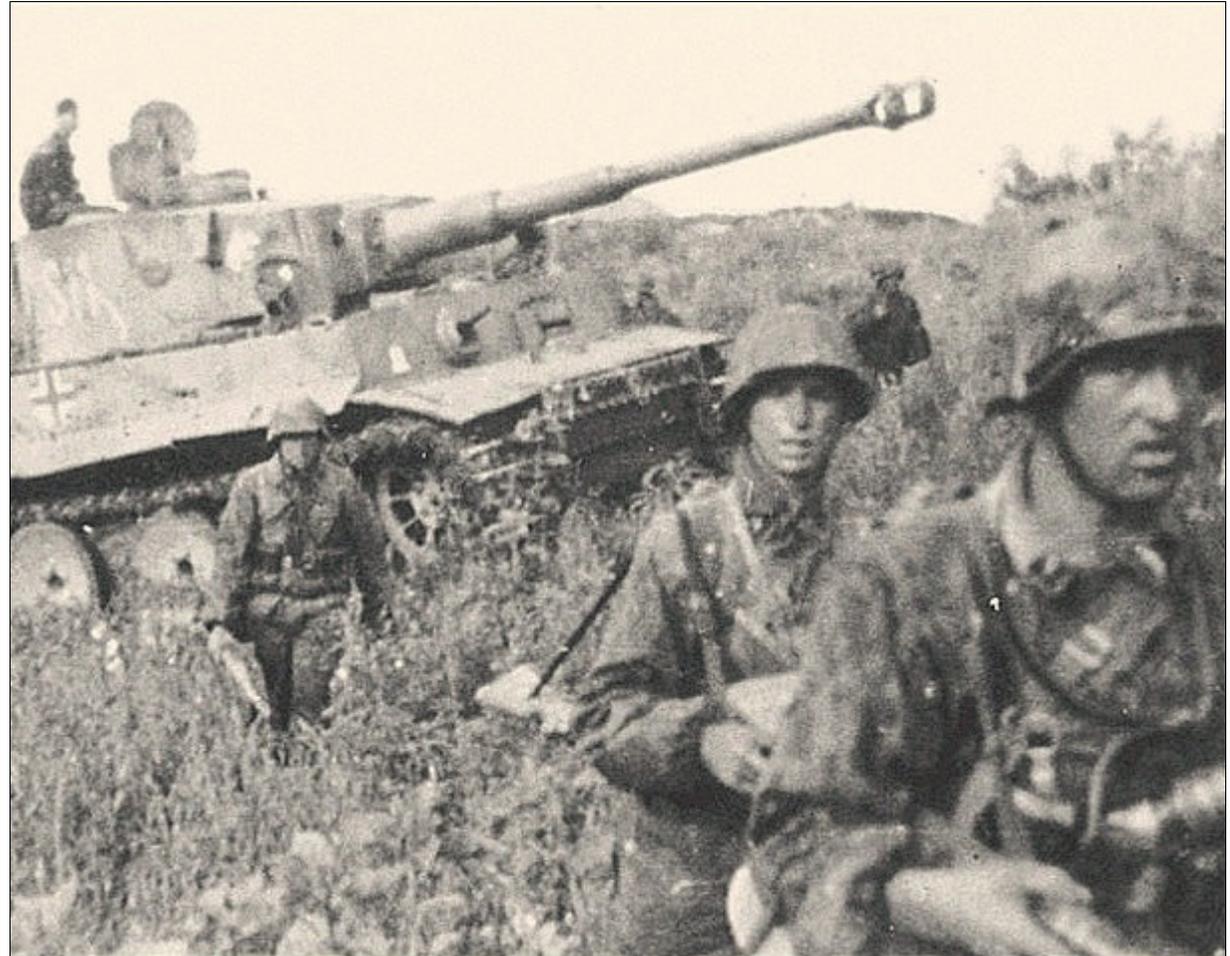


field commands located in the same province - and thus more than one officer - and they both engage in the same battle. This is handled differently depending on whether they are attacking or defending. When attacking, the highest-ranking officer determines how many divisions may participate in the battle without receiving the nasty effectiveness penalty for being overstacked; however, all other combat modifiers that a division receives are based on the trait and skill levels of their immediate commander and will be forfeited if he has too many divisions assigned to him. Be sure to double-check that there is an officer of sufficient rank to command all of the divisions involved in the attack in any instance where you use more than one field command to attack from a single province.

When two or more field commands are defending, however, the field officers are treated individually, and

their ranks' stacking limits are added together to determine the total number of divisions that may defend without incurring a stacking penalty. Remember that even if one officer has "empty spots" in his command and can "assist" another officer who is overstacked to eliminate the combined forces' overstacking penalty, the divisions that are directly assigned to the overstacked officer will lose any benefit from his skill or traits.

Let's look at a situation where you have a lieutenant general in a province with 3 divisions assigned to his command, as well as a major general in that same province with one division. While neither is individually overstacked, the lieutenant general will command the entire force of four divisions if they jointly attack another province and thus, for the purposes of the attack and defence effectiveness values in the attack, he is overstacked and one of the divisions will receive a 75% penalty. However, since each individual commander is within his command limit, any traits and skill bonuses that they



have will be applied to the divisions that they command directly. If they are defending against an attack, their ratings are combined and they would not be overstacked. If we take a similar situation but suppose that, in this

instance, the lieutenant general has 2 divisions and the major general also has 2 divisions, things get messy. If they are attacking, the lieutenant general commands the entire force and will be overstacked, and one division

will receive a -75% penalty. Further, neither of the major general's divisions would receive his skill or trait modifiers because he is personally overstacked,. The lieutenant general is not personally overstacked,



however, so his two divisions would benefit from his traits and skill. If they are defending, their ratings are combined and the 75% overstacking penalty would be removed since they can jointly command 4 divisions. However, since the major general is personally overstacked, neither of his two divisions would benefit from either his skill or his traits. In that instance, the one division that is being “handled” by the lieutenant general (for overstacking purposes) would not benefit from the lieutenant general’s skill or traits either. As you can see, the best rule of thumb is to never overstack an officer!

Envelopment and Multiple-Front Attacks

One of the most effective tactics that can be employed by an attacking force is to launch their attack from several different provinces against the same target. This is for two very important reasons: the defender will suffer an attack and defence

effectiveness envelopment modifier, and the attacking leaders may stack their division limits to bring a much larger number of divisions to bear against the enemy. When a province is attacked across more than two borders, the defending forces will receive a 10% envelopment penalty for each extra angle of attack.

For example, if you can attack a single enemy province from four different adjacent provinces, that enemy will receive a 20% envelopment penalty to his attack effectiveness and his defence effectiveness. If you have paratrooper divisions, you may also use them for “vertical envelopment”, meaning that this airborne invasion is treated as a separate angle of attack for the purposes of determining an envelopment penalty. Also keep in mind that while paratroopers are not nearly as effective in combat as some forces, they are also not subject to any penalties from defensive fortifications. A naval invasion force also counts as an angle of attack, although they are subject to

penalties if the province contains coastal fortifications. The other benefit is that each province’s attacking force is handled separately for the purposes of determining overstacking. If two generals were to attack from the same province, they would be able to use only one of those general’s command ratings and could only attack with nine divisions before incurring an overstacking penalty. If those same two generals attacked from two different provinces, they are not considered to be combined so each of them could command nine divisions in the attack, enabling a total force of 18 divisions to participate without penalty.

Be careful, though. This doesn’t let them stack their ratings to eliminate a penalty. For example: If a general with five divisions and major general with two divisions attack from the same province, there would be no overstacking penalty applied to the major general’s “extra” division because the rating of the overall commander of the attack is used for determining that penalty, although neither of the major general’s

divisions would receive his skill bonus or trait bonuses. If those same two officers attacked from different provinces, the general is no longer able to take command of the major general’s “extra” division. As a result, the major general’s two divisions would forfeit his skill and trait bonuses and one of them would also receive the 75% penalty for overstacking.

It is fairly easy to overlook such an error because the leadership summary at the top of the Combat Details will display the sum of those two commanders’ ratings. In the above example, having the general and major general attack from the same province would have the summary indicate that the general is in command and that he has seven divisions with a leadership capability of nine divisions. If they attack from separate provinces, the general would still be identified as being in command and having seven divisions, but his total command allowance would be listed as ten divisions (his nine, plus the major general’s one) so you might not notice that there is

actually a situation where one of those divisions is being heavily penalised.

Attacking an Attacker

There is a rather curious situation that can arise quite often where an attack has been launched against a province and then the attacker is, itself, attacked from a different province. In this case, the field command that is both attacking and defending will actually participate in both battles simultaneously. It will perform normally in the combat that it initiated, but for its defensive battle, it will have forfeited any advantages that entrenchment or provincial fortifications would have given it, and it will receive an additional 50% flanking penalty. Needless to say, this is a situation that you should avoid having happen to you if at all possible, and that you should look to exploit such an opportunity if it arises.



will then participate normally in the battle, and if you are victorious, they will not begin moving to occupy the province. You may also issue this order by clicking the orders box for the field command and selecting the “support attack” option from the drop-down list. You will be given a list of possible provinces against which you may support the attack, and you then need only select the appropriate one from the list.

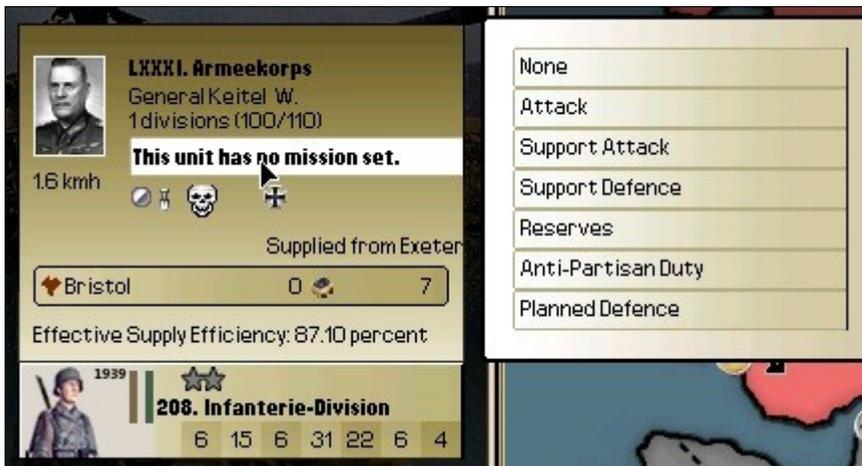
Special Orders

SUPPORT ATTACK

There will be occasions where you’d like a field command to participate in an attack against a province but not move to that province if you are victorious. This can be done by issuing a support attack order. Select the field command that you would like to have support the attack and right-click on the province that is being attacked. The Orders Interface will appear and you will see the default “attack” pre-selected. Change this to select the “support attack” option instead. The divisions

SUPPORT DEFENCE

Just as you may support an attack, you may also support a defence, although the effect is somewhat different.



To issue this order, you must be adjacent to the province that is being attacked or that you think might be attacked. Select the field command, click its orders box, select the “support defence” option, and select the province you wish to support from the drop-down list of possible orders. The Orders Interface will be displayed, allowing you to specify how long you would like the support defence orders to remain in effect. If the province you intend to support is already under attack, you may simply click the OK button. If you are setting this order as a contingency against a suspected attack, you will need to specify how long you would like the

field command to continue waiting for the attack to occur. When you click OK, the field command will not begin its support until the province it is supporting is attacked by an enemy. If this doesn’t happen by the time the order expires, you will receive a message to inform you that your order has been completed.

You may also issue this order by holding down the Ctrl key and right-clicking on the province you wish to support. This will immediately display the Orders interface, but you will need to change the order from the default attack order to the support defence order and then set the mission parameters exactly as before. I find

this a more convenient method to issue the order.

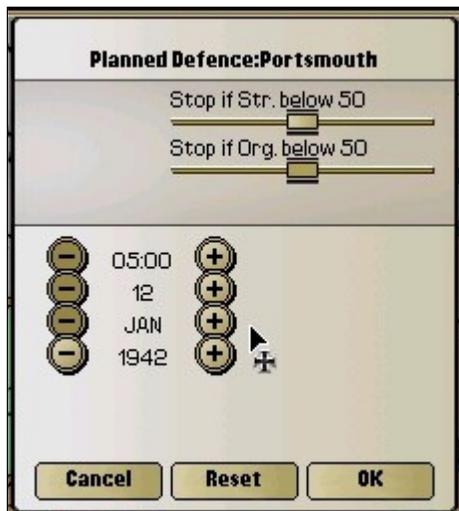
The effect of the support defence order is that the field command will wait until the province it is supporting has been attacked, at which time it will immediately and automatically march to the aid of the defenders.

Because it was anticipating the attack, it will be able to reach the battle in half the normal time it would take for

it to move into that province. This may be a particularly effective means of withholding a portion of your forces back from the front lines, thus enticing your enemy to attack what he perceives as a weakness. Once he has committed his forces, you will then have your supporting divisions arrive and hopefully turn the tide of the battle.

RESERVES

This order is very similar to the support defence order, except that you will exchange the speed of response for an added degree of versatility. The reserves order does not require a province to be specified. You simply select it from the orders menu or hold



games that has a “house rule” that prohibits pausing during the game!

PLANNED DEFENCE

The effect of the planned defence order is that the field command will automatically retreat to the pre-selected adjacent province when under enemy attack and their remaining strength or organisation is below the chosen threshold.

chosen threshold.

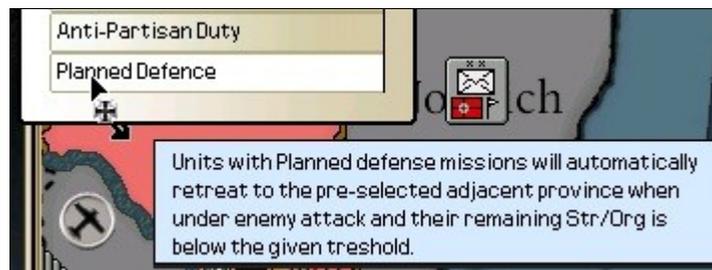
ANTI-PARTIZAN DUTY

You may order any type of division to specifically engage in anti-partisan duty. Doing so will double their suppression value and thus greatly reduce the effects and likelihood of partisan activities in any occupied provinces.

This order is given just as each of the other special orders is done, using the Ctrl and right-click Orders Interface or by selecting it from the drop-down list when you click the orders box. You will almost certainly wish to assign your garrison divisions to anti-partisan activities, since this will maximise their suppression abilities.

down the Ctrl key and right-click on the province in which it is currently located. You will then need to set the expiry date for the order to tell the commander how long you would like him to maintain this order.

A field command that is operating as a reserve will wait until any province that it is adjacent to is attacked, and then immediately march to support it. It does so at its regular rate of movement, however, so it will take longer to get there. While the reserves order might not seem all that useful in a single player game where you may pause and issue orders any time you like, this order becomes invaluable if you play in one of the many multiplayer



GARRISONS

A garrison force is a somewhat unique division that is limited to one very important specialised function: anti-partisan duties. Garrison divisions can only move via the strategic reinforcement order, which allows them to reach any other province that is linked by a friendly land route to their current location, or by loading them onto a transport and then off-loading them at a destination port. They can participate defensively in a battle if they are attacked, but otherwise they are exclusively used for suppressing partisans, a task

at which they excel. Placing a garrison division in an occupied province and assigning them to anti-partisan duty will provide at least double and sometimes even triple the suppression value of any other type of unit. If you are pursuing an aggressive course of conquest, make sure you have lots of these forces available.

MARINES

Marines are a special type of infantry division who are trained specifically for assaulting coastal provinces, although they also enjoy some benefits when operating in

swampy terrain. While any type of division may be carried by transports and may participate in an invasion, marines receive greatly reduced penalties during an amphibious assault. Remember that it is a province’s coastal fortifications and not land forts that are used when defending against an invasion from the sea. An additional consideration is that there is a cumulative penalty for amphibious assaults where each division committed to the attack receives a progressively higher penalty. This may be offset by having your larger naval vessels conduct a shore bombardment mission during the assault, which will reduce the defenders’ effectiveness. Marines are also treated as having a limited degree of intrinsic self-transport capability over short distances of water, allowing them to conduct attacks along chains of islands without the need for dedicated naval transport vessels. They cannot traverse large stretches of water, but they can move short distances by themselves. If you’re fighting in the Pacific, marines are nearly indispensable.



PARATROOPERS

Paratroopers are lightly armed infantry divisions that are quite weak and ineffective when on the ground, though their saving grace is that they are the only unit in Darkest Hour that is capable of being loaded on an air transport. It is when they are used for airborne invasions in support of a larger offensive that they truly shine. As we discussed in the envelopment subsection above, paratroopers present an additional angle of attack that will give the defenders an extra 10% envelopment penalty to both their attack and defence effectiveness. Paratroopers also ignore the normal penalty for attacking a province with land or coastal fortifications, although they are subject to an airborne attack penalty themselves, representing the rather “hit and miss” disorganisation of such missions in that era.

Airborne assaults can be made behind enemy lines if you feel that you can gain a

strategic advantage by cutting off supply or capturing an enemy base. Keep in mind that they will be out of supply and in a very perilous situation, so their chances of survival will be very slim. On occasion, though, the sacrifice may be worth it.

MOUNTAIN INFANTRY

Another specialised infantry division is the mountain infantry. These units perform just like regular infantry divisions in most cases, except that they excel at moving and fighting in rugged terrain or bad weather and suffer much lower penalties to supply efficiency. If you must engage in battles in these conditions, consider assigning the task to your mountain infantry.

HQ DIVISIONS

An HQ division is a large, mobile command and logistic control centre that must be assigned directly to a senior ranked field officer such as a general or field marshal for their effects to become active. All three effects will apply to all land forces that are either located in the same province or in an adjacent province,

and they will apply even if an adjacent force is attacking a more distant province! The three effects are:

- All officers will be able to command double their rank’s normal limit of divisions before overstacking effects occur (i.e. before divisions that they command lose the trait and skill bonuses, or suffer the nasty 75% overstacking combat penalty).
 - All divisions will receive a modest boost to their ESE. They will move faster, suffer lower attrition rates, regain their organisation more rapidly, have a small combat bonus, and so on.
 - The chance of a favourable combat event occurring during battle will be significantly increased.
- In Darkest Hour the AI will use the HQ unit in combat as with any other unit.

Advanced Land Combats

Overview

While most players develop styles of their own, I will briefly present a few common tactics that might be worthy of your consideration. I should also

point out that there are special leadership and stacking issues that should be considered when ground forces are attacked by enemy aircraft. Those are detailed in the air combat section rather than here.

Troops Mix, Terrain and Weather

While it might seem aesthetically pleasing to assemble that “killer” 12-division super-tank army with heavy armour brigades attached to each, a well-balanced mix of troops with support from the skies can very quickly turn the tables against you. Your tanks will be at the mercy of enemy tactical bombers and anti-tank brigades, and land forts can provide more than ample protection for the defenders to shrug off your attack. You should take great care to assemble armies with the right mix of equipment and personnel if you want to win most of your battles. For example, a few brigades of engineers are invaluable when attacking enemy fortifications or crossing rivers, but are only marginally effective when on the defensive. Against a determined enemy, you can never underestimate the

importance of controlling the skies and carrying some extra AA defences for those times when your airplanes have to refuel.

Terrain and weather should never be ignored. Armour is usually devastating in open plains but more or less useless in swamp, mountains or jungle, and all the tactical bombers in the world aren’t going to help you in the midst of the winter’s worst blizzards. Rivers can be vitally important as defensive barriers and are often overlooked as obstacles when planning attacks. The combat penalties should make you think twice about attacking across a river, unless you have lots of engineers to assist you. If you fail to take any of these factors into consideration, you are likely to find yourself on the retreat far more often than your enemy. Soldiers and leaders gain very little from defeat - dead soldiers and ruined equipment aren’t going to win you any wars - and this has the additional effect of bolstering enemy confidence and adding to his troops’ experience, which is often a devastating combination.



Softening Up the Enemy

A well-entrenched enemy force is a very difficult foe to defeat, particularly when it occupies a province with appropriate fortifications. It will usually be crucial to soften up the enemy to the greatest possible degree prior to launching your attack, and then continue to damage them as much as possible as the combat progresses. The easiest means of doing this is to delay the timing of your attack by an hour or two and to first conduct a powerful aerial bombardment at dawn. You should send in a mixture of bombers with a variety of missions to try to inflict heavy organisational damage and impair their supply efficiency. You will probably not inflict very much strength damage, but casualties should usually be considered a secondary objective. Maintaining a persistent bombardment during the ensuing land combat will greatly increase the likelihood of your troops

being able to defeat the enemy, and remember that you can always bomb for casualties later as they retreat. You may also use naval bombardment during combat if the province is coastal, if you have some large capital ships in the vicinity, and if you include an amphibious assault as a component of your attack. This also has the benefit of adding to the envelopment. Of course, the same strategy is likely to be applied against you, so you should try your best to build up your AA defences and keep a strong fighter presence in the air, which will disrupt the enemy bomber formations and limit the damage they can inflict. If you lack the sea power to force an enemy fleet away from your shores, you may need to devote some of your air power to making them pay for being so close. When you're on the defensive, you should also remember to use bombers to disrupt enemy supply and damage their organisation.

Staggered Attack Strategy

If you simply must attack a well-defended province because there is no other



alternative, your only option may be to use the above strategy and hope for the best. You may still fail to capture a province against a well-established defence, but if you have the manpower and resources to spare then your

next approach would be to set up an unrelenting series of attacks from a succession of armies. While you might fail the first few times, you may eventually be able to grind the defenders down to nothing. This is a very costly and often

dangerous technique that should only be used if you are confident on all other fronts. If applied doggedly, though, it will eventually gain you that province you so desperately want. Be very careful in your timing, however, to avoid



simultaneously committing too many divisions to a battle.

Advanced Command Organisation - HQ and Leadership

The most common error a new player will make is to fail to pay close enough attention to his leadership.

There is a false sense of power that assembling a huge mass of troops will engender; after all, there's a schoolyard bully mentality that comes along with putting 50 or 60 divisions in a large stack. As a result, you must always remember that the penalties for exceeding leadership capabilities will make any excesses almost meaningless. In fact, the likelihood of losing a battle increases dramatically when you are significantly overstacked, because those excess units will eliminate the commander's skill and possible trait bonuses and will contribute virtually nothing to your offence. They are also very likely to sustain serious casualty and organisation losses, causing them to break

and take the rest of the army with them. If you absolutely have to bring large numbers of troops to bear against an opponent then your best and perhaps only chance at victory is to ensure that you have an HQ division nearby to double your command capabilities, bolster your supply, and possibly produce a combat event that could turn the tide. The other thing that players often overlook or fail to capitalise on is the traits of the various field officers. You may easily find that a small number of divisions commanded by a "lowly" lieutenant general with the Commando trait can push back an enemy in a situation where a succession of Field Marshals with 12 divisions each might easily fail. Look at the context of the battles in which you expect to engage and try to ensure that you have the right officers on hand to fight them. Don't forget your Chief of the Army's traits either, since he may give an overall benefit that can be employed if you structure your forces to take advantage of it.

Broad Front Defensive Counter-Attack Initiatives

When fighting along a broad defensive front with many

interlinking provinces, it sometimes pays to disrupt an enemy's attack by launching attacks of your own against his advancing or supporting troops. While those aren't battles you'll necessarily win, the flanking effects and additional strength and organisation damage you inflict might be enough to disrupt the enemy's troops and blunt the main thrust of his advance. Remember that, in such a situation, he will not have the benefit of using fortifications against you, nor will he have an entrenchment bonus.

You should carefully consider holding forces in reserve behind your front lines. Not only does this keep them fresh and ready to step up to help meet a concerted attack, but it can also be used as a luring tactic if the enemy is unaware of their presence. Presenting an apparent weak spot in your front line may induce your enemy to take a chance and attack you in what might otherwise be a poor choice of battlegrounds. Once he commits, take advantage of the support defence order to quickly move your main forces into position and inflict nasty

casualty levels. Once you have won the battle - which is very likely - you can then press the advantage by following up with an attack of your own against his now-weakened forces. In many cases, this is your only good chance to punch a hole through a strong enemy front. Needless to say, this is yet another situation where having an HQ division nearby can have an enormous effect.

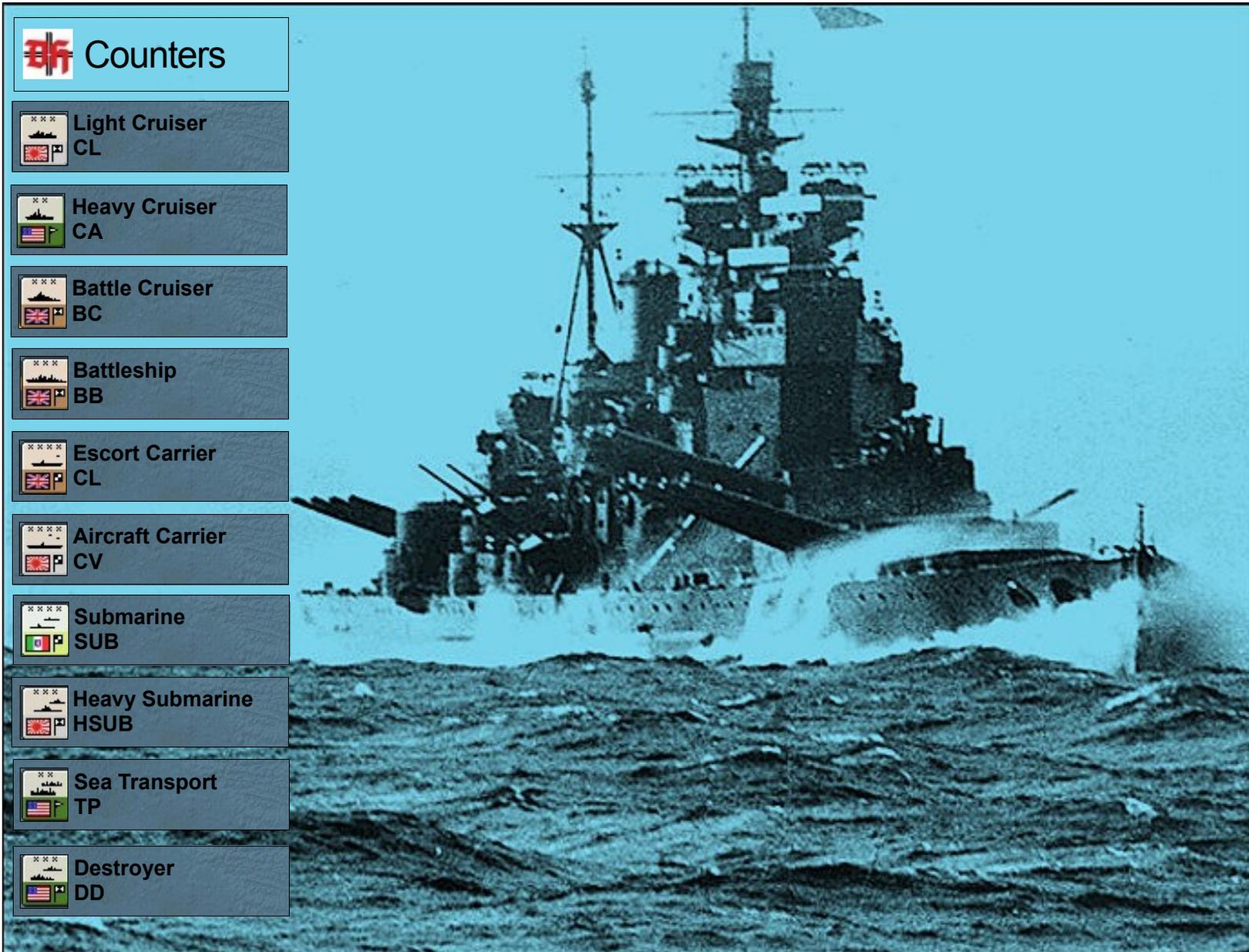
Envelopment, Encirclement, and Supply

Another all-too-common error made by new players is to forget the nasty effects of envelopment. There will be times when it would be more prudent to withdraw from a situation than to allow your enemy to assault you from multiple angles of attack. If you're very lucky, you might even be able to turn a well-considered retreat into a situation where you may turn the tables and envelope your enemy's over-eager advance.

Troops can't fight if their stomachs are empty and they have no more rounds of ammunition in their machine guns and rifles. Even the largest tank doesn't present

much of a threat if it lacks the fuel to manoeuvre or power the rotation of its turret. Ensuring a steady, uninterrupted flow of supplies to your troops is absolutely vital, just as finding methods to cut your enemy's supply chains can inflict a more devastating blow than any frontal assault could accomplish.

I've already stressed this point at least once, but I'll repeat it here: do not allow yourself to run out of or become cut off from supply. It is the single most damaging thing that can happen to your troops. Without supply, your forces' organisation will plummet and their strength will decline. That impenetrable defensive line of fortresses and men that you've assembled will rapidly crumble, and after a couple months of patiently waiting for starvation to set in, your enemy will slice through your troops like a searing-hot knife cutting through butter...and of course that is exactly the situation you should be looking to exploit, particularly if you're playing Germany in 1939 and are faced with the massive French fortifications of the Maginot Line.



-  **Counters**
-  **Light Cruiser**
CL
 -  **Heavy Cruiser**
CA
 -  **Battle Cruiser**
BC
 -  **Battleship**
BB
 -  **Escort Carrier**
CL
 -  **Aircraft Carrier**
CV
 -  **Submarine**
SUB
 -  **Heavy Submarine**
HSUB
 -  **Sea Transport**
TP
 -  **Destroyer**
DD

The Naval Forces

Introduction

In many respects, Darkest Hour's naval system is very similar to its land system, with only a few rather major distinctions: the concept of "basing", naval missions, and the mechanics of the actual naval combat. Deployment and general control interfaces are almost identical, but the flexibility of the missions that you can order your navies to perform will greatly reduce your need to micromanage them. As with the land section, we'll begin by taking a detailed look at individual units and then look at how to use them in combat.

Flotilla Types

The naval flotillas you will build and use are generally divided into four distinct classes of ship which will largely determine how they behave in combat. Each unit is called a flotilla, regardless of type, and multiple flotillas can be assembled into larger groups which may be variously called "squadrons", "fleets" or "task forces", depending on size and



composition. Squadrons are usually smaller groupings while fleets are usually larger. For the sake of clarity, I will use the term “fleet” throughout this section to denote any group of two or more naval flotillas.

A capital ship is a large naval vessel such as an aircraft carrier, battleship, battle cruiser or heavy cruiser and may also sometimes be referred to as a “core vessel”. Unlike all other units in Darkest Hour, where a division represents a large number of soldiers or a full division of tanks, these naval units are actually individual ships, despite the fact that they are called a flotilla. A screening vessel is a smaller ship type whose primary function is to protect and escort other ships.

The destroyer is the standard screening vessel and each destroyer unit in Darkest Hour represents a flotilla of similar ships. A light cruiser also acts

as a screening vessel, even though each unit represents an individual ship. You should try to ensure that you have at least one screening unit for each capital ship in a fleet, or you will be subject to combat penalties. The third class of vessel is the submarine. Again, a single unit represents a flotilla of subs and will usually perform the duties of convoy disruption or act as a stealthy, predatory component of a larger fleet. The final class of vessel is the transport, a flotilla of non-combat vessels used for ferrying troops across the seas. If a transport flotilla is forced into combat, it will behave as a core vessel and try to maintain the greatest possible distance from the enemy forces.



Naval Brigades

Similarly to land units, there are naval brigades that can be attached to naval units. Here's a brief list of them:

- naval anti air:** increases the air defence and air attack of a ship;
- naval anti submarine:** increases the submarine detection and submarine attack of a ship;

- naval fire control:** increases the sea attack and shore bombardment values and the maximum firing distance;
- naval improved hull:** increases the sea defence and air defence of a ship;
- naval radar:** increases the surface detection and air detection;
- naval torpedoes:** increase the convoy attack and later models increase the sea and submarine attack too;
- naval floatplanes:** increase the surface, air and submarine detection and later models increase the sea attack, convoy attack and submarine attack too;



Carrier Air Group

Aircraft carriers have a special naval brigade: the Carrier Air Group (or CAG). The production of CAGs is ordered

from the Air Wing section of the Production Orders interface and then may be deployed from the force pool to any available aircraft carrier, using the same method you use to attach a brigade to a division. However, a CAG may only be attached to a carrier, and a carrier may only have one CAG attached to it at a time.

The CAG represents a standard complement of aircraft that can operate from this moving nautical platform and are able to perform a variety of functions. These roles include spotting, direct attacks against enemy vessels, providing air cover for the fleet, and also shore assignments that are normally conducted by tactical bombers, although they lack

The screenshot shows the production menu for the North Carolina-class battleship (BB-8). The list of classes includes Essex-class (CV-5), Improved Carrier (CV-4), Independence-class (CVL-5), Improved Light Carrier (CVL-4), Iowa-class (BB-9), Lexington-class (BC-3), Improved Battlecruiser (BC-2), Wichita-class (CA-6), and New Orleans-class (CA-5). The selected ship, BB-8, has a tooltip that reads: "Torpedoes", "Early Torpedoes (S-TM-1)", and "Torpedos increase attack values against sea and convoy target." The stats panel on the right lists various attributes: Organization (65%), Morale (55%), Sea Attack (21), Convoy attack (21), Air Attack (3), Shore Bombardment (11), Sea Defense (19), Air Defense (4), Maximum Speed (25), Supply Consumption (0.8), Fuel Consumption (1.0), Range (12500), Detection Capability (1), Detection Capability (2), Detection Capability (2), Sub Attack (0), Visibility (90), and Maximum Firing Distance (36). The interface also shows "Serial Run" and "Parallel Run" options, and a "Start Production" button.



the sheer impact of their land-based cousins. In effect, a CAG is a multi-purpose air wing and, without one, a carrier is just a very large and costly piece of flotsam.



Flotilla Details

You can access the Flotilla Details information panel by selecting any fleet and clicking on one of the flotillas.

I will not provide a detailed description of any data listed here that is the aquatic equivalent of a land division's statistics.

Flotilla Name: This is assigned automatically, but you can change it if you wish.

Flotilla Type: You will see a representative picture of this class of vessel and a description of its type and specific model.

Brigade Attachment: If there is a brigade attached to this unit, the brigade type and model names will appear immediately below the division name. There will also be an icon of the brigade in the

righthand panel.

Commander: The commanding officer of this fleet. You can click anywhere on this bar to return to the fleet details.

Fleet Strength and Organisation: A graphic display of the percentage strength (brown bar) and the percentage organization (green bar) of the entire fleet. The exact values are displayed in the accompanying tooltip.

Fleet Name, Size, and Command Box: The name and the number flotillas in the fleet. If the fleet is currently executing orders, an order summary will be shown in the command box. You may issue new orders directly from here, but keep in mind that it will be issued to all flotillas in this fleet.

Location Details: The current location of this fleet.

Strength: The flotilla's current percentage combat strength.

Organisation: The flotilla's current combat organisation. Morale: The flotilla's current morale.

Sea Attack: This flotilla's attack value against enemy naval vessels except submarines.

USS Yorktown



Carrier (Yorktown-class)
CV-3 -- CAG-5

USN Battleship Fleet 1 19

Move: Louisiana Coast

Apalachee Bay 0 0

Strength	100%
Organization	39/58%
Morale	78%
Sea Attack	9
Shore Bombardment	13
Air Attack	9
Sea Defense	10
Air Defense	10
Maximum Speed	22
Supply Consumption	1.9 (1.9)
Fuel Consumption	2.0 (2.0)
Range	13500
Sea Detection Capability	15
Air Detection Capability	9
Sub Detection Capability	8
Sub Attack	1
Convoy attack	9
Visibility	100
Experience	40
Maximum Firing Distance	185
Effective Supply Efficiency	100%

1    

Shore Bombardment: The attack value used by this flotilla when targeting shore defences.

Air Attack: Attack value that will be used against any enemy aircraft that attack you.

Sea Defence: The flotilla's defence value against other naval attacks.

Air Defence: The flotilla's defence value against aerial attacks.

Maximum Speed: The flotilla's maximum speed. Supply Consumption: The daily supplies required by this flotilla.

Fuel Consumption: This flotilla's daily oil consumption rate when moving. It will use half of this amount if it is sitting idle at sea, and consumes only 1% when in base or at a port.

Range: The flotilla's effective mission range is the maximum distance it can travel from its assigned naval base during naval operations. When combining flotillas into fleets, the flotilla with the shortest range will be used to impose the fleet's range restriction. Range

can be further limited if the number of ships in the fleet exceeds the maximum threshold (currently set to 33).

Sea Detection Capability: The flotilla's ability to detect other naval vessels. Surprise and manoeuvring plays a very large role in naval combat, and the ability to spot an approaching enemy can be particularly important.

Air Detection Capability: The flotilla's ability to detect aircraft in the vicinity.

Sub Detection Capability: The flotilla's ability to detect enemy submarines.

Sub Attack: The flotilla's attack value against submarines.

Convoy Attack: The flotilla's attack value against convoys. Visibility: This is how easy the enemy will find it to spot this flotilla.

Experience: This flotilla's current experience level.

Maximum Firing Distance: Naval combat in Darkest Hour requires that a ship close within range of its target before it may commence firing. This value is the maximum possible range of this flotilla's guns. For carriers, this is the CAG's maximum attack range.

Effective Supply Efficiency: The flotilla's current ESE.

1 Ship's Log: Darkest Hour keeps track of the vessels

Disband Button: Click this button to disband the flotilla and recoup some of its manpower.

Fleet Details

The Fleet Details information panel is almost identical to the one used for field commands, with only two major differences that should be pointed out here:

Base and Range: Just below the orders box, you will see the usual supply icon (a small circle) but below this you will now see the current naval base assignment and effective mission range of the fleet. A fleet may never be further away from its assigned naval base than its mission

range value, thus limiting the overall distances it may travel unless rebasing.

Primary Statistics: The main statistics shown for each flotilla are also different. From left to right they are the Sea Attack, Convoy Attack, Sub Attack, Shore Bombardment, Air Attack, Sea Defence and Air Defence values.

that a flotilla has sunk. Click on this button to view your ship's log of recorded kills.

Attach Brigade Button: This can only be done on ships that support naval brigades and is used to attach naval brigades. Once attached, naval brigades cannot be detached.

Leadership

Just as with land forces, a suitable officer should be assigned to lead each of your fleets. The number of flotillas he can command without overstacking penalty depends on his rank, with the possible ranks being Rear Admiral (who can control 6 flotillas), Vice Admiral (12 flotillas), Admiral (18 flotillas) and Grand Admiral (30 flotillas).

In naval combat, both sides are treated as “attackers” and since the battle takes place in a single sea zone, there is no “envelopment” or “multiple angle” consideration. The highest ranking officer on each side will determine the maximum number of flotillas that may participate before overstacking penalties apply, but individual officers’ abilities will still be used for determining skill and trait benefits. Just as in land combat, these benefits are forfeited if an officer is personally overstacked, even if the total combined force is within the most senior officer’s stacking limit. Note that there is no naval equivalent of an HQ.

Leader Traits

Naval officers sometimes possess a trait that will enhance the abilities of each flotilla in the fleet they are assigned to command. This advantage is lost if the officer is currently assigned to command more flotillas than his rank allows.

Sea Wolf: This officer is a superb submarine tactician. Every submarine in a fleet he commands will be much harder to spot and will gain additional attack bonuses. Note that the fleet can be of mixed classes, but only submarines will benefit from his special bonuses.

Blockade-Runner: This commander is particularly adept at avoiding combat when he wishes, particularly with enemy subs. Of course, he will have a hard time “hiding” a capital ship, but his transports and screens can often slip past a submarine pack undetected.

Superior Tactician: A leader with this trait excels at naval manoeuvring tactics. His flotillas will enjoy combat bonuses to both their attack and their defence values.

Spotter: This officer has an uncanny ability to predict the location of the enemy, increasing the detection capabilities of all flotillas under his command.

Ports and Naval Bases

Many coastal provinces have a port, but only a few of these will be full-blown naval bases with the ability to outfit and provision naval vessels. Each fleet must be assigned to a specific naval base - a large port with appropriate facilities - which will ferry supplies and fuel to the fleet when it is engaged in a mission, and to which a fleet must return to be repaired after combat or refitted with the latest technological advances. A simple port appears on the main map as a small vessel icon, while a naval base is a larger version of the same icon. The icon will be blue if there is at least one vessel currently located in the harbour, or grey if there are currently no vessels located there.

Any number of flotillas, including allied vessels, may be assigned to the same naval

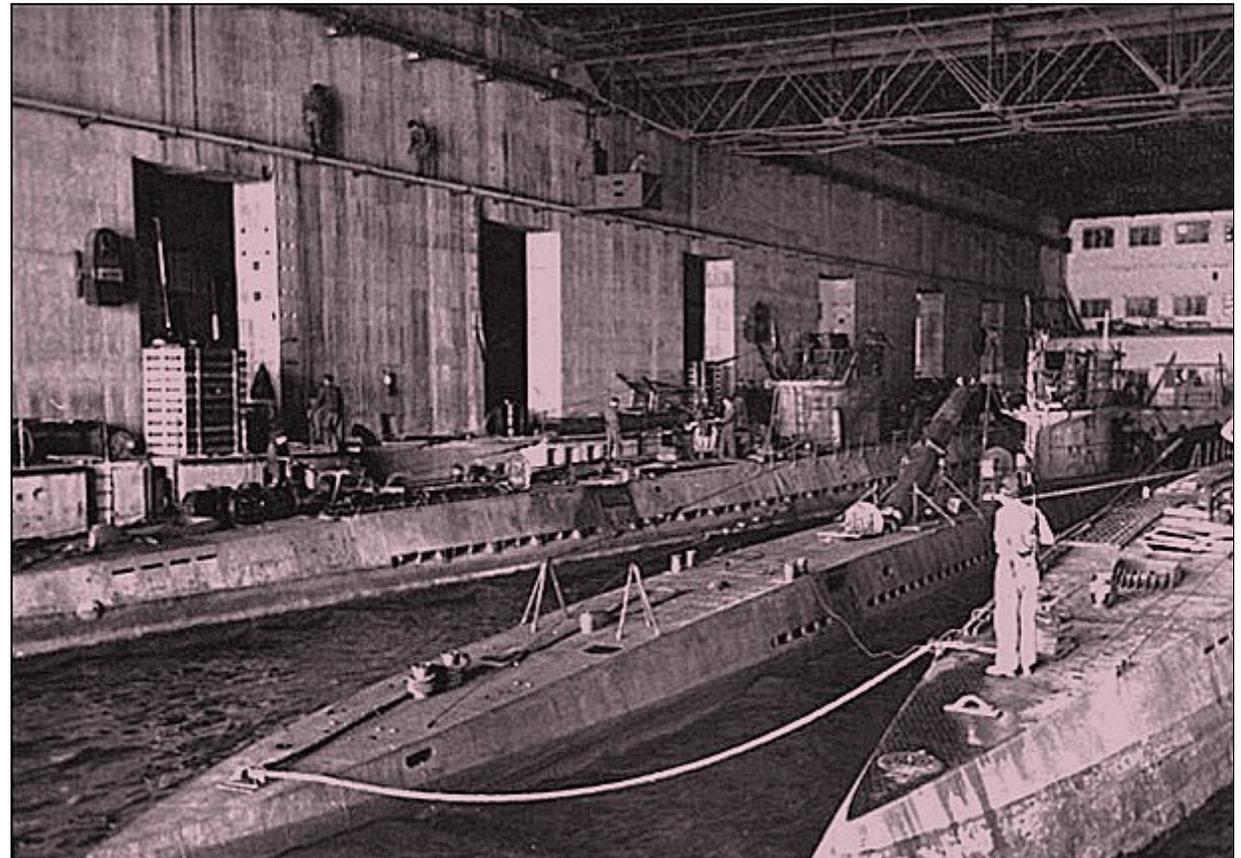


base but the speed with which any repairs and upgrades occur will depend directly on the size of the base and the number of vessels it is prepared to service. You may place a production order to build a new base or enlarge an existing one. This will take some time to complete and is limited to a maximum size of level 10. The operational size of a base may be reduced if the base is subjected to enemy attack and is severely damaged if captured, and may require an allocation of IC to repairs / reinforcements before it is fully operational once more. Allied vessels that avail themselves of your naval base will draw their supplies from your stockpiles, which can result in some unexpected demands on your supply chains at times.

Of course, the reverse is true: if you base your vessels out of an ally's facilities, your ally might take a little time to adjust to your increased demands, assuming that he

has the stockpiles to even meet those demands.

The location of a fleet's base will determine what sea areas it can patrol, since each flotilla's mission range is limited and cannot be exceeded except when rebasing. You will need to assign the fleet a new home base, using the rebasing order described in a subsection below, to allow it to operate in some of the more remote areas you may want it to patrol. A fleet may enter any friendly port (a province that lacks a base) to load and unload troops or to avoid an enemy but it cannot take on supplies or be repaired or refitted there. The combination of the above rules can lead to a very common player error: simply moving a fleet to a different port or base will not rebase it. You must either return to your home base or use the rebasing order to assign it to a new naval base.



Naval Supply

Darkest Hour assumes that there are support vessels that are able to re-provision a navy while they are conducting their missions, even if they are in the middle of the ocean, but the base must have access to supplies and fuel in order to

do so. Simply assigning a fleet to a base does not guarantee the fleet's supply. A base acts as the last link in a supply chain that must stretch unbroken from a depot that contains the necessary supplies and oil.

If you play the USA, you will find that this is a common

oversight, particularly in the Pacific, where you will have fleets operating many miles from the continental USA. Don't forget to set up a convoy to ferry supplies and oil to each of the depots you will need to create in each of the many islands where you base your fleets. You will need quite



a few convoys to do this and may find it easier to set up a few larger depots somewhere close, possibly Hawaii, Midway or Wake Island, and then have smaller convoys ship goods from there to the various forward naval bases you are using in the theatre. Remember that allies may occasionally rebase their vessels to your naval port facilities and that they will be expecting you to meet their provisioning needs.

The mission range value prohibits you from ordering a fleet to perform duties beyond its maximum range; however, it will allow you to move your fleets within that range restriction even if you are out of supplies and oil, the assumption being that a bare minimum of food and fuel can be scrounged to keep them moving. Operating without the full availability of supplies and fuel will greatly reduce your movement speed and will very quickly cause your fleet to become disorganised.

Engaging enemy vessels when you are operating in under-supplied conditions is a very good way to suffer rapid defeat and lose a lot of ships.



Deploying Flotillas from the Force Pool

Deployment of flotillas is done in the same way that land divisions are deployed, except that the allowable locations will be limited to provinces with naval bases. You may attach a flotilla to an existing fleet or deploy it to a suitable province's naval base. The newly deployed flotilla will use the base assignment of the fleet to which it has been added, or the base to which you have directly deployed it.

Warning: Naval vessels cannot use strategic redeployment to move to a different theatre of operations, so choose your deployment location carefully if you wish to avoid being forced to sail half-way around the world to move into position.



Attaching Carrier Air Groups

Carrier Air Groups represent an air wing that has both fighter and torpedo plane capabilities and is able to base itself on an aircraft carrier. These are effectively treated as a "naval brigade" and are attached in exactly the same way that land brigades are attached to divisions. A CAG may only be attached to an aircraft carrier and a carrier may only act as a base for one CAG at a time. Without a CAG, a carrier effectively loses its military value. Since CAGs are aircraft, a carrier's effectiveness is also greatly hampered by adverse weather conditions.



Reinforcement, Upgrading and Obsolescence

As mentioned above, a fleet may be resupplied during its missions, but must return to its assigned naval base and remain there for a while if you wish to repair any damage

that your flotillas have sustained and to upgrade to any new technologies. This requires an appropriate allocation of IC to time, as well as reinforcements and upgrades, respectively. The amount of time required to complete these tasks depends on the size of the base and on the number of flotillas that are based there, even if some of them aren't in port at the moment.

New technologies will begin to make improved ship designs available, and unlike land units, your existing naval vessels cannot be upgraded. You may wish to keep an obsolescent flotilla in active service for a while, particularly if it is highly experienced. You may also decide to mothball (disband) it to recoup some of the manpower for your national pool and free up resources for newer, more advanced vessels. CAGs and other naval brigades are treated as an air force unit for upgrade purposes, and are able to be fully upgraded, given enough time and resources.



Selecting and Combining Flotillas

Flotillas are assembled into and removed from fleets in the same way that land forces are managed, but you should take particular care to ensure that you include at least one screening vessel for each capital ship in a fleet to avoid incurring combat penalties.

The variety of options for selecting fleets is virtually identical as well, except that the listing of all national fleets is accessed through the Naval Forces Hot Button. When you click on the button, the display in the information panel will change to provide a complete listing of all naval bases that currently belong to your nation. You will see two numbers beside the base's name, representing the base size and its current operational size. Below each base's name, you will see a list of the fleets that are currently assigned to use this as their home port, as well as their size and a graphic representation of their current strength and organisation. Just because a fleet is listed under



a base does not mean that it is currently located there. It only indicates that this is their home naval base assignment. Allied naval bases will not normally appear on this display; however, if you have assigned one of your fleets to an allied base, it will be included in the list until such time as you reassign the fleet to a different location.

If a fleet is carrying out a mission, its mission box will provide a summary of the mission and a tooltip will give you additional details of the mission's parameters. You may click directly on the fleet name to select the fleet and center it on the map, or you may click on the mission

box to assign it a mission directly from this interface. If a small red combat icon appears in this listing, your fleet is engaged in battle and thus might be worth looking at, if you weren't previously aware of this.

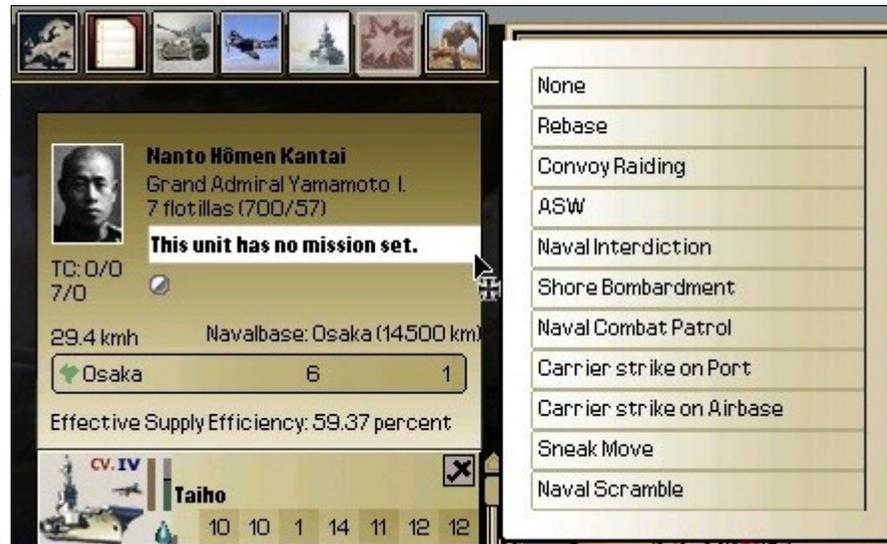
Basic Naval Movement

Basic naval movement is done using the normal game controls, but in some ways is even easier since sea zones, the naval equivalent of a province, aren't subject to national control. Right-clicking in any sea zone will order your fleet to move there and attempt to engage any enemy vessels it encounters. If you move multiple sea zones, your fleet will also engage any enemies it meets along the way. There are only two limitations on sea movement:

Fleet range: You cannot exceed the maximum range of the "worst" flotilla in the fleet. Darkest Hour makes this simple to avoid by prohibiting any order that would take a fleet out of range of its assigned base. When a fleet is selected, you will see a tooltip for each sea zone that displays the fleet's range and the distance from the fleet's naval base to that sea zone.

Denied Zones: There are several sea zones that represent very narrow straits, canals, or channels. Enemy control of the adjacent province will deny your fleet passage through that zone. These include the Strait of Gibraltar, the Panama Canal, Suez Canal, Kiel Canal and Sea of Marmara.

If you wish to move your fleet to a province that contains a port or a naval base, simply right-click on the province. Because there are a several possible options in the way that a fleet and province can "interact", you will see an abbreviated list of these orders. Select the move option



to enter the harbour. Even if the province contains a naval base, this will not rebase your fleets, nor will a base or a port to which you move be able to offer you fuel or supplies when you arrive. Ports cannot meet the needs of military vessels and you must use the rebase option to allow a naval base to offer you supply.

As you will soon discover in the Naval Combat section, opposing fleets do not necessarily engage when they are both in the same sea zone. Each zone represents a fairly large expanse of water and it is entirely possible

that two fleets may simply fail to detect one another's presence unless they have excellent spotting capabilities. Even when you have spotted an enemy fleet, it is rarely safe to assume that you've sighted its entire complement of ships.

Rebasing a Fleet

You may assign a fleet to a different naval base by issuing it an order to rebase. If you select a fleet and right-click on a province that contains a naval base belonging to you or to an ally, the rebase option





will appear as one of the options in the context-sensitive list of possible naval missions. A second method of rebasing involves clicking on a fleet's mission box in any interface that displays a mission. Select rebase from the list of available missions and select the base you wish to assign from a new list displays all possible bases. Be careful when rebasing via either method because the maximum range is ignored for this order. Fleets will proceed to their new base, but if this exceeds double their range value, they may suffer a very large temporary organisation loss, depending on the total distance travelled. While it is

moving to this new distant base, your fleet could be attacked by enemy vessels or aircraft, which could easily have disastrous results.

Basic Naval Combat

Overview

When two or more enemy fleets are located in the same sea zone, there is a possibility that a naval battle will ensue. Whether or not a battle occurs depends on whether one of the fleets successfully spots the other and is currently under orders to engage. Like land combats, naval combats represent prolonged engagements that can take some time to resolve. However, the method of resolving a battle is a bit different due to naval

combat's positioning and range concepts. As I mentioned above, both sides are treated as "attackers" when deter-



mining the maximum fleet size before there are overstacking effects (see the naval leadership section above). The underlying concepts of attack values, defence values, and combat efficiencies are the same, but the targeting is also handled somewhat differently and more selectively.

When the fleets first spot one another, there will be some distance of ocean lying between them and each fleet will have a starting positioning value. Think of this as an indication of how well a ship is

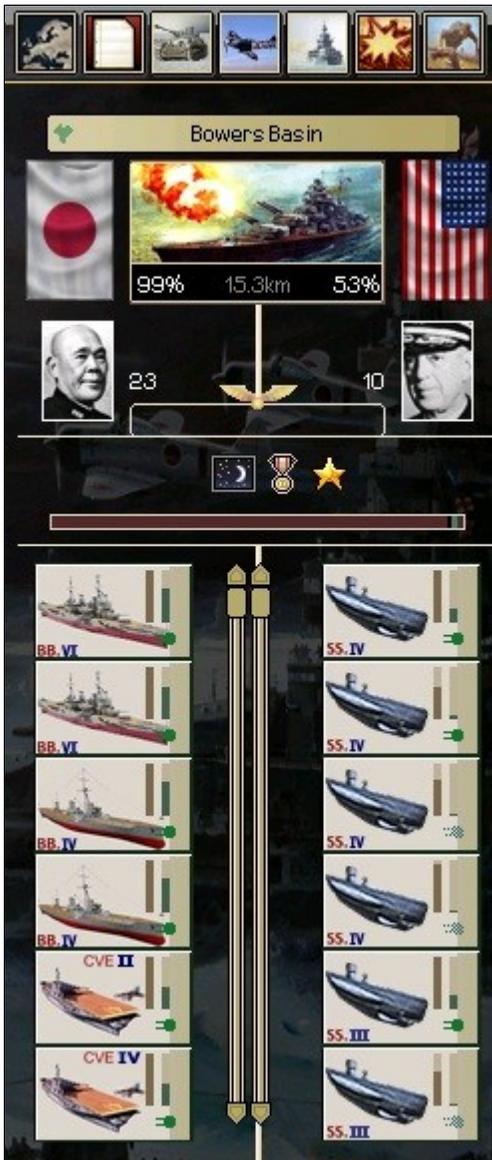
positioned, relative to an enemy, in order to bring its main weapons to bear on a target. As the battle progresses, the fleets will begin to close the distance between each other and try to manoeuvre for better positioning, something that will be seriously hampered for a side that lacks sufficient screening vessels. Each ship will begin to fire at the enemy's vessels once the distance that separates it from them is within the range of the ship's weapons. Carriers will usually begin their attacks first, since

their weapons (airplanes) have the greatest range; the battleships will then open fire, and then cruisers, and so on. At some point, one side will either sink or will wish to disengage, though it will take some time to disengage, during which further damage is likely to be inflicted on the retreating fleet. Let's look at the details.

Visibility

Before combat can begin, a fleet needs to first detect the enemy fleet. The likelihood and timing of this is determined by the visibility and





check” is made periodically until one fleet detects the other, or one of them leaves the sea zone. If a spot check succeeds and the fleet has orders to engage, an enemy combat will begin.

Initiation of Naval Combat

When combat is first initiated, the positioning of each fleet and the distance between them will be. This depends largely on the officer’s skills and on the naval doctrines that have been researched, though weather will also have an impact. You will be notified that combat has begun and the fleet information panel will display a combat quick-view that is similar to the one used for land combats. The same quick view will also be added to the Active Combats Hot Button listing. Clicking on the quick view will display the detailed battle view.

Naval Combat Resolution

At first glance, the naval details will look very similar to

the land combat version, which it is, in some respects. You will see the flags of the nations involved, the leader portraits (with detailed tooltip), the battle status bar and conditions icons, and a complete list of units involved on both sides (also with detailed tooltip). What won’t look familiar is the range and positioning information displayed between the two flags, and the very small targeting icons that appears just below the strength and organisation bars of each unit, each of which is an essential component of naval combat.

There are additional vital details in each one of these items’ tooltips. Naval battles progress on an hourly basis. Every hour, both commanders will try to manoeuvre their fleets into a more favourable position and will try to attain what each feels is the optimum range to achieve maximum effect. Their skill level and rank will have a great impact on their ability to achieve this, as will having a sufficient number of screening vessels to protect the capital ships.

The starting distance between the two fleets will usually (though not always) be greater than the maximum range of any of their vessels’ attacks capabilities, so the first hours of “combat” are likely to be a succession of manoeuvres which slowly close the gap between the fleets. You can tell at a glance whether a flotilla is in range by looking at the small targeting icon. If it has a red bar through it, the range is still too great for it to begin attacking any vessels that the fleet has spotted. You can find out the unit’s maximum targeting range by looking at the tooltip that is displayed when you hover your mouse over the icon. The same tooltip will also indicate the flotilla’s current attack and defence effectiveness.

The commanding officer will decide upon an overall fleet range that he feels is the optimum separation based on his fleet composition and what he knows of the enemy’s fleet composition. He will try to close to this distance and then maintain it throughout the course of the battle. This will be nearly impossible if he has insufficient screening vessels

to work with. At the same time, he will attempt to manoeuvre his ships into an optimum attack and defence position. The current distance between the two fleets is displayed in the center of the small black box between the national flags. If you hover your mouse over this value, a tooltip will report the separation that each commander considers to be his fleet’s optimum.

Each fleet’s current positioning is displayed on either side of the distance value. Positioning will become very critical once the fleets have come within range of one another, so you may want to get a sense of the two commanders’ relative skill levels by watching both values as the fleets begin to close to as they vie for an advantage. The positioning values will change by small amounts each hour and if you find that yours remains much lower than your enemy’s, you may want to break off the combat to avoid sustaining heavy losses.

Once a ship is in range of an enemy fleet, it will attempt to fire upon the enemy vessels. Its ability to successfully

detection abilities of each flotilla, and is further modified by their officers’ abilities and by weather conditions. A “spot



do this is based on the positioning of its own fleet and not the enemy's. For example, if your positioning is 20%, you will have a 20% base chance of successfully hitting an enemy vessel. If you miss by a very large margin, you might even accidentally hit one of your own fleet's flotillas, so the higher your positioning, the better. The number of attacks each flotilla may make each hour is determined by its naval attack value.

If a flotilla succeeds in scoring a hit, its target will be determined. The likelihood that it will target a screening class of ship is based on the enemy's positioning; for example, if your opponent's positioning is 30%, there's a 30% chance that you will target a screening vessel and a 70% chance that you will target a core vessel. There are a couple exceptions to this rule, though. Carriers are much more likely to target a core vessel; submarines are also very likely to target a core

vessel and may decide to withhold fire if they aren't able to do so; in fact, a submarine remains hidden until fires, making it very hard to spot. Also, screening vessels will always target an enemy submarine if they are aware of its existence. Screens that are part of a very well-positioned fleet also have an hourly chance to detect a hidden submarine. Even if a hit is scored, it will still be necessary to determine how much damage is done to the enemy vessel, if any; this is determined by using the same methods used in land combat. Once a ship has targeted a vessel, it is very likely to continue firing at it until it has been destroyed, although there is a possibility that it will switch targets, particularly if a "preferred" target presents itself.

As the battle progresses, the flotillas will gradually suffer loss of organization or be sunk. When the organisation of a flotilla drops low enough, the flotilla will break and attempt to withdraw. Just as in land combat, a fleet that has all of its flotillas in retreat will automatically break off combat and attempt to sail out of



range. Enemy ships will continue to fire on them until the maximum range of all enemy ships has been exceeded, at which point the combat will reach its conclusion. If you wish, you may manually order your fleet to break away at any time by selecting it and ordering it out of the sea zone.

Time of Day and Weather Effects on Naval Combat

Just as with land combat, night time hours and poor weather conditions are generally very bad for naval combat. Positioning will be greatly affected and there is a significant reduction in the

chance of inflicting damage. Unlike land combat, however, the defender and attacker suffer equal penalties unless one has a technological advantage over the other in this area.

Carriers will be highly ineffective in poor weather, since their CAGs are severely penalised in these conditions. In very adverse weather such as storms and blizzards, CAGs cannot fly at all.

Out-Of-Supply Effects on Naval Combat

If a fleet is operating without supplies or fuel, it would be well advised to turn tail and run as soon as it becomes aware of an enemy presence in a sea zone. If it stays and fights, it is probable that it will suffer a particularly humbling defeat and will be very lucky if it manages to escape in

anything larger than a life boat.

Force Composition Effects
I have previously stressed the importance of having a good balance of screening vessels to support your capital ships, but I will do so again. To reiterate: You will receive a positioning penalty unless you have at least one screen for each capital ship. Your capital ships will also be unable to maintain a safe engagement distance from the enemy, and are thus far more likely to be sunk.

End of Naval Combat

Once the fleets have disengaged from combat, the vanquished fleet must retreat from the sea zone. This will be to a randomly selected adjacent zone that is usually (but not always) in the general direction of its base. If there is a friendly port or naval base adjacent to the sea zone, it will retreat there instead. The victor of the combat may elect to stay in the sea zone or continue whatever mission it was undertaking before being "interrupted" by the combat. Unlike land combat, sea zones are not assigned control, so no territory changes hands.



Enemy Occupation of a Port or Base

If an enemy land force manages to gain control of a naval base or port that contains a fleet, that fleet will be scuttled. Any fleets that are assigned to a naval base that is captured will be un-based and will rapidly lose supply and organisation until they have been given a new, valid base assignment. Your personnel will sabotage the naval base before fleeing, so it will take a little while before the enemy will be able to make effective use of that facility.

Naval Orders

Overview

When a fleet isn't in port, it is fairly rare that you won't want it to be doing something, anything, rather than just sitting around in a sea zone. Submarine packs will probably be used to disrupt enemy convoys and transport movement, surface fleets will want to continually patrol

certain portions of the ocean, though for a player with a large number of fleets, this would quickly become a nightmare of repetitive mouse-clicking. Darkest Hour allows you to do this if you really want to, but it also includes a number of extremely useful naval missions in the Naval Orders interface that allow you to automate such routine chores. There are also some specialised naval orders that usually require an element of either timing or special targeting. For instance, a carrier may send its planes to attack a province's naval port facilities or its air bases, leaving you to identify which of these is your intended target. The Naval Orders interface allows you to do this as well.

In most cases, you will issue "standing orders" to carry out a mission for a specified period of time, under certain conditions, and in a particular part of the world's oceans or possibly against a target province's assets or forces. Once you've issued the orders, you can largely leave those fleets to their own devices, even if they run into an enemy force, which goes a

long way toward eliminating the micromanagement and complexity that would otherwise plague a naval nation. An additional reduction to potential micromanagement is the assumption of additional support vessels that will resupply and refuel fleets that are on an assigned patrol. Rather than forcing you to keep track of the distance each fleet has travelled and then returning it to base, naval missions are restricted to targets that are within the mission range of the fleet and they will only need to return to base for repairs, upgrades or a faster rate of organisation recovery.

All naval orders may be accessed by selecting the fleet and then either holding down the Ctrl key and right-clicking on the target or by clicking in the naval orders box in the information panel. The second of those methods will display every naval mission that is available, though some may not be due to fleet composition or insufficiently advanced technology levels. It will usually require you to specify a target zone, area or region from a list of



valid potential targets. After selecting the target, the Naval Orders interface will appear. If you use the "Ctrl and right-click" method to issue an order, only context-sensitive missions will be displayed and the Naval Orders interface will appear as soon as you have chosen the mission, since you have already identified the target by clicking on it.

Naval Orders Interface

This interface is used to set specific mission parameters whenever you issue a naval order. We will see an identical set of controls when we take a

look at the possible Air Orders.

The top portion of the interface has three toggle buttons on the left (day/night/both) which are used to specify when a fleet should initiate combat after detecting an enemy. You should probably keep this set at "day" for most naval combat missions unless you have advanced night technologies, since most vessels perform very poorly in the dark. Below that, there are two buttons that let you choose to perform over a specific area or a specific region (depending on the mission you chose). To the right of these buttons, you will see a slider where you may set the condition parameters for the mission. This is used to establish a minimum level of strength that each flotilla in the fleet must maintain in order for the mission to continue.

Below, there are two checkboxes: the first makes the mission run indefinitely while the second instructs the fleet to attack enemy convoys while performing the current mission. For some missions (amphibious assault and naval transport) there is a checkbox



that let you decide whether the fleet should automatically return to base once the mission is complete. If my flotilla's strength level falls below this value, the fleet will return to its naval base for a period of time until all flotillas in the fleet have been repaired to a suitable strength level, at which point it will resume its mission.

The lower half of the interface allows you to adjust the mission's time parameters, possibly delaying the date that it should begin the mission and setting its duration by assigning an end date. The default values are usually for the mission to begin immediately and to continue for one month, but these can be changed to whatever values you desire by clicking the appropriate "+" and "-" buttons. If you have recently set parameters for another fleet's mission, the default settings will be identical for the next fleet's mission. Once the mission is complete, the fleet

will return to its assigned naval base to await new orders. If you use Darkest Hour's default message settings, you will be given a mission status report when it arrives back at its base, informing you that it is ready for new orders. This message has a "select" button that allows you to quickly select the fleet and issue it a new mission.

Rebase

I've already described this order, so I'll simply remind you that moving a fleet to a new naval base or to a port will not reassign it to be based there. You must use the rebase order.

Move

This order is one of the available alternatives when "targeting" a province. This instructs the fleet to enter the port or naval base of that province, but since this is not its assigned naval base, it will not take on any fuel or supplies. The move order is most often used to send transports to a port to pick up a land division for a subsequent sea transport or amphibious assault mission.

Attack

Although this isn't a mission that you can select from the

menu, this is the mission type that will be displayed when you use a simple right-click to move a fleet to a new sea zone. The fleet will move to that sea zone via the most direct path and will engage any enemy vessels that it encounters there. Because it is steaming at full speed to its destination, it is quite unlikely that it will spot an enemy fleet during its voyage, though it will engage any that it manages to detect.

Naval Interdiction

This is a naval order that instructs your fleet to patrol the sea zones within a particular area. It will randomly move through those zones and will initiate an attack against any enemy surface fleets it encounters. The chances of it spotting a fleet are slightly less than the chances of it doing so when stationary in a single sea zone, although this allows you use a single fleet to cover a somewhat larger area of water with a lower likelihood of spotting submarines.

Naval Combat PatrolThis order is nearly identical to the



naval interdiction order; however, a naval combat patrol is designed to cover a much larger section of the ocean. It will move randomly through the sea zones in a specified region, but because it is covering a much larger region, it is somewhat more likely that an enemy fleet - enemy submarines in particular - could escape its detection or slip by it unobserved.

Convoy Raiding

This order instructs your fleet to patrol a sea area with the primary purpose of disrupting enemy commercial shipping. Any enemy convoys that trace

their path through a sea zone that is currently patrolled by a navy with this mission must attempt to slip past the patrol. There is a reasonable chance that at least some of them will fail to do so and will be sunk, although their chances increase significantly if they are accompanied by escorts. These limited actions are not displayed as battles in the game, but are reflected by a reduction in the convoy efficiency and trade efficiency values that are displayed in the Production Folder. A country that relies on foreign shipments and trade to obtain the necessary resources is in



great danger from this action, as are any troops that depend on those convoys for their supplies. Submarines are particularly effective at this mission and should be feared by all merchant vessels.

Warning: A fleet that engages in this order will not attempt to detect an enemy's naval forces.

Anti-Submarine Warfare (ASW)

Since enemy submarines pose a terrible threat to your supplies, you may wish to issue a fleet an order to patrol a sea area and specifically look for submarines. This mission is ideally suited to light cruisers and destroyers, which are particularly good at locating and engaging submarines, though this reduces the likelihood that they will spot and engage an enemy surface fleet.

Shore Bombardment

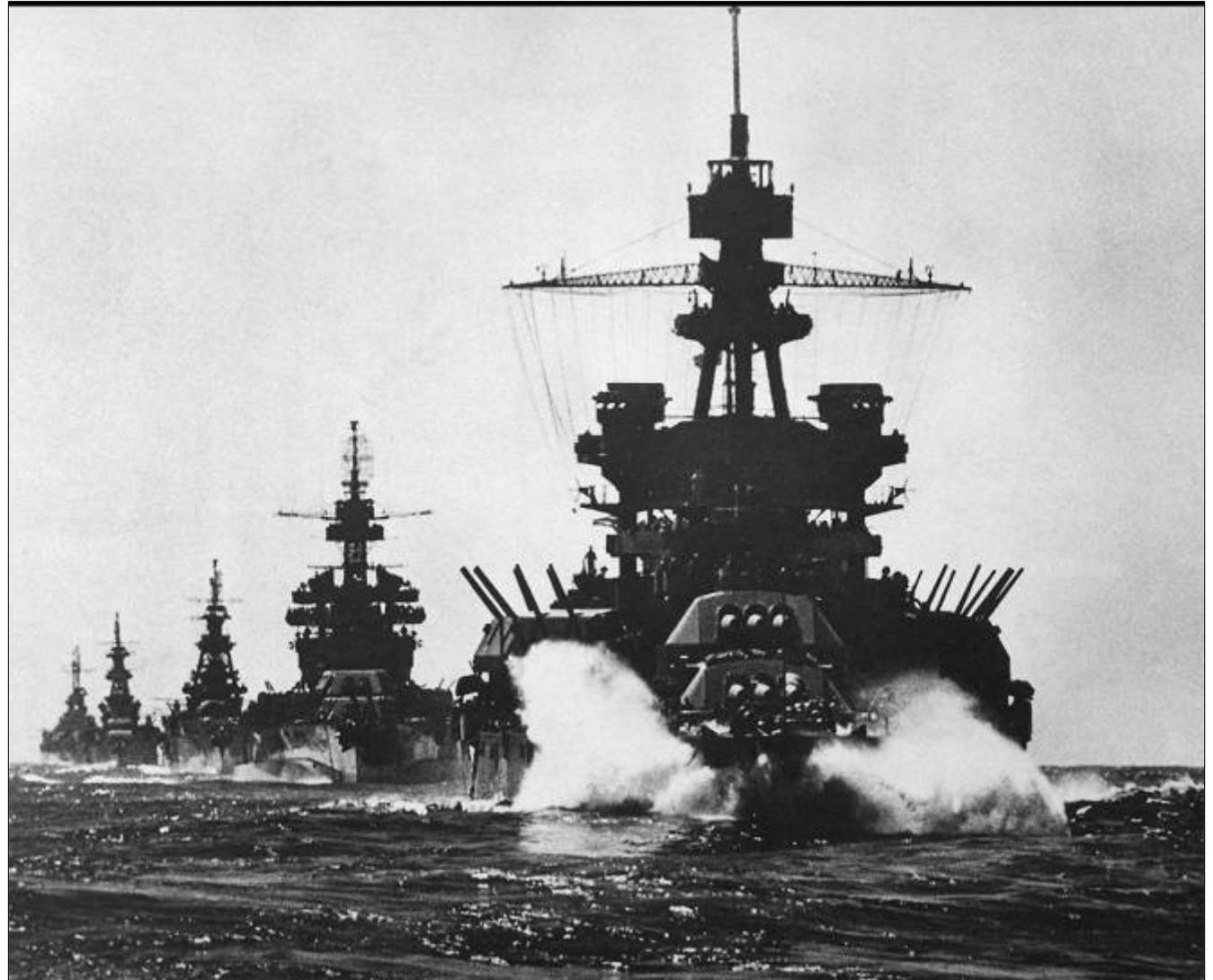
Shore bombardment is an order that can only be given to a fleet that contains at least one capital ship (heavy

cruiser or larger), and is only used to support invasions. The fleet will be instructed to train its main batteries on the specified province during an amphibious assault, which will result in the enemy receiving a penalty to both attack and defence effectiveness during the battle. This can help to considerably offset your landing force's invasion penalties.

Carrier Port Strike

This order may only be given to a fleet that has at least one carrier with a CAG attachment. The carrier's airplanes will be ordered to attack an enemy port or naval base and attempt to sink any ships that are docked there, though they usually lack the armaments to damage the base itself. Enemy fighters and AA defences in the vicinity are likely to take exception to this action, and this mission cannot be

flown at all if the carrier is located in a sea zone that is experiencing very adverse



weather conditions.

Carrier Airbase Strike

This is also an order that may only be given to a fleet that

has a CAG attached to a carrier. This order is the same as the Air Mission "Runway Cratering" (explained in the Air

Combat section below) and is an attack against a province's air base in an attempt to reduce its operational



strength. Again, keep an eye on the weather, and on any enemy AA and fighters in the vicinity.

Sea Transport

A sea transport mission is used to transport land forces to a friendly port once they have been loaded on board the vessels. They will automatically unload upon reaching their destination.

Amphibious Assault

This mission is used to instruct transport vessels to take the land forces they are carrying to a sea zone just off an enemy province in preparation for an invasion. When the transports arrive in position, the land troops will automatically begin their invasion of that province. To invade a province from the sea, the province must have a suitable area for the troops to land, indicated by the presence of a beach icon on the province's shoreline.

It is not possible to invade a province that does not have a beach. If you prefer, you may load troops on the transport

and then manually position the vessels in the adjacent sea zone. Click the unload button on the transport and select the province you wish your land forces to invade.

Amphibious assaults are conducted in the same manner that normal land battles are handled. However, there are significant penalties for the invading forces, although these are considerably less for marines, and it is a province's coastal fortifications rather than its land fortifications that will assist the defending troops in repelling the attack. Be aware that launching a successful large scale naval invasion is extremely difficult since each division participating in the invasion will increase the total amount of the invasion penalty. If the beach is well defended, you will probably need to conduct a very strong aerial and naval bombardment campaign in support.

Sneak Move: Ships on a Sneak Move mission move to the target trying to avoid being detected. Because sneaking forces fleets to use longer routes, it takes more time to reach the target, but also

reduces the chance to be detected by the enemy.

Naval Scramble: Naval Scramble missions assigns your fleets to stay in home port and engage any enemy ships detected in adjacent sea provinces.



Advanced Naval Strategies

It is arguable that Darkest Hour's greatest combat emphasis is on land battles, though you should not discount the importance of your navies. Land troops are nearly useless without supply, and in many cases this supply must be traced across water and is in constant jeopardy of enemy anti-convoy activities. Those same actions will also cut off sources of natural resources and greatly reduce trade efficiency, resulting in a shortage of the materials needed to keep your industrial base operating at maximum capacity. It is therefore tactically prudent to patrol your convoy routes and dispatch any enemy vessels you may find there, and to employ this technique to weaken your

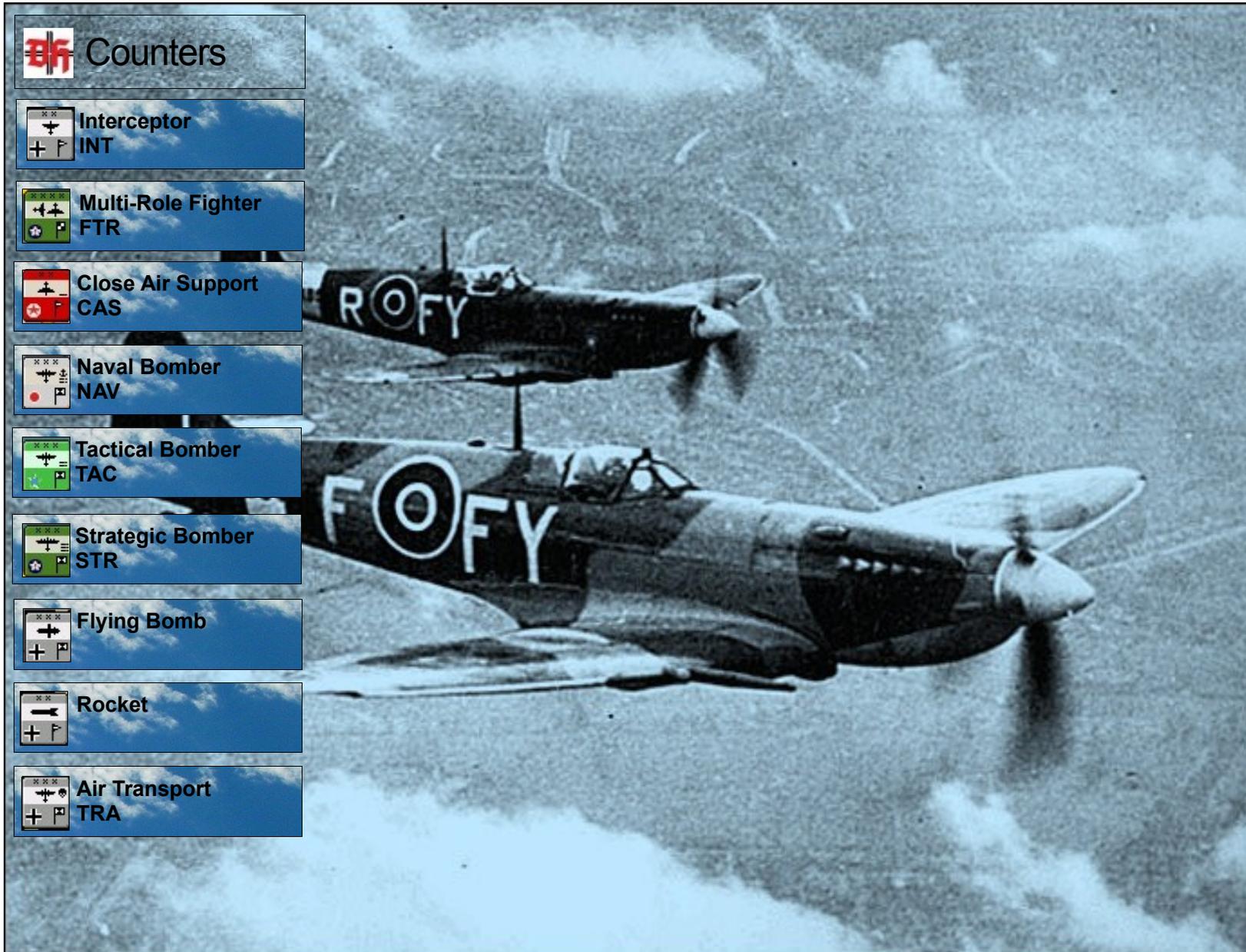
enemy before attacking.

There will be instances where your land combats take place in coastal provinces with beaches. Don't underestimate the potential impact of launching an amphibious assault as part of that combat, and supporting it with naval bombardment, particularly if you can arrange for a large number of capital ships to shell the enemy position. The extra shore bombardment and envelopment penalties to the enemy land force's effectiveness could easily swing the battle in your favour.

Naval invasion is a risky affair but one that may reap great rewards if the location and timing are well chosen. Remember that land force encirclement will cause great losses to enemy organisation, so it may be worth considering a naval "flanking" manoeuvre to get behind an enemy defensive line rather than trying to assault it directly. If you are forced to make a direct assault, usually because the target is an island with no alternate means of approach, it is better to be patient. Try blockading the target for a while with a fleet devoted to

destroying convoys. The enemy supply depot will probably dissolve fairly quickly and his organisation will begin to drop. After a little preliminary aerial bombardment, your forces can then move in with support from your capital ships' shore bombardment.

Just as land divisions may block a handful of narrow straits, naval vessels are able to prevent land forces from crossing them. Don't miss this great opportunity to hold an enemy at bay, particularly in the Pacific island chains, until you are able to assemble the necessary forces to begin making direct attacks against those pockets of resistance or launch a full scale invasion of your own.



The Air Forces

Overview

Air Combat in Darkest Hour is a blend of the land combat and naval combat systems. Air forces are assigned missions to patrol the skies for enemy aircraft, or to conduct extended bombing campaigns against enemy ground forces, installations and infrastructure. Though normally used by your paratroopers, air transports can also be used for temporary air supply of encircled forces if absolutely necessary. These missions are assigned through an order interface that is virtually identical to the one used for naval orders. Combat between aircraft is handled much more like land combat, but with a limited number of combat rounds being possible due to limitations in fuel. Never underestimate the devastation that will occur if you lose control of the skies.

Like navies, air forces must be assigned a base from which to operate and may only land in provinces that have such a base. Like naval bases, air bases have limited available



space to handle a flow of aircraft, so exceeding this limitation will greatly reduce the flow of supplies and fuel and will significantly increase the length of time required to complete repairs and technological upgrades.

Air Force Types

Air forces are made up of individual air wings, each of which represents a number of similar-type airplanes that have an area of expertise. The Air Combat equivalent of a division is called an Air Wing. Groupings of Air Wings are usually called squadrons or sometimes air groups or air forces; a maximum of four Wings may be combined into any single squadron. The precise wording will vary somewhat from nation to nation, but their function is identical. For the purposes of this section, I will use the term “squadron” when referring to any combat group of air wings.

One unit, the escort fighter, is treated like a brigade, cannot be built like a Wing and can only be attached to a bomber wing. They are accessed via the “brigade” production button (below the land divisions). More on this shortly.

Air wing types can be categorised by their size, range and general function. Strategic bombers are the largest of these and are relatively slow-moving aircraft that can carry very large bomb loads over fairly great distances. Their missions are usually flown against large fixed emplacements such as infrastructure, factories, fortifications and other such targets that require the impact of larger payloads and have no ability to avoid being hit. Tactical bombers are somewhat smaller and more manoeuvrable, specialising in precise targeting that is much more effective against moving land force targets. Close air support craft are inexpensive, very short-range dive-bombers that can inflict very high casualty levels on ground forces but are unable to defend themselves particularly well against ground defences

or other aircraft. Naval torpedo attack planes are land-based aircraft that are specially outfitted with munitions suited to attacks against naval vessels and convoys. All of these bombers are very susceptible to attack by enemy fighters, so you should strongly consider attaching a group of escort fighters to help defend them. This will reduce their operational range, but will stop your bombers from being easily shot out of the sky.

The smallest, fastest and most manoeuvrable aircraft available fall under three different general types: fighters, interceptors and escorts. Escorts are handled as a brigade-type attachment for bombers. These long-range aircraft will attempt to tie up enemy fighters and distract ground defences, allowing the bombers they escort to succeed with their missions. Interceptors are the bomber pilot’s worst nightmare. This type of airplane has excellent weaponry and speed for bringing down the larger aircraft, but is limited by its range and manoeuvrability. The fighter is something of a multi-role aircraft. It has

slightly greater range and slightly better attack capabilities than an interceptor but is much more likely to be shot down itself. It can also participate in limited attacks against ground and naval targets, but is unable to stand much in the way of return fire.

There is one last class of “wings” that can be ordered from the Air Wing menu of the production folder. These are the flying bombs and flying rockets that historically began with the German V1 and V2 and would lead to ICBMs in the post-war years. All of these are included in Darkest Hour’s technology tree and are handled through the Air Combat interface.

Air Wing Details

The sprites for squadrons are only displayed on the main map when they are in flight, so they can be a little harder to locate and select when you are not used to handling them. You can easily spot an air base with a squadron in it because it will be blue in colour instead of grey. You will

also see the squadron listed in the information panel when you select a province that contains one. The Air Forces Hot Button displays a complete list of all squadrons and their current base assignments and is probably the fastest and most convenient method of rapid selection.

You can access the Air Wing Details information panel by selecting any squadron and clicking on one of the wings. As with land and naval divisions, the data displayed in the information panel will reflect any technological upgrades that this unit has received, so it may vary slightly between otherwise identical units. I will not provide a detailed description of any data listed here that is equivalent to a land or naval division’s statistics.

Air Wing Name: Assigned automatically, you may change this to anything you like.

Air Wing Type: Below a representative picture of this class of airplane, you will see a description of its type and specific model.

Commander: The commanding officer of the



squadron to which this wing has been assigned. You can click anywhere on this bar to return to the squadron details.

Squadron Strength and Organisation:

A graphic display of the percentage strength (brown bar) and the percentage organization (green bar) of the entire squadron. An expanding tooltip gives precise details of these values.

Squadron Name, Size and Order Box:

The name and the number of wings in the squadron. If the squadron is currently executing orders, a summary will be listed in the order box. You may assign a new order by clicking on the box and selecting a new mission from the scrollable list.

Location Details: The current location of this air wing.

Strength: The wing's current combat strength.

Organisation: The wing's current organisation.

Morale: The wing's current morale.

Strategic Attack: This is the attack value against strategic targets such as infrastructure, factories, fortifications and other provincial assets.

Soft Attack: The attack value used when conducting tactical attacks against soft land targets.

Hard Attack: The attack value used when conducting tactical attacks against hard land targets.

Naval Attack: The attack value when this wing attacks a naval target.

Air Attack: This is the attack value used when the target is another aircraft.

Surface Defence: This is the defence value used when being fired upon by AA, land forces or naval forces.

Air Defence: This defence value is used when the wing is being attacked by another aircraft.

Maximum Speed: The wing's maximum speed.

Supply Consumption: The daily supplies required.

Fuel Consumption: This wing's daily oil consumption rate when in flight. It will use no oil when on the ground.

Range: The wing's maximum range is the maximum

No.207 RAF Fighter Group



Interceptors (Hawker Hurricane Mk I)
Int F-9

 **No.1 Air Command** 3
 **This unit has no mission set.**

 **Norwich**  2  3

Strength	100%
Organization	35/44%
Morale	62%
Strategic Attack	0
Soft Attack	1
Hard Attack	1
Naval Attack	0
Air Attack	10
Surface Defense	6
Air Defense	6
Maximum Speed	500
Supply Consumption	0.8 (0.9)
Fuel Consumption	0.0 (1.7)
Range	275
Sea Detection Capability	3
Air Detection Capability	7
Experience	0
Effective Supply Efficiency	90%



distance it can travel from its base. When combining wings into squadrons, the wing with the shortest range

will determine the squadron's range.

Sea Detection Capability: The wing's ability to detect naval vessels.

Air Detection Capability: The wing's ability to detect other aircraft in the vicinity.

Experience: This wing's current experience level.

Effective Supply

Efficiency: The wing's current ESE value.

Attach/Detach Nuke: This button will only appear once you have achieved a technology level that allows you to deploy a nuclear bomb on a rocket or strategic bomber. Clicking it will ask you to confirm that you wish to remove a bomb from your nation's nuclear arsenal. If you confirm this, the next mission flown by that unit will include the option to deliver the bomb against the target. You may later detach it and return it to your arsenal, if you wish.

The button will be greyed out unless the wing is able to carry a nuclear bomb.

Attach/Detach Brigade:

This button allows you to attach or detach an escort fighter "brigade" to a bomber wing.

Disband Button: Click this button to disband the wing and recoup some of its manpower.

 **Squadron Details**

The Squadron Details information panel is nearly identical to the one used for naval commands, including the squadron's current base assignment and operational range. The set of primary statistics listed for each wing are, in order from left to right, the values for air attack, naval attack, soft attack, hard attack, strategic attack, air defence, and surface defence. A maximum of four wings may be assigned to any single squadron, although you may also attach escort fighters to this compliment.

Escort Fighter Attachments

Escort fighters are handled in exactly the same way that brigades are managed for land divisions. If you are planning to bomb an enemy position that is defended by interceptors or fighters, you should definitely plan on attaching a group of escorts or be prepared to suffer some rather



squadron. Since air combat, like naval combat, occurs in a single air zone, the stacking, skill and trait effects are handled in exactly the same way as they are used in naval combat. Defending officers' leadership ratings do not stack to allow larger numbers of wings since, for these purposes, there is no defender. In combat, any force consisting of multiple squadrons will be commanded by the highest-ranked leader present.

Depending on rank, your officer pool's leaders will have the ability to command between two and sixteen wings without incurring a penalty for overstacking during combat. Air officer ranks are similar to their land force counterparts, with a major general being able to command 2 wings, a lieutenant general may command up to 4 wings, an air general may command up to 8 wings, and an air marshal may command as many as 16 wings. This is the maximum number they can command in a combat, not the number of wings that can be combined

horrendous losses. Be sure to remember that the escorts will reduce the operational range of your bombers. Their role is to distract the enemy aircraft and help your bombers reach the target with the best organisation possible, so don't expect them to inflict too many casualties of their own.

Leadership

Officers perform a similar function for squadrons as they do for both ground and naval forces, but there is one rather large distinction: a maximum of only four air wings may be combined into a single

into a single squadron under their direct command.

Leader Traits

Air officers may also possess a special trait that will improve the combat abilities of the squadrons they command, although these are forfeited if the leader is overstacked.

Tank Buster: This officer excels at commanding squadrons that primarily attack tactical land targets such as tanks, mechanised infantry and motorised infantry.

Superior Tactician: This officer is a combat ace, inspiring his squadrons to exceptional performance in air-to-air combat.

Spotter: An officer with this trait can spot a needle in a haystack. He is particularly good at aerial reconnaissance, reporting enemy force strengths with remarkable accuracy.

Carpet Bomber: Ideally suited to command squadrons of strategic bombers, this officer has a proven record of effective attacks against large



provincial structures such as factories and infrastructure. **Night Flyer:** An officer with this ability will negate many of the normal penalties for flying night missions against targets of all sorts.

Fleet Destroyer: The tricky timing of pulling out of a steep

attack and releasing a torpedo takes a special sort of skill, and this officer certainly has it. Naval vessels, beware!

Air Bases

The rules governing air movement and basing are very similar to those of the naval bases. Each squadron must be assigned to an air base and may only land in a province that contains one belonging to you or an ally. If you station more wings at a base than the size of the base allows, then you will suffer from reduced rates of strength and organisation recovery, and it will take longer to upgrade your aircraft to the latest technology.

Airfields may be damaged by enemy aerial attacks, with runways becoming too cratered to accommodate the normal allotment of aircraft, although this can be repaired over time by allocating IC to reinforcement. You can review the size and operational status of a base by selecting a province that contains a base and then



hovering your mouse over the airbase symbol. A tooltip will inform you of the maximum base size and its current effective size, which will be lower than the total base size if its runways are cratered. The tooltip does not indicate how many wings are currently assigned to the base, however, so it may be more convenient to use the Air Force Hot Button to view a list of all bases and the number of squadrons that are stationed in each. New air bases and enlargements to existing bases are most easily ordered by right-clicking on the province and using the Quick Build production order method.

There is one other very special condition that relates to air bases: if the province in which an air base is located is experiencing a storm or a blizzard, any squadrons that are based there will be grounded until the weather has dissipated. When conducting normal missions, a squadron is limited by its

maximum range. A squadron is able to exceed this range in one special instance only: rebasing. A squadron may rebase to any other base that you control, and this is handled in exactly the same way that long-distance naval rebasing is done, except that it must be ordered through the orders box. The selected route may only pass through sea zones or air zones above friendly provinces, and once you exceed your normal flight range, your organisation will drop to nearly zero. This is important, because if you are attacked during the balance of your flight, you will almost certainly be torn to shreds. Note: this long-distance rebasing actually represents a combination of air movement and commercial shipments of partially-disassembled aircraft, so it's not quite as strange as it seems.

Air Wing Deployment, Supply, Reinforcement and Upgrades.

Air wings must be assigned to an air base, and are deployed from the force pool in the same manner as other forces are deployed, and they must be assigned to an air base.

They also draw their supply from their assigned air base just as naval flotillas do. If the base cannot be kept supplied, your wings will suffer from these shortages, although they are barely able scrape up enough fuel to get into the air. Organisation will rapidly drop and they should be rebased immediately, if possible, since they will be almost useless for combat purposes.

Being out of supply also reduces the wing's rate of organisation recovery and upgrade, which will be further hampered if there are too many wings assigned to a base that isn't large enough to support them. Unlike naval forces, however, air wings may be fully upgraded to the most recent technologies if sufficient IC is allocated to upgrades. This process will remove the old aircraft from the wing and replace them with more recent models without losing the experience of the air crews. You will normally only need to consider disbanding a wing if you feel that it is no longer useful and is tying up transport capacity that could be better used elsewhere.

Combining Air Wings Into Squadrons

Air wings are combined and divided into squadrons in exactly the same manner as land and sea units. If there is a land unit present in the province, you will find it easiest to click on the "stack" to cycle through it until an air unit is selected. Hold down the Shift key and select the locations of other wings or drag a box around them since the "held" selection of the first unit will filter all subsequent selections to air units only. You shouldn't need to do this very often as the vast majority of the orders you give to your wings will be missions.

Basic Air Movement

The air system is somewhat different than the land and naval system, because there is no "basic" movement order for a wing. If you right-click on a province, the Air Orders menu will automatically appear and the items listed will be context-sensitive to the location you clicked and to the type of wings that are in the

squadron. This might take a little getting used to, but is due to the basing restriction, in that all movement must begin and end at a wing's assigned air base.

There is one very interesting distinction that is worth keeping in mind when you are issuing orders to squadrons: most of these are missions which will be flown against a target area (a series of provinces within an area of the map). The specific province chosen by your wing for each sortie will be determined automatically based on what your AI-controlled Chief of the Air Force determines to be the most beneficial target that will maximise the damage, minimise the losses, and still obey your orders.

If you use the order box or the "Ctrl and right-click" method of setting the order, he will be in complete control of the operational assignments. If you simply right-click on a possible target province and select the mission from the drop-down orders list, the first target he will order the squadron to strike will be



against that province, regardless of whether he happens to feel that it is a sortie that is likely to have a favourable outcome. No matter what method you use, your squadron will never target your own forces.

Air Combat & Air Missions

Air orders and combat are integral to one another, since the type of mission will determine the overall type of combat. The general mechanism of combat is the same as the one used in land combat, although each air mission has a specific type of “target” for its attack. I will describe each mission in turn, indicating the purpose of the attack type and the type of damage it inflicts.

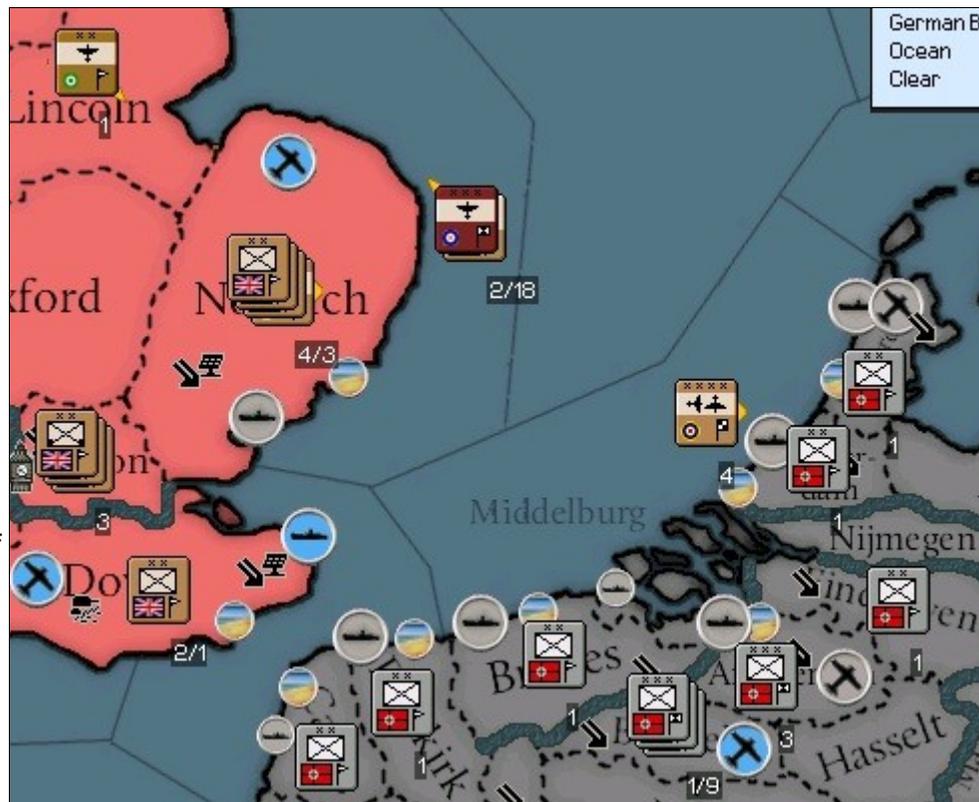
Orders are issued by right-clicking on a province to bring up a context-sensitive list of possible missions, or by selecting a squadron and then clicking on its order box in the

information panel to issue a new order. If you use the latter method, you will usually be asked to specify a location (province or area or region) as the target for your mission. The list of locations will be filtered and colour-coded by the range of the selected squadron. You may select the target region, area or target province from the list, or you may click on the map to assign it.

Air missions are flown in a series of sorties. Each sortie may attack any target that is within the range of the squadron, but all combats are limited to a five-hour duration, after which the air unit will begin to run low on fuel and be forced to break off the attack. Be careful when assigning a mission to a squadron since an order will be available for that squadron as long as at least one wing in the squadron has a value greater than zero in the primary attack type prerequisite. For instance, many fighters have at least a small tactical attack capability but are generally very ineffective at conducting ground attacks against even

the most vulnerable targets. Make sure you select an appropriate type of mission to assign to a squadron.

Beware of enemy AA batteries. Any time that a squadron enters the air zone above a province with AA batteries, they will be subjected to a burst of fire as the wings pass, even if the wings are merely flying to or returning from a more distant target. This will usually result in a limited amount of strength loss and somewhat more organisation loss. If you are attacking targets in a province that contains AA, the batteries will continue to fire during each and every round of the combat, which can add up to quite a lot of damage over time. Fortunately, air missions use the same mission parameters interface as can be seen in naval missions, so you can specify a minimum strength



level below which the next sortie will be delayed until the wing has been suitably reinforced.

Air Combat

Three different types of aerial combat are likely to occur during your game: air-to-air, air-to-ground, and air-to-ship. All three use the standard

combat mechanism that we've seen before, with the appropriate attack and defence values being determined by the type of target selected.

Example: If a squadron spots and attacks a fleet, the squadron's wings will use their naval attack and surface defence values (which is used when both naval and land forces return fire), while the



flotillas will use their air attack and air defence values. Air combats are limited to a maximum of five hours, after which the wings must return to base.

When air squadrons attack ground forces, there is one very important issue relating to the ground forces' ability to return fire. Unlike land battles, land forces do not gain the additive leadership ratings and HQ bonuses for stacking, and the overstacking penalties are calculated somewhat differently. The rating of the highest-ranking officer determines the maximum number of divisions that can defend against an air attack without penalty, though this is exclusive of any HQ modifier. If the total number of divisions exceeds this amount, the air attack and air defence values of every division in the battle will be penalised by 2% for each overstacked division.
Example: A field marshal with 20 divisions including an HQ would not be overstacked in a

land combat; however, if he is attacked from the air then he is only able to command 12 divisions. This would result in his being overstacked by 8 divisions, and thus all 20 divisions would suffer a 16% penalty to their air attack and air defence values during combat.

Air Scramble Mission: This mission is given to interceptor and fighter units. This instructs your squadron to stay in the airbase and scramble only when enemy planes are detected in adjacent provinces. Radar stations have a positive effect on this mission. This is a standard assignment for tactical bombers and close air support, though any airplane with a hard or soft attack value may attempt this mission. Your squadron will attack any enemy ground forces within the assigned province, area or region, selecting their target provinces automatically based on their perceived priority.

Air Superiority Mission
 This mission is the standard fare of a fighter squadron. This instructs your squadron to patrol the skies within the

target area or region and to attack any enemy fighters or bombers they encounter. The attack and defence values used are the air values and will reduce both the strength and organisation of the enemy aircraft. Radar stations have a positive effect on this mission.

Ground Attack Mission
 This is a standard assignment for tactical bombers and close air support, though any air-

plane with a hard or soft attack value may attempt this mission. Your squadron will attack any enemy ground forces within the assigned area, selecting their target provinces automatically based on their perceived priority. The mission's objective is to damage or destroy as many units as possible, and thus this attack will primarily affect the enemy's strength, not his organisation. Generally, any

enemy troops that are attacking your own will be assigned the highest priority. The attack values used are the wings' hard and soft attacks, and the defenders will return fire with their air values. Air wings use their air defence values to avoid being shot by the land units, while the land forces use their air defence values.

Ground Support Mission
 This order is very similar to the ground attack, although its primary objective is to disrupt the enemy's organisation rather than to inflict casualties. This is also an area-based attack that is suited to squadrons that contain a large number of tactical and close air support wings.

Naval Strike Mission
 This order instructs your squadron to patrol a province, area or region of water and to attack any enemy vessels it can spot. As you would expect, it is the wings' naval attack values that are used for this type of mission, so torpedo planes are the



optimum group to handle this assignment.

Port Strike Mission

This is an order that can be given to any wing that has either a naval attack value or a strategic attack value, who will then strike a port or naval base that you specify. Torpedo planes or any other wing with a naval attack value will attempt to sink any vessels that are currently in that harbour, thus using the naval attack value of the wings. Units with strategic attack values - usually the larger bombers - will target a naval base's facilities if the port contains a naval base but will not attack the naval vessels. If a wing has both a naval attack and a strategic attack value, the type of target will be determined randomly for each shot.

Bomb Convoys Mission

This is an aerial version of the naval convoy raiding order. Your naval bombers will patrol a province, area or region of

the ocean and attack any enemy convoys that are traversing the area, therefore using naval attack values.

While these will not be visible as battles on the screen, the convoys will be persistently targeted, thereby reducing the enemy's supply efficiency and trade efficiency. Your torpedo planes will gradually sustain some damage if the convoys are supported by escorts, so you may need to periodically reinforce a squadron that is conducting these raids over an extended period of time.

Strategic Bombardment Mission

As its name suggests, this mission is usually assigned to strategic bombers. Your bombers will be given the assignment of trying to damage enemy infrastructure and factories within the targeted province, area or region, although enemy AA batteries may take their toll on your planes, and enemy fighters may be on the lookout for you. Any wing in the squadron that has no strategic attack value will not participate in the attack and will instead

act as escorts against enemy fighters.

Logistical Strike Mission

This is a second type of strategic bombing sortie. The goal of this mission is to directly affect the supply efficiency of any enemy troops stationed in the area that is targeted. The specific provinces that are attacked are based on a priority selection system similar to the one used by your tactical bombers. As was the case with strategic bombardment, any wing without a strategic attack value will perform the function of escort for your bombers.

Runway Cratering Mission

The third strategic attack targets a specific enemy air base and attempts to inflict as much damage to it as possible. You should expect enemy fighters to scramble to intercept, just as AA will attempt to destroy you, so it is wise to send some escorts along to assist you.

Installation Strike Mission

The final strategic mission type will specifically target enemy installations such as

AA batteries, radar installations, rocket test facilities and nuclear reactors in the targeted province, area or region. This can be a very dangerous and costly mission since it places your bombers in direct conflict with the enemy batteries, but a series of successful missions may bear fruit by greatly reducing the defensiveness of troops or the disruptive effects of AA fire when you return to attack the province's other assets.

Airborne Assault Mission

Airborne assaults are very risky manoeuvres, since your paratroopers will be placed in great jeopardy when they land. As mentioned earlier, the loading of air transport is handled in the same way as naval transport, except that only paratrooper divisions may make this attack. Once loaded, select the province you wish to drop them into and they will carry out their mission. Since transports don't have any attack capabilities and only limited defence abilities, you will almost certainly want to assign some fighters to protect them. We discussed the effects of an airborne assault in some detail

in the land combat section, so I will simply refresh your memory by reminding you that paratroopers present an additional angle of attack for envelopment and are able to ignore any land or coastal fortifications.

Air Supply Mission

This is not an attack mission, but rather a temporary means of supplying encircled troops. Only transport aircraft may be used to ship supplies in this manner, and they are generally very inefficient in doing so. Each transport can carry only a small amount of fuel and supplies and will also consume its own share of both while conducting this mission, so it should be done only in extreme emergencies. If circumstances force you to consider this mission, select the target province to which you would like to transport the materials, and they will fly there and establish a new depot or add to an existing one before returning back to their base. You should expect enemy aircraft to try to intercept you to prevent you from making your delivery.



Rebase

This order reassigns a squadron to a new air base. As mentioned above, the base does not need to be within the squadron's range. A squadron will move to the new base location via a route that does not enter enemy or neutral air space, though the squadron could be intercepted while it is moving to its new location.



Air Combat Modifiers

Overview

Air combats are resolved in much the same way that land combats are resolved, and use a virtually identical combat details screen. There is a time limit of five hours placed on the combat due to the range limitations of the aircraft. Once they have exhausted their limit, they will return to their base to recuperate for the next sortie.

Remember that a squadron cannot capture a province and

can only soften up the defences to assist advancing land forces.

Visibility

Just as naval vessels can be difficult to spot and intercept, the same is true of aircraft. Just because two opposing squadrons occupy the same air space does not mean that they will necessarily engage one another. Visibility is greatly affected by weather and time of day. The same is true of squadrons that have a mission to attack naval vessels, and so they will not be able to carry out their attack unless they successfully detect their target.

Weather and Time of Day Effects on Air Combat

If a force manages to spot an enemy in adverse conditions, it will probably enjoy quite an advantage of surprise. However, these conditions are generally very poor or nearly impossible for air-to-air combat and will usually end fairly inconclusively.

Remember that squadrons are unable to fly sorties if their air base is currently under storm or blizzard conditions. There



are some technologies that will improve your night-fighting capabilities which that might give you a significant advantage when tangling with the enemy at night. Otherwise, I would recommend that you use the mission parameters interface's feature to limit sorties to be conducted during daylight hours.

Targeting

While intercepting and engaging enemy aircraft may be difficult in adverse weather conditions or at night, it is equally disruptive to aircraft that are conducting bombing missions against provincial or naval targets, since they will have great difficulty locating and effectively attacking their

objectives. Until you have researched advanced night bombing and radar technologies, you would be well advised to restrict your campaigns to the daylight hours. No matter how advanced your technology, bombing missions carried out in bad weather will rarely be worth the cost of the fuel



needed to reach the target.

Occupation of an Air Base

Occupying an enemy province that contains an air base will allow you to use that base for your own squadrons once the inevitable sabotage damage has been repaired. If you find that one of your own provinces containing an air base is under attack, you should take steps to find a safer home for any aircraft you might have stationed there unless you are absolutely assured of victory.

Wings that are still on the ground when a base is captured are destroyed, unless the base is captured by an opposing faction during a civil war in which case the wings is captured by the enemy.



Advanced Air Strategies

Overview

As you read through the various air missions, you will undoubtedly have realised the tremendous effect that your air force can have on your chances of success. I will outline a few of these in this section to add extra emphasis to their importance.

The Air Force as a Leveller of Nations

While large-scale civilian bombardment is not modeled in Darkest Hour, the impact of a relentless bombing campaign cannot be overstated. Destroying an enemy's infrastructure and industrial capacity with strategic bombing can bring him to his knees by striking directly at his economy and transport capacity. While damage sustained by these targets may be repaired, it requires an investment of time and IC that can cripple other aspects of his overall strategy. Look for areas that have very large factory density with as little defence as possible, or conduct a preliminary logistical bombing campaign on your

enemy's front line positions to make it painful for him to supply his forces in offensives and hamper his defences. The reduced ESE alone could easily result in significant attrition, movement and combat penalties.

It goes without saying that you should protect your own industry and forces as much as possible. If you have the ability to concentrate your industry in a remote and fairly inaccessible location, you should probably attempt to do so, and regardless of where you place your factories, you should take care to protect them with AA batteries and possibly even a squadron or two of interceptors that conduct regular air superiority patrols.

The Air Force as a Hammer

Similarly, the air force has an amazing ability to soften up enemy defences. Used against province defences or enemy armies, this can make all the difference between the success and failure of a ground offensive. While you might expect a direct tactical ground attack to be an excellent solution to winning a campaign, it is

often the disruptive effects of other forms of bombing that will net you the greatest gains if you have a fairly decent ground force to follow up behind your assault. Reducing an enemy's supply efficiency and organisation will usually result in far more victories than a direct strike to inflict casualties. Remember, too, that air attacks against very large ground forces tend to be fairly successful and low risk, since air-to-ground combat does not allow defending officers to stack their leadership abilities or to benefit from the presence of an HQ division. You should remain watchful for any supporting interceptors, and keep in mind that the enemy may have AA brigades attached to some of his divisions in addition to any provincial AA batteries that you can see.

The Air Force Used Indirectly

Just because aerial attacks on convoys don't result in exciting battle screens does not mean that you should overlook their potential role in disrupting enemy supply and trade efficiency. A large-scale campaign can nearly halt the flow of vital natural resources

or make it very difficult to get fresh food and fuel to remote forces. This indirect approach to inflicting damage can reap great rewards if it is maintained relentlessly over extended periods of time.

Although air supply is horribly expensive and inefficient, it may be able to make the difference between a force being able to hold out long enough for land forces to break through in relief, and watching entire divisions being obliterated before your eyes. Don't rely on this technique, but don't overlook it either.

The Air Force on Defence

Given the above points, it should be obvious that losing control of the skies can have a devastating effect. It will reduce your ability to soften up the enemy, thus making all of your land battles much longer and more costly affairs, but will also expose you to a wide range of potentially crippling blows to your industry and supply. There is a temptation to deploy all of your fighters near the front lines, but you should consider saving some for the less glorious role of protecting your provincial



assets from an enemy's long range bomber attacks.

Flying Bombs and Rocket Bombs

Flying bombs and rocket bombs are treated as single-use air wings. These unmanned arsenals can deliver a large amount of damage to any strategic target in a province. They are not immune to interception or AA batteries, but it is rare that one may be utterly destroyed before it is able to deliver at least a partial blow to a target. When you are ready to use one, simply select the unit and target it exactly the same way that you would target any other air mission. Since they only have a strategic attack value, you will see an abbreviated list of relevant missions. Select the mission you want and click OK to confirm the order. The unit will then fly to its target and conduct its attack; note that you are not able to change the orders once the mission has begun. After the attack, the

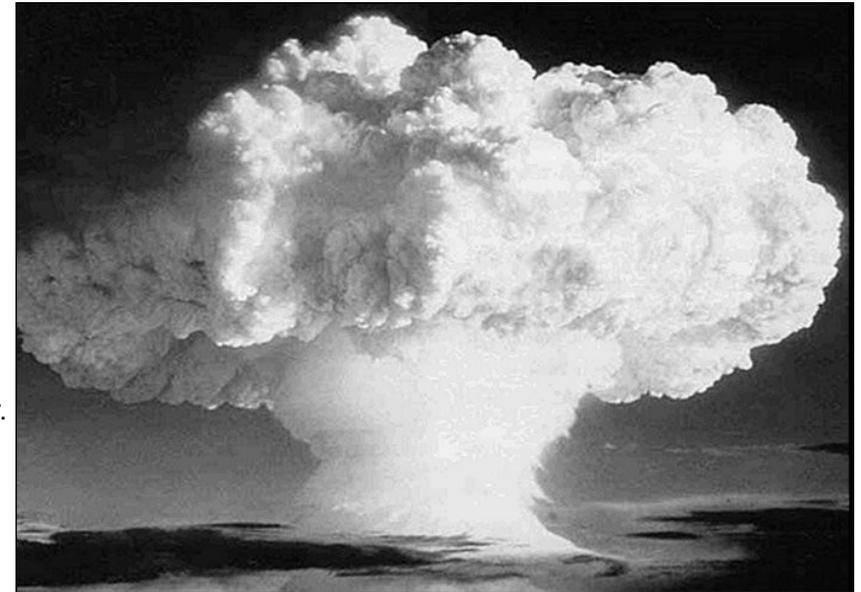
bomb will be removed from your arsenal and the map, so if these weapons are part of your intended ongoing strategy, you will need to order a steady stream of production. The other distinction of this type of unit is that once it has been deployed on the map, you must use the strategic redeployment order to move it to a different location, rather than the rebase order.

The Bomb

The last subject we'll look at in this section (and in the manual) is the one that finally brought an end to six years of bloody global conflict and has haunted international politics ever since. Atomic weaponry may be developed by persistently conducting research in the Nuclear technology path of the industry category. This will eventually allow you to build a nuclear reactor which will operate as a test and research facility to speed future research and, later, for manufacturing the essential, deadly components of your nuclear arsenal.

Once you have completed the Nuclear Power advance, switch to the Secret Weapons category and begin work on a nuclear waste bomb project.

Once that is complete, you will be able to place a production order to increase the size of your reactor to level 6, the minimum level required to manufacture a bomb. As soon as this enlargement is complete, the reactor will begin to build an atomic bomb which, when ready, will be placed in your national nuclear arsenal, which is shown on the top bar. Each reactor that you build that is at least this size will contribute to your arsenal. A nuclear bomb may be prepared for delivery by attaching it to a strategic bomber or a sufficiently advanced flying rocket such as a ballistic missile or ICBM. Once the technology is available, you may select one of these wings and look at the details in the information panel, which will display a "nuclear" button at the bottom, beside the disband button. Clicking this will remove one bomb from your national arsenal and deploy it on that wing. If you wish, you may later unload the bomb if you have not yet used it. If you decide to unleash the bomb's fearsome power, select a squadron on which



the bomb is loaded and then right-click on your intended target. Select the nuclear attack mission from the orders options and then confirm that this is really what you intend to do. As long as the wing that carries the bomb survives whatever defences the enemy is able to muster, it will detonate. Not surprisingly, the effects are devastating, but they also have one additional side effect: the victory point value of the targeted province will drop, most likely to zero, though in a few instances it may still retain a value of 1. Enemy forces located in a

province that is attacked in this way will be severely damaged, but only rarely destroyed. Further, a nation that is subjected to a nuclear attack will suffer an increase in dissent that is proportional to the manpower and IC of the province attacked. This dissent will remain in force until a counter-strike is initiated against the nation that previously delivered the attack, at which point the tables are turned...until the inevitable retaliation. As a result, a prolonged or large-scale nuclear war can be horribly disruptive.



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