

HEARTS
OF IRON
IRON III

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INSTALLATION

SYSTEM REQUIREMENTS

To play Hearts of Iron III you will need to meet the following minimum requirements:

- Operating System: Microsoft® Windows® XP / Vista
- Processor: Intel® Pentium® IV 2.4 GHz or AMD 3500+ (single core)
- Memory: 1 GB RAM (2 GB RAM on Vista)
- Hard Disk Space: 2 GB Available HDD Space
- Video Card: NVIDIA® GeForce™ 6800 or ATI™ Radeon® X850XT and above Video Card
- Sound Card: DirectX-compatible Sound Card
- DirectX® Version: DirectX® Version 9.0c (4.09.0000.0904)

INSTALLATION PROCEDURE

Place the Hearts of Iron III CD in your CD-ROM drive. If you have AutoPlay enabled on this drive the installation screen will appear automatically. If the AutoPlay doesn't start – or is disabled for this drive – then click **Start>Run** and then type **X:\Setup.exe** to launch the installation program (replace "X" with the drive designation for the CD-ROM in which you placed the Hearts of Iron III CD – usually D or E on most systems). Simply follow the on-screen prompts to install the game.

KEEPING UP TO DATE

Paradox is deeply committed to its customers and in my experience their product support is almost unparalleled in the gaming industry. 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. You can go directly to the downloads page at www.paradoxplaza.com/downloads under the HoI3 heading or visit the thriving community at forum.paradoxplaza.com under the same heading.



WELCOME

HISTORICAL CONTEXT

The odor of war was in the air throughout Europe and East Asia in the mid-1930s.

Never had the world as a whole been so agitated and anxious. Everyone feared a resurgence of war, yet most refused to think about the possibility. But denial would not make it go away. Strife increased through the 1920s and 1930s, so that by 1936 war already raged on two continents and threatened elsewhere. An uneasy and faltering peace threatened to collapse in Europe. Even the so-called “Pacific” Ocean roiled with suppressed tension.

The Russians had withdrawn from the Great War in 1917 while in the throes of two revolutions, stomping all vestiges of one of Europe’s legendary absolute monarchies into the frozen mud of the steppes. Since then, the Russian people had suffered a short but bitter counter-revolutionary war at the hands of western powers, and emerged as the Soviet Union, which felt isolated and fearful of foreigners. Then came the disruptions of industrialization and the madness of Stalinist totalitarianism, making the Russians even more afraid of each other.

Massive China was a cauldron of competing warlords who fought with each other for supremacy when they were not fighting the insurgent communists or the intruding Japanese. Japan had decided her future lay in the conquest of China, but she had taken on more than she could handle. The United States would not countenance the bloodbath in China, and so cut off Japan from badly needed oil and steel exports. In the minds of many of her leaders, Japan’s only “escape route” from the China quagmire would be yet more war, to capture other lands for the rubber and oil resources she desperately needed.

But Japan had fallen into turmoil of its own, with political factions – aligned toward liberal democracy, communism, fascism, and even Navy versus Army cliques – vying for power. Assassination had become a political tool, and the military was on the verge of using a constitutional loophole to seize de facto control of the government.

And then there was Europe...

Socialism was nothing new to the countries of Europe. But the Bolshevik revolution in Russia had given Marxism and Leninism a spark of life worldwide, and ironically

contributed to a resurgence of socialism as a moderate alternative to “extremist” communism. In the early 1920s, Benito Mussolini had introduced a nationalistic form of populist socialism into Italy, calling it “fascism” in honor of the glories of ancient Rome. Into this tinderbox was tossed the economic crisis of the late ‘20s. The onset of the worldwide Great Depression enflamed and empowered each of these non-traditional ideologies, which stood against the conservative monarchies and liberal democracies across the continent.

Fascism of one shade or another took hold in Portugal, Spain, Austria, Hungary, Bulgaria, Romania, and elsewhere. Even the more liberal governments began adopting authoritarian tendencies to combat rising socialist and communist movements in their countries. But it was in Germany where fascism fused with ardent racism to form the nationalist-socialist Nazi party of Adolf Hitler, whose gains in the Weimar Republic elections emboldened him to demand appointment as Chancellor by President Hindenburg. The emergency powers previously employed by Depression-era governments to stabilize the foundering German economy were just what Hitler needed to seize total control over the German Reichstag and impose a dictatorship.

As members of the British Commonwealth, Australia and New Zealand also felt the coming of war. They remained resentful over their stinging losses in the Great War of 1914-1918, but this looming conflict was more personal, brewing closer to their shores.

In similar manner, colonial lands throughout South Asia, the Middle East, and Africa also sensed a rise in tension. Virtually every scrap of land in those regions was subject to the dominance of a European power. Persia and Ethiopia were key standouts. The independence of Ethiopia tempted Mussolini into the first of several ventures of imperialist aggrandizement, but his armies were stunned when they failed to win the rapid victory they expected.

Only North and South America remained havens of self-absorptive ignorance. Busy with their own economic troubles, they enforced a distrustful disregard for anything beyond their shores. Most Americans in the United States were convinced they had pulled the Europeans’ chestnuts out of the fire in 1917-18, and had then been rudely slapped

with loan defaults which worsened their experience of the Great Depression. As such, they swore it would be a frigid day in Hell before they again involved themselves in a European war.

It is into this turbid environment that you are placed. You have the opportunity to craft a better world through artful diplomacy or violent initiative. One way or another, you are likely to end up at war despite your best efforts, and so you would be wise to steady yourself and prepare – a clash between “Hearts of Iron” awaits!

“The whole fury and might of the enemy must very soon be turned upon us. Hitler knows he will have to break us in this island or lose the war. If we can stand up to him, all of Europe may be free and the life of the world may move forward into broad, sunlit uplands. But if we fail, then the whole world, including the United States, including all that we have known and cared for will sink into the abyss of a new Dark Age made more sinister, and perhaps more protracted, by the lights of perverted science. Let us therefore brace ourselves to our duties, and so bear ourselves that, if the British Empire and its Commonwealth last for a thousand years, men will still say, ‘This was their finest hour.’”

– Winston Churchill, British Prime Minister 1939-45 (spoken June 18, 1940, just after the collapse of France)

OVERVIEW

This is a World War II game designed by enthusiasts of World War II history. Every effort at maximizing both realism and playability has been made, and an excellent balance has been found.

The enormous number of provinces allow more tactical movement of units in battle, which combines with an hourly turn format to allow detailed strategies of maneuver to form, with evening respites from air attacks and dawn assaults by the enemy from more than one direction at once. It is the first strategy game of its type with a realistic supply system, which individually accounts for units of supply or fuel on its way to the units at the front, allowing interdiction of supply by the enemy, or interruption because of bottlenecks on muddy roads. The weather system is a complex simulation just by itself, and the impact of weather is realized on the battlefield. An intricate system of research and development for new weapons will make a difference over time. There is much here for those who seek historical detail and accuracy.

At the same time, no game has ever implemented this degree of flexibility for players who might otherwise be overwhelmed by the detail. The system of Theatre Commanders and Headquarters networks allow any player to set most or all of his war on “autopilot” while he or she concentrates

on whatever elements they so desire. You have all the complex instruments of war at your fingertips if you want them, and you have the freedom to defer most or all of the minor decisions to artificial ministers or generals so you can enjoy the broad overview of the game, or learn how to play it gradually.

ABOUT THE MANUAL

I am going to use a special numbering system in this Manual as a way of 1) navigating a relatively complicated set of rules, and 2) indexing subjects that apply to different rule categories so you know where to look without having to know page numbers (which is difficult to predict before pages are laid out). Each major subject or concept will have a designated letter (the letters “I” and “O” are not used, to avoid confusion with numerals). After that will be two sets of numbers, separated by a period or decimal. The first number, before the decimal, is the topic number, and the number after the decimal is the subtopic number. So G13.21 would be the 21st subtopic for the 13th topic under subject section G. This makes creating a Table of Contents or Index ten times easier, because you’ll always be able to find rule H2.3, no matter what page it ends on. Apologies to Star Fleet Battles veterans – this is not the SFB system, though it is similar.

Generally, when I write a term which involves rules (i.e. it has its own rules section) I will capitalize that word to signify as much. This is not always true – for instance, I do not always capitalize “province” unless I’m referring to a “Province Interface,” or something similar. When you see capitalized terms, you can usually find those terms in the Index.

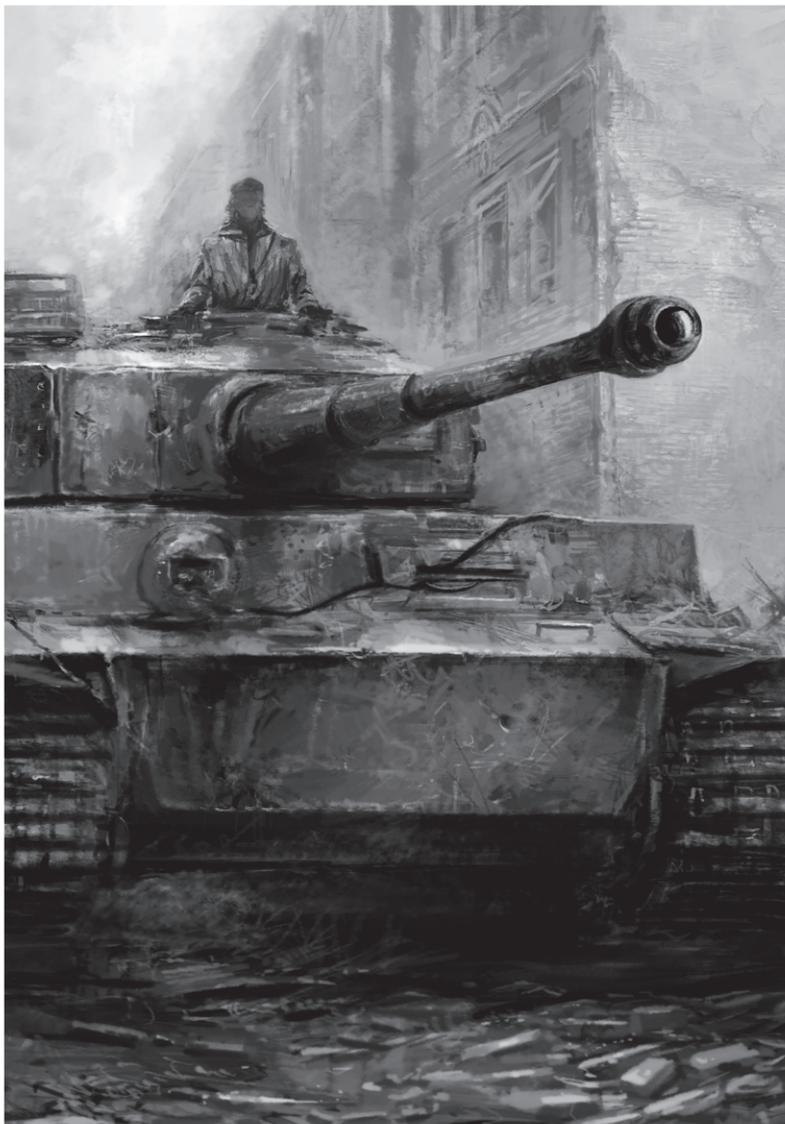
Please note that this Manual will not often give specific figures for modifiers or other values in the game because many of these values may change in future game patches. The Manual is an attempt to explain the game mechanics and how the system works. Players seeking specifics such as exact values for a particular patch should consult the Paradox Forum at <http://forum.paradoxplaza.com>.

The Forum is also where you can find not just “patch” update downloads to bring your game up to the latest version, but also fellow gamers to talk with about any questions about anything related to this or any other of Paradox Interactive’s many historical strategy games. Also, keep in mind many gaming writers meet on the Paradox Forum to write “After Action Reports” (AARs), which tell the story of their games in a variety of ways, from fictionalized alternate histories, to straight explanations of gameplay, to dramatic “fan-fiction” stories. The unique thing about Paradox games is that each game is quite different from any others are likely to have played, and so there’s always a new and interesting story to tell.

QUICKSTART

Although it's highly recommended you come back soon to read the rest of the Manual, some players would prefer to jump right into the action. Due to space limitations, the Quick Start lesson has been moved to a downloadable PDF document which can be found at the Paradox Forum (<http://forum.paradoxplaza.com>). The Index for the Manual can be

found in the same document. It's recommended you look there for a brief tutorial. The Quickstart section "shows you the tools without telling you the rules," which some players may prefer. This is a complicated game, and it's likely that new players will find these instructions necessary. The In-Game Tutorials are also useful for getting into the action quickly.



★ A ★ GAME SCREEN, MAPS & INTERFACES

A.1.0 STARTUP OPTIONS & STARTUP SCREEN

Once you've clicked the icon to start **Hearts of Iron III**, you will see a series of famous World War II scenes as the game loads. Keep in mind that **HOI 3** is a tremendously involved game, and the game files used to run it are immense. It will take a while for these files to load for the first time. You will know the launch is progressing because every minute or so a new graphic will come up, and the hourglass cursor will be turning. This process will happen every time you load the game from the desktop, unless you've played since your last reboot, which may result in a faster startup.

Once you load the game, you will be faced with an introductory graphic and a start menu with various selections. In the lower-left corner of the screen, you will see the game's version number, and a "checksum" (a unique four-letter code which indicates the specific setup and patch status of your game). You can use this checksum to verify that you have correctly installed the game. It's also important for Multiplayer games, as each player must have the same checksum code in order to play against each other. If you modify any of your game files (i.e. "modding"), it may change your checksum. This prevents incompatibilities between players, not to mention cheating. The files you might be expected to modify (Message Settings, etc.) won't change the checksum.



You will have several options when your game fully loads:

- **Single Player** – Begin a single-player game, playing against computer opponents as the leader of one of many governments. This is also where saved games are reloaded.
- **Multiplayer** – Begin or host a multiplayer game against human opponents. You can either play against friends, or you can find opponents on the Metaserver (described in more detail in the Multiplayer Section).
- **Tutorial** – Launch a series of "training" scenarios, which will explain in brief the basics of how to play the game.
- **Options** – Make changes to the various settings in the game (see: Game Options).
- **Credits** – See the many people who created this game.
- **Quick Start** (on the lower right) – Begin a preselected game scenario.

A.1.1 GAME OPTIONS

Click the "Options" button on the Main Game Menu to change any of the game's default settings. Each button at the top of the interface allows you to adjust a type of option: gameplay, video, audio, or controls. After making your changes, click the "Apply" button at the bottom of the menu to save and return to the Main Game Menu. The "Back" button will cancel your changes and return you to the Main Game Menu. Many of these settings, with the exception of Video and Difficulty, can also be changed during play by selecting the "Options" button from the Main Menu Options Interface.

Game Settings – General settings

- **Difficulty** changes the overall difficulty of gameplay to make it more or less challenging than normal. Difficulty can only be changed before a game.
- **Auto-Save Frequency** allows you to set the game to automatically save the game every month, every six months, every year, every five years, or not at all. When you see the list of saved games, you will also see an "Autosave" and an "Old Autosave," the two most recent automatic

saved games. This can prevent the accidental loss of a game. You can always save manually as well.

Video Settings – These can only be changed at the beginning of a game.

- Resolution allows you to choose the screen resolution that works best for you. The default is determined by your current desktop resolution.
- Refresh Rate adjusts the screen refresh rate from the default value. **WARNING:** An incorrect setting can cause damage to your monitor. Please refer to the manual for your monitor before changing the default screen refresh setting.
- Multisample Level sets the level of multisampling (also referred to as anti-aliasing) used to display graphics in the game. Higher levels will produce a more pleasing visual image, but will also cause a slight reduction in game performance.
- Gamma adjusts the overall contrast level of the game's graphics. For most systems, the middle position should provide excellent crispness and contrast. Shifting the slider to the left will reduce contrast, and shifting it to the right will increase contrast.
- Trees (on/off) allows you to turn the in-game trees off to avoid overtaxing a system that is close to the minimum game specifications.

Audio Settings – The game has a full soundtrack of music as well as numerous sound effects, many of which help you play the game by informing you as to what's happening.

- Master volume adjusts the overall volume of the game's sound. It will not affect your computer's master volume.
- Effects adjusts the volume of special sound effects played in the game.
- Music adjusts the volume of the beautiful musical soundtrack which has been specially composed for this game.
- Ambient adjusts the volume of various ambient effects, such as the sounds of battle.

Controls Settings – Basic controls that help you to see the map.

- Scroll speed adjusts the speed at which the game's Main Map will move when scrolling from one end of the map to the other. This can keep your screen movement from being too jerky.
- Zoom speed adjusts the rate at which your mouse's scroll wheel will zoom toward or away from the Main Map.

Windowed Mode – This setting is not in the game menus, but it is possible to change to Windowed Mode by manually editing (using Windows Notepad) the settings.txt file: change the line "windowed = no" to "windowed = yes" and save. Please note that Windowed Mode is not officially sup-

ported, and may cause performance loss, visual issues, or crashes on some systems.

A.1.2 TUTORIALS

Click the "Tutorials" button in the Main Game Menu to access **Hearts of Iron III's** series of on-screen tutorials. These are designed to quickly introduce you to the basics of play. Each tutorial focuses on a different subject, ranging from domestic management to warfare. Complete mastery of **Hearts of Iron III** may take many, many hours of play, so don't be discouraged if you don't catch on right away. This Manual is designed to provide far more depth to your learning experience than the tutorials.

A.1.3 QUICK START

Clicking on "Quick Start" will take you to a menu with four options for interesting scenarios that will help you immediately get into the thrill of the game. These are simply pre-selected scenarios that save you the trouble of choosing from among more than a half-dozen starting dates or more than 100 countries to play.

If you think you'd prefer to try the Quick Start, you should first refer to the downloadable Quick Start & Index PDF mentioned in the introduction. It may be found on the Paradox Forum. It might actually be better to try the Online Tutorials instead, as they provide hands on instruction.

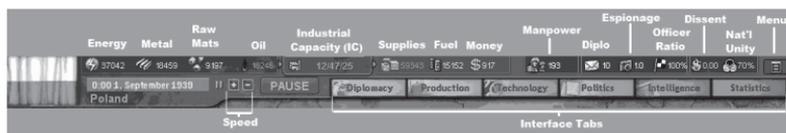
A.1.4 STARTING A SINGLE-PLAYER GAME

Click the "Single-Player" button on the Main Game Menu and you will be taken to the Single-Player Start Screen, where you can choose to start a new game at any point in history or from a specifically bookmarked date, or to load a saved game.

You will see a map of Europe with colour-coded countries, which is where you will choose which country to play. The map will scroll so that you can explore the entire world, and choose which country to play. At the very top center, you will see the default scenario choice, which starts on January 1, 1936; however, you can choose other scenarios from the menu at the top left. Clicking on one of the scenarios will change the world map to reflect whichever geographical or historical changes occurred between 1936 and the start of the scenario.

As a scenario is selected, you will see a brief explanation of what makes that date an interesting starting point for a game about World War II. Centered near the bottom are also a number of flags corresponding to the major world powers which might be interesting choices to play. Clicking on one of the flags selects that country for you to play; otherwise, you may look around to find a more preferable country.

Once the desired country has been chosen, and the ap-



appropriate scenario has been selected, click the “Play” button located in the lower right corner. You could also select “Back” to return to the Startup Menu.

You will see more World War II scenes as the game finishes loading your scenario, which will then lead to the Main Map and game screen.

A1.5 STARTING A MULTIPLAYER GAME

Click the “Multiplayer” button on the Main Game Menu and you will be taken to the Multiplayer Start Screen, where there will be several options of ways to play against other players, either your friends or people you may not even know. See Section R for more information about your menu choices, and how to get set up in Multiplayer.

A2.0 MAIN SCREEN INTERFACE

A2.1 INFORMATION BAR (TOP BAR)

The Information Bar runs across the top of your screen. On the far left, your country’s flag will be displayed, as well as the name of the country. Right above this is the Date on which you’re starting. You can click on the Date to Pause and Unpause the game. Immediately to the right of the date are two red marks that represent a “Pause” indicator, or if you are not Paused it will show a stack of “up arrows” or “chevrons” which indicates your Speed setting. The “+” and “-” buttons allow you to increase or decrease the Game Speed. **Hearts of Iron III** runs on “turns” of one hour each, and can be played very slowly, at a rate of about one game-hour every few seconds, or all the way up to a breathtaking 24 hours in the same amount of time. There is another Pause indicator on the other side of the Game Speed buttons.

Across the very top of the Game Screen, the rest of the Information Bar displays your Resource Stockpiles first (from left to right: Energy, Metal, Rare Materials, and Crude Oil), indicating how many units of each Resource are currently in stock. Green numbers indicate you are adding to the country’s surplus every day, while red numbers indicate you have a deficit in that Resource and may someday run out of it.

If you hover your mouse cursor over the numbers, a Tooltip will explain more about what that Resource is, and at what rate you are increasing or depleting your stockpile. It will also indicate where those Resources are going, and the source of incoming Resources.

Next, to the right, you will see three subdivided numbers, which represent your Industrial Capacity (otherwise known

as “IC”). The first number is what’s called Wasted IC – it is IC that you **could** be using but you’re not (and, of course, you’ll want to fix that). The next number, on the other side of the first slash, is the Available IC – how much Industrial Capacity you actually can use. The last number, to the right of the slash, is the Base IC – how many “factories” (factory points, really) your country has, which make up the bulk of what becomes the Available IC.

To the right of your IC are more Stockpiles – for Supplies, Fuel, and Money. Again, red numbers are bad and represent a loss while green is good and represents a gain.

Further to the right, you will see figures for other important values – Manpower, Diplomatic Points, Espionage Points, Leadership Points, Dissent, and National Unity (all of which will be explained later in the Manual).

A2.2 IN-GAME MENU

The last icon on the top row of the Information Bar is a Menu button, which brings up several options:

- **Save Game** – Allows you to save the current game, either to keep a record (just in case) or to return to at a later date.
- **Game Options** – Allows you to change many of the settings described earlier (the same settings you can change from the Start Menu).
- **Resign** – Ends your current game and shows you the Victory Progress Screen, where you can then return to the Start Menu, which allows you to choose a new game or load a saved game (remember to save first!).
- **Message Settings** – Allows you to customize how you want to be informed of all the little details going on inside the game; you can also set it not to bother you.
- **Quit** – Ends the **Hearts of Iron III** program, and returns you to your computer’s Desktop (remember to save first!).

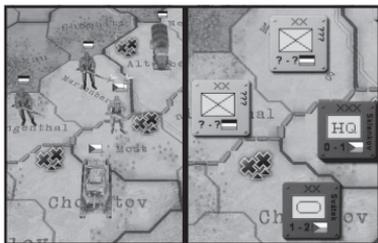
Underneath all this information, but still on the Information Bar, is a series of six “tabs” which you will use to open important Interfaces which allow you to direct the functions of your country and its Government.

A2.3 SPRITES OR COUNTERS

Among the Game Options you can choose is whether you want your armies represented as “Sprites” (visual models of infantrymen, tanks, etc.) or classic wargame-style Counters.

Sprites are three-dimensional graphic images of the

units, and many players prefer this because they are more visually interesting. Even if you are using Sprites for your Units, zooming out far enough will cause them to turn into Counters.



Each Counter will show the unit type's symbol (Infantry, Armour, etc.), its organisational level (Division, Corps, etc.), and a numeric indicator roughly showing its Attack and Defence values (displayed in the format "1 - 2"). Remember that these values are approximate and only represent relative Combat values, and not actual Combat values. Zooming in will reveal more information about the Counter, including its national flag and the name of the Leader assigned to the Unit.

A2.4 PAUSE

The game will start in a paused condition. This will allow you to set up your Government, examine your world, and perform other actions before having to worry about events, wars, etc. While you can click the Date to Pause or Unpause, it's often easiest to use the Pause button on your keyboard. Please also note that you can set your message settings to automatically pause your game if a certain type of game event occurs, as you can set preferences for each category of message.

A2.5 EVENT POP-UPS

An Event window ("pop-up") will inform you of something that happens to which you may need to react. Event pop-ups will appear in the middle of the screen and may pause the game, depending on your settings. Using the Message Settings Interface (see A2.10) accessible through the Main Menu Options button. In general, these are things you'll need as reminders; they will tell you about the beginning or conclusion of a Combat, when some historical event has happened, and so on.

Events windows can be moved around the screen by clicking and dragging any part of the window that is not a button. The windows can generally be closed by hitting the "Enter" button on your keyboard, or by clicking the "Close" button with your mouse. Once you've read the Event notice, hitting Enter will select the default action for the Event win-

dow, which will generally be to acknowledge the information and close the window. Beware, though, that you're looking at an informational "Event" button, and not one which requires you to select one of several choices. Most of these windows do not have a default and thus will not close when you hit Enter, though you can never be too sure.

If an Event pop-up appears for a category of Event you don't want to see in a pop-up, you can right-click to bring up a menu which allows you to specify Message Settings for that category, and tell the computer how you want to be informed of those types of Events.

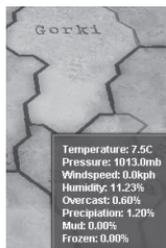
A2.6 ALERTS

Alert icons will sometimes appear in the top-left corner of your screen, and will advise of conditions of which you'll need to be aware. These might advise you of newly available Laws which might better fit the world situation, or they might indicate that you have constructed units which need to be placed.



A2.7 TOOLTIPS

If you find that the information provided by the game's visual cues are not enough to answer all you want to know, you can usually hover your cursor over the item in question to see a Tooltip. The Tooltip is an information box that pops up next to the item to provide additional information. Later patches may include even more helpful and updated tooltips, should players express a need for greater levels of information.



A2.8 DIPLOMATIC OFFERS (FLAG ALERTS)

Diplomatic messages will appear as round country flags at the upper left corner of your screen, and as they add up, will continue to expand along the top row. These indicate other countries wanting to deal with you. These icons will remain for 23 days before they start to blink. Once they start to blink, they will remain for only seven more days. Click on the message to respond. If you don't respond before 30 days are up, you will "auto-decline," and the offer is automatically refused.



A2.9 OUTLINER

The Outliner is a basic information tool you can customize to provide at-your-fingertips status on all the most important things you need to keep track of – Armies, Navies, Headquarters structure, ongoing battles, etc. Turn the Outliner on and off by left-clicking the button in the upper-right corner of the Game Screen. A number of tabs across the top of the Outliner allow you to pick what type of information you want to look at.

If you click on an entry in the Outliner, whether it's a unit or a Combat, you will center upon that location, and a Unit or Battle Interface may open. See J1.5 for more information about how to use the Outliner.

A2.10 MESSAGE SETTINGS

Hearts of Iron III can inform you of most of what's going on in your country and around the world through various interfaces, Event windows, and Alert icons. The Message Settings allow you to customize what information you want to receive and how you want to be informed. To adjust the settings, click on the "Message Settings" button in the Main Menu Options Interface, which will open a scrollable menu. Every possible type of message is listed here – it may take a while to go through them all, but it's worth it. You don't have to go through all of the message types at once; you can attend to some when the appropriate issues arise. When you see a Message in the History Log or in an Event pop-up you want to change, right-click and a menu will ask you how you want those messages handled.

There is also a manual method of editing these Settings, which may be easier for those who feel comfortable doing so. Using a text editor, open the file "messagetypes_custom.txt" which may be in the main HOI 3 folder, or if you use Vista it may be in another folder (do a search to find the file if necessary). Always use a text editor, like Notepad (not a word processor), because it results in a "clean" save. Back up the file first, in case you unintentionally change something improperly, then return to the original file. Each message type is listed in capitals. The Message Settings options will be listed, along with "yes" or "no". Change these, as desired, to provide the Settings as you like them. Make sure you change no other characters, and add no extra spaces, etc. – keep the file in the format it was in, and be very careful what you change. Then save the file. If the game behaves improperly you can save ("save as") the backup file with the file's original name, and it will go back to normal.

A3.0 MAIN MAP

The **Hearts of Iron III** map is designed to superficially resemble a historical World War II map in order to aid with the ambiance and get you into the mood for playing.

The Main Map dominates the screen when you start. Your game will be paused at the beginning, and you will automatically begin in "Terrain Mapmode," which shows land, rivers, mountains and deserts in full colour. When the game first loads, your screen will be centered on your selected country. To look around, move the cursor toward the edge of the screen to make the map scroll in that direction. You may also scroll by using the arrow keys on your keyboard.

If a province is selected, it will show as a lighter colour than the normal colour shown in other, unselected provinces of that country. Unselected provinces in your country or in an Ally's country will be shown in a normal colour and with normal brightness. Also, those provinces which are more than one province from either your country or an Ally's country will be shown in a colour darker than the rest (as if it's in a fog), and the units in those provinces will be "hidden."



As your units move around the map (or even as they sit in place), they will have a certain "range of vision" which allows you to have an idea of that area's surroundings. This "vision" also extends from every province Controlled by you or another country in your Faction or Alliance. This is explained in more detail in Section G (Intelligence). Provinces or Seazones that are adjacent to your units or allied provinces will appear in a lighter shade than the surrounding territory (you might say the others are "grayed out"). You can generally see whatever neutral or enemy units are present in those provinces, though you may not know all you'd like to about what they are or what Brigade types comprise each Division.

Most units or provinces will show an informative tooltip

colour, and there will be an aircraft icon inside the circle.

A3.5 OWNERSHIP & CONTROL

Provinces have two statuses – Ownership (what country the province actually belongs to) and Control (what country currently Occupies and governs that province during wartime). During times of peace, Control will always match Ownership.

A province is normally shown in the colour of the Owner, but when Occupied by a different Controller country, the province is shown with a crosshatch pattern in the Political Mapmode. In others only the border is shown. The predominant colour of a province is always the Controlling country's colour, but the colour of the Owner is superimposed over the provinces to indicate the original ownership.



The Japanese control the Chinese city of Shanghai, where they're now basing Japanese Ships.

When the only units remaining (i.e. not Retreating) in a province are the enemies of the province Owner, Control changes hands, and the province will take on a hatchmarked colour pattern to signify that the conquering country has Control. A province will typically remain under the Ownership of its original country through most or all of the game. Control, however, may switch hands until Control is taken back by its Owner, or until the country is Liberated by an Ally. The Owner's Surrender may transfer certain Core provinces to Ownership of another country.

A3.6 MINIMAP

The small map of the world located in the lower-right corner of the screen is called the Minimap. It shows where you're

currently looking on the Main Map, as well as offering you the ability to mouse-click your Main Map to view anywhere in the world. The white box on the Minimap shows what you're currently seeing in the Main Map; it will grow larger as you zoom out, and smaller as you zoom in. Clicking on a place on the Minimap will center your Main Map there.



A3.7 HISTORY LOG

The large arrow or triangle to the right, immediately left of the Minimap (the small map of the world), is the History Log toggle button. You can use this toggle to activate or make visible the History Log, which will show a running, day-by-day list of all major and minor events throughout the game, depending on your Message Settings. An arrow pointing up allows you to display the History Log, while a down arrow allows you to close it.

The History Log is located at the bottom-center of the Main Screen. The log will scroll, displaying a chronological list of the most recent events in the game. You can scroll back using the slide bar at the far right of the History Log to learn what else has happened, up to the point where you began the current game session. You can also use your mouse scroll wheel if your pointer is over the History Log. Left-clicking on an entry in the History Log will center the Main Map on the location where that event occurred.

You may customize which items will appear in the History Log by clicking on the Main Menu "Options" button and choosing Message Settings. You may also right-click on any Log item to open a menu allowing you to specify how you want to be informed of future messages of that type. Often, these will be things you want to know about, but which do not rise to the importance of needing a pop-up or a pause to the game. See A2.10 for more information on Message Settings.

A4.0 MAPMODES

A4.1 TERRAIN MAPMODE

This Mapmode shows what kind of Terrain each province contains. It is both the most artistic of the Mapmodes and the most useful for combat purposes, though Terrain features also appear in other Mapmodes.

Terrain is crucial, so it's something you should keep an eye on, whether you play using this Mapmode or use the graphic textures and Province Interface to keep track of it. The type of ground on which battles take place can make a huge difference between who wins or loses: attackers or defenders

may suffer Combat penalties depending on the battlefield's terrain. Terrain will be explained in detail in A6.0.

A4.2 POLITICAL MAPMODE

This Mapmode shows where country boundaries are, and while other Mapmodes indicate this with a bright red line along the border, this version is more distinct. It also shows provinces which are under control of another country. A striped pattern in a province indicates this mixed (Owner vs. Controller) status – the colour of the controlling country will be the predominant colour of the province, but the colour of the Owner is superimposed in hatchmarks over the province to indicate the original Ownership.

The underlying Terrain in this and other Mapmodes is displayed using background textures, but it may be necessary to check the Province Interface to be sure of the Terrain type.

A4.3 WEATHER MAPMODE

The Weather Mapmode allows you to see what Weather conditions are affecting your battlefields. It can be used to plan movement routes and offensives. Keeping an eye on the weather is crucial, particularly for planes, as the Weather might be different by the time they finish their Mission. It is also a good idea to keep your fleets away from serious Storms, as bad Weather or visibility can create the possibility of "friendly fire" casualties.

The following descriptions explain only how each type of Weather appears on the Weather Mapmode. For information on how these Weather Conditions develop, see A7.0, or for Weather effects upon combat, see L5.5.



A4.4 INTELLIGENCE MAPMODE

There are various types of "Intelligence," consisting of information about the enemy or surrounding countries. This information, along with various other types of Intelligence, is provided to you through the Intelligence Mapmode. You'll be able to "see into" adjacent provinces, thereby learning what military forces are located there.

Other methods will gather intelligence about other factors, and about units deployed deeper into foreign territory. These forms of intelligence are described in Section G.

A4.5 REVOLTRISK MAPMODE

The Revoltrisk Mapmode shows the likelihood of a provincial revolt. Provinces shown with a green colour are "safe" and have a low chance of rebelling. Provinces displayed with a red colour have a higher chance of revolt.

A4.6 DIPLOMACY MAPMODE

The Diplomatic Mapmode graphically shows Wars, Alliances, and other relationships between your country and others. Your enemies in war will be shown in red. Non-warring Allies will be shown in a greenish-blue colour, and Allies which are currently involved in your war will be coloured green. If the selected country claims another country's province as a Core (see: Diplomacy section), or if it has a Casus Belli on another country (an excuse to declare war), the target country will be shown with green hatchmarks or alternating bands of green and gray.

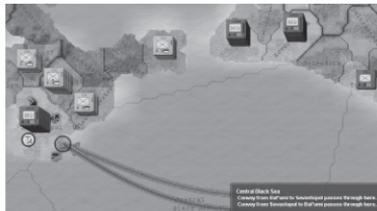
A4.7 REGION MAPMODE

Selecting this Mapmode allows you to see colour codes which organise provinces into their appropriate Regions. Regions are used for some Air Mission Orders.

A4.8 SUPPLY MAPMODE

The Supply Mapmode shows the Supply Routes your country is using to Supply your armies, and the Convoy Routes you are using to transport Resources and Supplies to and from your country. It can be useful to know exactly where the Supplies and Convoys are traveling so that you can protect those areas. It also helps to see where there might be a backlog in Supply traffic.

A province that is coloured green is receiving all of its requested Supplies and every Unit is In Supply. A red-coloured province indicates that Supplies have been requested for the Units' new location but they have not yet arrived. A yellow colour, or anything in between, indicates partial Supply.



The Supply Lines in and around besieged Sevastopol.

Overseas Trade Routes are marked with red and blue lines, extending the length of the Route. Red is an outgoing Convoy, and blue is for Convoys headed back to your home. Each Convoy is also listed in the Production Interface, in the lower right hand corner.

A4.9 INFRASTRUCTURE MAPMODE

The Infrastructure Mapmode shows each province's Infrastructure level. Provinces shown with a bright green colour have high Infrastructure, but the colour shifts from darker green to yellow as the level lowers, and eventually to red whenever there are low Infrastructure levels. Dark brown is the lowest level of Infrastructure.

A4.10 VICTORY POINT MAPMODE

This Mapmode will show important provinces worth Victory Points. Victory Points are a means of determining who's currently winning, and who the overall victor is near the end of the game. In the short term, it gives you an idea of how close a country is to Breaking, which is a condition that may lead to Surrender.

Victory Point Provinces controlled by you or your Allies will be shown in green. Victory Point provinces controlled by a neutral country will be shown in brown. Enemy Victory Points are shown in red. Tooltips will show you how many Victory Points a province is worth if you hover your mouse over that province.

A4.11 THEATRE MAPMODE

Each Theatre will be displayed using a different colour. You can use this Mapmode to see how each Theatre boundary is defined, and how you might decide to modify those boundaries to best reflect your military priorities.

A4.12 RESOURCES MAPMODE

If you click on the Resources Mapmode, you will see which provinces are valuable for their Resources. A green colour indicates the presence of an available Resource, and an icon will show you which Resource(s) can be found there. A tooltip will also tell you what that Resource is, if it's not immediately clear from the icon.

A5.0 INTERFACES

There are a variety of ways in which you are asked to manage your country. One of them is through your Government, which means overseeing Government Policies, Laws, and Politics. It can also involve Diplomacy, Economic Production and Espionage. These things are all controlled through tabs in the Information Bar along the top of the screen. Each tab opens an Interface, each one of which is described in more detail later in this section.

A5.1 MOVING AND CLOSING INTERFACE WINDOWS

The main Interface windows described in this section will generally fill the whole screen and cannot be moved.

Interface windows can be closed by using the "x" in the upper right-hand corner of the Interface; by selecting the tab at the top again (the one which initially opened the

Interface) or any of the other tabs (which will bring up that Interface instead); or by hitting the "Escape" key on your keyboard.

A5.2 PROVINCE INTERFACE

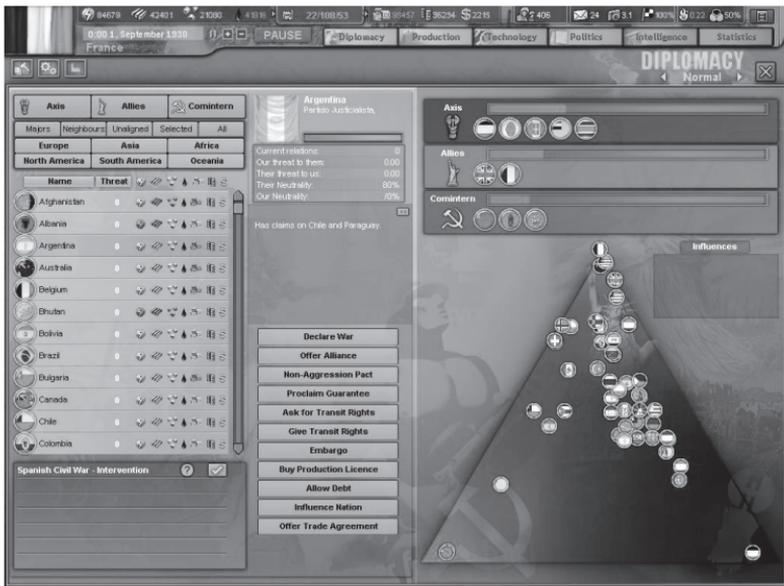
The Province Interface appears in the lower left of your screen when you click on any province, whether it's your own or someone else's, and will display things that you need to know about each province.

In the upper-left of the Province Interface, you will see a generalized picture representing the kind of Terrain present in that province. If you hover your mouse over the picture, a tooltip describes the Terrain in greater detail. The province name is displayed over the picture, and a flag indicates which country currently Owns that province. If the province is Controlled by an enemy power, that country's flag will be superimposed over the native flag in a roundel (circle).



To the upper-right of the Interface, you will see each province which borders the selected province. If there is a River Crossing on that border, it will be shown as a blue "s-curve" across the green border. Seazones bordering will be blue. If a province borders a Strait (a waterway which can be crossed without Ships), it will display as a wider blue band on the green background.

Underneath the Terrain picture will be a description of the Weather conditions in that province. Cloud cover is shown, and rain or snow if appropriate, alongside the Temperature, and Windspeed. If the ground is Frozen in



that province, you will see a white “Frozen” icon to the right of the Wind (the Province will also appear “frosted” on the Terrain Mapmode). Similarly, Mud will be a brown icon.

Across the middle of this Interface is a series of figures with icons. The camera represents your level of Intelligence about this province. The rifle shows the Revoltrisk in the province. The soldiers show the Manpower provided by the province. The checkered flag shows the amount of Leadership Points being generated. The second row shows the Resources being produced, which are, from left to right: Energy, Metal, Rare Materials, and Crude Oil.

When you’re looking at a province Controlled by someone else who is not in your Faction or Alliance, question marks (“?”) indicate values which have not been detected by your Intelligence services and are hidden to you.

At the bottom of this Interface, you will see rows of indicators showing your level of each type of Installation (described in A3.4). If bombing or other damage has reduced the total value of an Installation in wartime, the Interface will also show the level to which it will recover.

A5.3 DIPLOMACY INTERFACE

This is where you manage your country’s Diplomacy, as well as keep track of where you stand with regard to other countries.

The main feature of this screen is the triangle display on the right side, which is the Ideological Spectrum. Its three points represent the three Factions (major Military and Ideological Alliances) in the game. A country is ranked

on this triangular spectrum according to where they stand, Ideologically. They will tend to drift gradually according to internal and external influences, including Diplomatic Actions from other countries. The amount of drift can be seen in a tooltip if you hover your mouse cursor over the country’s rondel on the Spectrum.

Above the Ideological Spectrum are the three Factions – the Axis (Fascists), the Allies (Democracies), and the Comintern (Communists). Any countries which have become Members of that Faction have their flag rondels displayed here. Each Faction’s relative Victory Point total is also shown here, which can give you an idea of how well each is doing.

To the left is where you can examine Diplomatic and Trade information for every country in the world, using a sortable list. Four rows’ worth of sorting options are located in the upper-left. This also is where you may initiate Diplomatic Actions toward any country.

Underneath this, in the lower left corner of this Interface is where any available options for Decisions (see F3.3) are listed.

Near the top-center of the display, you will see the flag of the selected country along with its current Ruling Party. Below this is the Surrender Progress Bar, which is normally green. If the bar is partially red, then that country is at war and has lost territory, and may be likely to Surrender if things continue without change.

Below this section is relevant Diplomatic information, such as what countries they are Allied to or whether they



In the Production Queue, items are colour coded to indicate whether they're sufficiently funded. Below that is a list of Asset requests from Theatres, which you can ignore, or can approve to be sent to the Queue by clicking "Build."

are at War. Your current Relations with them are also shown, along with relative Threat values, and relative Neutrality values. Any Treaties or other important Diplomatic Relationships the country has will be shown underneath their Relations with you. If you click the double arrow icon in that box, it will toggle to a list of all of that country's Diplomatic Relationships with other countries.

Toward the bottom center of the Interface is a list of available Diplomatic Actions. Any button which is grayed out cannot be chosen, and a tooltip will indicate why. If it is a gold colour, you may use that Diplomatic Action on the selected country. A tooltip briefly explains what each action will do, but for more detailed information, see D6.0.

One of the most common Diplomatic Actions is a Trade Agreement, where use of the list of countries and Resources (to the left) is advisable. The list of countries and their Resources is fully sortable. If a country is experiencing a deficit in its supply of a certain Resource, it will be displayed with a reddish colour. A tooltip will show the exact figures as to how much surplus or deficit the country has of that Resource. D8.0 explains more about Trade Agreements.

A5.4 PRODUCTION INTERFACE

In the top-right of this screen, you will see a series of sliders that are used to allocate your Industrial Capacity (IC) toward specific priorities. These sliders will float, so you will need to

lock them, by either double left-clicking or by right-clicking once, in order to keep them from moving from the desired value. Each slider has a number to the right to indicate the "need" for each. If your allocation does not meet the need this number will be red. Otherwise it will be white. The need is also listed to the left on each item, and if you right-click that need indication it will automatically set your slider to match the need (and will then lock the slider, so it doesn't move from that spot).

The choices are:

- **Upgrades:** Unless all of your Brigades have been fully upgraded to the limit of your Technology, you may wish to spend some of your IC upgrading units so that they're using the latest, greatest weapons and Technologies you have discovered; otherwise, they might be at a disadvantage in combat. Even if everything is fully upgraded, you may need to Upgrade some units as soon as you Research a new Technology. A tooltip will show you how many units you need to Upgrade, and how much of that investment is covered by your current allocation.
- **Reinforcement:** Units engaged in combat will take casualties, and lost men will need to be replaced. Even when at peace, there is a certain level of Attrition from illness, retirements, etc. IC allocated to Reinforcement is how

you recover these losses. A tooltip will explain how great the need is, as well as how your investment compares.

- **Supplies:** Your units all need Supplies in order to keep operating properly. These Supplies are of the utmost importance, especially in combat. Your country has stockpiles of Supplies in a central location – your Capital – and also at depots around the world, if you have outlying territories (anywhere they are pre-positioned, or where your Convoys drop them). You will want to maintain adequate Supplies to ensure success. Some of your surplus you can Trade for, but if war prevents you from trading, or if you need to supplement your imports, you may allocate IC to produce more Supplies.
- **Production:** IC must be allocated to Production when you want to use your country's IC to produce ships, planes, divisions or a variety of other things. You will see the current level of Production IC reflected in the Production Queue on the left-hand portion of the screen (the window might have to be closed and re-opened to display updated information), which we will discuss in a moment.
- **Consumer Goods:** Just as soldiers need Supplies, a country's population requires a certain amount of Consumer Goods in order to remain happy. They understand if you're at war and will therefore demand fewer goods. However, if you do not allocate some of your IC to meeting current demand for Consumer Goods, the population will become unhappy and Dissent will rise, which can become a problem if it gets too high. Soldiers, too, need Consumer Goods during peacetime.

To the immediate left of the IC sliders is a list of Resources with values indicating how much of each Resource you have, and at what rate the stockpile is increasing or decreasing. See A9.0 for more information about what these Resources are.

Below the normal list of Resources is a slot for Nuclear Bombs. Once the necessary Technology has been developed, you will be able to Produce Nuclear Bombs. Your stockpile will be listed here once that happens (see P3.0 for more information on Nukes).

On the left side of your Production Interface, you will see three categories of units you can build: Division, Airwing, and Flotilla (i.e. land, air and naval units). Underneath these headers are three related types of Production options – Brigade Attachment (a single Brigade which you can attach to an existing Division of your choice), Airbase, and Seaport. The operation of the Unit Production Interfaces is explained in more detail in C2.0.

Below these buttons, which allow you to Produce things, is the Production Queue, which shows all the units you are currently Producing. If the list is longer than the window, you

will see a scroll bar on the right-hand side that will allow you to scroll to see all of the units.

On the right, each unit in the Production Queue will show details of the unit being built - ship name, Division designation, etc. To the left, you will see the expected date of completion, whether the unit is proceeding through the Queue at 100 percent speed or if it's a lesser amount, and how much total IC the unit consumes as it progresses through the Queue. Units which do not have sufficient IC or sufficient priority to be covered by the assigned IC will show green if they are being produced at maximum speed, yellow if they are only partially funded, and red if they are not progressing through the Queue at all (i.e. insufficient IC).

You may select the exact order of the units to be produced by assigning priority using the red and green arrow buttons – down buttons reduce priority, up buttons increase it, and the up and down “fast forward” buttons (two triangles one atop the other) allow you to move that unit to the very bottom or the very top. This selection of priority will help you keep the most important units moving through the Production Queue, even when you do not have sufficient IC to build everything in the Queue at top speed.

Underneath the Production Queue is a list of Asset requests from your Theatres, listed as numbers of Brigades, Airwings, and Ships. If you want to start building any of the requests, click the “Build” button. At the very bottom of your screen is a checkbox allowing you to ask the computer to automatically deploy your units as they finish Production. They will go to a Theatre according either to your instructions, or to the need of the Theatre.

If you click “Automatic Deployment” at the bottom of the Interface, the computer AI will attempt to make wise decisions about where to send any Units you produce, unless they are already assigned to a Theatre.

Underneath the IC sliders, you will see two sections related to International Trade. The topmost will list all of your active Trades, along with what's being Traded. A Tooltip will show how much is being Traded. If this Trade has been suspended for some reason (lack of Resources to Trade, or lack of Convoys for Transport), it will display in red. Clicking the “x” next to a Trade Agreement will cancel it.

Beneath this box is a box showing all your active Convoys, which can be either Resource Convoys or Supply Convoys. It will list each Convoy's origin and destination, what it's carrying via a tooltip, and the number of Convoy units and Escort units. Inactive or understrength Convoys display in red. Green indicates it's operating properly.

Available Transports and Escorts are listed at the top of the box. Keep in mind that Convoy Transports (freighters) are different from Transport Ships, which are used to Transport troops. The Create Convoy button allows you to start a new Convoy, and its operation is described in H8.0.

A5.5 TECHNOLOGY INTERFACE

At the upper-left of this Interface is a set of four sliders, which you may use to divide the total number of Leadership Points you have; basically, this is a measure of “intellectual manpower.”

Leadership Points – Each province Controlled by your country generates a certain amount of Leadership Points, which are visible in the Province Interface. These Leadership Points are pooled at the national level, and you can allocate them to deal with your national problems and needs in any of four categories. Think of this pool as your country’s “brain trust,” which can be used to handle high-level needs.

You can divide up your Leadership Points using the sliders in the Technology Interface. These sliders can be locked, just like those in the Production Interface, by either right-clicking or double left-clicking.

The categories to which you can allocate Leadership are:

Officers – Officers, including non-commissioned officers (NCOs), become the guiding force behind your military units. Running short of Officers can have a serious negative impact on your military’s combat abilities, including the likelihood they will Shatter more easily. To be fully staffed, each Division requires 100 Officers.

Research – Any major country’s long-term survival may well depend upon how much war-related Research it can accomplish, and at what rate. Smaller countries, though they may never hope to catch up to the major powers, may make up for shortcomings in some areas through well-selected Research priorities.

Diplomacy – The number and importance of Diplomatic missions you send to make Treaties and other Diplomatic agreements with other countries will depend on how many Diplomat Points you’ve built up. You can only have a maximum of 100 points at once, so if you aren’t using these points allocate them elsewhere.

Espionage – Your country’s Spies and Intelligence managers are supplied through the Leadership Points allocated to Espionage.



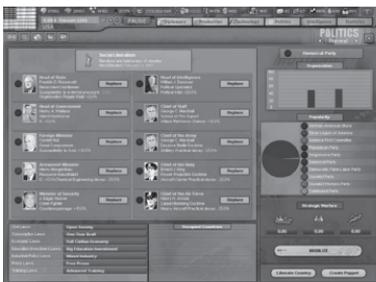
Most of the Interface is taken up by an array of Technologies which can be Researched. Tabs along the top of the screen allow you to pick Research categories. On the far left of the Technology Interface, underneath the Leadership sliders, is the Research Queue, which works much like the Production Queue, and shows what Techs are being Researched. At the bottom of the Interface is a full listing of your country’s current Knowledge levels in a variety of Theoretical or Practical fields.

Much of the function of the Technology Interface relates to choosing and managing your Research priorities. Since this is more complicated than the functions of some of the other Interfaces discussed here, the technical operation of the Interface, as well as an image of what it looks like, are all located in E4.0.

A5.6 POLITICS INTERFACE

Your country’s Political Party situation is located on the right. The ruling Party is shown at the very top of this column of political information, along with a colour corresponding to its Ideology.

The Organisation Chart shows how “strong” the Political Party structures are for each of the major Parties in your country. The Popularity Chart, which is not necessarily the same as Organisation, is shown just below and displays each Party’s relative support from the Population. Both charts are colour-coded to show Party Ideology: blue for Western/liberal, red for socialistic or communist, and gray for fascist or Nazi. Tooltips will also indicate which colour represents which Party. We discuss how these Parties interrelate in the Internal Politics Section (F2.0).



Below the Party information is a Strategic Warfare indicator (see Section P for more information on Strategic Warfare). If you’re at War, this will indicate the positive or negative status of your Strategic War – i.e. the War as perceived by your citizens, which will impact your National Unity.

Below this, you’ll see buttons to Mobilize your army (see F4.0), to Liberate Countries (see F8.0) and Create Puppets (see F9.0).

The top-left of the Interface shows what Ideology your Ruling Party follows, along with an icon showing to which Faction that Party is closest. When or whether Elections are held under the Ruling Party is also mentioned. Underneath this is a listing of your Heads of State and Government as well as the Minister positions, which help run your Government.

At the bottom left is a list of all the categories of Laws you have the power to select. Click on any category to change Government Policy through the Laws you enact (see



F3.2). To the right of it is a list of any countries you have Occupied, along with the type of Occupation Government you have established there (see F7.0).

This is just a brief overview of the Politics Interface. More detail about how each section of the Interface operates can be found in Section F.

A5.7 INTELLIGENCE INTERFACE

The Intelligence Interface allows for the management of all aspects of your Espionage and Reconnaissance capabilities. It also allows you to view important information about different countries that have been discovered through use of these tools.

At the top-left of this Interface is information about the Intelligence situation inside your country. The Partisan Efficiency shown here is a measure of how much you're hated in countries you may Occupy – the higher the rating, the higher the Experience level of Partisans who will appear to fight you. Below this is a list of all the countries, which can help you make decisions about where to send Spies, etc. This list can be filtered with the buttons located directly above it.

To the right, you will see a wide range of information about the country you selected from the Map prior to entering the Interface, or any you choose from the country list. Use the three buttons along the side of the Military Information list – Army, Airwing, and Flotilla – to switch between information on each form of Military Unit. The amount

of information you have on each country will vary according to your Intelligence operations there, but it's here you can see how many Spies are in that country, indicated by the number in the circle. You can also see how active that country's Counter-Intelligence operations are by glancing above the number of Spies. Setting Missions for your Spies is done through the interface directly below the number of Spies.

The deeper workings of the Intelligence system are explained in Section G (Intelligence).

A5.8 STATISTICS TAB (LEDGER)

Clicking on the Statistics Tab will provide a series of charts containing important information about any country, including yours. Each of these charts or lists will be helpful in determining how well you are doing in certain areas, in planning how to move forward, and in showing your Military Units in a format you cannot see elsewhere in the game. More Charts and Tables are being added at the time of writing, so it is recommended you refer to the **HOI 3 Strategy Guide** for more information about what charts are available, and how these charts can be most useful to you.

HOW THE HOI 3 WORLD WORKS

There are some things about the world that are best explained before we go into the various game Interfaces and how to run a country. Keep in mind that these values are very "moddable," in that they can be modified by amateur

coders, and so these values may differ from patch to patch and from "mod" to "mod."

A6.0 TERRAIN

Terrain can be critically important in determining the outcome of Combat, as well as the maneuvering and positioning which leads up to the engagement. Wise players will always be aware of the type of Terrain on which their units are moving and fighting.

All penalties or bonuses for Terrain are applied at the Division level. A Brigade which works well in a certain Terrain type will average its benefit out between all the Brigades of its own Division.

A6.1 TERRAIN TYPES

- **Plains** – Open plains and farmlands which are easy for armies to move across. There are no penalties or bonuses associated with this Terrain type.
- **Desert** – Dry landscape with little or no vegetation. Causes higher Attrition (losses to Manpower and Strength).
- **Arctic** – Frozen landscapes that are hard on men and equipment. The associated Temperatures will cause Attrition, too.
- **Mountain** – High mountain areas which greatly restrict movement. All attacks in Mountains are penalized, but Mountain units are penalized less. Attrition is higher.
- **Hills** – Rolling, uneven Terrain which can impede travel and limit lines of sight. Motorised and Mechanised units have movement penalties. Mountain units are penalized less when attacking.
- **Forest** – Forests provide Penalties to the movement of all Units, but Mechanised or Motorised units are penalized more. Attacks by Armoured or Mechanised units are penalized. Air Units will also have more trouble attacking.
- **Woods** – A lesser version of a Forest, comprised of fewer trees. Limitations on combat and movement will be similar, but reduced.
- **Jungle** – Like a Forest, but with added complications like wetness, heat, and undergrowth. Causes penalties to Movement, and Attack. Infrastructure is also generally lower in these provinces, which complicates the maintenance of Supply. The frequently associated high Temperatures may cause Attrition.
- **Marsh/Swamp** – Waterlogged Terrain similar to Plains...except for the water. Water is a big problem for land units, so this Terrain causes Penalties to movement, attack, and supply. Marines have a reduced penalty on attack. Attrition is higher.
- **Urban** – Cities or otherwise "built-up" areas. Non-Armoured units get a Bonus to Defence. Armoured

units receive a Penalty to Attack, as Urban areas are a nightmare to attack.

- **Fortification** – While this has already been mentioned as a "building," its effect makes it like a type of Terrain because a land or sea Fort adds certain defensive modifiers and advantages to the Terrain type when attacked. Attackers suffer a penalty to their Efficiency or Attack Modifier, so while they stand, Forts reduce the number of permanent casualties and organisation loss. Divisions with Engineering Brigades attached have a reduced penalty on attack. Land Forts protect the whole province from attack, because strategic considerations must take it into account. Coastal Forts, however, only protect against attacks from the sea.

A6.2 TERRAIN SIDES

Some special Terrain types only apply along one or more provincial borders.

- **River** – Rivers are obstacles to Movement, and increase difficulty when attacking. Penalties are reduced if the Division has an Engineering brigade (for that Division only). Marines also have a reduced penalty for Movement and attack.
- **Straits** – A wider body of water at a seashore which causes significant delay to movement, but which can be crossed by ferry or boat, and which does not require Land Units to board Transport Ships to cross. Straits can be blocked by enemy Fleets, if they are present, and the Control of one or more sides of the Strait will block any non-Submarine Fleet from crossing through the sea at that point. Movement and attack across a Strait has serious penalties, which are less for Marines.
- **Coastal Fort** – As with Land Forts, Coastal Forts protect the defender from casualties and organisation loss because they reduce the attacker's Efficiency. Coastal Forts can only defend against Amphibious attacks.

A7.0 WEATHER

Unlike other games, which use abstracted weather, HOI 3 has a complex, detailed, and realistic weather system. It defines high- and low- pressure systems, humidity levels, as well as temperatures to determine precipitation, wind speeds and movement of weather systems. This can come in handy if you can anticipate the weather and/or know how it develops. Most of this detail is only visible in the Weather Mapmode (see A4.3), where Tooltips provide yet more information.

Each province's weather is described by four values:

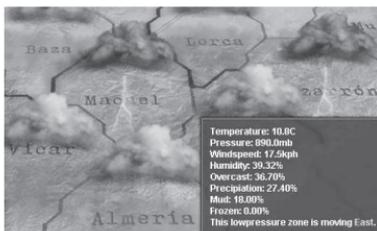
- **Temperature (Celsius)** – Temperature can be useful for predicting upcoming Mud and Frozen Ground conditions.
- **Pressure** – Barometric Pressure is what moves the

Weather around the Map. Keep an eye on pressure zones to get an idea of when the Weather might change.

- **Wind Speed** – Wind Speed impacts where and when Weather moves. It can also impact Air Missions.
- **Humidity** – Humidity levels relate to Precipitation, and helps you to predict.

These values have various effects:

- **Cloud Cover** – Overcast days may prevent or hinder certain Air Missions.
- **Precipitation/Storm** – Rain, Snow or Storm may impact Detection and Combat.
- **Ground State** – Movement or Combat may be affected if the land is Muddy or Frozen, it may impact Movement or Combat.



A7.1 WEATHER PATTERNS

Keeping an eye on the Weather patterns as they move around the Map can help you to anticipate when you may face conditions that might be helpful, or harmful, to a planned offensive. At sea, Weather has a large impact on visibility for Detection purposes, which is a key factor in Naval Combat. It may also negatively impact on Combat. See L5.5 for more information about how Weather affects all aspects of the game.

Much about the Weather and its impact on your operations can be predicted. For instance, it will be Overcast where it is Raining. This will impact many Air Missions. As the Rain continues, though, the Humidity level will drop, and eventually the Rain will lessen because the clouds have dumped their moisture; this works equally well for Snow, where the only difference is Temperature. Once the Humidity drops low enough, the Overcast will begin to break up, as the Rain lessens all the while. This is when you, as a Mission planner, must be aware that Air Missions will soon become possible again for both for you the enemy. The Rain will eventually stop, though some Partial Cloud cover may remain, depending on the conditions.

Rain will also increase the likelihood of Muddy Ground, which can have a tremendous impact on your Combat operations and your ability to Supply your armies. Snow and freezing Temperatures will eventually cause Frozen Ground, which will make things difficult on your Combat troops as

the ground thaws from the heat and turns into Mud. Hot Temperatures make things rough on your soldiers, too.

A7.2 WEATHER CONDITIONS

The Weather Conditions that may impact you are as follows:

- **Overcast** – If the Humidity level is high but not sufficient for Rain to fall, then it will be Overcast, which impacts Air Missions.
- **Rain** – If the Humidity level is high, Rain may occur. The colder the Temperature, the more likely Rain will be at lower Humidity levels. Hills or Mountains in a province will also make Rain more likely by allowing it to happen at lower Humidity levels. Rain, or snow, will cause the province to “shed” its Humidity, causing the Rain or Snow to eventually stop.
- **Storm** – A Storm occurs when you have Rain conditions with a Wind Speed higher than 30 MPH (i.e. Gale Force on the Beaufort Scale). It will impact Combat and Detection, as well as prohibit Air Missions.
- **Snow** – Snow forms under the exact same conditions as Rain, except that the Temperature must be below Freezing. As with Rain, Snow will eventually stop once it sufficiently lowers the province’s Humidity.
- **Blizzard** – A Blizzard occurs when you have Snow conditions with a Wind Speed higher than 30 MPH (Gale Force). This is just a winter Storm, with the same effects, plus the effects of winter conditions.
- **Frozen Ground** – For Frozen Ground to form, the Temperature must be below Freezing for a period of time, or the province must be experiencing Snow or Blizzard conditions. If the Temperature in a province with Frozen Ground rises above Freezing, then the ground will eventually un-freeze, which may result in Muddy Ground.
- **Muddy Ground** – Muddy Ground may form if a province is experiencing Rain or Storm conditions, modified by Infrastructure and Terrain type. It may also occur if the province has Frozen Ground conditions, and the Temperature climbs above Freezing. Swamp, Marsh, and Jungle Terrain have an increased chance of Muddy Ground. Muddy Ground slows down Land Unit Movement and adds to the “Supply Tax,” the cost of getting Supplies to the units.

See the chart in L5.5 for more information.

Keep in mind that, at the time of this writing, Weather is still being developed and balanced, and so there will be changes made to the way things work before Hearts of Iron III reaches you. You would be well advised to refer to the HOI 3 Strategy Guide for more detailed and accurate

information about how the Weather system will operate, and what its impact will be on Military operations.

A8.0 TIME OF DAY

Since HOI 3 operates on hourly turns, the Time of Day is a major factor for players, and not just because of the complicated schedules which must be kept by well-coordinated armies. Air Missions, especially, must be designated as Daytime-only, Nighttime-only, or Both. Nighttime has a great negative impact on the Effectiveness of Missions unless Technologies like Airsearch or Navigation Radar have been Researched. Nighttime also has a significant role to play in Land Combat, where Nighttime attacks also suffer from lower Efficiency. Timing attacks to occur at a particular time of day can be an important strategy for winning the game.

A9.0 RESOURCES

- To the immediate left of the IC sliders, you will see a list of Resources, as well as values indicating how much of each Resource you have and at what rate the stockpile is increasing or decreasing. The types of Resource are as follows:
 - **Energy:** Represents combustibles other than Oil or Fuel (like coal) that are necessary to keep any country running, as well as hydroelectric or other sources. Factories will use 2 Energy to produce every 1 IC, and if you're low on Energy, your Factories may stop producing your peak output of IC.
 - **Metal:** Represents the mineral needs of your industry, like steel and iron, but also lesser-used metals like tin and copper. Each IC requires 1 Metal, so if you're low on Metal, your IC may not be fully utilized.
 - **Rare Materials:** These represent lesser-known or lesser-available minerals and resources which your country nevertheless must have to operate a full industrial complex, such as antimony, manganese, gold, rubber or phosphates. Because they're rare, your country may not produce these things, which will require that you Trade for them – and if you're at war, then good luck, as you may just have to conquer them instead! Each IC requires a ½ point of Rare Materials.
 - **Crude Oil:** Represents unrefined Oil as it comes out of the ground, which normally isn't of much use, except to burn. Crude Oil must be carried back to your Capital, where your refineries will convert it into Fuel that can be used by your military units. The rate of conversion is determined by your Available IC, on a one-for-one basis per IC point, but can be modified by Technology advances.
 - **Supplies:** These represent materials, like food, any military unit must use to operate, even if they're sitting still. Movement or Combat may significantly increase the unit's need for Supplies.
- **Money:** Represents your cash reserves, which can sometimes be more useful than ordinary Resources. You do not spend money to "buy" units (that requires IC), but Money can be used to Trade for Resources or Supplies from other countries (see D8.0), which is what fuels the IC you need for your war machine.
- **Fuel:** Represents refined, useable fuel needed by machines to run. You must distribute Fuel to all Motorised or Mechanised units, and Air and Naval Units, wherever they are, or else they will be unable to move quickly, if at all.
- **Nukes:** Once you develop the necessary Technology, you will be able to Produce Nuclear Bombs. Your stockpile is listed here (see P3.0).

ECONOMICS

B1.0 INDUSTRIAL CAPACITY (IC)

In **HOI 3**, your country's economic potential is represented in terms of Industrial Capacity (normally referred to as IC), which in rough terms is a measure of the number of "Factories" you have in all of your provinces. Each "Factory" represents hundreds of factories, modified by Technological advancements, Ministers, and other factors.

IC is produced on a daily basis, and while it's tempting to think of it as a daily income, it doesn't build up like Money. It goes away if you don't use it, so it's more accurate to think of it as your daily "bandwidth" (to use a computer term): it's what you want your industry working on for that day. While there's not a lot that can be accomplished on major projects in just one day, persistent work on the same project will get it completed.

As head of state over your economy and commander-in-chief of your armies, you must decide what you want to produce by allocating IC toward Consumer Goods, Supplies, Upgrades, Reinforcements, and Production.

The three IC values displayed in the Information Bar refer to Wasted IC, Available IC, and Base IC.

Wasted IC refers to the amount of Available IC you have not allocated (i.e. it's available, but it's sitting idle). This figure is an important one to notice, because it means you are not utilizing your economy to its fullest, and you may want to consider adding Production orders or changing IC allocations in order to use the extra points.

Available IC is your Base IC, modified by your Ministers, your available Resources, your Policies and Laws, and any Technological advances you've made which affect Industry.

Base IC refers to the total number of home-country Factories and a percentage of Occupied Factories minus any Factories that have been destroyed by enemy bombing or conquest.

Industrial Capacity must be "fed" by Resources to work, as explained in A9.0 so keep in mind that Wasted IC is what you're not using out of your Available IC, which itself may be reduced from your potential by Resource shortages and Combat. Your actual full production potential is only visible if you have sufficient Resource Stockpiles and can adequately protect your Industry.

Laws impact Available IC, as do Ministers, some Techs, and Combat damage as well.

B2.0 DEMAND FOR RESOURCES

Each IC (basically, each unit of factories) requires a certain amount of Resources to operate: 2 Energy, 1 Metal, and 1/2 Rare Materials.

You will need to maintain stockpiles of these Resources so they are ready when needed. If, for any reason, the stockpile of Resources is reduced to below what you need on a daily basis, your factories will begin to shut down, and your Available IC will be reduced to a point that is sustainable by the available Resources. As you put more Resources into your stockpiles, whether through Trade or the opening of more Convoy Routes and so on, your IC will again be available to you.

B3.0 RESOURCES & TRADE

Resources can only be bought with Money, which you can acquire through Consumer Goods Production or from other Trade Agreements. See D8.0 for more information about how to set up Trade Deals.

International Trade requires shipping to carry the goods back and forth, which means the Resources you Trade for can be attacked by enemy Submarines and Raiders during wartime. The buyer is always required to carry the Trade on their ships.

There is an exception: if two countries are on the same continent, they can Trade with each other overland.

B4.0 DEBT

During wartime, you have the ability to begin going into Debt, a Decision you can choose to make or not, and begin buying things on the world market with War Credit.

This is a two-part decision as it is a Diplomatic exchange and not a Policy Decision. Both countries must agree in order to bargain with Credit.

B5.0 SPECIAL COMINTERN RULE

Comintern countries can give Resources to another Comintern country as a gift (i.e. trading for free). At the start, this is an incidental rule, because the only other

Comintern countries are landlocked and on a different continent.

B6.0 OIL & FUEL

Instead of just having to worry about oil supplies, **HOI 3** has a more realistic system for Fuel which requires the refining of oil. You must first obtain oil and bring it home, at which point your country's refining capacity will turn the crude oil into fuel for your war machine. You may also convert Energy Resources (i.e. Coal) to Crude Oil, using a relatively inefficient process which can be made more efficient through the discovery of new Conversion Technologies. Improving your Refinery Technologies will enable you to Convert Oil to Fuel more quickly. Your rate of Conversion from Oil to Fuel is based on your IC, modified by your Technology in related Techs. You may Trade for Oil or Fuel with other countries.

Ships, vehicles and other machines require refined Fuel rather than Crude Oil to operate. If the units, motorised or mechanised vehicles in need of Fuel are not directly connected by Supply Line with the Capital, then a Convoy must carry the Fuel to a Supply Depot near them. See Section H for more detail on Convoys and Depots.

B7.0 MONEY

Money is generated as a side effect of your Industrial Capacity and the production of Consumer Goods. Money is also acquired on the world market in return for Trading away your Resource surplus. For this reason, countries are expected to build up reserves of Money during peacetime. Money is used to purchase things, such as Resources on the world market (Trade). If Money runs out during wartime, a country can make a Decision to go into Debt and begin buying things on "war credit."

B8.0 CONSUMER GOODS

Consumer goods represent the many things regular people find necessary for everyday life – food, gasoline, household utilities, etc. During wartime, the people are generally more understanding of tough times and have a reduced demand for Consumer Goods. Even then, it's necessary to keep a steady supply of these products available, or else the people will begin to become dissatisfied, causing Dissent to rise and National Unity to suffer.

There is a minimum level of Consumer Goods you must produce, which is below the level at which you begin getting Dissent. However, if you want to avoid or reduce Dissent, you must produce a higher level of Consumer Goods by using the sliders in the Production Interface. The level of demand for Consumer Goods can be modified through Educational or Industrial Policy Laws, Ministers, Government Ideology, and whether or not you are at War. If your country has lost a lot

of its Victory Points in war – if you're losing – your citizens' demand for Consumer Goods will also be lower.

All military units also require a certain amount of Consumer Goods during peacetime, though this need ends with full Mobilization, as the needs of the units move away from domestic peacetime concerns and toward more purely military needs. A higher Neutrality rating lessens your Units' need for Consumer Goods.

B9.0 WAR EXHAUSTION (WE)

Countries which have been at war for a long time will have increased levels of War Exhaustion (WE), which makes them less willing to continue. Things such as combat losses, the loss of territory, and Strategic Warfare will impact the country's War Exhaustion. This has no effect during war, but once peace is made, countries with high War Exhaustion will be less willing to join another war. WE is expressed as an increase to the country's Neutrality value, once the country is no longer at war. This WE-influenced Neutrality value will reduce over time until WE is gone.

B10.0 MOBILIZATION

B10.1 PEACETIME MOBILIZATION

There are restrictions upon how quickly, and in what ways, you can prepare for War before War is actually declared. Democracies will have an especially hard time explaining why they are taking such actions without valid reasons.

These reasons may come in the form of valid international Threats, which is represented by the Threat values (see D3.0). As the Threat to your country from potential enemies grows, you may have more freedom in how aggressively you prepare for war. That freedom is reflected in terms of lower Neutrality values. Otherwise, you may have to bide your time and set priorities that will enable you to prepare for war without really having all of the tools you would like at your disposal.

A Note About Gearing – The term "gearing" has had a long life in Paradox games, and it's important to explain how this term has changed in **HOI 3**. Production "gearing," as it was used in **HOI 2**, as a bonus for standardizing factory production, no longer exists. This concept has been replaced by the concept of Practical Knowledge in Tech fields, which gives you basically the same benefit but in a more permanent and valuable way.

B10.2 INDUSTRIAL GEARING – WAR ECONOMY

An economy can generally be considered to be a "civilian economy," on "war footing," or somewhere in-between. Some Governments (Fascist, for instance) might end up converting part of their economy to "war footing" even before they're at war. Other Governments might be at war but unwilling to fully commit their economy to that war.

The process of committing to a war is called Gearing. You can affect the Mobilization of your civilian economy through Economic Laws, choosing to move to a more Mobilized economy. You can also impact this somewhat through Industrial Policy Laws. Your Economic Laws may be limited by Government type and Threat level. If the Threat goes down, so must your Gearing policies, or else you must accept a penalty to your National Unity. Some Economic or Civil Laws are only allowed if you are at War, depending on your type of Government or if you are under serious Threat.

Your country's population will expect you to end your Mobilization once peace is achieved. If you do not, Dissent

will rise. Certain options, such as Laws you may have set, may have to be undone in order to reflect your non-wartime status. You may also select Demobilize from the Politics Interface, if you had previously Mobilized your Reserves.

B10.3 RESERVES (UNITS)

Producing military Divisions such as Reserves can help build your military potential without quickly increasing the expenses needed to maintain them. When you Mobilize, these Units will build their Strength so that they will hopefully be ready. The peacetime cost of Reserves depends on your Conscription Law.



★ C ★ PRODUCTION

You must manage your country's Industrial Production through the Production Interface and the Production Queue, the list of currently progressing projects (see A5.4).

C1.0 MANPOWER

When Producing units, there is not only an economic demand but also a requirement to have sufficient Manpower to populate the unit. Manpower is generated as a Resource from every Controlled province, though there is less from conquered provinces than from your Owned provinces which you still Control. Overseas provinces, even if Owned, provide less Manpower than those on the same continent as your Capital.

Manpower is considered a pool which can be used to produce units, and is thereafter "contained" by those units. However, units will also "leak" Manpower in terms of Attrition through routine turnover, or losses due to sickness or the environment. As such, each unit has a monthly demand on Manpower in the form of Reinforcements. Manpower is impacted by Mobilization and Conscription Laws.

C2.0 UNIT PRODUCTION INTERFACES

C2.1 DIVISION CONSTRUCTION INTERFACE

New Land Units must be built as Divisions comprising between two and five Brigades, with a minimum starting Manpower of 5,000. One-Brigade "Divisions" are constructed using the Brigade Attachment Interface, and these will start at less than the 5,000 minimum, but cannot be considered a Division until they meet that qualification. At the start, your country will have a limit on the number of Brigades you can have per Division, but increased Tech may allow you to increase this number.

Brigades are either Combat Brigades or Support Brigades. You will generally want each Division to have at least one Combat Brigade. Support Brigades remain behind the lines to offer assistance to the Combat Brigades.

Across the top of the Interface are listed the different Combat and Organisational values, and each Brigade has a number listed for each value representing its ability in that area. For an explanation of these values see the chart above in C2.0.

As you click on Brigades to select them to build, they will appear in the Division Composition box to the right, which will show how many Brigades you've selected and the

number you are allowed. The box next to it will show the cumulative stats for the Division you've proposed. Clicking the "x" on a Brigade in the Division Composition box will remove that Brigade from the planned Division.

Above the Division Composition box will be a picture of the Brigade type you have selected, as well as a blue icon next to it that will show what Practical Technology will increase as a result of the Brigade being produced.

Remember that Divisions which have a combined Softness rating of between 33 and 66 percent will get a Combined Arms bonus in Combat.

If you would prefer to use preset Divisions, you will see a variety of Templates at the top-right of the screen. You can select one of these Templates to build a standardized Division of the type that your country might normally build. You can also modify an empty or existing Template and use Save Template to hold that design for later use.

At the bottom-right of your screen, you'll see an indicator of how long the proposed Division will take to build, and its IC Cost and Manpower Cost. You can choose to build more than one identical unit by selecting either Serial, which will start the identical unit as soon as the first one finishes construction, or Parallel, which causes the number of units selected to all enter the Production Queue at the same time. If you choose Parallel, the IC Cost and Manpower Cost will change to reflect the total order being placed. If you choose Serial, then the Build Time will change to reflect the time necessary to build all of the ordered units.

You may check the As Reserves box to build the unit or units that you're ordering as Reserve units (see C4.0). When completed, they will appear with the restrictions of a Reserve Division.

Brigades may be detached and re-attached to another Division after they are constructed, by using the Reorganise and Merge buttons. By using the Brigade Attachment button on the Production Interface, you may also build individual Brigades for attachment in this way.

When done, you can either Close without saving the unit build or Start Production with the buttons at the bottom.

C2.2 BRIGADE ATTACHMENT INTERFACE

This is where you build individual Brigades, which can either be attached to an existing Division or may operate on

Master Unit Values List

Unit Value	Land	Air	Navy	Meaning or Purpose
Strength	x	x	x	Percentage of maximum Strength; % Troop strength for land units
Organization	x	x	x	Unit's ability to effectively coordinate in battle
Combat Width	x			How much space the unit's Combat divisions take on the Front
Soft Attack	x	x		Unit's ability to attack "soft" elements of land units (e.g. infantry)
Hard Attack	x	x		Unit's ability to attack "hard" elements of land units (e.g. armor)
Anti-Air (Air Attack)	x			Unit's ability to counterattack against enemy aircraft
Defensiveness	x			Unit's ability to avoid damage while in defensive Combat
Toughness	x			Unit's ability to avoid damage while on the offensive in Combat
Air Defense	x	x	x	Unit's ability to avoid damage inflicted by enemy aircraft
KPH	x	x	x	Unit speed
Suppression	x			Unit's ability to prevent revolts by rebels or partisans
Supply Consumption	x	x	x	Unit's daily Supply consumption
Fuel Consumption	x	x	x	Unit's daily Fuel consumption (when operating)
Build Cost (IC)	x	x	x	Unit's daily cost in IC to be built
Manpower Cost	x	x	x	How much Manpower the unit will require to be built
Time to Build	x	x	x	How many days it will take the unit to be constructed (at IC cost)
Softness	x			The percentage of the unit which is considered a "soft" target
Sea Attack		x	x	Unit's ability to attack Ships
Air Attack (Anti-Air)		x	x	Unit's ability to attack aircraft
Strategic Attack		x		Unit's ability to attack Strategic targets, like infrastructure, resources & IC
Surface/Sea Defense		x	x	Unit's ability to avoid damage from Land or Naval Anti-Aircraft fire
Naval Detection		x	x	Unit's ability to Spot enemy ships
Air Detection		x	x	Unit's ability to Spot enemy air units
Sub Detection			x	Unit's ability to Spot enemy submarines
Transport Capability		x	x	Unit's ability to Transport friendly troops (Transport Weight)
Maximum Mission Range		x	x	Unit's maximum range from base to perform missions and return
Firing Distance			x	Ship's preferred fighting range in naval Combat
Hull Value			x	Ship's hull strength and ability to take damage
Positioning			x	Ship's advantage in finding the proper position of advantage in Combat
Convoy Attack			x	Ship's ability to attack enemy convoys
ASW Attack			x	Ship's ability to attack enemy submarines
Visibility			x	Ship's vulnerability to being Spotted
Shore Bombardment			x	Ship's ability to attack adjacent land units

their own; Brigades operating on their own can be risky, but it is sometimes useful. It might be easier to do it this way than to build a Division from scratch. The main portion of the Brigade Attachment Interface is identical to the chart described for the Division Construction Interface.

Simply select the Brigade type you want to construct, and then choose whether you want to build more than one in Serial or Parallel. The IC Cost, Manpower Cost, and Build Time will be displayed, and you can also choose to build the Brigade as a Reserve unit (see C4.0). The Unit values are the same as for Land Units (see chart in C2.0).

When done, you can either Close without saving the unit build or Start Production with the buttons at the bottom.

C2.3 AIRWING CONSTRUCTION INTERFACE

This Interface is very similar to the Division Construction Interface, except that there are no templates, because each Airwing is comprised of only one type of aircraft; the exact model for each type changes as your Technology changes.

Across the top of the Interface are listed the different Combat and Organisational values, and each Airwing has a number listed for each value representing its ability in that area. For an explanation of these values see the chart above in C2.0.

When you select any type of aircraft, you will see its specifications listed in a box in the lower-left corner of your screen. A picture of the specific airplane type will be shown, along with its name or designation. Below the name, you will

see the Technology level of each of the plane's component types. For instance, an aircraft being built in 1941 might have "Model 1941" component types for its Engine, Fuel Tank, Airframe, and so on. However, it might also have an advanced model of Airsearch Radar and an obsolete model of Armament, depending on your levels of Technology in each of those categories.

At the bottom-right of your screen, you'll see an indicator of how long the proposed air unit will take to build, as well as its IC Cost and Manpower Cost. You can again choose to build more than one identical unit by selecting either Serial or Parallel. The stats for costs or build time will change to reflect the numbers you've chosen. Below these stats will also be a blue icon of an airplane, indicating which Technology will receive a Practical boost when the unit is Produced.

When you're done, you can use the buttons at the bottom to either Close without saving the unit build, or Start Production.

C2.4 FLOTILLA (NAVAL) CONSTRUCTION INTERFACE

The Flotilla Construction Interface is like the Airwing Construction Interface in appearance, but its function is more like the Division Construction Interface in that you have much control over modifications to the ships you build.

Across the top of the Interface are listed the different Combat and Organisational values, and each Ship has a number listed for each value representing its ability in that area. For an explanation of these values see the chart above in C2.0.

When you select a Ship type from the chart, a "reference copy" of the Ship in question is moved to a line below the chart so you can see its values more readily as you modify the Ship. As in the Airwing Construction Interface, there is a picture of the Ship, its name and Class (class being a specific model of ship), and beneath these will be a listing of modifiable components. As your Technology levels increase, it opens up new and more capable components which can be added to newly constructed Ships. In certain circumstances, there may be a cost savings for using a more obsolete component. This is your choice. Some component lines may be grayed out, indicating that there are no model alternatives for that component.

Below the Model Selection screen is a box that asks if you want to "Add CAG," though this is grayed out for all ships other than Aircraft Carriers. This refers to Carrier Air Groups (see C3.0) which you can choose to build and assign to your Aircraft Carriers. To do so, just check the box, and the total number of CAG units the Carrier can carry will be added to your Production Queue when the order is approved.

Keep in mind that although cruiser-size ships and above represent individual ships, Destroyers, Submarines, and Transports actually represent several of those types of ship, organised into squadrons, flotillas or subrons to work together as one unit.

At the bottom-right of the screen, you'll see an indicator of how long the proposed ship will take to build, its IC Cost, and the Manpower Cost. You can again choose to build more than one identical unit by selecting either Serial or Parallel. The stats for costs or build time will change to reflect the numbers you've chosen. Below these stats will be a blue icon of a ship, which indicates which Technology will receive a Practical boost when the ship is Produced.

When you're done, you can use the buttons at the bottom to either Close without saving the unit build, or Start Production.

C2.5 INSTALLATION CONSTRUCTION INTERFACES

Each of these buttons allows you to construct one point of these items for placement in a province of your choice. The Installations can also be built by clicking their icons in the Province Interface, which will place the item into the Production Queue. The Installation will automatically appear in the province once completed.

C3.0 CARRIER AIR GROUPS (CAGS)

The Carrier Air Group represents the aircraft squadrons assigned to an Aircraft Carrier. Different Carriers have different capacities for CAGs. Each CAG has more than one type of plane assigned, representing the various interceptor and tactical bombing capabilities of a full Carrier complement. When you choose to build CAGs for an Aircraft Carrier, the Production system automatically assigns the proper number of CAG Airwings the Carrier can carry. A CAG does not need to be Produced with the Carrier – you may build a CAG independently, through the regular Airwing Construction Interface.

The CAG exists independently of the Carrier – it operates in most ways just like a regular Air Unit. It is displayed in its own section at the bottom of the list of ships in your Flotilla while it is operating as a CAG. It may also operate from Airbases like any other Air Unit.

C4.0 RESERVE DIVISIONS

Divisions built as Reserves will start at a fraction of their maximum Strength when produced, and they will remain there until you increase your Mobilization level. Once you begin to Mobilize your economy, this level will gradually increase. Each Mobilization step will add strength to your Reserve unit's total on a staggered scale, increasing as you get closer to full Mobilization. At full Economic Mobilization, your Reserves will still not be at 100%, which won't occur until you Mobilize your army using the Mobilize button on the Politics Interface. See B10.0 for information about Mobilization.

Reserve Divisions will also consume Supplies according

to their percentage of Strength: at 50% Strength they're using 50% of the Supplies a normal non-Reserve unit would consume.

C5.0 PLACING PRODUCED UNITS

Constructed units may only be placed in the home country, but you can set the Theatre to which they are assigned. As soon as they are placed, the Theatre will take over moving the units toward the front lines.

Newly constructed Units may be placed in any Owned province. Simply click on the Alert button, which will appear in the upper-left corner of your screen to indicate you have Units to be placed, and then left-click on the province where you want the Unit. Production items which are assigned to a Theatre will be automatically placed with that Theatre. Naval units operate the same way, but must be placed in a province containing a Naval Base. Likewise, Air units must be placed in a province containing an Airbase.



★ D ★ DIPLOMACY

You may use your Diplomatic Influence (Diplomacy Points) to perform Diplomatic Actions. There are other important Diplomatic considerations.

D1.0 FACTION

There are three axes on the triangular political spectrum: Allies (i.e. the “Western Democracies”), Axis, and Comintern. Each of these alliances, historically, was “philosophically opposed” to each of the others. While that model was distorted by “Realpolitik” considerations during the 1930s and 1940s (i.e. the Molotov-Ribbentrop Pact), it works well enough for what **HOI 3** is trying to simulate. We refer to these alliances as Factions.

A Government may choose to “Align to Faction” and Ideologically shift toward one of these great alliances. Later on, countries may be invited to join a Faction as a Member. Only a few countries are members of Factions at the start of the game in 1936.

Being Aligned to a Faction is not the same as being a Member of the Faction. Membership is acquired when the Alliance Leader invites a country to join the Faction. Once you are a member of a Faction, your country will no longer Drift on the Ideological Spectrum.

When one Member declares war on a country, all Members are invited to join that war. The AI will take these penalties into consideration when deciding whether to join the war or not. The AI will also inform you, if you’re the one declaring the war, whether some countries in your Alliance are unlikely to join you. A country that chooses not to join a war at the beginning may later change its mind.

D1.1 FACTION SPECIAL ABILITIES

Each Faction has a “special ability,” which is something that it alone can do, by nature of the kind of government it has, and helps it to stand out from the other Factions.

- **Allies** – Countries who are Members of the Allies are protected by a universal mutual assistance treaty. If any Member of the Allies is attacked, all Members consider it an attack upon all of them and are automatically considered at war with the attacker or the attacking Faction. Allied Faction countries require more Consumer Goods during peacetime, but less during wartime (because their people feel a civic duty to support the war).
- **Axis** – Axis Members have the ability to Declare Limited War upon another country. They may attack another country without inviting their Faction Members to join them, which will also allow them to keep the territory

for themselves and not share in the victory spoils. If the country gets into trouble, they may still issue a Call to Arms, which invites their Faction Allies to join and help them. Axis countries also have fewer restrictions on when they can Declare War, and get a bonus when fighting in enemy-Owned provinces

which are Cores for the Axis country.

- **Comintern** – Because Comintern countries are so closely joined Ideologically, they pool their Resources for the common good and are able to Trade Resources with other Comintern Members without using Money (i.e. they can “gift” Resources to another Member). Comintern Faction Spies get a bonus to Effectiveness.

D2.0 CORES

Core provinces are land whose ownership is a matter of some dispute between one or more countries. These are often the flashpoints for conflict, and may play an important role in sparking World War II in your game, as they did historically. A Core is essentially a claim to rightful ownership over another country’s province (“Core” is used in two ways – a province can “be” a Core of another country, and that country can “have” or “hold” a Core in another country).



Argentina claims a Chilean province as its own, as shown by hatchmarks in Diplomatic Mapmode, as well as by the roundel at the bottom of the Province Interface.

If you examine the Diplomatic Mapmode, you will see any Cores you have on provinces outside of your own borders. A country with a Core in another country will have more hostility toward that country. Diplomatic Relations will also be lower between the two, and they will have increased levels of Threat, making it easier to Declare War. If you conquer a country through War, you will be able to integrate those Core territories into your own country once Peace is negotiated.

D3.0 THREAT (BELLIGERENCE) & NEUTRALITY

A country has a Threat value which affects nearby countries according to the size of the Threatening country and their proximity to the target country. They will react, negatively or positively, to the Threat you pose.

Threat affects Neutrality through hostile actions against others, making a country's population and Government more willing to consider war, which is the trigger, or threshold, consideration for many Laws and Diplomatic Actions, including Declarations of War, joining Alliances, etc.

Any country can declare war upon another country which has a Threat value beyond its own Neutrality. Additionally, Fascist countries (Axis Faction) may declare war on any country once their own country's Threat level passes a certain heightened level (i.e. they recognize that they're threatening and decide to use it to their advantage). If a country performs a hostile act, that act has an effect upon the country's Threat value, and that action's effects are immediately felt around the world.

Releasing a country as a Puppet State is seen by some countries as "benevolent," and doing so may reduce your Threat level.

D4.0 DIPLOMATIC RELATIONS

Every country has a Diplomatic Relation value with every other country, which determines how well they like each other. This value may come into play when considering whether to accept Diplomatic offers, such as proposed Trade agreements.

D4.1 REVANCHISM

Revanchism is the desire to retake a territory once claimed by your own country, and was historically a leading cause of World War II. Revanchism may also affect Alignment Drift. A country which has Cores on another country will automatically dislike that country, and will begin moving away from its Alliance.

D5.0 ALIGNMENT DRIFT

During the game, each Faction will compete with the others to try to attract other countries toward their philosophy, per-

haps hoping to eventually make them part of their Faction. This competition, and the resulting position of each country along the triangular political spectrum, is called Alignment. A move toward one Faction will automatically move it away from the others.

Countries will tend to Drift in the midst of the triangular spectrum as the result of competing Diplomatic initiatives, as well as other factors. Those other factors include the tendency of a country to be repelled by a neighboring major power's Alignment because it may feel threatened, but it may also gravitate toward it for the same reason.

The major determining factors for Alignment Drift are Diplomatic Actions, where good attracts and bad repels; Proximity, in that a country may feel threatened by a powerful neighbor; and Government Ideology (i.e. if a country's Government is a Democracy, it will tend to gravitate toward the Allies). Proximity is measured not just by location, but also by size.



A country's choice of Foreign Minister will also affect how quickly it drifts in a certain Ideological direction.

Threat (or Belligerence) also impacts Drift. If a country is Threatening, then other countries not of that country's Ideology will fear that country and move away from it until a "tipping point" is reached. Once that point is reached, their increased fear from a high Threat level begins drawing those countries towards it instead, as they've decided that resistance is futile.

D5.1 INFLUENCE

Members of Factions have the ability to Diplomatically

Influence other countries toward their Faction. This will have a cost in Diplomatic Points, like other Diplomatic Actions. This can be a means of changing or slowing shifting a country's Drift away from the Faction, too.

D5.2 ALIGNING TO FACTION

A country may choose to "Align to Faction" (a Diplomatic Action with the Faction leader), which is a way of influencing your own country's Drift in the direction you want.

D6.0 DIPLOMATIC ACTIONS

D6.1 FRIENDLY ACTIONS

Various "friendly actions" allow you to try to shape the world you live in, even as you're leading toward war. It can help you choose who will end up on your side in the war, and who might avoid joining the other side. It also secures Resources which may help your economy survive the conflict.

Declare War
Expeditionary Force
Offer Alliance
Non-Aggression Pact
Proclaim Guarantee
Ask for Transit Rights
Give Transit Rights
Align to Faction
Embargo
Buy Production License
Allow Debt
Offer Trade Agreement

Your ability to perform friendly Diplomatic Actions will be limited if you are at war with a country. Additionally, only the Faction Leader can make peace.

- **Send Expeditionary Force** – This allows you to send an Expeditionary Force (part of your army, navy or air force) to be commanded by an Allied country. You must have an Alliance with that country, and it must be at War. Once you've sent an Expeditionary Force, you can ask for it back, after a slight delay.
- **Offer Alliance** – You offer to bind your countries together in a promise to go to war to protect each other if attacked.
- **Non-Aggression Pact** – You promise not to attack each other. It's just a piece of paper, but it offers some peace of mind. Dissent penalties follow if you, in fact, later attack.
- **Proclaim Guarantee** – The Guarantor offers to Declare War if the country is attacked, in which case there will be lessened restrictions for the option to be available.
- **Ask for Transit Rights** – Ask to be allowed to move your military units across the other country's land. This may

allow you to reach a country with which you're at war.

- **Give Transit Rights** – You will allow that country to move its military forces across your own territory.
 - **Influence Nation** – This allows you to spend a portion of your Diplomatic Points to try to Influence another country's Drift in a way that brings it closer to your Faction. This is only allowed to be used by Faction Members. The one-time effect of this Action may not seem like much, but persistent gradual Influencing of a nation may change its whole Ideological orbit, and alter the flow of history.
 - **Align/Invite to Faction** – Choose to Align your country with one of the major Factions, which causes your country to Drift Ideologically in that direction. The Faction leader may ask another country to join as a Member of their Faction. This is the only way for a country to become a new Member of any Faction: it must be Invited. Invite to Faction requires that the Member's Neutrality be low enough it feels compelled to build an Alliance for wartime purposes.
 - **Buy Production License** – This allows you to approach a friendly or neutral country and ask if you may build a type of Unit or Technology which is beyond your own Technological ability. This may allow small countries, for instance, to build Fighters, which they might not otherwise have the ability to do because of their limited Research budget.
 - **Allow Debt** – You agree to allow a country to purchase Resources with Money they don't have (i.e. you're loaning them the Money to make the purchase). These loans are "expected" to be paid back, but realistically may never be as the game might be over before much attempt is made to pay them back.
 - **Offer Trade Agreement** – You are either offering to Trade Money for Resources the other country has, or you're offering to sell your own Resources in exchange for the other country's Money. See D8.0 for more information about how to set up Trade Agreements.
- Note: Liberate Country** – This action is **not** listed as a possible Diplomatic Action. Instead, it is accomplished through the Politics Interface, and more information about the conditions and procedure are given in F8.0. It is noted here because it is a "friendly action" and many players will look for it here.

D6.2 HOSTILE ACTIONS

- **Declare War** – The obvious result of this Action is that you end up at War with the other country. There are some strict requirements on most countries before they can Declare War. The Threat between you and the other nation needs to be higher than your neutrality.

- **Declare Limited War (Axis Only)** – The same as Declare War, except that the declaring country's Allies are not required, or even asked, to join the war.
- **Call to Arms (Axis Only)** – This action calls for a Declaration of War from previously uninvolved Allies into a Limited War, which will make it a general war. This would be chosen if, for instance, the war proved too hot for the initial country to handle by itself.
- **Embargo** – You refuse to Trade with this country. Affects your Puppets too.

07.0 ALLIANCES

Alliances can only be offered to or from countries whose Neutrality is below a certain level. They must be expecting war, or else they wouldn't need to form an Alliance. Alliances obligate you to come to the aid of that country if they are attacked, with certain exceptions.

08.0 TRADE AGREEMENTS

Selecting Offer a Trade Agreement opens the Trade Agreement Interface, which allows you to select a Resource you need or have, and Trade it with another country in return for Money. You may not Trade one type of Resource for another, but only for Money.



Use the sliders for each Resource to set a quantity. Any number of Resources, coming in or going out, may be selected to be part of the Trade Agreement, and the cost to the Trade partner in Money is calculated. The quantity of each is measured in units per day. Clicking on the Reset icon (the turned arrow) will reset that slider to zero.

The selections you have made will display underneath the sliders in the format, "We offer 'x' country to trade 'x' per day for 'y' per day." Below this running counter, you will see your Foreign Office's assessment of how likely the country you're dealing with will be to accept the deal you propose. As you make the Agreement more attractive to the other country, this estimate will improve, though some Agreements will remain "Impossible" no matter how attrac-

tive you make them. At the very bottom, two buttons ask you to either Decline and give up on the Trade Agreement or Accept. The Trade Agreement is proposed whenever Accept is clicked, and the other country will probably respond within a few days.

Once Trade Agreement offers are made, there is a time limit for them to be Accepted. If the offer is not accepted within a time period of several weeks, the offer is assumed to be automatically Declined. You may also cancel a Trade Agreement later, by clicking the "x" to the right of the Trade Agreement in the Production Interface.

09.0 EXPEDITIONARY FORCES

In certain circumstances, you may send an Expeditionary Force into another country in order to assist with an ongoing War. This may be a Limited War, or it may be your limited part in a larger War. Sending Expeditionary Forces differs from regular Unit operations because you are delegating command of that Unit to another Allied country.

You must be Allied with the country to which you're sending an Expeditionary Force, but that does not necessarily mean you are obligated to join their war directly. There are circumstances where, even if you are already at War, you can send Expeditionary Forces in order to allow your Ally to integrate your forces into their command structure; historically, Britain did this for France in 1939 and 1940.

Expeditionary Forces are a Diplomatic Action. When you select that Action, the Expeditionary Force Interface will appear. You have three tabs to choose from: Army, Air, and Navy. Click on whichever single unit you wish to send. You may send one Unit per week.



The British decide to send their army from Baghdad to aid the French in Syria. Clicking the arrow next to Palestine would allow you to send individual divisions under its command. One level of command (Division, Corps, etc.) at a time may be transferred to an Ally's command.

A "single unit" can be at any level of command, and so you may assign an entire Theatre Command as easily as a single Division, with the limit of one assignment per week. The default view will show the higher-level Headquarters. Headquarters with smaller units under their command will feature a darker green arrow next to the unit. If you want to send a smaller Unit than that, click the arrow, and any units assigned to that Headquarters will be displayed. You may then select any of those units, or click another green arrow to reveal further, smaller Units under the command of that Headquarters.

You will be asked to confirm the order to send the unit by clicking "Accept." If you decide not to send the unit, then click "Decline."

Once a Unit has been assigned as an Expeditionary Force, it will be controlled (moved, sent into Combat, etc.) by the other country's AI. The Unit Interface will indicate the Unit is an Expeditionary Force not under your control. If

you want to ask for the Unit to be returned to your control, you must ask for it back through another Diplomatic Action. There will be a 30-day delay so that your Ally can make arrangements. After 30 days, the Expeditionary Force status will end and you will regain control.

You may also accept Expeditionary Forces from other countries, if you are in a position to do so. You will have to Accept the offer when it's sent, and then you will take command of that Unit as if it's yours, until and unless the other country asks for it back. You will also have a 30-day grace period before having to return the units.

You are not required to have a Military Access treaty to send an Expeditionary Force; only an Alliance. The Unit should be able to move to a coastline for recovery, should you Revoke its Expeditionary Force status. It won't be able to return once more unless you either send it back as an Expeditionary Force or ask for Military Access.



★ E ★ TECHNOLOGY & RESEARCH

E1.0 TECHNOLOGY CONCEPT IN HOI 3

Hearts of Iron III uses the concept of Leadership points, which represent intellectual talent. These points may be directed toward Research and Technology, among other things.

Researchers do not work on an entire production model of a machine or unit at once. Instead, they research Components of the final product, which will separately alter the Combat values and other statistics of the final product.

As you acquire new elements for each category of technology (say, a light tank gun or a light tank engine), you get closer to the point where you can produce that new piece of equipment or implement that warfare theory. Meanwhile, incremental improvements to existing units may result. Eventually, upgrades may introduce older units to the use of new Technology and tactics.

Each piece of Technology has a “start year,” which means if you develop that Tech after that point in time, you suffer no penalty for doing so. If your Research moves faster than it did historically, you will incur a penalty for trying to achieve a technology that is “ahead of its time.”

E2.0 THEORY VS. PRACTICAL

Hearts of Iron III separates Theoretical and Practical Knowledge as being distinct from each other. Research creates Theoretical Knowledge, which helps with new and advanced concepts. Practical Knowledge, on the other hand, is accumulated experience in working with and implementing Technology.

Practical Knowledge cannot be gained through Research; it can only be gained from making use of the Theoretical Knowledge you’ve gained. Therefore, you will need to either Produce units which use these Technologies, or use those units in Combat, in order to build your Practical Knowledge. Preferably both.

At the bottom of the Technology Interface, you will see existing Theoretical and Practical Knowledge values. Theoretical Knowledge (Theories and Doctrines) are shown



in green while Practical Knowledge Techs are shown in blue. When you Research a Tech, you’re drawing about 30% from Theory and 70% from Practical. The higher each of these values is, the quicker you will be able to Research the Technology, and you can see the impact of each Technology in tooltips attached to each Research item.

E3.0 DECAY OF KNOWLEDGE

If you’ve developed a Technology, but you don’t build upon that Knowledge, it will Decay over time: scientists or engineers who are involved will move on to other things and factories will be re-tooled for other purposes. Both Theoretical and Practical Knowledge may suffer from Decay. Some Ministers, however, enable you to reduce Decay for certain Techs. Units used in Combat will have less Decay for Techs they employ.

E4.0 RESEARCH

Immediately below the Leadership sliders, you will see any Technologies (often referred to as “Techs”) you have selected to Research. This is the Research Queue. The indicator just above the list shows how many projects you have selected to Research, compared to the number of projects possible to Research at one time with the Leadership you’ve allocated to Research. Don’t worry; if there are more projects than you can do at once, the others will begin running as soon as one of the prior projects is completed.

To the right of the Leadership sliders, you will see a row

of tabs displaying different categories of Technology. You only see those Technologies contained under the header you have selected at the top (the list of categories, ranging from Infantry Technologies to Air Technologies). Clicking each tab will show a different set of specific Technologies, some of which are further grouped into clusters of related Techs. Prerequisites for Research are indicated by arrows pointing from the prerequisite Techs to the more advanced Techs which rely upon it.

On each Technology's tab, you will see the name of the Tech. A number of icons will indicate what categories of Practical Knowledge (blue icons) and Theoretical Knowledge (green icons) will improve Research for that Tech.

A number inside a black circle will indicate the relative difficulty of the Research program, with green numbers being the easiest and red numbers indicating long-term Research projects.

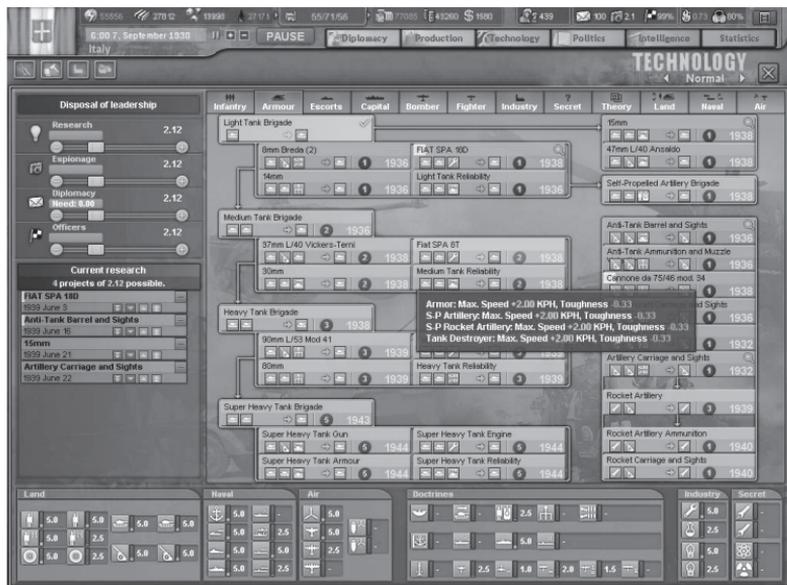
If there is no number and there is a bright green checkmark on the top-right corner of the Tech, it means you have already successfully Researched the Tech. The already-Researched Techs will be in beige. Green-coloured Techs are ones you have met the prerequisites to Research. Gray-coloured Techs are still beyond your reach. These colour codes are further explained by the date on the right of each Tech tab, which is the year when the Tech was historically achieved. If you try to Research something years ahead of its time, such as Atomic Tech in the 1930s, then you will face penalties to Research time.

Techs with a light green bar extending partially underneath the Tech's name have been partially Researched, and subsequent Researching will pick up where previous Research left off.

Click on the Tech in order to select it, and more detailed information about it will appear in the slot at the bottom of the screen. If this is what you want to Research, click the Start Research button if it is coloured brown, and it will enter the Research Queue. If it is gray, you have not met the prerequisites (its Tech listing above should also be gray).

On the far left of the Technology Interface, underneath the Leadership sliders, is the Research Queue, which works much like the Production Queue. It shows each Tech you're Researching and the expected completion date. Displayed at the top of the Queue is the number of selected projects and the highest possible number of simultaneously Researchable projects, which should match the number of Leadership Points allocated to Research. If more Techs are chosen than Leadership Points will cover, some of the Techs in the Queue will have to wait. You can prioritize the Techs using the up and down arrow buttons, as with the Production Queue.

At the very bottom of the screen is a representation of all the Practical and Theoretical Knowledge held by your country, as well as your country's Aptitudes with each, organised by category. These Techs will assist either the speed of Research (for Theoretical) or the speed of Production (for Practical).



For each level of Technology you advance, you're likely to face slightly increased costs to build and operate the equipment you've researched.

E4.1 FIELD TESTING

Using units in Combat will earn you Practical Knowledge in the fields represented within that unit (i.e. using Infantry will build up Small Arms Tech), because you are learning things about your Technology as you put it into practice.

E5.0 TECHNOLOGY UPGRADES

As your Technology improves, you will be able to build more advanced weapons or pieces of equipment, and you can replace the older equipment your armies are using in the field. You may allocate a percentage of your IC toward Upgrades. Tooltips in the Production Interface will explain how many units need to be Upgraded and how long it will take.

Upgraded Techs generally affect one or more statistics for whichever units utilize that Tech. For instance, upgrading to a new level of Mortar will improve an Infantry unit's Toughness while Machine Gun Techs improve Defensiveness.

When a unit is Upgraded, it takes on all the qualities of a newer unit, as though it had been produced with that newer equipment. For example, if you've just developed a Me-109F, that plane will eventually replace all of your Me-109E models if you've allocated IC for Upgrades.

E5.1 SHIP UPGRADES

Ships are in a unique situation in **HOI 3**. You will Produce a ship of a certain Class (i.e. Bismarck Class or Alaska Class), but this ship will contain a set of components. These components do not necessarily need to all be of the same level of advancement (i.e. you may have a ship with 1918-level armour but 1934-level engines).

Researching new Naval Techs will later allow you to build improved Classes of ships. However, only certain components of existing ships and ship Classes can be upgraded with new Technology. These include Radar, Anti-Aircraft, and Anti-Submarine weapons.

E5.2 UPGRADES OF OTHER TECHNOLOGY

Certain non-unit Technologies can be upgraded as well. For instance, there are Technologies that allow Radar Stations to operate as Signals Intercepts Stations, while other Techs improve the Efficiency of land-based Anti-Aircraft Installations and allow the building of Forts.

E6.0 LICENSING TECHNOLOGY

For a cost, a country can negotiate with another country and agree to "License Build" a unit type at the Tech Level of the other country. A License allows for the construction

of a single Brigade (or Airwing, Ship, etc.) at the other country's Tech level. You cannot license Capital Ships or Nuclear Bombs.

To do this, go to the Diplomacy Interface, select the country you want to deal with, and then click "Buy Production License" from the list of Diplomatic Actions. You will see a list of unit types that country has which are more advanced than what you can build. Tooltips explain the unit stats. A default price is suggested, but you can offer more if you want to make it more likely that the other country will accept. Licenses can be purchased for more than one unit at the same time by using the sliders for Serial or Parallel production.

Once the deal is concluded, the items you've Licensed will automatically appear in your Production Queue, but you must still pay IC to build them.

Buying Production Licenses will actually increase your Practical Knowledge in the area of the units being Produced, which might make it easier for you to build similar Models on your own later on.

E7.0 TECHNOLOGY ESPIONAGE

Not only can you assign Spies to discover what Technologies other countries are Researching, but it is also possible to assign Spies to sabotage other countries' Research projects. Naturally, the same can be done to you.

★ F ★ POLITICS & GOVERNMENT

F1.0 GOVERNMENTS

Every country has a Government – a set of leaders who lead their country. In **HOI 3**, that Government is represented by you, the Ministers and military Leaders you put in place, as well as the Decisions, Laws, and other choices you make over the course of the game.

While you – the player – are quite secure and not liable to be replaced, that's not always true of your country's actual Government and the Ministers who are in power. You may only choose Ministers who are aligned with the political Party currently in power in your country, which you do not have total control over.

Each country has a ruling political Party. This Party exists at the start of the game, and presumably will remain until an Election, Coup, Revolution, or some other game event causes it to lose power.

When a Party loses power, another Party takes its place, and your choice of Ministers may change - or it may not, depending on the type of change.

F1.1 IDEOLOGY

Each Government has an Ideology it tends to follow. The player cannot control Ideology – it is what it is, per Party. When a new ruling Party takes over, the country's Government Ideology may change, or it may not, if the Party is of the same Ideology.

F1.2 MINISTERS

One way you will shape your country is by choosing which Ministers are in charge of different parts of your government. Every country has 10 Minister positions, each controlling a part of your Government. Each Minister has an ideology, which may or may not need to match your government philosophy, a hidden loyalty rating, and various traits that depend upon which government position that person is assigned to. They each also have a hidden "start date," which dictates when they are available to be employed.

Each Minister's Traits determine which parts of your military, economy, production, and such are affected, either positively or negatively, by their assignment. Your choice of Foreign Minister, for instance, primarily affects into which Ideological direction your country will Drift. Click on the Minister's "Replace" button to see what your choices are. Click "Select" to choose that Minister, or cancel.

Because of the open-ended nature of the **HOI 3** program, a wide variety of ideologies may be represented by each country's pool of Ministers. For instance, if Germany becomes a Socialist country rather than Fascist, there will be Socialist Ministers to fill those positions.

F1.3 CAPITALS

Your Government exists within your country's Capital city – your seat of Government. This city is of strategic importance, because its capture will strongly impact your Victory

	Anthony Eden Ideological Crusader Tendency to drift due to internal factors: +5.0%	<input type="button" value="SELECT"/>
	Lord Halifax Apologetic Clerk Tendency to drift due to internal factors: -5.0%	<input type="button" value="SELECT"/>
	Viscount Templewood Apologetic Clerk Tendency to drift due to internal factors: -5.0%	<input type="button" value="SELECT"/>

Points, and usually your industrial base as well. Defeated Governments can leave their Capitals and take residence in an Allied Capital as a Government in Exile (see F6.0).

F2.0 INTERNAL POLITICS

F2.1 PARTY ORGANISATION & POPULARITY

Party Organisation typically refers to the power of each political party, as far as its ability and that of its key opinion leaders to sway public opinion. Popularity, by contrast, is how the public in the country really feels (i.e. how “swayed” they are). The total Organisation of all of a country’s Political Parties added together is 100 percent. If one gains in Organisation, others will fall.

The ruling party will generally be a strong Political force, and the others will be weaker. If that’s not the case, you can expect that the ruling party may not remain in that position for very long; your Politics Interface will show when your next Election is scheduled, if there is one. Party organisation determines how much influence that party has on the country’s internal political opinions. Only communist agitators can increase the attractiveness of communism to the people. The military presence of another faction’s troops in a country increases the influence of that faction’s parties; for example, in the Spanish Civil War, the communist troops were backing the Republicans, while German and Italian troops backed the Nationalists. Spy Missions can also increase a Party’s political influence in a country.

F2.2 DISSENT

Dissent acts against the Political Party in power: the Ruling Party. If Dissent is allowed to build, it is likely to cause the Ruling Party to lose to a Party of another Ideology. In Authoritarian regimes that do not hold Elections, high Dissent makes it more likely a Coup or Civil War might happen, as well as localized Revolts of a more limited size. Dissent also greatly harms your nation’s Economic position, and undermines National Unity. Dissent causes a penalty in any type of Combat.

F2.3 ELECTIONS IN DEMOCRACIES

Parties are given strength in elections by both Popularity and Party Organisation. Proximity to a Faction member will strengthen an ideology (popular view) in that country’s Elections (i.e. neighbors to Nazis become more fascist over time unless they have a balancing influence on the other side).

F2.4 AUTHORITARIAN PARTIES

If an authoritarian party is elected in a Democratic country, then a national crisis will begin. This is partly dependent upon National Unity, but the ruling Authoritarian Government will eventually suspend democratic processes through an Event “to save the country from the crisis.” An

Authoritarian Ruling Party will become strengthened while its opponents will become weaker. Less dissent from opposing parties means that National Unity improves.

You will continue running the country, but there will be a new set of Ministers that are Ideologically aligned with the Authoritarian Ruling Party and with different political ground rules.

F3.0 EVENTS, DECISIONS AND LAWS

F3.1 EVENTS

You will frequently see a pop-up message informing you that something (an “Event”) has happened. Sometimes, these simply inform you of a new situation that you must take into account – it may change gameplay a little, a lot, or it might completely change the approach you are taking to the game.

Some Events require you to make a choice between one or more options. The choice you make will determine the effects from that Event, and these effects will appear in a tooltip if you hover the mouse over each option in the Event window.

Note to Paradox Veterans: Many of the historical Events you might have seen in previous versions of the game are now represented very differently. Events in the past were often scripted to happen at a particular time, in order to match history, but they often didn’t react realistically in response to major changes from the historical timeline, such as an Axis victory against Britain. Decisions, by contrast, take the situation into account, and when conditions closely match the conditions that historically resulted in that event, the Decisions put it into action, or offer players a choice, even if the date isn’t historically accurate. This allows for more flexibility and a higher degree of realism. The function served by sliders in previous games has been replaced by Decisions and Laws, which may be familiar to In Nomine players. Laws and Decisions are options allowing you to enact policies that match your goals. Some are country-specific, while others are Ideology-specific. The two main differences between these and the way previous games have worked is that a) they are context-sensitive, and not rigged to fire at a certain historical date, and b) they do not “reset a time limit” which requires you to wait a year before making another similar type of decision.

F3.2 LAWS

Laws are nationwide policy options, and they are the same for every country. Some countries, especially Democracies, may not be able to enact some Laws (Censored Press, for instance) at certain times, or at all. There are restrictions on which Laws you have the political power to enact. These Laws are context-sensitive, which means you can’t start the draft, for instance, until the public sees some reason for it.

This system makes preparing for war a lot easier as world powers begin to reveal themselves as a Threat. The more authoritarian your system of government, the less you need to worry about what the people want.

Aside from the final military Mobilization, which is handled through its own button at the bottom right of the Politics Interface, most Mobilization (see B10.0) options are controlled through Laws. As the world becomes a more dangerous place, more countries will find their Mobilization options opening up. Tooltips, which become visible if you hover your mouse cursor over the checkbox, will explain what must happen before you can enact that Law: a green asterisk (“*”) means you have achieved that condition, whereas a red asterisk means you must still achieve it. If you are playing an aggressive power, you should keep in mind the effects your militarism will have on your enemies’ ability to Mobilize.

F3.3 DECISIONS

Decisions are choices you make in order to steer your country’s policy. They may impact military preparedness, economics, relations with other countries, or a variety of other things. One major difference between a Decision and an Event is that the player may decide when to enact the Decision. Potential Decisions are listed in the Diplomacy Interface.



Some Decisions are “reactive” to Decisions made by other countries. Once a country has made a Decision, a Decision option may be triggered for other countries. In this way, the old interlocking Event trigger system is still used, but in a way that remains realistic according to the context of the alternate history you’ve developed in your game (i.e. the USA doesn’t enact Lend Lease if Britain is not at war).

You will not see a Decision displayed as an option until its potential triggers have been met, which refer to most of the conditions required for it to be possible. At that time, it will appear in your list with a grayed-out checkmark next to it, meaning you can expect the Decision as a potential option in the near future. A tooltip will explain what conditions must still be accomplished in order for the Decision to become an available option. If and when you meet those conditions, the checkmark for the Decision will turn green. You may choose to make the Decision at any time by clicking the checkmark. You will be asked to confirm.

F4.0 MOBILIZATION

At the bottom-right of your Politics Interface is a button that allows you to Mobilize your Reserve Units. This military Mobilization is completely separate from the Industrial Mobilization accomplished through Laws (see B10.0). There may be internal political prerequisites before you can Mobilize, or you may suffer political consequences if you Mobilize when the public does not see a need.

F5.0 NATIONAL UNITY

National Unity is how a country commands support for its Policies and marshals Resources (mineral, military or Manpower) to its own defence. A disunited country is weak and vulnerable so, obviously, it is always better to be united.

National Unity is affected by Government Decisions, War losses, and Strategic Warfare. Some Laws or Decisions may affect National Unity even though they’re not the “smart” choice – i.e. Soviet Purges create higher National Unity but hurt the country in some ways. Some Laws will negatively affect National Unity and/or Dissent.

A country whose National Unity drops too low may suffer a Revolt, or it simply may see a change of Government through an Election. Naturally, a Party that has allowed the National Unity to fall so low is not likely to remain in power after an Election.

F5.1 COUPS AND CIVIL WARS

A country with low National Unity is at risk for a Coup or Civil War, which might happen through a triggered Event. This is more likely if there is an opposition Party that has a high Organisation rating. Well-organised opposition is a recipe for disaster for a Party that is having difficulty maintaining National Unity. Though it is rare for a ruling Party to have low National Unity and high Party Organisation, this situation would make a Coup or Civil War less likely.

A Coup may occur when a strong opposition Party decides it has a good chance of succeeding against a weak ruling Party. A Coup is more likely to happen in a non-Democratic country, as Elections usually balance out Democracies before conditions reach the level where a Coup might occur.

Coups may ultimately fail, which may present the possibility of Civil War. Keep in mind that ahistorical Civil Wars are very unlikely to happen in an un-modded game of HOI 3.

F5.2 BREAKING

During wartime, a nation’s National Unity can become so low that it Breaks. When this happens, a Government has a choice: it may Surrender, in which case the conquering country may choose whether to Annex the country or create a Puppet Government, which is different from an

Occupation Government. However, the conquered country also has an option to create a Government in Exile from the remnants of the country's Government and Military. If this occurs, they relocate to the Capital of an Ally. Any Military units still engaged in combat in the homeland (i.e. which are not geographically separated from the capital) will surrender. Unoccupied provinces will continue to fight on, under the leadership of the Government in Exile. Other Governments may also choose to send troops to support the defence, but if they don't, these provinces will quickly fall prey to the victorious army.

The Breaking formula takes into account the percentage of the country's Victory Points (important provinces) that have been lost; it then compares that to the National Unity and the level of Troop commitment from Allies as a percentage of the defending country's army, and then applies some more complicated probabilities. Only provinces in the home country count for purposes of Breaking (i.e. colonial territories do not).

F6.0 GOVERNMENTS IN EXILE

A Government in Exile (GIE) is formed when the home country Breaks but the Government chooses to continue to fight after moving its Ministers to a friendly same-Faction country.

When a Government in Exile forms, all units within the home country are eliminated, but any units outside of the home country come under the control of the GIE. If there is another Alliance at war with the conquering country, the GIE will move to that country as a result of being "hosted" by the Alliance Leader. Otherwise, the GIE goes dormant until there is a war between someone and the conquering country. If an Alliance Leader makes peace with the country controlling the home country, the GIE may move to another Alliance which is at war with the controlling country. The Ideology of the GIE will always conform to the Ideology of the Alliance Leader which hosts it, and the Alliance Leader's Capital is assumed to be the GIE's Capital.

The GIE gets five IC, as well as a small amount of Manpower from exiled citizens joining the cause, which together can be used to Produce GIE-owned military units within Technology Restrictions. The Technology Restrictions remain the same as before the formation of the GIE, but it can use IC to Research gradual improvements, though it is often better to instead purchase Licenses to build higher Tech units. The units Produced by the GIE will have the Organisation and Doctrine levels of the hosting Alliance Leader.

If the home country is Liberated, the GIE ceases to exist and the Government is reinstated in its home capital; if the home country is re-occupied by a different Alliance which chooses to install a Puppet State, in which case the GIE

merges with and becomes the Puppet Government under the control of that Alliance, along with any military forces; or if the Alliance Leader hosting the GIE makes peace and there is no other Alliance also at war with the controlling country (i.e. there is nowhere left to move).

If the conquering government loses control of the GIE's homeland (i.e. it gets Annexed), the GIE ceases to exist.

F7.0 OCCUPATION GOVERNMENTS & POLICIES

When an Alliance takes over provinces or countries, it must set an Occupation Policy to determine what kind of rule it will exercise over the conquered provinces. Generally, the more exploitative the imposed Occupation Policy, the more Resources are available to the conquering country, but the available Manpower is less and the Revolt Risk (Partisans) is higher. National Decisions will restrict certain countries in terms of which Occupation Policies they can enact.

Occupied Countries	
	United Kingdom Full occupation
	Soviet Union Total Exploitation
	France Military Government
	Denmark Collaboration Government
	Norway Collaboration Government

- Collaboration Government** – A Collaboration Government uses members of the existing government who are willing to run the country for you, and is the least oppressive of the Occupation Policies. It causes the lowest Revolt Risk, but also the lowest levels of Production, while Manpower provided to the Controlling government is highest as people are willing to collaborate by joining the military.
- Military Government** – A faceless, generic military commander is placed in charge of the conquered provinces and runs them with military efficiency, but without total repression and the majority of civil administration is left as-is. This increases the benefit in Production for the conquering power but is moderately more bothersome for the people, who have an increased likelihood of revolt. Manpower is also moderately less.
- Full Occupation** – The military takes total control of the provinces, using a heavy-handed police presence with civilian administrators brought from home. This is more likely to cause revolt, but it also produces much more in the way of Production. It is less likely to provide Manpower for the conqueror.
- Total Exploitation** – Every effort is put forth to use military administrators and police repression to squeeze every bit of Production out of the conquered provinces.

Naturally, this treatment breeds rebellion, and few natives are willing to join your Manpower pool.

F8.0 LIBERATING COUNTRIES

If your Faction is hosting a friendly Government in Exile and you have since recaptured some of that country's Owned territory, including its Capital, then you may Liberate the country. The GIE will reclaim its rightful place in control of its own Government on its own land, and will from then on operate as the individual country, like it was before. Simply click the "Liberate Country" button at the bottom-right of the Politics Interface.

F9.0 PUPPET STATES

If you Control another country, you may Release that country by clicking "Create Puppet" in the Politics Interface. This creates an "independently" governed country in its own territory, but one which is largely controlled by your country – it is an Ally, and allows you Transit Rights through its country. Its foreign policy is yours.

A Puppet State is always Allied with the country which established it. They will give discounted Trades to their master country. Any of the Puppet State's own military units remain under its own control.

F10.0 PARTISANS & REBELS

There are various types of Partisans in **HOI 3**. The types of Rebels are Partisans, Nationalists, Patriots, and Disgruntled Rabble. You'll see Partisans in conquered lands and Disgruntled Rabble at home. The actual type of Rebels matters little, with the exception of Partisans, who actually become enemy units under the control of another country or Government in Exile.

F10.1 REVOLTRISK

Your Revoltrisk Mapmode provides a good overall guide to where Partisans or Rebels might pop up. However, the Province Interface provides detailed information on the actual risk, as well as the type of Revolters you might see in that province. Various factors may increase Revoltrisk in a province (best viewed using the Revoltrisk Mapmode, but there is also a Revoltrisk Alert), including Dissent and Nationalism from recent Occupation.

Hover your mouse cursor over the value next to the rifle icon in the Province Interface (Revoltrisk) and it will show a tooltip revealing the type of Rebels causing trouble and the total Revoltrisk. The "minimum Revoltrisk" shows things such as Nationalism, which always makes Revolt a risk.

F10.2 SUPPRESSION

Certain types of Brigades (Military Police, Garrison, etc.) are good at Suppressing Partisan and Rebel activity by

using their Suppression values; having those units present makes Revolt less likely. The units will also be available to fight in case the Suppression doesn't work. Some players will prefer to use single Brigades of these types for keeping order behind the lines.

F10.3 PARTISAN EFFICIENCY

In your country's Intelligence Interface, you will see a Partisan Efficiency rating. This is in part a measure of how much your country is hated, because this value determines the Experience level of Partisans who will rise up to oppose you when you Occupy another country.

F11.0 WAR EXHAUSTION

Countries that have been at war for a long time will have increased levels of War Exhaustion (WE), which makes them less willing to continue. Things such as combat losses, the loss of territory, and Strategic Warfare will impact the country's War Exhaustion. This has no effect during war, but once peace is made, countries with high War Exhaustion will be less willing to join another war. WE is expressed as an increase to the country's Neutrality value once it is no longer at war. This WE-influenced Neutrality value will reduce over time until WE is gone. War Exhaustion builds gradually during wartime. Once peace is achieved the WE will lessen at a rate faster than it built up.

F12.0 SURRENDER, PEACE & ANNEXATION

Because of Governments in Exile, there are sometimes no Surrender negotiations for Faction Members in **HOI 3**. Also, World War II Combat was "total warfare," with no consideration for "separate peace" or "partial victory" negotiations; some Peace treaties are allowed, but are generally handled through Events. It is assumed that even if a country has been entirely occupied, there will always be some members of the Government who escape and choose to fight on. Therefore, no Government actually goes away in **HOI 3** until the game is won with a final victory by one Faction over another.

Countries that are not Members of a Faction may fight and come to peace negotiations on terms of a White Peace, where there are no territorial changes and the war ends; Annexation of disputed Core territory, in which the victor gets to take those provinces they believe to be rightfully theirs; or Total Annexation, which only occurs if the entire country has been conquered.

★ G ★ INTELLIGENCE & DETECTION

61.0 INTELLIGENCE & ESPIONAGE CONCEPTS

Any country has three sources of Intelligence: Ground Reconnaissance, Signal Intercepts, and Spies. Provinces have nine levels of Intelligence, which affect how much you can know about the enemy units and conditions within the province. There are five levels of Intelligence for military units.

61.1 GROUND RECONNAISSANCE

This type of Reconnaissance (Recon) involves only what can be seen from the ground. Therefore, there is an obvious limitation as to how distant your detection can be from Allied observation sources. It is assumed that any place outside of the Fog of War limit will allow you Detection Level 1 on every unit, updated every hour. Several factors can increase the Detection Level on these units.

61.2 RADAR STATIONS & SIGNAL INTERCEPTS

Radar Stations are not just for "radar," as they also act as Signals Intercept stations. They have a limited range for Radar and Signal Intercepts, but a farther reach than simple observation. This range is roughly two regions beyond your nearest unit or observation point. The resulting Detection Level is less certain than other methods, however. For instance, you might only deduce the Region a unit is in, rather than a specific Province.

This type of Intelligence can be improved with Technology advancements, and by improving the level of the Radar Station (i.e. building another level). Higher-level Stations can see and Detect further from the point of observation. Headquarters units are easier to detect than other units through Signals Intercept. The higher the level of HQ, and the higher the level of Radio Technology being used, the more likely they are to be detected.

Both Radar Detection and Signals Intercepts can also give you information on Ships at sea (see N2.0).

61.3 SPIES & ESPIONAGE

The Espionage Interface allows you to select a country, and

then to select what level of Spy Activity you would like to initiate in that country – essentially, you're setting relative priorities. Your available Spies will be sent by the AI to these countries based on how you've prioritized the country, and how much you've spread out your Spy commitment. Setting no priority in a country means you will send no spies there.

The more Spy Points you have in a country, the more likely they are to find the information you're looking for. This is negatively modified by the target country's Counter-Espionage commitment.

Discoveries and Detection by Spies are calculated monthly. When a country Surrenders, some of your Spy rings may be lost in the turmoil. If you are the Occupier, then the surviving Spies convert to internal Counter-Espionage; otherwise, your Spies are transferred into the Occupying country.

61.4 ESPIONAGE SETTINGS

In the Intelligence Interface, you may choose one of several options for your Spies in each country. They include:

- **None** – Spies are in a Passive role, gathering occasional Intelligence, but not taking risks that might get them caught (not that this will always protect them). The Intelligence they gather might be on any subject.
- **Counterespionage** – This helps you track and kill opposing Spies from the inside.
- **Military** – Find the current strengths, organisation, and location of units in the target country.
- **Technical** – Seek information on what the target is Researching.
- **Political** – Your Spies will infiltrate Political groups of your Ideology, and then use them to agitate against the ruling Party and lower National Unity, making Surrender or Coups more likely.
- **Economic** – Discover the target country's Trade deals, its current mobilization level, units under construction, etc.
- **Support Ruling Party** – Perform propaganda and organisational activities to strengthen the current Ruling Party in the country, regardless of the Ideology.

- **Support Our Party** – Agitate inside their country, trying to strengthen the Political Party that is closest to your own Government Ideology.
- **Disrupt National Unity** – Perform political agitation activities that will ruin popular trust in the Government.
- **Support Rebels** – Increases the Revolt Risk for Partisans in provinces where a country has occupied territory.
- **Disrupt Research** – Your Spies will try to tamper with or destroy vital parts of a Research project, hopefully turning their scientists and engineers onto the wrong path.
- **Disrupt Production** – These are “sabotage” missions that will cause delays in the target country’s Production of units or other items.
- If no specific Mission is set for Spies in a country, those Spies will randomly perform some of each of these types of Missions.

Spies in other countries can be set to Passive or Active. An Active Spy is more likely to find information, but he’s also more likely to be discovered and killed. Setting spies to “None” sets them in Passive mode, which is one way to try to preserve them for when you really need them.

61.5 INTERNAL ESPIONAGE FUNCTIONS

You may also place your own Spies in your own country. There is a Priority setting for your country (in the upper left of the Intelligence Interface), which is how you determine whether and to what degree to concentrate on having Spies at home.

These internal Spies can be used for one of three missions:

- **Counter espionage** – This helps you track and kill opposing Spies who have been placed in your own country.
- **Support Ruling Party** – Perform propaganda and organisational activities to strengthen the current Ruling Party in the country, regardless of the Ideology.
- **Lower Neutrality** – These Spies are employed in the business of leaking information and planting stories in your own country’s newspapers and radio programs about the Threat posed by other countries, which can lower your country’s Neutrality rating.

62.0 DETECTION LEVELS

A province has nine Detection Levels (what is known about the province) which will reveal a variety of things about the province, according to your level of Intelligence.

A Unit has five Detection Levels, revealing increasing degrees of information, which may be discovered as a result of the province Detection Levels, or through direct Military Espionage or other means.

When any level of information is discovered, that information is “stored” until either a new detection check is done

and the information is lost or it is already detected at level 3 and is redetected at level 3 at an alternative location. If a unit is detected at level 1 or 2 in one region and moves to another region, the odds of the detection level falling to 0 are higher the next time a detection check is done. These values are saved. Detecting a unit generally reveals little more than the region it is in. It is possible for a unit to be detected at level 1 or 2 in more than one region (obviously, both can’t be true). Note for AI purposes that the closer a detected unit is to the front line, the more possible ways there are to detect it, so this information may be considered more reliable than for units farther away from the front.

63.0 DISPLAY OF DETECTED UNITS

Units Detected at a relatively high Detection Level are visible on the map. Detected units are displayed as though they are in the capital of the Region where they’re detected; however, they may actually be one or two provinces away, within that Region. They will initially be marked as “believed reserves.” If a unit appears on the front lines, within one province of friendly observers, it is assumed that it may have been the unit previously spotted behind the lines (if all Detected information matches), and the previously spotted unit will disappear.

Units observed to have left the front lines are moved to an assumed position within the Fog of War but within the same Region. Eventually, these units will be removed as it cannot be known whether they’re still in the same area (i.e. the Intelligence will decay).

★ H ★ SUPPLY & LOGISTICS

Veteran **Hearts of Iron** players are familiar with the concept of Transport Capacity, which has been eliminated in **HOI 3** and replaced with a much more realistic system, as follows...

Also note that with Strategic Redeployment, your units no longer use the “beam me up” system, where they disappear and later reappear in another location, but instead in HOI 3 units are hurried along fast railway lines where they are visible and vulnerable to enemy air attack.

H1.0 INFRASTRUCTURE

Infrastructure is the system of roads and railways which make it easier to get from place to place without getting your feet all muddy. Infrastructure greatly affects important things such as how quickly units can move through the province, and how efficiently Supplies can transit through en route to your units.

A province’s Infrastructure level is displayed in its Province Interface, which can be seen by clicking on the province. There is also a useful Infrastructure Mapmode that provides a good overview. Infrastructure represents how “built up” a province is, or perhaps “how civilized.” Improving things like roads, railways, and communication networks in a province will increase that province’s Infrastructure level. Being the site of Combat, bombings, or other hostile attacks can reduce a province’s Infrastructure level.

New Infrastructure may be constructed in provinces by clicking on the Infrastructure icon in the province screen, which will enter the Infrastructure construction into the Production Queue. It will take one year to produce and cost 1 IC. Once constructed, it will gradually come into being over the course of several days as a new point of Infrastructure.

Damage to a province’s Infrastructure will temporarily lower the effective ability of that province to meet its potential Supply Throughput.

H2.0 THROUGHPUT

Throughput is the volume of Supplies you can fit through a province per day (which is enabled or limited by the Infrastructure level). Imagine two-ton trucks lined up bumper-to-bumper on a narrow, muddy road.



“However will we explain this to the Führer?!” The cut-off province of Oryryn shows a need of 3.56 Supplies, but a Throughput of zero, which is bad for the surrounded Unit (it will draw from its 30-day reserve at first).

Your Supply Throughput is limited by the province with the lowest Infrastructure along the Supply path, because it becomes a bottleneck. Your Supply sergeants will try to route through other paths if one becomes too crowded, but on busy fronts, those other routes may experience traffic jams too.

H3.0 LOGISTICS TECHNOLOGY

Some Technologies may allow you to increase your Throughput of Supplies per Infrastructure point. Technologies may also reduce each unit’s Supply consumption.

H4.0 SUPPLY & SUPPLY LINES

Every province, and every Unit within that province, draws supply from a central province in your rear area. Supplies for your armies must be able to move from their centralized Depot to your units without being intercepted.

Supplies move along the Supply Line at the rate of one province per day, until they catch up to the unit they are supposed to Supply. When a unit moves, its new location filters back through the lines, and new orders for Supply are directed to the unit’s new location. This filtering process creates a lag, which may delay the Supply of the unit. It may take a day or two for the Supply Line to fully adjust

and begin delivering supplies to the unit's new location. If new units which require supplies move into a province, you may see the Mapmode colours turn from green (Supplied) to brown (partially Supplied), indicating that the rate of Supply cannot keep up with the increased demand from the additional units. The Supply route is flexible. If the logistics management system cannot draw sufficient Supply through one province, it will search for other routes to deliver the necessary amount.

Units have a 30-day reserve of Supplies, which may become exhausted if the unit is constantly running ahead of its supplies.

Overseas Supply is limited by the size of the Seaport taking in the Supplies. Sometimes, though, because of the sheer length of overland Supply lines, it may still be more efficient to direct Supply by sea.

H4.1 SUPPLY TAX

Since the process of transporting Supplies uses Supplies (Fuel, etc.), there is a small Supply cost per province, which can add up over distance. If any part of the Supply Line route passes through Muddy Ground, that portion of the Line is impacted by an extra cost of transportation ("supply tax").

H5.0 OUT OF SUPPLY

Units that are out of Supply will not be able to recover Organisation, will not Reinforce, and cannot Upgrade. What units are or are not in Supply is recalculated each day.

Units which find themselves temporarily out of supply may suffer from partial Unsupply, and will feel the effects of that inefficiency. These units will draw upon their 30-day reserve before they actually go out of Supply (i.e. before they start feeling the effects).

Extended periods of time outside of Supply will seriously degrade the fighting Strength of the unit.

H6.0 SUPPLY MAPMODE

It is highly recommended that you examine the map in Logistics Mapmode to get an idea of how your Supply situation is being handled. The use of the Logistics Mapmode is explained in A4.8. Overseas Trade Routes are marked with red and blue lines, extending the length of the Route.

H7.0 OIL & FUEL

H013 separates the traditional Resource of Oil so that there is Crude Oil on the one hand and Refined Fuel on the other. Crude Oil is a Resource produced at certain locations, which must then be transported back to the home country, where it will be Refined at a rate that depends on your actual IC, modified by Technology.

Refined Fuel will then become available to your units at home, and can then be transported to your units via

Convoys or Supply Lines.

You can Trade for either Oil or Fuel on the world market, which is the preferred method of meeting your Fuel needs; it's cheaper than converting from Energy.

Every country has a limited ability to Convert Energy Resources to Oil, which basically takes the Energy and turns it to Oil using a wastefully inefficient ratio. It is preferred that you meet your Fuel needs by refining Oil.

H8.0 CONVOYS

If your country has territory in a location geographically separated from your capital, you will need to maintain some sort of Supply connection. If a connection is not maintained with the distant territory, you may quickly lose it during war-time. Presumably, you will also have some military forces assigned there, which will need Supplies to operate.

To send Supplies overseas, you will need to build and assign Convoys. Convoys are made of collections of cargo ships and tankers that carry Supplies and Fuel in groups, making them easier to protect and more secure from enemy attack. Resource Trades also require Convoys. The country making the offer is also required to provide the ships to carry the Trade. If the Convoy cannot make it to the purchasing home country, those items Traded for are lost.

Convoys are managed through the Production Interface. At the bottom-right is a list of your current Trade Routes, describing the Resources being traded but not the Convoys themselves. Below that is a detailed list of all of your Convoys, both those for Resource transport and Supply transport. The list shows origin, destination, cargo carried, and the number of assigned Convoy points and Escort points. The number of Reserve Transports and Escorts are listed above the display.

In order to set up a Convoy, click on the "Create Convoy" button just underneath the Available Escort figure. A display will come up, asking what the Convoy's Origin will be with a list of origination Seaports. Once you select an Origin, you must select its Destination in the same way, by picking from a list of overseas Seaports Controlled by you.



Convoys can be created automatically, if you select that op-

tion, so long as you have available Convoy Ships. Escorts will be added, too, if they are available.

A formula is used to determine where along a Convoy Route the Convoy is actually located. If there are enemy Submarines or surface ships in the Seazone, there is a chance they may be able to attack the Convoy. If a Convoy is damaged, the Resources or Supplies being carried will be lost in proportion to the number of Freighters sunk.

If a Seazone starts to get hit with attacks by Submarines or a Convoy Raider, the Convoy management system will automatically adjust the Convoy Route to avoid the dangerous area. This is an ongoing process that should make Convoy Raiding a guessing game for the enemy.

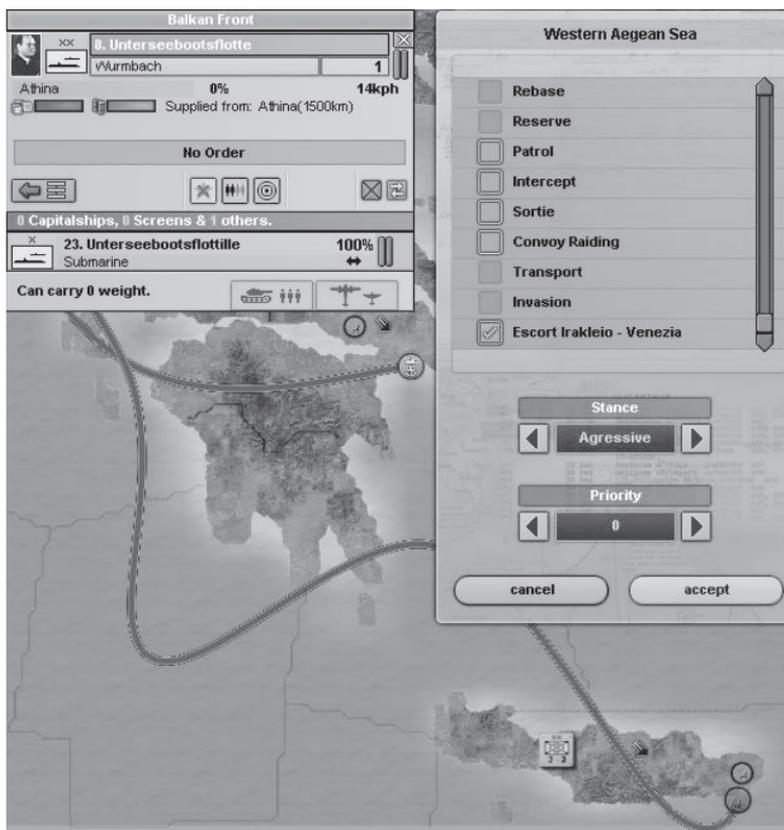
Aside from the Convoy Escorts assigned through the nor-

mal Convoy system, Ships from your Naval Bases may also be assigned to Patrol and guard specific Convoy Routes. These Ships will travel along the assigned Route and try to engage any Convoy Raiders. They will also hunt for Submarines, but this will be more difficult than locating surface Ships. Any Class of Ship may be assigned to this duty, but Destroyer Flotillas are the most effective at finding Submarines. See NL.1 for more information on this Naval Mission assignment.

H8.1 NAVAL BASES

The size of the Naval Base determines how large the stockpile can be, as well as how fast it can replenish its stockpile.

It also determines how quickly Ships which Base there can regain Organisation and Repair their Strength.



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

H8.2 SUPPLY/FUEL DEPOTS

A Supply Convoy can leave a Stockpile of Supplies at a Naval Base, from which all nearby provinces will draw their Supplies. This will be the central distribution point, and all nearby units will have to maintain some kind of contact with this Depot in order to remain in Supply. There are no overseas Resource stockpiles – you must ship all Resources home, or they will be lost.

H8.3 ESCORTS

You will also want to build and assign Escorts to protect your Convoys from Raiding and Submarines. Otherwise, your Convoys may be sunk faster than you can build replacements. Escort points are produced the same way as Convoy points, and Escort points are produced and assigned the same way as Convoy points.

H8.4 LOGISTICS INTERDICTION & CONVOY RAIDING

Land units may interfere with enemy Supply Lines by physically occupying provinces through which the Supply Lines travel. It is possible to capture or destroy Supplies when over-running enemy Supply Lines. A portion of captured Supplies may be used for your own units – this may be just what you need if you've advanced ahead of your own Supply Lines!

Logistical Airstrikes can create additional hardship for the Supply of outlying units. This is done by Bombing the Infrastructure of provinces along the path of Supply. These Logistical Strikes temporarily destroy Infrastructure and permanently destroy Supplies, meaning the enemy may be out of Supply for a day.

Convoys, of course, can be attacked at sea by enemy naval forces such as Submarines or Convoy Raiders. Aircraft can also attack Convoy Routes at sea. Sinking Convoys will interrupt the provision of Supplies by sea, and may place units out of Supply.

H9.0 FLEET SUPPLY

A Fleet is always connected to a home Naval Base, and draws its Supply from that Base, even while it's not there. So long as the Base has sufficient Supply for the Fleet, and the Fleet has not surpassed its maximum range before returning to Base, it will remain In Supply. If it is unable to reach a Naval Base before surpassing its maximum range, its speed will slow considerably.

H10.0 AIRDROP OF SUPPLY

There is an Air Mission for Transport Planes to deliver a limited number of Supplies by air to distant or cut-off units. The Supplies are drawn from what's available at the Airbase from where the flight originates.

H11.0 LOGISTICS TECHNOLOGY

Technology Research can improve your ability to move Supplies. It can also reduce the Supply consumption rates of your units, though good Leader Skills or Traits can do this as well.

H12.0 STRATEGIC REDEPLOYMENT

Strategic Redeployment is a method of quickly moving units by train from one area to the next. They may move ahead of their Supply line and will carry Supplies with them, which should hold them over until Supply can be re-established.

Strategically Redeploying units will move them at a speed of 20 MPH per point of Infrastructure level, so actual speed will vary according to the Infrastructure levels along the route. These units will lose 1 Organisation per day, and will use twice as much in Supplies. Units that use Fuel, such as tanks, will not consume Fuel while being Strategically Redeployed.

MILITARY UNITS

11.0 UNIT INTERFACES

11.1 UNIT TOOLTIPS

If you hover your mouse cursor over a unit or a stack of units, you will see a tooltip explaining those units. If it is an enemy or neutral unit, your information will be limited.

Each Division will be listed, with its national flag above its military symbol (Infantry, etc). The unit name will be listed on the top line, along with its Strength level and Organisation level, and the Division's Leader will be listed below. If the unit has movement orders, the tooltip will tell you where it's moving to and when it will arrive, providing it doesn't get involved in combat first.

If they're present, air units will appear in the tooltip below the land units. They will show the unit type's icon, along with the unit's Strength and Organisation.

11.2 SELECTING UNITS

A unit must be selected and clicked on in order to be provided with instructions. You may also select a stack of units, or a number of units in different provinces, by drawing a Select Box (see below) around all the units you wish to command.

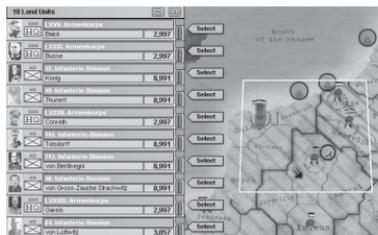
11.3 SELECT BOXES

In a number of circumstances, it is helpful to be able to click and drag a Select Box across one or more provinces in order to select more than one unit.

To draw a Select Box, pick one corner of a box that will cover the area you need, then hold down the mouse button as you drag your mouse to the opposite corner of the area you want highlighted. When you let go, any units within that box will be selected. If there are Land Units present, only those Units will be selected. If you want to select Air or Naval Units, select one of those Units individually first, and then draw the Select Box.

There are some orders which can only be given to a single unit at a time, to units in a single province or seazone, or to a single type of unit (such as moving into a seazone, which land units cannot do).

Any number of land units or other similar units may be given the same orders, but they may not be combined (see below).



Using a Select Box selects all the Units inside. You may issue an order to all of them, or choose the one you want by clicking the "Select" tab next to the Unit.

11.4 COMBINING AND DIVIDING UNITS

Either multiple selected fleets or air units may be merged into a single unit by using the "Merge" button on the Unit Interface.

Land Units may do the same thing, though only within the Divisional structure. If all selected Brigades can fit into one Division without exceeding the maximum number of Brigades, they can be Merged.

Single Brigades can be built and moved across the map, and can then be merged into a Division once they arrive by using the "Merge" buttons. Even a single Support Brigade may be built, but be very careful that it doesn't get into Combat, because it will Shatter almost immediately due to the lack of Combat troops to save it.

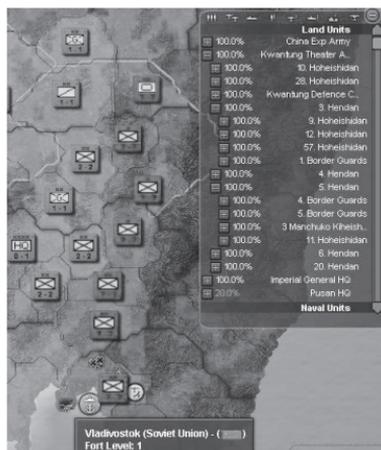
Units in Combat cannot be split or reorganised into different units. You would need to pull them out of Combat and reorganise them. Units who are Retreating also cannot reorganise until they're outside of the Combat zone where they were forced to Retreat.

11.5 OUTLINER

The Outliner will help you keep track of your military's Command Structure, and assist in finding its location. Click the small "+" symbol in the upper right corner of your screen, and the Outliner will appear.

At the very top, there are several selection tabs which will toggle on (green) or off (black) so you can select which parts of the total available information you want displayed in your Outliner. You can change it at any time in order to focus on more specific things. These items include generally help-

ful things as a list of Units and your HQ Structure, battles underway, and so on.



The Japanese Outliner, showing some of its Headquarters, including border guards along the Manchuria-Soviet border.

J2.0 MOVEMENT

To move any unit, it must first be selected, and then you must right-click on the province to where you want them to move. You will see an arrow appear (blue for normal movement, red for attack), indicating the path chosen by the computer to reach that destination; the computer will always choose the path that will take the least time, even if that's not the path you want, and perhaps not even the shortest route according to distance. Higher Infrastructure always allows movement to be more rapid than through low Infrastructure areas, or sometimes through areas with complicated Terrain.

If you command movement for all the units in a Select Box, they will all move to that location, regardless of which province they're in. Make sure this is what you want. Keep in mind that all Divisions move at the speed of their slowest Brigade; this is sometimes modified if there is an Engineer Brigade present.

If you command a land unit to move into a province where an enemy unit exists, you are ordering an attack. HOI 3 assumes "movement is attack." (see L1.0). Those Units will immediately enter into Combat because the men on each side would already have been near each other, and those moving forward would quickly meet enemy skirmishers.

J2.1 COMPLEX MOVEMENTS

If you do not want your units to follow the default movement

path selected by the computer (the "shortest-time route"), then you can override it. This will require movement in "legs" – multiple parts to your path. Set the first path normally: select a province or seazone to which to move that is close enough to your destination. You may have to experiment to find the right path. Then, once you've set movement close to where you want, draw the next leg of the path by holding down the "Shift" key on your keyboard and right-clicking on your final destination.



A Japanese Motorised Unit takes a circuitous route by selecting each leg of its journey using shift-right-click.

Also see L1.1 (Movement/Attack Interface) for more information about using Control-Right-Click to give more specific commands to your Land Units.

J3.0 MANPOWER

Manpower is important both for construction of new units and for Reinforcement of existing units, because there will always be a certain level of Attrition. This may increase in hostile conditions or when units are Out of Supply. See C1.0 for more information about Manpower.

J4.0 UNIT ORGANISATION

The smallest component used in HOI 3 is the Brigade, but with a few exceptions you will always want to organise your Brigades into Divisions. Divisions are organised into Corps, which are then organised into Armies, and then organised into Groups. At the top of the Organisational structure is the Theatre, which is the highest level of organisation in that region. Units at every level are commanded by a certain grade of Commander. A Brigadier General (or national equivalent) commands a Brigade, **though these lowest generals are not represented in the game**, Major Generals command Divisions, Lieutenant Generals command Corps, Generals command Armies, and Field Marshals command Groups

and Theatres. See L5.2 for more information about the command structure.

Airwings are the smallest Air Unit, which contains about 100 aircraft. Air Units may be grouped to contain one or more Airwings. When you see these units on the Map, each Airwing is shown with an “x,” like a Brigade. Because there is no larger organisational unit other than the unofficial “groups” of Air Units, you will never see anything larger than the Airwing in a stack. Air Units can, however, be assigned to Theatre HQs.

Large ships, down to the Light Cruiser level, exist as individual ships per unit. But Destroyers, Submarines, and Transport Ships are each assumed to contain several of the ships within each unit. Each ship is shown with an “x,” like a Brigade, in the Unit Interface. Ships are also always considered part of a Fleet, so you will see Fleets on the Map marked with the “xx” for a Fleet, even if it only contains one ship.

J5.0 LAND UNITS

J5.1 LAND UNIT INTERFACE

A Division’s counter displays the military symbol for its primary unit (i.e. Infantry for mostly Infantry Brigades). The Commander is listed on the counter’s side.

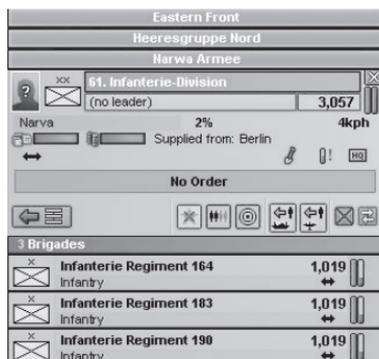
When you click on a Division (click again to cycle through multiple Divisions in a stack), the Land Unit Interface will appear in the upper left-hand corner of the screen.

If the unit you clicked on has more than the “xx” designation for a Division next to its commander’s face, then you’ve clicked on a Headquarters (see K2.0). If so, click on a “xx” unit listed in the Headquarters’ Unit Interface so that you can see a Division.

At the very top-left, you will see a picture of the Division’s Leader. Next to it, on the right, is the unit’s military symbol, and next to that is the Division’s name. Below the unit’s name is the name of the Leader who commands the unit. To the right of that is the total manpower strength of the Division, and two coloured columns: the gold-coloured one indicates Strength and the green column represents Organisation. Above these is the “x” button, which will close the Interface.

Below that top row, you will see on the left which province the unit is in, to the right of which is the rate of Attrition being experienced by the unit, and on the far right is the maximum speed of the unit (in kilometers per hour).

Underneath that are two coloured rows. The first shows Supply status (Supplied or Unsupplied), and the second shows Fuel status (Fueled or Unfueled). Tooltips will indicate what, if anything, your unit lacks. If either of these indicators shows red instead of green, even partial red, the unit does not have sufficient Supply to perform its duties at top capacity and its Organisation and Manpower may begin to suffer. If it lacks Fuel, it may not be able to move as quickly



as it could otherwise.

On the right, slightly below these bars, is a spot which may or may not display a shovel. If a shovel is shown, it means the unit is “dug in” and has special modifiers for Defence. A tooltip will indicate how dug-in it is, the maximum dig-in value, and how much benefit the unit will receive from it. Dug-In units are discussed in L5.6. Other modifiers may be shown with their own icons. Other icons which may appear here will indicate if the Unit is a Reserve Unit, and will indicate whether it is within Radio range of its Headquarters.

Below this, a dark bar will display any Orders assigned to the unit, and underneath that, a row of several buttons. The first button on the left shows an arrow pointing toward or away from a Chain of Command icon. If the arrow is green and pointing toward the chain, clicking on it will allow you to assign it to any of your Headquarters. If the arrow is red and points away from the structure grid, clicking it will remove the unit from its assigned Headquarters structure, and make it independent of any outside command. The next button to the right, which is only visible if the unit is not part of a command, allows you to create a new Headquarters, and the current Division would be assigned to it.

The next seven buttons, from left to right, are as follows. The first will either display a green star or a gray star with a red “x” over it. The latter indicates that it is not prioritized for unit upgrades and reinforcements. The former means that the unit is prioritized over other units for preference in upgrades and reinforcements. You should select your most important or best-positioned units for priority. The next button over – with four soldier images – determines whether this unit will be eligible to receive available Reinforcement. Sometimes, it is preferable to prevent some units from reinforcing so that you don’t dilute the reinforcements by sending them to units which do not need them as badly. The next button is a dot and circle inside a circle, and determines whether this unit will be eligible to receive available Upgrades. As with Reinforcement, you’ll want your most

important units to be Upgraded first. The next button over allows this unit to be loaded onto a Naval Transport (see J5.10). The next button over allows this unit to be loaded onto an Air Transport (see J5.11). The next button over is an “x” which allows you to disband the unit. The last button is of two arrows facing opposite directions, which allows you to reorganise the Brigades in the unit, possibly detaching one or more Brigades to form their own unit.

Immediately under the row of buttons is a dark gray bar, which will say how many Brigades are currently attached to that Division. Underneath that, you’ll see each Brigade, listed individually, along with its military symbol on the left, then its unit name, with its unit type listed underneath it. To the right, you’ll see the number of men assigned to the unit, and then the Brigade’s individual Strength bar (brown) and Organisation bar (green). The cumulative total of all the values for these bars should be reflected in the Division’s Strength bar and Organisation bar at the top of the Interface. Individual Brigades may suffer higher casualties than others, which is why each is shown individually. You can left-click on a Brigade for more details.

J5.2 COMBAT WIDTH (FRONTS)

Each provincial border, with each other province, generally has enough Combat Frontage to allow three or four Divisions’ Combat Brigades to be on the Front at once. This battlefield is represented as several “squares,” with each Brigade occupying one full square.

Divisions are never separated in Combat. They attack together and Retreat together. Even if all but one of the squares along the Combat Front is occupied, another whole Division (all of its Combat Brigades) may still “squeeze” onto the battlefield, so the actual Combat Front may be one or two squares wider than standard.

J5.3 COMBINED ARMS UNITS

Divisions which have a Softness rating between 33 and 66 percent, meaning they use a mixture of armoured and infantry or other brigades, are considered “Combined Arms” units and will get a bonus in Combat. Even if your unit was not constructed in this way, you can integrate Brigade Attachments to accomplish the same before going into battle.

J5.4 SUPPORT UNITS

Some Brigades are not meant to ever intentionally engage in front-line Combat, and will instead support the Combat Brigades from behind the lines. If they ever operate as individual Brigades, they will be very vulnerable.

J5.5 HEADQUARTERS (HQ) CONCEPT

Most Land Units at the start of any game will be “attached” to a Headquarters, which is its connection to the army

command, and has a number of important functions. It is possible for units to exist on the Map without being part of a Headquarters command structure, but this is not the preferred method of fighting, especially since **HOI 3** has built-in Leader bonuses which come from every level of command and provide experience to every other level of command. A Division or Brigade which is operating as an individual unit does not communicate any of this benefit to or from higher levels – does not receive the Leader bonuses, nor pass along the Combat Experience, both of which play a critical role in helping a player win wars. Lower HQ commands which are not attached to higher HQ commands also lose some of their benefits.

The idea of “Headquarters Units” is familiar to players of past HOI games, but the concept has changed dramatically with **HOI 3**. From now on, this is your way of making sense of a crowded battlefield, as well as handing off Units to the AI to direct toward your Objectives if you need to concentrate on something else.

J5.6 UNIT DESCRIPTIONS

Keep in mind that not all of these Brigade types are available to all countries at the beginning of the game. Some of them are so specialized that only some major powers had them by the end of the war. You may prioritize your Land Combat Technologies to produce some of these units, if you wish. Most of these Units had some shared capability – some Infantry in Armoured Brigades, and some Artillery in Infantry Brigades, which is represented by its “soft” and “hard” components.

- **Armoured** – Armoured units are comprised mainly of tanks, though they may have lighter units attached. There are different types of Armoured units, from Light Armour to Super Heavy Armour.
- **Mountain** – A Mountain Brigade is specially trained to fight in mountainous conditions, and they get special Combat bonuses during Combat in their preferred environment; rather, they don’t have a penalty, whereas everyone else does.
- **Infantry** – The backbone of any World War II army was its ground-pounding Infantry – the “boots on the ground” – who might not be very specialized, but were the core of the fighting forces. Infantry Brigades were often paired with specialized Brigades, such as Artillery or Armoured Cars. Infantry stationed away from the front might be paired with Military Police or Anti-Aircraft Brigades.
- **Cavalry** – Up until just before World War II, many of the world’s armies considered horses, not tanks, to be their highly mobile forces of maneuver. World War II saw a small number of Cavalry battles, some of them infamous, but in the mid-1930s, when **HOI 3** starts off, there were quite a few operational Cavalry Brigades

around the world. Cavalry was used much the same as Armoured units were used throughout World War II – they had the maneuverability, but they also desperately lacked protection. Those armies who hadn't realized by the time war started that Cavalry was obsolete in the main theatre of Combat found it out the hard way.

- **Militia** – These often consisted of conscripted soldiers who were locally raised and trained, and possess Infantry-like rifle training but not much else. These units were useful for maintaining order and for filling in when absolutely necessary, but normally could not be counted on to be professional military units.
- **Garrison** – Like Militia, these were soldiers who didn't have the Combat training or experience of front-line units, but whose duties mostly included keeping order, manning Fortresses, and protecting important cities and other locations behind the lines.
- **Armoured Car** – These Brigades often performed a role somewhere between the Cavalry and the Armoured Brigades. Useful for scouting and protected well enough so they wouldn't get slaughtered by Infantry, the AC Brigades add a bit of heft to an Infantry Division, and add a little flexibility to an Armoured Division.
- **Motorised** – This is basically an Infantry Brigade with the added benefit and liability of being mounted on trucks. These Brigades could move more quickly than a standard Infantry Brigade while fulfilling the same role a little more rapidly, and whose speed could be a significant advantage in battle. The liability would be its reliance on Fuel to move.
- **Mechanised** – An Infantry Brigade that has been mounted on half-tracks and other lightly armoured vehicles, often with some heavier units to supplement their firepower. These relatively well-protected units were vulnerable to airpower, but otherwise were more durable than Infantry units, and had the firepower to punch through where run-of-the-mill Infantry would have a tough time.
- **Anti-Tank** – Brigades of Infantry armed with large numbers of small, but high-velocity anti-tank guns which could be positioned in ambushes or along the front lines in order to take advantage of Armoured targets of opportunity. Sometimes, the Infantry would carry hand-held anti-tank rifles, sneak up to where the enemy tanks were, and surprise them.
- **Tank Destroyer** – A heavily Armoured tank with a heavy-bore or high-velocity (or both) gun meant to punch through standard tank armour. Brigades supplied with packs of these were better off than regular anti-tank units because they were self-propelled and had armour to protect them from Infantry and even from Armoured attacks.

- **Anti-Air** – Once the importance of airpower on the modern battlefield had been proven, especially toward the end of the war, many Divisions made sure to have special anti-aircraft Brigades in order to offer protection against preying aircraft.
- **Artillery** – Howitzers and field artillery have long had a telling impact on the art of warfare. By the modern age, Artillery was often a force in itself, and its careful application on the Infantry or Armoured battlefield proved very useful.
- **Engineer** – A Brigade of specially trained engineers that are skilled at working out problems, building things quickly, and making the impossible happen; they can come in handy when facing off against Fortresses and Rivers alike. Engineers are great on defence, too, by providing bonuses to Entrenchment. Engineers can add to the overall speed of a Division, and they can especially help during river crossings.
- **Military Police** – Military Police are a more inexpensive Unit to produce than Garrison or Militia, because they aren't trained for Combat, but they are more effective than those other Units at opposing and Suppressing Partisans and rebels.
- **Marines** – Infantry units skilled at operation at sea and Amphibious Invasions. These were the mainstay of Pacific battles on both sides, but particularly on the United States side, where the Marines were always the first units to go in and secure a beachhead.
- **Paratroops** – A light-Infantry Brigade specially trained to parachute into a Combat area, and surprise the enemy with a force behind their lines. Paratroops are generally very light in combat, and therefore can be vulnerable. It's hoped these units would be deployed in a way so that they can be quickly supported after the initial surprise wears off.

J5.7 LAND UNIT UPGRADES

A Brigade's Combat values and statistics do not always remain the same after it's produced. As Research develops improvements to Doctrines or equipment, they will be added to existing units in the form of Upgrades, so long as those units are made eligible to receive the Upgrades, and the Upgrades are funded with IC. These Upgrades may change the unit's values and statistics. Brigades, Divisions, or other whole command structures may be prioritized or excluded from Upgrades by using the buttons described on the Land Unit Interface.

J5.8 RESERVE UNITS

A unit built as a Reserve unit costs less to build than a normal unit, depending on your Mobilization level (see B10.0). It will remain at some level of reduced Strength until fully

Mobilized (i.e. it is waiting for war). These Divisions will cost less in Supplies, because they are made of fewer men, but also have lower Strength and Organisation values. These units may increase their Strength and Organisation once the country's army is Mobilized. Once war is declared, these restrictions are lifted, and the unit rises to normal Strength and Organisation over time.

Please note, IC must be allocated to Reinforcements (see A5.4) in order to bring Reserve Units up in Strength. Otherwise, they will remain understrength.

Please note there are two types of units referred to as "reserve:" combat and divisions. Reserve units become regular Divisions after Mobilization, but any unit can be a "reserve" in Combat, since they are merely units waiting for an opportunity to fight.

J5.9 BRIGADE TRANSFERS

Brigades are assigned to a certain Division when produced, but they may also be detached and reassigned later. This allows the player to change the structure of their army to match the situation, or to adapt to unforeseen circumstances.

J5.10 EMBARKING TROOPS ON SHIPS

Often, it may be necessary to load Divisions onto ships, either for an Amphibious Assault or simply to move them to a new base overseas. In order to load a Division onto a Transport Ship, click on the Division you wish to embark. One of the organisational buttons will not be grayed out if there is a Transport Ship at a Seaport in the Division's current province. Click the button, and the unit will be loaded immediately.

Keep in mind that each Transport has a Transport Capability of a certain "Weight," and if a Division is too "heavy" it may need to lose some Weight by leaving a Brigade behind.

To unload the unit, select the fleet, and then click on the unit as shown at the bottom of the Naval Unit Interface. One of the organisational buttons will allow you to Unload the Division. Embarked troops never unload themselves on arrival – you must unload them where you want them.

The Transport will carry Supplies for the unit while they are embarked. However for every day the Transport has embarked troops,

its Organisation will drop.

For more information on Amphibious Assaults, see L8.O.

J5.11 EMBARKING TROOPS ON AIR TRANSPORTS

In order to load a Paratroop Division onto a Transport Plane, click on the Division you wish to embark. One of the organisational buttons for Air Transport will not be grayed out if there is a Transport Airwing at an Airbase in the Division's current province. To unload the unit, select the Air Unit, and then click on the unit as shown at the bottom of the Air Unit Interface. One of the organisational buttons will allow you to Unload the Division.

For more information on Paradrops, see M7.O.

J6.0 AIR UNITS

J6.1 UNIT DESIGN CONCEPT

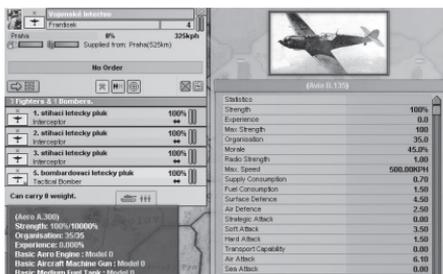
Airwings are the smallest Air Unit, which contains about 100 aircraft. Air Units may be grouped to contain one or more Airwings. When you see these units on the Map, each Airwing is shown with an "x," like a Brigade. Because there is no larger organisational unit other than the unofficial "groups" of Air Units, you will never see anything larger than the Airwing in a stack. Air Units can, however, be assigned to HQs.

J6.2 AIR UNIT INTERFACE

If you click on an Airbase where air units are based, or if you click through the stacks in a province where aircraft are based, you will see the Air Unit Interface. Most of the Interface is designed exactly like the Land Unit Interface, and so most of these indicators will be familiar to you. At the top, to the right of the Leader's name, is the number of Airwings assigned to this Air Unit. The dark bar underneath the organisational buttons shows how many Airwings of each type are assigned to the Air Unit. The Unit indicators themselves are very similar to the Land Unit Interface, and should be self-explanatory.

At the bottom of the Interface is the Transport Weight Capacity, which is the Weight of units the combined Air Unit can carry. This requires at least one Airwing of Transport Planes; otherwise, the Transport Weight Capacity will always be zero.

If an Air Transport has embarked



A Czech Air Unit. To the right is information on a specific Fighter Wing, which is accessed by clicking on the Wing in the Air Unit Interface. More information, as shown underneath the Air Unit Interface, can be shown in a Tooltip which is accessed by hovering your mouse cursor over the Wing in the Air Unit Interface.

Paratroops, those will be shown by Division underneath the Transport Weight Capacity.

J6.3 UNIT DESCRIPTIONS

- **Interceptor** – The basic Fighter design, which is meant to be able to not only shoot down enemy Bombers by intercepting them en route to the target, but can also tangle with enemy Escort Fighters or enemy Air Superiority Missions.
- **Multi-Role** – Some aircraft were designed to handle a number of jobs, and so were basically “jack of all trades, master of none.” A Multi-Role Airwing is effective in Air Superiority fights, but not as good as an Interceptor Airwing. They’re also okay at Tactical Bombing or Close Air Support, but not as good as specialized Bombers.
- **Tactical Bomber** – Small, two-engine Bombers with a relatively small payload of Bombs, but which could move quickly and hit targets with precision. They work in the role of Strategic Bombing too, but they’re just not as good at it as a real Strategic Bomber because of their small payload and inadequate range.
- **Close Air Support** – Small, maneuverable dive bombers or low-level attack planes that were specialized for supporting troops on the ground, primarily against tanks. Good to have around no matter who you were fighting.
- **Naval Bomber** – A type of aircraft, usually two- or four-engine, which is specialized or especially useful at long-range patrol and bombing ships. They may use torpedoes, or they may prefer level bombing. They also work great as scouts.
- **Strategic Bomber** – A large four-engine Bomber which could carry a large payload of Bombs deep into enemy territory and strike their cities, Resources, Factories, and major Installations. These Bombers could often protect themselves, but were always safest when accompanied by long-range Fighters.
- **Flying Bombs & Rockets** – These late-war technologies are basically long-range unmanned bombers used for Strategic Warfare purposes.
- **Rocket Interceptor** – One of the most advanced Technologies in the game allows construction of the Rocket Interceptor, which is often capable of slipping into a Bomber formation quickly enough to avoid being hit by defensive fire, while being able to fire rockets or cannons into enough Bombers to shoot a few down on each firing run.
- **Carrier Air Group** – Though not actually a unified Airwing of planes, like land-based units, the CAG is a mixture of aircraft meant to be able to strike Naval targets, as well as defend itself and the Aircraft Carrier from attack. A CAG cannot operate without an Aircraft Carrier, so if the Carrier is lost in Combat, so is the CAG.

J6.4 AIRWING UPGRADES

Incremental upgrades may add improvements to the Airwings’ statistics or Combat values. Some Techs will make an old model of Airplane obsolete, and Upgrades will replace those old planes with a newer Model.

Allocating IC for Upgrades allows these improvements to be made to the units. Remember that non-essential units can be marked to not receive Upgrades (at least until all the other units have been Upgraded, which is how it worked historically), and other important units can be Prioritized to get their Upgrades first (these controls are on the Air Unit Interface), and must be funded with IC. An Air Unit must be resting and not assigned to Missions.

J6.5 CARRIER AIR GROUPS

The Carrier Air Group (CAG) is a type of Air Unit which operates like other Air Units, but which can either use an Airbase as its base for operations, or an Aircraft Carrier. Only CAGs may operate from Aircraft Carriers. See C3.0 for more about CAG operations.

J7.0 NAVAL UNITS

J7.1 NAVAL DESIGN CONCEPT

Ship types are designated as Capital Ships, Screens, or Other. Screens are meant to move ahead of the Capital Ships in battle to protect them while Capital Ships will generally try to close toward the Centreline and attack enemy Capital Ships from relatively long range. Support ships will generally try to avoid combat.

J7.2 NAVAL UNIT INTERFACE

The Naval Unit Interface is designed very much the same as the Air Unit Interface, which is very similar to the Land Unit Interface. The dark bar below the organisational buttons shows the number of Capital Ships, the number of Screens, and the number of Others (see: Naval Units for descriptions of ship categories).

The Naval Transport Capability is listed in the same manner as air units. If a Transport Ship has embarked Divisions, those will be shown unit by unit underneath the Transport Weight Capacity.

J7.3 UNIT DESCRIPTIONS

- **Battleship** – The mainstay of past wars, the Battleship still formed the core of most major powers’ fleets in the mid-1930s. Some still held to the dream of a general fleet action between opposing Battleships on the high seas; others believed the Battleship had become a powerful support weapon, but would never again decide the outcome of major battles.
- **Super-Heavy Battleship** – This is a heavier version of



A French CAG is shown, along with its Fleet, in the Naval Unit Interface.

the standard Battleship.

- **Battlecruiser** – A classic compromise design which made sense on paper but underperformed in practice. It is basically a Battleship design with less armour and more speed. The speed made it more versatile in combat, but the lack of armour made it very vulnerable when going head-to-head with enemy Battleships or airpower.
- **Heavy Cruiser** – Many fleets who couldn't afford Battleships were happy to have a few Heavy Cruisers around to form the core of their fleets. Strong enough to do everything but fight Battleships (not that some didn't try), the Heavy Cruiser could dominate a battle with smaller ships.
- **Light Cruiser** – As a small, fast ship with very little to no armour, the Light Cruiser was a fast strike vessel, and could act as a "heavy screen" to protect Capital Ships against direct attack. Great against Destroyers, but mismatched against larger vessels, the Light Cruiser was often best employed as a scout, rather than as a warship.
- **Destroyers** – Quick and nimble, these lightly-armed, lightly-armoured vessels were meant to protect Capital Ships by forming a screen around them. Often, though, this defensive role was best performed by making a daring attack upon the enemy formation by using their

potent torpedo armament. Powerful in numbers, these little craft were not to be underestimated.

- **Transport Ships** – Troopships generally moved more quickly than your average cargo ship, and some of them were actually luxury liners before the war. Transport Ships have a large capacity for carrying military units, while leaving the more mundane Convoy duty to smaller and slower ships.
- **Submarine** – First tried in large numbers during World War I, their potential was demonstrated in a way that led some predict them to be the one weapon that would bring about victory or defeat for the British. Hard to detect, these boats could sneak in and deliver a killing blow before the enemy even knew they were there. Subs could be used against enemy Capital Ships or against enemy Convoys.
- **Aircraft Carrier** – Somewhat of a novelty in the time period in which HOI 3 starts, some predicted Aircraft Carriers could revolutionize warfare, while others refused to believe. Able to carry a Carrier Air Group (CAG), these vessels allowed a killing punch to be delivered from fairly long range, sometimes even before the enemy realized there was a threat nearby. Carriers were notoriously vulnerable to enemy surface action, though.

J7.4 NAVAL UPGRADES

Only certain components of naval ships may be Upgraded: Radar, Anti-Aircraft, and Anti-Submarine. Older classes of ships will remain obsolete, and Tech advances will only improve major components on newly-built ship classes.

J7.5 CARRIER AIR GROUPS

The advantage of having a Carrier Air Group (CAG) around your fleet is that if you happen to find an enemy Fleet nearby but can't catch them with ships, you still have a chance at striking a blow. Carrier Air Groups can protect a Fleet with airpower even when far beyond land-based airpower. The CAG packed a hefty punch when it was able to attack first. See C3.0 for more about CAG operations.

★ K ★ MILITARY MANAGEMENT

K1.0 MANAGEMENT CONCEPTS

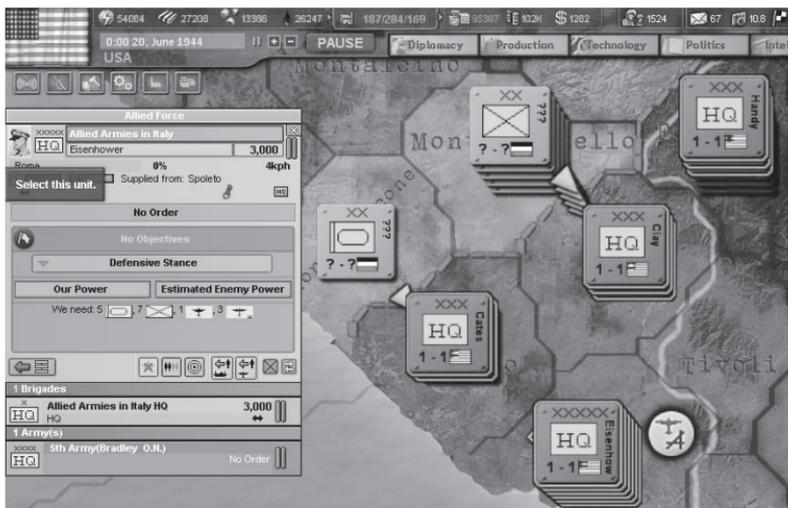
Hearts of Iron III is designed to take many of the tedious, routine tasks and possibly overwhelming numbers of units and orders out of the player's hands until the player is ready to handle them. It is for that purpose that we have created an integrated Headquarters and Theatre command structure, all of which can be handed over to the computer's Artificial Intelligence (AI).

The Headquarters command structure is so flexible you can make a battlefield promotion and designate a new Headquarters under a new General at any time. Any level of Headquarters may be turned over to AI control (which will also take over every HQ assigned to it).

The Theatre command structure allows you to hand an

HQ or individual Land, Air or Naval Units over to the computer's Artificial Intelligence (AI) to manage for you, according to specifications and guidelines you set.

Note to HOI 2 veterans: Many of us, from many games of this type, are accustomed to moving stacks of divisions around the map without any regard to a central command structure. However, that is not how World War II was fought (few other wars either!), and the Headquarters command structure is central to World War II combat. It is recommended that you familiarize yourself with how Armies, Corps and Groups interact with each other, fight alongside each other, and coordinate with each other, so that you can make use of the built-in benefits **HOI 3** provides to any integrated command structure.



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

K2.0 HEADQUARTERS (HQs) & COMMAND STRUCTURE

Headquarters can exist at several levels, and are linked together in a “chain of command,” or HQ Command Structure.

When looking at any Division which is part of a Headquarters command structure, you will see one or more layers of dark-coloured bars on top of the Land Unit Interface, above the Division’s unit name. Each layered bar is a higher Headquarters to which the unit is attached. If you click on the bar immediately above the Division name, you will be taken to the Corps or Army Headquarters, which is hopefully located nearby and the Map should have shifted so that you’re looking at the location of the HQ. The Headquarters Interface will show the Headquarters itself, which is a non-combat Brigade of 3,000 men, and should then show each of the smaller units which have been placed under its command.

Corps and Armies are somewhat interchangeable. They can both contain Divisions directly under their command structure; however, an Army may also contain Corps. Some Groups may even have Armies, Corps, and Divisions attached - all three! An HQ may have a maximum of 5 Land Units attached to it.

Each of these lower-level units are shown in a list, which will also tell you how many of each command type there are - Armies, Corps, Divisions, etc. You can tell the command levels apart by the “x” designators. If you click on any of them above the Division level, you will see another Headquarters Interface, which may show units assigned underneath it while also showing the higher-level Headquarters you just came from.

In this way, you can start to see the fluid nature of the Headquarters command structure: each unit flows into higher or lower structures smoothly, or at least they should. It’s sort of like the folder structure you use on your computer in that you have a large folder at the top, with subfolders, and more subfolders (Divisions) inside those folders. You can move smoothly through the “unit hierarchy” and will always have a “road map” showing where you can go in either direction, up or down the chain of command.

Only at the very top of any Headquarters command structure will you no longer have any higher-level Headquarters displayed in a bar on top of the Headquarters Interface. If your country’s army is large enough to justify higher command, as any major power’s army will be, the top of any command structure will ideally be a Group (“xxxxx”) or Theatre (“xxxxx”) HQ, unless you’re looking at the command structure in some colonial outpost.

K2.1 CREATING NEW HQs

Any time you feel there should be a higher command structure (say you have three Armies operating along a front,

but each one is the highest-level HQ on that front), you can always add one. Any unit, from an unattached Division to an unattached Headquarters at any level below the Theatre level, may create an additional Headquarters unit at a higher level than itself out of the blue. This Headquarters unit will start as a Brigade of 600 men drawn automatically from your Manpower pool, and will have a General assigned to lead it. It will require 100 Officer points. If it is eligible for Reinforcements, it will grow in Strength to a maximum of 3,000 men. You may then attach each of the previously independent Armies to the new Group HQ, and there will be one commander whose responsibility it is to manage and help each subsidiary command. His Leader bonus will be passed down the line, and he will gain experience from every battle that occurs along the entire front.

Keep in mind that the Theatre Commanders serve a very important function: lessening the impact of Coordination Penalties that prevent large numbers of Divisions from operating in collaboration with one another. This penalty, unless offset by a Theatre Commander, can have such an impact in Combat that it can mean the difference between victory or defeat! Unless you have a Theatre Commander and an integrated command structure, you must learn to deal with that penalty in every battle.

Therefore, given the previous example, it would be worthwhile to create an additional level of command - a Theatre HQ - above the Group you just formed. That way, every unit gets the benefit not only of the Group Commander, who adds bonuses of his own, but also the bonuses from the Theatre Commander. See K4.0 for more information about Theatres.

K2.2 RADIO COMMUNICATION RANGE

Each level of Headquarters (Army, Group, Corps, etc.) has a certain range for its radios, which allow it to maintain contact with its assigned Units. Units located outside this range are unable to get the special advantages provided by HQ Commanders (a different advantage at each level, shown in L5.2). The radio range of Headquarters can be increased through Technology Advances.

K2.3 AUTOMATING BELOW THEATRE LEVEL

A Headquarters does not have to be a Theatre to be given its own Objectives and AI instructions. Any level of Headquarters can be Automated independently (though all of its assigned units follow the assignment). In the middle of the Headquarters Unit Interface will be a grayed-out flag, on the left. Clicking that flag will turn Automation on, and the flag will turn bright green.

You will then be asked to set a Stance. You do not have to set Objectives, but it makes sense to do so. To set a province as an Objective, right-click on a province while the

Leader Traits & Their Effects		
Trait	Type	Effect
Old Guard	All	These "old-fashioned" officers have difficulty learning new tricks – they will gain Experience more slowly than others.
Engineer	Land	He can make up for not having an Engineer Brigade handy, as his Units receive a smaller penalty for River Crossings.
Defensive Doctrine	Land	A good defensive thinker, he gets a bonus to Defensive Modifier (Efficiency).
Offensive Doctrine	Land	A good offensive thinker, he gets a bonus to Attack Modifier (Efficiency).
Logistics Wizard	Land	He knows how to make do with less, so his Unit's Supply consumption is less (this is true of other Units under his command, if he's in a HQ command).
Fortress Buster	Land	These Commanders know how best to overwhelm a Fortress, and their Units receive a lesser penalty for attacking one.
Panzer Leader	Land	These Leaders understand how to integrate Armor with other Combat forces, and gain a Combined Arms bonus in Combat.
Commando	Land	Who needs a Supply Line? These Commanders can operate behind the lines (Out of Supply) with fewer negative effects on Movement and Combat.
Winter Specialist	Land	All Units suffer Attrition when it's really cold, but these Commanders anticipate and take action so that their Units suffer less.
Trickster	Land	This wily Leader likes to do the unexpected, or prepare ambushes. He is more likely to get a Surprise modifier.
Fleet Destroyer	Air	This Commander's Air Units have a higher likelihood of doing damage against Ships in enemy Naval Bases, or at sea.
Tank Buster	Air	This Commander is best employed in Close Air Support or Tactical Bomber Interdiction of enemy Armored Units, because he knows best how to knock them out.
Carpet Bomber	Air	This Commander knows how to make his Strategic Bombers perform most effectively to destroy the enemy's morale or factories.
Night Flyer	Air	This Commander is best placed where he can defend against enemy night Bombers, because he knows best how to Detect and shoot them down.
Spotter	Naval	When you're looking for the enemy, you want this Commander on the job. He's got a good idea of where the enemy might be hiding, and can Detect them more easily.
Seawolf	Naval	This is a born Submarine Commander who can lead a wolfpack of Submarines to great success against enemy Ships or Convoys.
Superior Tactician	Naval	This Commander is better able to take advantage of the Naval battlefield to give his Ships the upper hand.
Blockade Runner	Naval	This crafty fellow has a knowledge of how best to slip away in a tight situation. When this Leader's Ships attempt to Withdraw, they have an easier time of it.

HQ Unit is selected. This sets that province as an Objective, and a bright green flag will show in the province in Theatre Mapmode (not in any other). The HQ Unit will indicate that province is now an Objective. Objectives in your territory are defensive Objectives. Those in enemy territory are Objectives to capture. Any HQ can set a Stance, as described in K4.5.

The space just under the Objectives list will show your forces' estimated power versus what your Commander believes the enemy's power is. He's giving his impression of the odds for his success in taking the assigned Objectives.

Automation may be canceled at any time by clicking the bright green flag in the HQ Unit Interface again. This can only be done at the level at which it was initiated.

K3.0 LEADERSHIP CONCEPTS

In **HOI 3**, it is intended that every unit down to the Division level should have a Commander, and that each level of

Commander will contribute skills and Traits to the overall battle situation.

Further, you are allowed to construct a "Chain of Command" from the very top of your country's military (the Commander-in-Chief – i.e. You) through Theatre Commanders to Army Commanders, down to Division Commanders on the bottom. Different commanders have different levels of responsibility, and each has the ability to take independent command of the units under his command and to fight without your having to tell him what to do.

Leaders will gain Experience, and can gain in Skill points as they do so. Leaders can also be Promoted, which allows them to Command larger types of Units (Corps, for instance, rather than Divisions), but they start over in gaining Skill at their Promoted rank.

Leader Traits and Skill also provide bonuses. The Skill rating of Commanders at each level affects a different aspect of the units. For each level up the chain of command,

the bonus applied for every unit is only half of the previous level, and so a Division Commander's Division gets the full benefit, while a Corps Commander only provides half that bonus, but provides it to every Unit under his command. If there are five Leaders in the chain of command, a Division could theoretically benefit from five bonuses, which on a practical level would equal nearly two full bonuses once all the halving is subtracted out. Skilled Leaders can modify the level at which a unit will Shatter.

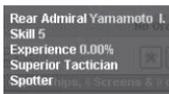
K3.1 ASSIGNING COMMANDERS

If you click on the Unit Interface for any unit, you can then click on the slot where the name of the Commander is displayed, whether there is a name or it's blank, and then choose a Commander from the list to take charge of that unit. If you're replacing a Commander, he will go back into the Commander Pool.

K3.2 LEADER EXPERIENCE & SKILL

Experience in Combat will gradually increase a leader's skills. Experience is shared by all commanders involved in a battle, even if they're located at Group Command 200 miles behind the front lines. Commanders "on the ground" and "at the front" will gain more, but all will benefit.

Any time any portion of a Leader's command structure (underneath his level, not above) is in combat, he gains experience. When his experience level reaches 100, it is set back to zero and his skill level increases.



K3.3 PROMOTIONS

Sometimes there will be a need for more Commanders of higher grade, who can take on higher responsibilities. This will often happen as your army grows. To Promote a Commander to a higher level of Generalship, click on the Unit he currently Commands, and click the Promote button in the Commander Pool screen. That Commander will no longer be eligible to Command the Unit he was in charge of. Instead, he can now take over a Unit one level higher than where he was. Beware: he may lose some Skill and Experience, then he will begin building experience in his new Command.

These Promotions are necessary to Command Air Units and Fleets also, even though they don't have the grade restrictions Land Units do.

K4.0 THEATRES & HQ COMMAND

A Theatre is a region of the battlefield, or a designated portion of the world, where a Commander of Field Marshal level can be charged with the independent direction of all mili-

tary operations in that area. Establishing a Theatre makes it easier to issue orders to a region where you may not want to take full control of operations, and reduces the level of micromanagement, no matter the importance of the Theatre.

K4.1 THEATRE INTERFACE

A Theatre Command is just another Headquarters Command, which just happens to be at the top of its structure. Therefore, its Interface works exactly as described in K2.3 for lower level HQs. However, the difference is that at the Theatre can have units specifically requested and assigned to it for the completion of its duties.

The Theatre AI will make plans for seizing the Objectives you set, and will also advise you when additional Assets are needed to accomplish its goal. The Assets you send may be a combination of different "arms," such as Land and Naval forces, allowing the AI to plot out major overseas Invasions.

K4.2 ASSIGNED ASSETS

You can designate certain Units (Assets) as Assigned to a Theatre simply by incorporating them into the HQ command structure of the Theatre. Units under construction can be assigned a Theatre before they are complete.

When you click on a Theatre Headquarters while it is under AI control, the HQ will flash bright green around its Counter edges, and all of the units under that Theatre's Command will begin flashing bright blue along their edges, allowing you to see the extent of the Theatre's (or HQ's) responsibility without having to check the Theatre Mapmode.

K4.3 OBJECTIVES

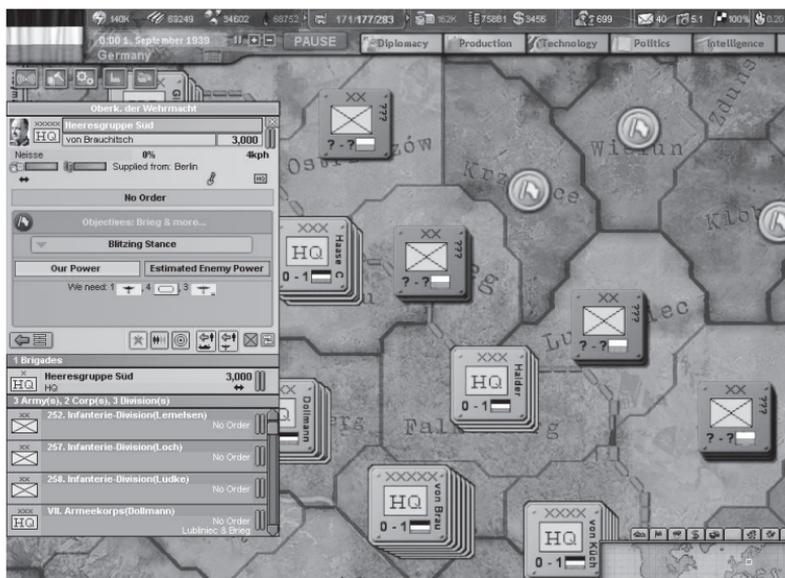
You can set Objectives for each Theatre, which can be in your territory or in your enemy's. If it's in your territory, the goal will be to defend the Objective. If it's in enemy territory, the Theatre AI will attempt to seize the Objective, provided it's set to Full AI Control.

While the HQ Unit is selected, right-clicking on a province will set that province as an Objective to either be defended or captured. Once AI control is set, right-clicking will no longer issue Movement orders to the Unit (because the AI does that now).

K4.4 ASSET REQUESTS

When an HQ Commander believes he needs additional Brigades or Units, he will send a request which will show up below your Production Queue. If you agree, those units will be placed into Production and will be automatically assigned once they're ready. You are not forced to order this degree of automation, and can always independently assign units for Production and to Theatres.

If you approve the requested Brigades, Airwings or Ships, simply click the "Build All" button. The units will then



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

be entered into the Production Queue and assigned to that Theatre in the Queue.

K4.5 STANCES

In order to leave "standing orders" for your Theatre or HQ Commanders, you can set a Stance. This Stance will determine what actions the AI will take in your absence when faced with a variety of situations. If you choose an aggressive Stance, the AI will probably attack when opportunity arises. In a defensive Stance, they may stand by no matter what the opportunity, and may even prompt you through a Pop-up Window to ask for more Assets.

The Stances are:

- **Prepare** – The Theatre or HQ will Repair, Reinforce, recover and stock up on Supplies in preparation for an Offensive or to defend against an expected enemy attack. There are few offensive moves planned, though targets of opportunity may be attacked.
- **Defensive** – The Theatre or HQ will prepare to defend against an enemy attack. All its priority is on beating them back and defending its Objectives from capture.
- **Offensive** – The Theatre or HQ will move forward steadily but aggressively to seize its Objectives. Attacking the enemy becomes the priority, with the emphasis on

pathways toward the assigned Objectives.

- **Blitzing** – The Theatre or HQ will seek narrow breakthroughs for exploitation and encirclement. It will not worry about dangers on the flanks or encircled pockets behind the lines – that's someone else's problem, and it probably won't matter by the time you win. Holes and weak spots will be covered by Infantry while the Armour and Motorised units rush ahead, or else the AI may prefer to keep a mobile reserve to crush resistance. This Stance works best if the Theatre has a lot of Motorised, Mechanised, or Armoured Divisions.

If an AI-controlled Theatre has too many Objectives for the Assigned Assets, it will let you know.

K4.6 AXIS OF ADVANCE

If you have a HQ/Theatre selected, and they are under AI control, you can shift-rightclick on a province to set the Axis of Advance. This is the direction you are demanding the Commander take to achieve his Objectives.

K5.0 DOCTRINES

K5.1 LAND DOCTRINES

Your Research into Theoretical battlefield Doctrines will improve the way your military units fight. Some of these Techs

are one-time only, with special effects.

On land, there are four major categories of Doctrines you can pursue in steps, with each step contributing some to supporting the overall Doctrine:

- **Spearhead Doctrine** – German-style doctrines focused on tanks, breakthroughs, and fast combat and movement. Mobility can extend to improving defence, too, through “elastic” strategies.
- **Superior Firepower Doctrine** – American-style doctrines with bigger divisions, combined arms, and a mechanised and motorised focus. If it won’t budge, force it! It has a larger demand for Supplies.
- **Grand Battle Plan Doctrine** – British doctrines with counterattacks, reserve replacement, and infantry focus. Much planning, obviously, goes into these style of attacks, where every piece of the army has its role.
- **Human Wave Doctrine** – Soviet-style, built for an army made up mostly of Militia and Partisans, with the broad view that while most of these troops are expendable, the mass will always overwhelm the enemy and prevail.

K5.2 NAVAL DOCTRINES

Which Naval Doctrine you concentrate on will depend on your view of how your navy should be used. Think which of these elements you consider the most important core units of your Fleet, and that’s what you should focus on.

- **Carrier Doctrine** – Using Aircraft Carriers as the main fighting force at sea, this Doctrine also improves the efficiency of support vessels which are meant to protect the Carriers. This is a highly mobile Doctrine which takes the war to the enemy.
- **Sea Lane Defence Doctrine** – This Doctrine protects your vital interests by concentration of heavy gunpower (battleships) where it’s going to be most needed, while protecting the rest of these vital sea lanes with lighter patrol Ships. The “Battleship Admirals” would fall in this category, because they’re looking to defend vital areas and hope for a decisive engagement with the enemy where their guns will prevail.
- **Submarine/Raiding Doctrine** – This Doctrine concentrates on those Ships (or boats) which are most likely to succeed in hitting the enemy Convoys. The Submarines and Cruisers will slip through the enemy defences by sheer numbers and will hit the vital shipping lanes.

K5.3 AIR DOCTRINES

Air Doctrines are far more free-wheeling than either Naval or Land Doctrines, because the components of each do not depend directly upon the others (i.e. there are few pre-requisites). You may Research parts of one Doctrinal path, and also parts of a different one. The individual Techs do support each other, though, making that one type of aircraft more

useful overall to your war. Researching the same Doctrine also mutually-supports the other Techs in that category by improving the Practical and Theoretical Knowledge that will help with other Techs in the same Doctrine.

- **Fighter Doctrine** – Focusing on Air Superiority or Interception strategies, which can be either defensive or offensive (though in an offensive role you’ll normally want bombers to go in once the way is clear).
- **Tactical Doctrine** – Focusing on attack through light bombers against enemy troops and Installations.
- **Close Air Support (CAS) Doctrine** – Concentrating on closely supporting battles as they happen, attacking the enemy troops on the front line.
- **Heavy Bomber Doctrine** – Taking the war to the enemy homeland by attacking factories and morale. This concentrates on Strategic Warfare more than on success on the tactical battlefield.
- **Naval Airpower Doctrine** – This Doctrine is meant mainly for powers that expect much of their war to be against the enemy navies and island bases.

K6.0 BASES

Air and Naval units need Airbases and Naval Bases, respectively, in order to operate. Because they rely upon these Bases for Supply, they must return to their Base from time to time, depending upon their Range (how far they can go without refueling). When Airbases or Seaports are captured by the enemy, the units based there will automatically flee to the closest friendly Base.

K6.1 AIRBASE MANAGEMENT

While there is no “stacking limit” for Air Units, the requirement for Supply imposes what is essentially a stacking limit, because once the number of based Airwings grows to a certain point, the Airbase will be unable to find enough Supplies for them. They can temporarily host above this de facto Stacking Limit because each Airbase keeps a 30-day Supply reserve for Air Units based there.

K6.2 NAVAL BASE MANAGEMENT

A Naval Base’s size affects how many Ships can Repair there at one time, and how many Ships can regain Organisation while in that Base. A Naval Base’s size also determines the total Throughput of Supplies, which is handled through Convoys.

K7.0 REPAIR RATE

As Units and Installations take damage in Combat or from Bombing, they rely upon your Repair Rate to gradually repair the damage done, and bring them up to full Strength.

Repair Rate is a standard game formula which is modified by your Technology levels. The higher your Repair Rate, the faster your units will recover from Combat damage.

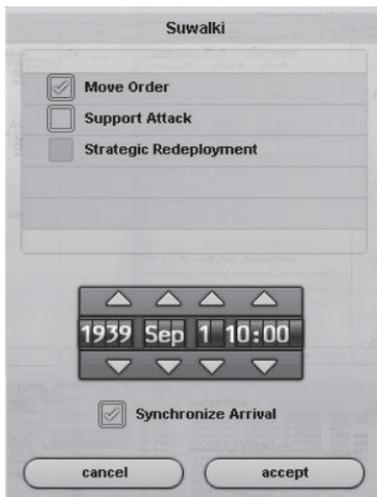
★ I ★ LAND WARFARE

L1.0 MOVEMENT IS ATTACK

If you choose to move a land unit into a province where an enemy unit exists, you are ordering an attack. **HOI 3** assumes "movement is attack," which means ordering movement into an adjacent province occupied by enemy units will immediately trigger Combat. The men on each side would already have been looking at each other across little more than a rifle-shot's distance, as there would not be a large "no-man's land" between opposing units, and you can assume once they start moving forward they will quickly meet enemy skirmishers.

L1.1 UNIT ORDERS INTERFACE & SUPPORT ATTACK

There is a more exact way of issuing Movement or Attack Orders for Land Units. Select the Units you want to order – individual units or a stack. Then control-rightclick on the province where you want to move or attack into. The Unit Orders Interface will appear.



You may issue an order through this Interface to simply "move and attack," but that is no different from issuing an attack command normally.

Control-rightclick can either order the Unit(s) to Support an attack by other Units, or to move via Strategic Redeployment. See H12.0 for more about how Strategic Redeployment is handled, and how it can move your forces quickly "by rail."

Support Attack is a command you can give to Units so that they will join an attack, but will remain in place once the battle is won – they will not move forward to follow the enemy's Retreat. Usually this is to avoid Supply shortages, or to keep a reserve force back so the Units which do advance are not cut off.

L2.0 COMBAT FRONTS & MAIN LINE

For Hearts of Iron Veterans: The major concept change implemented for **HOI 3** is that every unit has a "frontal footprint," called a Combat Width, and every battlefield has a limited amount of Frontage. Therefore, only a certain number of units have room to be on the Front Lines. This is a serious step forward in combat realism, but may require some adjustment in how combat is understood.

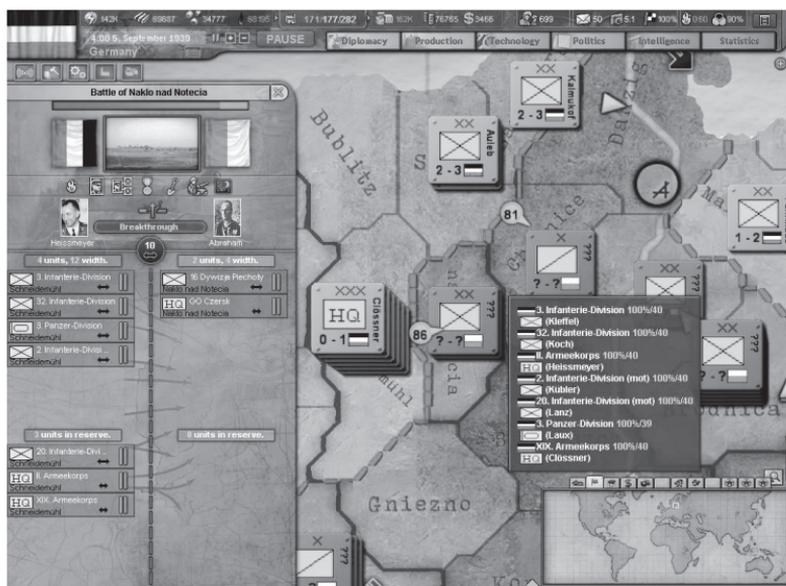
In **HOI 3**, every Land Unit is assumed to have a certain "Width" along which its Combat forces spread. This must be fit together with other Units along a Combat Front – the available space in which to engage the enemy.

Each provincial border has 10 Squares along its Combat Front. When combat begins, the primary combat elements of all the engaged units are assigned at random to these squares, with one Brigade per square. For purposes of multiple combat (see L4.7), a province will have more squares on every side, and so a flanking attack from a second province can cause the Combat Front of the province to increase in Width, allowing more Divisions to move to the Front.

There are two ranks on any battlefield: Front and Reserve. There is only so much room on any battlefield, and once the space limit has been reached, the other Divisions must wait in line for a chance to move forward. These become the Reserves.

There is a Stacking Penalty which penalizes each side for each Brigade they have in either the Front or the Reserves. It becomes difficult to coordinate so many Units, but effective Leadership can counteract that.

Due to the standard composition of most combat units,



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

each Division will generally have three or four combat Brigades, which will take those Frontline Squares. Remaining Divisions will be placed in the Reserve rank. Generally, three Divisions are required to fully cover a province Front (with three to four Combat Brigades apiece).

Reserves are both Support units and units intentionally being kept out of combat, either because they are vulnerable or because they are meant to rush into any gaps that open and defeat the enemy before he can make progress.

1.2.1 UNITS IN RESERVE

Divisions left in the Reserve will not be able to fight unless they are advanced to the Combat Front lines later in the battle. When Combat Events, Combat casualties, or other circumstances cause an open space of one or more squares to open up in the Combat Front, it allows a chance

for each Division in the Reserve to move forward into that position and begin fighting. This chance is random for every Division, and once a Division is chosen, it then takes the vacant slot.

It is possible that a battle may be lost by those Units on the Combat Front without any of the Reserve Divisions having been able to participate in Combat. The Reserves must make way for the Retreat once the guys in the Front lines start Retreating, even if they're ready for a fight.

1.3.0 COMBAT STATISTICS & VALUES

Land Units have a variety of Statistics and Combat Values. The Master Unit Values List in C2.0 has a chart showing most of these explanations.

- **Strength** – The number of soldiers assigned to the Unit. As the Unit's Strength is reduced by Combat or Attrition,

the Strength is shown as a total number of soldiers and as a percentage of its full Strength.

- **Organisation** – The Unit’s ability to operate the way it’s supposed to. A Unit with low Organisation will be closer to Shattering or being forced to Withdraw, even if its Strength remains high.
- **Effectiveness** – There are two types of Effectiveness calculations: Attack and Defence. These are shown on the Unit Tooltips in the Combat Interface, which usually refers to them as the Attack Modifier or Defence Modifier. It is the same value, and is not to be confused with the other modifiers to Combat, such Weather, Experience, Leadership, etc.
- **Combat Width** – The amount of space along the “Combat Front” in each battle which is occupied by the Unit. Techs can reduce some Brigades’ Combat Width, making it possible to fit more firepower into the same amount of space.
- **Soft Attack** – The Unit’s capability against non-armoured targets.
- **Hard Attack** – The Unit’s capability against armoured targets.
- **Anti-Aircraft** – The Unit’s ability to shoot down attacking aircraft.
- **Defensiveness** – The Unit’s ability to defend itself against attacking Land Units.
- **Toughness** – The Unit’s ability to defend itself against defensive fire when it’s attacking enemy Land Units.
- **Suppression** – The Unit’s ability to prevent Partisan activity or rebellion within a province.
- **Softness** – The percentage of the Unit’s Strength which is “soft” instead of “hard” (armoured) in nature. As explained in L4.1, this is taken into account in the targeting phase of each round of Combat, and is used to determine which of the attacker’s values is used against the target.

When a unit reaches zero Organisation, it must Withdraw from Combat and begin Retreating, but since this is an organised retreat (unlike Shattering), a unit may be moved forward from the Reserve rank to take its place.

Both Strength and Organisation are calculated in Combat for the entire Division, while losses are spread out between the Division’s individual Brigades. No Brigade may be forced to Withdraw, Shatter, or perform any other action or activity independently of the whole Division.

L4.0 COMBAT RESOLUTION

The actual progress of a battle is important for some players to understand, but less relevant to others – it depends on your style of play. When your eyes start glazing over, it’s time to stop reading this subsection and just pick up the finer points by playing the game a few times.

To give you an idea, each one-hour period of combat is played out in a series of one-hour “rounds” and a series of “shots” and “phases” per round. The shots occur during the Firing Phase, which is where all the damage to units is inflicted. The phases after the Firing Phase resolve things that are not directly related to Unit-on-Unit Combat.

Just to recap, the important unit values for direct combat are Soft Attack, Hard Attack, Softness, Defensiveness, Toughness, and Strength. There are two separate values called Attack and Defence Effectiveness (Attack or Defence Modifiers), which are generated by such “conditions” of Combat as Leadership, Weather, Terrain, and so on. You can see these Effectiveness values in a tooltip by hovering your cursor over each Unit’s symbol/name in the Combat Interface. A Division’s Hard and Soft Attack values are modified by multiplying them by the Division’s Attack Effectiveness. A Division’s Defensiveness and Toughness values are modified by multiplying them by the Division’s Defence Effectiveness.

Remember that all combat is conducted between two Divisions, or single Brigades. Unless a Brigade exists by itself and is not assigned to a Division, a Brigade is ignored as an individual unit and is considered part of its Division.

L4.1 FIRING PHASE

Only the Divisions that are on the Combat Front may participate in Combat during any particular round. Depending on who initiated the Combat, Divisions are either considered Attackers or Defenders: Attackers will be shown to the left of the Combat Interface, with Defenders on the right. Units still in Reserve cannot participate, though there is a chance they may move up and begin to engage later in the battle. The Firing Phase consists of a series of Shots, the number of which may vary from hour to hour, depending on the capability of the units involved. These are numbered as “Shot 1,” then “Shot 2,” and so on. The Firing Phase will continue until there are no more Divisions eligible to fire a Shot in the one-hour Round.

Each Division has a number of shots it may be able to fire during a single Firing Phase. This number is largely dependent on its Soft and Hard Attack values, modified by its Effectiveness. It is also lightly affected by random factors.

Every round, each Division will randomly select an enemy Division upon which to fire. Then, it randomly determines whether it will fire at that Division’s Soft or Hard portion, the likelihood of which is determined by the target’s Softness value. A Division firing on an Infantry Division with 70% Softness has a 70% chance of selecting its Soft portion, and a 30% chance of selecting its Hard portion. Once targets are selected for the round, it is determined whether that Division is allowed to fire that round.

To determine firing allowance, the firing unit’s Hard

Attack or Soft Attack is modified by its Effectiveness, depending on whether it is firing at the target's Hard or Soft portion; Attackers have Attack Effectiveness and Defenders have Defensive Effectiveness. If the Attack value, modified by Attack Effectiveness, is greater than the number of the Shot, then it may fire (i.e. if a unit's modified Hard Attack is 7.8, rounded down, then it may fire if it is Shot 5, but not if it is Shot 8). Keep in mind that even if a Division "sits out" a round because its attack values didn't exceed the shot number, it may still have a chance to fire in a later round using a different, higher value, if it has one. An example would be a Division with Hard Attack 2 sitting out Shot 3 against a Hard target, but then firing against a Soft target in round 6 using its modified Soft Attack value of 6.2.

Once eligibility ("allowance") has been determined, those units fire at their targets. The target then has a chance to avoid being hit. Defending Divisions use their Defensiveness value, multiplied by their Defence Effectiveness. Attacking Divisions use their Toughness value, multiplied by their Defence Effectiveness. Similar to the way the resulting Attack values determine for how many rounds a Division can fire, the resulting Defensiveness or Toughness values allow a Division to avoid that number of shots from enemy Divisions during a single Firing Phase. So if a defending Division's modified Defensiveness is 6.3, it may avoid being hit by the first six shots aimed at it, while any additional shots would hit.

As you can probably tell from the way the Firing Phase is set up, being outnumbered in the number of Divisions on the Combat Front can be dangerous, as can fighting Divisions whose Hard or Soft Attack greatly exceed your Defensiveness or Toughness. The latter is especially dangerous, because the enemy will overwhelm your Defensiveness or Toughness values while you will be unable to avoid being hit in the later rounds of Combat.

L4.2 COMBAT DAMAGE

Any Division which has been hit during the Firing Phase will suffer some damage. It is likely to suffer damage to Organisation, and may also suffer damage to its Strength. The amount of damage is dependent on the relevant values used during the shooting (i.e. Soft or Hard Attack), multiplied by the percentage of that Unit's Strength. Therefore a Unit at only 50 percent Strength would only inflict half of the damage it could have at full Strength.

Once the Combat Phase is finished, the after-combat phases occur. The after-combat phases are conditional, only happening when certain conditions exist, so they may not happen at all in some hours of combat.

L4.3 SHATTERING

During each Round of Combat, each Division is checked to see if it will Shatter. Generally, if a unit has lost most of its Strength

or Organisation, and/or if it has a depleted Officer corps, there is a chance it will Shatter. Leadership, Officers (the staff) and unit Experience can help protect against Shattering, but any unit will eventually reach its breaking point.

The survivors of a Shattered unit will automatically and immediately Withdraw from combat to the country's capital, where the unit must be "rebuilt" nearly from scratch (according to the Repair Rate, and relying upon available Manpower, etc.). Strength must be recovered through Reinforcements. The unit will retain whatever portion of its Experience survived the battle. Any Shattered unit which does not have a valid supply line instead Surrenders and is eliminated from the game.

A "near miss" on a Shatter roll results in total Disorganisation, and the unit is immediately Withdrawn from Combat without any chance to replace the unit with a Reserve unit.

L4.4 PUSHBACK PHASE

In each Combat Round, there is a chance that a Pushback effect may occur. This is more likely to happen when the Defender has suffered serious Combat losses and has been forced to Withdraw. If it is determined a Pushback has occurred, some collateral damage is inflicted upon the Infrastructure and any Installations that exist within that province.

L4.5 REORGANISATION PHASE

If a Combat Round ends with a vacant Combat Front square – either because of Combat losses, Withdrawal of a Unit, or Shattering of a Unit – there is a chance one of the Divisions being held in Reserve will be able to move forward and take over that square. It may also take any additional squares it needs to accommodate its Combat Width, which may widen the Combat Front. There is also a chance none of the Reserve Divisions will be able to move forward.

L4.6 COMBAT EVENTS

Combat Events are specific to either Attack or Defence, and will assist the attacker or defender in a specific way. Each of the Doctrines you can pursue for land combat has a specific Combat Event for attack and defence, though any Doctrine can produce any of the Combat Events.

Keep in mind that these Combat Event effects are likely to change somewhat in later patches, or even before the release of the game.

- **Assault** – The Attacker gets a bonus to the damage caused to the enemy.
- **Encirclement** – This increases the battle's Combat Width by nearly half, allowing more units on both sides to be engaged in Combat.
- **Delay** – The Defender is able to hold the Attacker to a slower rate of movement on the battlefield.

- **Shock** – The Defender suffers a negative modifier to the damage it inflicts.
- **Counterattack** – The Defender gets a bonus to the damage it inflicts.
- **Tactical Withdrawal** – This decreases the battlefield's Combat Width by nearly half, meaning that the Defender is able to hold some of the Attackers at a bottleneck (Terrain, more than likely), preventing an advance through more than a narrow avenue.
- **Breakthrough** – This allows the Attacker to move more quickly on the battlefield, meaning it can advance more quickly against the enemy.
- **Ambush** – The Defender is able to lure the Attacker into a bad situation, and the Attacker will not have the ability to inflict as much damage that round.

L4.7 FLANKING ATTACKS

In most games, an attack from a second direction (a Flank) just adds Combat penalties. Realistically, however, the defender would have protected themselves by being careful and anticipating the possibility. In **HOI 3**, this is represented by extending the Combat Front around to the sides of the battle – an attack on another Flank simply hits any additional units there (i.e. if the Flanks were guarded). There is a penalty applied for defending on multiple fronts.

In the event an active Attacker is itself attacked on its Flank (a Counterattack), there is a procedure used to determine how units react to the Flank Attack. The defender will shift Reserve units to fill the additional squares of the expanded Combat Front.

This has the effect of widening the Combat Front for the province: instead of being engaged on only one provincial border, the Front has spread to a second (or third) provincial border. This, obviously, allows more Brigades to be engaged at once, and is a good reason to keep Reserves around to protect against Flanking Attacks.

If there is more than one Battle underway within a single province, a defeat on one Front is considered a defeat on all Fronts.

There is a penalty to defence when being attacked from a second province (on a second front). The addition of new fronts adds other penalties. If a unit is completely encircled, there is an additional penalty.

L4.8 OTHER CONSIDERATIONS

Things that may change for a Division from one hour of Combat to the next include Strength, due to losses due from damage, and Attack and Defence Effectiveness, which may change according to a number of conditions. A Division may also be forced to Withdraw from Combat due to Organisational losses, or other combat results.

L4.9 ENDING COMBAT

Combat ends when one side or another has Withdrawn all of its units, either as a Combat result or by voluntary Withdrawal. Whenever one side or the other no longer has any Brigades on the Front, that side is defeated and the Combat is over, even if the losing side still has Reserves. If the Reserves didn't make it into the Front rank, it's too late.

L5.0 MODIFIERS TO COMBAT EFFICIENCY

Efficiency is shown in the Battle Interface as the Attack or Defence Modifier. A variety of modifiers may affect the Efficiency.

L5.1 STACKING PENALTY

The more Divisions involved in a combat, the harder it is for them to effectively coordinate. A skilled Theatre Commander may add to this ability, avoiding the penalty. This is basically a stacking penalty. Certain Doctrine Research and Tech Advances can also help. The Stacking Penalty is approximately 1% per brigade, even if it is not in combat (reserve), and there will be a 1% reduction for every skill level of the Theatre Commander. As a result of this Penalty, an army comprised mostly of Support-heavy Divisions (i.e. only one Combat Brigade) may face problems with coordination.

L5.2 EFFECT OF LEADERSHIP ON COMBAT

Leaders apply their Experience (gained during each Combat), their Skill (gained through accumulated Experience) and their Traits when they lead a military unit. These leadership factors may make an important difference in combat, and may also make Combat Events more likely.

If a Leader with Traits or Skill levels is moved to a new command, he must get his "bearings" and become com-

How Leader Skill Contributes Within HQ Structure

HQ Level	Rank/Grade	Command	Leader Skill Contributes
*****	Field Marshal	Theater	Reduces Coordination Penalty for # of Units
*****	Field Marshal	Group	Reduces Supply consumption of units in range
*****	General	Army	Adds to Organization of nearby Units
***	Lieutenant General	Corps	Improves odds of Reserves moving forward
**	Major General	Division	Bonus to Combat Efficiency
*	Brigadier General	Brigade	Nothing - Gains no Experience

Terrain Effects

Terrain	Movement Effects	Combat Effects	Attrition
Plains	None	None	None
Desert	None	None	High
Arctic	None	None	High
Mountain	Slower, Hvy Arm very slow, Mtn & Cav faster	Moderate penalties to all attacks except Mountain which has none, and Heavy Armour which has major penalties. Mountain has Defence bonus.	High
Hills	Slightly slower	Slight penalties to all attacks except Mtn, which has none. Mtn gets Defence bonus.	None
Forest	Slightly slower, Armour very slow	The heavier the Armoured unit's vehicles, the higher the attack penalty. The lighter the Infantry unit, the lower the penalty. Artillery has moderate penalties.	None
Woods	Slightly slower, Armour very slow	Slight penalties to all attacks, except Super Heavy Armour, which has higher.	None
Jungle	Slower, Armour very slow	Moderate penalties to all attacks, except Artillery which has higher, and Armoured which has much higher penalties.	High
Marsh/Swamp	Slightly slower, Hvy Armour much slower	Slight penalties to all attacks, except Super Heavy Armour, which has higher, and Marines, which have almost no penalty.	Moderate
Urban	Slightly slower	Slight penalties to all attacks. Partisans, Militia & Police have less. Motorised, Mechanised & Armoured units have increasingly higher attack penalties, plus Armoured units have Defence penalties.	Moderate
River	None	Heavier, more armoured units have increasingly higher attack penalties. Marines less. Engineers decrease penalties.	None
Amphibious	None	Most units which use hardware (non-infantry types) have serious attack penalties. Marines have only slight penalty. Engineers decrease penalties.	None
Paradrop	None	Moderate attack penalty to any paradropped unit (airlift to airbase has no penalty).	None
Straits	None	Allows troops and ships to move unless enemy present.	None
Forts	None	Artillery & Engineers decrease penalties to attacks.	None
Special Notes: 1) Tank Destroyers & Self-Propelled Artillery are considered to be Armoured			
2) These movement and combat modifiers may change -- check the Paradox Forum to confirm the latest figures & data			

portable with his new command before his qualities become useable again.

1.5.3 TRAITS (LAND LEADERS)

Like Ministers, commanders of combat units may also have Traits. These traits may give a specific advantage in Combat, or may help the Division to get into Combat in the first place (Advance bonuses, etc.). Remember that not all Traits are beneficial. See the chart in K3.0 for more detail.

1.5.4 TERRAIN

The Terrain upon which a Combat occurs will provide penalties to some Units, or to all Units, depending on what type it is.

Certain Technologies can mitigate or eliminate combat penalties for certain Terrain types (for instance, the Marine Tech can reduce penalties for Amphibious Assaults).

1.5.5 WEATHER CONDITIONS

Certain Weather Conditions will affect Combat through

negative modifiers to either defence or attack (see A7.0 for how these conditions come about).

1.5.6 ENTRENCHMENT & FORTIFICATION

Entrenchment, or being "dug in," is the way many smaller military forces survive against much larger opponents. By remaining still in a province for a period of days, including remaining on station during peacetime, a land unit will gain an extra degree of protection by preparing small fortifications such as foxholes, trenches, berms or barricades, which are collectively known as entrenchments.

A unit will earn a "Dig In" value, which will be shown on its Land Unit Interface and in the Unit Tooltip. A unit which is Digging In will gain one level per day to its maximum level. As soon as a unit moves voluntarily, it loses all Entrenchment it had gained, and must start over in its new location; even if it began to move and then stops, it is assumed to have left the previous entrenchments behind. A unit also loses some Entrenchment value (one level per Retreat order) if it is pushed back in combat.

Weather Effects

Type	Effect
Overcast	Reduces Spotting, May prevent some Missions
Rain/Snow	Penalties for Air/Land/Naval Combat & Spotting, can cause mud
Storm	Prohibits air Missions, penalties for Land/Naval Combat & Spotting
Muddy Ground	Penalties to Movement; Increased Supply Tax
Frozen Ground	None, except can cause Muddy Ground when it thaws
High Temperature	Higher Attrition for Units
Low Temperature	Higher Attrition for Units

There is a Surprise Bonus which the attacker has a chance of getting if it's attacking a Unit which has not dug in during the first day of a battle.

An actual Fortress (Fort) is a more substantial form of "Entrenchment" which takes months or years to produce. In the Province Interface, you will see the province's Fortification value shown as a series of bright green rectangles after the Fort symbol.

Fortifications (Forts) provide a similar, but far greater, level of protection. A Fort in an attacked province allows the defending units to shelter themselves from Strength and Organisation attacks. A Fort must be occupied by at least one friendly Unit in order to be useful. Otherwise, the Fort will fall to the enemy.

Both, Entrenchment and Fortification, provide a modifier to the Attacker's Efficiency (Attack Modifier), which will make it harder to hit and damage the defending Units.

L5.7 MULTIPLE COMBAT

If a single province is being attacked from more than one adjacent province, the Combat Front will wrap around to encompass those flanks, thereby widening the field of battle. If this is happening, the defender will suffer a penalty in Combat.

L5.8 SHORE BOMBARDMENT

When a Shore Bombardment capable Ship (Light Cruiser or stronger) is in an adjacent seazone to enemy Land Units, it will use its Shore Bombardment value against the enemy, which will appear as a Modifier to Combat.

L5.9 OUT OF SUPPLY

A Unit which is Out of Supply will have a serious penalty to defense (it also cannot attack). The same is true of Units which need Fuel but do not have sufficient Fuel.

L5.10 DISSENT

One of the most persistent Combat Modifiers is the rating of Dissent in the home country, which affects every Combat, Land, Air or Sea.

L6.0 POST-COMBAT CONSIDERATIONS

L6.1 RETREAT

Instead of simply having the losing side's units Retreat into the next province, **HOI 3** tracks Retreat more carefully. Individual Divisions will Retreat, and not the whole army. Each unit Retreats a certain distance through the province, per Round, at the rate at which the Attacker Advances. If the Attacker Advances 50% of the way through the province, the Defender Retreats through 50% of the province. In order to fully push the Defender out of the province, the Attacker

must push it 100% of the way. In game terms, the percentage of the battle won is considered equivalent to the amount of the province's territory left to capture.

A unit that loses all of its Organisation is forced to begin Retreating. Some Units (such as those with a deficiency of Officers (see L6.4) may be forced to Withdraw before their Organisation reaches zero.

For obvious reasons, a Retreating unit may never be ordered to Attack. Retreating Brigades also may not participate in a second Defensive battle.

L6.2 DAMAGE TO INFRASTRUCTURE

Infrastructure suffers damage through what's called a Pushback Effect, which is more likely to happen the longer the Combat continues. So a Combat where the Attacker quickly wins and forces the defenders to retreat will cause little damage to Infrastructure (which further allows the Advance to proceed more quickly), whereas a Combat that drags on through many Rounds is likely to cause more damage to the province and its Infrastructure (and slows the Advance, which relies upon intact Infrastructure).

L6.3 DAMAGE TO FORTIFICATIONS

A unit which is located in a Fortress province and is forced to "retreat" from a combat result will not actually retreat. Instead, one level of the Fortress is destroyed, and combat continues with the new values of the reduced Fort (as if it were that level all along). Further retreat results cause more levels of the Fort to be destroyed, until the Fort no longer exists and the Unit is forced to retreat as normal.

L6.4 OFFICER CASUALTIES

As your units take Combat losses, your Officers (and NCOs) will also take Combat losses, and must be replaced from the national pool (shown in the Information Bar at the top of your Main Screen). If your Officer corps is severely depleted, your Officers cannot perform their tasks, and your units will become more vulnerable to Shattering.

L6.5 EXPERIENCE

A unit gains experience while in combat, helping it in future battles by means of a modifier to combat resolution. As a unit takes casualties, its experience is reduced accordingly, as inexperienced rookies replace the casualties. Unit Experience becomes a factor in Combat, by applying an Efficiency modifier to Attack or Defence.

Keep in mind that Leaders also gain Experience, but of a different type (see K3.0).

L6.6 RECOVERY FROM COMBAT DAMAGE

As with other things in **HOI 3**, Land Units will gradually repair any damage they receive in Combat. If the Unit is

In Supply, it will recover Organisation at a rate related to the nation's Repair Rate (see K7.0). Strength losses are recovered through gradual replacement of Manpower provided there is available Manpower, you have IC allocated for Reinforcements, and the Unit has not been set to not receive Reinforcement.

L7.0 TACTICAL AIR AND CLOSE AIR SUPPORT (CAS)

When Air Units are assigned to Tactical Air roles against enemy units, they will randomly select squares to bomb. The number of squares to be bombed will depend on what Air Doctrine they are using.

L8.0 AMPHIBIOUS LANDINGS

For detailed information about how Amphibious Landings are ordered, see N1.1.

Once landed, each Division will have only 30 days of Supplies. This means that when units land, they must quickly establish communication with a Seaport, or else they will be out of Supply and will begin suffering Organisation loss. Even if the unit has access to a Naval Base, the unit may still suffer from being Out of Supply if the Base is too small to handle its required Supply. Naval Base access becomes critically important for the success of Amphibious Landings, and effectively limits the size of the landing to what can be supplied



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AIR WARFARE

M1.0 AIR ORDERS INTERFACE

You must right-click on a "target" province or Seazone in order to give a movement order to an Air Unit (or a stack of them). The Air Orders Interface will appear. At the very top, you will see the name of the province where the unit is based.

Beneath this, on the left, is a list of Mission Orders you can give to your selected aircraft.



M1.1 AIR MISSIONS

- **Air Superiority** – The Air Unit (which is presumed to be comprised mainly of Interceptors or Multi-Role Airwings) will fly to the specified target area with the intent of attacking any enemy Airwings it encounters.
- **Air Intercept** – The Air Unit is ready to respond (Scramble) whenever an enemy Air Unit is detected to be approaching the designated target area. This is like the Air Superiority Mission, but is less aggressive, and saves Airwing Organisation and Fuel.
- **Strategic Bombing** – A Bombing Mission meant to attack the enemy's home territory or Occupied provinces in order to destroy Resources or Installations.
- **Logistical Bombing** – A Bombing Mission meant to attack the Infrastructure in a province (presumably to either slow an Advance, or to lessen Supply Throughput to enemy Units).
- **Runway Cratering** – An attack upon an enemy Airbase with the intent of destroying enemy Airwings on the ground and/or reducing the level of the Airbase.
- **Installation Strike** – A Mission to destroy Installations within a province.
- **Ground Attack** – This is a form of Close Air Support, meant to destroy the Strength and Organisation of enemy Land Units.
- **Interdiction** – This is a broader form of attack upon the enemy's Land Units, where Units behind the lines may also be targeted.
- **Port Strike** – The Air Unit will fly to the selected enemy Naval Base, and will attack both the Naval Base facilities and any Ships based there. This can be a particularly harrowing and dangerous Mission, because you may face enemy fighters and Anti-Aircraft fire from both the Ships and the Naval Base itself. Select the province containing your target Naval Base to begin the Mission.
- **Naval Strike** – The Air Unit will fly over the ocean and attempt to find enemy Naval Units to attack. The Air Unit will face Anti-Aircraft fire over the target, and may even face counterattack by a CAG or enemy land-based air cover (Air Superiority Missions assigned to enemy land-based fighters). Select a Seazone, Region at sea, Cone, or Area assignment for this type of Mission, concentrating your attack where you know or suspect there might be an enemy Fleet.
- **Convoy Raiding** – The Air Unit will fly over the ocean and attempt to find enemy Convoys to attack. Convoy Escorts may provide some resistance through Anti-Aircraft fire, but this is otherwise not a dangerous Mission unless there is air cover assigned by in-range enemy fighters. Select a Seazone, Region at sea, Cone, or Area assignment for this type of Mission, concentrating your attack where you know or suspect there might be a Convoy Route.

- **Reserve** – At an Airbase with multiple Airwings of same-type aircraft, selecting an Airwing for Reserve will replace a damaged portion of the other Airwings with the Strength and Organisation of the Reserve Airwing. This is a way of backfilling losses and giving more staying power to Airwings on high-risk Missions. Select the province where the current Airbase is located for this Mission.
- **Rebase** – The aircraft will move their base of operations from the current Airbase to a new one. Select a province with the “new” Airbase, and select Rebase. It should not matter whether it’s Day or Night, but make sure “Continuous” is not checked.

Each attack Mission will result in the Air Unit attacking the target for a duration of 4 hours. If there is land-based Anti-Aircraft Installation (to whatever level), that AA Installation will fire at the Air Unit each hour.

Obviously, Missions can only be pursued if the selected aircraft can perform them. If a stack of aircraft is selected, a Mission can be pursued if at least some of the units in the stack are capable of carrying it out, though only those aircraft will perform that Mission – other aircraft will support them in another role. Missions that cannot be performed by the selected aircraft will be either grayed out, or will not show up at all in the list.

M1.2 SPECIFIC ORDER CONTROLS

Next to the Mission Orders column, on the right, is an Area Selection tool. Don’t be daunted, even if it looks like we’ve thrown you a map and compass and told you to plot a course! This tool can overwhelm you if you let it, but this shouldn’t happen if you follow instructions carefully.

There are four ways you can direct your Mission, and each involves clicking on a starting province within the Air Unit’s range:

- **Province** – The Mission will be flown over and limited to just one province you designate.
- **Region** – The Mission will be flown over a region of three or four provinces, a region you designate.
- **Cone** – The Mission will operate in a Cone starting at the province you designate, and will span outward in the direction you set with the Interface controls. You must use these controls to set other parameters for the Cone, setting the Range slider to show how many Kilometers out the planes will fly before turning onto the outside “leg” of their route, and setting the Angle slider to show how wide the Cone will be at its furthest extent.
- **Area** – The Mission will operate within a radius of the province you select, extending to a Range you set with that slider.

You must then set your Air Mission’s Stance and Priority.

Stance instructs it on whether it should actively look for the enemy, or seek not to be noticed. Priority sets the Air Mission’s likelihood to receive Reinforcements to recoup losses it faces during its Missions.

You can set whether these Air Units operate only during the Day, the Night, or if their Airwings continue acting on their orders 24 hours a day for the duration of their Mission. Obviously, if they are set for Day and Night, they may not have time to recover between missions. It’s assumed not all the unit operates 24 hours, but if the unit sees more than occasional combat it will not have the flexibility to rest and recover its strength.

Underneath these controls are two Calendars, which you can use to set the beginning and ending dates for the Orders you are setting.

At the very bottom of the Air Orders Interface is a checkbox which allows you to order the Unit to perform the Mission repeatedly (“Continuous”), and two buttons to “Cancel” (and disregard your orders) or “Accept.”

M2.0 DETECTION & AIR DEFENCE

Air Units are Detected when they Attack, when they enter friendly Airspace, when they are Spotted by friendly Ships, or when they come into range of friendly Radar Stations. Enemy Air Units may also Spot the planes if they are in the same province.

M2.1 RADAR STATIONS

Radar Installations on the ground will, of course, assist in Detecting enemy Air Units and Air Missions. They also add a bonus to any friendly Air Units in Combat within its range.

M2.2 AIR UNIT RADAR

Airsearch Radar and Navigation Radar (both aircraft mounted), fill a different role from land-based Radar Stations. They aid Air Units in their Combat Missions. Once Researched, improves certain Air Units’ Detection capabilities against enemy Air Units, depending on which Aircraft type has the Radar installed.

Aircraft-mounted Radar improves certain Air Units’ Attack and Defence values at Night, because it allows them to operate with some independence from eyesight-only navigation. Airsearch Radar can be useful during the day, but is most helpful in fighting enemy Night Bombers. Strategic Bombers equipped with Navigation Radar have a bonus to their Strategic Bombing.

M2.3 SCRAMBLING & INTERCEPT

When incoming enemy Air Units are Detected entering friendly territory, a Scramble order is issued to any Air Units assigned to Air Superiority or Intercept.

Fighters assigned a Defensive Stance will wait until the

enemy unit enters friendly Airspace before attempting an intercept. More aggressive Stances will attempt to Intercept even before the unit enters friendly Airspace.

M2.4 ANTI-AIRCRAFT

Any enemy Air Units passing through a province equipped with an Anti-Aircraft Installation will be attacked by that AA. Each level of the AA Installation will get one opportunity to attack the Air Unit. These attacks will most likely cause a little damage to Strength for each level of AA, and a larger amount of damage to Organisation.

Land Units also have AA values, especially if the Division contains an Anti-Aircraft Brigade. This AA value is employed in the same way against enemy Air Units that attack that Land Unit, but only if the Land Unit is attacked.

M3.0 COMBAT STATISTICS & VALUES

Air Units are always considered to be Brigade-sized, but they can be freely reassigned into whatever structure is desired. Organisation is very important to Air Units because it's what allows them to continue performing their Missions effectively. Every Airwing is assumed to have a Strength of about 100 planes. As with other types of Units, Strength for each Unit is assumed to be a percentage of that maximum. It is also assumed that not every plane flies on every Mission – that a proportion of the Airwing is held back and rotated into whatever continuing Mission they have.

See the chart in C2.0 for more information about what each Combat value means, and how it's used in Combat. The chart lists values used in air-to-air as well as air-to-ground Combat.

M4.0 AIR COMBAT RESOLUTION

When enemy Air Units meet, or when Air Units attack Land or Naval Units, Combat ensues. This section discusses how that Combat is resolved.

M4.1 AIR COMBAT INTERFACES

Like the Land Battle Interface, the Air Combat Interface shows a progress bar at the top indicating relative success in the battle. The country flags and Commanders are shown, as well as a row of icons indicating the Modifiers active during that round of battle.

The two columns of combatants are headed by an indicator of how many Airwings are in each battle, or in the case of an air-to-ground battle, one side will show how many Land Units are being attacked. Each Unit's Strength and Organisation are shown. Tooltips provide more detailed information about Modifiers to Efficiency.

M4.2 FIRING PHASE

Air Combat is resolved in a way very similar to that described for Land Combat, except there are no Fronts, no Reserves, and no Phases other than the Firing Phase. Each one-hour Round has a series of Shots. The values, multiplied by the Attack or Defence Modifier (Efficiency), determine how many Shots each Unit is eligible to try, and the values interact the same way. Targets are chosen randomly among those available.

In air-to-air Combat, each side uses his modified Air Attack value against the other Units' modified Air Defence value. In air-to-ground Combat, the Airwing will use its Hard or Soft Attack value against the Land Unit's Air Defence value. The Land Units will use their Air Attack (Anti-Air) value against the Airwing's Surface Defence value.

In the case of Installation Attacks, or Strategic Bombing Attacks, the Air Unit will use its Strategic Attack value.

Attacks upon Ships would use the Sea Attack value against the Ship's Air Defence value, whereas the Ship would use its Air Attack value against the Airwing's Surface Defence value.



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

M4.3 COMBAT DAMAGE

Damage is resolved in exactly the same way as with Land Combat, except that hits on Ships are modified by (divided by) the Ship's Hull value. Units which lose all their Organisation, or which fall below their set threshold for Organisation will Withdraw. In rare circumstances a Unit may be destroyed from losing all its Strength.

M4.4 ENDING COMBAT

In air-to-air Combat, once all Air Units belonging to one side have either left Combat voluntarily, been destroyed, or been forced to Withdraw by lack of Organisation, the Combat will end. The same is true of air-to-ground Combat when either all Air Units have been destroyed, Withdrawn, or driven off, or the Mission duration comes to its end after four hours.

M4.5 RECOVERY FROM COMBAT DAMAGE

As with other things in HOI 3, Air Units will gradually repair any damage they receive in Combat. If the Unit's Airbase is In Supply, it will recover Organisation at a rate related to the nation's Repair Rate (see K7.0). Strength losses are recovered through gradual replacement, provided you have IC allocated for Reinforcements, and the Unit has not been set to not receive Reinforcement.

M5.0 MODIFIERS TO EFFICIENCY

M5.1 EFFECT OF LEADERSHIP ON COMBAT

Leaders apply their Experience (gained during each Combat), their Skill (gained through accumulated Experience) and their Traits when they lead a military unit. These leadership factors may make an important difference in combat, and may also make Combat Events more likely.

M5.2 TRAITS (AIR LEADERS)

Like Ministers, commanders of combat units may also have Traits. These traits may give a specific advantage in Combat, or may help the Air Unit to get into Combat in the first place (Spotting bonuses, etc.). Remember that not all Traits are beneficial.

See the chart in K3.0 for more detail.

M5.3 DISSENT

One of the most persistent Combat Modifiers is the rating of Dissent in the home country, which affects every Combat, Land, Air or Sea.

M6.0 TACTICAL & CLOSE SUPPORT

Air Units assigned to attack Land Units (Close Air Support, Interdiction, etc.) will face not only any Anti-Aircraft Installations in the province, but also the Air Attack (Anti-Air) value of any Units they attack.

M7.0 PARADROP LANDINGS

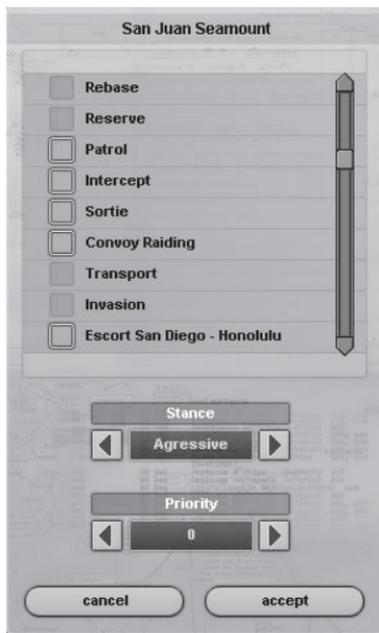
When you want to mount a Paradrop, you must first Embark the Paratroop Division(s) onto a Transport Airwing, and then direct the Airwing to a target province, selecting the Paradrop Mission from the Air Orders Interface. You can also land the embarked Paratroops at a friendly Airbase. The Paratroops will load, allowing you to fly the Transport Planes to their destination Airbase, and then use the Unload button on the Land Unit Interface.

Paratroop Divisions, like other Units, have a 30-day Supply which they can use once they are landed in a Paradrop location.

NAVAL WARFARE

N1.0 NAVAL ORDERS INTERFACE

If you right-click on a Seazone when you have a Fleet selected, the Naval Orders Interface will appear. This will allow you to set Movement Orders and/or a Mission for the Fleet.



N1.1 NAVAL MISSIONS

- **Move Order** – The Fleet will move to the selected Seazone and remain there.
- **Rebase** – If you select a Seazone or province with a Naval Base, the Fleet will change its operating Naval Base to the one you've selected. It may take a few days for the Fleet's Supply train to arrive and begin actively Supplying the Fleet.
- **Reserve** – The Fleet's Ships will be used to "backfill" Missions by another Fleet based out of the same Naval Base. For instance, if another Fleet has its Mission as-

signed as Patrol but its Ships are losing Organisation due to Combat or other factors, then the Reserve Fleet's Ships will be assigned to fill in for any Ships that might need to be rested or repaired. The Ships taken out of their Mission will be sent into the Reserve Fleet instead while they rest.

- **Patrol** – The Fleet will move to the selected Seazone, and will then randomly move into the neighboring Seazones, looking for enemy Ships or Aircraft. It will continue this pattern until its Range is used up.
- **Intercept** – The Fleet will remain in port until an enemy Fleet is detected nearby, at which point it will leave the Naval Base and attempt to Intercept the enemy Fleet.
- **Sortie** – The Fleet will leave its Naval Base and move to the selected province on a Patrol of sorts, but will then return to its Naval Base. A Sortie is a brief Patrol, usually meant for a specific purpose.
- **Convoy Raiding** – The movement pattern for Convoy Raiding is similar to the Patrol Mission, except that the Fleet will look for enemy Convoys (which are normally hidden from regular Naval Units). These Fleets are visible to enemy Fleets (i.e. they are not "off the map" like the Convoys), but they will not **seek** Combat with an enemy Fleet if they see them first. The enemy may still engage them.
- **Transport** – A Mission for loaded Transports (and accompanying Ships) only, this will take the loaded Land Units to another Naval Base which you select.
- **Invasion** – Another Mission for loaded Transports (and accompanying Ships) only. It is wisest to issue a Move Order to bring you close to the land province where you want to mount an Amphibious Assault (Invasion), and then once you're there, issue the Fleet an order to mount an Invasion of a specific province.
- **Escort From-To** – This mission is the opposite of Convoy Raiding. The Fleet will move across the Map along a Convoy Route, and will protect the Convoys along that route. If they Spot an enemy Fleet, they will attempt to engage, however if the enemy's Mission is Convoy Raiding, their Fleet will attempt to not enter Combat with the Escorting Fleet.

When giving Naval Mission Orders, you should also set

a Stance and a Priority. The Stance will determine how spread out the Fleet will be – Aggressive seeks Combat, and so spreads out the formation to increase the likelihood of Spotting. Defensively Stanced Fleets do the opposite. Priority determines which Fleets receive Reinforcements and Repair first, provided they are not set not to receive Reinforcement, and they have Supply through their Naval Base.

N2.0 SEARCH, SPOTTING & DETECTION

Visibility is your Ship's likelihood of being detected, while Surface Detection is your ability to Detect other Ships (modified by Radar, etc.).

Fleets with an Aggressive Stance will spread out their formation, trying to detect enemy fleets. Fleets with a Defensive Stance are trying to keep from being Detected, and will be harder to Spot.

Radar Detection is possible within range of Ship Radar. Signals Intercept may also make it possible to determine the presence of a fleet. This can be conducted from ships with Radar, as well as from land-based Radar Stations.

If a Fleet enters within a certain radius of an enemy Naval Base, it risks Detection by patrol aircraft from that Naval Base.

N3.0 SHIP-TO-SHIP COMBAT

There are three Ship types – Capitals, Screens, and Other, excluding the "off the map" Convoys and Escorts – and they each cooperate in order to protect one another or achieve the goals of their mission.

Capital Ships – your Battleships, Battlecruisers and Heavy Cruisers – will move to a position where they can best fire upon the enemy with their heavy guns. Screens – Destroyers and Light Cruisers – will attempt to position themselves to protect your Capital Ships.

See the chart in C2.0 for more information about what each Combat value means, and how it's used in Combat. The chart lists values used in ship-to-ship as well as ship-to-air Combat.

N3.1 POSITIONING

Once it's been determined two Fleets have found each other, each Ship does a "search roll" to determine its position relative to other Ships at the beginning of the first round. This search roll is modified by the Ship's Size (Capital Ships will have less variability in position), Stance (Aggressive, Defensive, Passive), and Naval Doctrines.

Some Ships' position may place them outside the gun range of any opposing Ship, and so those Ships are not considered to be in Combat until they can get into range. However, most Ships will quickly attempt to get into Combat, unless they are a Transport or Aircraft Carrier, or

if they are avoiding Combat for other reasons (such as massive Combat damage).

More successful rolls will place the Ship closer to its optimal fighting Range.

Positioning is largely how a Ship's likelihood to hit its target is calculated. The better its Positioning, the better able it is to inflict damage upon its target. This takes into account the Range between the two Ships, where the Ship closest to its optimal Combat Range has the better Position. This also takes into account other factors that might seem random, but which represent other real considerations, like which Ship can bring all of its guns to bear upon the enemy.

N3.2 RANGE & CENTRELINE

Each Ship has an optimal fighting Range (the Range shown in the Ship chart), which is where it can best use its guns or torpedoes to cause damage to the enemy. Vulnerable Ships, like Transport Ships or Aircraft Carriers, have their Range set so they will always attempt to reach a Range outside of Combat (i.e. to flee). Badly damaged Ships will also attempt to Withdraw and leave Combat.

In Combat, there is a "Centreline" in the middle of the Combat area, with the two enemies' Ships located on either side. In order to fight each other, each Ship wanting to join in Combat will need to approach the Centreline as quickly as possible so as to reach its optimal Range and begin doing damage.

Screens will always place themselves between the Centreline and their Fleet's Capital Ships (or vulnerable "Other" Ships, like Carriers). Capital Ships will approach Combat behind the Screens, and generally have a Range allowing them to fight the enemy Capital Ships from their position near the Centreline, but behind their Screens.

The only exception to the "rush to optimal Range" behavior is when the enemy Ships have a shorter Range than the Capital Ship, but there are no "high value" targets behind the enemy Screens that the Capital Ship wants to reach. In these cases, the Capital Ships will attempt to reach an ideal Range further than the enemy's optimal Range, so that the Capital Ships may fire, but the enemy cannot.

N3.3 SCREENS

The role of Screens is to "screen" (protect) the Capital Ships from attack by enemy Screens or Capital Ships. Traditionally, these light units would use their light guns either against the enemy Screens (which normally have little armour, and therefore can be penetrated by small-caliber weapons), to harass the enemy Capital Ships with light gun damage, or to mount torpedo attacks upon the enemy Capital Ships.

Light Cruisers and Destroyers fill the role of Screens. They will put themselves in between the Capital Ships and

the enemy's Ships (no matter what size). To get closer to the Capital Ships, an enemy must first defeat the Screens. Once one side no longer has Screens, the other side's Screens will rush in to optimal Combat Range to the enemy Capital Ships and begin fighting them.

If Screens are the only Ships involved in a Combat on one side, they do not protect anything – they just fight normally. Their behavior is really the same, since normal Combat places them in close contact with the enemy, preferably.

Generally, Screens are faster than Capital Ships, and so are better able to reach and maintain their preferred Combat Range.

N3.4 NAVAL COMBAT INTERFACE

When you have selected a Fleet which is in battle, there will be a bar at the bottom of the Naval Unit Interface, indicating as much (in the format: "Battle of ____"). If you click on that bar, the Naval Combat Interface will appear.



The Naval Battle Interface shows HMS Queen Elizabeth has cornered two older German Battleships and her Screens. Three British Ships are positioned to fire, but the German Destroyers are screening the targets. Tooltips at the top of the Interface show the Modifiers at play (Storm, Leadership, etc.). A Tooltip over a German Destroyer Flotilla shows it is targeting the Cruiser Achilles, and the Modifiers which specifically affect her firing.

The name of the battle will appear at the very top, with an "x" button you can use to close the Interface. Immediately below the name will be a brown and green bar, showing the relative estimated Strength on each side of the battle.

Below that estimate bar, you will see the flag of the navies involved, and the picture and name of the Leader of each Fleet. The Attacker will be on the left, and the Defender on the right.

Underneath the icons which represent what Modifiers are in play during the battle, you will see a coloured bar showing how many total Ships are on each side (the more Ships, the higher the Stacking Penalty). The Attacker's Ships will be on the left, and the Defender's on the right. Underneath will be a list of every Unit, including Ships of Cruiser size or above, as well as Destroyer Flotillas or Submarine Subrons. A scrollbar allows you to view all Ships if there are too many to display. The name of the Ship or Flotilla will be displayed, along with its Strength and Organisation bars. The Ship itself will be represented by a generalized illustration of the appropriate size to indicate what type of Ship it is. This illustration will be dark if the Ship is not yet in Combat; if it is in Combat, it will be coloured with muzzle flashes coming from its front turret. **Note:** This is just a generalized image to say whether the Ship is in Combat or not; it's not meant to indicate that the forward turret of that Ship is able to fire, nor to indicate a relative heading with regard to the enemy Fleet.

N3.5 FIRING PHASE

As with Land Combat, Naval Combat is fought in a series of one-hour Rounds, each with several opportunities for Shots. The first Round of combat is performed from the battle's starting positions, between any ships that have been determined to be within Range and in Combat. In subsequent Rounds, the ships will move toward the Centreline (unless they are attempting Evasion), and another round of Combat will occur between those units. Units not in Combat close toward the Centreline every Round. Every ship uses its Speed value to determine how fast it closes.

Targets are chosen randomly from those Ships from those which are within range and Spotted. Ships will fire upon their target until it is destroyed or Withdraws, or until it is no longer in range or visible.

Ships will use their Sea Attack values against the other ship's Sea Defence value, the calculations performed in exactly the same way as for Land and Air Combat except that they will be modified according to Positioning. Leader Skill also plays a more important role in Naval Combat than in other types of Combat. Doctrines may also be important factors.

N3.6 AIR ATTACKS ON SHIPS

Airwings may attack Ships, and will use their Sea Attack values against the Ship's Air Defence Value. Ships use their Air Attack (Anti-Air) value to return fire, and the Airwing uses its Surface Defence value to avoid being hit.

N3.7 DAMAGE IN NAVAL COMBAT

When a hit has been achieved in any of the Firing Phases, and the hit was not avoided, there is a good chance it will score Organisation damage against the target. There is a

lesser chance of Strength damage. The amount of damage is determined by the firing Sea Attack value, multiplied by the firing Ship's Strength (i.e. reduced by Strength losses), and then divided by the target's Hull value.

There is also a chance of a Critical Hit, which could quickly and dramatically damage a Ship's Organisation or Strength.

N3.8 RECOVERY FROM COMBAT DAMAGE

As with other things in HOI 3, Ships will gradually repair any damage they receive in Combat. If the Ship's Naval Base is In Supply, the Ship will recover Organisation and Strength at a rate related to the nation's Repair Rate (see K7.0). Ships whose Naval Bases are not sufficiently Supplied may have difficulty repairing.

N3.9 WITHDRAWAL & EVASION

Certain ships will attempt to avoid combat, if they're vulnerable (like Aircraft Carriers), badly damaged, or simply outnumbered. Badly damaged Ships attempting to Withdraw may find their efforts more difficult as a result of their damage.

In each round of Naval Combat there is a chance of accidentally breaking contact. Over time, the chance increases, making it more and more likely to happen, especially if one side or the other is attempting to Evade and escape. Night and/or bad Weather make it more likely to break contact, whether it's accidental or intentional. Interestingly, Combat doesn't automatically end even if Ships of both Fleets are attempting to Withdraw; it only makes it far more likely. Ships that have broken contact may still end up rejoining the Combat later. Ships in Storms or poor visibility may pass in and out of Combat over a matter of hours.

Once contact is broken between two Fleets, they both remain in the same Seazone, but their Detection Level is lowered, so they are less likely to encounter each other right away.

In each round of Naval Combat, there is a chance of accidentally breaking contact. Over time, the chance increases, making it more and more likely to happen, especially if one side or the other is attempting to evade and escape. Radar makes breaking contact less likely.

If a Fleet loses all of its Organisation, it may be forced to Retreat to the nearest Naval Base.

N4.0 MODIFIERS TO COMBAT EFFICIENCY

N4.1 STACKING PENALTY

The more Ships are in Combat during a Round, the more difficult it will be to coordinate their attacks. This is expressed as a penalty, which affects the Attack or Defence Modifier (Efficiency). As Ships Withdraw, or are sunk, the Stacking Penalty will reduce.

Higher level Admirals will reduce Stacking Penalties.

N4.2 EFFECT OF LEADERSHIP ON COMBAT

Leaders apply their Experience (gained during each Combat), their Skill (gained through accumulated Experience) and their Traits when they lead a military unit. These leadership factors may make an important difference in combat, and may also make Combat Events more likely.

A Naval Leader's Skill has a great influence on how well his Ships do in Combat. Unlike Air and Land Combat, where Skill is one of many factors, Skill is one of the leading factors in success in Naval Combat.

N4.3 TRAITS (NAVAL LEADERS)

Like Ministers, commanders of Ships may also have Traits. These traits may give a specific advantage in Combat, or may help the Ship to get into Combat in the first place (Spotting bonuses, etc.). Remember that not all Traits are beneficial.

If a Leader with a Trait is moved to a new command, he must get his "bearings" and become comfortable with his new command before his Trait becomes useable again.

N4.4 WEATHER AT SEA

Storms (see A7.0) also happen at sea, and can affect your modifiers during Naval Combat. Whenever the Wind Speed exceeds Gale Force (30 MPH), a Storm condition will exist, which can negatively affect Combat. Any Precipitation (Rain, Snow, Storm) will also reduce both, your Spotting ability and your Firing Range.

N4.5 DISSENT

Dissent levels at home will impact your effectiveness in Naval Combat too.

N5.0 SUBMARINES

Submarines follow different rules in Combat than normal ships. A Submarine is assigned a Mission and a Stance, like other Naval Units. But Spotting is handled differently. Submarines can come into Naval Combat, under special circumstances.

Against enemy Convoys, the Submarine operates automatically without you being advised of an actual Battle, as these Battles are usually over in the blink of an eye.

Rather than receiving feedback on your battles in the form of a Combat Interface, you will find the results of normal Submarine Combat through pop-up Event boxes, unless they are combined in a Fleet with regular surface Ships.

N6.0 CONVOY/ESCORT RESERVES & DEPLOYMENT

As you construct new Convoy Transports (freighters) and Escorts, they will collect in a "reserve pool." When you use the "Create Convoy" process to start new Convoys, you will draw from this pool as you assign new ships to a Convoy.

★ P ★ STRATEGIC WARFARE

P1.0 STRATEGIC WARFARE SCORE

Strategic Warfare involves using military power to weaken the enemy's resolve, and breaking its will to fight on. There are several aspects to Strategic Warfare.

Strategic Bombing, Convoy Raiding, and Nuclear Attacks are all factored into the Strategic Warfare considerations.



The overall effect of Strategic Warfare is to reduce the target country's National Unity which, if it goes low enough, causes the country to Break. Victories in battle have a Strategic Warfare effect, improving the morale and resolve of the country, just as defeats will reduce it.

Strategic Bombing will damage IC (temporarily – it will repair in time) and destroy Resources. Rockets and Nukes may cause damage to these things in the same way. Nukes may have greater impact than their strength alone.

A concerted Strategic Warfare effort may not necessarily bring a country to its knees on its own, though it may occur if the target country does not fight back. Failing to combat against Strategic Warfare will upset the balance of partial victories versus partial defeats, and will eventually wear down the country's National Unity.

No nation will be forced to Surrender without some "boots on the ground" taking provinces and affecting the progress of the war.

The Strategic Warfare section of the Production Interface only tracks what is going on in your own country's Strategic Warfare situation. You may be about to cause your enemy to Break after pounding him badly with Rockets and Strategic Bombing, but if he slips just one Strategic Bombing raid or one Convoy Raid past your defences, your own Strategic

Warfare tally may show a negative value (because it's not counting all your strikes against your enemy).

P2.0 ROCKETS

Rockets are special types of equipment (flying bombs or ballistic missiles) which are intended solely for Strategic Warfare purposes. Once Researched, they can attack enemy cities, and there is little that can be done to stop them.

Once developed, Rockets can be Produced in the Production Queue just like any other Unit. In all respects, a Rocket Unit acts as an Air Unit would, except that it cannot fight back if shot at. The Rockets are continually replaced, so they can fire again.



P2.1 ROCKET TEST PLATFORMS

The only way to Research Advanced Rocketry Techs is to build Rocket Test Platforms, which is a prerequisite for Producing Rocket Units. These Platforms can be built up to 10 levels, with each level adding more to your Research benefit. They will also add to your speed of Production, the same way Research Knowledge always does. Rocket Test Platforms can be attacked and damaged, like other Installations.

P3.0 ATOMIC WEAPONS (NUKES)

Like Rockets, you may Produce Nuclear Bombs once you've acquired the Technology for them. These weapons will have an effect upon Installations, IC, Infrastructure, Resources and other things within a province, just like Strategic Bombing. But they can also cause massive damage to military Units in the target province, and may have an influence on National Unity.

P3.1 **NUCLEAR REACTORS**

The only way to Research Advanced Atomic Techs is to build Nuclear Reactors, which is a prerequisite for Producing Nuclear Bombs. These Reactors can be built up to 10 levels, with each level adding more to your Research benefit. They

will also add to your speed of Production, the same way Research Knowledge always does. Nuclear Reactors can be attacked and damaged, like other Installations. You can build as many Reactors as you wish.



★ 0 ★ VICTORY & VICTORY POINTS

Unless you complete a World Conquest (WC), there will usually not be a moment when you suddenly have "won the game." Most players will determine in their own minds what their victory goals are, and will know when they've achieved them.

That said, there are set ways to "win the game." The **HOI**

3 Victory Point system awards a province's Victory Points to the Faction which Controls that province (regardless of who Owns the province). A running total of Victory Points is kept for each Faction, and is visible through the Statistics tab, or when you Resign from the game.



* R *

MULTIPLAYER

R1.0 STARTING A MULTIPLAYER GAME

Starting a Multiplayer game is not much different from starting a Single-Player game. Once you have clicked on the Multiplayer button in the Main Game Menu, you will come to a screen with various options for connecting with Multiplayer opponents. **Hearts of Iron III** supports Multiplayer games with as many as 32 players, though for practical purposes you can only have this many players on a LAN. Games played over the Internet are best limited to a dozen or fewer.

One player must always serve as the Host. The other players will be Clients. An ideal Host is the player with the highest speed and most reliable Internet connection. Due to the amount of data transmitted during a Multiplayer game, it is not practical to play over a conventional dial-up modem.

R1.1 PRELIMINARY REQUIREMENTS

Before launching the game, each player should ensure that his system is set up to receive and transmit data. Many computers are set up so that Clients will not need to change any settings. However, firewall systems may block game transmissions, so an exception to the firewall rules will need to be made to play Multiplayer. Many people may want to play on a computer that is behind a router. Most routers include firewalls, which can also interfere with the game. A Host that is behind a router will almost certainly need to enable port-forwarding to establish a connection with the Clients.

HOI 3 uses ports 1630-1635 and the UDP transfer protocol (or, if you're using the Metaserver, you will probably be asked to use port 1639 – check the Forum to be sure). You may need to ensure your firewall software permits HOI 3 to access the Internet, and that port-forwarding is enabled on your router, if applicable. Due to the huge variety of software and hardware, we cannot provide comprehensive instructions on how to do this with your specific setup. For legal and practical reasons, we also cannot automate this process. Please refer to your router and firewall user guides to determine how to meet these requirements.

If you will be playing a game where players will connect directly over the Internet without using Paradox's free

"Metaserver" matchmaking service, the Host will also need to determine his computer's current IP address and communicate this to the Clients.

R2.0 MULTIPLAYER START INTERFACE

When you first click Multiplayer from the Main Game Menu, you will see the Multiplayer Start Interface. First, you should type your Player Name into the entry field – this is the name other players will know you by.

R2.1 HOST

To Host a game, select the "Host" button. This allows you to Host either by a LAN or by direct Internet communication. You may have to configure your firewall, or specifically open ports in order to do this properly. Visit the Paradox Forum for assistance with this.

You will be asked to choose a name for your game session. Then, click "Host" again inside that interface, and you will be taken to the Multiplayer Lobby, where you will wait for the other players to arrive.

R2.2 JOIN LAN GAME

To join a LAN game, first click the "Scan" button on the current interface. The Host's game should appear in the list box at the top of the menu. Highlight the name, and click on "Join LAN Game." This will take you to the Multiplayer Lobby.

R2.3 JOIN INTERNET GAME

If you will be connecting to a Host directly over the Internet, click on "Join Internet Game," and you will be asked to enter the Host's IP address, which he should have supplied to you before play. Once you have done so, the computer will attempt to establish a connection with the Host, and you will be taken to the Multiplayer Lobby. If it cannot find it, wait a moment and try again, or contact the Host for more instructions.

R2.4 METASERVER

Paradox Interactive offers a free matchmaking service for finding Multiplayer opponents. Players will meet in the Metaserver chat lobby to arrange games. The Metaserver

will help create and join games from there. Once the connection is established, the Metaserver releases the Host and players, who will play the game just as if they had established the connection directly over the Internet.

R3.0 MULTIPLAYER LOBBY

The Multiplayer Lobby is where players assemble before starting a Multiplayer game. All players have to be present and must choose a country to play before the game can start. This is controlled by the Host.

The Lobby is very similar to the screen you see when selecting a country for Single Player play. The panel on the left shows the same options for Bookmarked games or Saved games. In the middle is the map, showing the current world situation and what countries can be selected. On the right is a panel where each player's name and flag will show up as new players arrive in the Lobby.

If you are resuming a saved game, the Host should load the save first. The file will be loaded into the Host's computer, compressed, and then sent to each of the Clients' computers. Each Client will unpack and load the saved game, so that everybody has the same information at the outset. This process may take a few minutes, depending on Internet connection speeds. All players must have the save loaded before the game can begin.

At first, you will see a "Rebel" flag (black and red) next to the name you gave. When you pick a country, the flag next to your name will change to that country's flag. This operates the same as the Single Player selection interface.

Hearts of Iron III supports cooperative play, so two or more players may pick the same country. You'll have to work it out among yourselves who is to control what. It's also polite to have an agreement beforehand that more than one player will play that country. Otherwise, showing up in another player's country can be considered rude. With proper planning, cooperative play can take much of the pressure off the players, and allow for a very fun gaming experience!

You may chat with other players in the Lobby by clicking on the text box at the bottom-left of the screen, typing your message, and hitting the Enter key on your keyboard. All players in the Lobby at that time will be able to see it. Private chat is only available inside the game, though many players will have alternate means of communicating privately outside of the game.

Once every player has selected a country, the Host's "Play" button will highlight in gold, indicating play can begin. It is customary for the Host to confirm through chat that everybody is ready. Then, by clicking the "Play" button, the Host initiates the game.

All players will see the game begin to load, and a window in the middle of the screen will show the process of each player

being accepted into the game. Everything is paused, naturally. As players are confirmed ready inside the game, each player's flag will highlight, indicating they are ready to play. The Host can then click "Start" and the game will begin.

R4.0 THE METASERVER

Paradox Interactive maintains a Multiplayer matching service for registered owners of **HOI 3**. When you register your copy of the game, you will be asked if you also want to register for the Metaserver. It takes only a minute or two to go through the steps, create a username and password, and begin using the Metaserver. There is no fee.

Once you have registered, click the "Metaserver" button from the Connection Types menu to connect to our service. You will be asked to enter your username and password. You will arrive in the Metaserver's main chat lobby, where you will see a full listing of all the other players who are online and who might want to join a game. **Make sure you're set to use Port 1639 with the Metaserver.**

When you've found a few players willing to join a game, you may create a separate chat channel where you can discuss the details of Hosting and other items. Once everything is arranged, the person selected to Host will click the "Create Game" button to launch the game's Multiplayer Lobby. The other players will see the new game listed, and can then join it.

Because this is a free and public worldwide service that may be used by people of all ages, we ask that you remain polite and respectful of all other members when using the Metaserver. It is considered impolite to use inappropriate or vulgar language, and etiquette suggests that you not join a listed game without first discussing your intentions with the Host.

Once players have selected their countries using the same process as detailed for the Multiplayer Lobby earlier, the Host will click "Play" to start the game. The Metaserver will ensure that all players are correctly connected, and then will hand off the game to the Host. From that point forward, play will continue just as any other Multiplayer game would.

R5.0 MULTIPLAYER GAMEPLAY

The Artificial Intelligence designed for use in Single Player games of **HOI 3** should provide an enjoyable challenge for any player, but many crave the incomparable experience of playing against a living, thinking human opponent. For this reason, Multiplayer games are more difficult, and present more complex gameplay.

It is recommended that you examine the hints contained in the Strategy Guide for more information on how to deal with Multiplayer gameplay. There is a more comprehensive section on the challenges of Multiplayer play in that volume.

R5.1 MULTIPLAYER IN-GAME CHAT

The major difference between Single-Player HOI 3 and Multiplayer is that you have a chat window. Press the Tab key on your keyboard to activate this feature. Close the chat

window by using the "x" in the window. Text typed by you and others will appear on the screen, as far to the left as possible without obscuring open Interfaces. Each player's roundel will identify who is speaking.





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– Sincerely, Ed Hanks (Rensslaer on the Paradox Forum)