

Plane Management □

Together with the pilots, the planes are what makes an air unit. Finding out the status of your aircraft is easy and can be done in a number of places. The list of air units at a base will display the number of ready, not ready and reserve planes for every unit. The unit information screen will give more information, splitting the not ready planes up in those damaged and those in maintenance.

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Adding planes

Many air units will arrive understrength or lose planes during the game and these must be replenished. This can be done automatically by the computer if the option "Replacements allowed" is chosen in the unit information screen. If there are planes of the appropriate type available and the unit can receive replacements, the computer will send the maximum numbers of planes to the unit.

The player can also manually choose to add planes to a unit. This is done in the centre of the unit information screen. You can either choose to take the max number of planes the unit can receive, or take them in one at a time. The player can also choose to send a maximum of 4 reserve planes to a unit. This is done in the top left of the screen. Reserve planes will automatically be used to replace damaged or destroyed planes.

Restrictions

There are a few restrictions on the ability to take replacement planes.

- Maximum 12 planes per unit
- A unit can only take replacements once every 7 days
- Enough planes in the pool

One of the following conditions must also apply, note that an airfield must have less than 59% service or runway damage to be eligible.

1. The unit is at an airfield with more than 20,000 supplies (No airfield is needed for floatplanes)
2. The HQ of the unit is within transfer range and at an airfield with more than 20,000 supplies
3. The Command HQ of the unit is within transfer range and at an airfield with more than 20,000 supplies.
4. The unit is within twice the transfer range of its HQ or Command HQ and the HQs base has twice its supplied required + the supply cost of the planes and there are $10 + (\text{plane build rate}/2)$ planes in the pool. Then a sub-unit is created at the HQs base.

Supply cost

Supply cost are incurred for each added plane, these seem to be dependent on the plane type. Costs tested so far are

- 12: Fighter, Fighter-Bomber
- 15: Float Plane, Dive Bomber, Torpedo Bomber,
- 30: Light, Medium, Heavy Bomber

Where the cost is incurred depends on which of the conditions was satisfied to allow planes to be added. (So if supplies are short in the groups own base, but planes were added due to a well-supplied base with an HQ, then the base with the HQ will lose supplies.)

Air units on ships

Units on ships have 2 ways to get replacements

1. The ship is in a friendly hex with an airfield and 20,000 supplies
2. A replenishment unit is within normal range of the ship and has sufficient planes.

They also have the added restriction that the ship may not have more than 50 flooding or systems damage.

Upgrading Planes

Air units can not retain the same type of planes forever. The pools can run dry or the plane simply becomes outdated by newer models. For these reasons, many groups in the game can upgrade their planes.

There are 2 ways of doing this. Either the group is set to automatically receive upgrades, done in the centre of the unit information screen. In this case the group will upgrade if there are enough planes in the pool to replace all planes currently in the unit. There must also be sufficient AV support in the base. The plane to which it will upgrade is shown in the unit information screen.

To manually upgrade planes, the player will stay have to temporarily allow upgrades. Once this is switched on, the button "upgrade now" becomes available, provided all conditions for an upgrade are met. Upgrade now has lower restrictions on the number of planes in the pool, as long as there is one plane of the new type available it will upgrade.

If PDU is on, the player will have a choice of which plane the unit upgrades to, this choice is made by clicking on the yellow text regarding upgrades.

Finally, the old planes are added back to the pools, though not at once, a delay is added of up to 7 days.

Restrictions

The restrictions for adding planes apply here as well, with the difference that the airfield must be level 7 or higher instead of 1. The needed airfield level can be lowered by the presence of an HQ near the base. If the base's command HQ is within range, then the airfield level is lowered by the HQ's command radius. If an air HQ is within range of the base, the needed AF level is lowered by the HQ's command radius/2, or by 1 if the radius is 1. To determine whether a base with HQ is within transfer range of the unit, the highest transfer range of the old and new plane is chosen.

Supply Cost

A supply cost is incurred for each new plane, this is equal to the one for adding planes. Where the cost is incurred depends on which condition to allow upgrading was fulfilled.

Air units on ships

To upgrade an air unit on a ship, the ship must be in a friendly hex with a level 7 airfield and over 20,000 supplies. This base requirement can also be lowered by the presence of an HQ as for normal air units.

Plane repair and status

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Unit Withdrawal ☐

Over the course of the game, many different units will have to be withdrawn or can be withdrawn voluntarily. The actions needed to be undertaken by the player depend on the kind of unit that needs to be withdrawn.

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Air Units

Forced Withdrawal

To find out whether or not an air unit will have to be withdrawn during the game, check the top left corner of the unit's information screen. The date by which the unit has to be withdrawn will be shown here. Another way to check this is to go to the Intelligence reports and click "Group Withdrawal Schedule". This will give a list of every unit that has to be withdrawn, together with either the days until withdrawal (if less than 60 days) or the date.

To fulfill the withdrawal requirement, you must withdraw it within 60 days of the withdrawal date. If you do this before this date the unit will be reformed as with a voluntary withdrawal. Do not use the disband button if you have the choice, the unit will return in 120 days and will have to be withdrawn then. Some units can no be withdrawn, in these cases you should use the disband button. Some units will give you the option to receive political points when withdrawn, this can be usefull, but if you choose this you will lose the planes and pilots which can be more valuable.

If you fail to withdraw a unit in time, a political point penalty will be applied daily until the unit is withdrawn. Finally, some units will return after being withdrawn, if so, this will be shown in blue on the unit information screen.

Voluntary Withdrawal

Air Units can also be voluntarily withdrawn for a period of time. There are 2 options, either to withdraw or to disband. If withdrawn, a unit will send its planes to the pool or to a unit in its base flying the same plane. Pilots will stay with the unit. The unit and its pilots will reappear at its will be transferred to the pools or units at the base. If so chosen, they will reappear in 120 days in the national home base. If not enough supplies are present at a base, the options to withdraw or disband will be shown in red, this means that the planes will not be returned to the pools if the unit is disbanded.

Ships

Only ships that must be withdrawn can be withdrawn in the game. There are two ways to find out which ships have to be withdrawn. In the ship's information screen the withdrawal date will be shown in the bottom right. A list of all ships that have to be withdrawn can be found by going to the intelligence reports and clicking on "ship withdrawal".

Withdrawing a ship is simple, when a ship satisfies all conditions for withdrawal you can go to the ship's information screen and click the button on the bottom. This can be done at any time, no matter how long before the ships has to be withdrawn. If a ship is not withdrawn by its withdrawal date, a daily political point penalty will be applied. The size of this penalty differs for every ship and can be found in the "ship withdrawal" screen.

There are a number of conditions to be able to withdraw a ship.

- Restrictions on the location, withdrawal must be from either a
 - Level 9 port
 - The national home ports of Canada, USA, New Zealand, Austrlia and India
 - Level 7 or higher port on the Canadian or American West Coast
 - Level 7 or higher port East of and including Ceylon
 - Level 7 or higher port in South-East Australia + Perth
 - Level 7 or higher port in New Zealand
 - Any location off-map (even in TF out of port)
 - If on-map, then the enemy may not have air superiority
- Restrictions on ship damage if on-map, limited to
 - Max 99 damage combined
 - Max 50 damage in each category

Ground Units

Forced Withdrawal

Of all the units, disbanding and withdrawing for ground units is easiest. Again, there are two ways to find out if a unit will be withdrawn. The first option is through its unit information screen, where it is shown on the right, just under movement information. You can also go to intelligence reports and choose "Ground Withdrawal" for a complete list.

The process of withdrawing units is automatic. When the unit is due to withdraw, it will simply dissapear from the map, no player interaction is required. There are two possible results, either the devices of the unit go back into the pool, or they don't. Unfortunately, there is no way to know what will happen by the in-game screens. To find out, you must look into the editor. Next to the withdrawal date either the dot next to "1" or "2" is checked. If "1" is checked, the units devices are returned to the pools, disabled devices are returned at a rate of one half per device, rounded down. If "2" is checked, no devices will be returned to the pools.

Voluntary Disbandment

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devices are returned to the pool, though only half a device for the disabled devices in the unit. Players can choose to let a cadre return after 180 days, this will consist of a limited number of support squads, the unit will take a while rebuild even after it's return. One restriction is that permanently restricted units can not be withdrawn for their devices.

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Air Group Resizing □

Pre-defined resizing

Some groups have a resizing defined in the editor. This means that the group will resize to a certain number of planes at the beginning of the defined month, provided the unit is in a base with at least a level 1 airfield with sufficient supplies. If a unit has such a pre-defined resize, it will be shown in the top left of the unit information screen. By clicking on the text you can turn off the automatic resizing, the unit will then retain its current size.

Carrier unit resizing

Group resizing for units on carriers is quite a bit more complicated. Carriers have a limited number of planes they can support. While the standard squadrons make good use of this space, a player may wish to select different squadrons and then it becomes hard to make optimal use of the space. To help players with this, it is possible to resize air groups on ships.

The first option is to let the game take care of how big the units should become. This is linked to the historical aircraft loadout of carriers, so there are a lot of factors taken into account, such as ship type, nation, year and plane type. The resulting size is then a percentage of total capacity. The rules are rather complicated and I'm looking for a way to represent it as easy as possible, in the meantime, check them [here](#) . If you want this to happen, make sure "resize to fit" ship is showing in the top left.

Another option is to simply choose the size of the unit yourself. To do this, make sure "resize to fit ship" is showing, then turn it off and on again. You should now see a text box where you can choose how big the air unit will become. Resizing should occur the next turn.

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