

Leader Selection									
			Leadership	Insp	Naval	Air	Land	Admin	Agg
Command	Combat	HQ		3 ↑AV			2 ↑AV	1 ↓FD	
	Rear	HQ						1 ↓FD	
Corps/Army	Combat	HQ		3 ↑AV			2 ↑AV	1 ↓FD	
	Rear	HQ						1 ↓FD	
Amphibious		HQ					1 ↓D↑U		
Naval		HQ							
Air		HQ				1↑#			
Air Combat		TF			3↑ST	1↑#			2↑R
Surface		TF			1↑ST	3↑FP			2↑R
ASW		TF			1↑SUB				
Bombardment		TF			2↑ST	3↑FP			1SCTF
Fast Transport		TF			1↑ST	2↑FP			
Transport / Replenishment		TF			1↑ST	2↑FP			
Mine		TF			1↑ST	2↑FP			
Escort		TF			1↑STSUB	2↑FP			
CAP/Offensive Air		Group	3↑XP	1↑#↑M		2↑A2A			
LB Offensive		Group	3↑XP	1↑#↑M		2↑#			
Patrol, Transport, Training		Group	2↑XP	1↑#↑M					
CV		Group	1↑XP		3↑T	2↑#			
ASW		TF	1↑XP		2↑T				
Combat		TF	2↑XP		1↑T	3↑FP			
Non-Combat		TF	1↑XP		2↑T	3↑FP			
SS		TF	3↑XP		2↑ASW				1↑T
LCU - Front Line			3↑XP	2↓FD↑AV			1↑AVXP	4↓FD	
LCU - Rear Area			1↑XP	3↑AV			4	2↓FD	
LCU - Refit			3↑XP	2↓FD				1↓FD	
KEY									
↓FD	Reduce Fatigue & Disruption				↑ST	Increase Surprise, Cross T			
↑AV	Influence Assault Value				↑FP	Float Plane Operation			
↓D↑U	Reduce Disruption, Increase Unload Speed				↑SUB	Increase Chance of Finding Sub			
↑#	Increase # of Aircraft Flown				SCTF	Chance to Convert to SCTF			
↑R	Increase React Chance				↑#↑M	Increase # & Morale			
↑A2A	Increase Air 2 Air Results				↑XP	Increase XP Gain			
↑T	Increase Chance Locating Target				↑ASW	Increase ASW Survival			
↑AVXP	Increase AV, XP Gain, Firing Accuracy								