Symbols

Air group lists

*   after Mission indicates more than one patrol option set. (Training and Rest not included)

\#   after Name indicates the unit has a withdraw date.   You need to access the Air group screen to see what type.

[S]   after name indicates it's attached to a restricted HQ.   You need to access the Air group screen to see what type and/or reassign if possible. It also indicates the unit is renamed or both.

Air group screen

P   after 'Remove by date' indicates the lose is permanent

R   after 'Remove by date' indicates the lose is temporary and the unit returns at a later date

[S]   after 'Attached to' indicates it is attached to a Static Restricted HQ's. Neither it nor the HQ may ever have their HQ assignment changed.

[R]   after 'Attached to' indicates it is attached to a Permanently restricted HQ. It cannot change HQ unless the HQ assignment is changes.

(R)   after 'Attached to' indicates it is attached to a Temporarily restricted HQ and may change assignment at any time.

Under 'Air Transfer'

*   after group indicates the location of the parent of this group (applicable to fragments and sub-units).

-R   after name indicates bases that the air unit can transfer to by rail.

-r   after name indicates bases that the air unit can transfer to by rail but with the option to fly currently ready ac.

-s   after name indicates bases off-map that the air unit can transfer by ship. You'll only see this I this for off-map to off-map tansfers.

Air group reinforcement screen:

*   after name indicates air group has been reactivated from destroyed list? (At least in my current game)

Auto-convoy screen

*   after base name indicates, for the Allies, it is supplied from the western supply source

+   after 'Supplies required' indicates the player has manually increased the supply requirement at the base

+   after 'Fuel required' indicates ships are currently disbanded in the port

Bases list

^   after port indicates enemy minefield detected

*   after port indicates friendly minefield

*   after airfield indicates airfield is overstacked

b   after port or airfield indicates they have 'building' turned on

+   after supplies indicates the base has requested more supply

Base Screen

[R]   after 'attached to' indicates a restricted HQ.   You can only change base attachments if there's already a ground unit present in the base from the HQ you want to change too.

Under 'Manage Ship Repair'

\#   after days indicates the repairs cannot be completed using current repair method

Combat report

*   after an altitude indicates reduced load. They are at extended range or they are flying from a base that is not large enough to accommodate that model of aircraft

+/-   after 'Combat modifiers' indicates a leader passing or failing a leadership check hence influencing the combat

Ground unit list

*   after type indicates it is a sub-units

a   after type indicates it is an air HQ

c   after type indicates it is a corps HQ

n   after type indicates it is a naval HQ

y   after type indicates it is an army HQ

[R]   after 'attached to' indicates it's attached to a restricted HQ. If white it's temporary, if grey it's permanent. Use the Ground unit screen to reassign if possible.

Ground unit screen

[R]   after 'attached to' indicates it's attached to a restricted HQ. If yellow it can change HQ, if grey it can't change HQ. Restricted units may not move by air or sea.

Under 'This unit is composed of'

*   after 'This unit is composed of' indicates that the unit has an upgrade. (Select Show unit TOE and select the yellow hyperlink to see the upgrade)

+   on device line indicates it's under-strength with available devices in the pool

=   on device line indicates it's available for upgrade

**   on device line indicates the unit cannot combine due to conflicting devices in that slot

**   in front and back of a device indicates it is a static device

Ground unit withdraw list

*   after name indicates the withdrawn unit loses devices

Industry/Troops/Resorce Pool

*   after 'From date' indicates the device has an upgrade. Hover over (you might need to click) it to see what

Leaders

*   after a rank indicates there are also in a second lists. For pilots it is normally leader and pilots but using good leaders as pilots is not a good idea. Rarer are those in the TF leader and ship commanders list.

Map

*   after port for friendly or on it's own in base indicates minefield present

!   red and over a base indicates you lost a VP last turn for low garrison

!   yellow and over a base indicates the base is low on supply

Crossed swords   with the exception of bombardment it indicates where ground combat occurred last turn

Ship lists

-t   after the name indicates the cargo ship has been temporarily converted to carry more troops (and less cargo)

Ship screen

*   after weapon range indicates AA capability

*   after weapon ammo column indicates there's mines available in the pool.

TF display

after name indicate command of TF

TF Routing

**   indicates waypoints

Under 'Threat tolerance'

These only appear if the *Routing Control* AND *Threat Tolerance* are BOTH set to anything other than Normal.

-    low

+   high

!!   absolute