

Leader Selection	Leadership	Insp.	Naval	Air	Land	Admin.	Agr.	Notes
HQ Leaders								
Command HQ Combat		3 AV			2 AV	1 FD		Used where significant and important battles will occur within their command radius
Command HQ Rear Area						1 FD		Used where significant & important battles will not occur within their command radius
Army HQ/Corps HQ Combat		3 AV			2 AV	1 FD		Used where significant and important battles will occur within their command radius
Army HQ/Corps HQ Rear Area						1 FD		Used where significant & important battles will not occur within their command radius
Amphibious HQ					1 DLU			I & V Amphibious Corps HQ function as Corps HQ only, Amphibious Corps HQs are III, V, & VII Amphibious Force
Naval HQ								The qualities and skills of the HQ leader has no influence or bearing on the HQ function.
Air HQ				1 #				
TF Leaders								
Air Combat TF (CV Escort?)			3 ST/SUB	1 #			2 R	High aggression can result in your carrier group running into a fight, be careful in this selection.
Surface Combat TF			1 ST/SUB	3 FP			2 R	High Aggression increases the likelihood that the TF will react & seek a fight (be careful... A TF for two DD's with an Admiral of 100 aggression will probably pick a fight with some BB's... This rarely ends well for the DD's)
ASW Combat TF			1 ST/SUB					
Bombardment TF			2 ST/SUB	3 FP			1 SCTF	
Fast Transport TF			1 ST/SUB	2 FP				
Transport/Replenish TF			1 ST/SUB	2 SFP				Only Escort carriers allowed
Mine TF			1 ST/SUB	2 FP				
Escort TF			1(2) ST/SUB	2(1) #/SFP				Depending on what is escorted and what threat is imminent either the Naval or the Air value is more important
Air Group Leaders								
CAP of F, FB, NF & FF Groups	3 XP	1 #/M		2 A2A				
Offensive Mission (Airfield Attack, Port Attack, Naval Attack, Ground Attack, Sweep & Recon) of F, FB, NF, FF, DB, TB, FP, P & R Groups	3 XP	1 #/M		2 A2A				
Offensive Mission (Airfield Attack, Port Attack, Naval Attack, Ground Attack & Recon) of LB Groups	3 XP	1 #/M		2 #				
Patrol(Naval Search & ASW Patrol) of DB, TB, FP, LB, P & R Groups	2 XP	1 #/M		3 A2A				
Transport(Transport & Troop Transport) of T, P & LB Groups	2 XP	1 #/M		3 A2A				
Training	2 XP	1 #/M		3 A2A				
Ship Leaders								
CVs (CV, CVL & CVE)	1 XP		3 T	2 #				If the carrier captain will serve as the TF Commander, then he functions as the Air HQ for the TF aircraft
ASW (DD, DE, AV, APD, DMS, MSW, PC, SC & PG with ASW armament)	1 XP		2 T					
Combat Vessels (All combat vessels with a high probability of surface combat that will be used in other than an ASW role)	2 XP		1 T	3 FP				If the ship captain will serve as the TF Commander in a combat task force, then he functions as the Air HQ for the TF float planes
Non-Combat Vessels	1 XP		2 T	3 FP				If the ship captain will serve as the TF Commander in a non-combat task force containing and operating float planes (i.e. Japanese AV with float planes loaded), then he functions as the Air HQ for the TF float planes
SS	3 XP		2 ASW	4 FP			1 TS	Depending on the purpose(minelaying, transport) & priority you give the aggression value could be ignored / The captain of a Japanese submarine that will serve as the TF Commander in a sub patrol task force containing and operating float planes (i.e. E14Y1 Glen's on Types J3, A1, B1, A2, B2, B3/4, AM, or ST0), then he functions as the Air HQ for the TF float planes
Land Unit Leaders								
HQ Units	2 XP	1 FMDAV			4 AVFCXP	3 FD		Assign HQ Unit Leaders using the criteria for HQ units above. As considerations beyond the HQ unit's function use these
Front Line Units (high probability of combat)	3 XP	2 FMDAV			1 AVFCXP	4 FD		
Rear Area Units Training or Rear Area Functional Units	1 XP	3 FMDAV			4 AVFCXP	2 FD		Leadership is unimportant if the unit has already reached the maximum training experience
Rear Area Units Refitting	3 XP	2 FMDAV			4 AVFCXP	1 FD		Leadership is unimportant if the unit has already reached the maximum training experience

Note that the Leadership Value of Headquarters Commanders is completely irrelevant other than its influence on the Headquarters unit itself. That is it will influence how rapidly the HQ unit gains experience. The only value of the HQ Unit's experience is for its own defense. Therefore, do not bother installing your "strong leaders" in HQ Units. Look for the qualities that are specific to their function.

After formation of the TF, the player may select the TF Commander, if the TF is docked in a port, by clicking on the name of the TF Commander and selecting from the list of available RADM's and VADM's. This incurs a Political Point Cost

KEY

AV	Influences the Assault Value of LCU's within their command radius
FD	Influences use of support/supply to reduce fatigue and disruption
DLU	Influences the Amphibious Landings in that units will land faster, with less disruption and fewer losses
#	Influences the number of aircraft that will fly
ST	To gain surprise and cross the T in an engagement
R	Influences how likely the TF is to react and move toward an enemy
FP	Of small import, but it influences the float plane operations from the Capital Ships
SFP	Influences the operations of strike aircraft and float planes from the Escort Carriers and Capital Ships
SUB	Influences probability of finding submarines
SCTF	Influences the probability that the TF will convert to a Surface Combat TF
XP	Influences the experience gain
M	Influences air group morale recovery
A2A	Influences the air-to-air combat results
T	Influences ship's chance of locating a target during surface combat
TS	Influences sub's chance of contacting enemy TF's
ASW	Influences sub's chance of contact and survivability in an ASW attack
AVFCXP	Influences attacking & defending LCU assault value, firing accuracy and experience gain.
FMDAV	Influences fatigue reduction, morale reduction due to fatigue, disabled elements destroyed due to fatigue and assault value for attack & defense
In Red	Values you might not want to be as high as possible
In Blue	Values of small importance