

MANUAL.

# HEARTS™ OF IRON III IRON III THEIR FINEST HOUR



# HEARTS OF IRON III

## THEIR FINEST HOUR

### CUSTOM GAME MODE

Custom Game mode, or CGM, allows you to customise your country of choice before you begin playing. Once you begin a CGM game you will be taken to the customisation screen, which consists of three phases. Ensure you are happy with your choices in each phase before moving onto the next one, as you are not able to return without starting a new game.

In each phase you have a certain number of points to spend, and you can normally gain more of these points by giving up resources your nation possesses in order to buy other things. The number of points given in either phase, either globally or for specific nations, can be customised via a simple text file, an example of which can be found in the CGM folder.

The first phase is Diplomacy, here you can modify your nation's neutrality, align towards a faction, or join/leave factions. Faction leaders may not leave their factions.

The screenshot shows the 'TECHNOLOGY' screen in Custom Game Mode. At the top, there are tabs for 'Diplomacy', 'Technology', and 'Deployment'. The 'Technology' tab is active, showing a list of technologies categorized by type: Infantry, Armour, Escorts, Capital, Bomber, Fighter, Industry, Secret, Theory, Land, Naval, and Air. The 'Armour' category is selected, displaying various tank technologies such as 'Light Tank Brigade', 'Medium Tank Brigade', 'Heavy Tank Brigade', and 'Super Heavy Tank Brigade'. Each technology entry includes a name, a cost, and a year. For example, 'Light Tank Brigade' costs 16.25 and is available in 1938. A 'Clear All' button is located at the top center. On the left side, there is a 'Distribution of leadership' section with values for Research (4.00), Espionage (4.00), Diplomacy (4.00), and Officers (4.00). Below this is a 'Current research' section showing '0 projects of 436 possible'. At the bottom, a tooltip for 'Heavy Tank Brigade' is visible, stating: 'As existing weapons advance, our tank brigades will inevitably start to become more vulnerable and suffer losses. No nation can suffer the loss of too many such units. Therefore we may want to consider developing heavy armour that will take fewer losses in combat. However, these new units will be more costly to produce and run, and are not as fast as other tank brigades.'

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The second stage is Research, here you can modify your technological level. If you want to remove everything and start with a clean slate, there is a "Clear all" button near the top of the screen, or if you want to make smaller changes you can gain points by removing already known techs to buy new ones instead. Be aware that more difficult or ahead of time techs cost more points, so if you want to focus on a particular area you may find yourself lacking in others.

If you do not have enough points to fully buy a tech you will have some progress towards it when you start the game. Any unspent techs are lost when you end this phase; there is no benefit to not using them all.

The third and final stage is Deployment, where you can buy and deploy units and buildings. You start with your nation's default units for the scenario you have chosen, but you can delete most units and buildings to gain points, the exception being Infrastructure which cannot be removed. Anything you can build is accessed via the special build menu at the top of the screen, or buildings can also be built via the province menu. All units are built instantly in this phase, and they can be deployed in any province you control, even if they are overseas.

Not that if you disband experienced units, that experience is gone and rewards you no additional points. Officers are not bought during this phase; once you are done the game automatically adds enough to give you a 100% officer ratio.

### **COMBAT TACTICS**

Every land battle now begins with the leaders on each side picking a particular tactic to use, which grants their side certain bonuses in combat. Many tactics also have a counter-tactic, which if used against them will nullify their effects, if a tactic has been countered it will have a broken looking grey arrow instead of the normal smooth black one. The leader with the higher skill has an additional advantage in picking a tactic that will counter his opponent, in battle the leader with the higher skill has a highlight around his picture so he can be easily identified.



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Besides leader skill and traits, doctrines on either side, units present, and aggression settings affect what tactics are picked.



## AGGRESSION

For players who want to influence their leaders' Tactical choices, we have added an Aggression slider to manually controlled units which acts to weigh their choices in the direction you set (In the case of AI controlled units this is handled by their Stance). You can set Aggression at any HQ level and your leaders will look to the nearest HQ above them in the chain of command to take their stance from them. You can simply set this that the Theatre level, or you can tweak every Corps HQ on the Eastern front if you so desire. You can even mix n match, for example you might set a Theatre that's on the defensive to use cautious tactics, but set your counter-attacking Armoured Corps to high Aggression.

Higher Aggression settings will tend to make leaders pick higher risk Tactics which tend to win battles faster but take higher losses, while lower settings will make leaders use delaying tactics to draw out battles with minimal losses. Do keep in mind that this only weighs the choices of your leaders though, so you may find Rommel is still launching Blitzes even while set to low aggression.



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### **ARMOUR AND ARMOUR PIERCING**

All tank type brigades, and armoured cars, now have an Armour value, and all land combat brigades, plus a few support, now have an Armour Piercing value. Whenever an Armoured unit is in combat any unit attacking it must test their Piercing value against its Armour: If its Armour is higher the unit takes half damage from their attacks and does increased Org damage. If the Piercing value is equal or higher than the Armour then there is no effect and combat proceeds as normal. Both Armour and Piercing work by checking the best value in a division, it is not averaged.

As a rule of thumb, at equal tech levels Light and Medium armour cannot be Pierced by Infantry, but will be by Anti-tank brigades, while Heavy armour will not be. Armoured cars, on the other hand, will not normally have any advantage over Infantry unless they have a couple of tech levels over them. This means there is now an arms race between Armour and Armour Piercing weapons, both between tanks and AT/tanks, and should make AT units more useful as well as offering some more advantages to Heavy and Super Heavy armour units.

### **CHANGES TO LEADERS AND TRAITS**

Leaders may now gain traits when fighting for long enough in certain situations. There are several new traits for land leaders gained by fighting in certain terrain types which grant a combat and movement bonus in the same terrain. These are:

- Desert Fox
- Mountaineer
- Hill Fighter
- Jungle Rat
- Ranger (woods and forests)
- Swamp Fox
- Urban Assault Specialist

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You can also gain certain old traits:

### LAND

WINTER SPECIALIST: From fighting in frozen provinces,

BATLEMASTER (FORMALLY KNOWN AS PANZER LEADER): From leading Combined Arms units in combat.

FORTRESS BUSTER: From attacking Forts.

### SEA

SEAWOLF: From convoy raiding.

SUPERIOR TACTICIAN: From winning naval battles.

### AIR

CARPET BOMBER: From strategic bombing

TANK BUSTER: From tactical bombing.

FLEET DESTROYER: From bombing fleets.

## **SUPERIOR AIR TACTICIAN - FROM WINNING AIR COMBAT**

In addition, we have increased the amount of experience which is passed up the chain of command, so leaders higher up will gain skill more often, although they will not gain traits unless directly involved in combat.

Assigning Leaders to a division has a new cost: Their new unit has its current Organisation halved to represent the settling in period where the leader bring himself up to speed on his new situation.

Leaders anywhere on the map can now be found via the ledger by double clicking on their names.

Finding a leader with specific traits to assign to a unit is now easier too, on the leader selection screen there is a Filter button which allows you to pick any trait or combination of traits and displays only them.

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### COMBINED ARMS

Unlike in previous versions of HoI3 units where units received the Combined Arms bonus when their Softness was in the 33-66% range, in TFH we have changed this and the Combined Arms bonus is now based on combining different unit types within a Division. You now also get a varying size of bonus depending on how many different unit types you combine.

#### UNIT TYPES FOR THIS PURPOSE ARE:

- Infantry, Artillery, Direct Fire, Armour, Support, and None.
- Infantry is the base unit and offers no bonus in itself.
- Artillery, Direct Fire, and Support each give a 5% bonus.
- Armour is also 5% initially, but once the Combined Arms Warfare tech is researched their bonus is raised to 15%.
- Units with the "None" type offer no bonus.

**INFANTRY:** All Infantry types besides Militia, and Cavalry.

**ARMOUR:** All tank types, from Light to Super Heavy.

**ARTILLERY:** Both Rocket and Regular, plus their Self-Propelled types.

**DIRECT FIRE:** Anti-Tank, Tank Destroyers, Anti-Air, and Motorised AA.

**SUPPORT:** Engineers and Armoured Cars.

**NONE:** Militia and Military Police.

Infantry is the key to combined arms, no unit without an infantry brigade will receive any CA bonus. Aside from that, brigades may be combined freely in any legal combination. Bonuses from multiples types stack, but multiples of the same type DO NOT stack. E.g:

INF + ARTY = 5% bonus.

INF + 2 ARTY = 5% bonus.

INF + ARTY + TD = 10% bonus.



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When on the division build screen all brigade types are colour coded to show their Combined Arms type, and there is an additional box below the division's stats which shows how much of a bonus this unit will receive.

|               |            |        |        |
|---------------|------------|--------|--------|
| Brigades: 4   | Allowed: 4 | 8,000  | 57     |
| Armour        | ✕          | ← 2    | ⚔ 11   |
| Waffen SS     | ✕          | ⚔ 9    | → 7    |
| Motorised A-A | ✕          | ⚔ 7    | ⚔ 7    |
| Engineer      | ✕          | ⚔ 18   | ⚔ 18   |
|               |            | ⚔ 11   | ⚔ 62%  |
|               |            | ⚔ 7    | ⚔ 3    |
|               |            | ⚔ 4.08 | ⚔ 5.53 |

## OPERATIONAL ORDERS MAP MODE

We have added a new mode that lets you construct detailed plans. It works as an overlay on top of any mapmode, and any plans can be toggled on and off. This lets you draw up complicated operations in advance, in which you can draw arrows, border lines, write text and place an assortment of icons in a variety of colours. They can be saved, edited and loaded, and we even have some historical plans for the seven major nations to give you some examples.



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For singleplayer games this is only for your own enjoyment and an aid to your memory, but in multiplayer you can share battleplans with your allies and faction members by toggling the “share” flag by each plan’s name.

### MULTIPLAYER CHAT

There is a new chat system for MP, with separate channels and an automatically-joined faction channel, which can be selected at the top of the chat box. You can now open chat with the tab key. You can also whisper specific players by either typing “/whisper <Playername>, <your message>”, or just clicking their name on the right.

### UNIQUE UNITS

The seven major nations can now each build a unique brigade with its own model. In general these units are more powerful than standard infantry, but their numbers are limited based on the size of your total infantry force. Note that these units will not appear on the build screen if you have built as many as you are allowed.



### LEND LEASE

Countries may now request Lend lease from nations they close to diplomatically. This action allows the nation granting Lend-Lease to send some of their Industrial Capacity to the receiving nation. This action is limited by neutrality, if

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it's too high a nation will not be able to give out any Lend-Lease, and the amount that they can give out is also capped by their neutrality – they will not be able to give out the maximum possible Lend-Lease until your neutrality has been reduced to 0.

The country providing Lend-Lease pays the needed resources to power the shared IC, but the receiving nation must provide any needed convoys to transport the goods.

If you have agreed to give another nation Lend-Lease, you can allocate IC to this in the production screen. If you are providing Lend-Lease to multiple nations you can use the Distribute button by the slider to share this amount between them.

Hostile nations may sink Lend-Lease convoys to reduce the IC that gets through, but it cannot be stopped entirely.

## STRATEGIC WARFARE SCREEN

A new addition to the tabs at the top of the screen is the Strategic Warfare Screen. This screen tracks loss and damage statistics for air, naval, and land warfare and can be used to compare them to the statistics of selected enemies over chosen periods of time.





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### NAVAL INVASIONS

When a unit on board a transport ship is sent out to attack an enemy held province there is now an Unloading phase at the beginning of combat. While this is going on the invading units do less and take less damage, as they make progress in Unloading these modifiers are reduced until they take and do normal damage when fully on shore. Unloading progress can be seen both in combat as a progress bar on the units, and on the map in the form of an additional movement arrow drawn from the transport to the shore which fills up as the invasion progresses.

There are new technologies and units which increase the speed at which units unload, and increase the defence bonus they get while doing so, as well as reducing the Amphibious invasion penalty.

The new Assault Ship unit also has a bonus for Light and Medium armour, further reducing their Amphibious invasion penalty.



### ESPIONAGE

Espionage has undergone several changes, the first of which you are likely to notice is that instead of assigning spies to a single mission type, you can now assign them to multiple types with a priority setting for each. Note that the more different missions you set your spies to, the less effective they will be at any of them. Tech espionage now gives a chance to steal technologies from your targets.

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Military intelligence is no longer shown on the Espionage screen, instead it is directly shown on the main map. Instead, the Espionage screen contains information on what your targets are currently building, with the level of information given depending on the number of spies you have in their nation.



Finally, another new mission type is Covert operations. Spies sent on this mission generate Covert ops points which can be either used for Coups on the Espionage screen, or used for tactical operations, which can be accessed by selecting a province on the map and pressing the Covert operations button. Tactical covert ops missions are:

**SABOTAGE STRATEGIC RESOURCE:** This mission lets you sabotage a strategic resource in a single province.

**SCOUT/SABOTAGE AREA:** This simulates things like sending in under cover scouts, or sabotage all road signs in an area. It will slow down enemy movement, or speed up your movement.

**STEAL LOCAL BATTLE PLANS:** This mission can give you a local intelligence advantage and reveal unknown units.

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