**INTRO/HELP EVENTS BlackICE 10.4x**

**UNIT TRAINING**

In BlackICE, unit training level has a permanent effect on the unit performance.

Units trained with basic training law will always perform as such, even if the law is changed. To increase their training level they have to be properly retrained with the new training law in place.

Combat Experience is properly distinguished from training level and can only be obtained through combat. The training level impacts the unit's stats while combat experience has a direct impact on combat as a modifier. The effect of each level of training laws can be seen in the Training folder of the Technology screen. Combinations of training and conscription laws also trigger certain effects which can be checked in Triggered Modifiers

**MINISTERS**

In BlackICE, ministers don't only give flat effects, but they are now also responsible for your country's civilian and war economy. Depending on your choice of ministers for each position you will gain different types of buildings from time to time which are not normally buildable. You only need one type of minister to get the matching building, but having multiple ministers for the same building increases the amount gained. The selected national focus that year will also impact how often the bonus is gained.

**SCIENCE MINISTER**

In BlackICE, a new type of minister, the Science Minister, provides countries with specific boosts to their research based on their speciality. Theoretical Scientists provide no direct benefits but will eventually build Research Centers, Research Specialists provide direct bonus to research but do not build new Research Centers, Technical Specialists provide bonus do available leadership instead of directly to research. The remaining types are specialists in specific areas and will passively produce technological progress in their area. Specialist Science Ministers will also ask for a potential increase in budget through an event which allows them to progress in their speciality faster.

**BUILDINGS EACH MINISTER TYPE GIVES**

-Training Base - General Staffer/School of Psychology

-Heavy Industry - Silent Workhorse/Administrative Genius

-Small Arms Factory - Old General/Infantry Proponent/Military Entrepreneur/School of Mass Combat/Guns and Butter Doctrine

-Artillery Factory - Old General/Military Entrepreneur/School of Fire Support/Guns and Butter Doctrine

-Manufacturing Plant - Military Entrepreneur/Logistics Specialist

-Tank Factory - Tank Proponent/Armoured Spearhead Doctrine

-Capital Shipyard - Old Admiral/Battle Fleet Proponent/Decisive Naval Battle Doctrine

-Medium Shipyard - Old Admiral/Battle Fleet Proponent/Open Seas Doctrine

-Small Shipyards - Open Seas Doctrine

-Submarine Shipyard - Submarine Proponent/Indirect Approach Doctrine

-Light Aircraft Factory - Old Air Marshal/Single Engine Aircraft Proponent/Air Superiority Proponent/Air Superiority Doctrine/Naval Aviation Doctrine/Army Aviation Doctrine

-Medium Aircraft Factory - Twin Engine Aircraft Proponent/Vertical Envelopment Doctrine/Naval Aviation Doctrine/Army Aviation Doctrine

-Heavy Aircraft Factory - Strategic Air Proponent/Carpet Bombing Doctrine

-Radar Station - Air Superiority Proponent

-Research Lab - Biased Intellectual/Silent Lawyer/Theoretical Scientist

-Automotive Factory - School of Manoeuvre/Logistics Specialist

-Resource Buildings - Resource Industrialist

-Rail Terminous - Logistics Specialist

-Hospital - Man of the People/School of Psychology

**EVENT UNITS**

Due to game engine limitations, event spawned units are spawned directly on the map instead of in the production queue. Your country will suffer an IC penalty which is scaled with your base IC and on par (generally a little lower) with the IC cost of the unit.

Sometimes alot of units become available at the same time. Taking all of them at the same time could cripple your economy, so consider waiting a bit if you are already low on IC.

As a reminder: Units that will be removed by events will have coloured names.

**NAVAL INVASIONS**

In BlackICE, regular transport ships cannot be used to launch naval invasions. This can only be achieved by auxiliary vessels or landing/assault ships.

Landing/assault ships can be researched, while auxilliary vessels can be requisitioned once a year when at war. These ships represent a wide variety of civilian ships, from fishing boats to merchant ships, as such they are much more fragile and slower than military vessels. The AI is allowed to perform naval invasions with regular transport ships.

**BUILDINGS**

In BlackICE, provinces hold many new types of buildings with economic, political and combat impact:

- Coastal Fort/Beach Defenses - Defense against naval invasions

- Pill Box/Fortress - Defense against land combat

- Heavy Industry - Increases province Industry by 25% per level(Province with 8 Industry and 4 Heavy Industry gives 16 Industry in total)

- Steel Refinery - Increases province metal production

- Coalfield - Increases province energy production

- Rares Extraction - Increases province rare materials producion

- Oil Rig - Increases province oil extraction

- Petroleum Refinery - Increases Oil to Fuel conversion ratio (amount of Oil converted to Fuel every day is half of Total IC)

- Manufacturing Plant - Increases global supply production

- Training Base - Increases officer recruitment

- Research Center - Increases Research Efficiency

- Base Hospital - Increases Casualty Trickleback

- Police Center - Decreases revol risk in the province

- Rail Terminous - Increases global supply throughput

- Shipyards and Factories - Reduce building cost and time of various units (check Industry tab in Technology screen for current effect). Factories/Shipyards in non-core provinces don't give any bonus.

- Desperate Defense - Provinces which will strongly resist in combat

- Weather Impact - Different weather makes provinces more defendable. Weather changes with season, during war time, event indicate the change of weather in different parts of the world

**DIVISION STRUCTURE**

In BlackICE, Combined Arms plays a very crucial role in combat, as it did in real life. As such, divisions in BlackICE are typically structured centered around a main brigade type and other support brigades which complement it in various aspects and provide it with opportunities in Combined Arms warfare. Most support brigades represent combatant brigades which enhance the division's stats, ranging from simple artillery to assault guns to armored engineers. Along with combatant brigades, transport and headquarters brigades also play a key role in division structure. Headquarters are required for the division to make use of Combined Arms. Transport brigades provide a unique type of Transport Combined Arms and impact the Division's softness and terrain modifiers. Mixed support brigades, in regular, motorized or armored form, provide an unique type of Combined Arms and enhance the division's stats. The elements of mixed support brigades can be chosen through a series of events which are triggered uppon relevant technological unlocks, the impact of each choice can be seen in the Special tab of the Technology screen.

**OIL TO FUEL CONVERSION**

In BlackICE, energy to oil conversion(Coal Liquefaction) is disabled by default, in real life this process was very complicated and not readily available at the industrial scale. However, when at war, energy to oil can be activated through Autarky events. Additionally, nations which had invested heavily into these technologies, such as Germany, will have access to it through certain events before war breaks out. The conversion ratio can be improved as usual through a technology in the Industry tab, after the process is activated.

**AIR DROPPABLE UNITS**

-Headquarters(Regular and Unique)

-Paratroopers

-Commandos

-Airborne Mixed Support

-Airlanding Infantry

-Special Purpose Armor

-Airborne Engineers

-Elite Light Infantry Battalion

-Gurkha Brigade

-Light Transport

-Motorcycle Recon

-Battle Commander

-Political Leaders

-Player Leader

**STRATEGIC RESOURCES**

Strategic Resources are crucial for the military production of any nation. If you do not have access to these resources other nations may be open to selling them for a price, if you have them there is much money to be made as an exporter of them. Trade deals last for 1 year and each deposit can export to at most 2 countries. Faction members share access to their Strategic Resource deposits. The required resources and their impact:

Ship Build Speed:

* Vickers Steel -> Copper
* Cemented Armour -> Chromite + Manganese
* Special Treatment Steel -> Chromite + Nickel

Armor Build Speed -> Chromite + Manganese + Molybdenum

Steel Production(Metal) -> Zinc + Copper

IC Efficiency -> Chromite

Hard Attack -> Tungsten (requires High Density Alloys and Medium Velocity Guns technology)