

Your unit's administrators are a vital component of your unit's overall effectiveness on and off the battlefield. When using Stratcon, they provide bonuses to both contract negotiation and govern different aspects of unit operations based on their profession.

Contract Negotiation

Administrators provide negotiation points to use to modify contract terms. If you do not have an Administrator with the correct profession, you will not be able to renegotiate the applicable category. The number of points available is based on the **Negotiation** skill of your most senior admin with the applicable profession.

- Admin/Transport – Transport Terms
- Admin/Command – Command Rights
- Admin/Logistical – Salvage Rights **and** Support Rights

Unit Management and Scenarios

HR

The **Administration** skill of personnel with the Admin/HR profession is used to determine the campaign's Admin Capacity. If Admin Strain exceeds capacity there will be significant penalties to Turnover checks as your HR team becomes unable to keep up with the administrative demands of your campaign. See the Turnover and Retention Module documentation for more details.

Command

The **Administration** skill of personnel with the Admin/Command profession is used to determine if reinforcements will arrive successfully and without delay when making a reinforcement roll. See the Combat Teams, Roles, Training & Reinforcements documentation for more details.

Transport

The **Administration** skill of personnel with the Admin/Transport profession is used to determine how many supply points are generated for your unit each week. See the Combat Teams, Roles, Training & Reinforcements documentation for more details.

Your transport admins are also the fallback for Prisoner rolls if you do not have a security force guarding them. See the Prisoners of War & Abstracted Search and Rescue for more details.

Logistics

The **Negotiation** skill of your most senior Admin/Logistics personnel are used for your monthly resupply procurement checks. See the Resupply and Convoy documentation for more details.

The **Negotiation** skill is also used by default for normal procurement rolls (though this can be changed in the campaign options).