

Hearts of Iron 4 Wiki

This is a community maintained wiki. If you spot a mistake then you are welcome to fix it.

All countries have the opportunity to pick **ideas** using [political power](#). These ideas give various bonuses, and are split between several categories:

Conscription law: affects how much manpower is available to the country for military service, factory output, dockyard output, construction speed, and training time

Trade law: affects resources to market, factory output, dockyard output, construction speed, and research time

Economy law: affects how many factories are dedicated to consumer goods, manpower availability, civilian and military factory construction speed, and conversion speed for factories

Political advisors: give a variety of bonuses, and can be used to change the political environment in a country


Research and production companies: give reductions to research time and bonuses to equipment researched under their lead











































Military staff: give bonuses to armies, navies, and air forces

Laws[[编辑](#) | [编辑源代码](#)]

A country has exactly one law of each type.

Conscription laws[[编辑](#) | [编辑源代码](#)]

The conscription law of a country mainly determines the available  [manpower](#) for the armed forces. It can be changed for 150  [political power](#) per level difference if the prerequisites are met. The default conscription law is “Volunteer Only”.

Modifier	 Disarmed Nation	 Volunteer Only	 Limited Conscription	 Extensive Conscription	 Service by Requirement	 All Adults Serve	 Scrapping the Barrel	 The Chitet	 Swiss Citizen Militias	 Expanded Swiss Citizen Militias
Recruitable Population	1.0%	1.5%	2.5%	5.0%	10.0%	20.0%	25.0%	4.50%/0.50%	10.0%	20.0%
Factory Output	–	–	–	–	–10%	–30%	–40%	–5%/+5%	–	–
Dockyard Output	–	–	–	–	–10%	–30%	–40%	–5%/+5%	–	–
Construction Speed	–	–	–	–	–10%	–30%	–40%	–5%/+5%	–	–
Training Time	–	–	–	+10%	+20%	+30%	+50%	–	–	–
AI Modifier Desired Divisions Factor	–	–	–	–	–	–	–	–	100%	200%
Other	–	–	–	–	–	–	–	<ul style="list-style-type: none">Automatic Increase of Penalties and manpower reserves when at war.Can raise the National Levy when at war. If at peace, the law changes to the secondary effects	<ul style="list-style-type: none">Cannot train regular forces outside of Citizen Militias, and cannot edit existing templates outside of the Military Readiness decisions Switzerland relies on their civilian population to take up arms when needed. A limited amount of militias can be trained, and they will have their Organization initially Capped.Once the focus  Armed Neutrality is completed, the militias will be able to be expanded, improved and eventually, deployed using the Deploy Citizen Militias decision. While the militias are deployed, penalties to the Swiss economy will stack up over time, but they'll reset after they're recalled.	<ul style="list-style-type: none">Cannot train regular forces outside of Citizen Militias, and cannot edit existing templates outside of the Military Readiness decisions Switzerland relies on their civilian population to take up arms when needed. A limited amount of militias can be trained, and they will have their Organization initially Capped.Once the focus  Armed Neutrality is completed, the militias will be able to be expanded, improved and eventually, deployed using the Deploy Citizen Militias decision. While the militias are deployed, penalties to the Swiss economy will stack up over time, but they'll reset after they're recalled.
Prerequisites	–	<ul style="list-style-type: none">Does <i>not</i> have the Economy law: Undisturbed Isolation Isolation	<ul style="list-style-type: none">More than 10%  War supportDoes <i>not</i> have the Economy law: Undisturbed Isolation Isolation If this country is  Hungary and has DLC  Death or Dishonor	<ul style="list-style-type: none">More than 20%  War support. One of the following must be true:Current ruling party is  Fascist or  Communist.All of the following must be true:At war.Enemy has an estimated army strength ratio of 60% or more compared to this	<ul style="list-style-type: none">One of the following must be true:Current ruling party is  Fascist or  Communist.All of the following must be true:At war.Enemy has an estimated army strength ratio of 60% or more compared to this	<ul style="list-style-type: none">At war.Enemy has an estimated army strength ratio of 70% or more compared to this country.One of the following must be true:More than	<ul style="list-style-type: none">At war.Enemy has an estimated army strength ratio of 100% or more compared to this country.One of the following must be true:More than	Only for  Ethiopia The DLC  By Blood Alone is enabled Cannot Remove Will be removed when  Ethiopia completes the  Expand the Mehal Sefari national focus	<ul style="list-style-type: none">Only for  SwitzerlandThe DLC  By Blood Alone is enabled Cannot RemoveHas not completed the National Focuses:  Professionalize Militias Join the Alliance Join France Jump into Action	<ul style="list-style-type: none">Only for  SwitzerlandThe DLC  By Blood Alone is enabled Cannot RemoveHas not completed the National Focuses:  Professionalize Militias Join the Alliance Join France Jump into Action

		Treaty of Trianon	50% or more compared to this country.	country. One of the following must be true: <ul style="list-style-type: none">More than 60% War support.More than 0% surrender progress.	70% War support . <ul style="list-style-type: none">More than 0% surrender progress.	85% War support . <ul style="list-style-type: none">More than 25% surrender progress.		
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Trade laws[[编辑](#) | [编辑源代码](#)]

The trade law of a country determines how many [resources](#) of the controlled provinces are exported. Only the remaining part of the resources can be used for [production](#) or [trade](#). Other nations can trade the exported resources versus [civilian factories](#).

The more free trade is, the greater the benefits for [Factory Output](#), [Construction Speed](#) and [Research](#) speed. The trade law can be changed for 150 [Political Power](#) if the prerequisites are met. The default trade law is "Export Focus".

Modifier	Free Trade	Export Focus	Limited Exports	Closed Economy	Embargoed Economy
Resources to Market	+80%	+50%	+25%	0%	+25%
Factory Output	+15%	+10%	+5%	—	—
Dockyard Output	+15%	+10%	+5%	—	—
Construction Speed	+15%	+10%	+5%	—	—
Research Speed	+10%	+5%	+1%	—	—
Civilian Intel to Others	+40%	+20%	+10%	—	+40%
Navy Intel to Others	+20%	+10%	+5%	—	+40%
Consumer Goods Factories	—	—	—	—	+5%
Agency Upgrade Time	—	—	—	—	+15%
Prerequisites	<ul style="list-style-type: none">NoneIf La Résistance is enabled: Spain:Has <i>not</i> completed focus All Must Bear the Torch	<ul style="list-style-type: none">NoneIf La Résistance is enabled: Spain:Has <i>not</i> completed focus All Must Bear the TorchIf Waking the Tiger is enabled: China:Does <i>not</i> have National Spirit: Nine Power Treaty	<p>One of the following must be true: All of the following must be true:</p> <ul style="list-style-type: none">At war.Current ruling party is Democratic.Any enemy country has more than 20% of this country's total number of factories. <p>All of the following must be true:</p> <ul style="list-style-type: none">Current ruling party is <i>not</i> Democratic.Has one of the following economy laws:<ul style="list-style-type: none"> Partial Mobilization War Economy Total Mobilization <p>If La Résistance is enabled: Spain:</p> <ul style="list-style-type: none">Has <i>not</i> completed focus All Must Bear the Torch <p>If Waking the Tiger is enabled: China:</p> <ul style="list-style-type: none">Does <i>not</i> have National Spirit: Nine Power Treaty	<p>All of the following must be true:</p> <ul style="list-style-type: none">At warCurrent ruling party is Fascist or Communist.has one of the following economy laws:<ul style="list-style-type: none"> War Economy Total Mobilization Soviet Union:Has <i>not</i> Molotov-Ribbentrop Pact <p>If Waking the Tiger is enabled: China:</p> <ul style="list-style-type: none">Does <i>not</i> have National Spirit: Nine Power Treaty	<p>Only for Poland. Can only be removed manually if either of the following is true:</p> <ul style="list-style-type: none">Is at warHas completed the national focus Integrate Gdańsk IndustriesHas completed the national focus Expand the Gdynia SeaportOwns neither Danzig (85) nor Gdynia (807)Owns any coastal state that is neither Danzig (85) nor Gdynia (807)

Economy laws[[编辑](#) | [编辑源代码](#)]



The economy law of a country defines how many [civilian factories](#) of all [factories](#) are needed to produce [Consumer Goods](#). It affects the [Construction Speed](#) of factories and the conversion cost of factories, as well as altering [fuel](#) production. 150 [political power](#) is needed to change the economy law if the prerequisites are met. The default economy law is "Civilian Economy".

Modifier	Undisturbed Isolation	Isolation	Civilian Economy	Early Mobilization	Partial Mobilization	War Economy	Total Mobilization	Collectivized Society	New Economic Policy
Consumer Goods Factories	+50%	+40%	+35%	+30%	+25%	+20%	+10%	+15%	+15% / +10%
Civilian Factory Construction Speed	−50%	−40%	−30%	−10%	—	—	—	+15%	—

Military Factory Construction Speed	−50%	−40%	−30%	−10%	+10%	+20%	+30%	+30%	−
Dockyard Construction Speed	−50%	−40%	−	−	−	−	−	−	−
Construction Speed	−	−	−	−	−	−	−	−	−15%/-20%
Civilian Factory Conversion Cost	+50%	+40%	+30%	−	−10%	−20%	−30%	−30%	−
Military Factory Conversion Cost	+50%	+40%	+30%	−	−10%	−20%	−30%	−30%	−
Factory Output	−	−	−	−	−	−	−	+70%	−
Dockyard Output	−	−	−	−	−	−	−	+70%	−
Max Factories In A State	−	−	−	−	−	−	−	+10%	−/+10%
Free Repair	−	−	−	−	−	−	−	−	−
Production Efficiency Retention	−	−	−	−	−	−	−	+10%	−
Production Efficiency Cap	−	−	−	−	−	−	−	−20%	−
Production Efficiency Growth	−	−	−	−	−	−	−	−20%	−
Recruitable Population	−	−	−	−	−	−	−3%	−	−
Fuel Gain Per Oil	−60%	−50%	−40%	−25%	−10%	−	−	−	−
Fuel Capacity	−45%	−35%	−25%	−	−	−	−	−	−
Agency Upgrade Time	+100%	+80%	−	−	−	−	−	−	−
Resistance Target	−	−	−	−	−	−	−	−20%	−
Research Speed	−	−	−	−	−	−	−	−10%	−
Prerequisites	<p>Only for the United States at 1936 game start.</p> <p>Can only be removed manually if having at least 50% War support, being at war or having Limited Intervention^[1].</p>	<p>Only for the United States with either the 1939 game start or by having the Undisturbed Isolation law when receiving the "Election: Public Demands Rearmament" event.</p> <p>Can only be removed manually if having at least 75% War support, being at war or having Limited Intervention^[1].</p>	−	<p>The following must be true:</p> <ul style="list-style-type: none">More than 15% War support <p>If Death or Dishonor is enabled:</p> <p> Hungary:</p> <ul style="list-style-type: none">Does <i>not</i> have National Spirit: Treaty of Trianon <p>If Battle for the Bosphorus is enabled:</p> <p> Turkey:</p> <ul style="list-style-type: none">All of the following must be true: <p>展开</p> <p>If USA:</p> <ul style="list-style-type: none">Has completed focus Limited Intervention <ul style="list-style-type: none"><i>Not</i> in a defensive warMore than 30% War supportRequires the support of at least 58 Senators and 261 Representatives!	<p>The following must be true:</p> <ul style="list-style-type: none">More than 25% War support <p>If Death or Dishonor is enabled:</p> <p> Hungary:</p> <ul style="list-style-type: none">One of the following must be true:Does <i>not</i> have National Spirit: Treaty of TrianonHas completed focus Secret Rearmament <p>If Battle for the Bosphorus is enabled:</p> <p> Turkey:</p> <ul style="list-style-type: none">All of the following must be true: <p>展开</p> <p>If USA:</p> <ul style="list-style-type: none">Has completed focus Limited Intervention<i>Not</i> in a defensive warMore than 50% War supportRequires the support of at least 58 Senators and 261 Representatives!	<p>All of the following must be true:</p> <ul style="list-style-type: none">More than 50% War support.One of the following must be true:Current ruling party is Fascist or Communist.All of the following must be true:At warAny enemy country has more than 40% of this country's total number of factories <p>If Death or Dishonor is enabled:</p> <p> Hungary:</p> <ul style="list-style-type: none">Does <i>not</i> have National Spirit: Treaty of Trianon <p>If Battle for the Bosphorus is enabled:</p> <p> Turkey:</p> <ul style="list-style-type: none">Does <i>not</i> have National Spirit: Treaty of Trianon <p>If Battle for the Bosphorus is enabled:</p> <p> Turkey:</p> <ul style="list-style-type: none">All of the following must be true: <p>展开</p> <p>If USA:</p> <ul style="list-style-type: none">Has completed focus Limited Intervention<i>Not</i> in a defensive warMore than 90% War supportRequires the support of at least 58 Senators and 261 Representatives!	<p>All of the following must be true:</p> <ul style="list-style-type: none">At warMore than 80% War supportAny enemy country has more than 50% of this country's total number of factories <p>If Death or Dishonor is enabled:</p> <p> Hungary:</p> <ul style="list-style-type: none">Does <i>not</i> have National Spirit: Treaty of Trianon <p>If Battle for the Bosphorus is enabled:</p> <p> Turkey:</p> <ul style="list-style-type: none">All of the following must be true: <p>展开</p> <p>If USA:</p> <ul style="list-style-type: none">Has completed focus Limited Intervention<i>Not</i> in a defensive warMore than 90% War supportRequires the support of at least 58 Senators and 261 Representatives!	<p>Only available when Anarchist Spain completes the All Must Bear the Torch national focus Cannot Remove</p>	<p>Only available when Soviet Union completes the Back to the NEP national focus.</p> <p>It may also be modified with the A Sustainable Economy focus.</p> <p>Cannot Remove</p> <p>May remove if one of the following is true:</p> <ul style="list-style-type: none">More than 75% surrender progressCurrent ruling party is <i>not</i> Communist

						58 Senators and 261 Representatives!			
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The starting economy laws of the United States modifies the  [World Tension](#) threshold of some [diplomatic actions](#):

Law	Tension limit				
	Join Faction	Send Volunteers	Lend-Lease	Guarantee	Generate war goal
 Undisturbed Isolation	20%	20%	50%	75%	100%
 Isolation	20%	20%	–	50%	100%































Ministers[\[编辑\]](#) [\[编辑源代码\]](#)



















Political advisors[\[编辑\]](#) [\[编辑源代码\]](#)

See also: [List of political advisors](#)


















Common traits[\[编辑\]](#) [\[编辑源代码\]](#)

Up to three political advisors may be chosen. Every advisor has at least one trait, most of them have one of these common ones:

Trait	Effects
Armaments Organizer	<ul style="list-style-type: none"> Civilian to  Military factory conversion cost: −20.00% Supply hub construction speed: +10.00%
Backroom Backstabber	<ul style="list-style-type: none">Subversive activities cost: −25%Ideology drift defense: +25.0%
Captain of Industry	<ul style="list-style-type: none"> Civilian factory construction speed: +10.00% Infrastructure construction speed: +10.00% Railway construction speed: +10.00% Synthetic refinery construction speed: +10.00%
Communist Revolutionary	<ul style="list-style-type: none">Daily  Communism Support: +0.10
Compassionate Gentleman	<ul style="list-style-type: none">Improve relations  Opinion: +15%Damage to Garrisons: −15.00%
Democratic Reformer	<ul style="list-style-type: none">Daily  Democracy Support: +0.10
Economist	<ul style="list-style-type: none"> Production efficiency cap: +5.00%
Editor	<ul style="list-style-type: none"> Political Power Gain: +5% Stability: +5.00%
Fascist Demagogue	<ul style="list-style-type: none">Daily  Fascism Support: +0.10
Financial Expert	<ul style="list-style-type: none">Consumer Goods Factories: -5%
Fortification Engineer	<ul style="list-style-type: none"> Land fort construction speed: +20% Coastal fort construction speed: +20% Anti-air construction speed: +20%
Humble Appeaser	<ul style="list-style-type: none"> War support: -5.00% Stability: +10.00%
Ideological Crusader	<ul style="list-style-type: none">Same ideology monthly  Opinion: +100%Party Popularity  Stability Modifier: +10%
Illusive Gentleman	<ul style="list-style-type: none">Operative slots: +1Agency upgrade time: −15%
Liberal Journalist	<ul style="list-style-type: none">Daily  Democracy Support: +0.05 Political Power Gain: +5%
Marxist Fundamentalist	<ul style="list-style-type: none">Daily  Communism Support: +0.10 Stability: +15.00%
National Integralist	<ul style="list-style-type: none"> Political Power Gain: +15%Weekly  Stability: +0.1%
Patriotic Socialist	<ul style="list-style-type: none">Daily  Communism Support: +0.05 War support: +10.00%
Popular Figurehead	<ul style="list-style-type: none"> Stability: +15.00%
Prince of Terror	<ul style="list-style-type: none">Damage to Garrisons: −25.00%Foreign subversive activities efficiency: −30%

Trait	Effects
	<ul style="list-style-type: none">Non-core  Manpower: +2%
Propaganda Master	<ul style="list-style-type: none"> War support: +10.00%
Quartermaster General	<ul style="list-style-type: none"> Air base construction speed: +15% Naval base construction speed: +15% Rocket site construction speed: +15% Radar station construction speed: +15% Nuclear reactor construction speed: +15%
Revolutionary Poet	<ul style="list-style-type: none">Daily  Communism Support: +0.05 Political Power Gain: +15%
Silent Workhorse	<ul style="list-style-type: none"> Political Power Gain: +15%
Smooth-Talking Charmer	<ul style="list-style-type: none">Improve relations maintain cost: -50%Trade deal  Opinion factor: +10.00%
Staunch Monarchist	<ul style="list-style-type: none">Daily Support for  Unaligned: +0.10
Technocrat	<ul style="list-style-type: none"> Civilian factory construction speed: +5.00%Research Speed: +5.00%
Traditionalist Theorist	<ul style="list-style-type: none">Daily Support for  Unaligned: +0.05 Political Power Gain: +15%
War Industrialist	<ul style="list-style-type: none"> Military factory construction speed: +10% Naval dockyard construction speed: +10% Fuel silo construction speed: +10%

With  **Man the Guns**, the  **United Kingdom** National Focus **Concessions to the Trade Unions** can create an advisor with one of the following traits:

Trait	Effects
Armaments Aficionado	<ul style="list-style-type: none"> Civilian to  Military factory conversion cost: -10.00%
Backroom Windbag	<ul style="list-style-type: none"> Political Power Gain: +2%Ideology drift defense: +5.0%
Baron of Terror	<ul style="list-style-type: none">Damage to Garrison: -15.00%Foreign subversive activities efficiency: -15%Non-core  Manpower: +1%
Compassionate Commoner	<ul style="list-style-type: none">Improve relations  Opinion: +5%
Finance Graduate	<ul style="list-style-type: none">Consumer Goods Factories: -2%
Fortification Armchair General	<ul style="list-style-type: none"> Land fort construction speed: +10% Coastal fort construction speed: +10% Anti-air construction speed: +10%
Ideological Groupie	<ul style="list-style-type: none">Same ideology monthly  Opinion: +5%
Lieutenant of Industry	<ul style="list-style-type: none"> Civilian factory construction speed: +5.00% Infrastructure construction speed: +5.00% Railway construction speed: +5.00% Synthetic refinery construction speed: +5.00%
Propaganda Bungler	<ul style="list-style-type: none"> War support: +5.00%
Quartermaster Trainee	<ul style="list-style-type: none"> Air base construction speed: +5.00% Naval base construction speed: +5.00% Rocket site construction speed: +5.00% Radar station construction speed: +5.00% Nuclear reactor construction speed: +5.00%
Silent Mule	<ul style="list-style-type: none"> Political Power Gain: +5%
Smooth-Talking Con-man	<ul style="list-style-type: none">Trade deal  Opinion factor: +5%
War Profiteer	<ul style="list-style-type: none"> Military factory construction speed: +5.00% Naval dockyard construction speed: +5.00%


































































Individual traits[[编辑](#) | [编辑源代码](#)]

Besides these common traits certain personalities can have unique traits.

Trait	Effects	Advisor
Adventurous Daredevil	<ul style="list-style-type: none"> War support: +5.00% Political Power Gain: +5%Division Recovery Rate: +10.0% Air experience Gain: +3.0%	Prince Bernhard
Agricultural Capitalist	<ul style="list-style-type: none">Consumer Goods Factories: -5.0%Daily Support for Unaligned: +0.05	Vytautas Petrusis
Agricultural Nationalist	<ul style="list-style-type: none">Trade laws cost: -25%Economy laws cost: -25%Daily Support for Unaligned: -0.05Daily fascism Support: -0.05	Aleksandras Stulginskis
Ambitious Negotiator	<ul style="list-style-type: none">Daily Support for Unaligned: +0.05 Political Power Gain: +10%Improve relations Opinion: +25.00%	Bogdan Filov
Ambitious Negotiator	<ul style="list-style-type: none">Daily Fascism Support: +0.05 Political Power Gain: +10%Improve relations Opinion: +25.00%	Bogdan Filov
Ambitious Union Boss	<ul style="list-style-type: none">Daily Communism Support: +0.10Consumer Goods Factories: -5.0%	Vicente Lombardo
Anti-Communist Crusader	<ul style="list-style-type: none"> Stability: +5.00%Daily Communism Support: -0.10	Joseph McCarthy
Anti-Fascist Agent	<ul style="list-style-type: none">Daily Fascism Support: -0.02 Stability: +10.00%	Hans Oster
Anti-Stalinist Propagandist	<ul style="list-style-type: none">Subversive activities cost: -15%Strengthen Resistance efficiency: +10%Resistance Decay Speed in our states occupied by the enemy: +10%Intelligence gained from Operatives and Infiltrated Assets: +10%	Martemyan Ryutin
Appeasing Technocrat	<ul style="list-style-type: none">Ideology drift defense: -10.0% Political Power Gain: +15% Stability: +10.00%Daily Compliance Gain: +0.02%	Lev Kamenev
Ataman of the Transbaikal Host	<ul style="list-style-type: none">Attack against major countries: +15.0% Stability: -5.00% Political Power Gain: -5%Attacking divisions speed: +10.00%Cavalry Unit Design Cost: +25.00%	Grigory Semyonov
Avid Turanist	<ul style="list-style-type: none">Daily Fascism Support: +0.01 War support: +10.00%Non-core Manpower: +2.50%	Nejdet Sançar
Carlist Intellectual	<ul style="list-style-type: none"> Political Power Gain: +10%Improve relations Opinion: +15.00%Daily Compliance Gain: +0.05%	Martin de Riquer
Chair of the Unions	<ul style="list-style-type: none"> Factory output: +10.00% Production efficiency cap: +15.00% Production efficiency retention: +10.00%	Mikhail Tomskey
Chairman	<ul style="list-style-type: none"> War support: +5.00% Production efficiency cap: +5.00%Daily Communism Support: +0.10	Şefik Hüsni
Collectivization Specialist	<ul style="list-style-type: none"> Factory output: +5%	Juan Andrade ETH_random_leader_5
Colonial Communist	<ul style="list-style-type: none">Non-core Manpower: +2.00%Weekly Manpower: +250Daily Communism Support: +0.05	Anton de Kom
Commissar for Military and Navy	<ul style="list-style-type: none">Resistance Growth Speed: -10%Division Organization: +10.0% Army experience Gain: +10.0%	Lev Trotsky

Trait	Effects	Advisor
	<ul style="list-style-type: none">★ Navy experience Gain: +10.0%Party Popularity Stability Modifier: -10.00%	
Commissar for Posts and Telegraphs	<ul style="list-style-type: none">🏠 Political Power Gain: +5%Reinforce Rate: +2%	🇷🇺 🗑️ Aleksey Rykov
Communist Theorist	<ul style="list-style-type: none">Ideology drift defense: +10.0%🏠 Political Power Gain: +15%	🇷🇺 🗑️ Grigory Zinovyev
Connected Citizen	<ul style="list-style-type: none">🏠 Political Power Gain: +5%👤 Stability: +5.00%	🇩🇪 🗑️ Julius Leber
Council Communist	<ul style="list-style-type: none">🏠 Political Power Gain: -30%🏭 Factory output: +10.00%🚢 Dockyard output: +10.00%	🇳🇱 🗑️ Antonie Panekoek
Devoted Corporatist	<ul style="list-style-type: none">🏠 Political Power Gain: +10%🏭 Factory output: +5.00%	🇬🇷 🗑️ Ioannis Metaxis
Driver of the Faithful	<ul style="list-style-type: none">Consumer Goods Factory: -3.0%🏭 Factory output: +5.00%	🇷🇺 🗑️ Metropolitan Aleksy
Economic Reformer	<ul style="list-style-type: none">👤 Stability: +5.00%Consumer Goods Factories: -5.0%	🇬🇧 🗑️ Oswald Mosley
Economist and Publicist	<ul style="list-style-type: none">📧 Production efficiency cap: +5.00%🏠 Political Power Gain: +5%Party Popularity Stability Modifier: +10.00%	🇷🇺 🗑️ Yevgeni Preobrazhensky
Education Reformer	<ul style="list-style-type: none">Research Speed: +5%	🇪🇸 🗑️ Jesus Hernandez Tomas
Falangist Figurehead	<ul style="list-style-type: none">Daily 🗑️ Fascism Support: +0.10🏠 Political Power Gain: +10%	🇪🇸 🗑️ Jose Antonio Primo de Rivera
Feminist Ultrationalist	<ul style="list-style-type: none">👤 Stability: -10.00%👤 War support: +5.00%👤 Recruitable Population +2.00%	🇹🇷 🗑️ Halide Edib Adivar
First Among Equals	<ul style="list-style-type: none">🏠 Political Power Gain: +15%Heavy Fighter:🌍 Production cost: -2.50%	🇩🇪 🗑️ Rudolf Hess
First Lady of the Republic	<ul style="list-style-type: none">👤 War support: +5.00%👤 Stability: +5.00%	🇹🇼 🗑️ Soong Mei-Ling
Genial Anti-Revolutionary	<ul style="list-style-type: none">🏠 Political Power Gain: +10%👤 Stability: +5.00%	🇳🇱 🗑️ Jacob Adriaan de Wilde
Gifted Shipping Magnate	<ul style="list-style-type: none">🏭 Civilian factory construction speed: +10.00%🏗️ Infrastructure construction speed: +10.00%🚊 Railway construction speed: +10.00%🏭 Supply Hub construction speed: +10.00%🏭 Synthetic refinery construction speed: +10.00%Trade deal 🗑️ Opinion factor: +15.00%Daily 🗑️ Democracy Support: +0.05Daily 🗑️ Fascism Support: -0.10Daily 🌸 Communism Support: -0.10	🇬🇷 🗑️ Aristotle Onassis
Gran Carabinero	<ul style="list-style-type: none">Consumer Goods Factories: -2.0%👤 Stability: +5.00%👤 Recruitable Population: +0.5%	🇪🇸 🗑️ Juan Negrin
Grand Vizier	<ul style="list-style-type: none">War Support: +10.00%Conscription Laws Cost: -33%Justify 🗑️ war goal time: -25.0%Non-core 🗑️ Manpower: +5.00%Daily Support for 🗑️ Unaligned: +0.10	🇹🇷 🗑️ Said-i Nursi
Guerilla Warfare Expert	<ul style="list-style-type: none">Required Garrisons: -25.00%Damage to Garrisons: -15.00%👤 Recruitable Population: +0.20%	🇬🇷 🗑️ Markos Vafiadis

Trait	Effects	Advisor
Hawk	<ul style="list-style-type: none">🇺🇸 War support: +10.00%🏠 Stability: -5.00%	🇫🇷 Rene Massigli
Head of Directorate of New Buildings	<ul style="list-style-type: none">🏗️ Construction Speed: +10.00%🏠: +5.00%🏢: +5.00%	🇷🇺 🏠 Ivan Smirnov
Head of the NKVD	<ul style="list-style-type: none">🏠 Stability: -5.00%Enemy operative detection chance offset: +0.10%Enemy operative capture chance: +5%Civilian intelligence to others: -5.0%If the paranoia system is active then: <i>Political Paranoia increases by an extra 1 weekly.</i><i>The Head of the NKVD cannot be manually replaced or removed from post until the Great Purge has concluded.</i>	🇷🇺 🏠 Genrikh Yagoda
Head of the NKVD	<ul style="list-style-type: none">🏠 Stability: -10.00%Enemy operative detection chance offset: +0.10%Enemy operative capture chance: +10%Civilian intelligence to others: -10.0%Agency upgrade time: -10.0%If the paranoia system is active then: <i>Political Paranoia increases by an extra 2 weekly.</i><i>The Head of the NKVD cannot be manually replaced or removed from post until the Great Purge has concluded.</i>	🇷🇺 🏠 Nikolay Yezhov
Head of the NKVD	<ul style="list-style-type: none">🏠 Stability: -5.00%Enemy operative detection chance offset: +0.10%Enemy operative capture chance: +15%Civilian intelligence to others: -10.0%Intel network strength gain factor: +10%If the paranoia system is active then: <i>Political Paranoia increases by an extra 2 weekly.</i><i>The Head of the NKVD cannot be manually replaced or removed from post until the Great Purge has concluded.</i>	🇷🇺 🏠 Lavrenty Beriya
Industrial Falangist	<ul style="list-style-type: none">Daily 🇪🇸 Fascism Support: +0.05🏭 Civilian factory construction speed: +10.00%🏢 Infrastructure construction speed: +10.00%🚂 Railway construction speed: +10.00%🏭 Synthetic refinery construction speed: +10.00%	🇪🇸 Jose Antonio Giron
Industry Reformer	<ul style="list-style-type: none">🏭 Civilian factory construction speed: +10.00%🏢 Infrastructure construction speed: +5.00%Consumer Goods Factories: -3.0%	🇷🇺 Stefan Stefanov
International Revolutionary	<ul style="list-style-type: none">Subversive activities cost: -10%Intel network strength gain factor: +10%Boost Ideology mission effects: +10%Diplomatic Pressure mission effects: +10%	🇷🇺 🏠 Karl Radek
Iron Lazar	<ul style="list-style-type: none">Train:🌐 Production cost: +5.00%Reliability: +15%🚂 Railway construction speed: +5.00%🏭 Supply Hub construction speed: +5.00%Fuel gain per oil: +5.00%	🇷🇺 🏠 Lazar Kaganovich
Irredentist Academic	<ul style="list-style-type: none">Justify 🇺🇸 war goal time: -10.0%Mobilization speed: +15.00%Ideology drift defense: +30.0%	🇹🇷 Rıza Nur
La Pasionaria	<ul style="list-style-type: none">Daily 🇸🇴 Communism Support: +0.05🇺🇸 War support: +10.00%🏠 Stability: +10.00%	🇪🇸 Dolores Ibarruri
Leader of the Agrarian Union	<ul style="list-style-type: none">Daily 🇷🇺 Democracy Support: +0.05🏠 Political Power Gain: +10%Max Factories in a State: +10%Resources to Market: -10%	🇷🇺 Nikola Petkov
Left Wing Trade Unionist	<ul style="list-style-type: none">🏠 Political Power Gain: -10%Ideology drift defense: +10.0%Research speed: +10.00%Resources to market: -10%	🇷🇺 🏠 Aleksandr Shlyapnikov

Trait	Effects	Advisor
Leftist Freemason	<ul style="list-style-type: none">Ideology drift defense: +25.00%Civilian Intelligence: +10%Army Intelligence: +10%Navy Intelligence: +10%Air Intelligence: +10%	 Augusto Barcia Trelles
Lifelong Carlist	<ul style="list-style-type: none">Daily Support for  Unaligned: +0.10 Stability: +10.00%	 Tomas Dominguez Arevalo
Loyal Falangist	<ul style="list-style-type: none">Daily  Fascism Support: +0.10 Political Power Gain: +5%	 Raimundo Fernandez Cuesta
Marxist Academic	<ul style="list-style-type: none"> Political Power Gain: +5%Daily  Communism Support: +0.10	 Dimitis Glinos
Marxist Philosopher	<ul style="list-style-type: none">Daily  Communism Support: +0.05 Political Power Gain: +10%Research speed: +5.00%	 Todor Pavlov  Sandro Pertini
Marxist Priest	<ul style="list-style-type: none"> War support: +5.00%Division Defense on core territory: +5.0%Ideology drift defense: +30.0%	 Dimitios Holevas
Mastermind Codebreaker	<ul style="list-style-type: none">Decryption Power: +15	 Alan Turing  Marian Rejewski
Militant Minister	<ul style="list-style-type: none"> Political Power Gain: +10%Daily  Fascism Support: +0.10Daily support for  Unaligned: +0.05Acceptance of  Fascist Diplomacy: +40	  Augustinas Voldemaras
Mladorossi Theorist	<ul style="list-style-type: none">Weekly  Stability: -0.1% Political Power Gain: +10%Daily  Communism Support: +0.03Daily Support for  Unaligned: +0.15	  Aleksandr Kazembek
Monarchist Media Mogul	<ul style="list-style-type: none">Daily Support for  Unaligned: +0.10	 Alfred Hugenberg
National Socialist Paramilitarist	<ul style="list-style-type: none">Training time: -5.00%Daily  Fascism Support: +0.10	 Xenophon Giosmas
Nazi Sympathizer	<ul style="list-style-type: none">Daily  Fascism Support: +0.10Same ideology monthly  Opinion: +75.00%	 Nikola Zhenkov
NKVD Rezident	<ul style="list-style-type: none">Damage to Garrisons: -10.00%Foreign subversive activities efficiency: -20%Ideology drift defense: +20.0% Stability: -5.00%	 Alexander Orlov
Old Figurehead	<ul style="list-style-type: none"> Political Power Gain: +15%	 David Lloyd George  Vittorio Emanuele Orlando
Orthodox Rabblrouser	<ul style="list-style-type: none"> Recruitable Population: +1.0%Non-core  Manpower: +2.50%	  Metropolitan Anastasy
Pan-Turkic Doyen	<ul style="list-style-type: none">Daily Compliance Gain: +0.05%Root Out Resistance mission effects: +10%Non-core  Manpower: +5.00%	 Zeki Velidi Togan
Patriarch of Moscow and all Russia	<ul style="list-style-type: none"> Stability: +10.00%Division recovery rate: +10.0%Compliance Growth Speed in our states occupied by the enemy: -15%	  Patriarch Sergy
People's Commissar for Foreign Affairs	<ul style="list-style-type: none">Trade deal  Opinion factor: +10.00Justify  war goal time: -10.0%Acceptance of  Fascist Diplomacy: +40	  Vyacheslav Molotov
People's Commissar for Foreign Affairs	<ul style="list-style-type: none">Improve relations  Opinion: +15.00%Justify  war goal time on us: +15.0%Lend-lease request tension limit: -20.0%Acceptance of  Democratic Diplomacy: +40	  Maksim Litvinov
People's Commissar of Finance	<ul style="list-style-type: none"> Factory output: +15.00% Dockyard output: +15.00%	  Grigory Sokolnikov

Trait	Effects	Advisor
	<ul style="list-style-type: none">Construction speed: −5.00%Factory repair speed: −5.00%	
Political Chameleon	<ul style="list-style-type: none"> Stability: 10.00%	  Nikolay Ustryalov
Political Commissar	<ul style="list-style-type: none">Daily  Communism Support: +0.10 Political Power Gain: +5%Maximum  Command power Increase: +30	  Nikita Khrushchyov
Princess of Terror	<ul style="list-style-type: none">Damage to Garrisons: −25.00%Foreign subversive activities efficiency: −30%Non-core  Manpower: +2.00%	 Mary Sophia Allen
Priestly Prime Minister	<ul style="list-style-type: none"> Political Power Gain: +15% Stability: +10.00%	  Vladas Mironas
Red Suffragette	<ul style="list-style-type: none"> Stability: -10.00% Recruitable Population: +2.0%	 Sylvia Pankhurst
Reformer of Economy	<ul style="list-style-type: none">Research speed: +5.00% Stability: +5.00% Political Power Gain: +5%	  Nikolay Bukharin
Regional Traditionalist Leader	<ul style="list-style-type: none"> War support: +10.00%Ideology drift defense: +15.0%	 Mauricio de Sivatte
Resistance Banker	<ul style="list-style-type: none">Consumer Goods Factories: -10.0%Resistance Growth Speed in our states occupied by the enemy: +10%	 Walraven von Hall
Resolute Social Democrat	<ul style="list-style-type: none"> Stability: +5.00% Political Power Gain: +5%Daily  Democracy Support: +0.10	 Georgios Papandeu
Revolutionary Author	<ul style="list-style-type: none">Daily  Communism Support: +0.10 Political Power Gain: +15% Stability: +5.00% War support: +5.00%	 Nâzım Hikmet
Revolutionary Culture Minister	<ul style="list-style-type: none">Daily  Communism Support: +0.10 Political Power Gain: +15%	 Antonia Adroher i Pascual 
Right Wing Trade Unionist	<ul style="list-style-type: none"> Factory output: +10.00% Production efficiency cap: +10.00% Production efficiency retention: +10.00% Production efficiency growth: −5.00%	  Mikhail Tomsky
Royalist Bulldog	<ul style="list-style-type: none"> War support: +10.00%Daily Support for  Unaligned: +0.10Weekly  War support (Enemy Bombing): +0.10%	 Winston Churchill
Scholar of Ethiopian and Somali Studies	<ul style="list-style-type: none">Daily Compliance Gain: +0.05%Non-core  Manpower: +10.00%Resistance Target: -5%	 Enrico Cerulli
Shadow of Calles	<ul style="list-style-type: none">Daily Support for  Unaligned: +0.10 Political Power Gain: +15%	 Aaron Saenz
Sharp Tongued Lawyer	<ul style="list-style-type: none">Improve relations maintain cost: -50%Ideology drift defense: +25.0%	 Konstantinos Tsaldaris
Social Reformer	<ul style="list-style-type: none">Daily  Democracy Support: +0.10 Stability: +15.00%	 Bartolome Garcia Correa
Social Revolutionary	<ul style="list-style-type: none">Daily Support for  Unaligned: +0.05 Political Power Gain: +10% War support: +10%	 Federica Montseny
Soviet Economist	<ul style="list-style-type: none">Consumer Goods Factories: −2.0% War support: +5.00% Synthetic refinery construction speed: +15.00%Subversive activities cost: −5%	  Ivar Smilga

Trait	Effects	Advisor
Statism Adept	<ul style="list-style-type: none">Daily Fascism Support: +0.05 Political Power Gain: +10%Consumer Goods Factories: -5.0%	Aleksandar Tsankov
Staunch Anti-German	<ul style="list-style-type: none">Daily Fascism Support: −0.05Acceptance of Fascist Diplomacy: −40Attack bonus against German Reich: +10%Defense bonus against German Reich: +10%	Ernestas Galvanauskas
Socialist Novelist	<ul style="list-style-type: none"> War support: +10.00%Daily Communism Support: +0.10	George Orwell
Syncretic Revanchist	<ul style="list-style-type: none">Daily Fascism Support: +0.10Generate war goal tension limit: -50.0%Justify war goal time: -25.0%	Jose Vasconcelos
Syndicalist Falangist	<ul style="list-style-type: none">Daily Fascism Support: +0.10Consumer Goods Factories: -5.0%	Manuel Hedilla
The Foreign Connection	<ul style="list-style-type: none">Daily Fascism Support: +0.10Consumer Goods Factories: −3.0%Same ideology monthly Opinion: +15.00%	Anastasy Vonsyatsky
The Masses' Opium	<ul style="list-style-type: none">Required Garrisons: −20%Garrison Penetration Chance: −25.00%Weekly manpower: +1000	Metropolitan Meletius
Theocratic Diplomat	<ul style="list-style-type: none">Improve relations Opinion: +15.00%Ideology drift defense: +15.0% Gain: +5%	Metropolitan Nikolay
Tsar's Puppet	<ul style="list-style-type: none">Weekly Stability: +0.30%Daily Political Power Gain: +0.05	Georgi Ivanov Kyoseivanov
Vatan Ideologue	<ul style="list-style-type: none"> War support: +10.00% Stability: +10.00%Justify war goal time: -10.0%	Mehmet Emin Yurdakul
Veteran Minister	<ul style="list-style-type: none"> Army experience Gain: +10.0%High command Cost: −15%Maximum Command power Increase: +20Daily Command power Gain Multiplier: +10%	Stasys Raštikis Jānis Balodis
Voice of Restraint	<ul style="list-style-type: none">Daily Democracy Support: +0.05 Stability: +10.00%	Indalecio Prieto Alcide de Gasperi
Women's Rights Activist	<ul style="list-style-type: none">Daily Democracy Support: +0.05Daily Political Power Gain: +5%Weekly Stability: +0.50%	Dimitrana Ivanova

Design companies[[编辑](#) | [编辑源代码](#)]

See also: [List of design companies](#)

1 each of tank, naval, air, material designers.

1 industrial concern.

Bonuses from the tank, naval and air design companies are only applied to equipment whose research is completed *after* the design company is hired. For example, if a tank design company is hired 1 day before research is completed for a relevant tank, that tank will receive the design company bonuses, along with any relevant tanks that are researched in future.

Bonuses will not be applied to equipment that was fully researched *prior* to hiring the design company.

Design company bonuses also apply to [variants](#).

Armor design companies[[编辑](#) | [编辑源代码](#)]

Companies also typically have **+15%** or **+10%** [Armor](#) research speed.

Naval design companies[[编辑](#) | [编辑源代码](#)]

Companies also typically have **+15%** or **+10%** [Naval](#) research speed.

Air design companies[[编辑](#) | [编辑源代码](#)]

Companies also typically have **+15%** or **+10%** [Air](#) research speed.

Materiel design companies[[编辑](#) | [编辑源代码](#)]

Companies also typically have +15% or +10% research speed.

Common traits	
Trait	Effects
Artillery Designer	• None
Infantry Equipment Designer	• None
Motorized Equipment Designer	• None
Support Equipment Designer	• None

Industrial concern companies[[编辑](#) | [编辑源代码](#)]

Companies also typically have +15% or +10% research speed.

Theorist[[编辑](#) | [编辑源代码](#)]

See also: [List of theorists](#)




Up to 1 theorist may be chosen.

Common traits	
Trait	Effects
Air Warfare Theorist	• Air Doctrine Cost: -10%
Assault Aviation	• Operational Integrity Doctrine Cost: -15%
Blitzkrieg Theorist	• <i>Armor technology</i> Max Speed: +10% • Mobile Warfare Doctrine Cost: -15%
Close Air Support Proponent	• Battlefield Support Doctrine Cost: -15%
Dive Bomber	• <i>Close Air Support</i> Ground Attack: +10% • Air Doctrine Cost: -10%
Grand Battleplan Expert	• Grand Battle Plan Doctrine Cost: -15%
Grand Fleet Proponent	• Fleet in Being Doctrine Cost: -15%
Mass Assault Expert	• Mass Assault Doctrine Cost: -15%
Military Theorist	• Land Doctrine Cost: -10%
Mobile Warfare Expert	• Mobile Warfare Doctrine Cost: -15%
Naval Aviation Pioneer	• Base Strike Doctrine Cost: -15%
Naval Theorist	• Naval Doctrine Cost: -10%
Nuclear Scientist	• Nuclear Research Speed: +15%
Rocket Scientist	• Rocket Research Speed: +15%
Submarine Specialist	• Trade Interdiction Cost: -15%
Superior Firepower Expert	• Superior Firepower Cost: -15%
Victory Through Airpower	• Strategic Destruction Cost: -15%

With  [Man the Guns](#), the  [United Kingdom](#) National Focus  [Concessions to the Trade Unions](#) can create a theorist with one of the following traits:

Trait	Effects
Little Rocket Man	• Rocket Research Speed: +5%
Nuclear Enthusiast	• Nuclear Research Speed: +20%

With  [La Résistance](#),  [Spain](#) National Focus  [Communal Military Strategies](#) unlock a theorist with the following trait:

Trait	Effects
Council of Theorists	Land Doctrine Cost: -5% <ul style="list-style-type: none">Naval Doctrine Cost: -5%Air Doctrine Cost: -5% Army experience Gain +0.03 daily Air experience Gain +0.03 daily Navy experience Gain +0.03 daily

Military chiefs[[编辑](#) | [编辑源代码](#)]

See also: [List of military chiefs](#)

1 each of Chief of Army, Navy, and Air Force.

Position	Trait	Effects
Chief of Army	Army Defense (Specialist)	• Army Defence Factor: +5.0%

Position	Trait	Effects
Chief of Army	Army Defense (Expert)	• Army Defence Factor: +10.0%
Chief of Army	Army Defense (Genius)	• Army Defence Factor: +15.0%
Chief of Army	Army Offense (Specialist)	• Army Attack Factor: +5.0%
Chief of Army	Army Offense (Expert)	• Army Attack Factor: +10.0%
Chief of Army	Army Offense (Genius)	• Army Attack Factor: +15.0%
Chief of Army	Old Guard	• Experience Gain Army Factor: -10.0% • Political Power Gain: +10.0%
Chief of Army	Army Drill (Specialist)	• Division training time: -5.0%
Chief of Army	Army Drill (Expert)	• Division training time: -10.0%
Chief of Army	Army Drill (Genius)	• Division training time: -15.0%
Chief of Army	Army Reformer (Specialist)	• Experience Gain Army Factor: +5.0%
Chief of Army	Army Reformer (Expert)	• Experience Gain Army Factor: +10.0%
Chief of Army	Army Reformer (Genius)	• Experience Gain Army Factor: +15.0%
Chief of Army	Army Organization (Specialist)	• Division Organization: +4.0%
Chief of Army	Army Organization (Expert)	• Division Organization: +8.0%
Chief of Army	Army Organization (Genius)	• Division Organization: +12.0%
Chief of Army	Army Planning (Specialist)	• Planning Speed: +5.0%
Chief of Army	Army Planning (Expert)	• Planning Speed: +10.0%
Chief of Army	Army Planning (Genius)	• Planning Speed: +15.0%
Chief of Army	Army Morale (Specialist)	• Division Recovery Rate: +4.0%
Chief of Army	Army Morale (Expert)	• Division Recovery Rate: +8.0%
Chief of Army	Army Morale (Genius)	• Division Recovery Rate: +12.0%
Chief of Army	Army Maneuver (Specialist)	• Divisions speed: +5.0%
Chief of Army	Army Maneuver (Expert)	• Divisions speed: +10.0%
Chief of Army	Army Maneuver (Genius)	• Divisions speed: +15.0%
Chief of Air Force	Air Reformer (Specialist)	• Experience Gain Air Factor: +5.0%
Chief of Air Force	Air Reformer (Expert)	• Experience Gain Air Factor: +10.0%
Chief of Air Force	Air Reformer (Genius)	• Experience Gain Air Factor: +15.0%
Chief of Air Force	Air Safety (Specialist)	• Air Accidents Chance: -5.0%
Chief of Air Force	Air Safety (Expert)	• Air Accidents Chance: -10.0%
Chief of Air Force	Air Safety (Genius)	• Air Accidents Chance: -15.0%
Chief of Air Force	Night Operations (Specialist)	• Night Operations Penalty: -10.0%
Chief of Air Force	Night Operations (Expert)	• Night Operations Penalty: -20.0%
Chief of Air Force	Night Operations (Genius)	• Night Operations Penalty: -30.0%
Chief of Air Force	Ground Support (Specialist)	• Air Support: +5.0%
Chief of Air Force	Ground Support (Expert)	• Air Support: +10.0%
Chief of Air Force	Ground Support (Genius)	• Air Support: +15.0%
Chief of Air Force	All-Weather (Specialist)	• Bad Weather Penalty: -10.0%
Chief of Air Force	All-Weather (Expert)	• Bad Weather Penalty: -20.0%
Chief of Air Force	All-Weather (Genius)	• Bad Weather Penalty: -30.0%
Chief of Navy	Naval Aviation (Specialist)	• Navy Carrier Air Attack Factor: +3.0% • Navy Carrier Air Targetting Factor: +3.0% • Navy Carrier Air Agility Factor: +4.0%
Chief of Navy	Naval Aviation (Expert)	• Navy Carrier Air Attack Factor: +6.0% • Navy Carrier Air Targetting Factor: +7.0% • Navy Carrier Air Agility Factor: +8.0%
Chief of Navy	Naval Aviation (Genius)	• Navy Carrier Air Attack Factor: +10.0% • Navy Carrier Air Targetting Factor: +12.0% • Navy Carrier Air Agility Factor: +15.0%
Chief of Navy	Decisive Battle (Specialist)	• Capital Ship Attack: +5.0% • Capital Ship Armor: +5.0%

Position	Trait	Effects
		<div><div></div><div>• Screen Attack: +5.0%</div><div>• Screen Defense: +5.0%</div></div>
Chief of Navy	Decisive Battle (Expert)	<div><div></div><div>• Capital Ship Attack: +10.0%</div><div>• Capital Ship Armor: +10.0%</div><div>• Screen Attack: +10.0%</div><div>• Screen Defense: +10.0%</div></div>
Chief of Navy	Decisive Battle (Genius)	<div><div></div><div>• Capital Ship Attack: +15.0%</div><div>• Capital Ship Armor: +15.0%</div><div>• Screen Attack: +15.0%</div><div>• Screen Defense: +15.0%</div></div>
Chief of Navy	Commerce Raiding (Specialist)	<div><div></div><div>• Convoy Raiding Efficiency: +10.0%</div></div>
Chief of Navy	Commerce Raiding (Expert)	<div><div></div><div>• Convoy Raiding Efficiency: +15.0%</div></div>
Chief of Navy	Commerce Raiding (Genius)	<div><div></div><div>• Convoy Raiding Efficiency: +20.0%</div></div>
Chief of Navy	Old Guard	<div><div></div><div>• Experience Gain Navy Factor: -10.0%</div><div>• Political Power Gain: +10.0%</div></div>
Chief of Navy	Naval Reformer (Specialist)	<div><div></div><div>• Experience Gain Navy Factor: +5.0%</div></div>
Chief of Navy	Naval Reformer (Expert)	<div><div></div><div>• Experience Gain Navy Factor: +10.0%</div></div>
Chief of Navy	Naval Reformer (Genius)	<div><div></div><div>• Experience Gain Navy Factor: +15.0%</div></div>
Chief of Navy	Naval Maneuver (Specialist)	<div><div></div><div>• Naval Speed: +5.0%</div></div>
Chief of Navy	Naval Maneuver (Expert)	<div><div></div><div>• Naval Speed: +10.0%</div></div>
Chief of Navy	Naval Maneuver (Genius)	<div><div></div><div>• Naval Speed: +15.0%</div></div>

For chief of army, the attack modifier will be applied on both soft and hard attack regardless of being the attacker or the defender, and the defense modifier will be applied on defense and breakthrough depending on being the attacker or the defender.

Military high command[[编辑](#) | [编辑源代码](#)]

See also: [List of military high command](#)

Up to three members of the military high command may be chosen.

Some military high command advisers give bonuses to particular types of [combat battlions](#). Their effects are weighed by the ratio of the target battalion count in the combat battalions of the target division. The attack modifier will be applied on both soft and hard attack regardless of being the attacker or the defender, and the defense modifier will be applied on defense and breakthrough depending on being the attacker or the defender. In some cases two advisers may offer the same type of bonus, and these are additive.

Trait	Effects
Air Combat Training (Expert)	<div><div></div><div>• Ace generation chance: +10.0%</div></div>
Air Combat Training (Genius)	<div><div></div><div>• Ace generation chance: +15.0%</div></div>
Air Superiority (Expert)	<div><div></div><div>• Air superiority attack: +3.0%</div><div>• Air superiority defense: +3.0%</div><div>• Air superiority agility: +3.0%</div></div>
Air Superiority (Genius)	<div><div></div><div>• Air superiority attack: +5.0%</div><div>• Air superiority defense: +5.0%</div><div>• Air superiority agility: +5.0%</div></div>
Airborne Assault (Expert)	<div><div></div><div>• Paradrop attack: +2.0%</div><div>• Paradrop defense: +5.0%</div><div>• Paradrop agility: +5.0%</div></div>
Airborne Assault (Specialist)	<div><div></div><div>• Paradrop attack: +1.0%</div><div>• Paradrop defense: +3.0%</div><div>• Paradrop agility: +3.0%</div></div>
Amphibious Assault (Expert)	<div><div></div><div>• Amphibious invasion speed: +10.0%</div></div>
Amphibious Assault (Genius)	<div><div></div><div>• Amphibious invasion speed: +15.0%</div></div>
Anti-Submarine (Expert)	<div><div></div><div>• Submarine Detection: +15.0%</div></div>
Anti-Submarine (Specialist)	<div><div></div><div>• Submarine Detection: +10.0%</div></div>
Armor (Expert)	<div><div></div><div>• Armor Division Attack: +10.0%</div><div>• Armor Division Defense: +10.0%</div></div>
Armor (Genius)	<div><div></div><div>• Armor Division Attack: +15.0%</div><div>• Armor Division Defense: +15.0%</div></div>
Armor (Specialist)	<div><div></div><div>• Armor Division Attack: +5.0%</div><div>• Armor Division Defense: +5.0%</div></div>
Army Logistics (Expert)	<div><div></div><div>• Division attrition: -8.0%</div></div>

Trait	Effects
Army Logistics (Specialist)	<ul style="list-style-type: none">Division attrition: -4.0%
Army Regrouping (Expert)	<ul style="list-style-type: none">Division Recovery Rate: +8.0%
Army Regrouping (Genius)	<ul style="list-style-type: none">Division Recovery Rate: +12.0%
Army Regrouping (Specialist)	<ul style="list-style-type: none">Division Recovery Rate: +4.0%
Artillery (Expert)	<ul style="list-style-type: none">Artillery Attack: +15.0%Artillery Defense: +10.0%
Artillery (Genius)	<ul style="list-style-type: none">Artillery Attack: +20.0%Artillery Defense: +15.0%
Bomber Interception (Expert)	<ul style="list-style-type: none">Interception attack: +3.0%Interception defense: +3.0%Interception agility: +3.0%
Bomber Interception (Specialist)	<ul style="list-style-type: none">Interception attack: +2.0%Interception defense: +2.0%Interception agility: +2.0%
Capital Ships (Expert)	<ul style="list-style-type: none">Capital Ship Attack: +10.0%Capital Ship Armor: +10.0%
Capital Ships (Specialist)	<ul style="list-style-type: none">Capital Ship Attack: +5.0%Capital Ship Armor: +5.0%
Carriers (Expert)	<ul style="list-style-type: none">Sortie Efficiency: +15.0%
Cavalry (Expert)	<ul style="list-style-type: none">Cavalry Attack: +10.0%Cavalry Defense: +10.0%Motorized Attack: +10.0%Motorized Defense: +10.0%
Cavalry (Genius)	<ul style="list-style-type: none">Cavalry Attack: +15.0%Cavalry Defense: +15.0%Motorized Attack: +15.0%Motorized Defense: +15.0%
Cavalry (Specialist)	<ul style="list-style-type: none">Cavalry Attack: +5.0%Cavalry Defense: +5.0%Motorized Attack: +5.0%Motorized Defense: +5.0%
Close Air Support (Expert)	<ul style="list-style-type: none">Close air support attack: +3.0%Close air support defense: +3.0%Close air support agility: +3.0%
Close Air Support (Genius)	<ul style="list-style-type: none">Close air support attack: +5.0%Close air support defense: +5.0%Close air support agility: +5.0%
Commando (Expert)	<ul style="list-style-type: none">Special forces Attack: +15.0%Special forces Defense: +15.0%
Concealment (Expert)	<ul style="list-style-type: none">Enemy Air Support: -10.0%
Concealment (Genius)	<ul style="list-style-type: none">Enemy Air Support: -15.0%
Concealment (Specialist)	<ul style="list-style-type: none">Enemy Air Support: -5.0%
Entrenchment (Expert)	<ul style="list-style-type: none">Entrenchment speed: +8.0%
Fleet Logistics (Expert)	<ul style="list-style-type: none">Naval max range factor: +10.0%
Fleet Logistics (Specialist)	<ul style="list-style-type: none">Naval max range factor: +5.0%
Infantry (Expert)	<ul style="list-style-type: none">Infantry Division Attack: +10.0%Infantry Division Defense: +15.0%
Infantry (Genius)	<ul style="list-style-type: none">Infantry Division Attack: +15.0%Infantry Division Defense: +20.0%
Infantry (Specialist)	<ul style="list-style-type: none">Infantry Division Attack: +5.0%Infantry Division Defense: +10.0%
Naval Air Defense (Expert)	<ul style="list-style-type: none">Naval AA attack: +15.0%
Naval Air Defense (Specialist)	<ul style="list-style-type: none">Naval AA attack: +8.0%
Naval Aviation (Expert)	<ul style="list-style-type: none">Naval Air Attacks from Carriers: +6.0%Naval Air Targeting from Carriers: +7.0%Naval Air Agility from Carriers: +8.0%

Trait	Effects
Naval Aviation (Genius)	<ul style="list-style-type: none">Naval Air Attacks from Carriers: +10.0%Naval Air Targeting from Carriers: +12.0%Naval Air Agility from Carriers: +15.0%
Naval Strike (Expert)	<ul style="list-style-type: none">Naval bombing: +3.0%Naval targeting: +3.0%Naval agility: +3.0%
Naval Strike (Specialist)	<ul style="list-style-type: none">Naval bombing: +2.0%Naval targeting: +2.0%Naval agility: +2.0%
Screens (Expert)	<ul style="list-style-type: none">Screen Attack: +10.0%Screen Defense: +15.0%
Strategic Bombing (Expert)	<ul style="list-style-type: none">Bomber attack: +2.0%Bomber defense: +2.0%Bomber agility: +2.0%Strategic Bombing: +5.0%
Strategic Bombing (Genius)	<ul style="list-style-type: none">Bomber attack: +3.0%Bomber defense: +3.0%Bomber agility: +3.0%Strategic Bombing: +9.0%
Submarines (Expert)	<ul style="list-style-type: none">Submarine Attack: +15.0%Submarine Defense: +10.0%
Tactical Bombing (Expert)	<ul style="list-style-type: none">Ground support: +15.0%

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