

1941 Global Command Decision Manual

by Black Elk (graphics/testing) & TheDog, (code/testing)

Introduction

It is late 1941, Germany's invasion of USSR is well under way. Japan is about to strike in the East.

MAP FEATURES

AI FRIENDLY

- Intended for **Solo** play vs Fast AI opponents, can use Hard AI for more consider play, but turns will take longer
- **81** territories are marked as important to players to guide the AI for better play
- no Objectives, or Politics/Technology phases, both are scripted.

STACKING

- Stacking limit is enforced to help the AI and player so they don't over stack.
- Only **10 Air** & **10 Sea** units are allowed per Sea Zone/Territory, except 2 Hit Battleship, Carrier & Carrier-Fleet **5** units per Sea Zone
- Only **20 Land** Units per territory, except 2 Hit Armor-Inf & Armor-Hvy **10** units per territory
- Only **1** 'Factory' (Industry-Hvy, Industry-Med, Industry-Lgt, Base-Camp) is allowed per territory
- Allied stacks are typically ½ the limits above, eg 5 Allied Air & Sea units. Except Convoy units where 10 allied Convoy are allowed

GAME PLAY

- **Turn sequence;** PU Resources (from previous turn), Combat Moves, Non-Combat Moves, Repairs, Purchases then Placements.
- **Battle Rounds:** Land Battles last up to **7** rounds, Sea Battles **5** rounds, Air Battles **3** rounds; these can be changed in map options. This feature encourages you to over commit to ensure a victory in a turn. Having limited Battle Rounds can result in battles being a draw, shown by a colored hatched pattern. The territory/Sea Zone PU is not collected until it is resolved.
- **PU** resources are collected from territories at the **start** of the round. This means that losses and gains in territories PU is not taken into account until the start of the next round, so after all other players have had their turn.

RAILWAYS

- Each Industry has invisible rail links that allow land units to move a total of 3 territories per turn.

TECHNOLOGY

- Is pre-planned and it will occur from a certain round with a small random chance, so cannot be relied on, see each nations starting panel.
- Map rounds are loosely 3 months, so 4 to a year, this is for the benefit of the scripted Technology advances, but don't treat this as a hard fact.

UNITS – HQ Commands

Four types of HQ Commands, Air, Army, Fleet and Submarine, nations can have between 0-5 types of a HQ. These represent Manstein, Montgomery, Patton, Cunningham, Donitz, Nimitz, US 8th Air Force HQs etc. and their staff and equipment.



ANTI AIR (AA)

- There is no AA ground unit, instead each unit has its own built in AA defense.
- Typically moving ground units have an AA defense of 1 in 12, think of this as 1/12, so more units equals more AA defense.
- Ships have higher AA defense between 1/2 for Destroyers to 3 for Battleships.

UNIT STATS

- Unit Stats are not your typical WWII stat block, so play with an open mind.
- Eg. Fighter has **1 Atk**, **1 Def** verses ground units and **3 Atk**, **3 Def** verses aircraft
- Eg. Bomber has **1 Atk**, **1 Def** verses ground units, **no** attack v ships, best used to Strategic Bombing Raid (SBR) industries
- Eg. Destroyer has **1 Atk**, **1 Def**, **3 Move** and costs 5pu.
- Eg. Cruiser has **2 Atk**, **2 Def**, **3 Move** and costs 8pu.
- Eg. Convoy has **0 Atk**, **1 Def** verses Submarines, so is Anti-Submarine as it includes Corvettes & Frigates

SEA ZONES GENERATE PU

- Sea Zones generate **1-2pu** per round, these values are **not** shown on the map, only in the status bar. This means the Battle of the Atlantic is free range & roaming, while Britain and the US should hunt down the U-boats.
- Typically the Sea Zone adjacent to a “canal” like Panama Canal, Danish Straits, Gibraltar Straits, Suez Canal are **2pu**. However Bosphorus Straits and Dardanelles Strait Sea Zones are only **1pu**. (As it was closed to most nations)

BLOCKADE

- Each enemy coastal territory can be Blockaded up to the value of the Territory PU
- Each Destroyer, Cruiser, Battleship causes Blockade of 1, meaning loss of **-1pu** to the enemy territory
- Each Submarine, any type causes Blockade of 2, meaning loss of **-2pu** to the enemy territory

POLITICS

Is scripted, Brazil, Gulf States and Mexico will always join the USA on certain rounds.

USSR has special border controls (*1 see following page)

The allies cannot enter USSR territory, as Stalin refused allied units on USSR soil. However as the allies can retake USSR territory and give it back to the USSR, it is possible to have allied units unable to move or be reinforced if surrounded by USSR territories, so be aware of advancing too far into USSR territory. Best to stay on the edge, like at Baku and not advancing deeper.

Japan & USSR Non-Aggression Pact

- Rounds 1-10+ The **USSR** and **Japan** have a Non-Aggression Pact that prevents both sides from attacking each other.
- Round 11+ there will be skirmishes on their borders.
- Round 12+ there is a 1 in 3 chance the NAP will be broken and war will be declared.

Of Note

- Be aware that Allied relationship has **givesBackOriginalTerritories**, this means that if you hold or take an allied Original Territories it goes to that ally, not to the faction that took/holds it.

POLITICAL RELATIONSHIPS

By pressing Ctrl+W shows the Political Relations panel

Political Relations label	Short phrase	Used by
War	At War	All player nations
Allied	Allied with AXIS Allied with Allies	Germany, Italy, Japan are allied Britain, China, Pacific-Allies, USA (not USSR)
Allied-USSR	Allied with USSR	Britain, China, Pacific-Allies, USA are Allied with USSR, but cannot enter USSR territory (see *1 on previous page)
Open-Border	Open to Axis & USSR	Germany, Italy, Japan & USSR can invade Neutrals (including Aircraft)
Closed-Border	Closed to Allies Japan-USSR Closed	Britain, China, Pacific-Allies, USA Japan & USSR None Aggression Pact (NAP) 1-11 rounds, then 1/3 chance to change to War
AI ONLY Open-Border Closed-Border	Open to AI Axis & USSR Closed to AI Axis & USSR	AI Germany, Italy, Japan & USSR (1/3 chance each) can invade Neutrals (including Aircraft) AI Germany, Italy, Japan & USSR (2/3 chance each) cannot invade Neutrals

Below AI Italy can invade Neutrals, AI Germany, Japan & USSR will not.

Politics Panel

	Germany	USSR	Italy	Britain	Japan	USA	Pacific-Allies	China	Neutrals
Germany	----	War	Allied	War	Allied	War	War	War	Closed-Border
USSR	War	----	War	Allied-USSR	Closed-Border	Allied-USSR	Allied-USSR	Allied-USSR	Closed-Border
Italy	Allied	War	----	War	Allied	War	War	War	Open-Border
Britain	War	Allied-USSR	War	----	War	Allied	Allied	Allied	Closed-Border
Japan	Allied	Closed-Border	Allied	War	----	War	War	War	Closed-Border
USA	War	Allied-USSR	War	Allied	War	----	Allied	Allied	Closed-Border
Pacific-Allies	War	Allied-USSR	War	Allied	War	Allied	----	Allied	Closed-Border
China	War	Allied-USSR	War	Allied	War	Allied	Allied	----	Closed-Border
Neutrals	Closed-Border	Closed-Border	Open-Border	Closed-Border	Closed-Border	Closed-Border	Closed-Border	Closed-Border	----

GAME PLAY







It is a **large** map, with almost **800** (796) land & sea locations and is intended for;

- solo play with the remaining nation's using **Fast AI** or Hard AI. It is AI friendly, no Objectives and Politics/Technology are scripted
- 2 sided play, eg. 3 Axis nations verses 5 Allied nations
- Can **Use/not use** or **AI=Do Nothing**, all factions, to learn to play for faster game play.

Protagonist	Includes	Alliance	Notes
Germany	Finland & Balkans, French overseas	Axis	Hard to play as fighting on two opposed fronts west & east
USSR		Allies	A reactionary force, war on west front, later to the south
Italy	Romania, North Africa	Axis	Easy to play, war to the east and south
Britain	Canada, Egypt, India, South Africa	Allies	Hard to play, front to west, east, Med, Middle East & India
Japan	Hisaichi, Thailand	Axis	Hardest to play, front to west, south & east and later to the north
USA	Brazil, Gulf Rim, Mexico, Panama	Allies	King maker nation, where ever it goes, it should win
Pacific Allies	ANZAC, Dutch East Indies, French	Allies	Easy to play, could be played with China and/or USA
China		Allies	Easy to play, could be played with Pacific-Allies and/or USA

GUIDE TO NON-MOVING UNITS

- Industries generate 5-9pu per turn
- Industries have invisible “rail links” and can move land units up to 3 territories, depending on terrain effects. Sometimes this produces inconsistencies in move 2 units like armor over mountains, where they cannot move 3, work around it.

	Units	Generate PU / turn	Territory	Max Unit Production / turn	Notes
	Base-Camp	0	Not in an industry territory Place in a 1+pu territory	1	Produce: Inf-Conscript, Inf-Trained, Inf-Elite, Inf-Motorized
	Industry-Lgt	5	Only 1 industry allowed Place in a 5+pu territory	2	Produce: As above & Armor-Lgt, Artillery, Bunker, HQ Army
	Industry-Med	7	Only 1 industry allowed Place in a 7+pu territory	3	Produce: As above & all Fighters, Bomber-Tac, Armor-Med, Anti-Tank, Destroyer, Convoy
	Industry-Hvy	9	Only 1 industry allowed Place in a 9+pu territory	4	Produce: As above & Air-Transport, Bomber, All-Rockets, Armor-Hvy, Cruiser, Battleship, Carrier, All Submarines, all HQ
	Lend-Lease-Depot	1	Vary 8-20 in a territory, generating 8-20pu/turn		Vital to USSR as they have 3 & China has 1.
	Oil-Field	1	Vary 1-20 in a territory, generating 1-20pu/turn		Cannot be destroyed

PU GAIN & LOSS

PU Gain per turn

- Each Land Territory generate **0-9pu**
- Each Industry-Lgt, Industry-Med, Industry-Hvy respectfully generate **5, 7 or 9pu**
- The 4 Lend-Lease-Depot generate **8-20pu**
- Oil-Fields generate **1-20pu**
- Each Sea Zone generates **1-2pu** per turn, the owner of the PU has a national flag in the Sea Zone

PU Loss per turn








- Each unit (except Base-Camp, Lend-Lease-Depot, Industries) consumes an Upkeep/Maintenance **-1pu**
- All land territories bordering Sea Zones can be blockaded. There are no convoy centers/route/zones.
 - Each Blockading enemy ship (Destroyer, Cruiser, Battleship) reduces PU by **-1pu**
 - Each Blockading enemy Submarine (HQ-Submarine, Submarine, Submarine-Adv) reduces PU by **-2pu**

MOVEMENT

The 3 Industries Hvy, Med, Lgt have a built in Rail Links that allow land units that move 1 and move 2 to move 3 territories if starting in an Industry territory. This is important for moving units across Europe, Asia and the USA.

Terrain Effects

Below is a list of the terrain effects;

Desert Atk: All Air +1 Def: Inf(not Mot), Anti-Tank +1 Move: No Blitz 	Mountains Atk: 2+ are -1 Def: Inf(not Mot), Anti-Tank +1 Move: All Ground move 1, No Blitz 
Forest Atk: 2+ are -1 Def: All Inf. & Anti-Tank +1 Move: No Blitz 	Tundra Atk: All Air +1 Def: All Inf. & Anti-Tank +1 Move: All Ground move 1, No Blitz 
Marsh Def: All Inf. +1 Entry: Infantry, but not Inf-Motorized 	Urban Atk: 2+ are -1 Def: Inf(not Mot), Anti-Tank +1 Move: No Blitz 
Winter Atk: All Air +1 Def: All Inf. & Anti-Tank +1 Move: Inf-Elite & All Armor move 1, rest 0 	Happens every 4 turns, starting turn 2, only Inf-Elite, Armor & Air can attack

Seaborne Landing/Assaults

Are difficult to simulate and this is our version.

- Inf-Elite being Marines gain **+1 Atk**, so attack on a 2
- **Atk 1** units are not modified, so attack on a 1
- **Atk 2+** units suffer **-1 Atk**, eg Artillery attack on a 1 and Armor-Med attack on a 2

Of Note

- Infantry & Anti-Tank are ideal for holding/defending terrain
- Air units in Desert & Tundra gain **+1 Atk** (The open terrain is difficult to hide from aircraft)
- Units with **Atk 2+** suffer **-1 Atk** in Forest, Mountains & Urban, eg. **Armor-Med 3 Atk -1 = 2 Atk**
- **Move 2** units going into Mountains & Tundra are reduced to **Move 1**

Canals & Straits

Canal	Territory control to pass through	Strait	Territory control to pass through
Panama Canal	Panama 96 ↔ 89D SZ	Straits of Gibraltar	Gibraltar 91A ↔ 92 SZ
Suez Canal	Cairo-Egypt & Sinai 98 ↔ 81 SZ	Danish Straits	Copenhagen-Denmark 113A ↔ 113B SZ
		Bosphorus Straits	Istanbul & Ankara 100A ↔ 129 SZ
		Dardanelles Straits	Istanbul & Smyrna 99A ↔ 129 SZ

AIR UNITS

- The usual Attack and defense values are **only** used to fight Land & Sea units
- The Air Attack and Air defense values are **only** used to fight Air units in Dog-Fights
- Stack in 10s, except HQ-Air Stack in 1s (as there is only a max of one per nation)

Air Units	Surface Atk	Surface Def	Move	Air Atk	Air Def	Scramble Intercept Escort	Notes
HQ-Air	1	1	8	3	3	Yes	Max 1 (only Britain, Germany, Italy, Japan, Pacific-Allies, USA)
Fighter-Early	1	1	3	2	2	Yes	Air Superiority, Combat Air Patrol
Fighter	1	1	4	3	3	Yes	Air Superiority, Combat Air Patrol
Bomber-Tac	2	1	4	1	1		Dive Bomber/Ground Attack/Torpedo Bomber good v Bunkers & Base-Camp & Ships Can also do Strategic Bombing d2-1 v Industries
Bomber	1	1	6	1	1		Strategic Bombing d3-1 v Industries
Air-Transport			4				Carry up to 4 TCs worth (eg. 2 Inf-Elite or 1 Inf-Trained)
Kamikaze-Plane	3		3				Suicide v ships (only Japan)
Fighter-LongR	1	1	6	3	3	Yes	P51-Mustang (only Britain & USA)
Fighter-Jet	1	1	4	3	4	Yes	Scramble 2 (only Britain, Germany, USA)
Bomber-LongR	1	1	8	1	1		Strategic Bombing d3-1 v Industries (only Britain & USA)
Nuclear-Bomber	6	1	8	1	1		Also has 10 attacks & will auto kill up to 10 units or Strategic Bombing 10+d3 auto killing an Industry (only USA)
V1-Rocket	1	1	2				Strategic Bombing d2-1 v Industries (only Germany)
V2-Rocket	1	1	3				Strategic Bombing d2 v Industries (only Germany)

LAND UNITS

- The usual Attack and defense values are **only** used to fight land battles
- The Anti-Air defense value is **only** used to fight Aircraft
- Transport Cost (TC) of Inf-Elite (Marines, Paratroopers) is only **2** and Inf-Trained & Inf-Conscript is **3**
- Units with **Atk 2+** suffer **-1Atk** for **Amphibious** attacks, eg. tanks & Artillery.
- Inf-Elite gain **+1Atk** for **Amphibious** attacks.
- 2 Hit units like Armor-Inf & Armor-Hvy can only stack in 10s.

Land Units	Atk	Def	Move	Anti Air Def	Transport Cost	Stack	Notes
HQ-Army	4	4	2	½	4	5	Max 5. Blitz, can transport 1 Anti-Tank, Artillery or Infantry unit -1Atk Amphibious
Inf-Conscript	1	1	1		3	20	China, USSR and when some nations home ground is invaded
Inf-Trained	1	2	1	½	3	20	Most European nations & allies, Japan, China & USSR Guard
Inf-Elite	1	2	1	½	2	20	+1Atk Amphibious. Includes Marines, Mountain, Paratroopers, Ski, Special Forces & Veterans
Inf-Motorized	1	2	2	½	4	20	Blitz , in trucks & half tracks
Armor-Lgt	2	2	2	½	4	20	Blitz , can transport 1 Anti-Tank, Artillery or Infantry unit, Includes armored cars. -1Atk Amphibious
Armor-Med	3	3	2	½	4	20	Blitz , can transport 1 Anti-Tank, Artillery or Infantry unit -1Atk Amphibious
Armor-Hvy	4	4	2	½	4	10	Blitz , can transport 1 Anti-Tank, Artillery or Infantry unit, 2 Hit Points -1Atk Amphibious
Armor-Inf	3	3	1	½	4	10	2 Hit Points -1Atk Amphibious (only Britain/Churchill & USSR/KV-1)
Artillery	2	2	1	½	4	20	First Strike, support to one Inf unit +1Atk , & Suppresses enemy Bunker -1Def. -1Atk Amphibious
Anti-Tank	1	2	1	½	4	20	First Strike, & Suppresses enemy Armor/Inf-Motorized -1Atk.
Bunker		2				2	2 Hit Points, only 2 allowed per territory

SEA UNITS

- The usual Attack and defense values are **only** used to fight surface ships
- The Anti-Air value is **only** used to fight Aircraft
- HQ-Fleet, Destroyers, Cruiser & Carrier-Fleet **Move 3**
- All submarines (HQ-Submarine, Submarine, Submarine-Adv) cause Blockade of -2 (hidden terrors)
- 2 hit units like Battleships & Carriers can only stack in 5s

Sea Units	Surface Atk	Surface Def	Move	Anti- Air	Block ade	Stack	Notes
HQ-Fleet	3	3	3	1	-1	3	Bombard 2, Transport Inf-Elite, Max=3 (Britain, Italy, Japan, Pacific-Allies, USA)
HQ-Submarine	3	3	2	-	-2	5	First Strike, Evade, Anti-Surface, Max=5 (only Germany)
Destroyer	1	1	3	½	-1	10	Anti-Submarine
Cruiser	2	2	3	1	-1	10	Bombard 2, Transport Inf-Elite
Battleship	4	4	2	3	-1	5	First Strike, Bombard 4, Transport Inf-Elite or Inf-Trained 2 Hit Points
Convoy		1	2	½		10	Carry up to 14 TCs worth (eg. 7 Inf-Elite or 4 Inf-Trained) Anti-Submarine as it includes Corvettes & Frigates
Submarine	2	2	2	-	-2	10	First Strike, Evade, Anti-Surface
Submarine-Adv	3	2	2	-	-2	10	First Strike, Evade, Anti-Surface
Carrier		1	2	2		5	Carry 2 aircraft, Fighters/Bomber-Tac, 2 Hit Points
Carrier-Fleet		1	3	2		5	Carry 3 aircraft, Fighters/Bomber-Tac, 2 Hit Points

UNIT SUPPORTS

Unit Giving support	Receiving Allied Unit gains +1 Atk & +1 Def	Applies to these nations
HQ-Air	Dog Fight: 5 Allied Bomber, Bomber-Tac, Fighter, Fighter-Early, Fighter-Jet, Fighter-LongR Land/Sea: 5 Allied Bomber, Bomber-Tac, Fighter, Fighter-Early, Fighter-Jet, Fighter-LongR	Britain, Germany, Italy, Japan, Pacific-Allies, USA
HQ-Army	Dog Fight: 5 Allied Bomber, Bomber-Tac, Fighter, Fighter-Early, Fighter-Jet, Fighter-LongR Land: 5 Allied Anti-Tank, Armor-Hvy, Armor-Inf, Armor-Lgt, Armor-Med, Artillery, Inf-Conscript, Inf-Elite, Inf-Motorized, Inf-Trained	All
HQ-Fleet	Dog Fight: 5 Allied Bomber, Bomber-Tac, Fighter, Fighter-Early, Fighter-Jet, Fighter-LongR Sea: 5 Allied Battleship, Cruiser, Destroyer, Submarine, Submarine-Adv	Britain, Italy, Japan, Pacific-Allies, USA
HQ-Submarine	Sea: 5 Allied Battleship, Cruiser, Destroyer, Submarine, Submarine-Adv	Germany

Unit Giving support	Receiving Allied Unit gains +1 Atk	Applies to these nations
Fighters	Bomber-Tac (Combined-Arms)	Britain, Germany, Italy, USA
Armor	Bomber-Tac (Combined-Arms) or Inf-Motorized (Combined-Arms)	Britain, Germany, Italy, USA
Bomber-Tac	Inf-Trained, Inf-Elite, Inf-Motorized, Anti-Tank, not Inf-Conscript (Combined-Arms)	Britain, Germany, Italy, USA
Artillery	Inf-Trained, Inf-Elite, Inf-Motorized, Anti-Tank, not Inf-Conscript	All

Unit Suppressing	Enemy Unit Suppressed, suffer	Applies to these nations
Artillery	Base-Camp, Bunker (suffer -1 Def)	All
Bomber-Tac	Base-Camp, Bunker (suffer -1 Def)	All
Anti-Tank	All-Armor, Inf-Motorized (suffer -1 Atk)	All

As can be seen not all Nations can give and receive the same supports.

- **HQs** are vital to winning the war and are your most important asset.
- Britain, Germany, Italy, USA can use **Combined-Arms**, the synergy of combined arms, Fighters, Tactical Bombers, Armor and Infantry. Germany being mainly land based benefits the most.
- To counter enemy **Armor** try to face it off with **Anti-Tank** to reduce/blunt its attack.
- Bunkers play a vital role in this game and to increase your chances of success bring **Artillery** and **Bomber-Tac** to suppress them.

HOW TO MAXIMIZE YOUR CHANCES OF WINNING A TERRITORY WITH 2 ENEMY BUNKERS

- Attack with 1-2 Artillery per Bunker to suppress it and at least 4 Inf-Trained or Inf-Elite to get +1 Artillery Support
 - Attack with 1-2 Bomber-Tac per Bunker to suppress it
 - If you have Inf-Conscript use them in the Attack to lead the attack so they are casualties, before your Inf-Trained
 - If the Territory has Terrain Effects, like a Mountain, try to attack with a HQ-Army to mitigate the bad effects
 - If the Territory, is coastal use many Inf-Elite (Marines get +1 Attack if sea borne) with Bombard support from Battleships & Cruisers
 - Land Battles end after 7 rounds of combat, this is deliberate to encourage over committing units to ensure a win
 - If a Combined-Arms nation (Germany, Italy, Britain & USA) try to pair as many units, on a 1 for 1 basis, as possible to maximize their support bonus synergy
-
- Check the status bar terrain type you are attacking and the note the terrain effects
 - Check the Tool Tips for each unit, especially the lines with asterisks (*) as they may guide you
 - Check this manual, it has words/stats of wisdom
 - As a guide the game tries to use military histories 3 to 1 rule to win. (Remember this a TripleA game and not A&A game)

WIN CONDITIONS



Yellow stars on the map show that a territory is a Victory Center

Occupy **21** Territories of the following **29** territories

Below is a list of Victory Center territories grouped by region and held at game start
where **11 Red=Axis** & **18 Blue=Allies** o=Oil-Field, for extra pu

WEST	MIDDLE	EAST	AMERICAS
Bengazi-Cyrenaica (o)	Baghdad (o)	Balikpapan-S.Borneo (o)	Honolulu-Pearl Harbor
Berlin-Cen.Germany	Baku- Azerbaijan (o)	Bangkok-Siam	Panama
Cairo-Egypt/Suez Canal (o)	Calcutta	Hong Kong-Kwangtung	San Francisco-Cen.California
London-S.England	Helsinki	Manila-Luzon (o)	Washington D.C.
Paris-Cen.France	Leningrad	Medan-W.Sumatra (o)	
Ploiesti-E.Romania (o)	Moscow-Cen.Russia	Shanghai-Kiangsu	
Rome-Cen.Italy	Stalingrad-Volga	Sydney Canberra-New South Wales	
Warsaw-Cen.Poland	Uzbekistan (o)	Truk-Coraline	
		Tokyo	

Economically the following are important as they provide extra PU to USSR and China.

Four Lend-Lease-Depots;

- 3 in USSR: Archangelsk, Persian Corridor to Baku, Vladivostok and
- 1 in China: Burma Road to Yunnan China

GAME OPTIONS before pressing Play button

- Use Events: Winter Weather – to turned it on in **Game Options**> Use Events: Winter Weather (tick), bottom right

GAME OPTIONS in game

- To reduced failure notices **Game**> **User Notification**> **Show Trigger/condition Chance Roll Failure (UnTick)**
- For those players who don't like the maps colors, for a slight alternative in game. View> **Show Map Blends** (Tick)
- For those players that miss the roundels, to display mini national flags. **View**> **Flag Display**> **Small**

ENGINE PREFERENCES

These will effect all your maps;

AI Tab (for faster game play)

AI Move Pause Duration set to **0**

AI Combat StepPause Duration, set to **0**

Click **Save** (Button)

UI Theme (for a lighter User Interface)

Set to **Substance Mist Silver** or similar

Click **Save** (Button)

CREDITS

- Frostion for most of the original unit icons and sound.
- WC Sumpton for serious help with coding.

DEVELOPMENTS, UPDATES & FEEDBACK

<https://forums.triplea-game.org/topic/3326/1941-global-command-decision-official-thread>

PDF: This document as a PDF is here;

\triplea\downloadedMaps\1941_global_command_decision\map\doc\images\1941_Global_Command_Decision_Manual.pdf