

100. NATIONAL RULES INTRODUCTION. (V 08.01.22)

Each nation in the game will have rules, OBs, and other information that will apply only to it. Each nation will have it's own rules subsection with this information beginning on a new page for ease of use. Axis, Neutral, Allied, and Soviet countries are grouped into their own main rules. The types of information that are shown for each country are summarized below:

100.A. COUNTRY NAME.

The country will be named and any relevant information about it will be shown. Relevant main rule numbers are listed after the section titles.

100.A.1. BASIC GAME CONCEPTS (3).**100.A.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****100.A.1.b. MILITARY DISTRICTS (3F).****100.A.2. RAILROADS (7).****100.A.2.a. RAIL CAPACITY.****100.A.3. ARMOUR EFFECTS BY YEAR (10).****100.A.4. ENGINEERING (14).****100.A.4.a. SPECIAL ENGINEERING UNITS.****100.A.4.b. WORKERS.****100.A.5. SPECIAL UNIT TYPES (15).****100.A.5.a. HEADQUARTERS AND SUPPLY UNITS.****100.A.6. UNIT BREAKDOWNS (13).****100.A.7. SUPPLY (18).****100.A.7.a. SUPPLY SOURCES.****100.A.7.b. SPECIAL SUPPLY SOURCES.****100.A.8. AIR (20).****100.A.8.a. PATROL/INTERCEPT RANGE.****100.A.9. SPECIAL AIR RULES (26).****100.A.9.a. BOMBERS AS TRANSPORTS.****100.A.9.b. INTRINSIC AA.****100.A.9.c. AIR TRAINING SCHOOLS.****100.A.10. NAVAL (30).****100.A.11. TERRAIN (41).****100.A.12. WEATHER (42).****100.A.13. GARRISONS (44).****100.A.14. PARTISANS (45).****100.A.15. INVASION SURPRISE EFFECTS (47).****100.A.16. FACTORIES & PRODUCTION (50).****100.A.17. REINFORCEMENTS (51).****100.A.18. REPLACEMENTS (52).****100.A.18.a. SPECIAL REPLACEMENTS.****100.A.18.b. UNIT REPLACEMENT COSTS.****100.A.19. FOREIGN AID (54).****100.A.20. GOVERNMENTS & NATIONAL WILL (55).****100.A.21. POLITICAL & SPECIAL RULES (56, 57,58, 59)**