

UNIT TYPES CODES : 0 to 6 (Land) ; 20 to 22 (Air); 40 to 45 (Naval)

UnitType0 = infantry div
UnitType1 is Infantry corp
UnitType2 is mech div
UnitType3 is Mech corp
UnitType4 is panzer div
UnitType5 is Panzer corp
UnitType6 is para div

UnitType20 is fighter
UnitType21 is Tactical bombers
UnitType22 is Strategic bombers

UnitType40 is Carrier
UnitType41 is Battleship
UnitType42 is Cruiser
UnitType43 is Submarine
UnitType44 is Transport
UnitType45 is Amphibious Craft

DIPLOMATIC STRENGTH CODES : (ALLIANCE PARAMETER) : 0 to 6

To set in which alliance a country is

0= This country is not in a alliance
1 = This country is member of Allies alliance
2 = This country is member of Axis Alliance
3 = This country is member of commintern alliance
4 = This country is the chief of Allies alliance
5 = This country is the chief of Axis alliance
6 = This country is the chief of commintern alliance

Zone of influence CODES : 0 to 3

To set in which influence zone a country is

0= in no any zone influence
1= In allies zone influence
2= in zone of influence Axis
3= In zone influence of Comintern

ORIENTATION CODES : 0 to 5

To set what is the political regime of a country

- 0 - Firm Democracy
- 1 - Axis Regime
- 2 - Communists Regime
- 3 - Pro Allied
- 4 - Pro Axis
- 5 - Pro Communists

ALLIANCE ENTRY CODE : 0 to 100

This is how much the country want to join an alliance. Starting from zero, when reaching 100 will automatically join the alliance and declare war to all enemies

POLICITCAL STRENGH CODE : 0 to 100

this determines the movement cycle within a alliance and also determine capturing the enemy hexes when moving unit from allied country

For example when Germans are attacking soviets from Romania, then the hexes going to Germany, if the diplomatic strength between those countries will be low (below 20 IIRC), then those hexes would go to Romania.

CODES CITIES :

- 0 = MAIN SUPPLY SOURCE (MSS) = capitales et Gde villes
- 1 = CITY
- 2 = MSS + port
- 3 = Port
- 4 = Simple ressource