

Historical Ruleset

Main rules:

- Cannot do any alternate political trees.
- The US cannot get rid of the great depression until 1940.
- Romania cannot do King Michael coup until 43-45 and if 10% towards cap.
- Hungary can only get northern transylvania unless Romanian permission to get all of transylvania.
- Spain cannot join Axis until Jan 1st, 1941
- Allies cannot deny Rhineland & Sudetenland.
- Germany has to do the soviet pact and cannot deny the treaty as well.
- Cannot invite AI nations to faction
- Cannot annex finland. Must white peace or puppet, cannot decline peace event.

War Rules

- 1- WW2 must not start before 1st JAN 39
- 2- Barb must not start before 1st June 41
- 3- Italy must join the war max 30 days after France caps
- 4- If Germany wants to Annex Vichy, he must do it after Jan 1st 41 and must leave as free the African states, and so occupying only Vichy mainland france.
- 5- Sealion can't happen unless the axis controls Cyprus, Malta and Gibraltar.
- 6- If Germany doesn't declare on the USSR by 1st Jan 42, USSR is allowed to declare on them at any time.
- 7- No Italian navy outside of the med pre ww2 and no german tanks in africa pre ww2 (to avoid raiding or to sealion day 1 idk lol)

- 8- USA can't join the war until 1st Jan 41
- 9- No Space Marines (includes Cav)
- 10- No Paratrooping on ports or on frontline
- 11- Volunteers are not allowed to naval invade
- 12- No Deleting or Changing encircled Divisions
- 13- Only French Troops may hold Mainland France pre surrender, or until 1941
- 14- No Allied Forces on the Eastern Front
- 15- Deleting oversea Units only allowed in a Port, if no direct Frontline
- 16- Minimum combat width is 20
- 17- Double doctrine is not allowed
- 18- Tanks cannot be moved to a port to defend against a naval invasion, or sit on a port with the intention of defending against a naval invasion (since this rule is likely to get memed and abused by players, interpretation on whether the rule has been broken is up to the host)
- 19- No Naval Invasions from Neutral Ports
- 20- Sending tanks as Expeditionary forces is NOT allowed
- 21- For major countries, no more than 25% of your battalions may consist of special forces.
- 22- No Submarine 4
- 23- Tactical Bombers are banned (except for nukes)
- 24- No Nukes until 1944
- 25- Snorkels are banned
- 26- No deleting factories
- 27- No boosting, buy only what is needed for your production
- 28- Until Danzig or War No Justification beside Axis on YUG/GRE
- 29- No Guarantees beside Poland until Danzig or War
- 30- Air Volunteers are only allowed to SCW.
- 31- All puppets must be called to arms immediately
- 32- Mil access and docking rights only for members of the same faction
- 33- Issuing a naval treaty warning is not allowed

- 34- No civil war outside of Spain
- 35- Use common sense and do not meme the game
- 36- No exploits (Silent Naval Invasions, Visual Bug, etc...)
- 37- No Releasing Nations (unless reichkarsarme whatever)
- 38- No Coups Boosting, Boosting resistance or Propaganda
- 39- No WT Spiking (removing Guarantees, justify,)
- 40- Max lvl 5 fort level (before focus)

Win Condition

Axis: Capitulate the USSR

Allies: Capitulate the Axis

- 41- No flicker bombing; If you start bombing an air zone, you have to stay in that airzone for at least 10 days in-game); counts Naval/Portstrike
- 42- Targeting refineries is not allowed