

NERO® Generic Component Number Policy

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This is not an optional play-test, and will be in effect in all NERO International Tyrran Chapters as of August 13, 2002.

Objective:

- The Objective of this policy is to offer standard identification numbers that can be used to create formal components of non-standard description.

Details:

There are now standard generic numbers that any chapter can use to represent formal components without restriction as to the description of the component. This will allow chapters to put out components of description other than the standard Pine Cones, Death Knight Bones, Dragon Scales, etc. The numbers and their types to be added are as follows:

<u>ID Number</u>	<u>Type</u>		<u>ID Number</u>	<u>Type</u>
C11001	P1		R11001	P2
C11002	C1		R11002	C2
C11003	D1		R11003	D2
C11004	E1		R11004	E2
C11005	S1		R11005	S2
C11006	T1		R11006	T2
C11007	V1		R11007	V2
C11008	S/R1		S11001	P4
U11001	P1		S11002	C4
U11002	C1		S11003	D4
U11003	D1		S11004	E4
U11004	E1		S11005	S4
U11005	S1		S11006	T4
U11006	T1		S11007	V4
U11007	V1			
U11008	S/R1			