



31. BRIDGEHEADS

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31.1 OVERVIEW:



31.11 BRIDGEHEAD COUNTERS: There is no limit to the number of bridgehead counters which may be used.

31.12 PLACEMENT: Bridgehead counters may be placed during the movement phase (overruns across rivers or crossing arrows) or the combat phase (seaborne invasions; cross-river or crossing arrow attacks), provided the requirements for placement are met (31.2 and 31.3).

31.13 REMOVAL: Bridgehead counters must be removed if their hex comes under enemy control, if they are isolated or when they are no longer relevant to play (31.4).

31.14 EFFECTS: Bridgeheads permit overstacking (31.5), affect combat in some circumstances (31.6) and allow supply if created by a seaborne invasion (31.7).

31.2 PLACEMENT OF BRIDGEHEAD COUNTERS:

31.21 REQUIREMENTS: A bridgehead counter may, at the attacker's option, be placed on a hex in the following circumstances:

31.22 SEABORNE INVASIONS: A bridgehead counter may be placed on a beach hex or one-hex island occupied by a surviving, attacking invading unit (airdropped units, the advance of adjacent units and invasions of ports by commandos do not suffice); provided either of conditions 31.22A or B is met:

A. The hex was not under friendly control when invaded, whether or not it contained a defending unit; or

B. The hex was a friendly hex the invader could not possibly fully supply during initial supply determination of his player turn. A partially supplied hex would qualify because the placement of a bridgehead counter provides unlimited supply (30.25).

31.221 A bridgehead may not be placed for supply purposes in a supply zone which contained a hex which was capable of receiving sea supply during the preceding initial supply determination segment, even if the

presence of enemy air and naval units made such sea supply a practical impossibility.

31.23 RIVER CROSSINGS: A bridgehead counter may be placed on a cross-river hex or crossing arrow hex successfully occupied by a ground combat attack, provided no attacking units were already across the river or crossing arrow adjacent to the hex in question (EXCEPTION: Dropped airborne units). A bridgehead counter may be placed in Maginot or West Wall hexes if all the non-airborne attacking units were on the other side of the Rhine. Bridgeheads may not be placed as a result of attrition combat.

The effect of rule 31.23 is simple: bridgeheads may be placed when the defending units received a +1 DM for a river or crossing arrow, or where they failed to receive this +1 DM only because they were simultaneously attacked by dropped airborne units.

31.24 OVERRUNS: A bridgehead counter may be placed on a hex entered as a result of an overrun, provided the overrun was conducted across a river or crossing arrow.

31.3 WHEN BRIDGEHEADS ARE PLACED:

31.31 OVERRUNS: Where a bridgehead is created by an overrun, a bridgehead counter may be placed on the board immediately after the conclusion of the overrun.

31.32 ATTACKS: Where a bridgehead is created by a seaborne invasion, cross-river or crossing arrow attack, the attacker may place the bridgehead counter on the board immediately after his first surviving ground unit occupies the eligible hex. The attacker may then continue to advance other eligible units into the bridgehead hex, up to the bridgehead stacking limit. An attacker who chooses not to place a bridgehead counter in an eligible hex may not later change his mind and place one there.

31.4 REMOVAL OF BRIDGEHEAD COUNTERS:

31.41 REMOVAL COMPULSORY: A bridgehead counter must be removed, including in the turn it was placed, in the following circumstances:

A. ENEMY CONTROL: A bridgehead is immediately removed if it comes under enemy control.

B. ISOLATION: A bridgehead is removed at the end of the owning player's post-combat supply determination segment if it fails to receive full or partial supply.

C. SUPERFLUOUS: A bridgehead is removed at the end of the owning player's turn if both the following conditions are met:

- the bridgehead was placed as a result of a cross-river or crossing arrow attack or, if placed as a result of a seaborne invasion, is not required to trace full or partial sea supply into its hex, because it was placed on a one-hex island, on a beach hex containing a port or on a beach hex in a supply zone containing a port; and
- there are no enemy units of any type within air range (Europe: four hexes; Pacific: three hexes) of the bridgehead by land.

31.5 STACKING IN BRIDGEHEADS:

31.51 OVERSTACKING PERMITTED: Up to five ground units, plus up to three specialized units, may stack in a hex containing a bridgehead (EXCEPTION: Bridgehead counters do not increase the stacking capacity of Pacific one-hex islands - 12.13).

31.52 EFFECTS OF BRIDGEHEAD REMOVAL: Any ground units overstacked at the end of the owner's player turn as a result of the removal of a bridgehead are eliminated. The owner chooses which units are eliminated.

31.6 COMBAT EFFECTS:

31.61 ATTACKS FROM BRIDGEHEADS: Only two ground units may attack out of a bridgehead during offensive ground combat (EXCEPTIONS: Airborne, Chindits, marines, commandos, armor units in a breakthrough hex and Russian 3-3 infantry units designated as shock armies).

31.62 OVERSTACKED UNITS COUNTED FOR ATTRITIONS: All the ground units in a bridgehead are counted if otherwise eligible to participate in attrition combat. If a bridgehead is adjacent to two fronts,

some of the units may make an offensive attack on one front while the remainder are counted for attrition on the other front.

31.63 DEFENSE AGAINST ATTACKS:

A. All the ground units in a bridgehead defend against enemy offensive attacks.

B. Infantry and replacement units defending in bridgeheads are not subject to a negative DM when attacked by exploiting armor (15.33A), if their CTL is zero or less (15.33C), or when subject to a "7" or higher winter effect (15.33G).

31.64 ATTRITION OCCUPATION: Bridgeheads placed as a result of attacking across a river or crossing-arrow may not be selected for attrition occupation. This benefit does not apply to bridgeheads placed as a result of a seaborne invasion, which may be selected for attrition occupation (14.62C).

31.7 SUPPLY:

31.71 UNLIMITED SUPPLY SOURCE FOR TURN OF PLACEMENT: A bridgehead placed by seaborne invasion is an unlimited supply source during post-combat supply determination of the player turn in which it is placed (30.25).

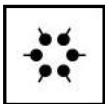
31.72 SEA SUPPLY TO BRIDGEHEADS: Sea supply lines may be traced into bridgeheads in the same manner as to ports.



32. FORTIFICATIONS

- 32.1 CONSTRUCTION OF FORTIFICATIONS
- 32.2 EFFECTS OF FORTIFICATIONS
- 32.3 ELIMINATION OF FORTIFICATIONS
- 32.4 STARTING FORTIFICATIONS
- 32.5 BEACH DEFENSES
- 32.6 FORTIFICATION OF ISLAND GROUPS

32.1 CONSTRUCTION OF FORTIFICATIONS:



32.11 NATIONALITY: Fortifications may be constructed by Germany, Japan, Russia, Britain and the U.S. during the unit construction phase. Italy, France, China and minor countries may not construct fortifications.

32.12 COST: A major power must make the following expenditures to construct a fortification:

A. Five BRPs.

B. One RP (EXCEPTION: Japan does not pay an RP cost for fortification construction).

32.13 ELIGIBLE HEXES: Fortifications may be built only in the following hexes:

A. TYPES OF HEXES:

- City hexes.
- Hexes which are subject to seaborne invasion.
- Jungle and jungle/mountain hexes (Japan only).

B. SUPPLY: Hexes which are fully supplied.

C. CONTROL: Hexes which were controlled by the constructing alliance faction at the start of its player turn.

32.14 RESTRICTIONS: Fortification construction is subject to the following restrictions:

A. Fortifications may not be built in hexes which already contain a fortification counter or a fortress. West Wall hexes may be fortified (32.15).

B. Fortifications may not be built in an enemy ZoC.

C. Fortifications may not be built in areas currently subject to a "5" or worse winter result. Winter preparation may offset this effect.

D. Each alliance faction may construct only one fortification per turn.

E. European Axis fortifications must be constructed by Germany. Germany may not construct fortifications in Italy, Sicily or Sardinia until Italy has surrendered.

F. The Western Allies may only construct fortifications in eligible hexes which are controlled by Britain or the United States.

This rule prevents the construction of forts in French hexes unless France has fallen (29.22B) or Germany has attacked Russia before France has fallen (29.25A).

G. Western Allied fortifications must be constructed by Britain (EXCEPTION: The U.S. may construct fortifications in a theater in which it is at war).

H. In the Pacific, the Western Allies may not construct fortifications until the turn following a Japanese declaration of war against Britain or both Britain and the U.S., or until the USJT level has reached 40 or more.

32.15 FORTIFICATION OF WEST WALL HEXES: If a fortification is constructed in a West Wall hex, the directional fortification is upgraded to a fortress and the remaining hexsides are fortified.



32.2 EFFECTS OF FORTIFICATIONS:

32.21 COMBAT:

A. ATTACKS LIMITED TO 1:1 OR GREATER: Attacks against hexes containing fortresses, fortifications, beach defenses or in a fortified island group may only be made if at ground combat odds of 1:1 odds or more. If an adverse ground combat result causes the odds to drop below 1:1, the attack is aborted and no further ground combat is allowed. This restriction applies even if isolation has negated the favorable DM for the fortification or fortress (32.24), but does not apply when hexes containing directional fortifications or beach defenses are attacked from the rear.

B. FAVORABLE DEFENSE MULTIPLIERS:

- Ground units defending in a hex containing an omnidirectional fortification receive a +1 DM.
- Ground units defending in a hex containing an omnidirectional fortress receive a +2 DM.
- Western Allied ground units defending in Maginot hexes against attacks from units in hexes faced by their fortifications or airdrops receive a +2 DM, but receive no benefit from their fortifications if any enemy units attack from the rear.
- Axis ground units defending in West Wall hexes against attacks from units in hexes faced by their fortifications or airdrops receive a +1

DM, but receive no benefit from their fortifications if any enemy units attack from the rear.

- Russian units in Sevastopol defending against Axis attack by land or airdrop receive a +2 DM.
- Western Allied units in Singapore defending against seaborne invasion receive a +2 DM, but defend normally if any enemy units attack by land or airdrop.

C. MANDATORY “Ex” RESULTS: When resolving ground combat against any hex containing a fortification, fortress, beach defense or a fortified one-hex island, other than beach defenses attacked from land, directional fortifications attacked from behind and tactical atomic attacks (43.424A), the attacker always incurs an “Ex-1”, “Ex-2” or “Ex-3” result, at the defender’s option, as detailed in 15.55 and 15.551. Which result applies and its effect depends on the attacker’s CTL and the DM of the attacked hex.

32.22 ATTRITION:

32.221 Ground units may not attrition across a fortified enemy hexside, even if the defensive value of the fortification has been negated by isolation (EXCEPTION: Units which engage in attrition combat against Maginot and West Wall hexes across unfortified hexsides). Ground units may attrition across their own fortified hexsides.

32.23 ZoCs:

32.231 ZoCs extend out of, but not into, hexes across fortified hexsides.

32.24 SUPPLY:

32.241 The positive DM from a fortification or fortress is reduced by one each turn in which the hex containing the fortification or fortress fails to receive full supply until the defensive value of the fortification or fortress is negated. For hexes containing Russian-controlled ICs, this effect is delayed by one turn for every five BRPs in the IC (37.72).

32.242 Isolated ground units in a fortified hex which are not eliminated (30.542A) and ground units which enter a besieged fortification or fortress by sea transport or seaborne invasion have their DM reduced by one for each turn the hex is isolated beyond that needed to eliminate the defensive value of their fortification or fortress (32.241).

32.243 Ground units which enter a besieged fortification or fortress by regular or exploitation movement or by air do not incur an adverse DM from isolation during the ensuing opposing player turn, apart from the effect of isolation on the defensive value of their fortification or fortress (32.241).

32.244 Partially supplied ground units in a besieged fortification or fortress do not incur an adverse DM from isolation, apart from the effect of isolation on the defensive value of their fortification or fortress (32.241).

32.245 Supply from an unlimited supply source in a fortified hex itself is sufficient to counter the effects of a siege.

32.246 If full supply to the fortified hex is re-established, the defensive value of the fortification or fortress is immediately restored.

32.247 Isolated fortifications and fortresses, while weakened against enemy attacks, may not be captured by attrition and are not penetrated by enemy ZoCs during a siege.

32.248 Submarines may operate out of an isolated port containing a fortification or fortress, but the Naval Nationality DRM of the submarines is reduced by one beyond the normal -1 for the naval oil effect (33.61B) for each additional turn the port has failed to receive full supply. There is no limit to this modifier.

EXAMPLE: The Axis cut sea supply to Malta in Spring 1942. In Summer 1942, a British submarine in Malta attacks Axis sea supply to North Africa. The Naval Nationality DRM of the submarine is reduced by one. If the siege of Malta continued, the submarine’s Naval Nationality DRM would be reduced by two in Fall 1942.

32.25 AIR DEFENSE:

32.251 FORTIFICATIONS: Fortifications, including directional fortifications, increase the air defense level of their hex by one.

32.252 FORTRESSES: Fortresses increase the air defense level of their hex by two.

32.3 ELIMINATION OF FORTIFICATIONS:

32.31 ELIMINATED BY ENEMY OCCUPATION: Fortifications and fortresses are permanently eliminated if their hex comes under enemy control.

32.4 STARTING FORTIFICATIONS:

32.41 The following hexes are fortified at the start of the game (Fall 1939):

32.42 OMNIDIRECTIONAL FORTRESSES:

A. Gibraltar

B. Malta

32.43 DIRECTIONAL FORTRESSES:

A. The Maginot Line (the hexsides of P24, P25 and Q24 facing Germany and Luxembourg).

B. Sevastopol (the hexsides of V38 facing U38 and U39).

C. Singapore (against seaborne invasion only).

32.44 DIRECTIONAL FORTIFICATIONS:

A. The West Wall (the hexsides of M27, N26, O26, P26 and Q25 facing Belgium, Luxembourg and France).



32.5 BEACH DEFENSES



32.51 NATIONALITY AND COST: Subject to the qualifications set out below, beach defenses may be constructed by the same major powers, at the same BRP and RP cost, subject to the same restrictions, as fortifications (32.11-32.14).

32.52 ELIGIBLE HEXES: Beach defenses may be constructed only on fully supplied beach hexes which were controlled by the constructing major power at the start of its player turn. Beach defenses may not be constructed on one-hex islands.

32.53 TWO BEACH DEFENSE COUNTERS PER TURN: Two beach defense counters are placed on the board instead of a single fortification counter, at the same BRP and RP cost as a single fortification. An alliance faction may not build a fortification and beach defenses in the same turn.

32.54 ONE BEACH DEFENSE COUNTER PER HEX: No more than one beach defense counter may be placed in a hex.

32.55 EFFECTS OF BEACH DEFENSES: Ground units in a hex containing a beach defense counter receive a +1 DM when defending against seaborne invasion. This +1 DM is negated if the ground units are also attacked by enemy ground units or partisans from an adjacent land hex, but is not negated solely by an airdrop. Beach defenses have no effect on attrition, ZoCs, supply or air defense.

32.56 FORTIFICATION OF HEXES CONTAINING BEACH DEFENSES: A beach defense counter and a fortification may be constructed in the same hex, provided this is done in different turns (32.53). If a hex contains both a fortification and a beach defense counter, ground units defending against seaborne invasion receive a +2 DM and ground units defending against other ground attacks receive a +1 DM. The land hexsides of such a hex are fortified for attrition, ZoC and supply purposes.

32.57 ELIMINATED BY ENEMY OCCUPATION: Beach defenses are permanently eliminated if their hex comes under enemy control.

32.6 FORTIFICATION OF ISLAND GROUPS

32.61 COST: Subject to the qualifications set out below, island groups may be fortified by Japan and the Western Allies, at the same BRP and RP cost, as for building a fortification. The BRP cost of the Western Allies fortifying an island group is paid by the U.S. (EXCEPTION: If Japan only attacks Britain, Britain pays the BRP cost for fortifying island groups until the U.S. enters the war, except for island groups occupied by the U.S.).

32.62 ELIGIBLE ISLAND GROUPS: Both partially and fully controlled island groups may be fortified.

32.63 ONE ISLAND GROUP FORTIFICATION PER TURN: No more than one island group may be fortified each turn. Fortifications and beach defenses may not be built in the same player turn as an island group is fortified.

32.64 INDICATING ISLAND GROUP FORTIFICATION: The fortification of an island group is indicated by placing a beach defense counter near the island group.

32.65 EFFECTS: Fortifying an island group gives all one-hex islands in that group a +1 DM against seaborne invasions. This effect applies only to islands which were controlled and fully supplied by the moving alliance faction at the start of the player turn in which the island group was fortified. Enemy-controlled islands which are subsequently captured do not receive the benefit of the fortification.

32.66 ADDITIONAL FORTIFICATIONS: A fortification may be constructed in an island in a fortified island group, provided this is done in different turns. If a hex in a fortified island group contains a fortification, ground units defending against seaborne invasion receive a +2 DM

32.67 BISMARCKS: If the Bismarck Archipelago (New Britain, New Ireland, Manus) is fortified, the beaches in New Britain and New Ireland are considered to contain beach defenses; Manus receives a +1 DM against seaborne invasions in the same manner as other one-hex islands. If a fortification is built in New Britain or New Ireland, the fortified hex receives an additional +1 DM when defending against other ground attacks and the hex cannot be attrited.

32.68 ELIMINATED BY ENEMY OCCUPATION: The effect of island group fortification is permanently eliminated in islands that come under enemy control.



33. OIL

- 33.1 OVERVIEW
- 33.2 OIL SOURCES
- 33.3 OIL PRODUCTION
- 33.4 OIL COUNTERS AND RESERVES
- 33.5 OIL CONSUMPTION
- 33.6 OIL EFFECTS
- 33.7 USE OF OIL FOR NAVAL OPERATIONS
- 33.8 USE OF OIL FOR OFFENSIVES
- 33.9 UNINVERSION OF AIR AND NAVAL UNITS

33.1 OVERVIEW:

33.11 Each alliance faction controls oil sources (33.2) which produce oil counters (33.4). Oil counters represent the oil resources available for use in the game. Oil production from certain oil sources may be affected if the oil source is damaged or destroyed (33.3).

33.12 Oil counters are used to offset oil effects, allow the use of air and naval units and permit unit construction at normal cost. The status of oil reserves also affects major power growth rates. Oil counters may be:

A. Moved to unlimited supply sources by land or sea to augment the oil reserve associated with that unlimited supply source;

B. Shipped by sea to a supply zone and then used in that supply zone; or

C. Used in the supply zone in which the oil counters are produced.

33.13 Units and hexes supplied from unlimited supply sources suffer any oil effects associated with the unlimited supply source itself, unless oil is produced in or shipped to and consumed in their supply zone. Air and naval units have the supply and oil status of the hex in which they are based (30.61).

33.14 Oil counters which are not used in the turn they are produced may be retained in an oil reserve for use in a future turn (33.422).



33.2 OIL SOURCES:

33.21 MAPBOARD BOXES: The following mapboard boxes produce the specified number of oil counters per turn:

A. U.S. BOXES: Unlimited.

B. URALS BOX: One. The oil production of the Urals box is increased by one for each IC diverted to oil production (37.65).

33.22 OIL CENTERS: The following oil centers produce the specified number of oil counters each turn unless their capacity is reduced by damage:

A. PLOESTI: Three.

B. MOSUL: Three.

C. ABADAN: Three.

D. AHWAZ: Three.

E. BAKU: Two

F. GROZNY: One

G. MAIKOP: One.

H. PALEMBANG: Three.

I. BRUNEI: Three.

33.23 SYNTHETIC OIL PLANTS:

33.231 OIL PRODUCTION CAPACITY: Each undamaged synthetic oil plant produces one oil counter each turn and is also an unlimited supply source (30.222B).

33.232 GERMANY ONLY: Only Germany may build synthetic oil plants, although Russia may divert ICs to oil production (37.65).

33.233 STARTING LEVEL: Germany begins the game with two synthetic oil plants, each of which must be placed in a different German objective.

33.234 PRODUCTION: Germany may produce additional synthetic oil plants at a cost of five RPs per synthetic oil plant (reduced by one for each military breakthrough). Synthetic oil plants are produced at the start of the

Axis player turn and may be used as an oil source in the turn in which they are produced. Newly produced synthetic oil plants must be placed in an objective in Germany which does not already contain a synthetic oil plant. Once each German-controlled objective in Germany contains a synthetic oil plant, a second synthetic oil plant may be placed in an objective which already contains an oil plant. No more than six synthetic oil plants may be in play at any one time.

33.24 THE INTERNATIONAL MARKET: The international market produces oil counters to which Japan has access, although this access may be impeded by an oil embargo (33.4521).

33.25 MINOR COUNTRY CAPITALS: A minor country capital, which provides full supply to all units of the minor country (30.24), also provides oil to that minor country's units (only). This oil supply is distinct from the oil used by alliance factions and is not represented by oil counters. After association or activation, minor country oil requirements may also be met using their major power's oil counters.



33.3 OIL PRODUCTION:

33.31 DAMAGE AND DESTRUCTION OF OIL SOURCES:

A. MAPBOARD BOXES: The oil production capacity of mapboard boxes may not be damaged or destroyed.

B. OIL CENTERS: Oil centers are damaged if they come under enemy control (33.321) and may be damaged by enemy bombing (33.33). Damage to oil centers is indicated by placing a damage marker on the hex containing the oil center. Each damage marker on an oil center reduces its oil production capacity by one. An oil center may have a maximum of one damage marker for each level of oil production capacity. Synthetic oil plants may be damaged or destroyed (33.322, 33.33).

33.32 ENEMY CONTROL:

33.321 OIL CENTERS: An oil center incurs one level of damage whenever the hex in which it is located comes under enemy control, subject to the exceptions set out in 33.3211. Recapture of an oil center also triggers one level of damage, whether or not the previous damage has been repaired. A player may not inflict damage on an oil center he controls, although he may decline to repair any damage previously incurred by that oil center. If an oil center is lost, then recaptured, then lost again, the oil center suffers further damage, whether or not the previous damage was repaired.

33.3211 EXCEPTIONS: Oil centers are captured without damage in the following situations:

A. NEUTRAL RUMANIA: If Rumania is not associated or allied with a major power, the capture of Ploesti does not damage the oil center. Gaining control of Rumania by diplomacy does not damage the Ploesti oil center.

B. SURPRISE EFFECTS (RUSSIA): If the RGT level is less than 40 when Germany declares war on Russia, Russian-controlled oil centers captured by the Axis in the first turn of the German attack are not damaged.

C. SURPRISE EFFECTS (PACIFIC): If the effective USJT level is less than 40 when Japan declares war on the U.S. or Britain, Palembang and Brunei are not damaged if captured by Japan during the first two turns of the Japanese attack.

D. SURRENDER: An oil center which comes under Axis control as part of a British surrender is not damaged.

E. PARTISANS: Oil centers do not suffer damage as a result of their occupation by partisans or their recapture from partisans, although they do not produce oil while under partisan control.

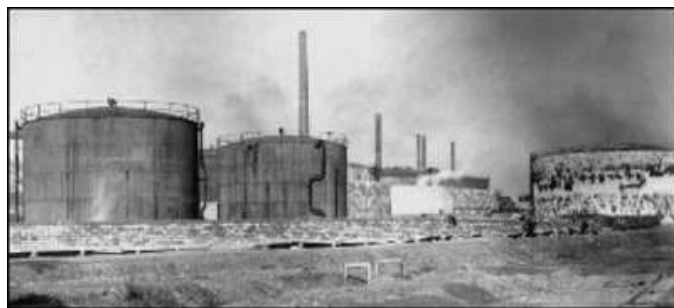
F. OPENING OF THE PERSIAN ROUTE: The opening of the Persian route does not damage the Persian oil centers.

33.322 SYNTHETIC OIL PLANTS: Synthetic oil plants are destroyed if their hex comes under enemy control.

33.33 BOMBING: Strategic bombing may damage or destroy synthetic oil plants and damage oil centers as set out in 26.72-26.74 and 43.352.

33.34 SCORCHING OF OIL SOURCES PROHIBITED: A player may not damage or destroy oil centers under his control.

33.35 REPAIRING OIL SOURCES: At the end of its player turn, each alliance faction may remove one damage marker at no BRP cost from an industrial facility or oil center it controlled throughout its player turn (26.81).



33.4 OIL COUNTERS AND RESERVES:

33.41 OIL COUNTERS:



A. At the start of each player turn, during the oil adjustment phase, newly-produced oil counters are placed in each oil source under friendly or neutral control from which moving alliance factions may draw oil.

B. Oil counters may be moved by land from an oil source to an oil reserve as permitted by 33.43A.

C. Oil counters may be moved by sea from an oil source to an oil reserve as permitted by 33.43B.

D. Oil counters which remain in an oil center and are not used in the course of the moving player's turn are eliminated at the end of that player's turn.

33.411 USING OIL COUNTERS: Oil counters may be used to offset oil effects (33.6) during the oil adjustment phase, initial supply determination, or post-combat supply determination (air, naval and army oil effects) and during the unit construction phase (construction oil effects - 33.52A, D); or during either player turn to allow the use of additional air and naval units (33.8).

33.412 Oil counters are removed from their oil reserve when used.

33.42 OIL RESERVES: Unused oil counters in an oil reserve remain in that oil reserve and may be used in a future turn. Each oil reserve is associated with one or more unlimited supply sources. Oil counters in an oil reserve are placed on the relevant major power force pool charts, mapboard boxes or city. As the game progresses, oil reserves may increase or decrease, depending on whether production exceeds consumption or vice versa. Oil counters in oil reserves are not subject to damage or destruction except as set out in 33.424.

33.421 OIL RESERVES AND SUPPLY SOURCES: Each oil reserve is associated with the following unlimited supply sources:

A. EUROPEAN AXIS: Berlin, Rome and each German objective containing an undamaged synthetic oil plant.

B. JAPAN: Tokyo, Osaka, Kagoshima and Seoul.

C. RUSSIA: The Urals box.

D. WESTERN ALLIES (Europe): London and Paris.

E. WESTERN ALLIES (India box): Colombo and the India box.

F. WESTERN ALLIES (South Africa box): The South Africa box.

G. WESTERN ALLIES (Pearl Harbor): Pearl Harbor.

H. WESTERN ALLIES (Australia box): The Australia box.

I. WESTERN ALLIES (Manila): Manila.

33.422 MAXIMUM OIL RESERVES: Each oil reserve may contain a maximum number of oil counters. These maximums apply to each oil reserve at the end of each player turn, and any oil counters in excess of the maximum are eliminated. The maximums and starting levels for each oil reserve are:

A. EUROPEAN AXIS:

- **Maximum:** Two for each of Berlin, Breslau, Cologne, Essen and Leipzig under Axis control, for a total maximum of ten.
- **At Start:** Ten.

B. JAPAN:

- **Maximum:** Two for each of Harbin, Kagoshima, Mukden, Osaka and Tokyo under Japanese control, for a total maximum of ten.
- **At Start:** Ten.

C. RUSSIA:

- **Maximum:** One for each of Moscow, Leningrad, Stalingrad, Grozny, Maikop and the Urals box under Russian control, for a total maximum of six and a minimum of one.
- **At Start:** Six.

D. WESTERN ALLIES (Europe):

- **Maximum:** Two for each of Birmingham, London and Manchester under Western Allied control, for a total maximum of six.
- **At Start:** Six.

E. WESTERN ALLIES (India box):

- **Maximum:** Three.
- **At Start:** Three.

F. WESTERN ALLIES (South Africa box):

- **Maximum:** Three.
- **At Start:** Three.

G. WESTERN ALLIES (Pearl Harbor):

- **Maximum:** Three.
- **At Start:** Three.

H. WESTERN ALLIES (Australia box):

- **Maximum:** Three.
- **At Start:** Zero.

I. WESTERN ALLIES (Manila):

- **Maximum:** Three.
- **At Start:** Three.

33.423 CAPTURE OF OIL RESERVES PROHIBITED: Oil counters may not be captured. The capture or surrender of a location listed in 33.422 reduces the defender's maximum oil reserve level but has no effect on the attacker's current or maximum oil reserve level.

33.424 DESTRUCTION OF OIL RESERVES: Oil counters in an oil reserve may not be bombed or otherwise damaged or destroyed except by the capture of objectives which reduce the maximum capacity of an oil reserve to less than the number of oil counters in that oil reserve. (EXCEPTION: If, during its initial surprise attack, Japan carries out a second air strike against Pearl Harbor, Japan may target the oil counters in the Pearl Harbor oil reserve. The oil reserve is attacked as a single target using the Naval Attack Table. No DRMs are applied to the air attack dice roll. On a "1" air attack result, one oil counter is destroyed. On a "2" air attack result, two oil counters are destroyed. On a "3" or greater air attack result, all three oil counters are destroyed).

33.425 CAPTURE OF PARIS AND LONDON: If the Axis capture both Paris and London, oil counters in the Western Allied (Europe) oil reserve may be used in conjunction with sea supply traced from the Atlantic U.S. box. If the Axis also capture Birmingham and Manchester, the Western Allied (Europe) oil reserve is eliminated altogether.

33.43 INCREASING OIL RESERVES: Oil reserves may be increased by moving oil counters from an oil source to the objective containing the oil reserve or, for Russia, the Urals box. Oil counters from newly-captured oil centers may not be used in the turn of capture. Oil counters may be moved as follows:

A. BY LAND: By tracing a land supply line from an oil source to the destination during initial supply determination or post-combat supply determination in the owning player's turn. Oil counters shipped by sea to a port may then be moved by land to their destination, and vice versa.

B. BY SEA: By tracing a sea supply line from an oil source to the destination port or mapboard box during initial supply determination or post-combat supply determination in the owning player's turn. One transport (Japan, Western Allies, Western Allied oil shipments to Russia) or three destroyer factors (European Axis) are required to sea escort each oil counter shipped by sea. Subject to enemy air attack or naval interception, oil shipments by sea arrive immediately after they are made. Russia may not ship oil by sea.

The use of European Axis destroyers to trace oil supply by sea will usually arise only in the rare instance where the Axis have captured Mosul or a Russian oil center but do not have a land route to the captured oil center.

33.431 OIL COUNTERS REMOVED AT THE END OF EACH PLAYER TURN: At the end of each player turn, all oil counters which are not in an oil reserve are removed from play. There is no exception for Western Allied oil counters which are intended to be shipped to another destination in a future turn.

The maximum South African oil reserve is three oil counters. There may be no more than three oil counters in the South Africa box at the end of any Western Allied player turn, even if the Western Allies promise to ship any surplus oil counters to the India box in the next turn.



33.44 EUROPEAN AXIS:

33.441 OIL STATUS OF ALL UNLIMITED SUPPLY SOURCES IDENTICAL: The oil status of all European Axis unlimited supply sources is determined by the oil consumed from the European Axis oil reserve.

33.442 EUROPEAN AXIS OIL SOURCES: Each turn the European Axis may augment its oil reserve with oil from the following sources if a supply line may be traced from the indicated oil source to any objective in Germany in which unit construction is permitted:

33.4421 PLOESTI: Three oil counters from Ploesti, including by tracing a supply line from a neutral or Axis-controlled Rumania over neutral minor country hexes. The European Axis may not draw oil from Ploesti if:

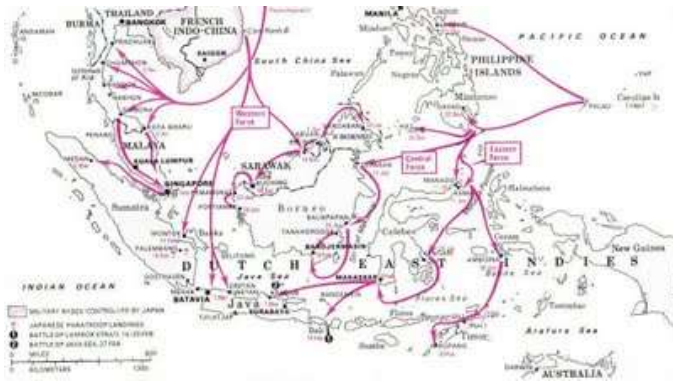
A. Russia controls Ploesti and either Russia and Germany are at war or the RGT level is 45 or more; or

B. Ploesti is under Western Allied control.

33.4422 SYNTHETIC OIL PLANTS: One oil counter from each undamaged German synthetic oil plant.

33.4423 CAPTURED OIL CENTERS: Oil counters from Mosul, Maikop, Grozny and Baku if they are under Axis control. The Axis may not use oil produced in Abadan or Ahwaz, as no facilities existed for transporting it overland to the Mediterranean.

33.4424 INITIAL EUROPEAN AXIS OIL RESERVE: Until the start of the first Axis player turn following the outbreak of war between Germany and Russia or the RGT level reaching 45, European Axis oil consumption is not tracked and the European Axis oil reserve is deemed to contain ten oil counters (33.422A).



33.45 JAPAN:

33.451 OIL STATUS OF UNLIMITED SUPPLY SOURCES: The oil status of Tokyo, Osaka, Kagoshima, Seoul and all Japanese naval and SW units in the Pacific and Indian Ocean SW boxes is determined by the oil consumed from the Japanese oil reserve.

33.452 JAPANESE OIL SOURCES: Each turn Japan may augment its oil reserve with oil from the following sources if it can trace a supply line from the indicated oil source to any objective in Japan or Manchuria in which unit construction is permitted:

33.4521 THE INTERNATIONAL MARKET: Japan may obtain the indicated number of oil counters from the international market:

A. NO EMBARGO: Unlimited, if the U.S. has not imposed an oil embargo on Japan in a previous game turn. An oil embargo has no effect on Japan's oil supplies in the game turn in which it is imposed.

B. PARTIAL EMBARGO: Three oil counters per turn for the two Japanese turns after the U.S. imposes an oil embargo.

C. FULL EMBARGO: None, beginning in the third turn after the U.S. imposes an oil embargo.

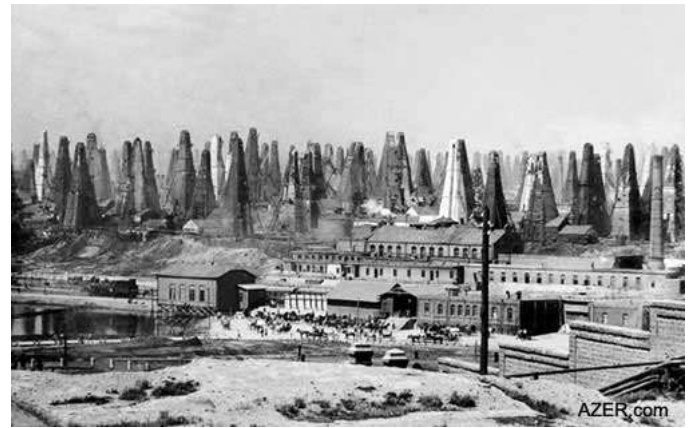
D. WAR: None, if Japan and the U.S. are at war, other than in the turn in which Japan goes to war with the U.S.

EXAMPLE: The U.S. imposes an oil embargo on Japan in Summer 1941. Japan receives three oil counters from the international market in Fall 1941, and another three oil counters in Winter 1941. Starting in Spring 1942, Japanese oil supplies depend on Japanese control of the Dutch East Indies oil centers and the number of available Japanese transports.

33.45211 OIL EMBARGO: An oil embargo may be imposed at any time during a turn, including before, during or after the Japanese player turn, when USJT reach 20. Once imposed, an oil embargo cannot be lifted.

33.4522 BRUNEI AND PALEMBANG: Three oil counters from each of Brunei and Palembang. Japan may only ship oil from Brunei or Palembang if they are under Japanese control at the start of the Japanese player turn. Oil counters produced in Brunei and Palembang must be shipped to the Japanese oil reserve to be used (EXCEPTION: Starting in Spring 1944, oil from Brunei and Palembang may be used in those hexes to offset naval oil effects. Japanese naval units which use oil in Brunei or Palembang must end the Japanese player turn in those ports). Oil counters which are unused by the end of the Japanese player turn are eliminated. Japan may not create an oil reserve in Brunei or Palembang.

33.4523 ASSIGNING TRANSPORTS TO CARRY OIL: Japan may ship oil during initial supply determination and post-combat supply determination by assigning one transport to sea escort each oil counter. Japanese transports may sea escort oil from Brunei only if Japan controls Balikpapan at the time the oil is shipped; Japanese transports may sea escort oil from Palembang only if Japan controls Batavia at the time the oil is shipped. The number of transports which Japan may assign to sea escort oil each turn is limited by the number of transports available: 1 transport: 1 oil counter; 2 transports: 2 oil counters, 3-9 transports: 3 oil counters; 10-12 transports: 4 oil counters; 13-15 transports: 5 oil counters; 16 or more transports: 6 oil counters (the maximum oil production of Brunei and Palembang per turn). Transports which are not assigned to sea escort oil may be used for other purposes.



33.46 RUSSIA:

33.461 OIL STATUS OF ALL UNLIMITED SUPPLY SOURCES IDENTICAL: The oil status of all Russian unlimited supply sources is determined by the oil consumed from the Russian oil reserve.

33.462 RUSSIAN OIL SOURCES: Each turn Russia may augment its oil reserve with oil from the following sources if it can trace a land supply line from the indicated oil source to the Urals box off the eastern edge of the European mapboard as far north as A62 and as far south as Z53 or through the Persian hexes on the eastern edge of the European mapboard if they are under Allied control and the Persian BRP route is open.

33.4621 URALS BOX: One oil counter from the Urals box.

33.4622 RUSSIAN-CONTROLLED OIL CENTERS: If under Russian control, oil counters from: Maikop, Grozny and Baku; Abadan or Ahwaz (a maximum of one oil counter per turn from Persia, provided the Persian BRP route was opened on a previous turn); Mosul (if the Allies control Turkey); and Ploesti.

33.4623 WESTERN ALLIED OIL SHIPMENTS TO RUSSIA: Oil counters may be shipped to Russia by the Western Allies, in addition to or instead of BRP grants. Provided the route in question is open, each turn a maximum of two oil counters may be sent via Murmansk and one oil counter via each of Persia, Turkey and Siberia. Each oil counter shipped counts as 10 BRPs against the limit of the BRP route used and the overall Western Allied-Russian BRP grant limit. Each oil counter shipped via Murmansk or Siberia requires a Western Allied transport; oil counters from Abadan or Ahwaz through Persia or from Mosul through Turkey do not. The Western Allied and Russian BRP levels are not affected by oil shipments. Western Allied oil counters shipped to Russia may be used in the Russian player turn in which they are received or may be added to the Russian oil reserve and used in any subsequent Russian player turn. See 40.25.

33.4624 INITIAL RUSSIAN OIL RESERVE: Until the Axis capture Maikop, Grozny or Baku, Russia does not track its oil consumption. If the Axis capture a Russian oil center, Russia tracks its oil consumption and the Russian oil reserve is considered to be at the maximum level permitted by 33.422C. If Russia restores its prewar oil situation by recapturing all its oil centers and starts its player turn in control of Maikop, Grozny and Baku and with six oil counters in its oil reserve, it is no longer required to track its oil consumption.

33.47 WESTERN ALLIES:

33.471 OIL STATUS OF UNLIMITED SUPPLY SOURCES VARIES: The oil status of each Western Allied unlimited supply source is determined as follows:

33.4711 LONDON AND PARIS: By the number of oil counters consumed from the Western Allied (Europe) oil reserve.

33.4712 PEARL HARBOR: By the number of oil counters consumed from the Western Allied Pearl Harbor oil reserve.

33.4713 MANILA: By the number of oil counters consumed from the Western Allied Manila oil reserve.

33.4714 COLOMBO: By the number of oil counters consumed from the Indian oil reserve.

33.4715 MAPBOARD BOXES: Ground units which have their supply determined while in or which are constructed in a Western Allied mapboard box are not subject to oil effects, and all Western Allied mapboard boxes are considered to be fully operational bases, regardless of the number of oil

counters consumed from their oil reserves. For supply from Western Allied mapboard boxes:

A. The U.S. boxes have unlimited oil. The oil status of supply zones drawing supply from the U.S. boxes is determined as per 33.533.

B. The oil status of supply zones drawing supply from the South Africa box is determined as per 33.533.

C. The oil status of any supply zone drawing supply from the India box is determined by the number of oil counters consumed from the Indian oil reserve.

D. The oil status of any supply zone drawing supply from the Australia box is determined by the number of oil counters consumed from the Australian oil reserve.

E. Western Allied naval units, including ASW, in the Atlantic, Pacific and Indian Ocean SW boxes are not subject to oil effects.



33.472 WESTERN ALLIED OIL SOURCES: Each turn the various Western Allied oil reserves may obtain the indicated number of oil counters from the following sources if a supply line can be traced from that oil source to an unlimited supply source associated with the oil reserve in question:

33.4721 U.S. BOXES: Unlimited.

During the war, the United States produced nearly two-thirds of the world's oil supply. For the Western Allies, oil is not a question of production but rather a question of having the transports necessary to ship the oil to where it is needed.

33.4722 MOSUL: Three. These oil counters may only be used to meet the oil needs of the supply zone in which Mosul is located and the Mediterranean front portion of any supply zones tracing sea supply from that supply zone. One Mosul oil counter may be shipped to Russia through Turkey each turn if this is otherwise permitted (40.25, 40.6). Oil counters produced in Mosul may not be shipped in Indian Ocean transports.

33.4723 ABADAN AND AHWAZ: Three for each. The Western Allies may draw oil from the Persian oil fields if Persia is neutral or under Western Allied control, but may not draw oil from Persian oil fields controlled by Russia, the Axis or occupied by Persian partisans. Oil drawn from the Persian oil fields may only be used to meet the oil needs of units and hexes in Persia unless shipped out of Abadan in Indian Ocean transports. One Persian oil counter may be shipped to Russia through Persia each turn if the Persian route was opened in a previous turn and such shipments are otherwise permitted (40.25, 40.5).

33.4724 WESTERN ALLIED-CONTROLLED OIL CENTERS: Oil counters from Brunei, Palembang and Ploesti if they are under Western Allied control, but only to meet the oil needs of the supply zone in which the oil center is located.

33.473 ASSIGNING TRANSPORTS TO CARRY OIL: The Western Allies may ship oil during initial supply determination and post-combat supply determination by assigning one Atlantic, Pacific or Indian Ocean transport to sea escort each oil counter. The number of transports which may be assigned to sea escort oil each turn is limited by the number of transports available in the SW box in question: 1 transport: 1 oil counter; 2 transports: 2 oil counters, 3-9 transports: 3 oil counters; 10-12 transports: 4 oil counters; 13-15 transports: 5 oil counters; and so on. Transports which are not assigned to sea escort oil may be used for other purposes.

33.4731 ATLANTIC:

A. There is no limit on the number of Western Allied Atlantic transports that may carry oil from the U.S. each turn, apart from that set out in 33.473.

B. Western Allied Atlantic transports may be used to ship oil from the Atlantic U.S. box to any eligible Western Allied controlled port or to the South Africa box.

33.4732 PACIFIC:

A. PREWAR OIL REQUIREMENTS: Prior to the outbreak of war between Japan and the Western Allies, three Western Allied Pacific transports must be assigned to carry oil counters, even though this has no effect on the Pearl Harbor, Australian and Manila oil reserves, which remain fixed at their initial levels until the outbreak of war between Japan and the Western Allies. Once the Western Allies are at war with Japan, this requirement does not apply.

B. PACIFIC OIL RESERVES: The U.S. may sea escort oil to the Pearl Harbor, Australian or Manila oil reserves from the Pacific U.S. box using Western Allied Pacific transports. Oil may not be shipped to these oil reserves through the Indian Ocean.

33.4733 INDIAN OCEAN:

A. USE OF INDIAN OCEAN TRANSPORTS: Indian Ocean transports may be used to ship oil counters:

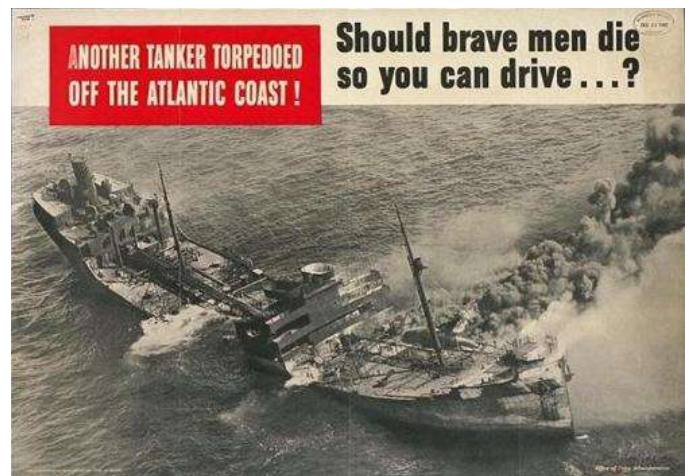
- from Abadan to the South Africa box, India box, Suez or Basra.
- from the South Africa box to the India box, Suez, Abadan or Basra.

B. INDIAN OIL CONSUMPTION: Prior to the outbreak of war between Britain and Japan, oil consumption in India is not tracked; but three Indian Ocean transports are inverted at the start of each Allied player turn to reflect the use of Indian Ocean transports to ship oil to India.

C. EUROPEAN SCENARIO: There is no requirement to ship oil to India in the European scenario. However, three Indian Ocean transports are inverted at the start of each Allied player turn to reflect the use of Indian Ocean transports to ship oil and units to India.

33.48 INITIAL WESTERN ALLIED OIL RESERVE: Until the start of the first Allied player turn following the fall of France, Western Allied oil consumption is not tracked and the Western Allied oil reserve is deemed to contain six oil counters.

33.49 CHINA EXEMPT FROM OIL EFFECTS: China and Chinese units in China, including the Flying Tigers, are not subject to oil effects.



33.5 OIL CONSUMPTION:

33.51 USE OF OIL COUNTERS: Oil counters may be used by the moving player during his player turn to:

- Offset one or more of the three service oil effects described in 33.61A-C (air, naval and army).
- Use air and naval units beyond that allowed by offsetting the air and naval oil effects (33.71C, 33.72C).
- Permit efficient use of major power construction limits (33.61D).
- Conduct offensive operations on more than one front (33.8).

33.52 TIMING:

A. AIR, NAVAL AND ARMY OIL EFFECTS: Oil counters from oil reserves or local oil centers may be used to offset air, naval and army oil effects:

- During the oil adjustment phase, after oil counters from oil centers from which a land supply line can be traced have been added to the moving player's oil reserve;

- During initial supply determination, after oil counters have been shipped by sea; or
- During post-combat supply determination, after oil counters have been shipped by sea.

B. USE OF ADDITIONAL AIR AND NAVAL UNITS: Oil counters may be used at any time during either player turn to use additional air and naval units.

C. CONSTRUCTION: Oil counters may be used during the unit construction phase to offset construction oil effects.

D. ADDITIONAL OFFENSIVES: Oil counters may be used during a player turn to conduct offensive operations on more than one front.

33.521 VOLUNTARILY INCURRING OIL EFFECTS: An alliance faction may voluntarily incur one or more oil effects in order to conserve oil.

33.53 OIL STATUS OF SUPPLIED AREAS:

33.531 DETERMINING OIL STATUS: The oil status of unlimited supply sources is determined prior to or during initial supply determination by the oil consumed from the oil reserve associated with the supply source (33.441, 33.451, 33.461, 33.471).

33.532 OIL IMPAIRMENT REFLECTED IN SUPPLY: If no oil effects are incurred by an unlimited supply source, the oil status of that supply source is unimpaired and the hexes and units supplied from that supply source are also unimpaired by oil effects (EXCEPTIONS: Supply zones receiving supply from the U.S. or South Africa boxes - 33.533). However, if one or more oil effects are incurred by an unlimited supply source, all hexes and units supplied from that unlimited supply source are similarly impaired.

33.533 SUPPLY ZONES DRAWING SUPPLY FROM THE U.S. OR SOUTH AFRICA BOXES: The oil status of supply zones containing ports which draw supply from the U.S. or South Africa boxes, and of other supply zones supplied from such supply zones, is determined by the number of oil counters consumed in that supply zone. The oil counters consumed may be taken from an oil center in the supply zone or shipped on transports through the relevant SW box to a port in the supply zone.

EXAMPLE: At the start of the Western Allied Spring 1943 player turn, the Western Allied European oil reserve contains four oil counters. The Western Allies have 22 transports available in the Atlantic SW box.

The Western Allies also have a Western Allied armor unit, a motorized infantry unit and three AAF in Morocco, having invaded Casablanca in a previous turn.

In Winter 1942, Britain and Northern Ireland were supplied from London; Casablanca was supplied directly from the U.S.

In the Western Allied Spring 1943 oil adjustment phase, the Western Allies use three oil counters from the Western Allied European oil reserve to offset the air, naval and army oil effects in Britain and Northern Ireland.

Western Allied units and hexes in Morocco retain the supply and oil status from the previous turn until initial supply determination of the Western Allied Spring 1943 player turn.

During initial supply determination, the Western Allies use six Atlantic transports to send oil to Britain. These oil counters are placed in the Western Allied European oil reserve.

The Western Allies again trace sea supply directly from the Atlantic U.S. box to Casablanca, using one Atlantic transport for the sea supply line. If the Western Allies wished to fully utilize their ground and air units in Morocco, they must also use one additional Atlantic transport to offset each relevant oil effect in Morocco (which does not have a local oil source). As the Western Allies have ground and air, but no naval, units in Morocco, two additional Atlantic transports would be required to ship oil to Casablanca to offset the air and army oil effects in Morocco.

Had sea supply been traced from Britain to Casablanca, the oil status of London would have determined the oil status of Casablanca, saving the Western Allies three Atlantic transports.

33.534 LOCAL OIL CONSUMPTION: Oil counters produced by a local oil center or shipped into a supply zone may be used to augment the supply traced into a supply zone, as well as supply traced from that supply zone into other supply zones.

EXAMPLES: The Western Allies trace a sea supply line from the South Africa box to Basra using one Indian Ocean transport. Mosul is undamaged and controlled by the Western Allies. The three oil counters produced by Mosul meet the oil requirements of the Middle Eastern supply zone. Other Indian Ocean transports could be used to ship additional oil counters to the Middle East if the Western Allies needed additional oil counters to conduct an offensive on the Mediterranean front in addition to the western front or if Mosul were damaged or under Axis control.

33.535 TIMING: A supply zone retains the supply and oil status of the previous player turn until the end of the initial supply determination segment of the current player turn (EXCEPTION: If an air, naval or army oil effect from the previous player turn is negated by the use of an oil counter during the oil adjustment phase of the current turn, air, naval or army operations are immediately restored to normal, prior to initial supply determination - 33.62).

33.54 OIL STATUS OF UNITS:

33.541 DURATION: Oil counters used to offset air, naval and army oil effects (33.51A) and to allow for the use of additional air and naval units (33.51B) have effect until the end of the initial supply determination phase of the friendly player turn following their use. Air and naval units used in the movement phase of their player turn, prior to or during the initial supply determination phase, count against the limit on air and naval factors used for that player turn, so the use of other air and naval units after the initial supply determination phase may require the use of additional oil counters.

EXAMPLES: The Axis offset the air oil effect during the Axis Summer 1940 player turn. The Axis may use 25 uninverted air factors in the Axis Summer 1940 player turn, in the Allied Summer 1940 player turn, and during the first part of the Axis Fall 1940 player turn, until the end of the Axis Fall 1940 initial supply determination phase.

The Western Allies offset the naval air oil effect during the Allied Summer 1940 player turn. The Western Allies may use two TFs in the Western Allied Summer 1940 player turn, in the Axis Fall 1940 player turn, and during the first part of the Allied Fall 1940 player turn, until the end of the Allied Fall 1940 initial supply determination phase. If the Western Allies used two TFs to patrol or protect sea supply prior to or during the Allied Fall 1940 initial supply determination phase, they would have to use an additional oil counter to conduct other naval operations later that turn with other, uninverted, TFs.



33.6 OIL EFFECTS:

33.61 OIL EFFECTS: During his player turn, as set out in 33.52, the moving player determines which, if any, of the four oil effects set out below he wishes to offset. Oil effects apply to all members of an alliance faction within the affected supply zones. The effects are:

A. AIR: One oil counter is required to offset the air oil effect. This eliminates the air oil effects for 25 air factors and permits the owning player to expend additional oil counters to use additional air factors. All the alliance faction's AAF, including associated and allied minor country AAF, air transports, jets, interceptors and strategic bombers are counted; NAS, whether land- or carrier-based, and kamikazes are not.

- All air units have their Air Nationality DRM reduced by one.
- Land-based air units may not conduct offensive operations, search, provide air cover, or attack enemy naval units at sea.
- Offensive strategic warfare by strategic bombers, flying bombs and rockets is prohibited.
- Defensive air activities, including providing defensive air support, opposing enemy bombing and intercepting enemy air transport activities, are permitted only in the hex in which the air units are based. Interceptors defend normally, but the lack of operational air bases limits the hexes in which they may engage the attacker (26.443).
- The restrictions on searching, providing air cover, attacking enemy naval units at sea and on defensive air activities do not apply to Japanese air units in Japan.
- Air units may stage and redeploy freely from affected bases.

B. NAVAL: One oil counter is required to offset the naval oil effect. This eliminates the naval oil effects for two TFs and permits the owning player to expend additional oil counters to use additional TFs.

- All naval units have their Naval Nationality DRM reduced by one (EXCEPTION: Western Allied naval units, including ASW, in the Atlantic, Pacific and Indian Ocean SW boxes are not subject to oil effects - 33.4715E).
- Naval units may not conduct offensive operations, protect sea supply,

provide or protect sea escort, or intercept (EXCEPTION: Submarines in fortified ports - 32.248).

- Submarine warfare is prohibited.
- Transports may not be used for onboard sea escort (21.64G).
- Naval units may change base and redeploy freely from affected ports.
- The restrictions on intercepting do not apply to Japanese naval units in Japan.

C. ARMY: One oil counter is required to offset the army oil effects.

- All ground units of all types have their CTL reduced by one.
- Ground units may not sea transport or conduct seaborne invasions from a location subject to the army oil effect.
- Ground units may not be taken as attrition losses from a supply zone from which sea supply was last traced to their attrition zone (14.52A).
- Armor units and Western Allied mechanized infantry units in Europe lose their mechanized component and act as infantry units, although they may conduct offensive operations and their combat factor for attrition and defensive purposes is unaffected. Such units have their movement factor reduced to three factors in Europe and two factors in the Pacific, lose their ZoC, may not create breakthroughs or exploit, and may be subject to a -1 DM if attacked by exploiting enemy armor. These effects do not apply to armor units which exploited in the previous turn and retain their exploitation supply status (16.61) or to Japanese armor units in Japan.
- Airborne units may not airdrop.

The air, naval and army oil effects have the same effect on air, naval and ground units as partial supply (30.52). Oil effects are not cumulative with the effects of partial supply.

D. CONSTRUCTION: Construction at normal construction costs requires the expenditure of oil counters. Subject to overall construction limits: the affected alliance faction may build up to 25 BRPs of units at normal construction costs if one oil counter is expended; up to 50 BRPs if two oil counters are expended; up to 75 BRPs if three oil counters are expended, and so on (27.35). Additional units are built at double the normal construction cost (27.13B; see also 27.14). A major power is considered to have incurred the construction oil effect if its alliance faction does not spend at least one oil counter to allow up to 25 BRPs of builds at normal construction cost.

E. ECONOMIC: There is no economic oil effect as such. If an alliance faction's oil reserve is not full at the end of a year, the BRP growth rates for each major power in that alliance faction is reduced by 5% for each missing oil counter, to a maximum reduction to a 0% growth rate. This determination is made during the YSS and the BRP growth rate used is the growth rate for the major power for the year in question: Germany, Britain, France, Italy: 1940 YSS: 10%; 1941 YSS: 20%; 1942 YSS: 30%; 1943 YSS: 40%; 1944-1946 YSS: 50%; up to the maximum allowed for each country; Russia and Japan: 50% (35.31). This has no effect on the BRP growth rate used for negative BRP growth (35.35).

33.62 RESTORATION OF OIL SUPPLIES TO ARMED FORCES: If the air, naval and army oil effects are negated, air, naval and army operations are immediately restored to normal.

33.63 APPLICATION OF CONSTRUCTION OIL EFFECTS: Construction oil effects are determined by the oil status of any supply zone in that major power's home country which contains an unlimited supply source or, for Britain, which traces sea supply from the Atlantic U.S. box, as designated by the owning player. No other supply zones need to offset construction oil effects. Construction oil effects do not apply to Britain if all hexes in Britain are isolated or under Axis control.

33.7 USE OF OIL FOR AIR AND NAVAL OPERATIONS:

33.71 OIL REQUIREMENTS FOR AIR OPERATIONS: Oil counters are required for air operations as follows:

A. AIR OPERATIONS PROHIBITED: If an oil counter is not used to offset the air oil effect, air operations are restricted as set out in 33.61A.

B. 25 AIR FACTORS: If an oil counter is used to offset the air oil effect, up to 25 air factors may conduct air operations during both the owning major power's player turn and the opposing player's turn. Different air factors may be used during each player turn.

C. ADDITIONAL AIR FACTORS: Once the air oil effect is offset, additional air factors may be used at a cost of one additional oil counter for every 25 air factors used.

33.72 OIL REQUIREMENTS FOR NAVAL OPERATIONS: Oil counters are required for naval operations as follows:

A. NAVAL OPERATIONS PROHIBITED: If an oil counter is not used to offset the naval oil effect, naval operations are restricted as set out in 33.61B.

B. TWO TASK FORCES: If an oil counter is used to offset the naval oil effect, up to two TFs may conduct naval operations during both the owning major power's player turn and the opposing player's turn. Different TFs may be used during each player turn.

C. ADDITIONAL TASK FORCES: Once the naval oil effect is offset, additional TFs may be used at a cost of one additional oil counter for every two additional TFs used.

D. ON BOARD NAVAL FACTORS: Up to 25 naval factors on the mapboard which are not in TFs are treated as a single TF for oil purposes.

E. SUBMARINES: Submarines based on the mapboard are not counted towards oil use, provided one oil counter is used to offset the naval oil effect.

F. UNSUCCESSFUL INTERCEPTIONS: Unsuccessful naval interceptions and counter-interceptions do not use oil.

33.73 MECHANICS:

A. TIMING: Oil counters used for additional air or naval operations are consumed when the air or naval operation is conducted.

B. SOURCE: Oil counters used for additional air or naval operations are subject to the same restrictions and transport requirements as the oil counters initially used to offset the air or naval oil effect. The use of these additional oil counters may not be intercepted or opposed.

C. COMBAT: Air and naval units that engage in combat are not required to use oil, but incur a -1 Air or Naval Nationality DRM in combat if they do not (33.61A, B).

33.8 USE OF OIL FOR OFFENSIVES:

33.81 OIL REQUIREMENTS FOR OFFENSIVES: Oil counters are required for offensive operations as follows:

A. ONE FRONT: Each alliance faction may conduct one or more offensives on one front without the expenditure of an oil counter.

B. TWO FRONTS: Offensives may be conducted on a second front at a cost of one oil counter.

C. THREE FRONTS: Offensives may be conducted on a third front at a cost of a second oil counter.

33.82 ALL ALLIANCE FACTION PARTNERS COVERED: One oil counter allows all members of the alliance faction in question to conduct offensive operations on the chosen front. It is not necessary to use additional oil counters if more than one major power is conducting offensive operations on a second or third front.

33.83 "OFFENSIVES": For oil purposes, an "offensive" is a full offensive (9.63). Oil is never required for limited offensives (9.62).

33.84 SOURCE OF OIL COUNTERS: Oil counters used for offensives must come from an oil source capable of supplying the units used in the offensive.

33.9 UNINVERSION OF AIR AND NAVAL UNITS:

33.91 Subject to the restrictions in 33.92:

A. AIR: If an oil counter is used by an alliance faction to offset the air oil effect, that alliance faction may uninvert all its land-based air factors at any time during its player turn.

B. NAVAL: If an oil counter is used by an alliance faction to offset the naval oil effect, that alliance faction may uninvert all its naval factors at any time during its player turn. Carrier-based NAS are uninverted along with their carriers (17.3122).

33.92 RESTRICTIONS: The uninversion of air and naval units is subject to the following restrictions:

A. FULL SUPPLY REQUIRED: Air and naval units may only be uninverted if they are fully supplied and not subject to an oil effect.

B. UNINVERSION AFTER USE ONLY AT END OF PLAYER TURN:

When the rules state that an air or naval unit is "inverted until the end of the player turn", this means that the air or naval unit may not be uninverted until the final part of the player turn, after the redeployment phase. Air and naval units which engage in an activity which results in inversion may therefore not be used again until the opposing player turn. Air and naval units may be uninverted at the start of the owning player's turn and again at the end of the friendly player turn, after use; then may be used during the opposing player turn.

There are a number of examples of this general rule. For example, air and naval units which carry out operations during their player turn (18.42, 21.311), naval units which unsuccessfully try to change base or change base between mapboard boxes or theaters (21.222, 21.224), naval air units flying combat air patrol which land on air bases rather than carriers (22.463B), are all inverted until the end of their player turn, at which point they may be uninverted and used during the ensuing opposing player turn - provided they are not redeployed (33.92D).

C. NEW CONSTRUCTION: Air and naval units may not be uninverted until after the redeployment phase of the player turn in which they are constructed or launched. If redeployed to a new base during the redeployment phase, they remain inverted through the following opposing player turn.

D. REDEPLOYMENT:

- Inverted air and naval units which redeploy to a new base during the redeployment phase may not be uninverted at the end of the player turn of use (EXCEPTION: American air and naval units may be uninverted if redeployed in a theater in which the U.S. is not yet at war).
- Naval units which provide or protect sea escort, or which counter-intercept enemy interceptions of NRs, may be uninverted in the player turn of use, regardless of where they end the redeployment phase.
- Air units which are TRed, then used to assist NRs, may be uninverted in the player turn of use.

E. OPPOSING PLAYER TURN: Air and naval units may not be uninverted during the opposing player turn.

33.93 AUTOMATIC UNINVERSION: Air and naval units in the following locations are uninverted at the end of the owning player's turn, even if out of supply:

A. SUBMARINES: All submarines (EXCEPTION: Submarines which were NRed on the mapboard).

B. ASW AND TRANSPORTS IN SW BOXES: All ASW and transports in an SW box.

C. STRATEGIC BOMBERS AND INTERCEPTORS: All strategic bombers and interceptors in an SW box.

D. WESTERN ALLIED NAVAL UNITS: All Western Allied naval units:

- in the Atlantic and Pacific SW boxes, unless NRed into the SW box during the current player turn.
- in the U.S. boxes, unless NRed into the U.S. box during the current player turn.

E. WESTERN ALLIED AIR UNITS: All Western Allied air units in the U.S. boxes, unless NRed into the U.S. box during the current player turn.

F. JAPANESE AIR UNITS: Japanese air units may be uninverted without the use of an oil counter to offset the Japanese air oil effect, at a cost of reducing the Japanese BRP base by one BRP for each uninverted air factor or its NAS equivalent. Newly-constructed kamikazes, which do not base on the mapboard (17.461), are automatically uninverted (17.45).

34. WEATHER

34.1 OVERVIEW

34.2 WEATHER EFFECTS

34.3 AFFECTED AREAS

34.4 WINTER PREPARATION

34.1 OVERVIEW:

34.11 DIFFERENT TYPES OF WEATHER: There are four types of weather: clear, mud, winter and monsoons. Weather varies from turn to turn for certain areas of the European and Pacific mapboards.

34.2 WEATHER EFFECTS:

34.21 CLEAR: All areas of the mapboard have clear weather unless subject to mud, winter or monsoons. There are no clear weather effects.



34.22 MUD: Offensive operations in areas afflicted by mud are subject to the following effects (EXCEPTION: Russian offensive operations - 34.221):

A. FULL OFFENSIVES PROHIBITED: Full offensives may not be conducted.

B. OVERRUNS AND EXPLOITATION PROHIBITED: Overruns and exploitation, including exploitation attacks from non-afflicted hexes into hexes afflicted by mud, are prohibited.

C. BREAKTHROUGHS PROHIBITED: Breakthroughs may not be created in hexes afflicted by mud. Eligible armor units in hexes afflicted by mud may be placed in and exploit from breakthrough hexes created in hexes which are not afflicted by mud, with the BRP offensive cost being charged to the front containing the breakthrough hex.

34.221 RUSSIAN OFFENSIVE OPERATIONS: Russia may conduct full offensives, overrun, create breakthroughs and exploit in areas afflicted by mud. The CTL of exploiting Russian armor units is reduced by one in mud (41.925).



34.23 WINTER: Areas affected by winter weather are subject to the following effects:

A. SEABORNE INVASIONS: Seaborne invasions which involve the naval movement of ground units through western and eastern front sea hexes, and seaborne invasions of the Aleutian islands, are prohibited in winter turns.

B. BREAKTHROUGHS: Breakthroughs may not be created in mountain hexes and armor units may not exploit out of mountain hexes on the western and eastern fronts or in Siberia, Manchuria, Mongolia or Tannu Tuva in winter turns. This prohibition does not prevent armor units from exploiting into mountain hexes and advancing out of mountain hexes after exploitation combat.

C. FROZEN LAKES AND SWAMPS: All European lakes north of Leningrad (row D) and all eastern front swamp hexes are frozen in winter turns. Frozen swamp hexes are treated as clear hexes for all purposes; frozen lake hexes are treated as clear hexes solely for the purpose of tracing supply lines; ground units may not move or redeploy across lakes, ZoCs do not extend across lake hexsides (10.341B) and air units may not base in hex C45 (Lake Ladoga).

D. WINTER DIE ROLLS: A winter die roll is made at the beginning of every winter game turn in Europe to determine weather conditions on eastern front hexes east of the Nazi-Soviet Pact line and in Finland. A separate winter die roll is made at the beginning of every fall and every winter turn in the Pacific to determine weather conditions in Siberia, Manchuria, Mongolia and Tannu Tuva. Winter effects are determined by the Winter Table (34.41).

E. RUSSIAN WINTER ATTRITIONS: If Russia attritions on the eastern front east of the Nazi-Soviet Pact line in a winter turn, Russia may designate hexes in the Russian winter zone (34.32C) from which Axis attrition losses must be taken and hexes to be captured by attrition occupation (14.521).

F. AXIS OFFENSIVES: If the winter level in the Russian winter zone is "9" or more, Axis ground attacks against non-partisan units and offensive air operations are prohibited. For every Axis winter effect level in the Russian winter zone below "9", the Axis may make one ground attack of any size; use 15 or more air factors for offensive operations; or, if permitted by a winter result of "5" or less, exploit from one breakthrough hex. Overruns, ground attacks on partisans and the use of up to 14 air factors do not count. These offensive operations are cumulative:

- In an "8" winter, the Axis may make one ground attack, using less than 15 AAF for offensive operations; or use all their AAF for offensive operations, but not both.
- In a "7" winter, the Axis may make one ground attack using 15 or more AAF for offensive operations or make two ground attacks using a total of less than 15 AAF for offensive operations.
- In a "6" winter, the Axis may make two ground attacks using 15 or more AAF for offensive operations; or make three ground attacks using a total of less than 15 AAF for offensive operations.
- In a "5" winter, the Axis may make three ground attacks using 15 or more AAF for offensive operations; make four ground attacks using a total of less than 15 AAF for offensive operations; or make fewer ground attacks and use some of the limited Axis logistical capabilities to create a breakthrough and exploit from the breakthrough hex.
- As the winter levels become milder, the Axis options increase. Each ground attack, except those against partisans, regardless of size, counts against the Axis logistical limit. Similarly, exploitation from two different breakthrough hexes counts against the Axis logistical limit more than exploitation from a single breakthrough hex.
- In a "0" ("no effect") winter, the offensive capabilities of Axis units in the Russian winter zone are unimpaired, but the number of Axis attacks is still limited a combination of nine non-partisan ground attacks, breakthroughs, exploitation and air use.

Because of this overall logistical limit, an Axis winter preparation level of six is not as effective in the Russian winter zone as the basic Russian winter preparation level of six.

- Air operations by Axis strategic bombers and interceptors are counted against the limit on air operations.



34.24 MONSOONS: Operations in areas affected by monsoons are subject to the following restrictions. These restrictions apply to all ground units, including Japanese ground units, partisans and the Chindit.

A. MOVEMENT: Swamp, jungle and jungle/mountain hexes affected by monsoons may not be entered by ground units during the movement phase, including by sea and air transport.

B. COMBAT: Ground units in swamp, jungle and jungle/mountain hexes

affected by monsoons may not participate in offensive operations, including embarking for sea or air transport, seaborne invasions or airdrops; ground units in other hexes may not attack into or enter swamp, jungle and jungle/mountain hexes affected by monsoons during the combat phase. Attrition combat is permitted, although swamp, jungle and jungle/mountain hexes affected by monsoons may not be selected for attrition occupation or retreat.

C. UNIT CONSTRUCTION AND REDEPLOYMENTS PERMITTED: Unit construction in and redeployments to, from and through swamp, jungle and jungle/mountain hexes affected by monsoons are permitted.

34.25 DIFFERENT TYPES OF WEATHER ON THE SAME FRONT: Areas of the eastern and Asian fronts may be affected by different types of weather or different levels of winter weather. As a result, different restrictions on offensives operations may apply to different parts of the eastern and Asian fronts. The rules governing attritions and offensive operations for fronts apply to the front as a whole in such situations:

A. EASTERN FRONT:

- **Winter:** Winter restrictions on the conduct of Axis ground attacks east of the Nazi-Soviet Pact line have no effect on the conduct of offensive operations in areas of the eastern front unaffected by the Winter Table results (34.41).
- **Spring:** If a full offensive is conducted in a spring turn on the eastern front west of the Nazi-Soviet Pact line, up to 14 BRPs of limited offensive operations, but not attrition combat, may be conducted east of the Nazi-Soviet Pact line at no additional BRP cost.

B. ASIAN FRONT:

- **Fall and Winter:** Fall and winter restrictions on the conduct of ground attacks in Siberia, Manchuria, Mongolia and Tannu Tuva have no effect on the conduct of offensive operations in areas of the Asian front unaffected by the Winter Table results (34.41).
- **Spring:** If a full offensive is conducted in a spring turn on the Asian front, up to 14 BRPs of limited offensive operations, but not attrition combat, may be conducted in Siberia, Manchuria, Mongolia and Tannu Tuva at no additional BRP cost.

34.26 FINNS AND SWEDES: Finns and Swedes may participate in ground attacks and offensive air operations beyond those allowed by the European Axis winter preparation level in areas subject to the Winter Table result (34.41), up to the number permitted by their superior winter preparation (34.42).

34.3 AFFECTED AREAS:

34.31 MUD: Mud occurs on spring turns on the eastern front east of the Nazi-Soviet Pact line, in Finland, and in Siberia, Manchuria, Mongolia and Tannu Tuva.

34.32 WINTER:

A. MEDITERRANEAN FRONT: Mediterranean front hexes in continental Europe are deemed to have a winter result of "4". Spain, Portugal, Gibraltar, Italy, Yugoslavia, Rumania, Bulgaria, Albania, Greece and European Turkey are included; Mediterranean islands are not.

B. POLAND AND THE WESTERN FRONT: All eastern front hexes west of the Nazi-Soviet Pact line except Finland and all western front hexes are deemed to have a winter result of "6".

C. RUSSIAN WINTER ZONE: A winter die roll is made at the beginning of every winter game turn to determine winter effects in Finland and all eastern front hexes east of the Nazi-Soviet Pact line (EXCEPTION: Winter effects do not apply to a border war between Russia and Rumania for Bessarabia). The Russian winter die roll is subject to a +5 modifier, and is modified by the applicable winter preparation levels.

D. SIBERIA, MANCHURIA, MONGOLIA AND TANNU TUVA: A winter die roll is made at the beginning of every fall and every winter game turn to determine winter effects in Siberia, Manchuria, Mongolia and Tannu Tuva. The fall die roll is subject to a +2 modifier. The winter die roll is subject to a +5 modifier.

34.33 MONSOONS: Monsoons occur in summer in India, Ceylon, Burma, Thailand and French Indochina.

34.331 FIRST TURN EXEMPTION FOR JAPANESE FORCES: If Japan achieves surprise (51.71), Japanese forces are not affected by monsoons in the turn Japan declares war on Britain or Britain and the U.S.



34.4 WINTER PREPARATION:

34.41 WINTER PREPARATION LEVELS: Winter effects in areas affected by winter are reduced by the winter preparation level of the affected alliance faction. The maximum winter preparation level that can be achieved by any nationality is six, regardless of production or automatic increases. The starting winter preparation levels are:

A. EUROPEAN AXIS: 0.

B. JAPAN: 2.

C. WESTERN ALLIES: 0.

D. RUSSIA: 6.

34.42 MINOR COUNTRIES: All minor country units, including Vlasovs, begin the game with a winter preparation level of zero (EXCEPTION: Finland and Sweden begin the game with a winter preparation level of 6). This winter preparation level is increased by their controlling alliance faction's winter preparation level.

34.43 PARTISANS: Partisans have a winter preparation level of six.

34.44 WINTER PREPARATION INCREASES:

34.441 PRODUCTION: The European Axis, Japan and the Western Allies may increase their winter preparation levels by production. Russia may not (42.24H).

34.442 AUTOMATIC INCREASES: The European Axis and Japan automatically increase their winter preparation levels by two at the end of a winter game turn in which the following conditions are met. Such increases are in addition to any winter preparation increases from production (34.441), are cumulative and apply in all subsequent winter turns:

A. EUROPEAN AXIS: If Germany was at war with Russia and had at least one ground unit in the Russian winter zone.

B. JAPAN: If Japan was at war with Russia and had at least one ground unit in Siberia, Manchuria, Mongolia or Tannu Tuva.

EXAMPLE: Germany invades Russia in Summer 1941. In Winter 1942, the Axis will have two winter preparation results from the automatic increase resulting from the 1941 Russian winter; in Winter 1943 the Axis will have four winter preparation results; in Winter 1944 the Axis will reach the maximum of six winter preparation results. These results could be augmented by the use of RPs for winter preparation.

34.443 Automatic winter preparation increases do not count against the production limit of one winter preparation result per year.

34.444 APPLICATION OF WINTER PREPARATION:

A. Winter preparation results apply to all members of the alliance faction which achieves the result.

B. Each alliance faction must reveal its cumulative winter preparation level at the start of each winter turn. Winter preparation results triggered during a winter turn do not affect play during that turn and are not announced until the following year.

EXAMPLE: Germany produces winter preparation in 1940. If the German player waits until Winter 1940 to trigger the winter preparation result, it does not affect the Winter 1940 game turn, but is kept secret until the start of the Winter 1941 game turn.

Winter Table - 34.41

0	No effect.
1	Movement of armor units during exploitation reduced by 1.
2	Movement of armor units during exploitation reduced by 2.
3	Movement of armor units during exploitation reduced by 3; overruns and airdrops are prohibited.
4	Movement of armor units during exploitation is reduced by 4.
5	Movement of armor units during exploitation is reduced by 5. Fortifications and railheads may not be constructed.
6	Exploitation is prohibited.
7	CTL reduced by one. Infantry units and replacements are subject to a -1 DM unless defending in a capital, objective hex, IC, bridgehead or railhead.
8	Air Nationality DRM reduced by one.
9	Ground attacks against non-partisan units and offensive air operations are prohibited. Defensive air support is restricted to the hex in which the air factors are based.
10	Enemy units must expend only one, not two, movement factors to leave the ZoC of armor units.
11	Armor units are treated as infantry units.
Modifiers	
+5	winter turns in the Russian winter zone.
+5	winter turns in Siberia, Manchuria, Mongolia and Tannu Tuva.
+2	fall turns in Siberia, Manchuria, Mongolia and Tannu Tuva.
Explanation: Each level of winter effects includes all the effects of all lower results. The "Russian winter zone" consists of all eastern front hexes east of the Nazi-Soviet Pact line and in Finland.	
Winter preparation: Winter effects are reduced by winter preparation. The starting winter preparation levels are: Russia, Finland, Sweden: 6; Japan: 2; Other: 0. Winter preparation levels may be increased by production, but may not exceed 6.	
Attrition combat: The difference in winter preparation levels modifies attrition die rolls (+/-1 for each level). Russian attritions in the Russian winter zone permit the Russian player some control over attrition results (14.521).	
Offensive operations in the Russian winter zone: For every Axis winter effect level below "9", the Axis may make one ground attack of any size; use 15 or more air factors for offensive operations; or, if permitted by a winter result of "5" or less, exploit from one breakthrough hex. Overruns, ground attacks on partisans and the use of up to 14 air factors do not count.	
Exploitation: Exploiting armor units may always move at least one hex.	
Pacific effects: Movement reductions for exploiting armor for winter effects 1-5 are halved, round down, in the Pacific theater. Winter effect 10 does not apply in the Pacific theater.	
Winter turns in the Russian winter zone; winter and fall turns in Siberia, Manchuria, Mongolia and Tannu Tuva: One die is rolled, subject to the above modifiers.	
Automatic winter levels:	
6	Eastern front west of the Nazi-Soviet Pact line
6	Western front
4	Mediterranean front hexes in continental Europe