

Oil

Introduction

Replace the oil consumption rule (AfA option 48) with this rule:

Gas dependent units are shown on the Unit costs chart (See 27) under the oil column.

A small number of oil dependant units may move, fly defensive air, or reorganise without incurring a gas cost. (rail movements are completely separate from and in addition to these moves).

Production

Factories allow you to build new units and gas. Gas may not be used to produce units. Each factory may receive up to two resources and produce as shown in the table below.

Resources		Production Points		Build Points	
Other	Oil	Regular	Oil	Regular	Saved Gas
1	0	1	0	1 ^m	0 ^{pm}
0	1	1	0	1 ^m	0 ^{pm}
0	1	0	1	0 ^m	1 ^{pm}
1	1	1	1	1 ^m	1 ^{pm}
0	2	1	1	1 ^m	1 ^{pm}

^{pm} Note: multiply by your current production multiple.

Gas build points always must be saved. Gas may only be saved in your Major Power's home county. Resources may never be saved. When saving use oil markers to show gas and build point markers to show build points.

Gas may be lend-leased in the same manner as build points.

Example: It is NOV/DEC 1940 and the US is producing with a .5 multiple. The US has 35 factories, 22 regular resources, and 15 oil resources. They are receiving 4 oil resources from Venezuela for a total of 19 oil resources. They are shipping Japan 2 regular and 2 oil resources leaving the US with 20 and 17 respectively. A total of 37 resources go into their 35 factories. They can send the 2 extra oil to 2 factories producing 2.5=1 gas. The other 35 resources they produce 18 build points. Another possibility is they could produce 2 gas and 17 BPs.*

Strategic Bombing

Oil production points may only be strategic bombed at any of your Major power's home country factories. Oil production points are lost after all regular production points in the hex are destroyed.

Saved gas can be destroyed by strategic bombardment (see 11.7). They are lost after you lose all production points, but before you lose saved build points (see 13.6.8). In addition saved gas can be captured in the same method as regular build points.

Gas Expenditure

In order to conduct normal operations with oil dependent units, each major power must expend saved gas for the following situations:

- 1) for each map during friendly and enemy impulses;
- 2) for each map during the Return to Base step;
- 3) for each HQ reorganised during the final reorganisation phase.

If this expenditure is not made for a particular map, all Oil dependant units beginning their move on that map are limited. Gas can be paid at any time in the impulse or end of turn phase to support gas dependent units.

Tracing Gas Supply

Units have to trace to the Gas expended for that map in order to operate. Gas traces as per ordinary supply using primary and secondary tracing. Except the traced objective is the **expended gas** owned by the unit's major power, not a primary supply source. Units in a Sea Section do not ever have to trace to the gas expended for their map, but must have the gas paid for operations.

Maps:

The maps for gas usage are:

- 1) Western European
- 2) Eastern European
- 3) Asian
- 4) Pacific
- 5) American (America in Flames only)

The African map may count against the Western European, Eastern European or Asian map.

The Scandinavian map may count against the Eastern European or Western European map.

The American map in World in Flames may count against the Western European or the Pacific map unless playing with the America in Flames map.

Limitations:

Gas must be expended to operate without limitation. *If gas is not expended a major power is allowed to move one gas dependent unit per impulse on a map.* Limitations also apply to final reorganisation for Headquarters, and End of Turn Return to Base for ships/planes.

Gas-Dependent Land units without gas.

- 1) May move, but immediately flip.
- 2) May attack, but flip if they advance after combat.
- 3) May not advance an extra hex on 'B' results.

Air units without gas

- 1) May only fly rebase missions. No defensive air may fly;
- 2) Carrier Planes may always fly from a carrier in a naval combat.

Naval units

- 1) May move, but immediately flip, the cargo is not effected.

Units at sea (Ships/aircraft)

- 1) Only one unit per map may drop a Sea Section in the Return to Base step without gas.
- 2) Face up units may initiate naval combat.

Final Reorganization of HQs

One HQ worldwide may be reorganised in the final reorganisation phase without gas expenditure.

Example: It is the Allied impulse in JUL/AUG 43 and the Western Allies decide to strategically bomb Germany. The US and UK player knowing they will exceed their one free move each, pay one gas each for the Western European map and fly their bombers and escorts to Essen, Dusseldorf, and Hamburg. The German player decides he has to stop these deprivations and pays one gas for the map as well and intercepts each raid. Following these raids Russia pays a gas and launches four ground strikes on the Eastern European map and Germany feeling a slight pinch decides to send only one FTR up to intercept in a key hex thus avoiding the gas payment at this time. Following the ground strikes though Russia decides on 2 attacks and sends in some more bombers to support these attacks. Germany at this point pays the gas in order to send up bombers to break the odds. Thus in Europe alone the Allies have spent 3 gas this impulse and Germany 2 as well. The turn now ends and the German wanting to keep SUBs at sea in the North Atlantic pays one gas for that, and then having four HQs total to flip in the final reorganisation phase and flips first his free one and then pays 2 more gas to flip two of the remaining three HQs. Thus for the last impulse and end of turn phase alone he has paid a total of 5 gas.