

A simple oil rule Version 3.1

(Revised from the Annual by Pablo Frank and others)

This option replaces **AfA option 48 (WiF 13.5.1)**; however oil is stored per **AfA option 31** (Stored Oil). It is recommended that you also play this rule with **AfA option 14** (Synth Oil plants). Note that when playing with option 14, new oil depots cost 1bp to place on the map. In addition, when playing this rule with option 14, each major power must begin each scenario with the minimum number of depots possible (usually 1).

At the start of their impulse, each *active* major power places a numbered production marker on one of their (or an agreeable co-operating ally's) saved oil (not oil resources) based on their action chosen:

Major Power	Action chosen				
	Land ¹	Air	Naval	Combined ³	Pass
Germany ²	7	5	3	4	0
Italy	3	4	6	3	0
Japan ²	3	3	7	3	0
Nat. China	1	3	1	2	0
Commonwealth ²	3	5	9	4	0
France	3	3	5	3	0
USA ²	7	6	12	5	0
USSR (& CC) ²	7	4	1	2	0

¹ Lands cost 1 less (e.g. France costs 2) if no more HQ or motorized movement type units (see **WiF 28**) move during the land movement step than would be allowed in a Combined, the only air missions are rebases, and no unit bombards or is involved in land combat.

² Modifiers to all Commonwealth, German, Japanese, USA & USSR costs (except pass): 1941 +1; 1942 +2; 1943 +3; 1944 +4; 1945 +5.

³ When using an offensive chit or O-points to do a Land+Air+Naval action, the cost is equal to that of a combined action plus the cost of the most expensive action (e.g. a US "super-combined" in 1942 costs (12+2)+(5+2)=21). When using O-points to call 2 actions, the oil cost is that of the most expensive action plus an extra annual modifier (e.g. a Japanese Land+Naval in 1941 costs (7+1)+1 = 9).

Neutral major powers spend 0 saved oil for combined actions. Also note that if playing *without* option 14, neutral major powers may only save 1 oil per turn (as per RAW).

If you have saved oil with numbered markers already on them, you must place the new numbered markers on the most depleted oil first (owner's choice if more than one). If any stack of numbered markers reaches or exceeds 10, destroy that saved oil (and markers adding up to 10) and add the remainder to another saved oil if one is available. If you (or a cooperating ally) do not have enough saved oil to pay for your chosen action, you may still perform the action **but** all oil-dependent units (naval units, planes, motorized movement type units, and HQs) are out-of-supply for the duration of your impulse.

At this time, you may destroy any of your saved oil counters (and their numbered markers if any) to deny them to the enemy.

If you gain control of a hex containing saved oil with numbered markers, the markers and the oil become yours.

The bomber chooses which oil is lost during strategic bombardment.

During production, you may not use partially spent oil to build units.

At the end of each turn, all markers remain on their oil for future turn's expenditure.

Optional: Isolated units

If you have oil dependent units that cannot trace a primary supply path of any length to the hex you (USSR in the case of Communist China) placed the markers on (**WiF Option 13**: or an HQ providing emergency HQ supply or **MIF Option 6**: an HQ that has expended a supply unit), then those units are considered out-of-supply for the duration of your impulse unless you place another marker on an unisolated saved oil equal to your action choice.