

# UNITS AND COUNTERS

## NATIONAL COLORS

The counters of each of the five major powers are represented by a particular background color:

**Germany:** Black.

**Italy:** Light green.

**Britain:** Tan.

**France:** Light blue.

**Russia:** Red.

## ALLIANCE COLORS

The balance of power counters of each alliance are represented by a blended color:

**Axis:** Gray-green.

**Allies:** Tan-blue.

## MOBILIZED UNITS

Starting ground and air units are placed on the owning major power's scenario card at the start of the game. Mobilized ground and air units and shipbuilding increases are placed on the owning major power's scenario card when they become available.

<b>GERMANY:</b>				
	Armor	Infantry	Air	Ship building
<b>ITALY:</b>				
	Armor	Infantry	Air	Ship building
<b>BRITAIN:</b>				
	Armor	Infantry	Air	Ship building
<b>FRANCE:</b>				
	Armor	Infantry	Air	
<b>RUSSIA:</b>				
	Armor	Infantry	Air	

## NAVAL UNITS

Naval units are placed on the naval construction chart of the owning major power's scenario card at the start of the game, as indicated on the scenario card, or when construction of a new ship is begun. Ships fall into the following categories:

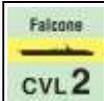
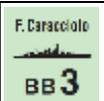
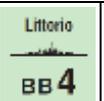
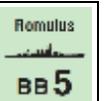
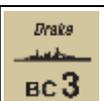
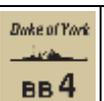
**Aircraft carriers** (CVLs - Germany, Italy, Britain), depicting an aircraft carrier highlighted by a yellow stripe.

**Three-factor battleships** (BB3s - Italy, France), depicting the silhouette of a battleship.

**Three-factor battlecruisers** (BC3s - Germany, Britain), depicting the silhouette of a battlecruiser.

**Four-factor battleships** (BB4s - Germany, Italy, France, Britain), depicting the silhouette of a large battleship.

**Five-factor battleships** (BB5s - Germany, Italy, France, Britain), depicting the silhouette of a super-battleship.

<b>GERMANY:</b>				
	Carrier	BC3	BB4	BB5
<b>ITALY:</b>				
	Carrier	BB3	BB4	BB5
<b>BRITAIN:</b>				
	Carrier	BC3	BB4	BB5
<b>FRANCE:</b>				
	BB3	BB4	BB5	

## BALANCE OF POWER COUNTERS

Balance of power counters are placed on the Balance of Power Chart for each active armor, infantry and air unit, for certain naval units (19.8), and for various research results.

### MILITARY AND NAVAL UNITS:

Active German and Italian military and naval units generate Axis balance of power counters; active British and French military and naval units generate Allied balance of power counters.

<b>AXIS:</b>					
	Armor	Infantry	Air	Naval	BB race
<b>ALLIED:</b>					
	Armor	Infantry	Air	Naval	BB race

Axis and Allied balance of power counters are also placed on the Russian garrison track on the Russian scenario card to track the effect of the balance of power on Russia's garrison requirements.

### RESEARCH RESULTS:

Certain research results also generate balance of power counters.

Axis balance of power research results may be German, Italian or Axis; Allied balance of power research results may be British, French or Allied.

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AXIS:

 Rockets	 BB design	 Radar
German	Italian	Axis

ALLIED:

 Naval air training	 BB design	 Air range
British	French	Allied

## SUPPORT COUNTERS

Support changes are tracked on the support track on each major power scenario card using the support counters for the major power in question.

The support counters for each major power are represented by a variation of the basic color for that major power.

**Germany:** Dark gray.

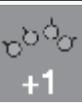
**Italy:** Green.

**Britain:** Brown.

**France:** Dark blue.

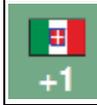
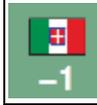
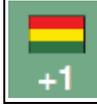
**Russia:** Light red.

### GERMANY

 +1	Generic support increase, normally from a random event or some other cause not covered by a specific support counter.
 -1	Generic support decrease, normally from a random event or some other cause not covered by a specific support counter.
 +1	+1 support from having 4, 6, 8, 10, 12 or 15 military factories (+1 for each).
 +1	+1 support for each West Wall research result.
 +1	+1 support for a German diplomatic result in Russia.
 +1	+1 support for a third jet research result.
 +1	+1 support for a third strategic bomber research result.
 +1	+1 support for a third advanced sub research result.

 +1	+1 support for a third armor research result.
 +1	+1 support for a third specialized unit research result.
 +1	+1 support for a third rocket research result.
 +1	+1 support for a third economic preparation research result.
 +1	+1 support for an atomic research result.
 +1	+1 support for German control of the Baltic States.

### ITALY

 +1	Generic support increase, normally from a random event or some other cause not covered by a specific support counter.
 -1	Generic support decrease, normally from a random event or some other cause not covered by a specific support counter.
 +1	+1 support from having 4 or 6 military factories (+1 for each).
 +1	+1 support for an Italian diplomatic result in Russia.
 +1	+1 support for Italian control of Ethiopia.

### BRITAIN

 +1	Generic support increase, normally from a random event or some other cause not covered by a specific support counter.
 -1	Generic support decrease, normally from a random event or some other cause not covered by a specific support counter.

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 +1	+1 support from having 4, 6 or 8 military factories (+1 for each).
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 +1	+1 support for a British diplomatic result in Russia.
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 +1	+1 support for a third jet research result.
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 +1	+1 support for a third strategic bomber research result.
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 +1	+1 support for a third transport research result.
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 +1	+1 support for a third rocket research result.
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 +1	+1 support for a third specialized unit result.
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 +1	+1 support for a third economic preparation research result.
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 +1	+1 support for an atomic research result.
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 +1	+1 support if Germany mobilizes a shipbuilding increase.
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 +1	+1 support for Axis aggression other than Ethiopia or the Rhineland.
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 +1	+1 support if the Nazi-Soviet Pact is in effect.
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## FRANCE

 +1	Generic support increase, normally from a random event or some other cause not covered by a specific support counter.
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 -1	Generic support decrease, normally from a random event or some other cause not covered by a specific support counter.
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 +1	+1 support from having 4 or 6 military factories (+1 for each).
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 +1	+1 support for each Maginot Line research result.
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 +1	+1 support for a French diplomatic result in Russia.
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 +1	+1 support for Axis aggression other than Ethiopia or the Rhineland.
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 +1	+1 support if the Nazi-Soviet Pact is in effect.
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 +1	+1 support if Italy mobilizes a shipbuilding increase.
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## RUSSIA

 +1	Generic support increase, normally from a random event or some other cause not covered by a specific support counter.
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 -1	Generic support decrease, normally from a random event or some other cause not covered by a specific support counter.
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 +1	+1 support from having 7, 9, 10, 11, 12, 13 or 14 military factories (+1 for each).
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 -1	-1 support for German diplomatic result in Russia.
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 -1	-1 support for Italian diplomatic result in Russia.
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 -1	-1 support for British diplomatic result in Russia.
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	-1 support for French diplomatic result in Russia.
	+1 support for a third jet research result.
	+1 support for a third strategic bomber research result.
	+1 support for a third rocket research result.
	+1 support for a third specialized unit research result.
	+1 support for a third economic preparation research result.
	+1 support for an atomic research result.
	-1 support for low cohesion.
	+1 support for high cohesion.
	+2 support for full cohesion.
	+1 support if the Nazi-Soviet Pact is in effect.
	+2 support if Germany has occupied Poland.
	+1 support for German control of the Baltic States.

## TEMPORARY SUPPORT MODIFIERS

	Temporary support modifiers from Axis aggressions are represented by counters with a white background.
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## INTELLIGENCE COUNTERS

Intelligence research results affect play in various ways. Counters are used to remind players that they have achieved these results and to indicate the results to other players when they become public.

				
Counter-intel	Covert ops	Spy Ring	Anglo-Fr. co-op	Subversion

## EAI COUNTERS

Temporary modifiers to the European Aggression Index from random events, extreme economic climates and civil wars are indicated by light brown counters; permanent modifiers to the European Aggression Index from aggressions and the Nazi-Soviet Pact are indicated by dark brown counters. Random event and economic climate counters don't indicate whether the effect is + or -; the counters are just placed on the positive or negative side of the EAI track on the mapboard.

				
Random Event EAI 1	Economic Climate EAI 1	Civil War EAI +1	Czech EAI +1	Nazi-Soviet Pact EAI +1

## RUSSIAN GARRISON COUNTERS

Russian garrison counters are used to track the requirements of the Russian garrison (21). In addition to Russian units and research counters:

	Balance of power counters are placed to reflect the Axis-Allied armor, infantry and air balance of power. The Axis-Allied naval balance has no effect on Russia.
	EAI counters are placed to reflect the current European Aggression Index. A negative EAI does not affect the Russian garrison.
	Counters for Finland, Poland, Rumania and Turkey are placed to indicate Axis or Allied trade pacts or (Poland only) flags in those minor countries.
	The first Axis occupation policies research result generates one counter; the second Axis occupation policies research result generates an additional two counters.
	If Poland allies with Germany, one Polish air and two Polish infantry units are placed on the Russian garrison track.

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## OTHER UNIT COUNTERS

	Trade pact counters are placed on the mapboard and are transferred to a major power's income track when the trade pact is signed.
	Random events in Greece, Spain or Yugoslavia, including Spain's initial 1, 2 or 3 events, are tracked. When five random events occur, a civil war breaks out in that country.
	If a civil war is being fought in Greece, Spain or Yugoslavia, the civil war counter for that country is placed on the mapboard.
	Factory counters are placed on each major power's scenario card to indicate its number and type of factories. At the start of the game, factories are also placed in the Rhineland, Austria and Czechoslovakia.
	Each major power has a national income counter to indicate its net income for the turn.
	The economic climate counter is placed on the Economic Climate track to indicate the current Economic Climate.
	The balance of power counter is placed on the Balance of Power track to indicate the current Balance of Power.
	The battleship race counter is placed on the naval Balance of Power Chart to indicate which side, if any, is ahead in the battleship race.
	National flag counters are used to track diplomatic results, and may also be used to indicate hex control in <i>A World at War</i> .
	Decreases in resistance from Axis trade pacts in countries bordering aggression targets are indicated by placing resistance modifier counters on the mapboard.
	Two Royal Navy counters are placed on the naval Balance of Power chart at the start of the game to reflect Britain's initial naval superiority.
	Russian purge counters are used to track the Russian purge level.

## A WORLD AT WAR UNIT COUNTERS

*Gathering Storm* includes unit counters to represent both major power armor units that don't normally exist in *A World at War* and additional minor country units, including for minor countries which historically didn't exist as independent states when war broke out:

				
armor	Austria	Czech	Albania	Croatia

## ACTIVITY COUNTERS

Each major power has a pool of activity counters which are used for unit construction, shipbuilding, research and diplomacy. Each major power's pool of activity counters may expand during the course of play.

	Activity counters in each major power's starting activity counter pool are <b>white</b> .
	Activity counters which may only be used for shipbuilding are <b>blue</b> .
	Activity counters added from having an additional German, Italian, British or French civilian factory are <b>orange</b> . These activity counters may only be used for research.
	Activity counters added from having a second additional German or British civilian factory are light <b>orange</b> .
	Activity counters added to the Axis activity counter pools from aggressions are <b>yellow</b> .
	Activity counters added from a first and second economic preparation research result are <b>green</b> .
	Activity counters added to the Russian activity counter pool from Russian cohesion increases are <b>olive</b> .