

Axis & Allies Revised: Historical Edition AARHE

Foreword

This variant is intended to provide historical realism to the board game *Axis and Allies Revised* and is designed to work on top of LHTR 1.3 (Larry Harris Tournament Rules). All other rules issues not covered in this variant are addressed under LHTR.

Unit names are distinctly presented with capital letter abbreviations as follows:

INF Infantry

ART Artillery

ARM Tank

ID Infrastructure Defence (replaces Antiaircraft)

IC Industrial Complex

FTR Fighter

BMR Bomber

BB Battleship

CV Aircraft Carrier

AP Transport

SS Submarine

DD Destroyer

H.ART Heavy Artillery (optional)

H.ARM Heavy Tank (optional)

NAV Naval Fighter (optional)

DB Dive Bomber (optional)

CA Cruiser (optional)

Game Sequence

Order of play	(1st Round only)
1. Soviet union	
Order of play	(All other rounds)
1. Germany, Japan, Italy (optional)	
2. Soviet Union, United kingdom, United States	

Nations on the same teams perform all turn functions at their own rate except the combat phase cannot be conducted until each nation on the same team has completed all of its combat moves. The turn functions are listed below:

TURN SEQUENCE:
1. Purchase Units and Developments
2. Collect Income
3. Combat Move
4. Conduct Combat
5. Non-combat Move
6. Mobilize New Units
7. Develop Weapons
8. Diplomacy

Purchase Developments: Both weapon research and military production requires time and resources to be allocated ahead. It takes weeks to train an infantry squad, years to research rockets, but only hours for them to be destroyed. Collect Income: Territories under switching of control do not generate income for anyone.

If a capital territory is under enemy control at the beginning of a player's turn, the "Develop Weapons" and "Diplomacy" phases are skipped.

A government in exile often loses most research capacity and diplomatic powers. Regardless it can still fight on with sufficient income and production capacity. These two do not stop merely with the lost of a capital city.

Game modes

Total Victory: The winning team is the first to control every territory.

City Victory: Axis wins if they control 45 VCP (Victory City Points). Allies win if they control 55 VCPs.

Economic Victory: Both sides bid the number of rounds that they want the game to last if they are the Axis. The team that bids the higher number of turns gets to play as the Axis. The game ends after that many rounds. The team controlling the majority of territory IPCs at that time wins the game.

Victory Cities

Germany: 18 (subtract 7 if Italy plays)

Berlin (6) Germany

Rome (5) Italy

Paris (2) Western Europe
Warsaw (2) Eastern Europe
Bucharest (2) Balkans
Kiev (1) Ukraine

Italy: 7 (optional player)

Rome (5) Italy
Bucharest (2) Balkans

Japan: 15

Tokyo (6) Japan
Hsinking (2) Manchuria
Singapore (2) French Indo-China
Kuching (2) Borneo
Shanghai (1) Kwangtung
Batavia (1) East Indies
Manila (1) Philippines

Soviet Union: 18

Moscow (6) Russia
Stalingrad (4) Caucasus
Leningrad (3) Karelia
Novosibirsk (2) Novosibirsk
Archangel (1) Archangel
Almaty (1) Kazakh
Vladivostok (1) Buryatia

United Kingdom: 12

London (5) United Kingdom
Toronto (2) Eastern Canada
Cairo (1) Anglo-Egypt
Calcutta (1) India
Sydney (1) Australia
Tehran (1) Persia
Cape Town (1) South Africa

United States: 14

Washington (5) Eastern United States
Los Angeles (4) Western United States
Chicago (2) Central United States

Chungking (1) China
Ürümqi (1) Sinkiang
Rio de Janeiro (1) Brazil

Neutrals: 4

Ankara (2) Turkey
Madrid (2) Spain

About 110 million people served in the military in WWII, more than half of those by three countries: USSR (22-30 million), Germany (17 million), and United States (16 million). The largest numbers on duty at any one time were: USSR (12,500,000); U.S. (12,245,000); Germany (10,938,000); British Empire and Commonwealth (8,720,000); Japan (7,193,000). The type of government system, population, and naval burden dictates the practical infantry raising power of armies.

Phase 1: Purchase Units and Developments

Variable Industrial Complex Costs

Minor victory cities are cities with only 1 Victory City Points.

Industrial Complex	
Location	Cost
Non- Minor Victory City	5
Minor Victory City	10
Other	15

Abundance of labour in populated areas meant construction costs are lower with availability of labour and infrastructure in place.

Scorched Earth

IC (industrial complex) can be selected for destruction in "purchase unit's phase". Remove it at the beginning of "mobilisation phase" on the same turn. No units can be mobilised there this turn.

The scorched earth tactic is not a new one. In WWII it is more noticeably used by USSR and Germany.

Variable Infantry Costs

INF (infantry) units are now constructed at VC (Victory Cities). Other units are constructed at Industrial Complexes.

Germany, Japan, Italy and USSR Infantry	
Location	Cost
Capital VC	2
VC connected to Capital	3
Other VC	4

These nations are ruled by authoritarian governments whose influence emanates from their respective capitals. Consequently, infantry units are most easily assembled within these capitals.

United States, United Kingdom Infantry	
Location	Cost
Non-minor VC, 1 st	2
Minor VC, 1 st	3
Other VC, 2 nd	3
Further units	4

These nations are ruled by democratic governments so the territories under their control have a greater rule over themselves. Consequently, infantry costs rise with large recruitments.

Phase 2: Collect Income

Blockade

IPC (Industrial Production Certificates) to be stored must have a passable path from the territory to a capital under the player's control. IPC to be spent must have a passable path from the source territory (or capital for stored IPC) to the Industrial Complex or Victory City. A passable path consists of territories your land units may go through and/or sea zones. A path consisting of sea zones is a "Convoy" and further restrictions apply. IPC not spent nor stored is forfeited.

Regions under blockade only receive, at best, maintenance supplies via air.

Convoy

An IPC path consisting of sea zone(s) is a "Convoy". IPC must enter the sea from the source territory or an adjacent territory. It may then travel to the destination via the minimal number of sea zone or one more sea zone. For example, Australia's income to be spent at United Kingdom may only travel 8 or 9 sea zones.

Convoy are decided and recorded by the player at end of "Collect Income" phase. It is revealed at beginning of the player's next "Collect Income" phase. Each hostile naval unit besides AP (transport) in a convoy sea zone may perform a convoy attack roll. 1 IPC of friendly convoys in that sea zone is destroyed on a roll of 3 or less. Damage allocation procedure is the same as team combat causality.

Convoy ships were not safe in the sea. Over 1500 allied ships were sunk in 1942 alone. 8300 US merchant mariners were killed at sea in WWII. Convoys are time consuming and the war economy

depends on logistics planning, particular for UK and Japan. Due to reducing flexibility as convoys approach their destination, majority of sunken allied convoys were in North Atlantic.

Production interruption

During “Collect Income” phase if a territory under your control has been attack for 3 or more combat cycles since your last turn, its income is reduced.

Original Income	Income Loss
1-3 IPC	1 IPC
4-6 IPC	2 IPC
7-9 IPC	3 IPC
10+ IPC	4 IPC

When fighting in done in home soil, your production capacities are hampered. However core production under strong security is not compromised without defeat. In WWII US lands were spared from battles and her war production went uninterrupted.

Desert upkeep

Pay 1 IPC for every unit occupying a desert terrain. Alternatively, you may remove one or more of those units from the game board.

Forces in the deserts are supported by costly supply lines. This was most apparent in the North African campaign.

Phase 3: Combat Move

Air Movement

Air units may use only half its movement points to reach target hostile territories/sea zones and only half its movement points on retreat.

Aircrafts had a combat range limit per combat flight. You maybe not “roll over” unused range to the next flight.

Each air unit except BMR (bomber) in a territory function as an IA (infrastructure defence) against overflowed enemy air units in Combat Move, unless they are performing Defensive Air Support or Air Interdiction this turn.

Defending warplanes will attempt to intercept passing enemy warplanes.

Submarine movement

SS (Submarines) may go through hostile sea zones. Each friendly DD (destroyer/cruiser) in a sea zone may choose to roll an Anti-Submarine Warfare search dice with -1 modifier against one enemy SS trying to go through. Detected SS must stop and enters combat in the sea zone. After all rolls, undetected submarine may choose to stop and enter combat in the sea zone or continue movement.

Destroyers and cruiser did not provide prefect interdiction on enemy submarine movement.

Carriers and air units

If optional unit NAV (naval fighter) is taken, only it can land on aircraft carriers and only NAV can retreat to sea zones.

Not all pilots were trained for carrier duty. Not all warplanes had carrier capabilities.

Terrain

All land units must stop on entering desert, snowy, or mountainous terrains. ARM (tank) may not blitz through them. Land units may not enter extreme terrains. Balkans and Turkey are adjacent territories. Team control of Turkey is required for sea unit s to enter or exit of sea zone 16.

Stalinist Xenophobia

Before Axis captures the territory Russia, US and UK may not move units into or fly air units over red territories, Eastern Europe, Belorussia, Ukraine S.S.R., and Western Russia. Green and tan territories liberated by USSR are under USSR control.

Stalinist xenophobia prevented full cooperation between USSR and the Allies. Further, they were close to enemies fighting on the same side.

Rome-Berlin-Tokyo Axis Co-operation

Before Allies captures the territories Japan or Germany, Japanese units may not be in the same territory or same sea zone as German or Italian units.

The treaty between Berlin and Tokyo were merely political. Distrust existed between Japan and Germany. In the war, Japanese participation in Axis did not involve military co-operation on any great scale.

Phase 4: Conduct Combat

Air units in Combat

Air unit's fire in opening-fire fire.

While both sides have air units these air units fight with dog fighting values.

Air units' hits must be first allocated on air units.

Jet units' hits in dog fighting must first be allocated to other jets if possible..

Air supremacy

When only one side has air units, these units fight with combat values, all with selective attack except for BMR (bomber). BMR cannot attack sea units. All targets are selected before any rolls. FTR (fighter) gives ARM (tank) +1 bonus on a 1-to-1 basis.

In WWII war planes fought war planes until one side achieves air supremacy, retreats, or is destroyed. The side with air supremacy turns a close battle easily into their favour. The powerful collaboration between fighter and tanks were demonstrated by German invasions since the beginning. Level bombers were made for saturation bombing from high altitudes, they could not engage fleets.

Jet Supremacy

When only one side has jet units, jets units may choose to skip dog fighting and attack land units. In this case they fight with normal combat values, all with selective attack except for bombers.

Jets have superior speeds. They cannot be intercepted by normal warplanes.

Land Combat Sequence

Opening-fire

Air Combat:

1. ID (Infrastructure Defence) fire.
2. Attacking then defending air unit's fire.
3. Remove casualties.

Main-round

1. Attacking land unit's fire.
2. Defending land unit's fire.
3. Remove casualties.

Retreat Decision

Land Combat Hit Allocation

Land units' hits must be allocated on land units.

ARM (tank) hits must be first allocated on ARM or ART (artillery) before any other unit can take a hit.

For the most of it tanks fought tanks, infantry fought infantry. Infantry can defend friendly tanks against enemy infantry but cannot protect friendly tanks from enemy tanks.

Land Combat Retreats

At the end of a land combat cycle, if only one side has land units remaining the other side must retreat. If air units cannot retreat and have no territories in flight range then they are destroyed.

Attacker retreat

Attacker may choose to retreat some or all of his/her units. Retreating land units must retreat to adjacent territories which they came from.

Defender retreat

Defender may choose to retreat some or all of his/her units (with exceptions to land units already offloaded in an amphibious assault). This is allowed regardless of attacker's decisions. Retreating land units must retreat to adjacent friendly territories. Retreating air units must retreat to friendly territories within 2 spaces. If control of a target friendly territory is lost at the end of the combat phase all units trying to retreat to the territory are lost.

There were many strategic defender retreats in WWII. Among the well known ones were in Tunisia and the Italian peninsula by Germany's Rommel. On the other a poorer retreat at Kiev ended up with armies being killed or captured. Defender retreats occur at defending commands discretion. The unforced retreat by Germany after failing Operation Typhoon was for purposes of regrouping.

Capturing defender's retreating army

When defending side retreats, each non-retreating ARM (tank) of the attacking side in excess of the defending side rolls a "capture" dice hitting on 1. The defending side allocates INF (infantry) or ART (artillery) as hits. The allocated units are destroyed.

In the war some retreating troops are captured on retreat as the fast enemy tank divisions chase and round them up. Tanks play a role in strategic retreats.

Amphibious Assault Land Combat Sequence, First Cycle

Opening-fire

Air Combat

1. ID (Infrastructure Defence) fire.
2. Attacking then defending air unit's fire.
3. Remove casualties.

Bombardment

1. Attacking then defending coastal bombardment. Remove casualties
2. Defending ART (artillery fires). Remove casualties.

1st-round

1. Attacking infantry only fire.
2. Other defending land units fire.
3. Remove casualties.

Subsequent Rounds

1. All attacking units fire
2. All defending land units' fire.

Retreat Decision

Coastal bombardment casualties limited to one defending land unit every 4 attacking INF (infantry). Each coastal bombardment ship gives +1 bonus to attacking INF on a 1-to-1 basis on first cycle. During coastal bombardment each ID (infrastructure defence) performs the same procedure as its Anti-Aircraft function but instead targeting hostile non-submarine naval units involved in the amphibious assault.

Attacking INF fire but ARM (tanks) and ART (artillery) do not. Attacking ARM and ART are considered still on the transports. Defending ART hits must be allocated on attacking INF. Attacking ARM and ART are “offloaded” only if attacker has INF remaining at the end of first cycle. Otherwise attacker must retreat.

War command dispatches a reasonable amount of forces to defend against an amphibious assault. Only these forces are prone to coastal bombardment. Infantry makes the first waves of an amphibious assault. Tanks and artilleries unload slowly and are sitting ducks on an unsecured landing zone. Coastal defence batteries have the range to hit attacking ship.

Land Combat in special terrain

All land units in a snowy or mountainous terrains fight with -1 modifier, but not reducing below 1.

Naval Combat Sequence

Opening-fire

Submarine Warfare

1. Attacker then defender screens.
2. Attacking then defending SS (submarine) fires.
3. Attacking then defending DD/CA (destroyer/cruiser) performs ASW.
4. Remove casualties.

Air Combat

1. Attacking then defending ships perform Anti-air.
2. Attacking then defending air unit's fire.
3. Attacking then defending BB (battleship) fire.
4. Remove casualties.

Main-round

1. Other attacking sea unit's fire.
2. Other defending sea unit's fire.
3. Remove casualties.

Retreat Decision

Naval Combat Hit Allocation

SS (submarine) hits must be allocated on non-SS naval units.

BB/CV (battleship/aircraft carrier) hits must be first allocated on BB/CV carrier, then DD/CA, finally AP (transport).

DD/CA hits must be first allocated on DD/CA, then BB/CV, finally AP.

AP hits must be allocated on AP.

WWII Submarines did not have anti-submarine nor antiaircraft capabilities. Capital ships are primary targets in a naval battle. Different classes of warships have their role. Transport groups are outclassed by other naval units.

Naval Combat Retreat

Attacker Retreat

Attacker may choose to retreat some or all of his/her units. Retreating naval units must retreat to adjacent friendly sea zones. Attacker may choose press on or break-off with remaining units.

Defender Retreat

Defender may choose to retreat some or all of his/her units. This is allowed regardless of attacker's decisions. Retreating naval units must retreat to friendly adjacent sea zones. Retreating air units may retreat to friendly territory or sea zone within 2 spaces. If control of a target friendly space is lost at the end of the combat phase all units trying to retreat to the space are lost. Defender may choose to remain or break-off with remaining units.

Break off

If both attacker and then defender chose to break-off, combat is over and both sides remain in the sea zone. If attacker chose to break-off and defender chose to remain, combat occurs for another cycle.

If attacker chose to press on and defender chose to break-off, attacker can now decide to also break-off or chase. In the first case combat is over and both sides remain in the sea zone. In the latter case combat occurs for another cycle.

Movement of fleets in the sea is relatively fluid and unrestrictive compared troops on land. Due to nature of naval warfare battles were often short and indecisive. In the vast seas opposing forces can be left occupying the same greater region. Unless defending fleet is cornered regionally little can be done to stop the fleet from retreating.

Carriers

If optional unit NAV (naval fighter) is taken, at the end of a naval combat cycle any air units except for NAV must retreat. You must also retreat any NAV in excess to your aircraft carriers' capacity.

If optional unit NAV is not taken, at the end of a naval combat cycle you must retreat any air units except FTR. You must also retreat any FTR in excess to your CVs' capacity.

Not all warplanes can land on aircraft carrier and fight in the sea for extended periods of time. Only naval fighters can land on aircraft carriers and fight as long as sufficient aircraft carriers remain.

Naval Combat Anti-air

Naval units with a non-zero Anti-air value have an additional antiaircraft function in opening-fire. Each unit has a number of rolls equal to its Anti-air value, with each roll hitting an enemy air unit on 1. Each destroyer/cruiser can target a friendly surface ship for antiaircraft protection at the beginning of a naval combat cycle. This is called screening. During this cycle air hits that go against the friendly ship are first allocated on those particular screeners first.

Many naval units had strong antiaircraft capabilities, with many cruisers being optimized for antiaircraft warfare. Destroyers and cruisers have the role of air protection for capital ships.

Naval Combat Submarine warfare

SS (submarine) fires in opening-fire. Each SS selects an enemy non-SS unit independently. Roll after all selections are made, all rolls on a targeting are rolled at the same time. Casualties are removed at the end of opening-fire whether enemy DD/CA (destroyer/cruiser) is present. SS may submerge at the end of a combat cycle whether enemy DD/CA is present.

Submarines have a sneak attack. Submarines may move through formations to attack, to some extent. Naval command may assign targets to submarines in a wave. Destroyers and cruisers may warn targeted ships of imminent attacks but once hit they won't be able to fight in main combat anyway. Submarines are capable of hit and run attacks. They were also capable of "staying with" enemy fleets.

Wolf pack

When the number of friendly SS exceeds the number of enemy DD+CA by more than one, the friendly SS fights with a +1 modifier.

Submarines in numbers can perform devastating co-ordinated attacks on enemy fleets. The fewer anti-submarine ships the enemy fleet has the more prone it is to such an attack.

Naval Combat Anti-submarine warfare (ASW)

The role of destroyers and cruisers were to protect capital ships such as battleships and aircraft carriers. They often travelled in ring formations around capital ships.

1) Each DD/CA (destroy/cruiser) performs ASW in opening-fire. Each DD/CA rolls a search dice against each enemy SS (submarine) detecting on 3 or less.

2) Each DD/CA then selects an enemy SS independently among the detected units. After all selections are made, each DD/CA rolls an attack dice hitting its target on 2 or less.

3) Each DD/CA can target a friendly surface ship for submarine protection at the beginning of a naval combat cycle. This is called screening. During this cycle submarine hits that go against the friendly ship

are first allocated on that particular DD/CA first.

After a submarine attack on a fleet its destroyers and cruisers attempt to chase and hunt down the enemy submarines.

Special combat: Defensive Air Support

During the enemies' turn your air units may defend in adjacent friendly territories (including neutrals that join your team as a result of being attacked by an enemy) or sea zones. They may still only fight in one space during your enemies' turn. They fight from 2nd cycle and must retreat to the original territory if possible; otherwise they may remain or retreat to a friendly territory or sea zone within 1 space. You must declare Defensive Air Support missions before resolving any combats. Note target friendly territories do not have to be under attacked.

The speed of warplanes allowed them to be dispatched to defend nearby regions. Attacking a region without defending warplanes does not mean air superiority is certain. Defending warplanes may also strategically relocate to avoid air combat.

Special combat: Air interdiction

During the enemies turn your BMR (bomber) may make a one cycle interdiction attack against adjacent sea zone or hostile territories with no enemy air units left behind. They do not participate in normal combat this turn. They must retreat to the original territory if possible; otherwise they may retreat to a friendly territory within 1 space.

Those Bombers are considered overflying their respective target hostile territory so defending IDs in the hostile territories may fire once. Then each enemy land or sea unit moving into or out of the hostile territories rolls an interdiction dice for each of your Bombers. It is destroyed on a 1, and movement is prevented on a 2.

Air interdiction missions attack and disrupt movement of enemy armies, rather than working in direct support of friendly armies as in close air support missions.

Special Combat: Economic Attacks

All economic attacks (including Strategic Bombing Raid and Rockets) reduce the territory's income at its next "Collect Income" phase and not reducing the income below 0. Exception applies to Capital territories where damage in excess to the territories income reduces stored IPC which are removed immediately.

Economic attacks are missions and operations with the aim of destroying a region's producing or stockpiled war material and resources. Potential damage is limited and do not damage future material or cause negative income.

Special Combat: Strait Interdiction:

Territories	Sea Zones
Gibraltar	12/13
Germany	5/6
United Kingdom	6/7
Western Europe	6/7

You may fire at hostile naval units moving between the above mentioned sea zones if you hold the respective territories. Each territory gets 2 dices in “Combat Move” phase and 2 dices in “Non-Combat Move” phase. Each dice targets a hostile naval unit independent and hitting on 3 or less. SS (submarine) may not be targeted nor hit.

Naval fleets passing the narrow landscapes at Strait of Gibraltar, Denmark and English Channel were prone to enemy fire from coastal batteries.

Phase 5: Non-combat Move

Sea Transport

Land units on AP (transport) must be loaded and off-loaded the same turn.

Army divisions cannot be maintained for extended periods of time on transport ships in the sea.

Air Transport

BMR (bombers) may act as transport for one INF (infantry). Heavy Bomber may act as transport for two INF. Units must be loaded and off-loaded the same turn. Bomber used this way move with combat move range.

Air Movement

Air units may move two more spaces than normal.

Warplanes have two ranges, combat range and ferry range. In non-combat situation external fuel tanks are used in place of bombs hence the longer range.

Air units may use only half its movement points to reach a friendly territory and half its movement points from there to destination friendly territory.

Aircrafts had a ferry range limit per ferry flight. You maybe not “roll over” unused range to the next flight.

Infrastructure Defence movement

ID (infrastructure defence) not yet deployed may move to an adjacent friendly territory in this phase.

Antiaircraft and coastal batteries are fixed installations which can be transported before deployment although they do not function before deployment.

Terrain

All land units must stop on entering desert, snowy, or mountainous terrains. Land units may not enter extreme terrains. Balkans and Turkey are adjacent territories. Team control of Turkey is required for entry or exit of sea zone 16.

If optional unit NAV (naval fighter) is taken, only it can land on aircraft carriers.

Not all pilots were trained for carrier duty. Not all warplanes had carrier capabilities.

Stalinist Xenophobia

Before Axis captures Russia, US and UK may not move units into or fly air units over red territories, Eastern Europe, Belorussia, Ukraine S.S.R., and Western Russia. Green and tan territories liberated by USSR are under USSR control.

Stalinist xenophobia prevented full cooperation between USSR and the Allies. Further, they were close to enemies fighting on the same side.

Rome-Berlin-Tokyo Axis Co-operation

Japanese units may not be in the same territory or sea zone as German or Italian units.

The treaty between Berlin and Tokyo were merely political. Distrust existed between Japan and Germany. In the war, Japanese participation in Axis did not involve military co-operation on any great scale.

Lend-Lease

US may load up to 12 IPC per turn onto one or more APs (transport). The IPC distribution is revealed to all players. The destined APs may not carry more than 6 IPC or any normal units. They must be loaded from Eastern or Western US. They must be offloaded from SZ 4 or 34 onto a USSR/UK territory. This process can be intercepted by any axis player by sinking the APs.

The offloaded IPC at a territory are additional IPC income at the territory's next "Collect Income" phase. Although at that time it may or may not be under USSR control.

Massive amount of aids, much of excess US production, were sent to aid USSR. Care had to be taken so these supplies are not intercepted in the sea or land. Designated regions must be protected.

Phase 6: Mobilize New Units

Deployment

Non-infantry units are mobilised at IC (industrial complex). IPC spent on an IC cannot exceed 4 times the territory's income.

Territories had production capacity limits.

INF (Infantry) are mobilised at VC (Victory City). The maximum number of INF mobilised per turn is equal to the number of VCP (Victory City Points) at the VC.

Unlike armor and warplanes, infantry divisions are raised from population not built at factories.

Build schedule

BB (battleship), CV (aircraft carrier), and CA (cruiser) takes 2 turns to build. They are mobilised on the turn after the turn you've purchases them.

Large war machines such as Battleships and Carriers are long term projects. They cannot be built in a few months.

ID (infrastructure defence) is turned on its side when first mobilized. Before deployment it may not fire but may move in "Non-Combat Move" phase. ID can be deployed by turning it upright in this phase, including the turn it is first mobilized. After deployment it may fire but may not move again.

Antiaircraft and coastal batteries of WWII are, more often than not, fixed installations.

IC (industrial complex) selected for destruction in Purchase Units and Developments phase is now removed from the game. No units may be mobilized from it this turn.

Destruction of a war production area is not instantaneous as it contains as much as hundreds of factories.

Phase 7: Develop Weapon

Technology List

Jet Plane: Fighters and Bombers now have the following base values.

Unit	Cost	Move	Attack	Defence	Dogfight
Fighter	10	4	4	5	4/4
Bomber	15	6	3	3	0/2

Long Range Aircraft: All air units have +2 movement points.

Heavy Bomber: Roll two dices for combat as well as Strategic Bombing Raids.

Rockets: Each ID (infrastructure defence) may fire a rocket at a hostile IC (industrial complex) within 3 spaces. This is performed as a Strategic Bombing attack except there is no defence from it.

Heavy Artillery: You may build H.ART (Heavy Artillery). These attack at 3 defend at 2 and move 2 .

Heavy Tank: You may build H.ARM (Heavy Tanks) They attack and defend at 4.

Advanced Submarine: All SS (submarine) attack and defend at +1. ASW search rolls targeting them have -1 modifier.

Advanced ASW: - +1 modifier to ASW search rolls, +1 modifier ASW attack rolls. All air units perform now ASW but without the +1 modifiers.

Atomic Bomb: You purchase 1 atomic bomb per turn. Atomic bomb takes 2 turns to build and you may build another atomic bomb while one is building. An atomic bomb can be loaded onto a BMR after acquiring Heavy Bomber technology and during “Non-Combat Move” phase. The BMR may not take part in combat until the turn after a nuclear attack is performed by it. A nuclear attack is performed on a hostile territory. The BMR receives no return fire. The attacker rolls a dice resulting in permanent reduction of income for the territory. The defender divides the units into a number of groups equal to territory’s IPC divided by 3. Attacker selects one group. The attacker rolls a dice for each unit in the group destroying it on a 5 or less.

Advanced Radar: +1 modifier to ID (infrastructure defence) search rolls.

Underground Factory: Immunity to “production interruption”. The "Production Interruption" IPC amounts are now immune to Strategic Bombing Raids and Rockets.

Advanced Production: FTR (fighter), SS (submarine), and AP (transport) now costs 1 less IPC. DD (destroyer), CA (cruiser), BMR (bomber) now costs 2 less IPC. BB (battleship) and CV (aircraft carrier) now cost 3 less IPC.

Research Progress

Roll for one technology as a time. Tick off one box on each roll hitting on 1. Each dice costs 5 IPC.

Technology	Progress Boxes
Jet Plane	4, Germany starts with one
Long Range Aircraft	3, US starts with one
Heavy Bomber	3, US starts with one
Rockets	3, Germany starts with one
Heavy Artillery	3, Germany and Soviets start with one
Heavy Tank	4, Germany starts with one
Advanced Submarine	3, Germany starts with one
Advanced ASW	3, UK starts with one
Atomic Weaponry	10, Germany starts at 2, US at 3, Soviets at one
Advanced Radar	3, United Kingdom starts at one
Underground Factory	3, Germany starts at one
Advanced Production	4

Not all technologies are of the same difficulty. Atomic weaponry consumed more resources than any other WWII technology.

Weapons research in many fields has started before WWII, to varying degrees among the powers.

Research Capacity:

Nation	Free Dice	Purchasable
Germany	2	3
Italy (optional)	1	1
Japan	1	2
Soviet Union	1	2
United Kingdom	1	1
United States	2	4

Research resources are not fully transferable to other applications. Research capacity limits a nations research effort.

Technology Deployment

Technologies acquired are effective immediately. One minor technology (3 boxes) is transferable between US/UK and Germany/Italy each direction. Transferred technologies are effective from beginning of the receivers next turn.

Technology transfer in WWII is significant between US/UK and Germany/Italy. However major technologies were kept secret even from their allies.

Phase 8: Diplomacy

Diplomacy Rolls

Each power has a number of diplomacy rolls per turn.

Nation	Diplomacy Rolls
Germany	2
Italy (optional)	0
Japan	1
Soviet Union	1
United Kingdom	1
United States	2

The player selects a neutral with a position between +2 and -2 before each roll. A diplomatic roll hits on 1, which then moves the neutral one position towards your team. The following modifiers apply:

Team control of each adjacent territory not controlled originally +1

Team capture of each adjacent territory this turn +2

Team control of each enemy capital +3

Starting positions

Level of cooperation	Benefits from neutral
+5	Neutral is fully committed to Allies
+4	Pro- Allies, Allies land units can enter
+3	Pro- Allies, income goes to allies
+2	Neutral, Allies air units can pass over
+1	Neutral
0	Neutral
-1	Neutral
-2	Neutral, Axis air units can pass over
-3	Pro- Axis, income goes to allies
-4	Pro- Axis, Axis land units can enter
-5	Neutral is fully committed to Axis

Income is directed towards the power that moved the neutral to +3 or -3 position.

An attack on a neutral by team A causes it to join team B, taking it to +5 or -5 accordingly. If the neutral has military they enter the game now, and fight in this particular combat. The income and units are directed towards the power (on team B) with the closest capital to the neutral and still holding it.

Few countries were truly “neutrals” in WWII. Many were persuaded by powers to swing towards their side. Once a neutral becomes a minor-ally they don’t tend to go back the other way. Some “neutrals” were invaded or occupied by Axis or Allies for strategic reasons.

Appendix:

Units

Unit	Cost	Move	Attack	Defence	Dogfight	Anti- Air
Infantry	2-4	1	1-2	2		
Artillery	4	1	2	2		
Armor	5	2	3-4	3		
Fighter	10	4	3	4	2/3	
Bomber	15	6	4	1	0/1	
Battleship (BB)	20	2	4	4		3
Carrier (CV)	16	3	1	1-3		2
Destroyer (DD)	10	3	2	2		2
Submarine (SS)	8	2	2	2		0
Transport (AP)	8	2	-	1		0

BB (Battleship) fire in opening fire. BB still takes 2 hits.

CV (aircraft carrier) is 1/1 without planes. Each plane increases its defence by 1. CV now takes 2 hits. Turn damaged BB/CV on its side. Damaged BB/CV is "repaired" at sea zone adjacent to a friendly IC or VC. Return damaged BB/CV upright at the beginning of your next turn.

Battleships have the biggest guns in the battlefield with a range about 40,000 yards compared to 7,500 yards on Destroyers. Repair of damage on Battleships are not possible in the sea but carried out at friendly ports.

Aircraft carriers themselves are sitting ducks on their own. They are command centres of naval air fleets.

ID (infrastructure defence) replaces the old Antiaircraft unit.

ID fires in opening-fire of every cycle of land combat. It may not be taken as casualty.

Each ID selects an enemy air unit independently. After all selections are made, each ID rolls a "search" dice detecting its target on 1.

Each ID then selects an enemy air unit independently among the detected units. After all selections are made, each ID rolls an "attack" dice hitting its target on 1, forcing the target to retreat on 2.

In first cycle of land combat in amphibious assaults each ID additionally performs the same procedure against enemy naval units involved.

Antiaircraft batteries have limited time to engage overhead enemy aircrafts before they all leave the scene. Batteries did not get to shoot at every overhead aircraft. War commands are required to give instructions to all their squads quickly, before engagement results are known.

You may have more than one ID per territory.

IC (industrial complex) implicitly includes 3 IDs built-in.

VC (victory city) implicitly includes 1 ID built-in.

War production areas are often the target of bombing campaigns. Antiaircraft batteries are often installed in these regions. However some front line fortifications also have Antiaircraft defence.

Neutrals

Neutral	Income	Military	Position
Afghanistan	1 IPC	1 INF	-
Angola	-	-	-
Argentina	2 IPC	2 INF	-
Eire	-	1 INF	+3
Himalaya	-	-	-
Mongolia	1 IPC	2 INF	+1
Mozambique	-	-	+
Peru	1 IPC	1 INF	+1
Rio De Oro	-	-	-
Sahara	-	-	-1
Saudi Arabia	2 IPC	-	+1
Spain	4 IPC	5 INF + 1 ART + 1 ARM + 1 FTR + 1 DD + 1 AP	-2
Sweden	2 IPC	3 INF + 1 ART	-2
Switzerland	1 IPC	1 INF	-1
Turkey	3 IPC	4 INF + 1 ART + 1 ARM + 1 FTR	-1
Venezuela	1 IPC	1 INF	+1

Rio de Oro is owned by Spain. An attack on Rio De Ore is an attack on Spain.

Special Terrains (Territories)

Desert terrain: Sahara, Saudi Arabia

Snowy terrain: Greenland, Alaska, Soviet Far East

Mountainous terrain: Southern Europe, Turkey, Mongolia, Persia, Afghanistan

Extreme terrain: Himalayas

Miniature terrain: Malta, Gibraltar, Wake Island, Midway Island.

A team may not have more than 3 units in a miniature terrain territory.

Italy player (optional)

Using the new map

This map file contains a small number of changes from the original map adding Italy as a third Axis

partner. Additional territories are created to facilitate more historical realism. Players are encouraged to use all the rules plus all the optional rules when playing this variant.

Italy as the new player

All German units located in Southern Europe, Balkans and Libya is now considered Italian and those territories can be used to purchase only Italian units (light Grey). That gives them a starting IPC value of 12. When choosing NAs (National Advantage) the Italian player can pick an equal number of NAs that only affect Italian forces. The territory of Germany itself has a new value of 20 so their income is not affected.

Note: On the map variant for Italy; Southern Europe and Italy are separate territories. Italy is at 6 IPC and Southern Europe is at 2 IPC. The Balkans are at 3 IPC and Libya is at 1 IPC.

Advanced Lend-lease

The US player receives 12 **extra** IPC per turn for use with Lend-Lease only.

New Units (optional)

Unit	Cost	Move	Attack	Defence	Dogfight
H Art (Heavy Artillery)	5	1	3	2	
H TK (Heavy Tank)	8	2	4	3	
NAV (Naval Fighter)	8	2	3	2	2/2
DIV (Dive Bomber)	8	4	3	2	1/2
					Anti-air
CA (Cruiser)	15	3	3	3	4

NAV (naval fighter) do not have to be launched before movement of CV (aircraft carrier) it is onboard. It is never considered “cargo”.

H.ART (Heavy Artillery) may combat in an adjacent territory with -1 modifier, except when their territory is attacked. It may not take as casualty in such a combat.

H.ARM (Heavy Tank) takes 2 hits. Turn damaged H.ARM on its side. Damaged H.ARM is “repaired” at friendly territory with an IC or VC. Return damaged H.ARM upright at the beginning of your turn or your enemies’ turn.

National Build (optional)

Germany (Type VII Submarine) = Once per turn per IC, 1 SS can be purchased and placed there for 6 IPC provided no surface naval units are purchased there.

Italy: (Regia Marina Italiana) = Once per turn, one surface warship (BB, DD, CV) can be purchased

for 2 IPC less than cost.

Japan (Patriotism) = Once per turn, 3 INF can be purchased and placed in Japan for 5 IPC.

USSR (T-34 Tank) = Once per turn, 2 ARM can be purchased and placed in Russia for 8 IPC.

UK (Spitfire Fighter) = Once per turn, 1 FTR can be purchased and placed in United Kingdom for 8 IPC.

US (Essex Class Carrier) = Once per turn per IC, 1 CV can be purchased and placed there for 14 IPC.

National Attack (optional)

Germany (Blitzkrieg) = FTR get +1 attack modifier and each gives 1 ARM +1 attack modifier when enemy FTR are not present.

Italy: (Home Defence) = Every Italian or German INF unit in the first round defending in Original Italian territories get a +1 defence modifier

Japan (Lance Torpedo) = FTR gets +1 attack modifier in naval combat, DD fire in the opening-fire instead of main-round for first cycle of naval combat.

USSR (Shock Troops) = 1 INF gets +1 attack modifier and fire in opening-fire instead of main round in the first cycle of combat. No more than 3 INF can get this bonus per turn.

UK (Radar) = FTR gets +1 modifier when defending in United Kingdom, Canada, India and Australia.

US (Marine) = INF gets +1 attack modifier in the first cycle of combat of amphibious assault.

National Victory (optional)

Besides team victory or defeat, a player is considered victorious as a nation if it achieves three of its national goals. The goals must be written down prior to commencement of play. It is considered a secret mission. When a player has achieved his goals after a complete game turn the choices are revealed.

Germany

Großdeutschland~ Axis Control of all territories in Africa and Continental Europe and defeat of Soviet Union.

Establish Lebensraum~ End the game in control of Western Europe, Germany, Southern Europe, Norway, Eastern Europe, Balkans, Switzerland (if not neutral) and Spain (if not neutral).

Seize Mideast Oil ~ End the game with Germany/Italy control of all British territories in Africa Including Gibraltar, Malta, and Persia.

Operation Barbarossa ~ End the game in control of Russia.

Operation Sea Lion ~ Capture United Kingdom.

Defend the Fatherland ~ Always in control of Germany.

1000 year Reich ~ Able to maintain 50+ IPC income for one complete turn during the game.

Italy

Novum Imperium Romanum ~ End the game in control of Southern Europe, Balkans, Trans-Jordan, Anglo-Egypt, Libya, Algeria and Spain (if it's not neutral).

Remain an important part of the Tripartite Pact ~ End of the game with 25+ IPC income per turn.

Mare Nostrum ~ End the game in control of Gibraltar, Algeria, Trans-Jordan, and Anglo-Egypt.

Minor Axis Allies ~ Turn Spain and Turkey into the Axis camp and complete axis control of Africa.

Japan

Conquer China ~ End the game in control of Sinkiang, China, Manchuria, and Kwangtung.

Greater East Asia Co- Prosperity Sphere ~ End the game in control of original islands and Midway Island, Hawaiian Islands, Australia and New Zealand.

Post War Superpower ~ End the game with income level higher than Germany.

Secure Oil Resources ~ End the game in control of Anglo-Egypt, Trans-Jordan, Saudi Arabia (whether neutral or not) and Persia plus original territories Borneo and East Indies.

North Wind Rain ~ End the game in control of Buryatia S.S.R., Soviet Far East, Mongolia, Alaska and Midway Island.

USSR

Eastern Europe Buffer ~ End the game in control of West Russia, Belorussia, Ukraine S.S.R., and Eastern Europe.

Race to Berlin ~ Capture Germany before US or UK.

Protect Heavy Industry ~ Always in control of all ICs and income level always 15 IPCs or greater.

East Asia Influence ~ End the game in control of Manchuria and Mongolia (if it's not neutral). Or end the game with Japan holding no territories in mainland Asia.

Expand Communism ~ End the game in control of Eastern Europe Buffer, Norway, Balkans and Turkey. Or end the game with majority control of majority control of Mongolia, Sinkiang, China, Manchuria, Kwangtung and French Indochina.

United Kingdom

Preserve Colonial Empire ~ End the game in control of original territories, Solomon Islands and Borneo.

Race to Berlin ~ Capture Germany before USSR or US.

Contain Communism ~ End the game with UK/US control of Western Europe, Southern Europe and Norway.

Battle for Britain ~ Do not allow United Kingdom territory to be invaded successfully.

Preserve Military Might ~ ...Have over 35 IPC income per turn.

United States

Contain Communism in Europe ~ End the game with UK/US control of Western Europe, Southern Europe, and Norway. End the game with UK/US majority control of Sinkiang, China, Manchuria, Kwangtung, and French Indochina.

Protect the Americas ~ ...No Axis forces in control or adjacent from any territories in western hemisphere.

Maintain Public Support ~ ...Generate over 45 IPC per turn.

Race to Berlin ~ Capture Germany before USSR or UK.

Operation Olympic ~ End the game in control of Japan.

Acknowledgements

Contributors (in alphabetical order):

Admiral_Thrawn	Lynxes
Admiral_Yamamoto	Micoom
Adonai	Ncscswitch
B. Andersson, Game Master	Imperious Leader
DasReich	Rawdawg
Guerrilla Guy	Tekkyy
Gen AlexanderPatch	The Duke
HMS Onslow	Trihero
Jennifer	

Player aids and graphics

Imperious Leader

Equipment and sources for download

Files for the game can be obtained from this site or www.boardgamegeek.com under Revised Axis and Allies.

Extra units for this variant may be obtained from the following sources

Planes (1/700): www.Brookhursthobbies.com look under Tumbling Dice (Vapor Trails)

Infantry (old glory 20 MM), Armor (1/285), Artillery (1/285), All Warships (1/2400) www.stytrex.com

Plastics: www.Hasbro.com

Customer service/ replacement parts/ Revised Axis and Allies