

MAX'S ADVANCED RULES FOR AXIS & ALLIES, VOLUME 1®

*** Expansion Kit of Optional Rules for Axis & Allies®**

*** REVITALIZE PLAY BY USING ADVANCED RULES**

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TABLE OF CONTENTS

1. ALTERNATE ACTION SEQUENCE
2. NEUTRAL TERRITORIES
3. LEND LEASE
4. INTERNATIONAL COOPERATION
5. COMBINING THE U.S.A. PACIFIC FLEET
6. RUSSO•JAPANESE NON•AGGRESSION PACT
7. NAVAL TASK FORCES
8. ARTILLERY
9. AIRBORNE
10. KAMIKAZES
11. ANTI-AIRCRAFT GUN TARGET SELECTION
12. ADDITIONAL STRATEGIC BOMBING RAID TARGETS
13. STRATEGIC BOMBING RAID INTERCEPTORS AND FIGHTER ESCORTS
14. TACTICAL AIRBATTLES
15. EXPANDED WEAPONS DEVELOPMENT
16. FOCUSED WEAPONS DEVELOPMENT
17. PRODUCTION OF HIGH TECH WEAPONS
18. ALTERNATE VICTORY CONDITIONS
19. PACIFIC THEATER TWO PLAYER SCENARIO
20. WORLD DOMINATION

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1. ALTERNATE ACTION SEQUENCE Substitute the following sequence of events for the original Action Sequence.

1. Combat Movement
2. Develop Weapons and/or Purchase Units
3. Combat
4. Non-Combat Movement
5. Place Purchased Units
6. Collect Income

2. NEUTRAL TERRITORIES Neutral Territories may not be violated. Land units may not enter and air units may not fly over neutral territories. Neutral territories remain neutral throughout the entire game.

3. LEND LEASE The US. player has the option of attempting to deliver lend lease aid to the Russian player. Each turn the US. player may buy one die (and only one die) during WEAPONS DEVELOPMENT to roll for lend lease. This die costs six IPC's. Whatever number the US. player rolls is the number of IPC's the Russian player may collect from the bank. Lend lease may only be delivered from the US to the USSR

OPTION: Make the attempt to deliver Lend Lease aid to the Russian player mandatory for the US. player.

4. INTERNATIONAL COOPERATION

A. Anglo-American Combined Operations

Allow only British and American units to move freely into each other's territories and to simultaneously occupy the same territory. Other nationalities may not move through or occupy a land territory controlled by another player or jointly occupy a single land territory.

Exception: Russian units may move into the Ukraine and Eastern Europe even if these territories are occupied or controlled by the American or British player. Any player may move through or jointly occupy a sea zone containing units of another friendly nation.

B. Soviet Sovereignty

As long as the Russian capital remains controlled by the Russian player, no British or US. units may enter Russian controlled territories. This applies to territories occupied by Russian units as well as Russian controlled territories which are not occupied by the Russian player. Also, as long as the Russian capital remains controlled by the Russian player, American and British units may not attack Axis units which occupy territories color-coded to the Russian player. If the Russian capital is controlled by the German or Japanese player, British and American units may attack Axis units occupying Russian color-coded territories and attempt to liberate them. As before, liberated Russian territories are controlled by the player that captures them until the Russian capital is liberated. Allied units may remain in liberated Russian territories after the Russian capital is liberated. If the Russian capital is captured by Axis units, the Russian player may allow British and American units to enter any remaining Russian controlled territories. This applies to Russian color-coded territories as well as any other territory controlled by Russia. This also applies to unoccupied Russian territories as well as territories containing Russian units.

Permission to occupy Russian controlled territories is granted to the British and American players on a territory by territory basis and once granted cannot be withdrawn.

5. RUSSO•JAPANESE NON•AGGRESSION PACT The Japanese player may not attack any Russian units or enter any Russian color-coded territories until he controls China, Sinkiang, and India. When these conditions are met, the Japanese player may attack the Soviet Far East, Yakut

S.S.R., any territories controlled by Russia but not color-coded to Russia, and any Russian naval units. The Japanese player may never attack any territories color-coded to Russia except the Soviet Far East and Yakut S.S.R. The Russian player may not attack Japanese units, move into any Japanese controlled territories, or move units into China, Sinkiang, or India, until the Japanese player attacks a Russian unit or enters a Russian controlled territory.

Exception: When using the Alternate Victory Conditions (MAX'S ADVANCED RULE # 18) the Russian player may break the Non-Aggression Pact when he controls two of the territories listed below at the beginning of his turn.

Finland/Norway

Ukraine

Eastern Europe

Southern Europe

At that time the Russian player may attack any Japanese controlled territories and any Japanese units. Also at that time, if not prohibited by the use of MAX'S ADVANCED RULE #4A (International Cooperation/Anglo-American Combined Operations), the Russian player may move units into China, Sinkiang, and India.

6. COMBINING THE U.S.A. PACIFIC FLEET Before play begins, move the battleship and transport from the sea zone adjacent to the Western U.S.A. into the sea zone surrounding the Hawaiian Islands. Also move the fighter from the Western U.S.A. onto the aircraft carrier in the sea zone surrounding Hawaii.

7. NAVAL TASK FORCES When conducting an amphibious assault in which enemy naval units occupy the sea zone which surrounds the target island or occupy the sea zone adjacent to the target coastal territory, the attacker may split his naval units into two Task Forces. These Task Forces are designated as the Attack Fleet and the Invasion Fleet.

The Attack Fleet must fight a naval battle against the enemy naval units. This naval battle is fought like any other and may last an unlimited number of rounds. Only if the sea zone is cleared of enemy naval units may the Invasion Fleet conduct the amphibious assault.

If at the end of any round of combat the attacker wishes to retreat, the surviving units of the Attack Fleet and the entire Invasion Fleet must retreat. All of the units in the Attack Fleet and the Invasion Fleet must retreat into a single sea zone.

Naval units in the Attack Fleet may not participate in the land battle portion of the amphibious assault. Likewise, naval units and aircraft from carriers which are assigned to the Invasion Fleet may not participate in the naval battle and may not be taken as casualties in the naval battle. Aircraft carriers and their accompanying aircraft may not be assigned to separate Task Forces. For example, a carrier cannot be assigned to the Attack Fleet and its planes assigned to the Invasion Fleet. As before, battleships in the Invasion Fleet are limited to their "one-shot support attack." Also aircraft carriers still may not directly attack defending land units. However, fighters from a carrier in the Invasion Fleet may participate in unlimited rounds of combat during the amphibious assault and may be chosen as casualties.

Aircraft attacking in an amphibious assault may not retreat until all land units used in the amphibious assault are lost.

A player conducting an amphibious assault is not required to split his attacking naval units into Task Forces.

8. ARTILLERY Artillery units cost four Industrial Production Certificates each. On land, artillery units may move one-into an adjacent territory. At sea, one artillery unit can board one transport ship and be transported one or two sea zones.

Unlike infantry and armor, artillery units may not take part in amphibious assaults. When transported by sea, artillery units may only disembark onto friendly territories.

During NON-COMBAT MOVEMENT artillery units may disembark onto territories which were just captured during the COMBAT ACTION SEQUENCE of the same turn.

As when transporting infantry and tanks, artillery units may not move before loading or after landing.

Artillery units can only fight in land territories. Artillery units attack and defend at a die roll of "2." Use the antiaircraft guns as artillery units. Distribute two guns to each player's tray and permanently remove the rest from play. Use inverted control markers to represent the presence of antiaircraft guns (and rockets, should they be developed).

9. AIRBORNE

A. Air Transport During NON-COMBAT MOVEMENT each bomber may transport one infantry unit to a friendly territory. A bomber and the infantry unit it is to transport must begin the turn in the same territory.

Once the bomber lands and unloads the infantry the bomber's move is over. Likewise, infantry units may not move into an adjacent territory after disembarking from a bomber.

Bombers moved during the COMBAT MOVE ACTION SEQUENCE may not move again to carry out air transport during the NON-COMBAT MOVE phase of the same turn.

B. Paratroopers

Infantry units transported by bombers may be used to conduct an "airborne assault."

Airborne assaults are conducted by moving the bombers and the infantry units performing the assault to an enemy controlled territory during the COMBAT MOVE ACTION SEQUENCE. As in air transport, each bomber may transport one infantry unit and the bomber and the infantry unit must begin the turn in the same territory. Also, the infantry unit may not move into an adjacent territory after being "dropped".

Any antiaircraft fire is resolved against the bombers before the infantry units are "dropped" into the enemy territory. If a bomber carrying an infantry unit is hit by an antiaircraft gun, the bomber and the infantry unit aboard are immediately lost and the infantry may not attack.

If the antiaircraft fire missed the bomber or if there is no antiaircraft fire, the infantry unit is placed on the Battle Board.

Infantry units which are "dropped" into an enemy territory attack at "2". This attack advantage applies only to the turn in which the infantry units are "dropped." In later turns the infantry units will attack as regular infantry units at "1" unless they are "dropped" again.

Airborne assaults may be conducted independently or in conjunction with other attacks. Infantry units used in an airborne assault lose the option to retreat. Also, no other attacking units may retreat until all units which were "dropped" are lost. Whenever an airborne assault is conducted in conjunction with other attacks and fire from the defenders results in hits to the attacking units, the "dropped" units must be the first units chosen as casualties.

Bombers used to "drop" infantry units may not conduct any other attack during the COMBAT ACTION SEQUENCE. Bombers that "drop" infantry units are not placed on the Battle Board and cannot be taken as losses in the airborne assault. Bombers that "dropped" infantry units must land in a territory which was friendly at the beginning of the turn and which is within the remaining range of the bomber.

An additional cost of two I.p.c.s is required for each infantry unit used in an airborne assault. This must be paid during WEAPONS DEVELOPMENT of the turn in which the unit is dropped. It must

be paid each time an airborne assault is conducted as it represents irreplaceable equipment such as gliders and parachutes.

Infantry units may not be "dropped" into friendly territories.

10. KAMIKAZES During COMBAT MOVEMENT the Japanese player may designate any attacking fighters as kamikazes. When designated as kamikazes, Japanese fighters attack at "5". Kamikazes may only attack Allied naval units.

Kamikaze attacks occur simultaneously with all other attacks in the sea zone (except for "first shot" submarine attacks). As with other attacks, kamikaze attacks are resolved at the same time defensive fire is resolved. Whenever kamikazes are used in an attack and fire from the defending units results in hits to the attacking Japanese units, kamikazes must be the first units chosen as casualties. Other attacking Japanese units may be taken as casualties only after all of the kamikazes have been removed. If any kamikazes remain after the first round of combat, they are automatically considered lost and are removed from the Battle Board and placed in the Japanese player's tray

Allied fighters which are based on carriers may defend against kamikazes but may not be taken as losses from a kamikaze attack. If a kamikaze attack succeeds in sinking an aircraft carrier, any surviving Allied fighters must be able to land on either a surviving friendly carrier or a friendly island territory within the attacked sea zone. If a friendly carrier with available aircraft capacity or a friendly island territory is not present, then, at the end of the Combat Action Sequence, the fighters crash into the sea and are lost.

Kamikazes may only move two spaces during COMBAT MOVEMENT of the turn in which they attack. If the Japanese player has developed long range aircraft, then the kamikazes' range is increased to three spaces. Only the Japanese player may use kamikazes.

11. ANTI-AIRCRAFT GUN TARGET SELECTION When anti-aircraft guns defend against bombers and fighters during land combat, assign specific die rolls to individual planes. In this way the attacker may no longer choose which planes are taken as casualties. For example: Two fighters and one bomber support a German attack against Karelia S.S.R. To resolve the anti-aircraft fire the Russian player rolls two white dice (against the fighters) and one red die (against the bomber). If the Russian player rolls a "1" with the red die the bomber is "hit" and must be chosen as a casualty regardless of the outcome of the other die rolls.

12. ADDITIONAL STRATEGIC BOMBING RAID TARGETS Bombers may conduct strategic bombing raids against any enemy controlled territory-not just territories with an industrial complex. However if a bombed territory is not a capital, the number of I.P.C.s lost due to the raid cannot exceed the income value of the territory. This restriction applies regardless of whether or not an industrial complex is present.

For example, assume two German bombers conduct a strategic bombing raid against Karelia S.S.R. If both of them survive the anti-aircraft fire, two dice are rolled to determine the number of I.P.C.s the Russian player must return to the bank. Even if the total for the two dice is greater than three, the Russian player only returns three I.P.C.s to the bank. When a territory is a capital, the number of I.P.C.s that may be lost due to a strategic bombing raid is unlimited.

13. STRATEGIC BOMBING RAID INTERCEPTORS AND FIGHTER ESCORTS

A. Strategic Bombing Raid Interceptors

Defending fighters which are located in a territory which is the target of a strategic bombing raid may intercept and "attack" the bombers.

Defending fighters may only "attack" bombers which conduct a strategic bombing raid against the territory in which they are located. Surviving intercepting fighters must return to the territory they were in at the beginning of the raid.

Each of the intercepting fighters may conduct a one round "attack" against the bombers at a die roll of "3".

Each of the bombers "defend" against the intercepting fighters at a die roll of "1".

Only one round of Fighter vs. Bomber Combat is allowed in each bombed territory.

Any antiaircraft fire against the bombers is resolved next. Surviving bombers then conduct the strategic bombing raid and the defender returns to the bank the number of l.p.c.s lost due to the raid.

A single defending fighter may either perform strategic bombing raid interception or defend against an attack on its territory. A single defending fighter may not do both in a single turn. However, if more than one defending fighter is present, some may intercept the strategic bombing raid and some may defend against the attack on the territory.

The defender may wait until the attacker is completely finished with his COMBAT MOVEMENT to decide how to use his defending fighters.

If an attacker captures a territory on the same turn defending fighters from that territory were used to intercept a strategic bombing raid, the intercepting fighters are automatically lost without a chance to fire against the attacking units. However, this occurs at the completion of the entire COMBAT ACTION SEQUENCE and fighters yet to complete their interception of strategic bombing raids may still conduct the interception. Defending fighters are not required to intercept strategic bombing raids.

B. Fighter Escorts for Strategic Bombing Raids

Friendly fighters may escort bombers on strategic bombing raids.

The role of fighter escorts is to attack defending fighters which are used to intercept strategic bombing raids. As with bombers, fighter escorts may only be engaged by interceptors which are located in the bombed territory. When a strategic bombing raid with a fighter escort is intercepted by defending fighters, a single round of Fighter vs. Fighter Combat occurs.

Fighter escorts "attack" the defending interceptors at a die roll of "3". The interceptors "defend" against the attacking fighter escorts at a die roll of "4". (Jet powered interceptors "defend" at a die roll of "5" against fighter escorts.)

Interceptors may not conduct the one round of Fighter vs. Bomber Combat against the bombers unless they outnumber the fighter escorts. If this is the case, a number of interceptors at least equal to the number of fighter escorts must participate in Fighter vs. Fighter Combat. Only the remaining interceptors not involved in Fighter vs. Fighter Combat may conduct the one round of Fighter vs. Bomber Combat. However, excess interceptors are not required to attack the bombers. They may be used to gain an advantage in Fighter vs. Fighter Combat.

A Strategic Bombing Raid is now conducted as follows:

1. Fighter vs. Fighter Combat occurs between fighter escorts and interceptors (one round only)
2. Excess interceptors may conduct Fighter vs. Bomber Combat (one round only)
3. Antiaircraft fire against bombers is resolved.
4. Surviving bombers inflict L.P.G damage to the target

When fighter escorts accompany bombers on strategic bombing raids, antiaircraft guns may fire only at the bombers.

Fighters performing escort duty need not begin the turn in the same territory as the bombers they are escorting. Fighter escorts and bombers conducting strategic bombing raids may link up over the target territory. When using fighter escorts, remember that the range of bombers is greater than the range of fighters. Fighters may not be able to accompany bombers to distant targets. As when using fighters in other attacks, fighter escorts must be able to end their turn in a territory which was friendly at the beginning of the COMBAT ACTION SEQUENCE.

Fighters performing escort duty may not participate in other attacks during the turn. This restriction applies even if the strategic bombing raid is not intercepted.

Even when using heavy bombers as a result of a successful technological breakthrough, one die is rolled for each bomber during Fighter vs. Bomber Combat.

14. TACTICAL AIRBATTLES

A. Tactical Air Battles Over Land

Whenever a territory is attacked and the attacker's units include fighters and/or bombers and the defender's territory contains fighters which are not being used to intercept a strategic bombing raid (MAX'S ADVANCED RULE #13), a special one round Tactical Air Battle must be fought before the land battle may begin.

To fight this Tactical Air Battle proceed as follows:

1. All of the attacker's aircraft participating in the battle must fight a one round Tactical Air Battle against all of the defender's fighters present in the territory and not assigned to intercept a strategic bombing raid. Place the aircraft involved on the Battle Board and resolve one round of combat without the use of the other attacking and defending units. Attacking fighters attack the defending fighters at a die roll of "3". Attacking bombers attack the defending fighters at a die roll of "1". (Note this attack is different than the attack with a die roll of "4" which bombers usually use).

Also attacking bombers carrying paratroopers (MAX'S ADVANCED RULE #9B) must be placed on the Battle Board and may be taken as casualties during the Tactical Air Battle. However, bombers carrying paratroopers may not roll any dice against the defending fighters. Defending fighters defend with a die roll of "4" against the attacker's aircraft. (Note jet powered fighters will defend with a die roll of "5"). Defending bombers may not take part in Tactical Air Battles. Since land units are not yet involved, only the air units taking part in the Tactical Air Battle may be taken as casualties during this first round of the COMBAT ACTION SEQUENCE. The attacker may choose to take any combination of fighters and bombers as casualties.

2. Following the Tactical Air Battle, all of the attacker's remaining fighters and bombers taking part in the attack against the territory (including bombers carrying paratroopers) undergo defensive fire from the defender's antiaircraft gun if one is present. (You may wish to use MAX'S ADVANCED RULE # 11-Antiaircraft Gun Target Selection- to determine which of the attacker's aircraft are chosen as casualties).

3. After conducting the one round Tactical Air Battle and resolving any antiaircraft fire, the attacker's and defender's surviving aircraft are joined on the Battle Board by the attacking and defending land units. Any bombers conducting airborne assaults "drop" their infantry units at this time and are placed in any territory which was friendly to the attacker at the beginning of the turn and which is within the remaining range of the bomber.

A regular COMBAT ACTION SEQUENCE now begins with no limit on the number of rounds and all units participating and eligible to be taken as casualties.

Attacking bombers will now attack at their usual die roll of "4". The attacker may not retreat until at least one round of combat involving all of the land and air units in the territory is executed.

B. Tactical Air Battles At Sea

Whenever a naval battle occurs in a sea zone and the attacker's units include bombers and/or fighters and the defender's units include fighters on aircraft carriers, a special one round naval Tactical Air Battle must be fought before the naval battle may begin.

To fight this naval Tactical Air Battle proceed as follows:

1. All of the attacker's aircraft participating in the battle must fight a one round Tactical Air Battle against all of the defender's fighters from aircraft carriers present in the sea zone. Place the aircraft involved on the Battle Board and resolve one round of combat without the use of the other attacking and defending naval units.

Attacking fighters attack the defending fighters at a die roll of "3". Attacking bombers attack the defending fighters at a die roll of "1". (Note this attack is different than the attack with a die roll of "4" which bombers usually use). If using MAX'S ADVANCED RULE # 10, kamikazes must be placed on the Battle Board and may be taken as casualties during the Tactical Air Battle. However, kamikazes may not roll any dice against the defending fighters.

Defending fighters defend with a die roll of "4" against the attacker's aircraft. (Note jet powered fighters will defend with a die roll of "5"). Since naval units are not yet involved, only the air units taking part in the naval Tactical Air Battle may be taken as casualties during this first round of the COMBAT ACTION SEQUENCE.

The attacker may choose to take any combination of fighters, bombers and kamikazes as casualties from a naval Tactical Air Battle. In a naval Tactical Air Battle, kamikazes are not required to be the first units chosen by the attacker as casualties.

2. After conducting the one round naval Tactical Air Battle, the attacker's and defender's surviving aircraft are joined on the Battle Board by the attacking and defending naval units.

A regular COMBAT ACTION SEQUENCE now begins with no limit on the number of rounds and all units participating and eligible to be taken as casualties.

Attacking bombers will now attack at their usual die roll of "4". Kamikazes now conduct their one round attack against naval units at their usual die roll of "5" and must be the first units chosen as casualties by the attacker.

The attacker's units and any defending submarines may not exercise their retreat options until at least one round of combat involving all of the naval and air units in the sea zone is executed.

15. EXPANDED WEAPONS DEVELOPMENT Expand the technological breakthroughs that are available from # 1 through #6 to #2 through #12.

Buy dice to roll for Weapons Development in the usual way. However, for each "6" rolled, roll two dice. The total showing on the two dice determines which technological breakthrough has been acquired.

Assign the technological breakthroughs the new numbers and utilize the new weapons listed below.

2 Heavy Tanks

Each of your tanks now attack at "4" instead of "3".

3 Total War Economy

Complete mobilization of your country's resources results in an increase in your income. Collect an additional 12 I.P.C.s per turn.

4 Long Range Aircraft

5 Sabotage

Each time an enemy country rolls a "6" during Weapons Development, roll a die. On a roll of "1" or "2" the Development is sabotaged and the "6" die roll is annulled.

6 Legendary Leader

Designate one of your land or naval units as being commanded by a legendary leader. Subtract two from its attack and defense die rolls.

7 Super Submarines

Same as before except when conducting "first shot attacks" with super submarines the attacker may select which of the defender's ships are taken as losses.

8 Jet Power

9 Improved Merchant Marine

Each of your transports may now carry up to three infantry units or one infantry and one armor unit.

10 Rockets

11 Industrial Technologies

12 Heavy Bombers

Roll only two dice (instead of three) for each bomber. Also, add one to each die roll during Strategic Bombing Raids.

16. FOCUSED WEAPONS DEVELOPMENT

Using Focused Weapons Development allows the players to choose which technological breakthrough they wish to attempt.

To "focus" your country's research and development efforts on a particular item, state which of the advanced technologies you wish to develop. Buy a die using the table below to determine how many I.P.c.s you must pay for the "focused" attempt. Prices vary depending on the technological breakthrough attempted.

On the roll of a "6" the "focused" weapons development is successful and the chosen technological breakthrough is automatically yours. Each country may make only one "focused" attempt per turn. Players may make "focused" and ordinary (or Expanded Weapons Development) attempts in the same turn.

FOCUSED WEAPONS DEVELOPMENT (only one die per turn)

1 IPC: Super Submarines

2 IPC: Sabotage, Legendary Leader, Jet Power

3 IPC: Long Range Aircraft, Improved Merchant Marine

4 IPC: Rockets, Industrial Technology

5 IPC: Heavy Tanks, Total War Economy, Heavy Bombers

17. PRODUCTION OF HIGH TECH WEAPONS A successful attempt at developing weapons does not effect existing combat units.

Whenever a successful weapons development results in the acquisitions of jet power, rockets, super submarines, long range aircraft, heavy bombers, heavy tanks, or improved merchant marine, only units purchased in the same turn of the successful technological breakthrough or in later turns possess the new technological advantages.

Place control markers under the newer "High Tech" combat units to differentiate them from units which existed prior to the technological breakthrough.

A successful weapons development which results in the acquisition of industrial technology, sabotage, or a legendary leader takes effect immediately.

A successful weapons development which results in the acquisition of total war economy takes effect in the same turn during the collection of income.

18. ALTERNATE VICTORY CONDITIONS-

A NEGOTIATED PEACE Multiple Player Games:

A. The German player is immediately declared the winner upon;

1 capturing one of the Allied capitals while maintaining control of the German capital

OR

2. simultaneously controlling all of the territories originally color-coded to Germany and 5 of the 7 territories listed: Karelia, Caucasus, Persia, Syria-Iraq, Anglo-Egypt/Sudan, Italian East Africa, Gibraltar

B. The Japanese player is immediately declared the winner upon:

1. capturing the British or American capital while maintaining control of the Japanese capital

OR

2. simultaneously controlling all of the territories originally color-coded to Japan, as well as China, Sinkiang, and 5 of the 6 territories listed: India, Australia, New Zealand, Midway, Hawaiian Islands, Alaska

Additional victory conditions exist for Japan if the Russo- Japanese Non-Aggression Pact rule (MAX'S ADVANCED RULE #5) is in effect.

If at any time during the game the Japanese player has attacked Yakut S.S.R., Japan must control Yakut S.S.R. in addition to the British capital, American capital, or territories listed above to win.

Also, if at any time during the game the Japanese player has attacked the Soviet Far East, Japan must control the Soviet Far East in addition to the British capital, American capital, or territories listed above to win.

C. The Russian player is immediately declared the Winner upon;

1. capturing one of the Axis capitals while maintaining control of the Russian capital and all of the remaining territories color-coded to Russia.

OR

2. simultaneously controlling all of the territories color-coded to Russia and 5 of the 6 territories listed: Ukraine, Eastern Europe, Southern Europe, Finland/Norway, Manchuria, Kwangtung

D. The British player is immediately declared the winner upon;

1. capturing one of the Axis capitals while maintaining control of the British capital and all of the other territories color-coded to Britain

OR

2. simultaneously controlling all of the territories originally color-coded to Britain and 5 of the 10 territories listed below: Finland/Norway, Western Europe, Southern Europe, Eastern Europe, Algeria, Libya, Borneo/Celebes, East Indies, French Indo-China/Burma, Kwangtung

E. The U.S.A. player is immediately declared the Winner upon

1. capturing one of the Axis capitals while maintaining control of the American capital and all of the other territories color-coded to the USA

OR

2. simultaneously controlling all of the territories color-coded to the U.S.A. and 8 of the 11 territories listed: Algeria, Libya, Western Europe, Southern Europe, Caroline Islands, Okinawa, Wake Island, Solomon Islands, New Guinea, Philippine Islands, Borneo/Celebes

In a Two Player Game-

A. The Axis is immediately declared the winner when either the German or Japanese victory conditions are met.

B. The Allies are immediately declared the winner upon;

1. simultaneously controlling both of the Axis capitals and all three of the Allied capitals

OR

2. simultaneously controlling one of the Axis capitals, all of the Allied capitals, AND all of the color-coded and listed territories for two of the Allied countries.

19. PACIFIC THEATER TWO PLAYER SCENARIO

For a two player game limit each player to one country each-either the U.S.A. or Japan.

Use MAX'S ADVANCED RULE #1-Alternate Action Sequence

A. The Playing Area The only territories which may be entered by either player are the territories color-coded to Japan, the territories color-coded to the U.S.A., and India, Australia, New Zealand, and Western Canada.

Each player's naval units may only enter sea zones of the Pacific Ocean, sea zones adjacent to territories color-coded to Japan or the U.S.A., or sea zones adjacent to India, Australia, and New Zealand. Naval units may also enter the sea zone which contains the eastern arrow of the map board compass. No other sea zones may be entered.

B. The Set Up All of the Japanese units are placed in their original starting positions.

The infantry and armor pieces in the Eastern United States are removed from play. The transport in the sea zone adjacent to the Eastern United States is also removed from play.

The U.S.A. Pacific fleet is combined using MAX'S ADVANCED RULE #6. Also, the fighter and bomber in the Eastern United States are moved to the Western United States.

The remainder of the U.S.A. units are placed in their original starting positions.

The British units in India, Australia, and Western Canada are placed on the board. The U.S.A. player controls these units. No other units are placed on the board at the start of the game. Distribute the regular number of I.P.C.s to the Japanese and U.S.A. players.

In addition, the U.S.A. player rolls two dice. The total showing on the two dice is the number of I.P.C.s distributed from the bank to the U.S.A. player to be used separately as British income.

C. To Play

1. The Japanese Player's Turn The Japanese Player executes his turn keeping in mind the new restrictions on the playing area.

2. The U.S.A. Player's Turn

a. British Phase

- British Combat Movement The US.A. player moves any British units conducting Combat Movement.

-Purchase New British Units Using the British I.P.C.s only, the US.A. player may purchase new British units. British income may only be saved or used to purchase new British units. It may not be used for technology rolls. It may not be used to purchase American units.

-British Combat The US.A. player executes any British attacks against Japanese units.

-British Non-Combat Movement The US.A. player moves any British units conducting non-combat movement.

-Place New British Units The US.A. player must place newly purchased British units in India, Australia, New Zealand, or Western Canada. In addition, new British units may only be placed in these territories if they were controlled by the US.A. player at the beginning of the turn.

It is NOT necessary for an industrial complex to be present in these territories in order to place new British units in them.

There is NO restriction on the number of newly purchased British units which may be placed in India, Australia, New Zealand, or Western Canada in a single turn.

-Collect British Income The US.A. player does not collect British income by totaling the income value of British controlled territories. Instead, the US.A. player collects British income by rolling two dice. The total showing on the dice is the number of LPC.s the US.A. player collects from the bank for purchasing British units.

The US.A. player collects British income in this way as long as anyone of the following territories-India, Australia, New Zealand, or Western Canada-is not controlled by the Japanese player.

If collection of British income is interrupted by the Japanese capture of India, Australia, New Zealand and Western Canada, and the US.A. player subsequently liberates one of these territories, the collection of British income is resumed. As usual the US.A. player does not receive American income for liberated British territories.

The US.A. player receives no additional British income for Japanese territories captured by British units.

As usual, British units may liberate American territories and thereby increase American income.

If the Japanese player simultaneously controls India, Australia, New Zealand, and Western Canada, the US.A. player must surrender any British I.P.c.s which have been saved to the Japanese player.

b. The American Phase

-Reduction of American Income The US.A. player rolls two dice to symbolize the drain on American resources resulting from the Allied war effort in Europe.

The lowest number showing on one of the two dice is the number of I.P.C.s the US.A. player must return to the bank.

-Remainder of the American Phase

The US.A. player proceeds through the Action Sequence using only the American units.

The US.A. player collects American income in the usual manner.

D. To Win

The Japanese player is immediately declared the winner upon:

-capturing the American capital while maintaining control of the Japanese capital

OR

-simultaneously controlling all of the territories color-coded to Japan, as well as China, Sinkiang, and 5 of the 6 territories listed: India, Australia, New Zealand, Midway, Hawaii, Alaska

The U.S.A. player is immediately declared the winner upon: -capturing the Japanese capital while maintaining control of the American capital

OR

-simultaneously controlling all of the territories color-coded to the U.S.A. as well as India, Australia, New Zealand, Western Canada and 5 of the 7 territories listed: Solomon Islands, New Guinea, Borneo/Celebes, Philippine Islands

20. WORLD DOMINATION

Five Player Game

The object of the game is for one country to achieve World Domination.

At the start of the game randomly assign each player a country. This can be done by blindly drawing Control Markers or rolling dice.

No pre-existing alliances or sides exist. No limits are placed on the number or kinds of alliances that may be formed. Germany or Japan may make alliances with the British, American, or Russian players and vice-versa. Alliances may be broken at any time.

Play continues in "every man for himself" style until one country simultaneously occupies 3 of the capitals.

Liberated territories are controlled by the player that captures them-not the original owner.