

Axis & Allies Classic, 3rd Edition Rules

V2.00 Compilation from Axis & Allies 1998/1999 PC-CD ROM rules and other sources.

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X. Note from the compiler

I compile and edit this 2nd version document without profit intent. For a long time there has been confusion regarding the rules and their editions. The first edition dates from 1984, the second from 1986 and the third from 1999, which only came out printed in the computer game - which I do not have, so I had to resort to other sources, which are listed at the end of this document-. I hope that this contribution will serve the players of the classic edition, so this document is subject to the contributions and corrections that others wish to make.

*Yours in good gaming,
Miguel Valladares Guillen.*

1. Balance of Power

Many players have written to us about how the game seems slanted in favor of the Allies. Our best advice is the following: Very experienced Axis players have their best chance for victory if they play aggressively in the first few turns. The Axis powers, especially Germany, must attack swiftly before the Allies can use their strong economic backing to buy land and sea forces. Defensive play cannot be the watchword for the Axis powers if victory is to be theirs. But in this rules version you can use one or two of the 'Axis Advantage' optional rules.

2. Axis Advantages Optional Rules

A. Technology

This option will allow the Axis to have some extra technology that the Allies do not start with. Germany will have Jet Power (Fighters gain an extra defensive point) and Japan will have Super Subs (their Submarines will gain an extra offensive point). This will make it tougher for the Allied troops to take down Germany AND withstand Japan Super Subs.

B. Two additional infantry

This option will allow the Axis to have some extra infantry in the capital that the Allies do not start with. Germany will have one infantry more in Berlin and Japan will have one more infantry in Tokyo.

C. USSR Restricted Germany

This option will allow the Germans to not fear an attack from Russia on the Russians first turn. The Russians cannot launch a shell against the Germans, allowing Germany the luxury of attacking first in the match-up.

D. USSR Restricted Japan

This option will allow the Japanese to not fear an attack from Russia on the Russians first turn. The Russians cannot launch a shell against the Japanese, allowing Japan the luxury to commit forces to other fronts.

3. Game Board Map

- The large Hudson Bay sea zone on the top left side of the board is adjacent to the Western Canada land territory on the top right side of the board.
- Western Canada no longer borders on the Atlantic Ocean. This keeps players from being able to move units from the Atlantic Ocean directly into Western Canada

- The two Gulf of Mexico sea zones on the left side of the board are adjacent to the one sea zone surrounded by the Mexico land territory on the right side of the board (the Texas sea zone).]
- The Japanese Kwangtung land territory is NOT adjacent to the sea zone surrounding Japan and Manchuria.
- Unnamed islands like Sicily cannot be landed on.
- Because the water surrounding Panama is two sea zones, it takes 1 movement to pass through the canal, unless One 'Panama Sea Zone' is in play.
- The blow-up boxes on the lower right side of the game board cannot be moved on or off from adjacent sea zones. For example, the sea zone surrounding New Zealand is adjacent to the two sea zones surrounding Peru and Argentina /Chile on the lower left side of the board - not to the blow-up boxes!

4. Weapons Development

01. To develop weapons, pay all the "research" money you wish to spend to the bank, then roll the dice you bought all at once. Do not roll one die at a time until you get a "6" and then pocket any of the leftover research money.
02. When you get a new weapon development, all of your present units of that type are immediately improved, not just the new ones you may purchase.
03. The industrial technology development does NOT reduce the cost of future development dice rolls from 5 IPC to 4 IPC.
04. Heavy Bomber development allows each bomber to attack with three dice instead of one die, either in a regular combat situation or in a strategic bombing raid against an industrial complexes; each heavy bomber continues to defend with one die.
05. Jet power development allows each fighter plane to defend by rolling a "5" or less on the die instead of a "4" or less; each fighter continues to attack by rolling a "3" or less on the die.
06. Super Submarine development allows each sub to attack by rolling a "3" or less on the die instead of a "2" or less; each sub continues to defend by rolling a "2" or less on the die.
07. Rocket development gives one of your anti-aircraft guns rocket power once per turn. Unlike an anti-aircraft gun, a rocket can move before combat and fire during combat. A rocket can also move during non-combat, if it has not just been captured, or if it has not fired. Rockets, like anti-aircraft guns, cannot fire while on a transport. If you capture an enemy rocket, you cannot move it on the turn you capture it; also, if you do not own rocket technology yourself, then the captured rocket is considered just a regular anti-aircraft gun.

5. Retreats

01. Only an attacker can retreat.
02. A retreat can be made only after a defender defends after ANY round of combat.
03. An attacker cannot retreat from NOTHING... that is, if all the defending units are destroyed in the embattled territory or sea zone, then the attacking forces are stuck there, with no retreating allowed.

04. Partial retreats are never allowed except for subs. All attacking units must retreat together BACK to one adjacent friendly territory from which any one of the attacking units came. What follows are special retreating issues with submarines and air units.

6. Submarine Withdrawing

A. In combat, both attacking and defending subs can withdraw.

B. Attacking subs can withdraw after any round of combat, and they do not have to retreat with other naval units.

C. If an attacking sub destroys the enemy in a sea zone, it cannot retreat or withdraw. It is stuck in that zone.

D. Partial retreats are allowed for attacking subs, because they do not have to retreat at the same time as other naval units nor to the same space.

- If retreating with other naval units, the attacking sub must withdraw BACK to one adjacent friendly sea zone from which any of the attacking units came.

- It does not have to retreat to the same sea zone as the other naval units.

- If there are several attacking subs in the force, they do not all have to withdraw at the same time on the same round. However, if several attacking subs do withdraw on the same round, they must all withdraw to the same sea zone.

- If several defending subs withdraw on the same round, they must also withdraw to the same sea zone BACK to one adjacent friendly or unoccupied sea zone. (Note: At the beginning of the game, the German sub in the Baltic Sea is trapped and has nowhere to retreat or withdraw).

- Subs cannot retreat or withdraw to a sea zone that is or was a battle site on the same turn!

7. Anti-Aircraft Guns (AA Gun)

- If you capture an enemy AA gun during your combat movement, you cannot move that AA gun during the non-combat phase of the same turn.

- If you move an AA gun into an ally's territory, it is still your AA gun to fire and move.

- If your AA gun is in an ally's territory, and that territory is attacked, you defend with your AA gun. If you liberate an ally's territory that has an AA gun and an industrial complex, the gun, the complex, and the territory all revert back to the ally's control.

- You can now place multiple AA guns within one territory. However, only one of these AA guns can fire in a turn.

- You cannot place a newly purchased AA gun directly on a transport... it must be placed in a territory that you owned since the beginning of your turn.

- An AA gun can be destroyed if it is on a transport that is sunk.

- You cannot voluntarily destroy one of your AA guns unless 'Scorched Earth' optional rule is in place.

- Your AA gun fires only during an enemy's combat movement phase, when an enemy plane either flies to or flies over the territory where your gun is.

- An AA gun cannot fire at a plane during an enemy's non-combat movement phase (that's when a plane returns from combat).
- An AA gun, like a rocket, cannot fire while on a transport unless 'Always Active AA Guns' optional rule is in place.

8. Air Units

- Attacking air units can retreat only after a defender defends. However, if an air unit attacks a sub, the sub cannot fire back. If the defending sub survives the first attack, it should withdraw. If it has nowhere to withdraw to, it will eventually be destroyed because it can never counter attack the air unit's attacks.
- Partial retreats are not allowed for air units. If other units in their attacking force retreat, they must also retreat. They do not, however, have to retreat BACK to one adjacent friendly territory, nor do they retreat at the same time as the other units.
- Retreating air units retreat only as many spaces as left in their flight range movement. Their retreat is considered the landing phase of their movement and must only be done in the non-combat move phase of their turn. Also, retreating air units can NEVER land in a territory that has just been captured. This includes "blitzed" territories.
- As a defending unit, if a fighter plane is on a carrier that is attacked by an enemy sub, any hits made by the sub must be taken by the carrier.
- Since the sub cannot fire at any air unit. The "hit" carrier cannot fire back because of the sub's special first shot attack, but the fighter does get to counter attack. The sub should then withdraw. After the battle, if the carrier is sunk, the fighter must then try to land somewhere in the same sea zone, either on another carrier or on a friendly island there. If it can't, the fighter is considered lost at sea.
- The Suez Canal rule, which allows sea unit to move freely through the canal only if friendly, does not apply to air units flying over or through the canal.
- If a fighter lands on a carrier, the carrier cannot move after the plane lands because this would extend the plane's movement.

9. Transports

- If a transport is in a sea zone adjacent to two coastal territories, it can transport land units from one territory to another without moving. This is called "bridging".
- The maximum number of units that a transport can bridge in one turn is 1 tank or 2 infantry or 1 AA Gun and 1 infantry. You can bridge with a transport after it move; once a transport bridges, however, it cannot move again on that turn.
- You cannot use an ally's transport to bridge your own units in just one turn! Your units can, with permission, board an ally's transport on your turn. Then, on your ally's turn, the units are considered "carried across the water". On your next turn, the units may be unloaded.
- Your cargo on board an ally's transport is always "moved" on your ally's turn, not on your turn.
- Even though transports cannot attack, they can be moved into an attacking situation with other friendly attacking ships in order to take hits.

- Transports should not be moved into enemy sea zones by themselves, they have no attack capability and would be wiped out.
- A transport can unload two infantry into two different territories only during noncombat movement. Both territories need to be adjacent to the same sea zone.

10. Amphibious Assaults

- The only time a naval unit can fire at coastal land units is when a battleship takes part in an amphibious assault. The battleship must be in the same sea zone as the assault force to do so! Several battleships can be in the same assault and each one will have a special firing privilege called a one shot support attack. This means that each participating battleship gets one and only one shot (not one shot at each defender, and not one shot on each combat round). Once a battleship fires its one shot, it cannot be counter attacked by the defending land units!
- A battleship can be part of the assault force, be legally moved into the sea zone adjacent to the embattled coastal territory along with the accompanying transport(s) and land unit(s) and NOT be able to exercise its one shot privilege. This will happen if there are enemy naval units in the sea zone adjacent to the coastal territory. All attacking naval units in the assault force must first battle the enemy units in the sea and defeat them before the transports can unload the land units for the land battle. Once any battleship in the assault team is involved in a sea battle before the land battle, it gives up its one shot privilege (Note: You cannot willingly keep a battleship out of the sea battle so it can take part in the amphibious assault).

11. Retreat during an Amphibious Assault

- There is no retreating for the land units in the amphibious assault force. It is a fight to the death. This is an exception to the normal retreating rules.
- Any Attacking Air Units can retreat from an amphibious invasion.
- If your battleship fires and misses in a one shot support, you cannot abort your assault because your land units are already considered "landed" before your battleship fires.

12. Carriers and Fighters

- If an ally's carrier is attacked when your fighter is on board, you defend with your plane on the carrier. In a multi-force defense, each defending player always rolls for his own defending unit(s).
- If you have a fighter on one of your own carriers and it is flying out to attack, you must launch it before your carrier moves. Otherwise, if the carrier moved first with fighter on board and then the fighter moved, the plane's range would be extended illegally; the same rule applies during the non-combat phase. A carrier cannot move after a plane has landed on it, for it would extend a plane's range illegally.
- You can land a fighter on an ally's carrier. To do so, you must land there on your turn, and you can take off on your next turn. While on the carrier, the carrier with the fighter can be moved by your ally on his turn. This does not illegally extend your plane's range, because the carrier is being moved on your ally's turn.
- When an aircraft carrier is sunk, the surviving aircraft on it can attempt to locate and land on a friendly island, territory, or aircraft carrier. These aircraft have one movement point to do so.

- Kamikaze attacks by planes are NOT legal unless Kamikazes optional rule is in play.

13. Captured Capitals

If your capital is captured by the enemy, remember the following:

- You lose all your IPCs you must surrender them to the capturing player.
- Any territories that you still own do not produce any IPCs for you until your capital is liberated by you or an ally.
- When your capital is liberated, you do NOT get back the IPCs you originally surrendered and you cannot immediately collect income, either.

After your capital is liberated, either of the following will happen:

- Most likely, you will have no IPCs on your post liberation turn, so you cannot purchase units now! You may, however, collect IPCs at the end of this turn, and then on your next turn purchase new units.
- In the rare case that you captured an enemy capital while your capital was under enemy control, you would collect all the captured enemy's IPCs. This is the only way you could have any IPCs on your post liberation turn (since you surrendered your IPCs when your capital was taken). With the IPCs you could purchase new units on this turn, if you wish.

14. Miscellaneous

- If your ally captures an enemy territory or a neutral territory and then the territory is recaptured by the enemy. If you recapture the territory, you control the territory, not your ally who first captured it!
- You cannot capture a neutral territory or an enemy territory that is controlled by an ally.
- You can never give an ally anything: units, territories, or IPCs.
- New Naval units can be placed in an enemy-occupied sea zone. You can now place any of your naval units in a sea-zone that is occupied by enemy forces. If you do this, combat will occur on your enemy's turn - unless the enemy moves its units out of the sea zone before the enemy's combat phase. Note: You still have to place naval units in sea-zones adjacent to one of your Industrial Complexes.
- You can attack the same territory with bombers making both a strategic bombing raid and a normal air strike. You cannot, however, use the same bombers to do both attacks! Of course, you would conduct the strategic bomber raid first.
- A tank can blitz through a territory with an enemy AA gun and or industrial complex on it. Such a territory is not considered enemy occupied.
- Submarine's first shot attack: By following the naval sequence listed on your country's Reference Card, you will see that subs get the "first strike" attack at the beginning of EACH round of combat, not just the first.
- A captured enemy territory with an industrial complexes will give you limited unit placement capacity on your next turn. It will be equal to the territory's IPC value. This rule applies even if the complex was an original one (that is, one the enemy started the game with).

- You can put an industrial complexes in a neutral territory on a subsequent turn, and it can produce 1 units on the following turn.
- You can move no air units into a just captured territory during the non-combat phase of the same turn, provided that these units did not engage in combat on that turn.
- You may have as many of any type of unit in any number of groups that you wish, but groups are limited to the box number of figures, for example you can only have three groups of Bombers, six of submarines, etc.
- Varying units? Yes! There is some slight variance to the number of infantry units per country found in each game box.

15. Optional Rules

Paratroop Units

This option will allow the use a Bomber to drop ONE Infantry from the plane into an allies territory within range of the Bomber. The Bomber will not be allowed to be used in any attacks for the remainder of that turn.

Scorched Earth

This option will allow the losers of a territory with an AA Gun and/or an Industrial Complex in them to purposely destroy these installations before the enemy gains full control of the area.

No Weapons Development

This will allow the Weapon Development phase of a turn to be disabled.

No New Industrial Complexes

This option will not allow the construction of ANY new Industrial Complexes.

Kamikazes

This option will allow the Fighters and Bombers to fly to an enemy territory as far as they possibly can, without worry of being able to return home. Surviving attacking aircrafts considered lost in the combat face end.

One Panama Sea Zone

This option will allow the melding of the two Panama Sea Zones into one. This will mean that it will require ONE movement point to pass through this area instead of the normal TWO movements points required.

Always Active AA Guns

This option will allow the AA Guns in a territory to be active when a plane flies into the territory (a battle), through the territory to a target, or coming back through to a friendly territory. A rule that really makes it tough to fly bombing missions on IPC's since your Bomber will often have to evade multiple AA guns.

Two Hit Battleships

This option will allow the Battleships that are patrolling the seas to be the only units in the game to be blessed with two hits instead of the usual one. This rule is often used as the

Battleship is powerful and expensive unit that deserves an advantage for the large amount of IPC's that go into.

Submerging submarines.

Defending submarines can submerge or retreat from combat. A submerged sub stays in the same sea zone until after combat when it re-surfaces. This is treated in the same way as if new sea units were placed in a hostile sea zone. On the sub owner's next turn, the sub must either move away (in combat movement) or fight.

World Domination

This option will allow the Axis or Allies to win, PROVIDED they capture ALL territories that their opposition own are liberated.

ICPs Victory for Allies

This option will allow the Allies to win based on their economic conquests. They will need 110 IPC's (totalled from your territory holdings and NOT your bankroll) to be declared the victors at the end of a round of play

16. Game Units, Costs and Stats

Unit	Type	IPCs Cost	Movement	Attack	Defense
Infantry	Land	3	1	1	2
Armor	Land	5	2	3	2
Anti-Aircraft Gun	Land	8	1	0	1
Rocket Anti-Aircraft Gun	Land	8	1	6	1
Transport	Sea	8	2	0	1
Submarine	Sea	8	2	2	2
Super Submarine	Sea	8	2	3	2
Fighter	Air	12	4	3	4
Jet Power Fighter	Air	12	4	3	5
Long Range Fighter	Air	12	5	3	4
Long Range Jet Power Fighter	Air	12	5	3	5
Bomber	Air	15	5	4	1
Long Range Bomber	Air	15	7	4	1
Heavy Bomber	Air	15	5	4	1
Long Range Heavy Bomber	Air	15	7	4	1
Aircraft Carrier	Sea	15	2	1	3
Industrial Complex	Land	15	0	0	0
Battleship	Sea	24	2	4	4

Notes:

Anti-Aircraft Gun: Use one dice for each attacking air unit.

Rocket Anti-Aircraft Gun: Use one dice for each attacking air unit. Attack the IPCs of enemy capital use one dice only, one use per turn.

Heavy Bomber: Roll 4 dices per attack, in one round, instead of a single one.

17. Weapons Development

At 1 Dice face Jet Power Fighters will have their Defense upped to a rating of 5.
At 2 Dice face Super Subs Submarines will have their attack upped to a rating of 3.
At 3 Dice face Industrial Technology Units will cost 1 IPC less each.
At 4 Dice face Rockets Anti-Aircraft Guns gain a chance to deliver a 3 range Strategic Bombing attack, once per turn, at enemy capitals, without the worry of being shot back. You will be able to remove anywhere from 1 to 6 IPC's from an enemy at dice roll.
At 5 Dice face Long Range Aircraft Fighters will have their Movement up to 5. Bombers will have their Movement up to 7.
At 6 Dice face Heavy Bombers Bombers will gain the ability to roll 4 dices per attack, in one round, instead of a single one.

18. Setup Chart for default spring 1942 scenario

U.S.S.R. Russia: 4 Infantry, 2 Armor, 1 Fighter, 1 Industrial Complex, 1 Anti-Aircraft Gun
Keraila SSR: 3 Infantry, 1 Armor, 1 Fighter, 1 Industrial Complex, 1 Anti-Aircraft Gun, 1 Submarine
Caucasus: 5 Infantry, Evenki Natl. Okrug: 2 Infantry, Yakut SSR: 3 Infantry, Soviet Far East: 2 Infantry, 1 Armor.

Germany. Germany: 4 Infantry, 2 Armor, 1 Fighter, 1 Bomber, 1 Industrial Complex, 1 Anti-Aircraft Gun, 1 Transport, 1 Submarine, Western Europe: 2 Infantry, 2 Armor, 1 Fighter, 1 Anti-Aircraft Gun, 1 Submarine, Eastern Europe: 3 Infantry, 1 Armor, 1 Fighter, Ukraine SSR: 3 Infantry, 2 Armor, 1 Fighter, Finland-Norway: 3 Infantry, 1 Armor, 1 Fighter, Southern Europe: 2 Infantry, 1 Armor, 1 Industrial Complex, 1 Anti-Aircraft Gun, 1 Battleship, 1 Transport, Lybia: 1 Infantry, 1 Armor, Algeria: 1 Infantry.

United Kingdom. United Kingdom: 2 Infantry, 1 Armor, 2 Fighters, 1 Bomber, 1 Industrial Complex, 1 Anti-Aircraft Gun, 1 Battleship, 1 Transport. Eastern Canada: 1 Armor, 1 Transport. Western Canada: 1 Infantry. Australia: 2 Infantry. India: 2 Infantry, 1 Fighter, 1 Transport. Syria-Iraq: 1 Infantry, 1 Submarine (in Western Mediterranean). Gibraltar: 1 Battleship. Union of South Africa: 1 Infantry. Anglo-Egyptian Sudan: 1 Infantry, 1 Armor.

Japan. Japan: 3 Infantry, 1 Armor, 1 Fighter, 1 Bomber, 1 Industrial Complex, 1 Anti-Aircraft Gun, 1 Battleship, 1 Transport, Manchuria: 3 Infantry, 1 Fighter, Kwangtung: 2 Infantry, French Indo-China Burma: 2 Infantry, 1 Fighter, Okinawa: 1 Infantry, Wake Island: 1 Infantry, Philippines Islands: 2 Infantry, 1 Fighter, 1 Transport, Caroline Islands: 1 Infantry, 1 Aircraft Carrier, 1 Fighter*, 1 Battleship, East Indies: 1 Infantry, Borneo-Celebes: 1 Infantry, New Guinea: 1 Infantry, Solomon Islands: 1 Infantry.

U.S.A. Eastern United States: 2 Infantry, 1 Armor, 1 Fighter, 1 Bomber, 1 Industrial Complex, 1 Anti-Aircraft Gun, 1 Transport, Western United States: 2 Infantry, 1 Fighter, 1 Industrial Complex, 1 Anti-Aircraft Gun, 1 Battleship, 1 Transport, Hawaii: 1 Infantry, 1 Fighter*, 1 Aircraft Carrier, 1 Submarine, Midway: 1 Infantry, China: 2 Infantry, 1 Fighter, Sinkiang: 2 Infantry.

* Denotes Fighter on Aircraft Carrier

