

Axis & Allies Revised Enhanced

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Axis & Allies Revised Enhanced

This alternate ruleset is an enhancement of AAR and was developed at the AvalonHill boards. It's main goal is to optimize the strategic experience of the game utilizing National Advantages, and to reduce repetitive play (same KGF all the time). The game developed itself through more than 3 years of playtesting by the AARe team and finally reached its goals.

Characteristics of an AARe game:

- Lots of naval action in both the Atlantic and the Pacific.
- With 3 additional Allied VCs, the Allies will have to fight on multiple fronts to protect them
- The balanced techs are less luck-based and play a bigger role in the game.
- The Allied economic edge vs. the Axis military edge ensures a tensed, exciting and dramatic ending.
- Subs are the lonely hunters of the sea! They hit and dive before you even noticed them. Aircraft alone cant get to them! Destroyers will need to Search & Destroy.
- Balanced sides (the bids are currently around 6 IPC)
- The National Advantages are chosen on the turn of the respective nation. Wisely utilize the NAs that suit your strategic goals and are strong against your opponent's strategy.

Heard enough? Below are the full version of the rules.

AARe : Enhanced _____[ver 5.01]

BASE GAME:

1. 15 Victory Cities

- Stalingrad (Cau), Sydney (Aus), and Honolulu (Haw) are added as VCs for a total of 15
- Allies start with 9/15 VC, Axis starts with 6/15 VC
- Allies need 11/15 VC at the end of a ROUND (ie. US TURN) to win
- Axis need 10/15 VC at the end of a ROUND (ie. US TURN) to win

2. LHTR rules apply

- This variant uses Larry Harris Tournament Rules (LHTR) unless otherwise stated
- This is a set of rules developed by the 4 major PBEM clubs, with Larry Harris' input, which clarifies ambiguities and removes game breaking strategies present in the original out-of-the-box Avalon Hill rules, thus resulting in a rule set more conducive to tournament play.
- see LHTR Summary for a brief overview of the LHTR rules.

3. Straight Bid for the Axis

- Both sides place a bid to play Axis. The bid represents how many additional IPCs you feel you need, to make for a balanced game playing the Axis (the less confident you feel with the Axis, the higher you should bid). The player bidding lower plays Axis. In the event of a tied bid, the Axis player is decided by a coin flip. The entire bid may be spent on units to be placed prior to game start, distributed as cash to be spent first turn, or a combination thereof. Pre-placed units can only be put into a territory or zone that the specific country controls with at least 1 unit in that area

4. Bilateral Non-Aggression Treaty

-Russia and Japan start the game with a Non-Aggression Treaty.

-If either of the following happen:

__i) Russia attacks an original Orange territory

__ii) Japan attacks an original Red territory

the treaty is considered "broken", and the defender places 4 free INF in the territory attacked before resolving combat.

If multiple territories are attacked, the defender decides which one territory gets the free INF.

-Alternatively, if any of these happen:

__i) Russia attacks a non-Orange Japan-owned land territory

__ii) Japan attacks a non-Red Russian-owned land territory

__iii) Russia moves any unit into, through or over a US/UK-owned Orange territory

__iv) Japan moves any unit into, through or over a German-owned Red territory

__v) Russia flies Air units over ANY Japan-owned land territory or vice versa, without engaging in combat in that zone

__vi) Russia attacks Japanese Naval Units or vice versa

__vii) Russia conducts economic attacks vs. Japan or vice versa

the treaty is considered "void", and the infringed upon nation immediately places 4 free INF in its capital. The treaty is also void if either Russia or Japan's capitals are captured, with neither side receiving free INF. If the treaty is void and broken during the same Combat Move Phase, the defender decides whether to place the INF in his capital, or in an attacked territory.

-Actions not listed do not void or break the treaty. Once void or broken, the treaty is out of play

5. Convoy Raids as Standard

-Due to their heavier dependence on convoys for shipping, UK, US, and Japan are subject to Convoy Raids (CR).

These are economic attacks, conducted by SUBs, close to enemy shipping lanes (i.e. near an IC). Russian and German ICs are not subject to such attacks.

-On the UK, US, and Japan Collect Income Phases, for every Enemy SUB within 1 SZ of (i.e. directly adjacent to) an IC owned by that respective country, subtract 2IPC from their collected income. For every Enemy SUB within 2 SZ of an IC, subtract 1IPC. If a SUB became submerged during this TURN's Conduct Combat Phase, it does not do ANY economic damage.

-Multiple SUBs may affect a single IC, with damage capped at the Territory's IPC value. Any individual SUB, can only affect one IC/TURN, but may affect multiple ICs/ROUND (eg. a German SUB in SZ 9 cannot affect UK ICs in both UK and Canada on the same TURN. It can however, affect the UK IC on UK's Collect Income Phase, and then the EUS IC on US's Collect Income Phase later in the ROUND)

-The combined total of all economic attacks (CR,SBR,Rockets) on a territory, is limited to that territory's IPC value per TURN. Note that Convoy Raid damage occurs on the defender's TURN, while SBR and Rocket damage occur on the attacker's TURN (Therefore, Germany can theoretically do 8IPC damage to UK with a combination of SBR and Rockets on G2, followed by another 8IPC damage to UK with Convoy Raids on UK2)

6. D-Day Invasion as Standard

-Once during the game, at the start of UK's turn, you may declare a D-Day Invasion, a combined attack of UK and US forces which occurs on the US turn. D-Day may only target WEur, and all attacking land and sea units MUST amphibious assault from SZ 7 (with the rare exception of land units already in Ger or SEur, which can attack WEur as per regular rules). Air units may come in from any territory provided they have enough movement points.

-On the UK turn, conduct Combat and NCM as normal for any units you do not anticipate participating in the D-Day invasion. Any units being used on UK's turn, be it Combat or NCM, cannot be used on the US turn. Newly purchased UK units cannot be used either.

-On the US turn, the US player uses the remaining eligible UK units in his Combat and NCM together with his own units. US TRNs can transport UK land units and vice versa. Any UK units used MUST be involved in Combat, and in WEur ONLY. The only exception to this is loaded UK TRNs (and any UK land unit cargo) which can be involved in combat in SZ 7 as part of the amphibious assault. UK BBs and Combined-Arms DDs not used on UK's turn can bombard WEur but only if SZ 7 was empty at the start of the US turn.

-The UK and US must agree on casualties, otherwise the defender chooses. AAGun fire is rolled separately against each nation. Techs or National Advantages (NAs) still only apply to the units of the power that has them. D-Day may not be called off once declared.

-If WEur ever becomes controlled by Allies prior to D-Day, Allies can no longer conduct D-Day

7. Price and Attribute Changes

- Industrial Complex is now 12IPC
- Destroyer is now 10IPC
- Bomber is now 14IPC
- Aircraft Carrier is now 14IPC and becomes a 1/2 unit (attacks at 1, defends at 2)
- Battleship is now 20IPC

8. Naval Units Starting in Hostile SZ

- In the special case where Naval Units start their turn in a Hostile SZ, if a Naval Unit wishes to leave the SZ, it may do so, but must do so during Combat Movement. After leaving the Hostile SZ, and assuming the first SZ encountered is friendly, the Unit can complete its turn during either Combat or NCM, but not both. All Combat moves must still be declared and enacted in the Combat Move Phase. If the Combat move is not possible (such as an enemy occupied seazone disallowing Troop transport), then the Combat action is not possible.
- This rule is important for TRNs (and Tokyo Express-DDs) starting in Hostile SZs, as they are now able to conduct NCM despite moving in Combat.

9. AIR / SUB Interaction

- AIR units alone CANNOT Initiate an attack on a SZ consisting of only enemy SUBs.
- AIR units alone CAN Initiate an attack on a SZ consisting of enemy SUBs PLUS at least one enemy surface ship
- AIR units PLUS at least one naval unit CAN Initiate an attack on a SZ consisting of enemy SUBs only
- These rules apply only to Combat Movement

10. SUB Detection

A. SUB Detection Rolls and DD-to-detect values

- All attacking and defending SUBs are "Undetected" at the start of Combat. Each SUB has a DD-to-detect value, which is 3 at baseline, and represents the likelihood of being detected (a higher value means more likely to be detected)
- Only DDs can "Detect" SUBs. In the first cycle of combat, prior to Opening Fire, EACH DD in the attacking and/or defending force rolls a SUB Detection Roll. If at least ONE SUB Detection Roll is less than or equal to an opposing SUB's DD-to-detect value, Those specific enemy SUBs are considered "Detected".
- If none of the rolls are less than or equal to a SUB's DD-to-detect value, Those SUBs remain "Undetected." If there are no opposing DDs, then all SUBs would remain "Undetected".

B. Detected vs. Undetected SUBs

- "Detected" SUBs have their special abilities cancelled by opposing DDs as per regular rules and combat resumes as normal.
- "Undetected" SUBs have 2 major benefits on the first cycle of combat:
 1. Any enemy units hit by "Undetected" SUBs in Opening Fire are removed at the end of Opening Fire, even if an enemy DD is present.
 2. "Undetected" SUBs gain the ability to submerge IMMEDIATELY after Opening Fire and thus avoid further combat. If an "Undetected" SUB chooses not to submerge at this time, it now becomes considered "Detected" for the remainder of Combat (including having its special abilities cancelled by opposing DDs). Combat resumes as normal.

C. Modifiers for DD-to-detect values

-The SUB's baseline DD-to-detect value of 3 can be increased (positive modifier) or decreased (negative modifier) by multiple modifiers

- i) AIR Modifier (+1 to all opposing SUB's DD-to-detect value) - Applies whenever there are any FTRs or BMBRs in the SZ of the same nationality as opposing DDs
- ii) LRA Tech (increases the AIR modifier above to +2) - no effect if no AIR present
- iii) Combined Arms Tech (+1 to all opposing SUB's DD-to-detect value)
- iv) Super Subs (-1 to all your Super Subs' DD-to-detect value)
- v) Kaitens (-1 to all your Kaitens on Suicide Missions' DD-to-detect value)

-Usually SUB detection will be straightforward, but because of modifiers, there are a couple of situations that can get tricky.

1. Groups of DDs with different positive modifiers - this can happen when defending with DDs from different nations. Roll each nation's DDs separately if the values differ (eg. 5 Ger SUBs attack SZ containing 2UK DD, 1US DD, 1US AC, 1 US FTR. Assume US has LRA. UK DDs have no modifiers. US DDs modify enemy SUB DD-to-detect values by +2. In this case, roll their SUB detection rolls separately, ie. 2UK DD @ 3, 1US DD @ 5)

2. Groups of SUBs with different negative modifiers - this can happen when Japan attacks with Kaitens + non-Kaitens, or when defending with SUBs from different nations. In this case, it's possible one group of SUBs are detected, while the other group isn't (eg. 2 *** SUBs, 2 *** Kaitens attack SZ containing 3 US DD. Assume Japan has Super Subs. The Super SUBs will have a DD-to-detect value of 2, while the Kaitens will have a DD-to-detect of 1. The US rolls 2,4,5, thus detecting the Super SUBs, but not the Kaitens)

-as in LHTR, SUBs can pass through hostile SZs, but only if no DD is present.

WEAPONS DEVELOPMENT:

1. Jet Fighters

- Your JET FTRs defend at 5
- Enemy AA-to-hit values against your JET FTRs decrease by 1 (ie. to zero, unless they have Radar). This decrease also applies to Combined Arms-BBs.
- Your JET FTRs gain the ability to "intercept" incoming BMBRs on SBR missions, Rocket Attacks and FTRs on Kamikaze missions. For EACH JET FTR in the territory undergoing SBR, Rocket or Kamikaze Attack, you may roll a single die at 1, to "intercept" (i.e. immediately destroy) an incoming SBR BMBR, Rocket or Kamikaze FTR. This occurs in the Conduct Opening Fire phase, after any anti-aircraft gun fire, if present. You may only intercept SBR BMBRs, Rockets or Kamikaze FTRs attacking the territory, but not those which are simply flying over. In the case of simultaneous Rocket and SBR attacks, the Attacker chooses casualties. Your FTRs are still able to defend against regular attacks this TURN.

2. Rockets

- Your AA Guns may launch Rocket Strikes against enemy ICs. Only 1 AAGun/territory fires, maximum range is 3, each IC can only be targeted once/TURN, damage is capped at a territory's IPC value/TURN.

3. Super Subs

- Your Super SUBs attack at 3 (defense remains at 2)
- Your Super SUBs' DD-to-detect values decrease by 1

4. Long Range Aircraft

- Your FTRs move 6. Your BMBRs move 8.
- For SUB Detection Rolls, your AIR Modifier now becomes +2 (instead of +1)
- Your LRA FTRs can now "escort" BMBRs on SBR missions. Escorts "neutralize" any enemy "Interceptors" (Enemy FTRs with JP) in the SBR territory on a 1:1 basis (meaning that each "neutralized" Interceptor does not fire its @1 shot against an SBR BMBR). If there are more Escorts than Interceptors in an SBR territory, SBR BMBRs gain partial AA protection. For each SBR BMBR that is hit, there is no SBR damage. However, another die must be rolled, with a 1,2 or 3 resulting in destruction of the BMBR, and a 4,5, or 6 allowing the BMBR to retreat. Escorts are not subject to AAGun fire in the SBR territory, though are still subject to any AA they fly over on the way.

5. Combined Arms

- Your DDs can now conduct bombardment at 3 during an amphibious assault
- Enemy SUBs' DD-to-detect values increase by 1
- Your BBs now fire as AAGuns do. During any Combat Move phase where an enemy air unit enters or flies over a territory containing a BB, the BB rolls 1 die at 1 for each attacking air unit (first cycle of combat only). Casualties are removed IMMEDIATELY in Opening Fire. Only 1BB/ territory may fire. BBs still get their regular roll during the Defending Units Fire Phase.

6. Heavy Bombers

- Your HB roll 2 dice in attack and SBR (as per original AH rules). SBR damage to a single territory is capped at that territory's IPC value/TURN.
- Your HB not used in Combat, may now "Air Transport" 1-INF unit on NCM. The BMBR can move prior to loading and after unloading. INF cannot do either. The BMBR unloads into any friendly land territory (even one just taken over this TURN), and then may finish its move up to its maximum movement. As per regular rules, it must land in a territory friendly at TURN start. INF cannot end their TURN aboard the BMBR.

7. Major and Minor Techs

- Major Techs cost 5IPC/roll and include Rockets, Long-Range Aircraft, and Heavy Bombers
- Minor Techs cost 4IPC/roll and include Super Subs, Combined Arms, and Jet Fighters

8. The 4:2 Tech Rule

- The first time you roll for a particular Tech, you MUST purchase a minimum of 4 rolls that turn
- The second time you roll for that Tech, you MUST purchase a minimum of 2 rolls that turn, but you receive the Tech automatically
- You MAY purchase ALL 6 rolls in ONE turn, and receive the Tech automatically
- In all cases, Tech doesn't come into effect until the Mobilize Units Phase you receive it (as per LHTR rules)

9. Shared Tech

- If any ally has acquired a Tech, you may roll for that same Tech at 1IPC/roll less (e.g. If Japan acquires Super Subs on J1 at 4IPC/roll, then Germany may attempt to roll for Super Subs on G2 at only 3IPC/roll). For the Allies, the benefit remains at 1IPC/roll less even if 2 Allies already have the Tech. Regular 4:2 rules still apply.

NATIONAL ADVANTAGES:

1. Method of Deployment

-Each side (the Axis & the Allies) will have a total of 4 NAs Each

-A National Advantage may only be selected once

-During the 1st ROUND, each nation declares 1 NA at the start of their TURN. The NA's effects come into play immediately unless otherwise described.

-During the 2nd ROUND, Ger, ***, and any one Allied nation each declare 1 NA at the start of their respective TURNS'. The NA's effects come into play immediately unless otherwise described. However, a nation also has the option to delay their 2nd NA, meaning they do not declare it at the start of their 2nd TURN, but rather, declare it on the Mobilize Units phase of their 2nd TURN or any of their TURNS thereafter. All benefits from the Delayed National Advantage do not come into effect until the Mobilize Units Phase : All cost discounts, All unit placements, and All Combat or NCM benefits.

❖ If you lose your capital, you do not lose your Mobilize Units Phase for NA purposes.

❖ A nation's NAs remain in play, even if its capital is captured.

RUSSIA

1. Russian Winter - Once during the game in your Collect Income phase, you can declare a Severe Winter. From now until the end of your next turn, your INF defend at 3 and attack at 2. The defense benefit applies to Combat in any territory, whereas the attack benefit applies to Combat in Red territories or W. Russia only. When attacking, INF may be matched 1:1 with RTL, & thus attack at 3.

2. Russian Railway - In the NCM phase, Russian Land Units [Inf, Art, AAGun] may move up to 2 territories per turn ONLY among these territories: [Bury, Yak, Novo, Rus, Cau, Wrus, and Kar]. You may move into or through any of the Allied owned listed territories. The Units must begin their turn in a Railway territory.

3. Russian T-34's - Your ARM in Red territories defend on a 4.

4. Lend-Lease - When declared, Russia is given a free 5IPC this turn only.

-During your Mobilize Units phase, you can convert up to 12IPC worth of Allied units into Russian units if they are in a Red territory. These may be land or air units. Remove the affected units from play and replace them with the same units of your own color. Any Tech or NA benefits from the previous owner are lost. Base costs are used for conversion (i.e. not discounted costs)

-During your Purchase Units Phase, UK + USA can lend Russia up to 2 IPCs in total sum. The IPCs are removed from the UK/USA income and are available for Russia to spend immediately this turn. The total of Cash Converted + Units Converted this turn must be no more than 12IPC.

5. Mobile Industry - Place 1 free IC and 1 free INF during the Mobilize Units Phase of this turn only in any Red territory you control. Both units must be placed in the same territory. The IC cannot build until next turn.

-Your ICs may move 1 territory during NCM (as long as you owned them at turn start). ICs can only move among Red territories. They may produce in territories they just moved to, as long as Russia owned the territory at turn start. Multiple ICs may exist in a single territory, but only 1 remains active (for the purposes of Rocket attacks, SBR and unit production)

6. Siberian Conscripts - Place 1 free INF/TURN during the Mobilize Units Phase in either [Yak, SovFE, or Bury] if you control it.

-The Non-Aggression Treaty: Russia will receive 6 INF (instead of 4).

GERMANY

1. Atlantic Wall - Place 1 free INF/TURN during the Mobilize Units Phase in WEur if you control it.

-During Germany's Conduct Combat Phase, you may designate 1 RTL in either WEur or Norway for "Coastal Defense". The selected RTL must have started its turn in the territory, and cannot move this turn. "Coastal Defense" gives you a single attack at 2 (3 with German 88's) for the selected RTL against a single enemy sea unit of your choice in any adjacent SZ: 5,6,7 or 13 for WEur, 3,5 or 6 for Norway (SUBs cannot be targeted). The attack is rolled in Opening Fire and casualties are removed at the end of Opening Fire. The RTL is not subject to counterattack by naval vessels in the SZ.

-During any Amphibious Assault against WEur or Nor, all your INF and RTL defend on a 3 on the first cycle of combat only.

2. German 88's ♦ Place 1 free RTL for Immediate use this TURN in EEur if you control it.

-Place an additional free RTL during the Mobilize Units Phase of this TURN in Any Grey territory you control.

-During the first cycle of combat only, on Attack only, your RTL fire at 3 in the Conduct Opening Fire phase (instead of Attacking Units Fire Phase). Casualties are removed at the end of Opening Fire. Attacking INF still get RTL support, but fire in the Attacking Units Fire Phase).

3. Panzerblitz - If your attacking forces destroy all defending units in a territory in one cycle of combat, any of your surviving ARM may move 1 territory during NCM. This NCM move applies even if: a) your ARM has already moved 2 spaces in Combat b) you invaded an empty territory c) you invaded a territory containing only an AAGun and/or IC d) your ARM arrived by amphibious assault

4. Afrika Korps ♦ Place 1 free INF for immediate use this TURN in Libya if you control it.

-Place an additional free 1INF,1RTL and 1ARM during the Mobilize Units phase of this TURN in Libya if you control it.

5. Wolf Packs -When declared, place 1 free SUB in either SZ 5 or SZ 14 during the Mobilize Units phase of this turn only. You may place the SUB even if the SZ is enemy occupied.

-Your SUBs attack at 3 (4 with Super Subs) if there are at least two of them at the start of the combat cycle. The SUBs may come from different SZs, but must attack the same SZ. When there are less than two SUBs at the start of a combat cycle, this ability is lost. The Wolf Packs NA does not improve defending SUBs.

-Your Convoy Raids do increased damage when there are at least two or more German SUBs in the same SZ. If the group of SUBs is within 2SZ of the enemy IC, the enemy subtracts an additional 1IPC from their collected income. If the group of SUBs is within 1SZ of the enemy IC, the enemy subtracts an additional 2IPC from their collected income.

-Your SUBs cost 1IPC less.

6. Luftwaffe Dive-Bombers - During the first cycle of combat, if there are no defending FTRs present, your FTRs hit on a roll of 4 or less. In succeeding cycles of combat, the FTRs hit normally. If defending FTRs are present, this ability is cancelled. This NA applies to both Land and Naval Combat. Your FTRs are still subject to any AA Fire.

-Your FTRs cost 1IPC less

-Your 1st FTR purchased costs 5IPC less. (Hans-Ulrich Rudel Rule)

UNITED KINGDOM

1. Colonial Garrison - Place 1 free IC and 1 free INF during the Mobilize Units Phase of this turn only in either [ECan, Egy, SAfr, Ind, or Aus] if you control it. Both units must be placed in the same territory. The IC cannot build until next turn.

2. The Commonwealth - Place 1 free INF/TURN during the Mobilize Units Phase in either [ECan, Egy, SAfr, Ind, or Aus] if you control it.

3. Radar -When declared, place 1 free AAGun in either [UK, ECan, Egy, SAfr, Ind, or Aus] if UK controls it, during the Mobilize Units phase of this turn only.

-UK owned AAGuns in tan territories and UK BBs with Combined Arms have their AA-to-hit value increased by 1 (ie.to 2)

-UK owned AAGuns in tan territories may attempt to shoot down Rockets at a roll of 2 or less, for zero damage.

-When declared, UK is given a free 8IPC to spend towards either Jet Fighters or Combined Arms Tech. UKs attempt at the Tech selected succeeds automatically with 4 rolls instead of 6. IPCs not spent, or unable to be spent this TURN, may be carried over, but must still be used for JF or CA. This applies to only one of these two techs.

4. Royal Navy - Place 1 free DD off the coast of either [UK, ECan, Egy, SAfr, Ind, or Aus] if you own the land territory, during the Mobilize Units Phase of this turn only. You may place the DD even if the SZ is enemy-occupied.
-Your DDs cost 1IPC less.

5. Royal Air Force - Place 1 free FTR in either [UK, ECan, Egy, SAfr, Ind, or Aus] if you own it, or on an AC adjacent to these territories, during the Mobilize Units Phase of this turn only.
-Your FTRs cost 1IPC less.

6. UK Lend-Lease - When declared, UK is given a free 5IPC this turn only.

- During your Mobilize Units phase, you can convert up to 12IPC worth of USA units into UK units if they are in any of these territories: [UK, ECan, Egy, SAfr, Ind, or Aus]. These may be land or air units. Naval, air or land units in a SZ adjacent to these territories may also be converted assuming you control the territory. Remove the affected units from play and replace them with the same units of your own color. Any Tech or NA benefits from the previous owner are lost. Base costs are used for conversion (ie. not discounted costs)

-During your Purchase Units Phase, USA can lend UK up to 2 IPCs. The IPCs are removed from the USA income and are available for UK to spend immediately this turn. The total of Cash Converted + Units Converted this turn must be no more than 12IPC.

JAPAN

1. Banzai Attacks -When declared, place 1 free INF in either [Man, Kwa, or FIC] if you control it, during the Mobilize Units phase of this turn only.

-Your INF attack at 2 for the first cycle of combat only. There are no restrictions on what units may accompany your Banzais. Banzai INF may be matched 1:1 with supporting RTL, and thus attack at 3 on the first cycle of combat.

2. Tokyo Express - Your DDs gain limited transport capability. Maximum carrying capacity is 2INF per DD. Each DD can be used during either Combat or NCM, but not both (with the one exception of Tokyo Express-DDs starting in a Hostile SZ)

i) COMBAT - Your DDs can load and/or unload only 1 INF during Combat. As per LHTR rules, a unit loaded in Combat must be unloaded in Combat on the same TURN (unless DD is sunk or forced to retreat). If the SZ is hostile, your DD must first participate in Naval Combat (at full strength, ie.3/3). If your DD survives, it may then unload 1INF into the Amphibious Assault.

-If you have Combined Arms, your DD can Bombard, BUT only if there was no Naval Combat prior to the Amphibious Assault. Combined Arms Tokyo Express-DDs can only bombard into the same territory they are Unloading units into.

ii) NON-COMBAT - Your DDs not participating in Combat can load and/or unload up to 2 INF during NCM. INF loaded during NCM do not need to be unloaded the same TURN, and may remain aboard the DD. A loaded DD does not suffer any combat penalties (ie. it remains 3/3)

3. Yamato Class Battleships - Your BBs attack, defend, and bombard on a 5.

-Your 1st Battleship purchased costs 5IPC less.

4. Tech Advantage - When declared, Japan is given a free 16IPC which must ALL be used towards developing Minor Tech. IPCs not spent, or unable to be spent this TURN, may be carried over, but must still be used for Minor Tech.

5. Kaiten Torpedoes -When declared, place 1 free SUB in either SZ 60 or SZ 61 during the Mobilize Units phase of this turn only. You may place the SUB even if the SZ is enemy-occupied.

-Japan may designate up to 2 SUBs/TURN as Kaitens. Kaitens can only be used for attack.

-At the start of Combat, Japan must declare a "primary target" if using just 1 Kaiten in a SZ, and a "primary and secondary target" if using 2 Kaitens in a SZ (Enemy SUBs cannot be targeted). Enemy BBs still require 2 hits, and would thus need to be targeted twice.

-Kaitens are subject to detection but their DD-to-detect values decrease by 1 (Kaitens and regular SUBs will have different DD-to-detect values, so it's possible for defending DDs to detect regular SUBs, but not Kaitens).

-If "undetected", Kaitens roll against their primary target first, and only move on to the secondary target (with a 2nd Kaiten) if the primary is destroyed.

-If "detected", Kaitens must roll against an enemy DD first, and only move on to the primary target (with a 2nd Kaiten) if the DD is destroyed.

-Kaitens hit in the first cycle of combat on Opening Fire on a 3 or less (4 with Super Subs). Kaitens cannot be hit by enemy units. Instead, they die automatically at the end of Opening Fire, whether they have hit or not. Kaiten casualties are also removed at the end of Opening Fire, regardless of whether the Kaiten was detected or not.

-Your SUBs cost 1IPC less.

6. Kamikaze Attacks - Japan may designate up to 2 FTRs/TURN as Kamikazes. Kamis can only be used for attack against naval units and may use their full range of movement to reach the SZ without needing a friendly territory to land.

-At the start of Combat, Japan must declare a "primary target" if using just 1 Kami in a SZ, and a "primary and secondary target" if using 2 Kamis in a SZ (Enemy SUBs cannot be targeted). Enemy BBs still require 2 hits, and would thus need to be targeted twice. If Kamis and Kaitens are used together, you would declare up to 4 targets in total. The Kaitens would roll first, with the Kamis continuing in sequence. Kamis do not have to kill an enemy DD first if the Kaitens are detected and fail to hit the DD.

-Kamis are subject to any AA Fire (land-based AAGuns or BBs with Combined Arms), or "intercepting" FTRs (ie. Jet Fighters) and are removed IMMEDIATELY if hit. If Japan has Jet Fighters, they may lower enemy AA-to-hit values (but not "intercept" values)

-Kamis hit in the first cycle of combat on Opening Fire on a 4 or less. Kamis cannot be hit by enemy units (except AA and interceptors). Instead, they die automatically at the end of Opening Fire, whether they have hit or not. Kami casualties are also removed at the end of Opening Fire.

-Your 1st FTR purchased costs 5IPC less.

-All additional FTRs cost 1IPC less.

UNITED STATES

1. Mechanized Infantry - When declared, place 2 free INF in either [EUS, CUS, or WUS] if you control it, during the Mobilize Units phase of this turn only.

- Your INF have a move of 2 and may blitz as tanks do.

2. Pacific Divisions - Place 1 free INF/TURN during the Mobilize Units Phase in either [Sink, Chi, Kwa, Phi, Alsk, Haw, or WUS] if you control it.

3. Marines ♦ Unit placements are for the Mobilize Units Phase of declaration turn only.

- Place 1 free TN in either the [EUS, or WUS] seazone if you control territory.

- Place 2 free INF in either [EUS, CUS, WUS, Alsk, or Haw] if you control it. The Infantry may be placed in separate territories.

-During Amphibious Assaults, your INF attack at 2 for the first cycle of combat only. Marines may be matched 1:1 with supporting RTL, and thus attack at 3 on the first cycle of combat

4. Naval Industry - All your Naval Units (TRN,SUB,DD,AC,BB) cost 1IPC less

5. Reinforced Carriers - Your ACs require 2 hits to destroy, just like BBs.

-Your 1st Aircraft Carrier purchased costs 5IPC less

6. Tech Investment - Your attempts at Tech succeed automatically with 4 rolls instead of 6.

-When declared, US is given a free 5IPC to spend towards developing Minor Tech. IPCs not spent, or unable to be spent this TURN, may be carried over, but must still be used for Minor Tech.

LHTR SUMMARY

This is a brief summary of the LHTR rules that are common to Enhanced.

If you are interested in the full LHTR rules, follow this link: <http://www.harrisgamedesign.com/bb/index.php>

A. Three Core Phases

1. Combat Movement requires that you move only those pieces that will attack enemy units and/or that will attack (or in the case of transports - participate in the attack of) enemy spaces.
2. Conduct Combat is the phase where ALL dice rolling is done.
3. Non-Combat Movement is the phase in which you may move any piece which did not move or participate in combat (air units are an exception).

B. Carriers and Fighters

1. FTRs may no longer move on the Mobilize Units Phase
2. Existing FTRs may land on newly built ACs by "hovering" in a SZ adjacent to the IC at the end of NCM (much like they "hover" at the end of Combat)
3. New FTRs may be built on existing ACs (in a SZ adjacent to the IC)

C. Anti-Aircraft Guns

1. AAGuns no longer fire on NCM

D. Transports

1. Units loaded in Combat, must be offloaded in Combat (ie. Amphibious Assault), unless the transport is sunk or forced to retreat from a sea battle
2. If a Transport is involved in Combat, its cargo can only be unloaded during Combat movement (The one exception to this in Enhanced is TRNs starting in hostile SZs)

E. Submarines (submerge OR retreat)

0. the Attacker decides to retreat/press BEFORE the Defender decides to submerge subs
1. In Retreat, all attacking forces must move to the same adjacent seazone
2. In Retreat, one or more attacking subs may instead, Submerge in the combat seazone, rather than move away with other retreating forces
3. The defender may elect to submerge one or more subs, regardless of whether or not there are other types of defending units still on the battle board.

F. Multi-National Forces

1. Multi-National Forces may not Attack together
2. Multi-National forces may Defend together.

G. Miscellaneous

1. Tech doesn't come into effect until the Mobilize Units Phase
2. Total Economic Damage to a territory in a single TURN is limited to its IPC value

LAND COMBAT SEQUENCE

1. Place Units on Battle Board
2. Conduct Opening Fire
 - 2a. Roll for any FTR Interceptors (Jet Fighters) - **1st cycle only**
 - For SBR and Rocket attacks only. FTRs may still defend against Regular attacks
 - Roll one die/intercepting FTR. Casualties are removed IMMEDIATELY if hit
 - 2b. Roll for AAGuns - **1st cycle only**
 - FTRs, and BMBRs are all rolled separately and removed IMMEDIATELY if hit
 - 2c. Roll for Bombardment (BBs and Combined Arms DDs) - **1st cycle only**
 - Casualties are removed at the end of Opening Fire.
 - 2d. Roll for any German 88s - **1st cycle only**
 - Any attacking Ger 88 RTL roll 1 die @3
 - Casualties are removed at the end of Opening Fire
3. Remove Opening Fire Casualties
 - Remove all Bombardment and German 88 casualties
4. Attacking Units Fire
5. Defending Units Fire
6. Remove Casualties
7. Press Attack or Retreat
8. Capture Territory

NAVAL COMBAT SEQUENCE

1. Place Units on Battle Board

1a. Declare targets for any Kamis or Kaitens - **1st cycle only**

1b. Attempt Sub Detection - **1st cycle only**

-Each SUB is assigned a DD-to-detect value, starting with a baseline of 3, and taking into account positive modifiers (AIR,LRA,CA) which increase the DD-to-detect value of all SUBs and negative modifiers (SS, Kaitens) which decrease the DD-to-detect value of only certain SUBs. When groups of DDs have different positive modifiers they should be rolled separately. When groups of SUBs have different negative modifiers, it becomes possible that the higher DD-to-detect value group is detected, but not the lower DD-to-detect value group.

-Roll 1 die for each attacking DD, a roll of the DD-to-detect value or less detects ALL defending SUBs requiring that DD-to-detect value

-Roll 1 die for each defending DD, a roll of the DD-to-detect value or less detects ALL attacking SUBs requiring that DD-to-detect value

2. Conduct Opening Fire

2a. Roll for any FTR Interceptors (Jet Fighters) - **1st cycle only**

-For Kami attacks only. FTRs may still defend against Regular attacks

-Roll one die/intercepting FTR. Casualties (Kamis) are removed IMMEDIATELY if hit

2b. Combined Arms BBs - **1st cycle only**

-Kamis, FTRs and BMBRs are all rolled separately and removed IMMEDIATELY if hit

2c. Roll for Coastal Defense (Atlantic Wall) - **1st cycle only**

-A single Ger RTL in WEur or Norway rolls 1 die @ 2 (3 with Ger 88s)

-Casualties are removed at the end of Opening Fire

2d. Roll for Kaitens - **1st cycle only**

-Attacking Kaitens roll 1 die @ 3 (4 with Super Subs)

-Kaitens and casualties are removed at the end of Opening Fire

2e. Roll for Kamis - **1st cycle only**

-Attacking Kamis roll 1 die @ 4

-Kamis and casualties are removed at the end of Opening Fire

2f. Roll for Regular SUBs (ie. non-Kaiten)

-Attacking SUBs roll 1 die @ 2 (3 with Super Subs)

-Defending SUBs roll 1 die @ 2

-Casualties are removed as per Step 3

3. Remove Opening Fire Casualties

-Remove all Kaitens and their casualties (regardless of whether Kaitens were detected or not)

-Remove all Kamis and their casualties

-If Attacking SUBs were "Undetected", remove all their casualties during this step(enemy DD does not cancel this). If "Detected", their casualties return fire and are removed in step 6.

-If Defending SUBs were "Undetected", remove all their casualties during this step(enemy DD does not cancel this). If "Detected", their casualties return fire and are removed in step 6.

3a. "Undetected" SUBs may submerge - **1st cycle only**

-Any "Undetected" SUBs not electing to submerge are considered "Detected" at this point

-Combat resumes as per normal rules from here on out

4. Attacking Units Fire

5. Defending Units Fire

6. Remove Casualties

7. Press Attack or Retreat

-SUBs may submerge again here, but since they're now all "Detected", enemy DDs can cancel this. As per regular rules, SUBs may also retreat with the rest of your naval vessels.

8. Occupy SZ