

# The World War II Axis & Allies Expansion Rules

## Expansion I

*These expansion rules are compatible with most Axis & Allies games. These expansions have been designed, play tested, mathematically calculated and then re-designed since 1995. Some rules are developed from popular House Rules, some are partly modified from existing expansion rules – but most are inspired by*

*World War II History and created by our veteran members group. The final outcome of Expansion I is impressive – even for the veterans around the World who still have a special affection for the famous Axis & Allies game. With the release of Expansion II, III and IV – there is no need to say that the game will now be even richer in historical detail and strategy with more elaborate naval, air and ground rules*

*Kind regards  
Axis & Allies Klub Danmark*

We recommend that this Expansion I, once you get familiar with these rules, is used in its entirety. Study Expansion I carefully before you start playing your Axis & Allies game in conjunction with these rules. Add these rules step by step as you go and get familiar with the capabilities of the historical military units and rules. Once you get familiar with all of these rules you should add Expansion II in the same way.

The setup: everything at the start of the game is the same as with the original setup chart of the Axis & Allies game that you want to play.

Refer to the original rulebook of the Axis & Allies game that you want to play, for overall rules about original unit profiles, etc. **Important:** As part of the Expansion rules there is a separate section “Cost of all units”. This section replaces the cost of all units in the original rulebook of the Axis & Allies game that you play. This is due to the new units & rules that are now coming into play with the Expansion rules.

**Note:** Winning conditions: any power or side can surrender due to a hopeless military situation. These winning conditions eliminate all other original rules concerning winning the game. See also winning conditions for tournament rules (separate tournament Expansion).

Use the full color markers & counters that come along with these Expansion I rules. In some cases you can use the counters as units – or you could place the counter underneath a unit.

On the website you will find alternative ways to display each unit (see video & pictures).  
Website.

Overview:

1. Russian Guard Infantry
2. German Waffen-~~SS~~ Infantry- and Waffen-~~SS~~ Panzer
3. British Commando Infantry
4. American US Marine Infantry
5. Japanese Banzai attack
6. Paratrooper
7. US Fighter Ace & German Luftwaffe Ace
8. Underground factory, Air & Naval bases
9. Heavy Industry Production & Major Capitals
10. Strategic Bombing & Morale Boosting
11. Historical Wartime Table & National Production Chart
12. Bidding

## 1. Russian Guard Infantry:



*In September 1941 a number of Russian rifle divisions were awarded Guards status after distinguishing themselves in service, and were considered to have elite status.*

Russia can produce a maximum of 9 Guard infantry units from round *Late 1941*. Units that are killed in combat can be reproduced.

Guards are special infantry units that attack at “2”, defend at “3” and can move up to 2 spaces – but cannot make a *blitz* move. The cost is 10 IPC for 3 Guards – this means that Russia must produce 3 Guards at a time for the price of 10 IPC. Guards must be produced in Moscow.

**Example:** If Russia has 7 Guards on the game board, Russia can not purchase 1 or 2 more Guards to reach the maximum of 9 Guards – Russia must wait until at least 1 more Guard is lost in combat – and then produce 3 Guards at a time for 10 IPC.

Guards operate under infantry rules and can be supported by artillery and have the attack factor upgraded to “3”.

## 2. German Waffen-SS Infantry and Waffen-SS Panzer:



*The origins of the Waffen-SS can be traced back to the selection of a group of 120 SS men in March 1933. The Waffen-SS grew from three regiments to over 38 divisions during World War II, and served alongside the Heer (Army).*

Germany can produce Waffen-SS infantry and Waffen-SS panzer units. These units can only move on land and can not be transported by sea zones. Germany can produce a maximum of 6 Waffen-SS infantry units from round *Early 1940* and a maximum of 4 Waffen-SS panzer units from round *Late 1942*. Units that are lost in combat can be reproduced. Waffen-SS units must be produced in Berlin. Follow this procedure:

Germany can not produce more Waffen-SS units than the number of infantry and/or tank units that are already in Berlin from a previous turn (Elite infantry – see *Expansion III* – can not be transformed to Waffen-SS). In the *purchase & repair units phase*, for each Waffen-SS unit that is produced the German player must pay 2 IPC in addition to the unit that is already in Berlin from a previous turn – and immediately switch the infantry or tank unit in Berlin with the newly purchased Waffen-SS unit of the same category. The Waffen-SS unit is active immediately and ready for combat on this turn. **Note:** the price is the same for both Waffen-SS infantry and Waffen-SS panzer, 2 IPC per unit. **Example;** on Germanys turn, Germany has 6 infantry and 3 tank units in Berlin and wants to produce 2 Waffen-SS infantry + 1 Waffen-SS panzer unit. In the *purchase & repair units phase* Germany pays 2 IPC per Waffen-SS unit – in this case a total of 6 IPC – and immediately removes 2 infantry and 1 tank unit from Berlin and replaces these units with the newly purchased Waffen-SS units of the same category. Waffen-SS infantry attack at “2”, defend at “4” and can move up to 2 spaces – but can not make a *blitz* move. Waffen-SS panzer attack at “4”, defend at “5” and operate under tank rules. The purchase of Waffen-SS units does not have any effect on the production capacity of the Industrial Complex in Berlin.

### 3. British Commando Infantry:



*The British Commandos were formed during the Second World War in June 1940, following a request from the British Prime Minister, Winston Churchill, for a force that could carry out raids against German-occupied Europe. Initially drawn from within the British Army from soldiers who volunteered for special service, the Commandos' ranks would eventually be filled by members of all branches of the United Kingdom's armed forces.*

The UK can produce a maximum of 6 British Commando Infantry units at an additional cost of 1 IPC per unit. Units that are lost in combat can be reproduced. Same rules apply as for US Marine Infantry (see *US Marines*).

### 4. American US Marine Infantry:



*In World War II, the US Marines played a central role in the Pacific War. The battles of Guadalcanal, Guam, Saipan, Iwo Jima, and Okinawa saw fierce fighting between US Marines and the Imperial Japanese Army.*

The United States can purchase a maximum of 12 US Marines Infantry (USM) at a cost of 1 IPC in addition to a regular infantry unit. USM are special infantry units that bring extra power to an attack. A US Marine unit attacks at "3" when supported by an artillery unit. USM are active in the same turn as they are purchased and are active until they are lost in combat. Units that are lost in combat can be reproduced. **Example:** infantry units can be upgraded to USM anywhere on the game board as long as the infantry unit is in a territory that has a friendly undamaged factory or underground factory in it; in the *purchase & repair units phase*, pay 1 IPC in addition to an infantry unit that you want to upgrade – replace the infantry unit with the

USM – now the USM is ready for combat in this turn. USM operate under infantry rules. Elite infantry units can not be upgraded to USM. See also *British Commandos*.

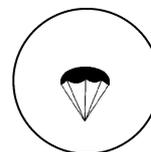
### 5. Japanese Banzai attack:



**Banzai Charge** is the term used by the Allied forces to refer to Japanese human wave attacks mounted by infantry units. This term came from the Japanese cry "Banzai", and it specifically refers to a tactic used by Japanese soldiers during the Pacific War. *Banzai Charge* had made some successes at the end of the Battle by assaulting the Allied soldiers that were unprepared for such types of attack.

Japan can make one *Banzai* attack per turn from round *Late 1942*. When two or more Japanese infantry units make an attack from the same territory/island into the same territory/island without any support from any other type of unit, all infantry units attack at "2". If there is any support from any other unit or any offshore bombardment, the *Banzai* factor is eliminated, and all infantry attack as with the original rules. An Elite infantry unit can take part in a *Banzai* attack and also attacks at "2" – using two dice. See under *Elite Infantry* which is explained in *Expansion III*. Place the *Banzai* marker in the territory that you want to attack and remove it when combat is over.

### 6. Paratrooper:



*Russian Airborne Troops were first formed in the Soviet Union during the mid-1930s and arguably were the first regular paratrooper units in the world. The Germans then were the first to use paratroopers (Fallschirmjäger) extensively in World War II, and then later they were used by the western Allies.* Five Major Powers can purchase Paratrooper units at a cost of 4 IPC per unit. When loaded

on to a Transport the Paratrooper counts as a tank unit. A Paratrooper unit is a special infantry unit that can move up to 2 spaces by air (it does not need any airplane to airlift it – the Paratrooper unit includes transportation to airlift itself) – it must begin and end its move on land, which means that a Paratrooper also may cross a sea zone even if this sea zone contains enemy ships. When a paratrooper moves on land it moves only 1 space – if the paratrooper wants to move 2 spaces it must do so by air. Paratroopers are exposed to fire from anti-aircraft guns – same rules apply as for air units.

When a Paratrooper unit attacks by air alone or together with other Paratrooper units only, the attack factor is “3” for all these Paratroopers.

If Paratroopers attack by air and are supported by units other than Paratroopers, the Paratroopers attack at “1” for all these Paratroopers.

When a Paratrooper unit is defending alone or together with other Paratrooper units only, the defence factor is “3” for all these Paratroopers.

If Paratroopers are defending together with units other than Paratroopers, the Paratroopers defend at “2”.

**Exception:** Paratroopers can defend together with AAA and still defend at “3”. Paratroopers cannot make an attack from the air against these Major Capitals: Moscow, Berlin, London, Tokyo and Washington. If a Paratrooper unit wants to attack a Major Capital, it must be in a space that is adjacent to the Major Capital and attack by land – or it could be onboard a transport and be offloaded into a territory that has a Major Capital in it. When a Paratrooper attacks by land, it attacks as a regular infantry unit at “1” – in this case it can also be supported by an artillery unit and thereby attack at “2”. Paratroopers must be produced in a Major Capital and can move into a friendly Major Capital by air during non-combat movement.

The maximum of Paratroopers that each Major Power can produce:

- Russia (Moscow): 2
- Germany (Berlin): 8
- United Kingdom (London): 4
- Japan (Tokyo): 2
- USA (Washington or Los Angeles): 6

**Note 1:** When playing *Europe 1940* and *Anniversary* versions, Italy can produce a maximum of 2 paratrooper units. In these *Axis & Allies* versions, Rome is always considered a Major Capital.

Also, when a Paratrooper unit takes off from an airbase, the unit gets one additional movement.

**Note 2:** When playing *Global 1940* an additional number of Paratrooper units can be produced:

- Russia (Moscow): 2
- Germany (Berlin): 2
- United Kingdom (London): 2
- Japan (Tokyo): 2
- Italy (Rome): 2
- USA (Washington or Los Angeles): 6

Paratroopers cannot be scrambled by enemy air units.

Paratroopers lost in combat can be reproduced.

**Note 3: the Monte Cassino rule:** see Expansion III, §9 for further details.

## 7. US Fighter Ace & German Luftwaffe Ace:



*Training, equipment and courage were some of the key words for the most famous Aces of WWII. The highest scoring fighter Ace of all times was the WWII German Luftwaffe Ace, Eric Hartmann who shot down more than 350 enemy airplanes from 1942 to 1945.*

From round *Late 1942* USA and Germany can each produce one Fighter Ace unit. When the unit is lost in combat it can be reproduced. A Fighter Ace unit costs 12 IPC and use 2 dice in both attack and defence. The US Fighter Ace must be produced in Washington and the Luftwaffe Ace in Berlin. Aces operate under fighter plane rules. It can be supported by a fighter bomber unit.

## 8. Underground Factory:



*During the Second World War, many factories became targets for air raids and the authorities were forced to move the productions underground. Underground factories consisted of efficiently connected production halls with assembly lines.*

Underground Factories can be purchased at a cost of 4 IPC in addition to an industrial complex. Industrial complexes that exist from game start and factories that are purchased during the game can also be transformed to an Underground Factory at a cost of 4 IPC, during the *purchase & repair units* phase – and is active on this turn.

**Note 1:** if there is any damage to the IC it must be repaired before it is transformed to an Underground factory.

Underground factories cannot be bombed by enemy air units or rockets.

However, an Underground Factory can be destroyed by the owner, to prevent it from falling into enemy hands. **Example:** during the *purchase & repair units* phase the owner announces that the Underground Factory is to be destroyed in this game turn – the owner then pays 4 IPC for demolition charges. In the *Collect Income* phase the Underground Factory is removed from play – this means that the owner can mobilize units there in the *mobilize new units* phase just before it is destroyed. An Underground Factory can not be purchased/transformed and destroyed in the same game turn. Underground Factory operates under rules for industrial complexes.

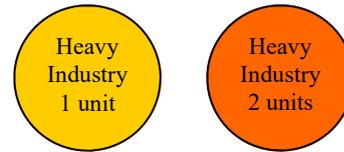
**Note 2:** The industrial complex/factory must be controlled by the owner from the start of the turn before it can be transformed or destroyed.

### Air & Naval bases:

These can be destroyed to avoid capture by enemy forces. In the *Purchas new units* phase the demolition charges are purchased at a cost of 8 IPC for each base. In the *Collect Income* phase on the same turn, the base is removed from play. To purchase demolition charges and destroy a base (Air or

Naval base) it must be controlled by the owner from the start of that turn.

## 9. Heavy Industry Production:



*Military production during World War II was a critical component to military performance during the war. Over the course of the war, the Allied countries out produced the Axis countries in most categories of weapons.*

An industrial complex (IC) can be upgraded to Heavy Industry production. This means that the industrial complex can produce a larger number of units. Only industrial complexes that exist from game start can be upgraded. An industrial complex that is placed in a Major Capital can be upgraded to produce 2 units in addition to its original production capacity. The cost is 3 IPC.

**Example:** the German player wants to upgrade the industrial complex in Berlin to Heavy Industry Production. In this case Berlin has an IPC value of 10. The German player pays 3 IPC in the *purchase & repair units* phase to upgrade the industrial complex to Heavy Industry Production. The German player immediately places the *Heavy Industry 2 units* marker underneath the industrial complex in Berlin to show that it can now produce a maximum of 12 units in each turn – beginning from the same turn that the industrial complex is upgraded and for the rest of the game. All other industrial complexes that exist from game start can be upgraded to produce 1 unit in addition to the original production capacity. The cost is 2 IPC. **Note1:** if there is any damage to the industrial complex it must be repaired before the upgrade to Heavy Industry Production is purchased – this can occur in the same turn.

**Note 2:** if the enemy captures the industrial complex the Heavy Industry Production capacity is eliminated – this means that the industrial complex after being captured can produce only a number of units according to the original game manual rules. To restore Heavy Industry Production an upgrade must be purchased again. **Note 3:** In *Europe 1940*, *Pacific 1940* and *Global 1940* if a minor

industrial complex is upgraded to Heavy Industry Production it is still possible to convert this industrial complex to a major industrial complex according original game manual rules. In that case the Heavy Industry Production capacity is also eliminated.

**Note 4:** When an industrial complex is upgraded to *Heavy Industry* and then converted to an Underground Factory, any upgrade to *Heavy Industry* is eliminated. It is possible to upgrade an Underground Factory to *Heavy Industry*.

**Note 5:** only the original owner of the Industrial Complex can upgrade to *Heavy Industry*.

**Note 6:** Air bases can be upgraded with *Heavy Industry* markers as well. An air base can be upgraded to scramble up to 4 friendly fighter units. To make this upgrade a *Heavy Industry 2 Units* marker must be purchased and placed under the air base marker.

### **Major Capitals:**

A Major Capital is the definition of a city that receives IPC (money). In various cases in the *Expansion Rules* some Major Capitals (or Nations) have advantages that are not granted to other Major Capitals (or Nations).

### **10. Strategic Bombing:**

*As the war continued to expand, bombing by both the Axis and Allied powers increased significantly. Military and industrial installations were targeted, but so were cities and civilian populations. Targeting cities and civilians was viewed as a psychological weapon to break the enemy's will to fight.*

When an attacker wants to conduct strategic bombing against an Industrial Complex (*Target Area*), combat may occur: ***Air-to-Air combat over Target Area***. The procedure for conducting a strategic bombing raid is as follows: none, some or all defending fighters that are present in the territory containing the industrial complex can take to the air to defend against the attacking bombers and fighters that are involved in the strategic bombing raid. If land combat occurs in the same territory in the same turn, the defender must choose which fighters (if any) should take part in the land combat and which fighters (if any) should defend against the strategic bombing raid – the strategic bombing combat must be resolved before any

land combat is resolved. Aircrafts that are involved in *Air-to-Air Combat over Target Area* cannot take part in any other combat in that turn. **Example:** the UK player wants to attack the German IC in Berlin and sends two bombers to the Target Area. UK also sends three fighters to escort the bombers. Remember that the UK fighters must be able to reach the Target Area and land safely after combat. Before the UK bombers can drop their bomb loads at the German IC, the skies must be clear of all defending fighters. The German player chooses to send two fighters into the air to defend against the UK attacker. The anti-aircraft gun in Germany does not take part in the battle at this time. The defending fighters each defend at “4” and the three UK fighters that escort the two bombers each attack at “3” – the two UK bombers each defend at “1” (the machine gunners in the UK bombers are firing at the German fighters). Combat continues until either the UK attacker retreats or is eliminated or the defending fighters are eliminated or retreats (the defending German fighters must land in this territory). If the defending fighters are eliminated or retreats and the UK player still has one or two bombers over the Target Area, the German anti-aircraft gun in that territory may now roll one dice for each surviving bomber. (**Note 1:** in some Axis & Allies versions the industrial complex has its own AAA – this AAA must also fire together with the regular AAA guns. **Note 2:** if there are multiple AAA in that territory they must all fire against all/any surviving enemy bomber - even if only 1 bomber survives, all AAA must fire at that bomber). For each “1” a UK bomber is shot down and immediately removed from play. Any bomber that survives the German AAA may now drop the bombs on the German industrial complex according to standard game manual rules. It is possible for the defender to send fighters from an allied nation to defend in *Air-to-Air Combat over Target Area* as long as they are present in the territory containing the target industrial complex.

### **Morale boosting:**

*Nations at War during World War II did their best to boost morale at home as well as at the front. The outcome often was of different variety.*

In the first round of play when your Nation is at War, role 1 die and collect that many IPC from the bank. You must roll the die in the *Collect Income* phase. This action happens only once for each Nation during the game. If your capital is already lost you don't get this die roll. Not even if your capital gets liberated.

## 11. Historical Wartime Table & IPC Level:



*The Second World War began on September 1, 1939 and ended on September 2, 1945. It lasted exactly six years and one day.*

Each round of play is considered to last 6 months – this means that one round is completed when all nations have completed one turn each. **Example:** Germany begins the game in the Anniversary 1941 version. After the German player has completed Germany's turn, the next player is Russia, etc. Next time it is Germany's turn, one round of play is completed and 6 months have passed. At the top of the Historical Wartime Table 13 stars are printed and each star shows which year and season you play; for example: *Late 1943* or *Early 1946*. Before game start place the *Year & Season* marker at the star that shows the beginning of the version that you play. Move the marker one step forward after each completed round. It is possible that the game exceeds the number of stars printed at the *Historical Wartime Table* – in that case write down on paper each round of play you exceed so you can keep track of Historical Wartime and round. When these Expansion Rules mention a year and season, please refer to the printed stars on the Historical Wartime Table.

Place one *Year & Season* marker before game start like this:

Classic:	<i>Early 1942</i>
Revised:	<i>Early 1942</i>
Spring 1942:	<i>Early 1942</i>
Anniversary 1941:	<i>Early 1941</i>
Anniversary 1942:	<i>Early 1942</i>
Europe, Pacific, Global 1940:	<i>Early 1940</i>
1941:	<i>Late 1941</i>

Also, place one *Year & Season* marker at the Timetable for Units & Rules, in the same way.

## 12. Bidding:

*When playing Axis & Allies in conjunction with these Expansion rules players might want to control their favourite side. The bidding system offers new possibilities to "bye" a favourite side.*

The actual bid will be for a number of IPC that the one side will grant, from the bank, to the other side before the start of the game. You may save none, some or all of these IPC for use later in the game. Once the bid number has been determined, the side receiving the bid will make their purchase and place all bid pieces on the game board in territories/sea zones which they occupy at the start of the game. You may not place the bid units for one nation in a space belonging to or controlled by a friendly nation. Also, bid units may not be placed in neutral territories/SZ.

To determine who starts bidding, both sides will roll a dice - the higher number starts the bid and announces what side he/she wishes to play (Axis or Allies) and issues a positive bid (minimum 3 IPC). The bidding will continue until one side accepts the bid IPC value and buys units accordingly.

**Optional rule:** You may choose also to use some or all of these IPC to upgrade units that are already on the game board; **example:** an infantry unit can be upgraded to an artillery unit for the price of 1 IPC.

**Example:** Player A vs. player B: Player A has the highest dice roll, starts the bid and announces that he/she would like to play the Allies, hence, giving money to the Axis. Player A starts the bid at 5 IPC; next Player B bids 7 IPC; Player A bids 8 IPC; Player B stops the bid at 7 IPC and takes the Axis. Player B now gets 8 IPC to purchase units and place them on the game board in countries and/or sea zones which are currently occupied by own units, before game start. In the above scenario, that would be the Axis. After placement of these units, the game starts as usual.