

# The World War II Axis & Allies Expansion Rules

## Expansion II

*Expansion II brings a gigantic historical dimension to the war in both the European and especially the Pacific Theatre. The US Naval Task Force now has the option to increase the USA IPC level on a vast scale by jumping from one island to another. The Imperial Japanese Navy will now have to fight against an*

*ever increasing enemy force in an attempt to halt the advancing US Pacific Fleet, before it is too late. Skill, determination and strategic capability is needed to turn the advantage to your side, in the major battles that will take place on the largest battlefield area of World War II – The Pacific Ocean.*

We recommend that this Expansion II, once you get familiar with these rules, is used in its entirety and in conjunction with Expansion I, in order to keep the ultimate balance of play. Study Expansion II 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 III in the same way.

The setup: everything at the start of the game is the same as with the original setup chart of the game that you want to play. **Exception:** see §1 and §4.

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.

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

In some Expansions various Nations get free units. These free units count towards the production capacity of the industrial complex in which they are placed.

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

Website: (under construction)

Overview:

1. The Enlarged Pacific Ocean
2. Increased ship building
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12. Super Heavy Battleship & Destroyer Escorts

### Single Game Turn Special Event:

**This is an optional rule.** Russia and Germany can not attack each other during round *Early 1942* only.

#### 1. The Enlarged Pacific Ocean:

*In order to reflect the importance of the strategic value of the islands in the Pacific Ocean, the values of most islands have been increased. Every attack that the US Task Force launched during the Pacific campaign weakened the Japanese influence, morale and economy.*

The increased strategic IPC values and number of units in the territories/islands in the Pacific Ocean now look like this (**Note:** the following infantry and fighter setup is in addition to any units that may already be in those territories/islands, regardless of which Nation that controls these territories/islands, whereas the new IPC value replaces the original IPC value of these territories/islands):

- |                      |          |                              |
|----------------------|----------|------------------------------|
| • Alaska             | 4 points | 2 infantry                   |
| • Midway             | 2 points | 1 infantry                   |
| • Hawaiian Islands   | 3 points | 1 fighter plane + 1 infantry |
| • Mexico             | 4 points | 2 infantry                   |
|                      |          |                              |
| • Okinawa            | 2 points | 1 infantry                   |
| • Wake Island        | 2 points | -                            |
| • Philippine Islands | 4 points | 1 fighter plane + 1 infantry |
| • East Indies/Java   | 3 points | -                            |
| • New Guinea         | 2 points | 1 infantry                   |
| • Solomon Islands    | 2 points | 2 infantry                   |
| • Caroline Islands   | 2 points | 1 infantry                   |

Place the *IPC Value* markers on the game board according to the new IPC values outlined above.



Industrial Complexes cannot be built on these islands/territories. The increased value of these islands/territories does not have any effect on each nation's income level at the start of the game – each nation

begins the game with their normal amount of IPC. When either side during the war conquers any of these islands/territories the income level is corrected in the same way as with the standard rules but according to the new value. **Example:** The USA conquers the Japanese island Okinawa and increases its income level with 2 IPC – and Japan has its income level reduced by 2 IPC. Japan can never receive less than 8 IPC, no matter how many territories and islands Japan has lost to enemy forces – unless the homeland of Japan is concurred by enemy forces.

## 2. Increased ship building:



*As the war in The Pacific went on, the resources used by the two major combatants, Japan and USA, increased significantly.* During four rounds, Japan and USA each receive military units for use only in the Pacific theatre of Operations. For Japan these units are placed in the sea zone surrounding Japan and for the USA in the sea zone west of and adjacent to Western U.S. These units may only perform missions from the North to the South in The Pacific and Indian Oceans – these operations extend as far west as the East Coast of Africa and the most eastern sea zones of the game board (Pacific Ocean). The units that these two nations each receive are free – and both Japan and the USA must place the free units on the game board after the US player has collected income at the end of each of the four rounds. The free units are as follows:

Round *Early 1942* :

1 Cruiser + 1 Submarine

Round *Late 1942* :

1 Aircraft Carrier with 2 Aircraft Carrier based fighters

Round *Early 1943* :

1 Transport + 1 Battleship

Round *Late 1943* :

2 Destroyers

### **Atlantic:**

*The Battle of the Atlantic was the longest continuous military campaign in World War II, and at its core was the Allied naval blockade of Germany, announced the day after the declaration of war, and Germany's subsequent counter-blockade. This struggle continued throughout World War II.*

From round *Late 1943* through round *Early 1946* (including both rounds) the USA and the United Kingdom each get free warships in each round. The free warships are as follows:

USA: 1 destroyer unit

United Kingdom: 1 destroyer unit

The only restriction concerning these free warships is that they must be placed in the Atlantic sphere at a factory site for the USA and the United Kingdom respectively. They can hereafter be used in any Theatre of War.

## 3. German King Tiger:



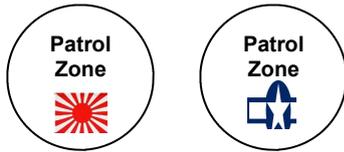
*In an effort to counter the mass of enemy armor and restore German Tank superiority, especially in the East, Germany designed the Tiger II ausf. B, Königstiger*

From round *Late 1943* Germany can produce a maximum of 4 King Tiger tank units in each round at a cost of 6 IPC each. The production must be on an original German industrial complex that the German player controls since the start of the game. A King Tiger unit attacks and defends at "4" and takes two hits to destroy. Place a damage marker under the King Tiger unit to show that it has taken one hit. Repairs can be made in the *Purchase new units* phase at a cost of 1 IPC per damage hit. A damaged King Tiger can only move 1 space until repairs have been made. The King Tiger unit is not affected in any other way when damaged.

King Tigers operate under Tank rules.

**Exception:** A King Tiger unit cannot be transported by sea or air or be part of a Panzer Army but it can be transformed into *Waffen-SS* (see Expansion IV).

#### 4. Patrol Zone:



*Submarines close to their bases had the option to refuel and resupply fast in order to get back into combat and thereby inflict more losses to enemy naval forces. Submarines in home waters were furthermore always “on patrol”.*

Patrol Zone affects only the sea zone (SZ) adjacent to Western U.S and the SZ surrounding Japan. Place the Patrol Zone marker in the SZ. For example, any enemy naval units and/or air units entering either of these SZ must expend one additional movement cost to enter these SZ. When enemy naval and/or air units are leaving either of these SZ it costs only one movement – there is no extra movement cost to leave these SZ. **Example;** a US Aircraft Carrier with 2 Aircraft Carrier Based fighters is in a SZ that is adjacent to the SZ surrounding Japan. The two US fighters want to attack a Japanese destroyer in the SZ surrounding Japan. It takes 2 movement costs to enter that SZ – after battle any surviving fighter moves back to land on the US Aircraft Carrier – this costs one movement. A total of 3 movement costs, which in this case is the maximum range of Aircraft Carrier Based fighters.

Any Japanese and other Axis submarines that are in the SZ surrounding Japan are always *On Patrol*. This means that when any Allied naval units enter this SZ all Japanese and other Axis submarines each get one free *patrol shot* at “1” against the invading Naval Task Force before any other combat occurs. The same rule applies for the USA and its allies when any Axis naval units enter the SZ most west of and adjacent to Western US. Naval units that are killed by this *patrol shot* from submarines are immediately removed from play – even if an attacking destroyer is present in this SZ. After the *patrol shot* from the defending submarines, the defending submarines take part in the naval battle as with the original rules. **Important:** enemy sea units can not stay in the Patrol Zone – they can only move through it. **Note:** Patrol Zones

are not available in Pacific 1940 (and Global 1940).

#### 5. Weapons Development:



Weapons Development may not begin until the beginning of round *Late 1943*. All other rules concerning Weapons Development are unchanged.

#### 6. US National Guard:

*After The Imperial Japanese Navy attacked Pearl Harbour in 1941, the USA gradually increased the amount of troops in the National Guard.*

Once in the game the US player gets 4 infantry units and 1 fighter plane unit for free – this happens the first time any Axis power attacks one of the following territories: Alaska, the Hawaiian Islands, Midway Islands, Western USA or Mexico. These units must be placed immediately after the Axis power’s combat movement – in the Western USA before any combat occurs. The National Guard operates under normal rules for each type of unit.

**Exception:** if the US player declares War on any Axis power *before* any Axis power attacks or declares War on USA or has taken other aggressive steps that bring USA into the War – then the US player does not get the free National Guard units.

#### 7. Advanced Production Capacity:

*4 Major Powers had an advanced production capacity which was achieved because of their wartime research.*

When these nations are at War, Germany, United Kingdom, Japan and USA each receives extra IPC in addition to the IPC that these nations receive in accordance with the National Production Chart (and national objective bonus income) at the end of each turn in the *collect income* phase – beginning from game start and through the rest of the game. These extra IPC can be used on equal terms as the rest of the IPC that each of these Major powers receives. The extra IPC that the 4 Major powers get are:

- Germany: 12  
(Berlin)
- United Kingdom 6  
(London only – not India)
- Japan 8  
(Tokyo)
- USA 14  
(Eastern or Western USA)

The Soviet Union (USSR) does not get any extra IPC, since many of the Soviet scientists were removed because they were seen as a threat to the regime – instead the Soviet Union gets 1 free tank unit in each round beginning in the round when the Soviet Union is at War (depending on which Axis & Allies variant you play: example; the Soviets are not at War in the beginning of Global 1940). This free tank unit must be placed in the *Urals* territory in the *purchase new units* phase. Even though there is no industrial complex in that territory. This tank unit is ready for movement & combat in the same turn.

**Note 1:** If the USSR has lost the *Urals* territory to enemy forces, the free tank unit is no longer granted the Soviet Union. If the USSR re-captures *Urals* this free tank unit is again granted the Soviet player.

**Note 2:** When you are playing *Anniversary*, *Europe 1940*, *Pacific 1940* or *Global 1940*, Italy (Rome) receives 3 IPC. China receives one additional infantry unit as long as China has at least one infantry unit on the game board.

### 8. Carrier Based Fighter Aircraft:



Japan and USA can each produce a maximum of 8 Carrier Based Fighter Aircraft units. They must be produced in Tokyo and in Western USA. Units can be reproduced when they are lost in combat. These fighters can only take off from and land on undamaged Aircraft Carriers. They each cost 6 IPC to produce and have a limited range of 3 spaces. They operate under fighter plane rules. When produced, they must be placed

directly on an undamaged Aircraft Carrier that is present in the SZ adjacent to the factory site. In other words, if for any reason this can not be achieved the IPC's spent are lost. This Aircraft Carrier can be produced on a previous turn or on the same turn as the Carrier Based fighter. Japanese and US Carrier Based fighters can only perform missions from the North to the South in The Pacific and Indian Oceans including the coastal territories and islands – these operations extend as far West as the East Coast of Africa and the most eastern sea zones of the game board (Pacific Ocean). If a defending Aircraft Carrier takes one damage hit or is sunk the Carrier Based fighters belonging to this Aircraft Carrier must try to land on another friendly Aircraft Carrier or Island/territory in this SZ after the battle – or be lost at sea. If an attacking Aircraft Carrier takes one damage hit or is sunk the Carrier Based fighters belonging to it must try to land on another friendly aircraft carrier within their range – or be lost at sea. Attacking Carrier Based fighters cannot land on a territory/Island. Defending Carrier Based fighters that lands on a territory/Island after battle, can not take part in any battle that might occur in this territory/Island – they are simply considered as cargo. If the territory/Island is captured by enemy forces the Carrier Based fighters are lost and removed from play. These stranded Carrier Based fighters can only be placed on another friendly Aircraft Carrier in a future *non-combat movement phase* when this friendly Aircraft Carrier is in the same SZ as the Island/territory where the Carrier Based fighters are stranded. In this case you simply move the Carrier Based fighters onto the Aircraft Carrier.

### 9. Defensive fortifications:



Japan can build defensive fortification units to strengthen the defense of islands against Allied attacks. All islands that are under Japanese control from the start of Japans

turn may be fortified. **Exception:** The homeland of Japan can not be fortified. Each defensive fortification costs 1 IPC and increases the defensive capability of the infantry defending in it. Only one infantry may defend in each fortification. **Example:** Japan has 2 fortifications on Solomon Islands and 3 infantry there. During combat, only 2 infantry are actually defending in these fortifications, while the third is defending as usual. The infantry defending in the fortifications each defend at “3”. The increase in defense capability remains in effect until either the Japanese infantry defending in these fortifications are killed or transported elsewhere. In either case these fortifications are considered destroyed and removed from play. Incidentally, there may never be more Japanese defensive fortifications at an island than infantry to defend in them. The Allies may not capture these fortifications for their own use. If they kill the Japanese infantry defending in them, they destroy these fortifications as well. The fortifications are bought during the *Purchase & Repair Units* phase and in the *Mobilize new Units* phase they are placed directly at the island where they must defend.

**Note:** Elite infantry units cannot defend in these fortifications. Neither can any other Axis units defend in these Japanese fortifications.

## 10. Carriers & Battleships taking damage:



These capital warship units can take one damage hit. Carrier units that have been damaged in battle have their flight operations suspended (explained later in this section). When damaged, place a damage marker underneath the unit.

- a. **Damaged Carriers can not attack.**  
A Carrier that is attacking and then taking one damage hit can still attack in this *Combat phase* – after this attack is over the Carrier can not attack until

repairs have been made. On the other hand they can defend while damaged.

- b. **Carriers being repaired:** when a Carrier is damaged place a damage marker underneath. To repair a Carrier the owner must pay 3 IPC – in the *purchase & repair units* phase.
- c. **Suspended Flight Operations:** when Carriers are damaged in battle all flight operations are suspended. This means that returning aircraft after the battle must be able to land on another undamaged Carrier or friendly land territory in accordance with the original rules. If a Carrier is defending when it is damaged, its aircraft is considered to be in the air defending. When a defending Carrier is damaged it has its flight operations suspended – after battle all returning aircraft must be able to land on another friendly undamaged Aircraft Carrier or friendly territory/island in this SZ – or be lost at sea.
- d. **Carriers are Primary Targets:** when carriers and battleships are being attacked together or are attacking together, the first damage hit to be taken must be by a carrier. This means, you choose your casualties as usual, but when a Capital Warship is to be chosen to take a hit, it must be by a carrier first. If there are multiple carriers and battleships engaged in battle the rule is, each carrier is damaged before each battleship.  
**Example:** 2 carriers and 2 battleships are defending together. In the first round of combat the attacker scores 2 hits. The defender chooses to take 1 hit at a carrier and 1 hit at a battleship. In the second round of combat the attacker scores 1 hit. The defender now has the option to take 1 hit on the second (undamaged) carrier – or take 1 hit on the carrier that was hit once in the first round of combat (which in that case would sink this carrier). In this example the defender chooses to take 1 hit on the second carrier. Now, the defender has 2 damaged carriers and 1 damaged battleship and 1 battleship that is undamaged. In the third round of combat the attacker scores 2 hits.

The defender chooses to take 1 hit at the undamaged battleship and must choose the second hit on one of the carriers which will sink that carrier after defender has fired. The attacker then chooses to withdraw.

- e. **Protecting carriers while repairs are being made:** if a damaged carrier is in port (a port is a sea zone that contains a friendly territory that has an industrial complex/underground factory in it) you may allocate up to two fighters for each carrier to protect it (when a carrier is considered in port it is still in the SZ that is adjacent to the factory).

**Note:** these fighters can not be Aircraft Carrier Based Fighters. Fighter Planes that are on land but at the same industrial complex that the carrier is adjacent to can be allocated to protect it. Follow this procedure: fighters that have not been given any other assignment this turn can be put onboard this Carrier in the non-combat movement phase. This shows that the carrier is protected by one or two aircraft. In reality the aircraft is not really on board this carrier, but coming from bases near by. In the event of an attack the aircraft can defend with the carrier as usual. To remove aircraft from protecting this carrier, move the aircraft to the land territory with the industrial complex that the carrier is adjacent to during *non-combat movement* phase on the next game turn. On the players following turn, you can send the aircraft on a different mission. If the carrier will be repaired in the *Purchase Units* phase of this players turn, you might choose to keep the aircraft on board and move out of port with this carrier during this turn. It is not possible to allocate fighters from an allied nation to protect a damaged carrier – the fighters must belong to the owner of the carrier.

- f. **Battleships taking damage:** like a carrier, a battleship can take one damage hit – place one damage hit marker underneath the battleship to show that it has taken one damage hit. As with carriers a second hit will sink the ship according with the original

rules. Battleships can not attack when they are damaged but may still defend – same rules as for carriers apply.

- g. **Battleships being repaired:** see rules for carriers – the same applies to battleships; **Exception:** you can not allocate fighters to protect a battleship.

## 11. Japanese Destroyers:



*Japanese destroyers had multiple purposes during the heavy fighting in the Pacific Ocean due to the lack of transports.*

From round *Early 1942* Japanese destroyer units may each transport 1 infantry unit at a time – and still perform its other missions in the same turn. Once the destroyer unit has offloaded the infantry it must end its move in that SZ

## 12a. Superheavy battleship:



*Germany, Japan and USA made revolutionary designs in battleship productions. The most famous of these battleships are the Bismarck, Tirpitz, Yamato, Musashi, Missouri and Iowa.*

During the game these three nations can produce Super Heavy Battleship units (SHB) at a cost of 20 IPC per unit: the maximum number of production of these SHB is:

- Germany: **1**
- Japan: **2**
- USA: **2**

Units destroyed in combat can be reproduced. SHB attack and defend at "5" using 2 dice including offshore bombardment (even if only 1 land unit is part of an invasion from a sea zone), and they take 3 hits to destroy – the third hit will sink the SHB. Repairs can be made – same rules as for Battleship units apply. SHB operate under rules for Battleships. **Note:** the price is 3 IPC per damage hit to repair a SHB.

## 12b. Escorts & Transports:

*As the Battle of the Atlantic intensified the tactics on both sides developed as well. The Allied merchant ships that had to cross the Atlantic were in desperate need for protection. The Allies therefore used the Convoy tactics – the merchant ships with their cargo were simply surrounded by destroyers and escorts to protect them from u-boat & air attacks as well as attacks from enemy surface warships. In addition, most merchant ships were later armed with AAA and some even with small naval guns.*

From round *Late 1941* all nations can produce Escort units at a cost of 6 IPC per unit.

An Escort attacks at “1” and defends at “2” and operates under destroyer rules with a few exceptions.

**Exception 1:** Unlike destroyers, Escorts cannot *search and attack* enemy submarines but they can defend against submarines on the same terms as destroyers.

**Exception 2:** an Escort can protect 1 or 2 friendly Transports. When an Escort is in the same SZ as a friendly Transport the owner of the Escort can choose to create a *Convoy*. A *Convoy* consists of 1 Escort unit and 1 or 2 Transport units.

**Note 1:** when multiple Escorts and Transports are in the same SZ, the owner(s) must define which Escorts are protecting which Transports (if any). Each Escort must protect 2 Transports before any other Escort in the same SZ can protect 1 or 2 Transports, etc.

When an Escort unit protects 1 or 2 friendly Transport units the *Convoy Rule* is effective. When the *Convoy Rule* is effective the Escort unit defends at “3” and the friendly Transport units each defend at “1”.

The *Convoy Rule* is for defensive use only. Remember that the Transport units cannot be chosen as casualties. So if the *Convoy* is attacked and the defending Escort unit is eliminated and the attacker is still able to press on with the attack, the Transports are eliminated as well after they have returned fire against the attacking units.

## **Note 2: Naval battle including Convoy:**

Scenario 1: the attacker has one or more *Convoys* together with other warships in the attack. In this case, all attacking Escorts attack at “1”. The attacking Transports have no attack value and cannot be chosen as casualties.

Scenario 2: the defender has one or more *Convoys* defending together with other warships. Each Escort in a *Convoy* defends at “3” and each Transport in a *Convoy* defends at “1”

## **Note 3: Naval battle without Convoy:**

The Escort unit attacks at “1” and defends at “2”.

## **Note 4: Convoy Battle:**

From round *Early 1942* Transports can defend at “1” against enemy air and naval units – no matter if the Transport is part of a *Convoy* or not – but cannot be chosen as casualties and cannot block enemy movement.

**Exception:** a Transport cannot defend against the first shot from a submarine (unless a friendly destroyer or Escort is present in that SZ).

If the submarine misses the target Transport in the first and second round of combat the Transport can return fire in the second round of combat, etc.

When a *Convoy* is alone (or together with other friendly *Convoys*) in a SZ and is attacked by enemy air and/or naval units all *Convoys* defend as mentioned in **Note 2 Scenario 2**.

## **Note 5:**

Only 1 Escort and a maximum of 2 Transports can be part of the same *Convoy*. If there are 2 Transports and 2 Escorts in the same SZ these 2 Transports must both be in the same *Convoy* and thereby be protected by 1 Escort. The second Escort in that SZ is fighting at its normal factor and cannot apply the *Convoy Rule*.

*Axis & Allies Klub Danmark  
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