

The World War II Axis & Allies Expansion Rules

Expansion IV

This expansion will take you to the next level of tactical and strategic warfare in Axis & Allies.

Not only have we added some of the most famous units of World War II, but we have also increased the striking force of several units by grouping them together in armies.

As you will discover, the combination of various units within an army under the

leadership of a commander, brings you the option to create an impressive stronghold – or an attack force of unprecedented dimensions.

No longer will the great Axis & Allies game be over in just a few turns. Prepare for War of Attrition and enjoy your Axis & Allies game in combination with the full potential of Expansion I, II, III and IV.

We recommend that this Expansion IV, once you get familiar with these rules, is used in its entirety and in conjunction with Expansion I, II and III in order to keep the ultimate balance of play. Study Expansion IV 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 will experience the ultimate realism of World War II Axis & Allies game play.

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 Expansion II §1 and §4.

Use the full color markers & counters that come along with these Expansion IV 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: (under construction)

Overview:

1. Soviet T-34/85 Tank
2. Landmines & Rockets
3. Red Army Conscription
4. Waffen-~~SS~~ Panzer Grenadiers
5. Waffen-~~SS~~ Obersturmbannführer
6. Soviet Commissar
7. Panzer General
8. Heavy Bombers
9. Landing Craft
10. Waffen-~~SS~~ Heavy Tank
11. German Takeover of Italy & Total War
12. Japanese Kamikaze

1. Soviet T-34/85 Tank:



*Early in the War, when the German Forces overran the Soviet defensive positions, the Soviet tank production was not at its highest. But within one year after the beginning of Operation Barbarossa, Soviet factories were moved and rebuilt in the Urals. From there the mass production of Soviet armour began – out of reach of the German Armed Forces. During the game from the beginning of round Late 1942 the Soviet Union can produce three T-34/85 Tank units for the price of 11 IPC in each turn. These T-34/85 Tank units must always be produced 3 at a time for the price of 11 IPC and they must be produced at an industrial complex that the USSR controls from the start of the game. It is not possible for the USSR to produce more than three T-34/85 Tank units for the price of 11 IPC in each turn – if the Soviet player wants to produce more tanks other than the three T-34/85 in that same game turn, the price per tank is 5 IPC. **Example:** the USSR player produces three T-34/85 plus two regular tank units at 5 IPC each – the total amount is 21 IPC. T-34/85 Tank units operate under regular Tank unit rules.*

2. Landmine:



Land mines each cost 1 IPC and can move 1 territory during the *non-combat movement* phase. Mines are purchased in the *purchase new units* phase and can be placed (dug in) in the *place new units* phase in that same turn in the territory where they are produced. The mines can also be saved for later use after they are produced – turn the mines up-side-down to show that the mines are not dug in yet. 3 mines can be loaded onto a transport together with one infantry unit. It is not

possible to load more than 3 mines onto a transport even if there is no infantry unit onboard the transport. Land mines are dug in on the line of the territory being defended. Any attacking land unit entering the territory across that line must pass through the minefield. For every land mine, roll a die, and for every “1” or “2” rolled a mine detonates and the attacker loses 1 land unit. Mines that are detonated are removed from play.

Example 1: Germany has purchased 10 mines on a previous turn and moves them into Western Europe to dig them in on a coast line of a sea zone that the UK is in. When any enemy land unit attacks Western Europe across that coast line the mines will defend. If the attack into Western Europe comes across another line these mines do not defend. In other words: mines only defend when enemy units pass through the minefield. **Example 2:** Two UK land units attack through a minefield that contains 10 German mines – the German player must roll one die at a time until 2 mines have detonated and thereby eliminated the two UK units – or until all 10 mines have defended. Only mines that have detonated are removed from play – the other mines that have defended but not detonated are still active and ready for future defence. **Example 3:** If The Allies take control of Western Europe (France), the German mines at the coast line (see example 1) that have not detonated are still active. Every time any Allied land unit crosses that coast line the mines will defend as usual as mentioned in example 2.

Example 4: Russia has dug in 10 mines on the line between Russia and Novosibirsk to protect against Japanese attack, but Allied (not Russian) land units from the East are retreating across that same line. These Allied units must pass through the Russian minefield with some Allied information about the minefield. So for every mine that is on the line, the Russian player rolls one die and for every “1” a mine detonates and one Allied unit is lost.

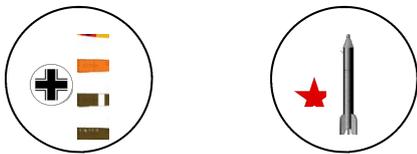
The nation that purchases the mines also moves and digs in these mines – and can move freely through the minefield. Once a mine is dug in on a line, it can not be moved again – it must remain there until it detonates.

Mines can only be dug in by the owner in a territory that the owner controls since the start of that turn. Mines that are purchased and not dug in cannot defend and cannot be taken as casualties if that territory is attacked. If that territory is lost and you have mines in that territory that are not dug in, the mines are lost and removed from play.

Mines must be produced in a Major Capital and the industrial complex can produce a number of mines each turn equal to the maximum capacity of that industrial complex.

Note: Mines do not block an enemy blitz movement.

Rockets:



From early in the War, Russia launched their Katyusha rockets against the invading German troops. Later in the War Germany launched their V1 and V2 rockets and Nebelwerfer rockets.

From round *Late 1941* Russia can produce rockets in Moscow and from round *Early 1943* Germany can produce rockets in Berlin. The production of rocket units does not count towards the production capacity of the Industrial Complex.

Each Nation can produce a maximum of 10 rocket units. Rockets lost in combat can be reproduced.

A rocket is a onetime use weapon. A rocket costs 1 IPC, attacks at “2” and it can move up to 2 spaces by air in an attack. An air base does not extend the range of rockets. Rockets can move one territory in the *non-combat movement* phase but cannot be transported by sea. They are immune to enemy AAA.

Rockets can only attack on land – they cannot attack in Sea Zones. Rockets cannot defend. If a territory that has rockets in it is attacked, the rockets cannot be taken as casualties. If the territory is lost to the attacker, the rockets are also lost and removed from play. When rockets are used in an attack together with other attacking units, the rockets must fire before any other unit – and the casualties

from the rocket attack must be removed before any other combat occurs.

Enemy units that are killed by rockets cannot defend – they are simply removed from play.

Example: Germany launches 4 rockets from Berlin against 2 British infantry and 3 British Tanks in Norway. The German player rolls 4 dice and rolls: “1”, “3”, “5”, “6”. In this case only 1 rocket hits a target. The UK player chooses 1 infantry unit as casualty and immediately removes the infantry unit from play.

3. Red Army Conscription:



In the summer of 1941 and spring of 1942 the Soviet High Command was under extreme pressure as the German Panzer Divisions pushed forward towards Moscow, Leningrad and Stalingrad. But Russian troops had one advantage – their number of boots.

In round *Early 1942* Russia can produce infantry units at a cost of 2 IPC per unit – this is called *Red Army Conscription*.

Note: Red Army Conscription can only occur once in the game – and only in round *Early 1942*. These infantry units can be placed at any Soviet Industrial Complex that the Soviet player controls from the start of that turn.

4. Waffen-SS Panzer Grenadiers:



The front line infantry divisions of the Waffen-SS that had suffered through the Russian winter of 1941–1942 and the Soviet counter-offensive were withdrawn to France to recover and be reformed as Waffen-SS panzer grenadier divisions.

From round Early 1942 The German player can produce a maximum of 4 Waffen-SS Panzer Grenadier units. Units lost in combat can be reproduced. A Panzer Grenadier unit that is already in Berlin from a previous turn can be upgraded to a Waffen-SS Panzer Grenadier unit at a cost of 2 IPC per unit. It moves 2, attacks at “3” and defends at “4” and operates under Waffen-SS tank rules.

Special movement ability: A Waffen-SS Panzer Grenadier can make a blitz move on its own – it does not have to move together with a tank to make a blitz move.

Note: Waffen-SS Panzer Grenadiers cannot be supported by Waffen-SS artillery and cannot be transported by sea.

5. Waffen-SS Obersturmbannführer



Kommandoamt der Waffen-SS, the Command Structure of Field Units in the Waffen-SS was different from the one in the Wehrmacht and was also highly effective.

During the game Germany can produce a maximum of 2 Waffen-SS

Obersturmbannführer units. They can be reproduced when lost in combat. Waffen-SS Obersturmbannführer operates under rules for Waffen-SS infantry. Follow this procedure: a Waffen-SS infantry unit that is already in Berlin from a previous turn at the beginning of the German players turn can be upgraded in

the *purchase & repair units* phase to a Waffen-SS Obersturmbannführer unit at a cost of 2 IPC. A Waffen-SS Obersturmbannführer can command 3 Waffen-SS units – this is called a Waffen-SS Armée. The combination of Waffen-SS units within the Armée is multiple: as long as there are 3 Waffen-SS units (all kinds) + 1 Waffen-SS Obersturmbannführer unit in the same territory, the German player has the option to organize a Waffen-SS Armée.

Example: 1 Waffen-SS tank + 1 Waffen-SS Infantry + 1 Waffen-SS Panzer Grenadier + 1 Waffen-SS Obersturmbannführer is in the same territory. The German player announces that these Waffen-SS units will be organized into a Waffen-SS Armée. Now the Command Structure is effective: this means that one of the Waffen-SS units (the German player chooses which one) use 2 dice in attack and defence.

The Waffen-SS Obersturmbannführer unit also uses 2 dice in attack and defence as long as the Command Structure is intact.

Important: place the units in the Waffen-SS Armée on the Army Board and keep the Army Board next to the game board. Then place the Army Counter that refers to the specific Army Board in the territory to show that the Waffen-SS Armée is present there.

When the command structure is broken (units lost in combat – non-combat – or for any other reason) – all surviving Waffen-SS units are returned to the game board from the Army Board and are fighting at their normal Waffen-SS factor – the Waffen-SS

Obersturmbannführer unit also loses the two-dice advantage and then operates under rules for Waffen-SS Infantry. When multiple Waffen-SS Armées are fighting (attacking or defending) together in the same territory, only 1 Waffen-SS Armée can obtain the ability to fight as an Armée.

All other Waffen-SS units must fight at their normal Waffen-SS factor.

When attacking, all units in the Waffen-SS Armée must origin from the same territory – in other words; the Waffen-SS Armée must already be organized at the start of the combat-movement phase or on a previous turn in order to obtain the ability to attack as a Waffen-SS Armée. When defending, the

Waffen-SS Armée must previously be organized on the German players turn.

Special re-group ability: After an attack (when all combat is over) the surviving Waffen-SS units that took part in the attack in the newly concurred territory now have the option to re-group within the newly concurred territory to form a new Waffen-SS Armée in the *non-combat movement* phase. Other Waffen-SS units that have not moved or taken part in any attack during this game turn can move in the *non-combat movement* phase from other territories into the newly concurred territory to be a part of a Waffen-SS Armée – see above how to form a Waffen-SS Armée. This special re-group ability also applies if the German player withdrew from the attack after any round of combat.

Note 1: A Waffen-SS Obersturmbannführer unit cannot be transported by sea. A maximum of 1 Waffen-SS Obersturmbannführer can be part of a Waffen-SS Armée.

Note 2: When playing Global 1940, Germany can produce 2 additional Waffen-SS Obersturmbannführer units – and has the option to create a total of 4 Waffen-SS Armies.

6. Soviet Commissar; Soviet Army Corps:



From the early days of the Conflict, Soviet Commissars were sent out among the Combat Troops to stimulate battle morale as well as keep up political influence.

During the game Russia can produce a maximum of 2 Soviet Commissar Units. Commissars lost in combat can be reproduced. A Soviet Commissar Unit must be produced in Moscow at a cost of 5 IPC. A Soviet Commissar attacks at “2”, defends at “3” and can move up to 2 spaces by land, but cannot make a *Blitz* move. A Soviet Commissar can command 3 land based units in any combination as long as this combination of units consists of regular

infantry, artillery or Guard infantry and/or Tank units.

Example: 1 Commissar + 1 regular infantry + 1 Tank (the tank can also be one of the T-34/85 tanks produced three at a time for 11 IPC) + 1 Soviet Guard unit have been organized to fight together – (this is called a Soviet Army Corps) on a previous turn and can now defend and/or attack together – with or without support from any other units. When the Soviet Army Corps is intact, the Commissar is using 2 dice in attack and defence – and one of the other units in the Army Corps (the Soviet player chooses which one) is also using two dice in attack and defence.

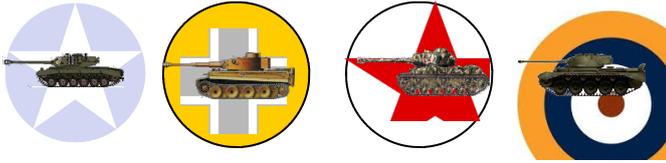
Important: place the units in the Soviet Army Corps on the Army Corps Board and keep the Army Corps Board next to the game board. Then place the Army Corps Counter that refers to the specific Army Corps Board in the territory to show that the Soviet Army Corps is present there.

If the Army Corps is split up, either as a result of combat casualties, non-combat movement or for any other reason, all surviving units are returned to the game board and are fighting at their normal combat factor – same rules apply as to a German Waffen-SS Armée.

Note 1: if multiple Soviet Army Corps are fighting (attacking or defending) in the same territory, only 1 of those Soviet Army Corps can obtain its ability to fight as an Army Corps. The Soviet player chooses which one. All other units in this territory, whether they are part of an Army Corps or not, fight at their normal factor. When a Soviet Army Corps is attacking, defending or re-grouping, the same rules apply as for a German Waffen-SS Armée.

Note 2: when playing Global 1940, USSR can produce 1 additional Commissar and thereby create a maximum of 3 Soviet Army Corps.

7. Panzer General:



Some of the fiercest battles of the War were fought between massive panzer armies. These panzer armies were led by some of the most brilliant commanders of World War II and the outcome of some of these battles ultimately changed the course of the War.

A Panzer General unit (PG) must be produced by the owner in the owners original Capital at a price of 8 IPC. PG operates under tank rules. A PG commands 5 tank units.

When a PG is in command of 5 tank units, the command structure is intact and effective.

This is called a Panzer Armée (Germany) or Tank Army (the Allies). **Note 1:** When the units in a Tank Army or Panzer Armée are transported by sea, the tanks and PG are treated as individual units and must be loaded, transported and off loaded as such. It is not possible to transport a Tank Army or Panzer Armée by sea and make an amphibious assault with this Army. The Tank Army or Panzer Armée can only attack by land – the attack must begin from a territory. Use the Tank Army board or Panzer Armée Board and counters to display the Army.

Note 2: The basic rules concerning a Tank Army or Panzer Armée are identical to a Soviet Army Corps and a German Waffen-SS Armée (see § 9 and § 10 in this Expansion) concerning organizing, fighting, regrouping etc.

Note 3: When a Tank Army or Panzer Armée is attacking or defending the total number of dice roll is 10 for the entire Army.

The Nations that can produce PG and the number of PG for each of these Nations are listed below:

- USA (Washington) : 1
- Germany (Berlin) : 2
- USSR (Moscow) : 1

Note 4: When playing Global 1940, Germany, USSR and USA can each produce 1

additional PG – and the UK (London) can also produce 1 PG.

A maximum of 1 Tank Army or Panzer Armée from the same alliance or Nation can fight (attack or defend) in each territory and obtain 10 dice rolls – other Tank Armies or Panzer Armées of the same alliance or Nation that are present in this territory can only fight at their individual tank unit factor. When a Soviet Tank Army is present in the same territory as Soviet Army Corps and when a German Panzer Armée is present in the same territory as a German Waffen-SS Armée all of these armies belonging to the same Nation affect the fighting abilities of each other: a maximum of 1 Army of the same alliance or Nation can fight in the same territory and obtain its ability to fight as an Army.

PG lost in combat can be reproduced.

Note 4: A German Panzer Armée cannot contain Waffen-SS panzers.

8 Heavy Bombers:



During the course of World War II the Allied forces as well as the Axis forces, developed heavy bombers to carry heavy bomb loads.

The most famous of these heavy bombers are the US B-29 Super fortress, the UK Avro Lancaster and the German Heinkel 177 Greif.

Heavy bombers cost 15, move 8, attack with 2 dice – using only the best dice. They operate under Strategic Bomber rules. Units lost in combat can be reproduced. The maximum production by each nation is:

- USA: 4
- UK: 4
- Germany: 2

Note 1: When a Heavy Bomber unit takes off from an airbase, the Heavy Bomber unit doesn't get one extra movement space.

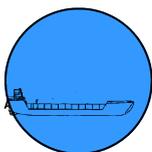
Note 2: Heavy Bombers are immune to AAA fire, due to their high altitude bombing.

Special attack ability: US and UK Heavy Bomber units can attack German U-boat pens like this: Any attacking Heavy Bomber unit that survives the anti aircraft fire from the pen can drop Grand Slam Bombs at the pen. Add the total number of the 2 dice for each Heavy Bomber unit – and place that many damage markers under the pen.

Note 3: in this case the Heavy bomber unit is not immune to AAA fire, since this type of attack happens from low altitude.

Important: if the pen is totally damaged in the attack made by Grand Slam Bombs (even if the pen has damage hits from other aerial attacks), the pen is destroyed and removed from play. Any German U-boats or Type XXI U-boats inside this pen are also destroyed and removed from play as a result of the Heavy Bomber Grand Slam attack.

9. Landing Craft:



Landing Crafts played a central role in the Allied invasion of Normandy in 1944. Landing Crafts were also used by several other Nations during World War II.

Landing Craft units carry the same unit combinations as transports. The cost is 3 IPC for each Landing Craft; it has no combat value but attacking Landing crafts can be chosen as cannon fodder in land combat during an amphibious assault – it cannot be used in naval combat, not even as cannon fodder. Landing Crafts must begin and end movement on land and can move 2 spaces. The first space that the Landing Craft enters must be a Sea Zone and the second space must be a territory. The Sea Zone must be clear of enemy surface ships including enemy transports from the start of that turn. The units that are transported by the Landing Craft must be in the same territory as the Landing Craft when the movement begins. When movement begins in a territory that contains a Naval Base, the Landing Craft can

move 2 Sea Zones and then end its movement on land. Landing Crafts can also move on land in the *non-combat movement* phase– one territory in each turn. Landing Crafts can be transported by transports in the *non-combat movement* phase and counts as a Tank unit towards the transports cargo capacity.

If a Landing Craft crosses an enemy minefield and is struck by a mine, the Landing Craft is lost immediately and so are the units inside it. Landing Crafts cannot be scrambled by enemy air units. If attacking Landing Crafts take part in an invasion that contains other friendly ships and the defender chooses to scramble the defending air units against the invading forces (sea battle), the Landing Crafts are not affected – and they can therefore carry on with the invasion.

Note 1: if a territory that has Landing Crafts in it is attacked by enemy units these Landing Crafts are considered as cargo – they cannot be chosen as casualties. If this territory is conquered by enemy units the Landing Crafts are lost and removed from play.

The production of Landing Crafts is limited to these Nations and numbers. The production must be in these cities:

USA (Washington or Los Angeles) : **12**

United Kingdom (London) : **8**

Germany (Berlin) : **6**

Japan (Tokyo):**4**

Note 2: When playing *Axis & Allies* versions that includes Italy as an independent nation, Italy can produce a maximum of 4 landing crafts – they must be produced in Rome.

Landing Crafts lost can be reproduced.

10. Waffen-SS Heavy Tank:



The German *Waffenamt* started development of a Super Heavy Tank as part of the “*Entwicklung*” program. This led to the E-series tanks. E-100 was the heaviest of these tank designs.

From round *Late 1944* Germany can produce a maximum of 2 Waffen-SS Heavy Tank units. Production goes like this: A King Tiger unit that is already in the Berlin territory, from a previous turn, can be upgraded to a Waffen-SS Heavy Tank unit at a cost of 2 IPC – same procedure as with other Waffen-SS units.

An E-100 Waffen-SS Heavy Tank unit attacks and defends at “5” using two dice in both attack and defence. It takes two hits to destroy an E-100 Waffen-SS Heavy Tank unit – same rules as for German King Tiger units. An E-100 Waffen-SS Heavy Tank unit operates under Waffen-SS Tank rules but can not be part of a Waffen-SS Armée.

Waffen-SS Heavy Tank units cannot be transported by air.

Units lost can be reproduced.

11. German Take Over of Italian forces and economy;

in *Axis & Allies* games when Italy is an independent Nation:



From round *Late 1943* at the earliest and on any future turn the German player has the option to take over Italy. This can occur (on Germany’s turn) when Italy has no more land units (not including land mines) anywhere on the African continent and all of the surviving Italian ships and submarines (if any) are placed in the sea zone surrounding Italy or any adjacent sea zone to the Italian homeland – depending on which *Axis & Allies* version

you play. All of these ships and submarines must be in the same sea zone.

Once the takeover has taken place, there is no reverse.

The procedure is like this:

On Germany’s turn in the *Purchase new units* phase, all Italian sea units, land units, air units, AAA, Industrial Complexes etc. must be replaced by German units of the same type. Major Industrial Complexes are not reduced to Minor IC during the takeover.

Land mines are not replaced – they are still Italian and are active until they detonate. The German troops can move freely through the Italian minefields.

Germany then controls all former Italian units etc. (which by now are replaced by German units) and can also use the Industrial Complexes in Italy etc. Germany also takes over the production capacity of Italy’s Landing Crafts, paratroopers etc. These units can be produced in Berlin or in Rome.

Remember: the original minor Industrial Complex in Rome can only produce 3 units in each turn – unless it is upgraded to *Heavy Industry 1 Unit* (in which case Rome can produce 4 units in each turn) or converted to a Major IC.

The Italian IPC are immediately handed over to the German player. The German player must immediately pay 5 IPC to the bank (only this one time in the game). This represents the Historic losses in equipment etc. as a consequence of the German takeover.

Italy no longer has any turn.

The two economies of Italy and Germany are now combined. This means that on every German turn the Italian IPC are handed over to the German player in the German players *Collect Income* phase. Even if Rome is captured by Allied forces after the German Take Over.

Italy’s economy is based on Italy’s original territories. If Italy has concurred any territories by the time of the takeover, these

territories are handed over to the Germans – and the Italian control markers are replaced by German control markers and the IPC level is corrected in favour of Germany. If Germany liberates any original Italian territory, the IPC level is corrected in favour of Italy. But the IPC are still handed over to the German player on Germany's turn.

If Rome is concurred by Allied troops, no IPC are handed over to the Allied power that concurred Rome. Though, the IPC level is corrected in favour of the concurring Allied power as with any other concurred territory.

Note: If Germany liberates Rome from an Allied occupation, Rome is restored to its former status as a Major Capital – even though Germany still has control of all original Italian territories as mentioned above.

The extra IPC that Italy gets in every turn (see *Expansion II § 7*) are also handed over to Germany in each of Germany's turns.

The bonus income that Italy gets (as for example in the Europe 1940 version) is also handed over to the German player. This is also the case if the Italian bonus occurs when German forces are fulfilling the tasks required for the Italian bonus.

Example: after the German takeover of Italy, the German player eliminates all enemy surface warships in the Mediterranean. In this case Italy gets a bonus at 5 IPC – and these IPC are collected by the German player in the *collect income* phase, together with all other Italian IPC.

Total War:



From round *Early 1943* World War II is considered a Total War. This means that all nations, when they are mass producing units, get some bonus units for free.

The units involved are:

- Infantry unit (10)
- Motorized infantry unit (6)
- Tank (armour) unit (5)
- Artillery unit (4)
- Fighter unit (3)

Example:

When a nation produces 10 infantry units in the same round in the *purchase new units* phase, this nation gets 1 additional infantry unit for free.

The number outlined above (behind each of the 5 types of units) is the number of units that a nation must produce in the same round to achieve 1 additional free bonus unit.

Important: all units must be produced and placed at the same factory site. The free unit also counts towards the factory's/ industrial complex's maximum production capacity. Therefore it might be necessary in some cases to upgrade the industrial complex to Heavy Industry (see *Expansion I*) in order to be able to place the free unit.

Note: Russia can produce three T-34/85 tank units for 11 IPC from round *Early 1943*. These 3 tank units also counts towards the 5 tank units that must be purchased to get 1 free tank unit.

12. Japanese Kamikaze:



In late 1944 Japan decided to make Kamikaze attacks against Allied ships, in hope that the Divine Wind would save Japan in the end.

From round *Late 1944* Japan can launch one Kamikaze attack (one air unit) on each turn against any Allied surface warship. Any type of fighter unit or Bomber unit may use up all its movement to reach the target and gets one round of combat on "5". The air unit is destroyed and removed from play after the attack. The Allies can not defend against a Kamikaze attack, since the attacking air unit is destroyed immediately after the first round of combat.

Important: the Japanese player must choose to attack a specific Allied surface warship unit – this warship unit must be a Battleship, Aircraft Carrier, Cruiser or Destroyer. In other words: Japan points out the warship unit that will be attacked by Kamikaze. Place the Kamikaze marker under the Allied surface ship unit that is attacked, and remove the marker after the attack.

This Kamikaze rule eliminates all other rules concerning Kamikaze from the original game play manual.

*Axis & Allies Klub Danmark
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