

THE BUNKER RULES

Enhancements and Pieces to make Global 1940/42 more exciting

The following rules are design to enhance or make the game and give it a little spice. You may choose to still do a bid for the Allies in the 1940 version, but the 1942 setup seems to be even. Enhancements have been gone over for Historical accuracy and are close. To make this 100% historical is to change the game completely. This really is not possible with the game mechanics the way they are. If you see something you do not like, please contact me. Information is at the end of the document.

The first thing we have are what I call **Enhancements**. These are designed to give each country “something else” that they can use or deal with. These are NOT to be considered “National Advantages”. NA’s are strictly a benefit for that country. These Enhancements have advantages but also have some disadvantages. These are just to “enhance” the game play. If you want to suggest an Enhancement, please make sure is has a disadvantage as well.

RUSSIA

TRANS SIBERIAN RAILROAD - Runs through the territories of Russia, Samara, Novosibirsk, Timiguska, Yenisey, Yakut S.S.R., Buryatia, and Amur. The TSRR may used ONLY WHEN AT WAR.

1. The TSRR may carry 3 pieces East or West ONLY. These pieces are limited to Troops, Artillery, Mech Infantry, or tanks. However, its rules are similar to transports. It may carry 2 troops and 1 “other” piece when moving.
2. The Railroad may be Strategically bombed by Tac/Strat bombers using the same rules as Naval Yards and Airfields. It has its own AA that is used ONLY for this purpose (See Rulebook). When bombed anywhere bordering Mongolia, it WILL activate the Mongolian troops as if the territory were attacked. (See Mongolian Rules).
3. If the Axis control ANY territory of the Railroad, it is considered disabled and may NOT be used.

JAPAN

TOKYO EXPRESS - Japanese commanders frequently used destroyer convoys to ferry troops to the front lines, this was nicknamed the ‘Tokyo Express’ by American Troops.

1. Each Destroyer may act as a transport for ONE INFANTRY ONLY. These destroyers follow the same rules for loading and unloading troops as transports do. Once troop is offloaded, it is a “normal” destroyer.
2. They do not participate in combat during an amphibious assault or if they are “loaded”. They still defend at 2.
3. They can only unload to support a territory during Non-Combat move. They cannot take territory.

UNITED STATES

DAMAGE CONTROL (USS YORKTOWN) – The US had extraordinary shipyards for repair. The USS Yorktown was damaged during the battle of the Coral Sea. Despite the damage suffered, it was able to return to Hawaii. Although estimates were that the damage would take two weeks to repair, the Yorktown put to sea only 48 hours after entering drydock at Pearl Harbor.

1. Once per game, Any Carrier in Pacific that is damaged in battle, may be taken off the board and placed in the “New Units” box for a cost of 8IPC (half original).
2. The unit must be taken off the board immediately when damaged (if it survives that round of combat).
3. The unit may be removed in the middle of battle.

4. Carrier in Pacific must go to Hawaii when placing unit. If Hawaii is not controlled by Allied Forces, the unit stays in the "New Units Box" until Hawaii is liberated.

GERMANY

VOLKSSTURM - was a national militia established by Nazi Germany during the last months of World War II. It was not set up by the German Army. It was staffed by conscripting males between the ages of 16 and 60 years who were not already serving in some military unit.

1. While "Original" German territory is occupied by Allied Forces, Germany may produce infantry at a reduced IPC of 2.
2. The units may only be built in Germany, Western Germany, or Greater Southern Germany. These units may NOT leave these territories either.
3. These units Attack and Defend at 1. They may NOT be enhanced by artillery.

UNITED KINGDOM

NIGHT BOMBING – The UK conducted Night Bombing while the US conducted daytime time bombing. However, bombing runs were highly inaccurate. Of bombers which reported that they had successfully bombed, on average, only one in five had dropped their bombs within five miles of the target. For targets in the heavily defended Ruhr, this dropped to one in ten. On nights when there was a new moon, this fell to one in fifteen.

1. UK Bombers may choose to conduct Night Bombing.
2. These Bombers are not subject to the "Interceptor Rule". They are still subject to AA.
3. Night bombing raids do NOT get the +2 for strategic bombing runs.
4. Night bombers must roll a die before dropping bombs. A roll of 1, 2, or 3 indicates they have a full moon and get full point value. A 4, 5, or 6 roll indicates no moon and hit on ½ the dice roll rounded up.

ITALY

THE TRIPARTITE PACT - The Governments of Japan, Germany, and Italy consider it as the condition precedent of any lasting peace that all nations in the world be given each its own proper place, have decided to stand by and co-operate with one another in their efforts in Greater East Asia and the regions of Europe. ARTICLE 3 of The Tripartite Pact states: Japan, Germany, and Italy agree to cooperate in their efforts on aforesaid lines. They further undertake to assist one another with all political, economic, and military means if one of the Contracting Powers is attacked by a Power.

1. Italy may move German pieces on their turn if the following is met...
 - a. The German piece did NOT move on the Germanys turn
 - b. Started in a territory that is Italian controlled (not Axis controlled).
 - c. Started in a Mediterranean Sea zone.
2. Germany may NOT move these pieces on their next turn if they were moved by Italy.

INDIA

LEND LEASE – India and the United Kingdom are one power

1. India may receive Lend Lease from the UK.
2. Must use a transport built in India.
3. May pick up IPC up to 5 in value at ANY UK Europe Factory (minor or major) and deliver it to India at which they can use on their next turn.

ANZAC

GREAT BARRIER REEF - Vast portions of the continent of Australia is surrounded by jagged coral reefs, shoals and shallow water, making impromptu amphibious assaults difficult. Because of the shallow waters some Axis vessels must keep their distance.

1. Axis Battleships and Cruisers conduct bombardment at 1 when attack the Continent of Australia (not Islands).
2. Transports unload over 2 rounds of combat. Transports unload 1 unit on round 1 and 2nd on round 2.
3. This rule applies for any force that needs to liberate Australian territories.

CHINA

CHINESE UPRISING - The Chinese had an almost limitless supply of manpower, untrained and under equipped; but when used in mass a battle would be hard to lose.

1. On China's Combat Phase, they may place 1 unit on any Original Chinese territory that does NOT have an Axis unit on it.
2. These territories are limited to Original Chinese territories (including Jehol and Kwangsi) that have an IPC value of 1 ONLY.
3. You may not take territories that the Burma Road is on either.

FRANCE

FRENCH GOVERNMENT IN EXILE - The French Government operated in exile from London doing what it could to help the Allies.

1. After the French capital is captured, France continues to operate from London. It will collect IPC's (at half value rounded down) and may build in any United Kingdom (Europe) Industrial Complex. IPC's are given up if Paris falls and, if in exile, London falls.
2. May only build infantry at 2 IPCs.
3. Must be placed in any UK territory with a factory.
4. Liberated French territories go back to France. NOT the liberating country.

NEW UNITS

We have introduced new units (just some enhancements) to some of the countries. Again, let us know if you have any ideas. None of these are meant to "break" the game in any way. If you find out that they are too powerful, please let us know again.

RUSSIA

KATYUSHA ROCKETS

1. 4 IPC
2. Attack 1 and Defend at 1. May conduct "Surprise Strike" during attack phase. 2 dice rolls on 1's. They do not conduct another attack until round 2. That is just at 1.

JAPAN

TORPEDO BOMBERS

1. 11 IPCs to build
2. During Japan buy phase, you may designate any Tac-Bomber as a Torpedo Bomber. Stays that way for the game.
3. Torpedo Bombers may target ships on round 1 of combat. This hits on a 2. It is NOT a surprise strike.
4. Once done with torpedo, the tact bomber may continue to fight as a FIGHTER attacking on a 3 only!

UNITED STATES

ATLANTA CLASS CRUISERS

1. 12 IPCs to build
2. Attack and Defend at 2
3. May conduct one round of AA prior to ANY battle (See AA in rulebook)
4. May NOT conduct shore bombardments

GERMANY

STUKAS

1. 11 IPCs to build
2. During Germany's buy phase, they may designate Tac-Bombers as "Stukas"
3. Stukas conduct combat against Tanks only on first round of combat.
4. They only hit 3. They cannot be enhanced by Tanks or Fighters.
5. They only target in the first round of combat. After that, they become fighters hitting on 3.

UNITED KINGDOM & INDIA

ILLUSTRIOUS CARRIER

1. 16 IPCs to build
2. Has movement of 1 only.
3. May conduct AA in ANY round of combat (see AA rules).
4. Defend at 2 after round one
5. May only carry 1 aircraft

ITALY

LIGHT TANKS

1. 5 IPCs to build
2. Attack and Defend at 2 if enemy Tanks are present. Otherwise Attack and Defend at 3.