

G40 Alt-Universe Rules (Version Beta-1.2)

Introduction

The strained peace of the World's major military powers has finally broken. Italy has watched the United Kingdom and France prosper in nearby areas while its influence stagnates. With a mutual defence pact in place and knowing that Germany and Japan are itching for an excuse to rationalize military expansion, Italy has staged an incident of UK aggression enabling it to open hostilities.

The Allies are not yet unified on a war footing and have varying political impediments. France considers itself isolationist and prefers to rely on diplomatic escalations, however it will join the war if diplomacy is exhausted.

G40 Alt-Universe is for those who love Axis and Allies, but are looking for a new strategic experience. The war is the same, but occurs in an alternate universe where the Earth's land formation happened differently. It's a return to the early days of pouring over the map and developing strategies in an unfamiliar setting.

Base Rules

G40 Alt-Universe's base rules are the rulebooks for Axis and Allies Europe 1940 Second Edition & Axis and Allies Pacific 1940 Second Edition.

The base rules of the game are contained in the rulebooks mentioned above when playing the global version where the Europe and Pacific games are combined. For any items not addressed in the following, players should default to rules contained in the above-mentioned rulebooks.

Victory Conditions

Axis

1. The Axis control 14 or more cities for an entire game round commencing and ending with the power which took the 14th city.

Allies

1. The Axis control less than 6 cities for an entire game round commencing and ending with the Allied power that took the 6th Axis city.
2. On round 8 and each subsequent round, the Axis control less than 8 cities for an entire game round commencing and ending with the Allied power that took the 8th Axis city (or commencing with Germany if the Axis control less than 8 cities at the beginning of round 8).

Political Situation, Turn Order and Starting IPCs and Income

Germany - 44

Germany begins the game at war with no one. Germany has no political restraints and may declare war on any of the Allied powers at any time.

Soviet Union - 42

The Soviet Union begins the game at war with no one.

The Soviet Union does not consider itself prepared for war and may not declare war on any Axis power before turn 3 unless one of the following conditions are met:

1. An Axis power has declared war on the Soviet Union
2. The Axis attack currently Pro-Allied territories it considers itself to have a pseudo protectorate interest in, namely PA4, PA10, PA11, PA12
3. The Axis attack Neutral League territories it considers itself to have a pseudo protectorate interest in, namely NL3, NL4, NL5, NL6, NL7, NL8, including if they are attacked after being turned Pro-Allied due to the Axis having attacked a different Neutral League territory

Japan - 30

Japan begins the game at war with no one. Japan has no political restraints and may declare war on any of the Allied powers at any time.

Japan begins the game in a ceasefire agreement with China that allows Japan to use the strait (Sea Zone 76) they both share when the game begins. Japan may continue to use the strait if it is not at war with China. Japan may also pass through the strait (in both combat and non-combat movement) on the turn it declares war on China due to the surprise of breaking the ceasefire.

United States - 58

The US begins the game at war with no one. The US may not declare war until turn 3 unless one of the following conditions are met:

1. The US has been declared war on by an Axis power
2. The Axis have captured A4 or UK10

While neutral, the US must end the movement of its naval units in a sea zone that is adjacent to a US territory or sea zones 54, 55, 78, 79.

China - 12 (23 on Income Tracker)

China begins the game at war with no one. China begins the game in a ceasefire agreement with Japan that has allowed it to concentrate on internal turmoil.

China may not declare war until turn 3 unless one of the Axis powers declares war on it. While neutral, China's income is reduced to 12 IPCs, regardless of where it sits on the income tracker, representing resources lost due to lack of unity and internal civil hostilities.

China begins the game with a fighter in C4 representing the US volunteer group, the Flying Tigers. Use US or other fighter to represent it. If China remains neutral though it's first turn, the US will recall the Flying Tigers unit out of apprehension regarding the civil unrest in China. In this case the Flying Tigers unit must be moved from C4 to US21 and will become a US unit indefinitely.

Once at war, China's units are restricted to originally Chinese territories and those it deems strategically important, namely:

1. Originally controlled Japanese territories
2. Originally controlled Allied territories immediately adjacent to Chinese territories, if the respective Allied nation is at war with Japan. (R26, R31, R32, UK26, A10)

Should the Flying Tigers unit remain Chinese due to a turn 1 declaration of war against China by the Axis, it is also restricted to these territories and may not fly over water. The Flying Tiger unit may cross the sea zone 76 strait as the surrounding land territories are considered adjacent, however it may not fight in sea zone 76.

China may deploy newly purchased infantry on any originally controlled Chinese territories it owns at the end of its turn and is not limited in the number of newly purchased infantry it may deploy to a single territory. China may also deploy artillery and antiaircraft artillery as described in its national objective.

Allied nations must be at war with Japan for their units to enter Chinese territories.

As in the base game, China is not eligible for convoy disruptions.

United Kingdom - 45

The UK begins the game at war with Italy. The UK has no political restrictions and may declare war on any of the Axis powers at any time. Note that Italy owns UK 21 at the beginning of the game.

Italy - 14

Italy begins the game at war with the UK. Italy has no political restrictions and may declare war on any of the Allied powers at any time.

ANZAC - 12

ANZAC begins the game at war with Italy. ANZAC considers itself politically integrated with the UK for matters of war and will follow whatever political situation exists for the UK. ANZAC may not declare war independently.

France – 16 (32 on Income Tracker)

France begins the game at war with no one. France places a high priority on diplomacy and is considered indefinitely neutral. France also has an alliance with the Neutral League.

France may declare war on the Axis powers if one of the following occurs:

1. One of the Axis powers has declared war on France
2. A Neutral League territory has been attacked by an Axis power and the Allied powers have not attacked a Neutral League territory first
3. UK 19 has been attacked by an Axis power

France is also interested in the wellbeing of Independent Neutral territories and has instituted a set of political escalations in the event they are attacked by either the Axis or the Allied powers while France is still neutral. France begins the game at the lowest point of escalation. Players should track the number of Independent Neutral territories attacked by the Axis and Allied powers counting only the first time the territory is attacked, not if it changes hands subsequently.

When the Axis powers have attacked cumulatively more Independent Neutral territories than the Allies, France will move up the escalation chart for the number of territories the Axis have exceeded the Allies. If France reaches the 4th point of escalation it may declare war and join the Allies. France will never move downward on the escalation chart, even if the Allied powers catch up to, or exceed, the Axis in the number of Independent Neutrals attacked.

France Escalation Levels

1. France is neutral and its income is reduced to 16 IPCs, regardless of its status on the income tracker, representing a focus on non-military spending. France is permitted to move no more than 3 units during the non-combat move phase as France wishes to avoid the perception of heightened military activity. French naval units may not end movement in sea zones adjacent to Axis controlled territories, but are not obligated to move if they begin the turn in that state.
2. France may move units freely under normal rules for a neutral power. French naval units may not end movement in sea zones adjacent to Axis controlled territories, but are not obligated to move if they begin the turn in that state.
3. France is in a pre-war footing with preliminary Allied integration. France will now receive its full income based on the income tracker and there is no restriction on where its naval units may end their movement. Allied powers may now move units that did not participate in combat into and out of French territories during the non-combat move phase. French ground and air units will still be restricted to French territories.
4. France may declare war.

If the Allied powers are the first to attack a Neutral League territory, France will immediately discontinue their diplomatic escalation for the remainder of the game and will never join the war in this way.

National Objectives

Germany

- 5 IPCs if Germany is not at war with the Soviet Union – Trade with the Soviet Union
- 5 IPCs if Germany controls two or more Soviet Union cities – Natural Enemies
- 5 IPCs if the Axis control all of UK12, UK13, UK14, PA5, PA8, PX4 – Western Wall
- 5 IPCs if the Axis control all of PA7, UK7, UK11, G20 – Outer Defense
- 5 IPCs per territory if Germany controls UK4 or F13 – Sea Lion
- 5 IPCs if the Axis control G2, G5, PX2 and R1 – North Sea Resources

Soviet Union

- 2 IPCs per territory if the Soviet Union controls PA4, PA10, PA11 or PA12 (note, must be at war to take Pro-Allied territories) – Growth of the Union
- 3 IPCs if there are no Allied units on any originally controlled Soviet Union territories while the Soviet Union is at war – National Prestige
- 5 IPCs if the Soviet Union controls 3 or more originally Axis territories – Expansion
- 5 IPCs if the Allies control G2, PX2, R1 and R5 – North Sea Resources

Japan

- 10 IPCs if Japan has not made an unprovoked declaration of war against the UK or ANZAC and is not at war with France or the US – Trade with the US and France
- 5 IPCs if Japan is not at war with China – Trade with China
- 5 IPCs per territory if Japan controls US22, A4, F13, UK27, UK10 or R26 – Allied Cities
- 5 IPCs if the Axis control A5, A7, PA6 and R22 – Northern Defense Perimeter
- 5 IPCs if the Axis control all originally Chinese territories – Imperialism Rampant

United States

- 5 IPCs if the US controls US2, US3 and US22 while at war – Island Influence
- 10 IPCs if the US controls all of its original mainland territories while at war – National Pride
- 10 IPCs if the US is at war – War Time Production
- 5 IPCs if the US controls at least one original German, Italian or Japanese non-island territory (see Industrial Complex Placement section for what constitutes a non-island territory) – Boots on the Ground

China

- 2 IPCs per territory if China owns C1, C5 or C21 while at war, and the adjacent Allied territory is Allied controlled – Allied Financial Support
- While at War, China may purchase a single Artillery or Antiaircraft Artillery in each of C1, C5 or C21 if the territory was owned at the beginning of China's turn and the adjacent Allied territory is Allied controlled at the beginning of China's turn – Allied Materials

United Kingdom

- 5 IPCs if the Allies control UK7, UK11, UK12, UK13, UK14 and G20 – Continental Influence
- 5 IPCs if the UK control 5 or more Pro-Allied territories – Expanding Democracy
- 5 IPCs if there are no Axis warships in Sea Zones 58, 68, 69, 83 or 84 – Southern Shipping Lanes

Italy

- 5 IPCs per Territory if Italy controls R26, UK27 or F13 – Roman Resurgence
- 3 IPCs if the Axis control UK21, UK22, UK23, UK24, UK25, UK26 – Southern Wall
- 5 IPCs if the Axis control UK30, NL10, NL11, NL12 and NL13 – Southern Resources
- 3 IPCs if the Axis control 3 out of UK20, PA14, UK30, UK31, PA15 – Amphibious Ambitions

ANZAC

- 3 IPCs if ANZAC controls all of its original territories and PA6 when at war with Japan – Island Resources
- 3 IPCs if there are no Axis warships in the ANZAC/Soviet/Chinese Sea (i.e. Sea Zones 33, 34, 41, 42, 43, 48, 49, 50, 51, 52, 53, 62, 63, 64, 65) while at war with all Axis powers – Shipping Lanes

France

- 5 IPCs if France owns all of its original territories while at war – Fatherland
- 2 IPCs (6IPC maximum) per territory if France controls original German, Italian or Japanese territories – Diplomacy Abandoned

Bomber Rules – Defend Like Transports

Defending bombers function like transports in that they do not have a defense value and may only be taken as casualties after all other defending units are exhausted.

Straits

The map contains three straits:

- Anglo-French Strait
- German-Italian Strait
- Chinese-Japanese Strait

All three straits may be crossed by land and air units to the adjacent territory, specifically as below, and all connections work in reverse:

UK5 to F3	G19 to I1	C10 to C11	C10 to J1
C9 to J1	C16 to J1	C16 to J8	

Both sides of a strait must be controlled by a friendly power at the start of your turn in order to pass through it. France is sympathetic to the Allies, meaning it will grant them passage through the Anglo-French Strait even if it has not yet joined the Allies.

Sea Zone 76

The Chinese-Japanese straight is a special situation, in that, it extends for an entire Sea Zone (Sea Zone 76) rather than creating a boarder between two sea zones. Air units may elect to enter Sea Zone 76 and use one movement point as normal, however if crossing between land territories they may elect to ignore the sea zones and cross directly between adjacent land territories.

Naval units from any power may enter Sea Zone 76 as normal, however, they must end their movement in Sea Zone 76 unless all 6 adjacent territories were friendly at the beginning of the power's turn. If Naval units began the turn in Sea Zone 76 they have no special restrictions and may exit in either direction as desired or remain.

Neutral Territories

The game board has four types of neutral territories: Pro-Allies neutral (PA), Pro-Axis neutral (PX), Neutral League (NL) and Independent Neutral (IN).

Axis powers may attack neutral territories or take control of friendly neutral territories no matter their political situation. Allied powers must be at war to attack or take control of neutral territories.

Unlike the base game, powers may fly air units over non-sympathetic neutral territories (including Pro-Enemy, Independent Neutral and Neutral League territories) during either the combat or non-combat move phase as though they were enemy territories. This will have the same result as if the power had conducted a failed attack on the territory and cause it to immediately join the opposing alliance. Such a fly-over may also be done in conjunction with a simultaneous attack on the territory. Pro-Axis and Pro-Allied neutrals function in the same way as the base game with the exceptions mentioned above.

Neutral League territories function in the same way as strict neutral territories in the base game whereby if one of them is attacked, they will immediately all become pro-Axis or pro-Allies to oppose

the side making the attack. Notably, attacking Neutral League territories also has implications for France's political situation.

Independent neutral territories are indifferent about the war situation elsewhere and will only join an alliance as a result of a failed attack by the opposing alliance (including the fly-over situation mentioned earlier). Notably, if the Axis or the Allies attack independent neutral territories, this also has implications on France's political situation.

Cities and Industrial Complexes

Unlike the base game, there are no capital cities. Powers never lose their ability to collect income unless all of their cities have been captured. China is an exception, in that it never loses its ability to collect income unless all of its territories have been captured.

Since there are no capital cities, the base game rules for capturing the unspent IPCs of the opposing power don't apply. Instead, the attacker receives the below bonuses for capturing opposing cities and industrial complexes. These bonuses apply only the first time a territory is captured and not if it is subsequently liberated or re-captured by either the same or another Power.

- 3 IPCs – Capturing a minor industrial complex
- 10 IPCs – Capturing a major industrial complex
- 5 IPCs – Capturing a city

The bonus IPCs come from the unspent IPC treasury of the power being invaded. If that power doesn't have enough IPCs in its treasury to fulfill the bonus they will give all of the IPCs they have. Note that it is possible to collect two bonuses from a single territory if the territory contains both a city and an industrial complex. If NL11 is captured, the bonus IPCs will come from the bank.

If a Power is unable to collect income, it still retains any remaining unspent IPCs and can spend them on any future turn that it is able to.

United Kingdom Unified Income

The UK's income should be combined for the entire map like the other powers, unlike in the base game where the UK's income is split.

Wartime Production

The industrial complexes in US5, US11 and US13 begin the game as minor complexes. They are upgraded to major complexes at no cost when the US enters a state of war and may be used as such immediately. They may be upgraded prior to that time in the normal way.

Industrial Complex Placement

In accordance with the base game rules, Industrial Complexes may only be placed on non-island territories. For purposes of this game, non-island means any grouping of more than one territory (e.g., R1 is an eligible territory since it has direct borders with another territory). The territory must have a value of 2/3 to support a minor/major industrial complex respectively as usual.

Kamikaze Strikes

Kamikaze strikes do not exist for purposes of this game.

Liberating Territories of Powers Without Cities

Similar to a Power without a capital city in the base game, if a territory originally owned by a Power with no remaining cities is liberated, it will be captured by the liberating Power and not the original owner. If the original owner subsequently has one of its cities liberated, an immediate decision must be made for each such territory to either revert control to the original owner, or retain control by the friendly Power. Territories with cities must always revert control to the original owner.

Beta Version Notes

The game is now in an open Beta version and anyone is welcome to play and submit feedback. In general it would be great to hear from you if you decide to play it. For your games it would be helpful to know which side won and how the game progressed at a very high level.

If you're interested in submitting more particulars, comments on any or all of the below would be helpful:

Game Balance:

1. **Variety Balance** – Are there multiple avenues to victory that are of relatively similar quality, especially from the Axis perspective as they have the initiative? (e.g., Russia first, UK first, France first)
2. **Regional Balance** – Is there an area of the map that seems unwinnable without the opposing side having to make sacrifices in other areas to create the imbalance?
3. **Overall Balance** – Would you expect the win rate for each side over multiple games to approach 50%?

Rules:

- Are there rules that are unclear?
- Did you find a gap, or something not covered in the rules specific to this game and not related to the base game?

Map:

- Did you find something functionally broken about the map?

Any feedback can be sent to the email listed below.

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