

## Summary for A&A Classic Extended Rules.

This rules were published in a web site called wargamer.com (they no longer are there). My intention is place them along with the AaA community as I saw there is a lot of stuff related to the Classic game but I could never find comments or reviews of this group of rules published back in 1999.

regards,  
Guillermo Trujillo.

Don't know the name of the creator of those rules.

- 1) Escorts units
- 2) Two hits on Battleships
- 3) Paratroopers
- 4) Nation – Specific advantages
- 5) Neutral Countries.

### **1) Escort.**

Naval unit similar to Destroyers in the rest of the versions.

| Attack | Defend | Movement. | Cost |
|--------|--------|-----------|------|
| 2      | 3      | 2         | 12   |

Note:

They don't do naval bombardment.

No special abilities against subs.

The maximum number of escorts allowed are 5 per power.

### **Set up:**

USSR.

1 Escort in : Soviet Far East SZ.

Germany.

1 Escort in Germany SZ.

1 Escort in Southern Europe.

UK.

1 Escort in UK. SZ

1 Escort in India SZ

Japan

1 Escort in Japan SZ

1 Escort in Philippines SZ

1 Escort in Caroline Islands SZ

### **2) Two hits on Battleships.**

A Battleship can Absorb one hit during the combat, if hit again during the same combat, then is sink.

When hit it can attack and defends normally.

If hit once, but survives de combat, it has to be returned to the board flipped on his side and it remains damaged until next turn. No cost for repair is charged.

### **3) Paratroopers**

A bomber may carry one infantry and drop it at an enemy territory in the normal range of the bomber.

If used for paratroopers, then the bomber can not bomb or attack on this turn.

Both the bomber and the infantry must depart from the same territory.

AA guns defense rule apply for this rule.

This movement is conducted during the combat phase movement.

Paratroops can never retreat.

Heavy bombers may carry two paratroops.

### **4) Nation - Specific Advantages.**

Each power can take up to three of these specific advantages. They can not be changed during the game.

#### **USSR:**

##### 1) Additional Infantry.

The USSR, places 5 extra units at the start of the game, that must be placed on any soviet territory that has an Industrial complex.

##### 2) Additional Armor.

The USSR places 3 extra armor units at the start of the game, they must be placed on any soviet territory with an Industrial complex.

##### 3) New units in the East.

The USSR places 1 additional infantry in:

Kazakh

Novosibirsk

Evenki Nat'l

Yakut

Total 4 new infantry.

#### **(Important Note: Added by Guillermo Trujillo)**

If Russia gets additional infantry or additional armor, then the Industrial complex deployment should be set up as in A&A Nova 1st Edition.

The Karelia I.C. must be placed in Kazakh, see Set up chart AaA 1st Edition (Nova Games)

#### **Germany**

##### 1) Super Subs.

Germany starts the game with super subs technology.

##### 2) Kriegsmarine.

Germany starts the game with an extra Battleship in Germany SZ or Southern Europe.

3) Mechanized Infantry.

Every German Infantry attack at 2 during the first round of combat if it is accompanied with an armor unit (still the movement is 1 space).

4) Super Armor.

German Armor attacks at 4 in the first round of combat.

5) Jet Power.

Germany starts the Game with Jet power technology.

6) An alley for Germany.

At the beginning of the game Germany gets one alley. Germany takes control of this area and all of its units, this area and its units are treated as “original” German units. Germany can select one the following 5 countries:

| <b>Country</b>      | <b>IPC Value for Production only</b> | <b>Force</b>         |
|---------------------|--------------------------------------|----------------------|
| <b>Argentina</b>    | 1                                    | 2 inf. + 1 Transport |
| <b>Switzerland.</b> | 3                                    | 2 inf. + 1 Fighter   |
| <b>Sweden</b>       | 3                                    | 2 inf. + 1 Transport |
| <b>Turkey</b>       | 3                                    | 2 inf. + 1 Armor     |
| <b>Spain</b>        | 4                                    | 3 inf. + 1 Armor     |

**UK.**

1) Production.

UK starts the game with one extra Industrial Complex in an original UK territory. UK may choose where to place it. This Complex will be treated as a New Factory according to the 2nd. Edition Axis and allies rule book.

2) Naval units production.

Every naval units cost 20% less.

Also UK may purchase and place (before the game starts) one naval unit, this unit must be placed on a SZ that already has at least one UK naval unit.

3) Air units production.

Every air units cost 20% less.

Also UK may purchase and place one air unit (before the game starts) and place it in UK.

#### 4) Jet Power.

UK starts the Game with Jet power technology.

#### 5) Help from Dominions.

The UK starts the game with 2 additional infantry and one additional sub that must be placed in one of the following areas:

- Canada East or West.
- Australia.
- South Africa
- Egypt.
- India.

All units must be placed in the selected territory.

### **Japan**

#### 1) Production.

Japan starts the game with one industrial complex in any original mainland Territory. This I.C. will be treated as New complex.

#### 2) Infantry.

Japan starts with 2 additional infantry on every Asian mainland territory (Asia).

#### 3) Long range aircraft.

Japan starts the game with long range aircraft technology.

#### 4) Super Subs.

Japan starts the game with super subs technology.

#### 5) Naval Units production.

Every naval units cost 20% less.

Also Japan may purchase and place (before the game starts) one naval unit, this unit must be placed on a SZ that already has at least one Japanese naval unit.

### **USA.**

#### 1)Industrial Technology

USA starts the game with Industrial Technology.

#### 2) Additional Bomber.

USA starts the game with an additional Bomber that must be placed in UK

#### 3) Hawaiian fighter

USA starts the game with an additional fighter on the Hawaiian Carrier.

#### 4) First Strike

The USA may go first, prior to the USSR for a cost of 30 IPC, when they do that, USA play its turn first, then the round continues as usual (USSR – GER – UK – JAP). Off course the USA turn is skipped, so the first turn ends with Japan. After this every turn is taken as usually (USSR – GER – UK – JAP – USA).

Example:

Turn 1

USA first (pay 30 IPC)

USSR (Restricted)

GER

UK

JAP

Turn 2

USSR

GER

UK

JAP

USA..... and so on.

#### 5) Marines

During Amphibious attacks, USA infantry (unloaded form naval units) attack at 2 for the duration of the attack, but just the unloaded units from a vessel. After the attack they return to attack at 1.

#### 6) China Stronger.

USA receives one additional infantry unit in both Chine and Sinkiang, USA may also move one existing fighter (except for the 2 in the carrier) to China or Sinkiang prior to the beginning of the game.

#### 5) Neutral Countries. (optional to 3 IPC cost for violating neutrality)

Every Neutral Country has now an IPC Value for a Production only and has its own forces.

Instead of paying the 3 IPC for violating neutrality, the powers must attack the neutrals countries they want to take.

The defender power will be according to the table below.

If the attack fails the neutral country immediately joins the nation that defends him according to the table below, with the remaining units.

No power collects any IPC from this territory. The value is just in case an IC is placed in one the areas.

| Country | Defender | IPC Value for Prod. only | Indigenous Force |
|---------|----------|--------------------------|------------------|
|---------|----------|--------------------------|------------------|

|                  |                |   |                     |
|------------------|----------------|---|---------------------|
| Afganistan       | USSR / Germany | 1 | 1 inf               |
| Argentina        | USA /Germany   | 3 | 2 inf + transport   |
| EIRE             | UK / Germany   | 1 | 1 inf               |
| Mongolia         | USSR / Japan   | 1 | 1 inf               |
| Peru             | USA / Japan    | 2 | 2 inf               |
| Saudi Arabia     | UK / Germany   | 1 | 1 inf               |
| Spain / Portugal | Germany / UK   | 4 | 3 inf + 1 armor     |
| -Angola          |                | 1 | 1 inf               |
| - Mozambique     |                | 1 | 1 inf               |
| - Rio de Oro     |                | 1 | 1 inf               |
| Sweden           | Germany / USSR | 3 | 2 inf + 1 transport |
| Switzerland      | Germany / UK   | 3 | 2 inf + 1 figther   |
| Venezuela        | USA / Germany  | 3 | 2 inf + 1 armor     |
| Turkey           | Germany / USSR | 3 | 2 inf + 1 armor     |