

## *Axis & Allies Global 1940 House Rules Expansion*

### **Basic Expansion**

The **Basic Expansion** is designed as an introduction to players who are not yet familiar with the use of expansion rules.

All rules in the **Basic Expansion** are handpicked from the *Axis & Allies Global 1940 House Rules Expansion*, sections I, II, III, IV and V.

Once you get familiar with the **Basic Expansion**, you should add the complete *Axis & Allies Global 1940 House Rules Expansion*.

When you start playing with the *Axis & Allies Global 1940 House Rules Expansion* you can no longer use the **Basic Expansion** rules since there are some changes in the *Axis & Allies Global 1940 House Rules Expansion* that overrules the **Basic Expansion** rules.

The **Basic Expansion** will gradually make you familiar with the overall use of expansion rules. Study the **Basic Expansion** rules 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 the *Axis & Allies Global 1940 House Rules Expansion* in the same way.

Refer to the OOB G40 rulebook for overall rules about original unit profiles, etc.

**Important:** As part of the **Basic Expansion** you'll need to refer to the *Axis & Allies Global 1940 House Rules Expansion* page 72 "Cost of all units". This section replaces the cost of all units in the OOB G40 rulebook.

This is due to the new units & rules that are now coming into play with the **Basic Expansion** rules.

**Note:** Winning conditions; these conditions eliminate all other winning conditions:

1. Any power or side can surrender due to a hopeless military situation.
2. Conquer an enemy Major Capital and hold it for one complete round of play. All Major Capitals on your side must be controlled by their original owner.

Use the full color markers & counters, *Timetable*, *Expanded National Production Chart* etc. that come along with the *Axis & Allies Global 1940 House Rules Expansion* pages 60-73.

Overview:

1. Russian Guard Infantry
2. German Waffen-~~SS~~ Infantry- and Waffen-~~SS~~ Panzer
3. Destroyer Escorts & Transports (Convoy rule)
4. Red Army Conscription
5. Japanese Banzai attack
6. Paratrooper
7. Carrier-based fighter aircraft
8. Factories, Air & Naval bases
9. Heavy Industry Production
10. Strategic Bombing & Major Capitals
11. Elite Infantry
12. Advanced Production Capacity

## 1. Russian Guard Infantry:



*In September 1941 a number of Russian rifle divisions were awarded Guards status after distinguishing themselves in service, and were considered to have elite status.*

Russia can produce a maximum of 9 Guard infantry units from round *Late 1941*. Units that are lost in combat can be reproduced.

Guards are special infantry units that attack at “2”, defend at “3” and can move up to 2 spaces – but cannot make a *blitz* move. The cost is 10 IPC for 3 Guards – this means that Russia must produce 3 Guards at a time for the price of 10 IPC. Guards must be produced in Moscow.

**Example:** If Russia has 7 Guards on the game board, Russia can not purchase 2 more Guards to reach the maximum of 9 Guards – Russia must wait until at least 1 more Guard is lost in combat – and then produce 3 Guards at a time for 10 IPC.

Guards operate under infantry rules and can be supported by artillery and have the attack factor upgraded to “3”.

## 2. German Waffen-SS Infantry and Waffen-SS Panzer:



*The origins of the Waffen-SS can be traced back to the selection of a group of a 120 SS men in March 1933. The Waffen-SS grew from three regiments to over 38 divisions during World War II, and served alongside the Heer (Army)*

Germany can produce Waffen-SS infantry and Waffen-SS panzer units. These units can only move on land and can not be transported by sea zones.

Germany can produce a maximum of 6 Waffen-SS infantry units from round *Early 1940* and a maximum of 4 Waffen-SS panzer units from round *Late 1942*. Waffen-SS units must be produced in Berlin. Follow this procedure:

Germany can not produce more Waffen-SS units than the number of infantry and/or tank units that are already in Berlin from a previous turn (Elite infantry cannot be transformed to Waffen-SS).

In the *purchase & repair units phase*, for each Waffen-SS unit that is produced the German player must pay 2 IPC (in addition to the unit that is already in Berlin from a previous turn) – and immediately switch the infantry or tank unit in Berlin with the newly purchased Waffen-SS unit of the same category. The Waffen-SS unit is active immediately and ready for combat etc. on this turn.

**Note:** the price is the same for both Waffen-SS infantry and Waffen-SS panzer: 2 IPC per unit.

**Example;** on Germanys turn, Germany has 6 infantry and 3 tank units in Berlin and wants to produce 2 Waffen-SS infantry + 1 Waffen-SS panzer unit. In the *purchase & repair units phase* Germany pays 2 IPC per Waffen-SS unit – in this case a total of 6 IPC – and immediately removes 2 infantry and 1 tank unit from Berlin and replaces these units with the newly purchased Waffen-SS units of the same category.

Waffen-SS infantry attack at “2”, defend at “4” and can move up to 2 spaces – but can not make a *blitz* move. Waffen-SS panzer attack at “4”, defend at “5” and operates under tank rules.

The purchase of Waffen-SS units does not count towards the production capacity of the Industrial Complex in Berlin.

Units lost in combat can be reproduced.

### **Special Basic Expansion Note:**

The cost of Waffen-SS infantry is 2 IPC in the *Basic Expansion*.

In the *Axis & Allies Global 1940 House Rules Expansion* this cost is reduced to 1 IPC, since multiple new Waffen-SS units come into play.

### 3. Destroyer 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, unless there are no other defending units left than Transports in that SZ. In that case the Transports are eliminated one by one as the attacker hits

them. The Transports can still defend – even if they are hit by enemy fire – same rule apply as for other defending units. 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. This battle continues until all Transports are eliminated or the attacker is eliminated or the attacker withdraws from combat.

#### **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 *Late 1941* 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*.

**Note 6:**

A Transport unit can carry 2 land based units in any combination.

**Exception:**

If the Transport unit carries 1 Tank unit, the second land based unit cannot be a tank unit.

#### 4. 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.*

**Attack: 1**

**Defense: 2**

**Move: 1**

**Cost: 2**

**Maximum on game board: 12**

**Enter game from: Early 1942 (round 5)**

In round *Early 1942* Russia can produce a maximum of 12 *Red Army Conscription* infantry units at a cost of 2 IPC per unit.

**Note 1:**

*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.

They operate under infantry rules and are used on same terms as regular infantry units.

#### 5. Japanese Banzai attack:

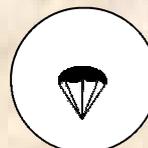


***Banzai Charge** is the term used by the Allied forces to refer to Japanese human wave attacks mounted by infantry units. This term came from the Japanese cry “Banzai”, and it specifically refers to a tactic used by Japanese soldiers during the Pacific War. Banzai Charge had some successes at the end of the Battle by assaulting the Allied soldiers that were unprepared for such types of attack.*

Japan can make one *Banzai* attack per turn from round *Late 1942*. When two or more Japanese infantry units make an attack from the same territory/island into the same territory/island without any support from any other type of unit, all infantry units attack at “2”. If there is any support from any other unit or any offshore bombardment, the *Banzai* factor is eliminated, and all infantry attack as with the original rules. An *Elite* infantry unit can take part in a *Banzai* attack and also attacks at “2” – using two dice. See under *Elite Infantry* which is explained in *Expansion III*.

Place the *Banzai* marker in the territory that you want to attack and remove it when combat is over.

#### 6. Paratrooper:



*Russian Airborne Troops were first formed in the Soviet Union during the mid-1930s and arguably were the first regular paratrooper units in the World. The Germans then were the first to use paratroopers (Fallschirmjäger) extensively in World War II, and then later they were used by the Western Allies.*

Some powers can purchase Paratrooper units at a cost of 4 IPC per unit. When loaded on to a Transport the Paratrooper counts as a tank unit.

A Paratrooper unit is a special infantry unit that can move up to 2 spaces by air (it does

not need any airplane to airlift it – the Paratrooper unit includes transportation to airlift itself) – it must begin and end its move on land, which means that a Paratrooper also may cross a sea zone even if this sea zone contains enemy ships.

When a paratrooper moves on land it moves only 1 space – if the paratrooper wants to move 2 spaces it must do so by air.

Paratroopers are exposed to fire from anti-aircraft guns – same rules apply as for air units.

When a Paratrooper unit attacks by air alone or together with other Paratrooper units only, the attack factor is “3” for all these Paratroopers in the first round of combat.

From the second round of combat the attack factor is “1”.

If Paratroopers attack by air and are supported by units other than Paratroopers, the Paratroopers attack at “1”

When a Paratrooper unit is defending alone or together with other Paratrooper units only, the defence factor is “3” for all these Paratroopers in the first round of combat.

From the second round of combat the defence factor is “2”.

If Paratroopers are defending together with units other than Paratroopers, the Paratroopers defend at “2”.

**Exception:** Paratroopers can defend together with AAA and still defend at “3” in the first round of combat. From the second round of combat the defence factor is “2”.

Paratroopers cannot make an attack from the air against these Capitals: Moscow, Berlin, London, Tokyo, Washington & Rome. If a Paratrooper unit wants to attack any of these Capitals, it must be in a space that is adjacent to the Capital and attack by land – or it could be onboard a transport and be offloaded into a territory that has a Capital in it.

When a Paratrooper attacks by land, it attacks as a regular infantry unit at “1” – in this case it can also be supported by an artillery unit and thereby attack at “2”.

Paratroopers must be produced in a Capital and can move into a friendly Capital by air during non-combat movement.

The maximum of Paratroopers that each of these powers can produce:

- Russia (Moscow): 2
- Germany (Berlin): 6
- United Kingdom (London): 4
- Japan (Tokyo): 2
- USA (Washington or Los Angeles): 6
- Italy (Rome): 2

Paratroopers cannot be scrambled by enemy air units.

Paratroopers lost in combat can be reproduced.

## 7. Carrier Based Fighter Aircraft:



Japan and USA can each have a maximum of 8 Carrier Based Fighter Aircraft units on the game board including the 2 Carrier Based Fighter Aircraft units they each get in round *Late 1942*. 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 cannot 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 in a territory/island. Defending Carrier Based fighters that lands in a territory/island after battle, cannot 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.

Carrier Based Fighter Aircraft units can be reproduced when they are lost in combat.

## 8. Factories/industrial complexes:

### Underground Factory:



*During the Second World War, many factories became targets for air raids and the authorities were forced to move the productions underground. Underground factories consisted of efficiently connected production halls with assembly lines.*

Underground Factories can be purchased at a cost of 4 IPC in addition to an industrial complex.

Industrial complexes that exist from game start or are purchased during the game can also be transformed to an Underground Factory at a cost of 4 IPC, during the *purchase & repair units* phase – and is active on this turn.

### **Note 1:**

If there is any damage to the IC it must be repaired before it is transformed to an Underground Factory.

Underground Factories cannot be bombed by enemy air units or rockets.

However, an Underground Factory can be destroyed by the owner, to prevent it from falling into enemy hands.

Any Nation may destroy any of its Underground factories at no cost anytime during its turn in the *Collect Income* phase. The Underground Factory is simply removed from play.

The owner can still mobilize units there in the *mobilize new units* phase just before it is destroyed.

### **Note 2:**

An Underground Factory cannot be transformed and destroyed in the same game turn.

In other words, the destruction of an Underground Factory can only occur at least one complete round of play after the IC has been transformed to an Underground Factory.

The same rule applies to a newly purchased Underground Factory.

### **Note 3:**

The Industrial Complex must be controlled by the owner from the start of the turn before it can be transformed or destroyed.

Underground Factory operates under rules for Industrial Complexes.

### **Russian factories:**

From the round when the Soviet Union is at war with Germany the Russian factories may move. They are allowed to move 2 areas and not build or move 1 area and do 1 build.

Russian factories may move through an area that already has a factory in it but may not remain there.

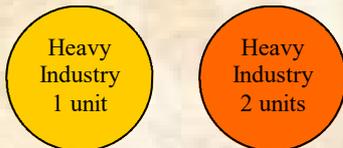
Russia may destroy any of its factories at no cost anytime during its turn or any other players turn.

Russia may even destroy factories on areas that are under attack anytime during battle.

### **Air & Naval bases:**

These can be destroyed to avoid capture by enemy forces. In the *Purchase & Repair Units* phase the demolition charges are purchased at a cost of 4 IPC for each base. In the *Collect Income* phase on the same turn, the base is removed from play. To purchase demolition charges and destroy a base (Air or Naval base) it must be controlled by the owner from the start of that turn.

### **9. Heavy Industry Production:**



*Military production during World War II was a critical component to military performance during the War. Over the course of the War, the Allied countries out produced the Axis countries in most categories of weapons.*

An industrial complex (IC) can be upgraded to Heavy Industry production. This means that the industrial complex can produce a larger number of units. Only industrial complexes that exist from game start can be upgraded.

An industrial complex that is placed in a Major Capital or any other major industrial complex can be upgraded to produce 2 units in addition to its original production capacity. The cost is 3 IPC.

**Example:** the German player wants to upgrade the industrial complex in Berlin to Heavy Industry Production. The German player pays 3 IPC in the *purchase & repair units* phase to upgrade the industrial complex to Heavy Industry Production. The German player immediately places the *Heavy Industry 2 units* marker underneath the industrial complex in Berlin to show that it can now produce a maximum of 12 units in each turn – beginning from the same turn that the industrial complex is upgraded and for the rest of the game.

All other industrial complexes that exist from game start can be upgraded to produce 1 unit in addition to the original production capacity. The cost is 2 IPC.

**Note 1:** if there is any damage to the industrial complex it must be repaired before the upgrade to Heavy Industry Production is

purchased – this can occur in the same turn.

#### **Note 2:**

if the enemy captures the industrial complex the Heavy Industry Production capacity is eliminated – this means that the industrial complex after being captured can produce only a number of units according to the original game manual rules. To restore Heavy Industry Production an upgrade must be purchased again.

#### **Note 3:**

if a minor industrial complex is upgraded to Heavy Industry Production it is still possible to convert this industrial complex to a major industrial complex according original game manual rules. In that case the Heavy Industry Production capacity is also eliminated.

#### **Note 4:**

When an industrial complex is upgraded to *Heavy Industry* and then converted to an *Underground Factory*, any upgrade to *Heavy Industry* is eliminated. It is possible to upgrade an *Underground Factory* to *Heavy Industry*.

#### **Note 5:**

only the original owner of the Industrial Complex can upgrade to *Heavy Industry*.

#### **Note 6:**

Air bases can be upgraded with *Heavy Industry* markers as well. An air base can be upgraded to scramble up to 4 friendly fighter units. To make this upgrade a *Heavy Industry 2 Units* marker must be purchased and placed under the air base marker.

### **Major Capitals:**

The Major Capitals are: Berlin, Moscow, Tokyo, London and Washington (Los Angeles when you only play *Pacific 1940*).

Rome, Ottawa, Sydney and Calcutta are not considered as Major Capitals.

### **10. Strategic Bombing:**

*As the War continued to expand, bombing by both the Axis and the Allied powers increased significantly. Military and industrial installations were targeted, but so were cities and civilian populations. Targeting cities and civilians was viewed as a psychological weapon to break the enemy's will to fight.*

When an attacker wants to conduct Strategic Bombing against an Industrial Complex (*Target Area*), combat may occur: **Air-to-Air combat over Target Area.**

The procedure for conducting a strategic bombing raid is as follows:

None, some or all defending fighters that are present in the territory containing the industrial complex can take to the air to defend against the attacking bombers and fighters that are involved in the strategic bombing raid.

If land combat occurs in the same territory in the same turn, the defender must choose which fighters (if any) should take part in the land combat and which fighters (if any) should defend against the strategic bombing raid – the strategic bombing combat must be resolved before any land combat is resolved. Air units that are involved in *Air-to-Air Combat over Target Area* cannot take part in any other combat in that turn.

**Example:** the UK player wants to attack the German IC in Berlin and sends two bombers to the Target Area. UK also sends three fighters to escort the bombers. Remember that the UK fighters must be able to reach the Target Area and land safely after combat. Before the UK bombers can drop their bomb loads at the German IC, the skies must be clear of all defending fighters.

The German player chooses to send two fighters into the air to defend against the UK attacker.

In *Germany* there are 3 AAA – these AAA do not take part in the battle.

The German defending fighters each defend at “4” and the three UK fighters that escort the two bombers each attack at “3” – the two UK bombers each defend at “1” (the machine gunners in the UK bombers are firing at the German fighters).

Combat continues until either the UK attacker retreats or is eliminated or the defending fighters are eliminated or retreats (the defending German fighters must land in this territory).

**Example:**

In this example both German fighters and two UK fighters are eliminated.

The two UK bombers are now over the Target Area, and the German AA gun at the German factory may now roll one dice for each surviving bomber.

The surviving UK fighter is not exposed to this AAA fire – and cannot be chosen as casualty if the German AAA score any hits.

For each “1” a UK bomber is shot down and immediately removed from play.

Any UK bomber that survives the German AAA may now drop the bombs on the German industrial complex according to standard game manual rules.

**Note 1:**

It is possible for the defender to send fighters from an allied nation to defend in *Air-to-Air Combat over Target Area* as long as they are present in the territory containing the target industrial complex.

**Note 2:**

The rules concerning Strategic Bombing also apply to any Air Base and Naval Base that are exposed to enemy bombing.

**Note 3:**

If the attacker conducts bombing raids against an Industrial Complex and an Air Base (and/or Naval Base) in the same territory at the same time, the attacker must announce which air units attack which Target – and hereafter the defender must announce which fighters are defending which Target (if any).

**Note 4:**

The Strategic Bombing and *Air-to-Air combat over Target Area* rules described in this expansion eliminates the Strategic Bombing rules in the OOB G40 rulebook.

## 11. Elite Infantry:



*All Major Powers of WWII created Elite combat units within their armies. These units were considered to be the premier units of the Army and as such they were some of the best-equipped units of the Armed Forces, often receiving equipment before all other units.*

Russia, Germany, United Kingdom, Japan and USA can each produce a maximum of 1 Elite Infantry (EI) unit per turn at a cost of 3 IPC. An EI unit uses 2 dice in attack and defence. EI attack and defend with the same dice factor as infantry. EI can be supported

by artillery and still use 2 dice in the attack at “2”. There can be a maximum of 1 EI from the same side in each territory.

Two nations of the same alliance cannot have an EI each in the same territory.

EI will always fight as regular infantry – but using 2 dice. EI operates under rules for infantry but cannot defend in defensive fortifications (*see Expansion II and III*).

EI must be produced in a Major Capital.

## **12. Advanced Production Capacity:**

*The 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 Major powers get are:

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

The Soviet Union (USSR) does not get any extra IPC, since many of the Soviet scientists were removed by the government because they were seen as a threat to the regime.