

Axis & Allies Global 1940 House Rules Expansion

RULES CLARIFICATION

These rules clarifications compliment the rules in the *Axis & Allies Global 1940 House Rules Expansion*.

Throughout these rules clarifications, when page numbers are mentioned, these page numbers refer to the pages in the *RULEBOOK, Axis & Allies Global 1940 House Rules Expansion*.

1. Formation of a Waffen-SS Army: see also pages 44-45

When a *Waffen-SS Army* is formed, it can only occur during either the *Non-Combat Movement* phase – or the *Repair & Purchase New Units* phase.

Example 1:

During *Non-Combat Movement*, Germany moves 1 *Waffen-SS infantry* unit from German controlled *Novgorod* through German controlled *Belarus* to German controlled *Bryansk*.

Also, Germany moves 1 *Waffen-SS Panzer* unit and 1 *Waffen-SS Panzer Grenadier* unit from German controlled *Ukraine* to *Bryansk*.

These 3 *Waffen-SS* units link up with a *Waffen-SS Oberst-Gruppenführer* unit that simultaneously moves from *Western Ukraine* to *Bryansk*.

The German player announces that these 4 *Waffen-SS* units now form a *Waffen-SS Army* - and moves all these *Waffen-SS* units to the *Waffen-SS Army Board* (next to the game board) and places them accordingly at the dice symbols (naturally the *Waffen-SS Panzer* unit must be placed at the 2-dice symbol in the back - and the *Waffen-SS Oberst-Gruppenführer* unit at the 2-dice symbol at the front of the *Waffen-SS Army Board*). The *Waffen-SS Army Marker* belonging to that *Waffen-SS Army Board* is then placed in *Bryansk*. This *Waffen-SS Army* is now ready for combat.

It doesn't matter if *Belarus* or *Bryansk* was German or Soviet controlled at the beginning of the German players turn.

Naturally, none of these *Waffen-SS* units have taken part in any attack during this turn, since they would then have already moved - and could therefore not move during the *Non-Combat Movement* phase.

In this example, *Novgorod, Ukraine* and *Western Ukraine* are German controlled from the start of the German players turn.

Example 2:

The German player attacks with 1st and 2nd *Waffen-SS Armies* from German controlled *Bryansk* into Soviet controlled *Smolensk* - destroy all Soviet units - and takes control of *Smolensk*.

In this example both *Waffen-SS Armies* are identical and each consists of 1 *Waffen-SS infantry* unit, 1 *Waffen-SS Panzer Grenadier* unit, 1 *Waffen-SS Panzer* unit and 1 *Waffen-SS Oberst-Gruppenführer* unit.

Remember:

Only 1 *Waffen-SS Army* can be active during this attack. In this case, the 1st *Waffen-SS Army* is active – and the units in the 2nd *Waffen-SS Army* fight as individual units.

The 2nd *Waffen-SS Army* has suffered casualties during combat - and has lost 1 *Waffen-SS infantry* unit. The remaining *Waffen-SS* units from the 2nd *Waffen-SS Army* are returned to the game board - and the 2nd *Waffen-SS Marker* is returned to the 2nd *Waffen-SS Army Board*.

During *Non-Combat Movement* the German player decides to reinforce *Smolensk* and moves one *Waffen-SS Panzer* unit from *Western Ukraine* to *Smolensk* - and announces that this *Waffen-SS Panzer* unit links up with the surviving *Waffen-SS* units from the 2nd *Waffen-SS Army*.

The 2nd *Waffen-SS Army* is now complete again - and all units in this *Army* are moved to the 2nd *Waffen-SS Army Board* - and the 2nd *Waffen-SS Army Marker* is returned to *Smolensk*.

Example 3:

During the *Repair and Purchase New Units* phase, the German player purchases 1 *Waffen-SS Oberst-Gruppenführer* unit (and replaces a *Waffen-SS infantry* unit that is already present in *Germany* from a previous round with this *Waffen-SS Oberst-Gruppenführer* unit).

In *Germany* are also 2 *Waffen-SS Panzer Grenadier* units and 1 *Waffen-SS Panzer* unit from a previous round.

The German player announces that these *Waffen-SS* units link up to form a *Waffen-SS Army*. This *Waffen-SS Army* is ready for combat movement, combat etc. on this turn.

2. Waffen-SS Army during combat:

When a *Waffen-SS* artillery unit and a *Waffen-SS* infantry unit are part of the same *Waffen-SS Army*, this artillery unit can support the infantry unit during an attack. In this case, the infantry unit attacks at "3" during each round of combat.

A *Waffen-SS Oberst-Gruppenführer* unit cannot be supported by an artillery unit when they are part of an *Army*.

3. Waffen-SS Oberst-Gruppenführer unit:

A *Waffen-SS Oberst-Gruppenführer* unit can move 2 spaces – but cannot make a *Blitz* move during an attack. In other words, during an attack, the first territory that the *Waffen-SS Oberst-Gruppenführer* unit enters, must be friendly.

Also, a *Waffen-SS Oberst-Gruppenführer* unit can be supported by a *Waffen-SS* artillery unit, as long as both units are not part of a *Waffen-SS Army*.

4. Paratroopers:

When a paratrooper unit wants to move into a friendly *Capital*, during *Non-Combat Movement*, it can do so either by air, sea (from a *Transport*) – or by land.

Attacking *Paratrooper* units can retreat from combat on the same terms as attacking *Infantry* units - one space back to a friendly territory from where at least one of the attacking units came.

This rule also applies if the *Paratrooper* units attack by air. If retreating under these circumstances is not possible, there can be no retreat.

5. Lend-Lease units: see also pages 19-20

When USA and United Kingdom send *Lend-Lease* units to the Soviet Union, these units might come under attack from Axis forces – before they are converted into Soviet units.

If these *Lend-Lease* units are destroyed – before they are converted into Soviet units – they do not count towards the maximum number of *Lend-Lease* units, which the Soviets can receive.

Example:

The Soviet Union has received 5 *Lend-Lease* units from USA and United Kingdom. All these units have successfully been converted into Soviet units. The Soviet Union can still receive 1 more *Lend-Lease* unit, since the maximum number of *Lend-Lease* units is 6.

United Kingdom therefore sends 1 fighter unit to Soviet controlled *Karelia*, during *Non-Combat Movement*. The Soviet player immediately places a *Soviet Control Marker* underneath this fighter unit, to show that it will be converted into a Soviet fighter unit at the Soviet player's coming turn. However, on Germany's turn, *Karelia* is attacked by German forces – and this UK fighter unit is destroyed in combat.

In this case, since the fighter unit is destroyed before it was converted to a Soviet fighter unit, the UK player can send another fighter unit to the Soviet Union as part of the *Lend-Lease program*.

6. Facilities: see also page 20

Factories/industrial complexes, air bases and naval bases can be destroyed by the owner – even if this Nation is not at War.

All industrial complexes – no matter if they exist from game start, or are purchased during the game – can be converted into *Underground Factories*.

7. Strategic & Tactical Bombing: see also pages 23-24

During *Air-To-Air-Combat Over Target Area*, combat is resolved in the following way:

1. Strategic Bombing on Industrial Complexes: all types of air units can participate in this battle, except *Tactical Bombers*. (See pg. 23-24).

2. Tactical Bombing on an Air Base and/or Naval Base: all types of air units can participate in this battle. The participating air units must follow the same combat rules as during *Strategic Bombing*, meaning that:

a.: Attacking Strategic Bomber units each "defend" at "1" and escorting Fighter units "attack" at "3" - against the Fighter units that defend the facility (these defending Fighter units defend at "4" - and German Me 262 Jetfighters defend at "5").

b.: Attacking Tactical Bomber units "defend" at "3". These Tactical Bomber units can be escorted by Fighter units in the same way as Strategic Bomber units. During this type of combat, Tactical Bomber units cannot interconnect with Fighter units - (contrary to Land combat and Naval combat).

8. Landmines: see also page 28

When landmines are defending (when they are dug in) they defend both during the enemy's *Combat Movement* phase as well as during *Non-Combat Movement* phase.

However, during combat, they do not defend if the enemy retreats from combat through this minefield.

All types of enemy land based units that move through a minefield risk being destroyed if struck by a mine.

The same rule applies if allied units move through a friendly minefield (in this case mines only defend at "1").

Landmines cannot use *Air Transport* - but they can be moved by *Strategic Rail Movement* on the same terms as other land based combat units.

9. Escorts: see also pages 29-30

An Escort unit is a surface warship unit - and operates more or less on the same terms as destroyer units, with a few exceptions.

An Escort unit can attack *Convoy Zones* on the same terms as all other surface warship units.

An Escort eliminates enemy submarines *first strike* ability in the same way as destroyers.

10. US National Guard: see also page 31

The US National Guard is activated if Japan - unprovoked - attacks any US, UK or ANZAC units or territories/islands. Any Japanese attack against Dutch territories/islands is considered an attack against UK and ANZAC, with the same consequences concerning activating the US National Guard.

If the United States attack Japan first - or unprovoked declares War on Japan, the US National Guard is not activated.

11. Fortifications: see also pages 32-33

In order to place fortifications, the owner must control the territory/island from the start of the turn.

In the Pacific Theatre, only these islands can be fortified:

- Aleutian islands
- Midway
- Hawaiian islands
- Wake Island
- Iwo Jima
- Okinawa
- Formosa
- Guam
- Marianas
- Marshall islands
- Johnston Island
- Line islands
- Samoa
- Fiji
- Gilbert Islands
- Caroline islands
- Palau Island
- Philippines
- Hainan
- Borneo
- Celebes
- New Britain
- Solomon Islands

- New Hebrides
- Java
- Sumatra

Note:

Japan, Dutch New Guinea, New Guinea and New Zealand cannot be fortified.

12. Home defense: see also page 38

United Kingdom and Japan are the only Nations with the capacity to activate *Home Defense*.

Both Nations can each decide when to activate the *Home defense*.

In other words, the *Home Defense* rule doesn't have to be activated the first time an amphibious assault is launched against any of these Nations. It is up to the United Kingdom and Japan players to decide, when the *Home Defense* is activated.

13. Soviet Commissar: see also pages 45-46

A *Soviet Commissar* unit cannot be transported by sea or air – but it can be transported by *Strategic Rail Movement*.

An artillery unit cannot support a Soviet Commissar unit.

14. Carriers being repaired: see also pages 33-34

A damaged carrier can be protected by up to 2 fighter units, if this carrier is in a sea zone that is adjacent to a territory/island that contains an undamaged factory/industrial complex.

If this territory also contains an Air Base, up to 3 additional fighter units can scramble against the attacker – as with the OOB rulebook.

15. Army: see also pages 44-47

This rule concerns all types of Armies: *Panzer Army*, *Tank Army*, *Soviet Army Corps* and *Waffen-SS Army*:

When units are part of an Army, they cannot interconnect with any units outside the Army.

Example 1:

A *Soviet Tank Army* attacks German troops in *Smolensk*. During this attack 2 Soviet Tactical Bombers also take part. These 2 Tactical Bombers cannot support the Tank units inside the *Soviet Tank Army*.

Example 2:

2nd Waffen-SS Army consists of 1 *Waffen-SS infantry* unit, 1 *Waffen-SS Panzer Grenadier* unit, 1 *Waffen-SS Panzer* unit and 1 *Waffen-SS Oberst-Gruppenführer* unit.

2nd Waffen-SS Army attacks Soviet troops in *Novgorod*. During this attack a *Waffen-SS Artillery* unit also takes part. This *Waffen-SS Artillery* unit is not part of the *2nd Waffen-SS Army* – and cannot support the *Waffen-SS infantry* unit that is part of the *2nd Waffen-SS Army*.

16. Army Group: see also pages 47-48

An *Army Group* is the single largest and most powerful formation of combat troops anywhere on the game board.

The *Armies* within the *Army Group* are restricted to the same rules as when several friendly *Armies* are in the same territory.

In other words: only 1 *Army* can obtain its ability to fight as an *Army* when multiple friendly *Armies* occupy the same territory.

Another example:

If 2 German *Army Groups* occupy the same territory - and each German *Army Group* attacks different territories from this territory - then both *Army Groups* attack as *Army Groups* - and each get 2 extra dice rolls at "4" in each round of combat as long as the *Army Group* is intact.

This is caused by the fact that these *Army Groups* are no longer occupying the same territory.

17. German Take Over Of Italy: see also pages 48-50

When Germany has taken over Italy, the German player can upgrade the former original Italian industrial complexes to *Heavy Industry*.

If Italy has upgraded any industrial complex to *Underground Factory* or *Heavy Industry*, the upgrades are not eliminated during the German Take Over.