

A Comprehensive Collection of Alternate History Part 1

By MonsieurMurdoch

Foreword

- Hello! MonsieurMurdoch speaking. This expansion pack has been designed for use with the Axis and Allies 1940 Global edition. In it is a variety of fun alternate history scenarios. Some are simpler than others, some more complex, some you may have even seen before. Nevertheless, I can guarantee that this handy little book will spice up your next game!
- If you have any questions or comments, message me on the axisandallies.org site! Feedback is welcome, I mean it ;)



Scenario #1 The Unholy Alliance

Historical Reference: From October to November 1940, the German Soviet Axis talks discussed the possibility of the Soviet Union being the fourth Axis power during World War 2. After two days of negotiations from November 12 to November 14, Germany presented the Soviets with a draft written Axis pact agreement defining the world spheres of influence between the four proposed Axis powers of Germany, Italy, Japan, and the Soviet Union.

Hitler, to preserve German access to Finland's resources and to remove Soviet influence in the Balkans encouraged the Soviets to look south to Iran and eventually India. The Soviets, however, sought to remove German troops from Finland and gain a warm water port in the Baltic Sea. Both sides took a firm line and the negotiations went unresolved.

- In this scenario, the Soviet Union is now the fourth power in the Axis alliance. They start the game at war with Britain, France, China and ANZAC. They can declare war against the United States at anytime.
- Turn order: Germany, Britain, Soviet Union, Japan, United States, China, Italy, ANZAC, France
- Winning the Game: The Allied powers must control three of the four Axis capitals (Berlin, Rome, Moscow, Tokyo) for one complete round (until the end of Italy's turn) while still in control of at least one Allied capital (London or Washington). The Axis powers must control 12 Allied cities, including either London or Washington, for one complete round (until the end of France's turn) while still in control of at least two Axis capitals (Berlin, Rome, Tokyo, Moscow).
- The United States now needs to wait one less turn in order to declare war on the Axis powers.
- Although Germany and the Soviet Union are allies, Germany cannot move units into Soviet-held territory and the Soviet Union cannot move units into German-held territory. German and Soviet units can, however, coexist in the same territory if that territory does not fall under the above restrictions. They can also coexist in the same sea zone.

New Bonus IPCs:

Germany-

“3 IPCs if Moscow has not been captured” replaces the “5 IPCs representing wheat and oil from the Soviet Union” bonus

“4 IPCs if the Soviet Union controls Caucasus” replaces the “5 IPCs if an Axis power controls Caucasus” bonus

The “5 IPCs per territory if Germany controls Novgorod (Leningrad), Volgograd (Stalingrad), and/or Russia (Moscow)” bonus is removed

The “2 IPCs per territory if Germany controls Iraq, Persia, and/or Northwest Persia” bonus is removed

Soviet Union-

“2 IPCs per each original Allied territory the Soviet Union controls” replaces the “3 IPCs for each original German, Italian, or pro-Axis neutral territory that the Soviet Union controls” bonus

“10 IPCs (one time only) the first time the Soviet Union captures an Allied capital” replaces the “10 IPCs (one time only) the first time the Soviet Union controls Germany (Berlin)” bonus

The “5 IPCs if the convoy in sea zone 125 is free of Axis warships, Archangel is controlled by the Soviet Union, and there are no units belonging to other Allied powers present in any territories originally controlled by the Soviet Union” bonus is removed

Britain (European side)-

6 IPCs if sea zone 109 is free of Axis warships, including submarines

Scenario #2 Sino-German Axis

- In this scenario, China replaces Japan as the third Axis power, with Japan becoming a separate power.
- Turn order: Germany, China, Soviet Union, Japan, United States, Britain, Italy, ANZAC, France
- Winning the Game: The Allied powers must control Berlin, Rome, and Tokyo for a complete round (until the end of Italy's turn) while still in control of at least one Allied capital (Washington, London, or Moscow). The Axis must control 8 victory cities on either the Europe or Pacific side for a complete round (until the end of France's turn) while still in control of at least one Axis capital (Berlin or Rome)
- Japan wins if they can control 6 victory cities at anytime in the game while still in control of Tokyo.

- China does not have a capital, and therefore does not have to surrender its income. China is only able to purchase infantry with one exception. So long as Germany and the Soviet Union are not at war with one another, China is able to purchase artillery, anti-aircraft, and mechanized infantry, which are supplied by Germany. These can be placed in any Chinese territory including those liberated on the same round.
- Thanks to Germany's support, China has successfully beaten the Communist Chinese forces, enabling the Chinese Army to pursue interests outside of China's borders. This means that Chinese units are allowed to move outside of Chinese territories.
- If an industrial complex is built on a Chinese territory and that territory is later recaptured by the Chinese, liberated by another Axis power, or captured by an Allied power, it is removed from game. However, if China recaptures a territory containing an industrial complex while Germany and the Soviet Union are at war with one another, China is allowed to use that complex to build the units it would normally buy from Germany along with transports and destroyers. China may also use industrial complexes in non-Chinese territories it captures if Germany and the Soviet Union are at war with one another.
- At the beginning of the game, China has aircraft on the board, all of which considered to be Chinese troops for movement and combat purposes. These aircraft are irreplaceable, so once they are destroyed China cannot rebuild them.

- New Bonus IPCs: 2 IPCs if Germany and the Soviet Union are not at war. Note- The Burma Road no longer provides bonus IPCs.
- China Starting Setup: Income- 17
Szechwan- 2 infantry, 1 fighter
Yunnan- 4 infantry, 1 fighter
Kwangsi- 3 infantry, 1 mechanized infantry
Kiangsi- 3 infantry, 1 artillery
Kiangsu- 4 infantry, 1 mechanized infantry, 1 artillery, 2 fighters
Anhwe- 2 infantry
Chahar- 3 infantry, 1 artillery
Kansu- 1 infantry
Shensi- 1 infantry
Kweichow- 1 infantry
Hunan- 1 infantry
- New Japan Setup for Following Territories: Jehol- 4 infantry 1 artillery Shantung- 3 infantry, 1 artillery, 1 fighter, 1 tactical bomber (these plus Manchuria are the only Japanese controlled territories at the start of the game)

Scenario #3 The Mongol Hordes

- In this scenario, World War 2 is not fought by the alliances of Allies and Axis powers, but rather by a collection of nations against one of the largest empires in history: the Mongol Empire.
- Turn Order: Mongol Empire, Germany, United States, Japan, Britain, Italy, ANZAC, France
- Winning the Game: The Mongol Empire must control 16 victory cities for one complete round of play (until the end of France's turn) while still being in control of Ulaanbaatar. The Allies must control Ulaanbaatar by the end of the Mongol Empire's next turn while still being in control of at least 3 Allied capitals (London, Washington, Paris, Berlin, Tokyo).
- In this scenario, all remaining Neutral nations are considered to be Pro-Allies, while all remaining Soviet Union territory is Impassable.
- No Bonus IPCs are active in this scenario.
- Mongol Special Ability 1: Each Mongol mechanized infantry can pair with an artillery to increase the artillery's movement to 2. Each mechanized infantry may also Blitz without needing to pair with a tank.
- Mongol Special Ability 2: On the first round of the game, the Mongol Empire they may an additional sequence of Combat Move and Conduct Combat after their Non-Combat phase.

- Mongol Empire Setup (use Soviet Union pieces): Income 56

Ulaanbaatar- 1 infantry, 6 mechanized infantry, 1 anti-aircraft

Buyant-Uhaa- 2 infantry, 1 tank

Central Mongolia- 1 infantry

Dzavhan- 1 infantry

Manchuria- 1 infantry, 6 mechanized infantry, 3 tanks, 2 fighters, 2 tactical bombers, 1 anti-aircraft, major factory, airbase, naval base

Korea- 4 infantry

Jehol- 3 infantry, 1 artillery

Shangtung- 3 infantry, 1 artillery

Kiangsu- 4 infantry, 2 fighters, 1 anti-aircraft

Kiangsi- 1 infantry

Kwangsi- 1 infantry

Kwangtung- 3 mechanized infantry, 2 artillery, minor factory, naval base

Yunnan- 1 infantry, 4 mechanized infantry

Afghanistan- 4 infantry

Eastern Persia- 3 mechanized infantry, 2 artillery

Persia- 1 infantry

Iraq- 3 infantry, 1 naval base

Turkey- 4 mechanized infantry, 1 tactical bomber, minor factory, naval base

Romania- 1 infantry, 4 mechanized infantry, 3 tanks

Eastern Poland- 3 mechanized infantry, 1 artillery, 4 tanks, 2 tactical bombers

Novgorod- 2 infantry, 1 fighter, 1 anti-aircraft, minor factory, naval base, airbase

Sea zone 19- 4 transports, 1 destroyer, 3 cruisers

Sea zone 20- 2 transports, 1 destroyer

Sea zone 18- 1 submarine

Sea zone 80- 1 submarine

Sea zone 77- 1 submarine

Sea zone 100- 3 transports, 1 destroyer, 2 cruisers

Sea zone 115- 1 destroyer

The Mongol Empire also controls Olgiy, Tsagam-Olom, Chahar, Anhwe, Hunan, Szechwan, Sikang, Kweichow, Hopei, Suiyuan, Kansu, Tsinghai, Novosibirsk, Samara, Kazakhstan, Turkmenistan, Caucasus, Volgograd, Tambov, Russia, Smolensk, Bryansk, Rostov, Ukraine, Western Ukraine, Bessarabia, Belarus

Scenario #4 Flocking to the Axis

- In this scenario, numerous countries, including Spain and Vichy France, take on a more Pro-Axis stand in the war, signing the Little Tripartite to fight alongside the German Reich.
- Turn Order: Germany, Little Tripartite, Soviet Union, Japan, United States, China, Britain, Italy, ANZAC
- Creation: Once Paris is captured by the Axis powers, all French territories (excluding Normandy/Bordeaux, French Equatorial Africa, and French Indochina) along with Spain, Rio de Oro, Portugal, Angola, Mozambique, and Portuguese Guinea become Little Tripartite territories. These territories are Impassable for both sides until the start of Germany's next turn. Remove all remaining French units remaining from the board.
- Normandy/Bordeaux, unless occupied by Germany, becomes a British-controlled territory along with French Equatorial Africa (replace French units in those territories with British ones). French Indochina becomes a Japanese-controlled territory (this does not count as a declaration of war towards the Allies by Japan).
- Argentina becomes a Pro-Axis territory
- The Little Tripartite starts at war with Britain and ANZAC. They may not declare war against the United States or the Soviet Union, but enter a state of war with either when Germany enters a state of war with either.

- The Little Tripartite is dissolved when Paris is liberated. All non-former French territories that were Little Tripartite become Strict Neutral. Any non-Tripartite units in those territories must move to a friendly territory within range or board a friendly transport on their respective turns. Otherwise, they are removed from the board. Remove all Tripartite units in those territories from the board.
- All French territories that were Little Tripartite become French again. Any Axis units in those territories must move to a friendly territory within range or board a friendly transport on their respective turns. Otherwise, they are removed from the board.
- Little Tripartite Setup: Income- 13
 Southern France (capital)- 3 infantry, 1 artillery, 1 fighter, minor factory, naval base
 Spain- 3 infantry, 1 mechanized infantry, 1 tank, minor factory
 Portugal- 1 infantry, 1 artillery
 Tunisia- 1 infantry
 Algeria- 2 infantry, naval base
 Morocco- 1 infantry
 Syria- 1 infantry
 French West Africa- naval base
 Angola- 2 infantry
 Mozambique- 2 infantry
 Sea zone 93- 1 battleship, 1 destroyer
 Sea zone 92- 1 cruiser
 Sea zone 87- 1 cruiser

Scenario #5 Axis, Allies, Außerirdische

The German Antarctic Expedition, under Navy captain Alfred Ritscher, was the third of the official expeditions to the continent by the German Reich. The main objectives were of economic nature, to decrease the Reich's dependence on imports by establishing a whaling station along with acquiring new fishing grounds for the German commercial fleet.

Or so that what was thought...

Deep within the frozen depths, the German expedition made a thrilling discovery: an alien vessel which has crash-landed. From the wreckage has been plundered a stash of new technology, all of which shipped back to the Fatherland for research and development.

- In this scenario, Germany has access to five new advanced units. Though they are all available at the start of the game, the German player only selects one type of unit to purchase each turn.
- The Research Centre: At the beginning of the game, the German player secretly places the Research Centre in any of the territories they control at the beginning of the game. They do not reveal its location to the other players. So long as Germany is in control of the Research Centre (the territory containing the Research Centre is not captured) they are able to produce the advanced units.
- The Allied powers cannot purchase the advanced units, even if they control the Research Centre.

- Raktenjäger (The Rocket Hunters): Rocket Hunter units are able to move through hostile territories as if they are friendly and are capable of landing within territories you captured that round. They cannot move through sea zones. Raktenjäger are not subject to anti-aircraft fire. Raktenjäger cannot be paired with artillery.
- The German player spends 5 IPCs to upgrade a normal infantry unit to a Rocket Hunter. That infantry unit must be in an original German territory (a territory Germany controlled at the beginning of the game) in order to be upgraded. Only 8 Raktenjäger can be on the board at any given time.
- Attack @ 2 Defense @ 1 Move @ 3
- Evade- For every Raktenjäger that scores a hit during the Conduct Combat phase, the German player decreases the number of hits scored against their units during the Defending Units Fire step by one.

- M V-2 Guided Missile Launcher: The German player spends 10 IPCs to upgrade an anti-aircraft unit to the V-2 Guided Missile Launcher unit. That AAA must be in an original German territory in order to be upgraded.
- Only a single V-2 Guided Missile Launcher units can be on the board at a time.
- During the Strategic Bombing Raid step of the Conduct Combat phase, the V-2 Guided Missile Launcher can make a single rocket attack against either enemy units or an enemy facility within 3 spaces by rolling two dice. The total damage, or total number of units destroyed, is determined by the sum of the dice. Attacks made by the V-2 Launcher are not subject to anti-aircraft fire.
- Non-Combat Move @ 1
- Messerschmitt Albatros (Albatross): The German player spends 8 IPCs to upgrade a fighter to a Messerschmitt Albatros. That fighter must be in an original German territory in order to be upgraded. Albatros move and act in the same manner as normal fighters.
- Attack @ 4 Defend @ 4 Move @ 4
- Evade: For every Albatros that scores a hit during the Conduct Combat phase, the German player decreases the number of hits scored against their units during the Defending Units Fire step by one.

- Ju 89 Gespenst (Spook): The German player can spend 8 IPCs to upgrade a tactical bomber to a Ju 89 Gespenst. That bomber must be in an original German territory in order to be upgraded. Gespenst move and act in the same manner as tactical bombers except they cannot be paired with tanks.
- Attack @ 4 Defend @ 2 Move @ 4
- Surprise Attack- Before general combat, each attacking Ju 89 Gespenst may choose to make a Surprise Attack @ 3. After each Gespenst has chosen whether to make a Surprise Attack, combat proceeds normally.
- Arado E.555 Amerikabomber: The German player may start to buy Arado E.555 Amerikabombers as soon as they are at war with the United States. Arado E.555 Amerikabombers are bought and produced as normal units.
- Attack @ 4 Defend @ 1 Move @ 8 Cost @ 20
- Carpet Bombing- On the first round of combat, each Arado E.555 rolls two dice instead of one.