



**Goose's Axis and Allies 1940 Europe Variant:
1962 - Crisis version 0.15**

ALIGNMENTS:

Red: Warsaw Pact

Pink: Communist-Aligned

Blue: NATO

Light Blue: Western-aligned

Green: Non-aligned (but can be persuaded to join either sides)

White: Strict Neutral

Purple: Both Western and Eastern troops in the same territory starting round 1

THERE ARE ONLY 2 SIDES or "FACTIONS" JUST LIKE AXIS & ALLIES BUT w/ 2 NATIONS EACH.

TURN ORDER:

- 1) WARSAW PACT
- 2) NATO

- 3) EASTERN-ALIGNED
- 4) WESTERN-ALIGNED

SPECIAL RULES:

- Greece and Turkey do not border each other.
- Norway and Soviet Union border each other through Karelia
- All "Pro-Allies / Pro-Axis nations are discarded as such
- If you bring a non-aligned power (in green) on your side, the non-aligned ships bordering their territory will automatically go on your side.
- Libya and Tobruk are considered the same country.
- You can end your turn in a non-aligned-controlled naval province as long as it's on your non-combat phase. You must declare that you are invading a navy. The non-aligned province bordering the navy will join the enemy side as well, converting both army units and naval units against you.

DIPLOMACY RULES:

To align a green country, on our board there's a number track that goes from 1 to 40. 1-20 will be NATO aligned (1 being you are now a part of the NATO alliance) and same with 21-40 but with the USSR alliance being at 40. I recommend using a -20 to 20 number track with "0" being our "20".

And all of those green countries are aligned based on how historically they were in 1964. So some countries might be closer to 1 on the number track (NATO aligned) which will make it easier to align them to the NATO side. Warsaw Pact / NATO can choose either to give it to themselves or to align it with the eastern/western aligned economy-military.

To influence a non-aligned country, only NATO (West) and the Warsaw Pact (East) can influence. You need to spend 2 action points but there are other ways to influence a non-aligned country. When spending 2 action points, you will be given 1 d6. You can spend as many action points as you have on d6's to roll. Choose what country you choose to influence and what number you roll is how many points will be going to the direction to your side (to 1 or 40; West to East)

How you can influence non-aligned nations to join your side depends on some factors. When there is a + with a number, it means that the country you are influencing will go towards your side (either towards 1 or 40).

- +3 to the West if the neighboring aligned province is invaded by Eastern forces.
- +10 to the West for Spain and Ireland if Paris is captured by Eastern forces.
- +3 added to the West automatically if the West rolls for influence on a country. The East, however, gets to choose 1 other country to roll for influence for free.
- +2 added if the West or East chooses to spend 5 IPC's if they have already spent 2 action points for an influence roll.

- +12 to the West for Brazil if West Indies is captured by NATO.

You can also choose to invade any non-aligned (green) country in your combat phase. Remember that a "country" is one territory, excluding Libya + Tobruk. The non-aligned powers are not its own faction. You may choose anything that differentiates each non-aligned country on the number track (or however you do your diplomacy)

ALL COUNTRIES START AT 20 BESIDES::

- Spain (12)
- Brazil (25)
- Ireland (18)
- Sweden (15)

NEW FACILITIES:

Airbase (12)

Gives aircraft 1+ movement and the ability to scramble. Allows the building of any aircraft if there is a factory with the airbase.

Shipyards (12)

Gives naval ships 1+ movement. Allows the building of any naval ship if there is a factory with the shipyard

Recruitment Base (12)

Allows you to recruit up to 3 Light Infantry. You can also recruit Mechanized Infantry only if paired with a factory and recruitment base.

Minor Factory (20)

Allows you to produce up to 3 Anti-Air, Tanks, Mechanized Infantry (only if paired with a RB), and Artillery. You can also produce any type of ship IF you have a shipyard in that province. You can produce any type of aircraft IF you have an airbase in that province.

Major Factory (40)

Allows you to produce an unlimited number of Anti-Air, Tanks, Mechanized Infantry (only if paired with a RB), Artillery. You can also produce any type of ship IF you have a shipyard in that province. You can produce any type of aircraft IF you have an airbase in that province.

NEW UNITS:

Land::

"LI" Light Infantry (3)

Att-1 Def-2 Mov-1 {Weak infantry units but are cheap}

Can only be produced in a Recruitment Base

“MI” Mechanized Infantry (5)

Att-2 Def-2 Mov-2 {Maneuverable infantry units good paired with tanks}

Can only be produced in a Recruitment Base paired with a Factory

“ART” Artillery (5)

Att-2 Def-1 Mov-1 {Can shoot from 1 province away, rolling at 2. Cannot be paired with infantry anymore}

Can only be produced in a Factory

“T” Tank (8)

Att-3 Def-3 Mov-2 {Good paired with MI's and are a great offensive force}

Can only be produced in a Factory

“AA” Anti-Air Gun (4)

Att-0 Def-0 Mov-1 {Works exactly as E40 rules}

Can only be produced in a Factory

Navy::

“tra” Transports (7)

Att-0 Def-0 Mov-2 {No changes from E40 rules}

“sub” Attack Submarine (16)

Att-3 Def-1 Mov-2 {Works like E40 rules but can move 1 space away if successfully destroys 1 or more ships other than a submarine on the first round of combat}

“fri” Frigate (11)

Att-2 Def-2 Mov-2 {light naval vessel used in fleets and can roll at 2 against enemy aircraft.

“des” Destroyer (14)

Att-3 Def-3 Mov-2 {Mainly used as fleet escorts in sub-infested waters using E40 rules. Can roll at 1 against enemy aircraft.}

“cru” Cruiser (20)

Att-4 Def-4 Mov-2 {The big naval vessel. Can shoot cruise missiles AKA bombard land provinces or shoot cruise missiles 1 naval province away rolling at 1. Can shoot cruise missiles even without a naval invasion. Can roll at 2 against enemy aircraft}

“ac” Aircraft Carrier (XX)

Att-0 Def-2 {Cannot be built. Hosts up to 2 aircraft except strategic bombers}

Aircraft::

“FJ” Fighter Jet {12}

Att-3 Def-3 Mov-4 {Can only attack other aircraft. If wanting to attack land or naval units, attack at 2. If defending against land units, roll at 2. Otherwise, you can defend at 3 if a FJ or GAB attacks you with no other land armies with it. Can scramble.}

“GAB” Ground Attack Bombers {13}

Att-3 Def-2 Mov-4 {Can only attack land units. If you want to attack fighter jet aircraft, attack at 1. Land units cannot fight back at GAB's besides AA if you are the attacker. When attacking with an army or navy, GAB's cannot attack any more if there are no land units or naval units on your side. If defending against land or air units, roll at 2}

“SB” Strategic Bombers {14}

Att-4 Def-1 Mov-6 {Can only attack facilities or land units. Cannot attack fighter jets or GAB's. If choosing to attack land units with other land units, attack at 4 unless you have no land units available to attack together with.}

FACILITY SETUP:

- ❖ Egypt - Minor F, Recruitment Base, Air Base
- ❖ Trans Jordan - Recruitment Base, Air Base
- ❖ Turkey - Minor F, Recruitment Base, Naval Base, Air Base
- ❖ Greece - Recruitment Base
- ❖ Yugoslavia - Recruitment Base
- ❖ Sweden - Minor F, Recruitment Base
- ❖ Spain - Recruitment Base
- ❖ France - Major F, Recruitment Base, Air Base
- ❖ United Kingdom - Major F, Recruitment Base, Naval Base, Air Base
- ❖ New Brunswick Nova Scotia - Naval Base
- ❖ Ontario - Recruitment Base
- ❖ Gibraltar - Naval Base
- ❖ Western Germany - Minor F, Recruitment Base, Air Base
- ❖ Northern Italy - Minor F, Recruitment Base, Air Base
- ❖ Southern Italy - Naval Base
- ❖ Romania - Recruitment Base
- ❖ Germany - Minor F, Recruitment Base, Air Base
- ❖ Nigeria - Recruitment Base
- ❖ Belgian Congo - Recruitment Base
- ❖ Brazil - Minor F, Recruitment Base, Air Base
- ❖ Argentina - Recruitment Base
- ❖ Chile - Recruitment Base
- ❖ Union of South Africa - Recruitment Base, Naval Base
- ❖ Eastern United States - Major F, Recruitment Base, Air Base, Naval Base
- ❖ Central United States - Major F, Recruitment Base, Air Base, Naval Base

- ❖ Russia - Major F, Recruitment Base, Air Base
- ❖ Novgorod - Minor F, Recruitment Base, Naval Base
- ❖ Volgograd - Recruitment Base, Minor F
- ❖ Ukraine - Naval Base, Minor F
- ❖ West Indies - Recruitment Base
- ❖ Iceland - Air Base
- ❖ French Guiana - Air Base
- ❖ West India - Air Base, Recruitment Center

ARMY SETUP:

EASTERN ALIGNED::

- ★ Egypt - 2 LI, 1 MI, 1 FJ, 1 GAB, 2 ART, 2 AA
- ★ Alexandria - 1 MI
- ★ Algeria - 1 MI, 1 ART, 1 LI, 1 FJ
- ★ Rio De Oro - 1 LI
- ★ Gold Coast - 1 LI, 1 ART
- ★ Nigeria - 2 LI, 1 ART
- ★ Belgian Congo - 4 LI, 1 ART
- ★ Italian Somaliland - 1 LI, 1 ART
- ★ British Somaliland - 1 LI
- ★ Angola - 1 LI
- ★ Trans-Jordan - 1 T {starts combat w/ Israel}
- ★ Syria - 2 LI, 1 ART
- ★ Iraq - 1 MI, 1 LI, 1 T, 1 FJ, 1 AA
- ★ Chile - 1 MI
- ★ West Indies - 2 MI, 1 ART, 3 AA
- ★ Central America - 2 LI
- ★ Albania - 2 IN

NON ALIGNED::

- ★ Tobruk - 1 LI
- ★ Libya - 1 LI, 1 ART
- ★ Anglo-Egyptian Sudan - 1 LI
- ★ Kenya - 1 LI
- ★ Union of South Africa - 1 MI, 1 LI
- ★ Brazil - 1 MI, 1 LI, 1 ART, 1 FJ
- ★ Finland - 2 MI, 1 ART, 1 T, 1 FJ
- ★ Sweden - 2 MI, 1 ART, 1 T, 2 FJ, 1 GAB
- ★ Spain - 2 MI, 1 LI, 1 ART, 1 T, 1 FJ
- ★ Yugoslavia - 2 MI, 1 ART, 1 T, 1 FJ

WESTERN ALIGNED::

- ★ Tunisia - 1 LI
- ★ Morocco - 2 LI, 1 ART
- ★ French West Africa - 1 LI
- ★ Nigeria - 1 LI
- ★ French Central Africa - 1 LI
- ★ French Equatorial Africa - 1 LI
- ★ Belgian Congo - 3 LI
- ★ Ethiopia - 2 LI, 1 FJ
- ★ Trans-Jordan - 1 T, 3 MI, 1 ART, 1 FJ, 1 AA
- ★ Saudi Arabia - 2 LI
- ★ Persia - 2 MI, 1 ART, 1 GAB, 1 FJ
- ★ Northwest Persia - 1 LI
- ★ West India - 1 MI, 2 LI, 1 ART, 1 FJ
- ★ Argentina - 2 LI
- ★ Venezuela - 1 LI

NATO::

- ★ French West Africa - 1 MI
- ★ Portugal - 1 MI, 1 ART
- ★ Turkey - 2 MI, 1 T, 1 ART, 2 LI, 1 GAB, 2 SB, 2 FJ, 2 AA
- ★ Greece - 1 MI, 1 LI, 1 FJ, 1 AA
- ★ Western Germany - 3 MI, 2 T, 4 LI, 2 ART, 3 FJ, 1 SB, 3 AA
- ★ Greater Southern Germany - 2 MF, 2 LI
- ★ Holland Belgium - 1 MI, 3 LI, 1 ART, 1 AA, 1 FJ
- ★ France - 3 MF, 3 T, 2 GAB, 1 ART, 3 FJ, 4 AA, 2 SB
- ★ Normandy Bordeaux - 1 ART, 2 AA
- ★ Southern France - 1 LI, 1 MF
- ★ Denmark - 2 LI
- ★ Norway - 1 LI, 1 ART, 1 FJ, 1 AA
- ★ Iceland - 1 LI, 2 SB
- ★ Eastern United States - 12 MI, 4 T, 3 LI, 5 ART, 4 FJ, 3 GAB
- ★ Central United States - 3 MI, 1 T, 2 LI, 1 ART, 3 SB
- ★ Northern Italy - 2 MI, 1 T, 1 ART, 2 FJ
- ★ Southern Italy - 1 LI, 1 MI, 1 ART
- ★ Saudi Arabia - 1 T
- ★ United Kingdom - 2 MI, 1 T, 2 FI

WARSAW PACT::

- ★ West Indies - 1 MI, 1 ART, 2 SB
- ★ Caucasus - 3 MI, 2 ART, 2 FJ, 1 GAB, 3 AA

- ★ Slovakia Hungary - 2 MI, 1 LI, 1 T, 1 FJ, 1 GAB
- ★ Romania - 3 MI, 2 ART, 1 T, 1 FJ, 1 GAB, 2 AA
- ★ Poland - 4 MI, 3 T, 2 ART, 2 FJ, 2 GAB, 3 AA
- ★ Eastern Poland - 3 SB
- ★ Bulgaria - 2 MI, 1 LI, 2 T, 1 FJ
- ★ Germany - 6 MI, 5 T, 4 ART, 3 FJ, 2 GAB, 3 AA
- ★ Kazakhstan - 3 LI
- ★ Russia - 5 AA, 3 MI, 3 T
- ★ Belarus - 2 FJ, 2 SB
- ★ Karelia - 3 MI, 2 LI, 2 ART, 1 GAB, 1 FJ, 3 AA

NAVY SETUP:

EASTERN ALIGNED::

- ★ Sz 98 - 1 fri, 1 sub, 1 tra
- ★ Sz 81 - 1 des
- ★ Sz 89 - 1 fri
- ★ Sz 65 - 1 des

NON ALIGNED::

- ★ Sz 97 - 1 sub
- ★ Sz 92 - 1 des
- ★ Sz 71 - 1 fri
- ★ Sz 85 - 1 des, 1 cru

WESTERN ALIGNED::

- ★ Sz 81 - 1 fri
- ★ Sz 66 - 1 des

NATO::

- ★ Sz 99 - 1 sub, 1 des, 1 fri
- ★ Sz 95 - 1 sub, 2 des, 1 fri, 1 cru, 2 ac, 2 FJ, 1 GAB
- ★ Sz 93 - 1 cru, 1 des
- ★ Sz 106 - 1 fri, 1 tra
- ★ Sz 101 - 2 cru, 3 fri, 2 des, 1 ac, 2 GAB, 2 tra
- ★ Sz 110 - 2 des, 1 fri, 1 cru, 1 ac, 1 FJ
- ★ Sz 111 - 1 cru, 1 fri, 1 tra
- ★ Sz 112 - 1 des

WARSAW PACT::

- ★ Sz 100 - 1 tra, 1 cru, 1 fri
- ★ Sz 96 - 1 fri, 1 cru, 1 sub
- ★ Sz 89 - 1 cru, 1 fri
- ★ Sz 103 - 1 des
- ★ Sz 108 - 1 sub
- ★ Sz 117 - 1 sub
- ★ Sz 124 - 2 sub
- ★ Sz 115 - 1 fri, 1 cru, 1 des, 1 tra
- ★ Sz 127 - 1 des, 1 fri

NEW IPC COUNTS:

EASTERN ALIGNED:: Starts w/ 17 IPC's

Egypt - 3 IPC's
Alexandria - 2 IPC's
West Indies - 3 IPC's

WESTERN ALIGNED:: Starts w/ 20 IPC's

Trans-Jordan - 4 IPC's
Venezuela - 1 IPC's

NATO:: Starts w/ 57 IPC's

WARSAW PACT:: Starts w/ 46 IPC's

NON-ALIGNED::

Brazil - 5 IPC's
Spain - 4 IPC's
Ireland - 1 IPC's
Belgian Congo - 2 IPC's

WAR OBJECTIVES:

NATIONAL OBJECTIVES:

(to be worked on 0.2)