

# Axis & Allies Global 1940 House Rules Expansion

## *Lend-Lease*

A few months after World War II began the western Allies were able to ship war material and supplies to the Soviet Union.

The Lend-Lease program continued throughout the War.

### **Situation:**

With the introduction of *Lend-Lease* to the Axis & Allies Global 1940 game, players will now experience a Historical rule as well as an improved *Balance of Play* that were previously not available.

The Lend-Lease rule represents the Historical number of units that the western Allies shipped to the Soviet Union during World War II.

The Lend-Lease rule is activated when the Soviet Union is at War with Germany.

After being activated the Lend-Lease rule has no time limit, but there are limitations to how much material the western Allies can ship to the Soviet Union.

### **Why:**

1. The Lend-Lease rule brings a unique Historical dimension to the game
2. The Lend-Lease rule gives the Soviet player an option to increase the strength of its Combat Forces
3. When the Lend-Lease rule is activated, the Axis powers must try to disturb the Allied supply lines
4. The Soviet player must carefully plan ahead before receiving the Lend-Lease units in order to organize its forces
5. The limited number of Lend-Lease units reflects the Historical dimension of the Lend-Lease program.  
This limit also counts towards the Balance of Play.

The Lend-Lease rule is extremely effective for the Soviet player – and it is also much needed in order to absorb the massive impact of the German advance deep into the Soviet Union.

### *The Captain*

