

Axis & Allies Global 1940 House Rules Expansion

Facilities

Facilities that are explained in this section are:

- Underground Factory
- Russian factories
- Demolition of Air Bases and Naval Bases

Underground Factory:

An *Underground Factory* is an upgrade to an existing *Industrial Complex*.

The main purpose of the *Underground Factory* is to avoid Strategic Bombing by enemy air units. When an *Industrial Complex* is transformed into an *Underground Factory* it represents the following:

- Production facilities are moved underground
- Production facilities and supply routes are also dispersed to a larger area (within the same territory)

Those factors justify that an *Underground Factory* cannot be targeted by *Strategic Bombing*.

Demolition of an *Underground Factory*:

Since the production facilities are moved underground, it is possible for the owner to demolish these facilities to avoid them from falling into enemy hands.

This demolition rule is represented by the fact, that an *Underground Factory* can be easily flooded or easily destroyed in other ways.

Russian Factories:

As the Soviet Union was attacked by Germany in 1941, a part of the Soviet strategy was to move the western factories further east – and destroy those factories that could not be moved out of reach of the advancing German army.

Why:

To reflect the Historical aspect of this Soviet strategy – movement of factories and *Scorched Earth* – the Soviet player can move any Soviet controlled factory by *Strategic Rail Movement*.

Also, to avoid capture by enemy forces, the Soviet player can destroy any Soviet controlled *Industrial Complex* at no cost.

Demolition of Air Bases and Naval Bases:

It is possible for all players to destroy any of their Air Bases and Naval Bases.

The vastness of the oceans makes it difficult to move any Naval Task Force over a great distance without *Naval Bases*.

The same challenge also applies to Air units that must cover great distances – *Air Bases* are needed to make these movements.

Why:

The demolition of *Air Bases* and *Naval Bases* favors any defender – and bring even more Historical aspects to the game.

By demolishing those facilities, the defender can slow down the enemy advance – and make the enemy advance even more costly if the attacker purchases those facilities again.

Remember:

The Soviet player can demolish any Soviet controlled Air Base and/or Naval Base at no cost.

Further details are described in the *Axis & Allies Global 1940 House Rules Expansion* rulebook pg. 20-21.

The Captain