

Axis & Allies Global 1940 House Rules Expansion

The Expanded Pacific Ocean

On 7th December 1941, the Imperial Japanese Navy launched multiple attacks across the Pacific – most notably the attack against Pearl Harbor.

As part of the *Axis & Allies Global 1940 House Rules Expansion*, there have been added several units, rules and IPC values in the Pacific.

1. Increased IPC values on islands and territories in the Pacific sphere:

The increased IPC values are added to several islands and territories.

Those increased IPC values reflect the *Tactical Value & Importance* of certain areas in the Pacific.

The *Strategic Value* – which is the IPC value that is printed on the *OOB Game Board Map* has not been changed and is still used to determine IPC losses due to *Convoy Disruption*.

Why:

In order to balance the game most islands have seen an increased value in IPC income.

This will make the Pacific a much more attractive Theatre of War, since the option to increase the IPC income level is now significantly higher.

2. Additional units & rules:

The additional Set Up includes *Infantry* units, *Fighter* units and *AAA* units.

The additional rules includes specific *Convoy Disruption* rules – and rules for *Pillbox* units (*Bunkers*) and US & Japanese *Carrier Based Fighter* units that are specifically for use in the Pacific Theatre.

Why:

To reflect the *Tactical Importance & Historical Accuracy* of the Pacific Theatre, *Infantry*, *Fighter* and *AAA* units have been added to several islands and territories.

The additional units in Set Up described in the *Axis & Allies Global 1940 House Rules Expansion* not only reflects a better *Historical Correctness* – they also bring multiple new options for players to plan their strategy on a new level.

3. Increased Ship Building:

Both Japan and United States receive some free, additional naval units from *Early 1942*.

Why:

To reflect the Historical increased production of ships, both Japan and United States receive naval units, that would otherwise not be possible for those Nations to produce, due to the IPC costs.

For game play reasons both Nations receive identical numbers and types of naval units.

A few words on Strategy:

For the US player, *Island Jumping* is now necessary in order to get the upper hand in the Pacific. And the IPC benefit is enormous.

A **US Strategic Plan** for the Pacific must include a closely coordinated plan for ANZAC's role.

The United Kingdom must in every possible way support the effort by US and ANZAC units.

The overall scenario requires that each island that is captured must be reinforced in order to resist a Japanese counter attack.

The **Japanese Plan**: as soon as China is captured, offensive operations should be launched against weak enemy positions in the Pacific – in order to increase the IPC income – and spread out the Allied counter attacks.

See pg. 25 & 26 in the *Axis & Allies Global 1940 House Rules Expansion* for further details.