

Axis & Allies House Optional Rules - AA50

RAW Optional Rules:

1. Research and Development (not recommended)
2. National Objectives (not recommended) - alternate NO set recommended
3. Escorts and Interceptors (recommended)
4. Dardanelles Closed to Sea Movement (recommended)
5. Victory Conditions - 13 cities, 15 cities, 18 cities.

1. Cruiser AA Gun Modification

Cruisers now have built in Anti-Aircraft Guns. They fire at up to three planes at 1 to hit with the hits placed by the defender. They are boosted by the tech "Radar" like other AA Guns.

Reason - Cruisers are not commonly built as the cost is hard to justify. The AA gun gives them utility as part of every fleet.

2. IC Setup Modification

Additional IC's are placed at game start in the following locations:

1. France
2. Poland
3. Eastern Canada
4. Union of South Africa
5. India
6. Australia
7. Kiangsu

Reason - This rule allows for a little more flexible play during the game and balances out India/Australia for the British.

3. Minimum Production IC's

All IC's can produce a minimum of 3 units regardless of territory value. All factories by this nature can be damaged up to 6 damage. (Alternate tech rule "Increased factory production" allows for a minimum of 5 units without increasing maximum damage)

Reason - Allows more flexible play for most nations

4. Air Transports

Bombers can be used as Non Combat Air transports during their turn. They may not have moved during combat in order to act as an Air Transport. A bomber may move over or "land" in a territory containing that nations Infantry unit to pick it up. It may also start its turn with an Infantry unit in its territory. The "Air Transport" may then transport that unit to a friendly territory. The unit being picked up may not have moved during combat and must be of the same nation as the air transport. "Air transports" may never transport non same nation units.

Example: A US Bomber in the Western Unites States picks up a Infantry from Alaska and continues to Soviet Far East. It drops the unit in the territory and finishes its movement.

Reason - Allows a lot of interesting reinforcing strategies for all nations.

5. Select Tech

At the start of the game each nation selects a tech that they will have access too. If wanted the number of techs selected can be increased. Players can make selection changes after seeing what other players select. No other techs can be bought.

Reason - Allows for the fun of technology with less of the randomness that the full rules add

6. China Power Level Change

1. For the 1941 setup instead use the 1942 setup. For the 1942 setup include 3 additional Infantry units in 3 different territories of the China players choice.
2. For every set of 5 territories in China that are controlled by the allies China produces one Artillery in addition to its Infantry. These units ignore the placement restrictions in the China rules. (Use US Artillery with black chip under it)
3. If 10 or more territories are under the control of the allies China produces one Fighter in addition to its other production. These units ignore the placement restrictions in the China rules. (Use US Fighter with black chip under it)
4. China may now leave Chinese territories but may not capture enemy territories. If they kill all units in a territory it remains under the control of the axis power.
5. Factories constructed inside of China may be used by an ally who either liberates a territory from axis control that contains a factory or moves into the already China controlled territory with land units. Place a roundel of the appropriate power under the factory to mark ownership.

Reason - China is left in the dust when other rules such as oil are in play. Thus they need a power level shift.

7. Alternate Technologies

Technologies are substituted as follows:

1. Advanced Artillery - (NO CHANGE)

2. Rockets - During amphibious assaults' bombarding ships roll two dice and choose the best result.
3. Paratroopers - (NO CHANGE)
4. Increased Factory Production - Each of your industrial complexes can now produce two additional units over its "minimum production". For example, Germany with 10 IPCs can now produce 12 units. Also, when repairing a damaged industrial complex (removing damage markers), you can remove two damage markers at a time for the cost of 1 IPC (half price). The maximum damage that can be inflicted on your industrial complexes is not increased.
5. War Bonds - During your Collect Income phase, roll 2d6 and collect that many additional IPCs.
6. Mechanized Infantry - (NO CHANGE)
7. Super Submarines - (NO CHANGE)
8. Jet Fighters - (NO CHANGE)
9. Improved Shipyards - (NO CHANGE)
10. Radar - (NO CHANGE)
11. Long-Range Aircraft - (NO CHANGE)
12. Heavy Bombers - (NO CHANGE)

Reason - with other optional rules such as oil the existing techs are not in scale

8. Map Overlays

Map overlays have been added in the following areas:

1. Australia - split into two territories +1 UK. (Units placed during setups on East Australia).
2. United Kingdom - Scotland added.
3. Borneo/East Indies - Borneo has been split into Celebs and Borneo, East Indies split into Java and Sumatra +4 UK. (1941 Setup - no units) (1942 Setup - 1 UK Infantry on Borneo +3 UK, 1 JPN Control Marker on Java, Sumatra, Celebes. 1 JPN Infantry on Java, Sumatra, Celebes +1 JPN).
4. French Indo China - Malaya has been added (Singapore Victory City Added) +2 UK. (1941 Setup - 1 Infantry) (1942 Setup - 2 Infantry).
5. India - Ceylon added +1 UK. (1941 Setup - no units added) (1942 Setup - 1 Infantry).
6. South Africa - Cape Town Victory City added.
7. Brazil - Rio Victory City added.
8. Italian Africa - Swapped to Italian East Africa under Italian control +1 ITL -1 UK. (1941 Setup - 1 Infantry) (1942 Setup - 1 Infantry).
9. Italy/Balkans - Sicily, Sardinia, Greece added +3 ITL. (1941 Setup - 1 Infantry on Greece) (1942 Setup - 1 Infantry on Greece, 1 Infantry on Sicily).

10. Morocco/Algeria - Countries split into Morocco and Algeria +1 GER. Units from Morocco/Algeria moved in setup to Algeria (1941 Setup - 1 Infantry on Morocco) (1942 Setup - 1 Infantry on Morocco).
11. Egypt - Cairo Victory City added.
12. China - Chinghai split into Xinjiang and Tibet, Chinghai added +2 Territories CHI (1941 setup *using optional setup on "China Power Level Change" optional rule add 1 infantry unit to each new territory*) (1942 Setup - Same as 1941 setup).
13. Soviet Far East - Siberia replaces SFE which is moved to the right +1 RUS. All units to be placed in SFE are moved to Siberia (1941 Setup - 1 Infantry) (1942 Setup - 1 Infantry).
14. Yakut - Irkutsk added +1 RUS. (1941 Setup - 1 Infantry) (1942 Setup - 1 Infantry).
15. Alaska - Aleutians added, no units for setup.
16. Midway - 1 IPC value added +1 US.
17. Wake Island - 1 IPC value added +1 US.
18. Japan - Hokkaido added +1 JPN (1941 Setup - 1 Infantry) (1942 Setup - 1 Infantry, 1 AAA gun).
19. Caroline Islands - 1 IPC value added +1 JPN.
20. Iwo Jima - 1 IPC value added +1 JPN.
21. Manchuria - Jehol added +1 JPN. (1941 Setup - 1 Infantry) (1942 Setup - 2 Infantry).

TOTAL CHANGES:

1941 Setup:		1942 Setup:	
UK	+7	UK	+6
US	+2	US	+1
RUS	+2	RUS	+2
ITL	+4	ITL	+4
GER	+1	GER	+1
JPN	+4	JPN	+6
Allies Total	+11	Allies Total	+9
Axis Total	+9	Axis Total	+11

9. Oil as a Resource

1. Oil Production Factory. (Major/Minor)

These pieces start in predetermined spots on the map and can not be destroyed. They can be Strategic Bombed like IC's up to a max of 8 damage for Minor and 16 damage for Major. Every damage they have reduces the OPF's production by 1 Oil Barrel. The OPF creates Oil Barrels at the end of the controlling powers "Collect Income" phase. The number of Oil

Barrels produced is equal to the number of Infantry Units stationed in the territory up to a max of 4 Oil Barrels for a Minor and 8 for a Major. Oil Barrels are not produced if the territory was captured during the previous "Conduct Combat" phase. The OPF can be protected by a AA Gun or by Intercepting Fighters when using the Interceptor and Escorts optional rule. The OPF is always owned by the territory owner even in the case of a nations defeat. If Russia falls but UK still holds Caucasus than oil will still be produced at the end of Russia's turn.

2. Oil Barrel.

Oil Barrels are produced by OPF's each round. These oil barrels are owned by the units/county that has units in the same territory. The Oil barrels may only move during the non combat phase of the round and they must be escorted by at least one unit. They have 1 movement or 2 movement if escorted by a tank. The units escorting the Oil Barrels must have started their turn in the same territory as the barrels. They may be loaded onto transports up to 4 barrels may be loaded in place of both unit slots or 2 barrels in place of 1 unit slot. They occupy the infantry slot on the transport. Once a barrel is moved into a territory that contains a IC they may be exchanged for 2 IPC's per Oil Barrel by that nation. They are used only if removed from the board and traded. They may be moved from a territory with an IC into another space such as into a different territory with an IC before being used by the same or different power. Not all Oil Barrels in any given territory must be used at one time.

Oil Barrels may be captured by a nation during a combat if there are Oil Barrels in the territory captured. The Oil Barrels by this nature can not be non combat moved by the units that moved into that territory during combat but they may be loaded onto a transport during that nations non combat moves. Oil Barrels may also be captured in sea battles. When transports are destroyed while carrying oil the attacking forces may load those barrels into transports of their own as long as they were part of the attacking forces. Any barrels that do not fit onto transports are lost into the ocean as if they were a fighter with no landing space. Transports may not move into the SZ in non combat to retrieve the Oil and must be present during the battle.

Example 1: Italy moves 4 Oil Barrels from the Balkans into Italy during non combat. The following turn during the purchase units phase they count up the barrels of oil in Italy and trade them for 8 IPC's. They then purchase tech/units as normal.

Example 2: Japan's navy attacks a SZ with a US transport carrying 4 Oil Barrels. The Japanese attack is successful and the kill all warships and the US transport. The Oil Barrels are then loaded onto a Japanese transport that participated in the attack.

Example 3: UK loads 8 Oil Barrels from Britain onto two transports in SZ6. They move the transports into SZ5 and unload the Oil Barrels into Karelia SSR. On the following purchase phase for USSR they may trade the Oil Barrels for 16 IPC's before purchasing.

Example 4: Germany attacks Karelia SSR and takes the territory that contains 8 Oil Barrels, they capture the Oil Barrels when they captured the territory. During Germany's non combat

move they load 4 Oil Barrels from Keralia SSR into a transport in SZ5 and unload them into Germany. On Germany's following purchase units phase they may trade the Oil Barrels for 16 IPC's before unit purchases.

OPF's are placed at the start of the game in the following locations:

1. Eastern United States (Major)
2. Brazil (Minor)
3. Bulgaria/Romania (Major)
4. East Indies (Major)
5. Borneo (Minor)
6. Persia (Minor)
7. Caucasus (Minor)
8. Trans Jordan (Minor)

If optional rule "Map Overlays" is in place then use the following setup:

1. Eastern United States (Major)
2. Brazil (Minor)
3. Bulgaria/Romania (Major)
4. Java (Minor)
5. Sumatra (Minor)
6. Borneo (Minor)
7. Persia (Minor)
8. Caucasus (Minor)
9. Trans Jordan (Minor)

Reason: Oil allows for a lot more money to be played with on the board with a strategic element added in the protection and creation of oil shipping lanes.

10. Alternate Victory Conditions

Reason - The simply goal of capturing "Victory Cities" is a little boring,