

**1. Axis and Allies Anniversary Edition FAQ Rules Apply**

- a. Currently listed at [http://www.harrisgamedesign.com/pdf/Anniversary\\_FAQ.pdf](http://www.harrisgamedesign.com/pdf/Anniversary_FAQ.pdf)
- b. In cases where the FAQ directly contradicts the following rules, the following rules will take priority.
- c. In cases where the Rule Book directly contradicts the following rules, the following rules will take priority.

**2. Strategic Victory:**

- a. Players will be allowed to achieve a victory by either attaining the appropriate amount of victory cities OR the appropriate amount of national objectives.
- b. This is because national objectives being a victory condition would encourage play across the board, a stated objective of the AAR game.
- c. To win the game you need either 14 Victory Cities OR 8 National Objectives by the end of America/China's turn.

**3. Bilateral Non-Aggression Treaty as Standard**

- a. Russia and Japan start the game with a Non-Aggression Treaty
- b. If either of the following happens the treaty is considered "broken" and the defender places 4 free infantry in the territory attacked before resolving combat. If multiple territories are attacked, the defender decides which one territory gets the free infantry.
  - i. Russia attacks an original Orange territory (Does not include Manchuria or Kaisan or any other Chinese/English territories that start under Japan's rule.)
  - ii. Japan attacks an original Red territory (again, defined as the color of the territory on the game map, not who started with control.)
- c. Alternatively, if any of these happen the treaty is considered "void" and the infringer immediately places 4 free infantry in its capital. The treaty is also void if either Russia or Japan's capitals are captured, with neither side receiving free infantry. If the treaty is void and broken during the same Combat Move Phase, the defender decides whether to place the infantry in his or her capital or in an attacked territory
  - i. Russia attacks a non-Orange, Japan-owned land territory
  - ii. Japan attacks a non-Red, Russian-owned land territory
  - iii. Russia moves any unit into, through or over a US/UK or Chinese owned Orange territory.
  - iv. Japan moves any unit into, through or over a German/Italian owned Red territory
  - v. Russia flies air units over ANY Japan-owned land territory or vice versa, without engaging in combat in that zone
  - vi. Russia attacks Japanese Naval Units or vice versa
  - vii. Russia conducts economic attacks vs Japan or vice versa
- d. Actions not listed to do not void or break the treaty. Once void or broken, the treaty is out of play.

**4. Convoy Raids as Standard**

- a. Due to their heavier dependence on convoys for shipping, England, America, Japan and Italy are subject to Convoy Raids. These are economic attacks, conducted by submarines, close to enemy shipping lanes. Russian and Germany industrial complexes are not subject to these attacks.

- b. On the England, America, Japan and **Italy** collect income phases, **for every one enemy submarine directly adjacent to (ie 1 sea zone away) an industrial complex owned by that respective country, subtract 1 IPC from their collected income.** (Note: Submarines no longer do CRD if they are not adjacent to an enemy complex.)
  - c. Multiple submarines may affect a single industrial complex with damage capped at the territory's IPC value.
  - d. Note that this attack is during the defender's collect income phase and thus, does not actually damage the enemy industrial complex. Therefore, Italy could be bombed for 12 IPC and have 6 CRD done too it in one turn.
  - e. Submarines forced to submerge do not inflict CRD (Convoy Raid Damage)
5. **D-Day Invasion as Standard**
- a. Once during the game, at the start of England's turn, you may declare a D-Day Invasion, a combined attack of British and American forces which occurs on the American turn. D-Day may only target **France and/or Northwest Europe**, and all attacking land and sea units MUST amphibiously assault from Sea Zone 7 (with the rare exception of land units already in Germany and/or **Italy** which may attack **France and/or Northwest Europe** as per regular rules.) Air units may come in from any territory provided they have enough movement points.
  - b. On the British turn, conduct Combat and Non-Combat as normal for any units you do not want to participate in the D-Day invasion. Any units being used on England's turn, be it Combat or Non-Combat, cannot be used on the American turn. Newly purchased British units also cannot be used for this attack.
  - c. On America's turn, the American player uses the remaining eligible British units in his or her combat and non-combat moves along with his or her own units. American transports and British transports can be used to transport either British or American units without incurring the normal penalty for transporting allied equipment.
  - d. Both British and American Battleships AND **Cruisers** may fire their shore bombardments as per normal rules
  - e. AA Gun fire is fired at each nation separately.
  - f. If **France or Northwest Europe** becomes owned by the allies at any point prior to D-Day, the ability to engage in D-Day is lost.
6. **Price and Attribute Changes**
- a. Industrial Complexes are now 12 IPC
  - b. Bombers are now 14 IPC
  - c. **Battleships are now equipped with AA Guns that follow the same rules as AA Guns owned by that respective nation.**
    - i. (Note: Since ACs were are currently dropped to the stats listed in AARE there is no use in listing them here. Same with price changes to Battleships and Destroyers. Battleships are given AA Abilities because Combined Arms no longer exists and therefore, there is no other way to get AA Gun abilities on them.)
7. **Naval Units Starting in Hostile Sea Zones**
- a. In the special case where naval units start their turn in a hostile Sea Zone, any naval units that wishes to leave the sea zone may do so during the combat movement phase. After leaving the hostile sea zone, and assuming the first sea zone encountered is friendly, the unit may complete its turn during either Combat or Non-Combat movement phases, but not both. This rule is important for transports and Tokyo Express

destroyers starting in hostile sea zones as they are now able to conduct Non-Combat moves despite moving in Combat.

## 8. Submarine Detection

- a. Submarine Detection Rolls and Destroyer to Detect Values
  - i. All attacking and defending submarines are “undetected” at the start of combat. **Each submarine has a destroyer to detect value which starts at 2** and represents the likelihood of being detected. (A higher value means more likely to be detected.)
  - ii. Only destroyers can “detect” submarines. In the first cycle of combat, prior to Opening Fire, each destroyer in the attacking and/or defending force rolls a submarine detection roll. If at least one submarine is detected, then all opposing submarines in the group are detected. If no submarines are detected than all opposing submarines remain undetected for the first round of combat.
- b. Detected vs Undetected Submarines
  - i. Detected submarines have their special abilities cancelled by opposing destroyers as per regular rules and combat resumes as normal.
  - ii. Undetected submarines have 2 major benefits on the first cycle of combat:
    1. Any enemy units hit by undetected submarines in opening fire are removed at the end of opening fire, even if an enemy destroyer is present
    2. Undetected submarines gain the ability to submerge IMMEDIATELY after opening fire and thus avoid further combat. Any submarines that chose to remain in the battle after opening fire are immediately considered “detected” upon completion of opening fire phase. (Note: this means you may fire your submarines, and then submerge if they are undetected.)
- c. Modifiers for Destroyer to Detect Values
  - i. The submarines baseline destroyer to detect value of 2 can be increased (positive modifier) or decreased (negative modifier) by multiple technologies
    1. Airpower Modifier → +1 if there are any fighters or bombers engaging in combat in that specific sea zone
    2. Long Range Air Modifier → +2 instead of +1 when you have this technology and air power is present for the battle
    3. **Improved Shipyards → -2 to detection values if opposing submarines have improved shipyards**
    4. **Super Destroyers → +1 to detection values if friendly destroyers have super destroyer technology**
  - ii. Groups of destroyers with different positive modifiers – this can happen when defending with destroyers from different nations. Roll each nation’s destroyers (with appropriate bonuses and penalties) separately. If one set of destroyers detects the enemy, regardless of nation allied with, all attacking submarines are considered detected for the entire multinational defense group

## 9. WEAPONS DEVELOPMENT

- a. Chart 1:
  - i. Advanced Artillery
    1. **(Borrowed from German 88s) Place 1 free artillery for immediate use this turn in your capital.**

2. Place an additional free artillery during the mobilize units phase of this turn in any territory you control (only territories you controlled at the start of your turn)
  3. During the first cycle of combat only, on ATTACK ONLY, your artillery fire at 3 or less.
  4. Your artillery may now support two attacking infantry instead of one. (2 infantry + 1 artillery = 3 dice at 2 or less.)
- ii. **Rockets**
1. Your AA Guns may launch rocket strikes against enemy Industrial Complexes. Only 1 AA Gun per territory may fire, maximum range is 3 and each Industrial Complex may only be targeted once per country's turn. Damage is capped per standard strategic bombing rules.
  2. AA Guns that fire rockets this turn may not move in non-combat movement.
  3. Place 1 free AA Gun at the end of your turn in your capital.
- iii. **Paratroopers**
1. Your bombers may now air transport 1 infantry (each) during either your combat move or non-combat move up to the maximum distance of the bomber. (Bomber must have a valid landing zone.)
  2. Bombers carrying paratroopers may still engage in combat as per normal rules (including if you have heavy bombers technology.) The combat must take place in the same territory the paratroopers are dropped in
  3. Bombers must drop paratroopers in the first hostile, LAND territory they enter.
  4. Bombers carrying paratroopers may not engage in Strategic Bombing Runs.
- iv. **Improved Factories**
1. Improved factories may produce +2 units in excess of their normal build cap. (i.e. Germany with Improved Factories would be permitted to build up to 12 units in Germany itself.)
  2. Improved Factories are repaired at half cost (rounded UP). (ie if Germany had taken 11 Factory Damage from Rockets/SBR then it could repair all damage for 6 IPC.)
  3. Improved Factories do not affect Convoy Raid Damage
- v. **War Bonds**
1. Roll 1d6 at the end of your turn and add that total to your income for the round.
  2. In the case you roll a 6, you may roll a second die and add both results to your income for the round. (A second six would not permit a third die to be cast.)
- vi. **Mechanized Infantry**
1. Borrowed from American National Advantage
  2. Place 2 infantry during the build new units phase in your capital.
  3. Your infantry may be paired 1:1 with armor for a move of two and may blitz as armor does.
- b. **Chart 2**
- i. **Super Destroyers (formerly Super Submarines)**

1. Your destroyers now attack at 3 or less
  2. Your destroyers to detect submarines value increases by 1 (+1 DD-to-Detect)
- ii. **Jet Power**
1. Your fighters now attack at four or less
  2. Enemy AA-to-hit values against your fighters decrease by 1 (i.e. to zero unless they have Radar technology). This decrease applies to battleships as well.
  3. Your fighters may now “intercept” incoming bombers and rockets on SBR missions. For each jet fighter in the territory being attacked by SBR or Rockets, you may roll a single die at 1 to “intercept” (i.e. immediately destroy) an incoming SBR Bomber or Rocket. This occurs in the Conduct Opening Fire phase, after any anti-aircraft gun fire, if present. You may only intercept SBR Bombers or Rockets attacking the territory your fighters are currently in, not those which fly over the territory or engage in normal combat in that territory. **Roll separately for bombers and rockets.**
- iii. **Improved Shipyards**
1. The cost of your ships are as follows:
    - a. Battleships: 17 IPC
    - b. Aircraft Carriers: 11 IPC
    - c. Cruisers: 10 IPC
    - d. Destroyers: 7 IPC
    - e. Transports: 6 IPC
    - f. Submarines: 5 IPC
- iv. **Radar**
1. Place one free AA Gun in any territory you control with a value of at least 2. (i.e. Egypt, Australia, England, Germany, Italy, Karelia, E. USA, etc.)
  2. All of your AA Guns and Battleships now have an AA Gun to hit value of 2 or less.
  3. Your AA Guns may now attempt to shoot down rockets aimed at their territory at 2 or less.
- v. **Long Range Aircraft**
1. Your fighters move 6, your bombers move 8
  2. Your submarine detection rolls when fighters are present are now +2 instead of +1.
  3. Your long range fighters may now “escort” bombers on SBR missions. Escorts “neutralize” any enemy “interceptors” (Enemy Fighters with Jet Fighter technology) in the SBR territory on a 1:1 basis. This means that each interceptor that has been neutralized would not get its attempt to turn back your bombers. Escorts in excess of the number of interceptors provide partial protection from AA Guns. (If an AA Gun hits, roll another die to determine if the power is sent home or dies. 1, 2 or 3 results in death; 4, 5, or 6 results in the bomber going home.)
  4. Escorts are not subject to AA Gun fire.
- vi. **Heavy Bombers**

1. Your heavy bombers roll two dice in attack and SBR missions. SBR damage to a single territory is still capped at twice that territory's IPC value per game turn.
10. **Major and Minor Technologies:**
    - a. Major technologies cost 5 IPC per roll and include: Rockets, Improved Factories, Jet Fighters, Improved Shipyards, Long-Ranged Aircraft and Heavy Bombers
    - b. Minor technologies cost 4 IPC per roll and include: Advanced Artillery, Paratroopers, War Bonds, Mechanized Infantry, Super Destroyers and Radar
  11. **The 4:2 Rule**
    - a. The first time you roll for a particular Tech, you MUST purchase a minimum of 4 rolls that turn.
    - b. The second time you roll for that Tech, you MUST purchase 2 rolls that turn, but you receive the tech automatically.
  12. **The Shared Technology Rule**
    - a. If any ally has acquired a technology, you may roll for that same technology at 1 IPC per roll less. (I.e. a minor tech would cost 3 IPC per roll; a major tech would cost 4 IPC per roll.) You may only receive one discount. (I.e. if Germany and Italy both have Rockets Technology, Japan would only get -1 IPC per roll in its attempt at Rocket's technology, not -2.)

"Here Endeth the Lesson" Sean Connery

Optional Rules:

1. **New Units**
  - a. Pocket Battleship: Attack-4, Defend-4, Move-2, Cost 17 IPC (14 IPC with Improved Shipyards), May Shore Bombard
  - b. Escort Carrier: Attack-0, Defend-1, Move-2, Cost 8 IPC, May transport 1 Fighter
2. **National Advantages**
  - a. **Germany:**
    - i. Wolf Packs:
      1. Your submarines may attack at a 3 or less on the first round of combat when they are undetected.
      2. Your submarines now do 2 IPC damage from CRD
    - ii. Atlantic Wall:
      1. Your infantry in Norway, Northwest Europe and France defend at 3 or less on the first round of combat.
      2. Your artillery in Norway, Northwest Europe and France defend at 3 or less on the first round of combat.
  - b. **Russia:**
    - i. Russian Railway: In the non-combat move phase, Russian land units (ie Infantry, Artillery, AA Guns, Industrial Complexes) may move up to 2 territories per turn ONLY along these territories: {Buryatia, Stanovoj, Yakut SSR, Evenki SSR,

- Novosibirsk, Kazakh, Russia, Caucasus, Ukraine, East Ukraine, Belorussia, Arkhangelsk, Karelia and Baltic States} Movement must end in one of those territories if using Russian Rail for transport
- ii. Mobile Industry: Your industrial complexes may now move as AA Guns do.
- c. **Japan:**
- i. Tokyo Express: Japanese destroyers and cruisers may now transport 1 infantry during the combat or non-combat movement phases as per transport rules. Destroyers and cruisers engaged in transportation may still engage in shore bombardments or naval combat normally.
  - ii. Yamato Class Battleships: Your battleships now fire twice in the first round of combat. (This is true for attack, defense and bombardments.)
- d. **England:**
- i. Colonial Garrison: You may place 1 infantry for free, each round, in Australia, Egypt, India or S. Africa if you control it.
  - ii. Lend-Lease: You may convert up to 12 IPC in American units to British Units OR you may borrow 5 IPC from America. (You may not do both.)
- e. **Italy:**
- i. Africa Corps: +1 Infantry, +1 Artillery, +1 Armor in Libya at the end of your turn.
  - ii. +5 IPC if Axis controls: Egypt, Jordan, Libya, Sudan, Italian Africa, Gibraltar, Balkans, Algeria/Morocco and no enemy SURFACE ships are in SZ 13, 14, 15 or 16.
- f. **America:**
- i. Marines: American infantry units conducting amphibious assaults attack at 2 or less. They may be paired with Artillery to attack at 3 or less. Bonus only applies to the first round of combat.
  - ii. Tech Investment: Your technology attempts automatically succeed with four rolls, not 6.
- g. **China:**
- i. When determining infantry, round up instead of down.
  - ii. May build any number of infantry in a territory, no longer capped at 3 infantry.