

## How to retrieve victory in A&A Spring 1942 2.nd Ed. - House Rules (rev1.0)

(Rules for additional victory cities to increase the strategic depth of A&A 42)

At the end of US turn, the victory conditions are checked. If one of the powers has at least 25 victory points, it is considered as the winner of the game. Victory points are provided by holding countries that contain a certain important victory city. Each of these cities provide 1, 2 or 3 victory points and the sum must be 25 or more to win the game.

As far as possible, the victory cities represent a certain kind of importance for the global political situation. Controlling them symbolizes an important part of winning the whole war. However, due to tactical and strategic issues, some of the victory cities (and their specific position on the map) were chosen simply due to the fact that it improves the experience of game play. They open up new interesting strategies and give action to some of the fewer busy areas of the map.

### 3 Victory Points

Russia – Moscow  
Germany – Berlin  
United Kingdom – London  
Japan – Tokyo  
Eastern United States – Washington

### 2 Victory Points

Karelia S.S.R. – Leningrad  
France – Paris  
Italy – Rome  
India – Calcutta  
Kiangsu – Shanghai  
Philippine Islands – Manila  
Western United States – San Francisco

### 1 Victory Point

Caucasus – Stalingrad  
Norway – Oslo  
Ukraine – Kiev  
Eastern Canada – Ottawa  
Egypt – Cairo  
Union of South Africa – Cape Town  
Eastern Australia – Sydney  
Manchuria – Beijing  
East Indies – Jakarta  
Brazil – Rio de Janeiro  
Hawaiian Islands – Honolulu

### Starting Victory Points:

Axis Power:	18 VP	Allies Power:	22 VP
Germany:	9 VP	Russia:	6 VP
Japan:	9 VP	United Kingdom:	9 VP
		United States:	7 VP

The Allies Power has a beginning advantage of 4 VP and only need 3 more VP to win. This opens up some new strategic possibilities to overwhelm unwary Axis players and end the game rather quickly. However, the capital cities like Berlin or Tokyo should be rather impossible to conquer (getting one of them would be sufficient) but some others are quite exposed and easy to get, like Kiev or Jakarta.

The Axis Power needs additional 7 VP (4 more than the Allies), which might look really imbalanced, but some of the Allies' Victory Cities are really simple to get (eg. Cairo, Honolulu). In this version the Allies players do not only have to defend Moscow and London, but also the rest of the world, which is totally different to normal games. Instead of the ordinary great battle in Europe, now the Axis also can strike at new areas. For example getting India, Karelia, Egypt, Australia and Hawaii is enough to win.

The national setup charts were changed significantly. With these changes, the setup is less historically but more motivated by providing a larger variety of strategic possibilities, bringing the war to regions where normally nothing happens and last but not least by improving balance.

## National Setup Chart – Soviet Union

24 IPC

Russia: 4 Infantry, 1 Artillery, 1 AAA, 1 Tank, 1 Fighter, Major Industrial Complex

Karelia S.S.R.: 4 Infantry, 1 Artillery, 1 Fighter, Minor Industrial Complex

Archangel: 1 Infantry, 1 Tank

Novosibirsk: 1 Infantry, 1 Tank, 1 Bomber

Caucasus: 3 Infantry, 1 Artillery, 1 AAA, Minor Industrial Complex

Kazakh S.S.R.: 1 Infantry, 1 Tank

Vologda: 1 Infantry

Evenki National Okrug: 3 Infantry, 1 Tank

Yakut S.S.R.: 1 Infantry

Burytia S.S.R.: 1 Infantry, 1 Artillery

Soviet Far East: 1 Infantry

Sea Zone 4: 1 Destroyer, 1 Submarine, 1 Transport

Sea Zone 16: 1 Cruiser, 1 Submarine, 1 Transport

Sea Zone 63: 1 Destroyer

## National Setup Chart – **United Kingdom**

**31 IPC**

United Kingdom: 3 Infantry, 1 Tank, 1 Artillery, 1 AAA, 1 Fighter, 1 Bomber, Major Industrial Complex

Eastern Canada: 2 Infantry, 1 Tank

Egypt: 1 Infantry, 1 Tank, 1 Artillery, 1 Fighter

French West Africa: 1 Infantry

French Equatorial Africa: 1 Infantry

Union of South Africa: 1 Infantry

Trans Jordan: 1 Infantry

Persia: 1 Infantry

India: 2 Infantry, 1 Artillery

Burma: 1 Infantry

Eastern Australia: 1 Infantry, 1 Fighter

Western Australia: 1 Infantry

New Zealand: 1 Infantry

Sea Zone 1: 1 Transport

Sea Zone 7: 1 Battleship, 1 Cruiser, 1 Destroyer, 1 Submarine, 1 Transport

Sea Zone 10: 1 Destroyer, 1 Transport

Sea Zone 14: 1 Destroyer, 1 Aircraft Carrier with 1 Fighter

Sea Zone 17: 1 Battleship, 1 Destroyer

Sea Zone 25: 1 Cruiser

Sea Zone 28: 1 Destroyer

Sea Zone 35: 1 Aircraft Carrier with 1 Fighter, 1 Destroyer, 1 Transport

Sea Zone 39: 1 Cruiser, 1 Submarine, 1 Transport

Sea Zone 40: 1 Destroyer

## National Setup Chart – United States

42 IPC

Eastern United States: 2 Infantry, 1 Tank, 1 Fighter, Major Industrial Complex

Central United States: 1 Infantry, 1 Bomber

Western United States: 2 Infantry, 1 Artillery, 1 Fighter, Major Industrial Complex

Central America: 1 Infantry

Hawaiian Islands: 1 Infantry, 1 Fighter

Yunnan: 2 Infantry

Szechwan: 2 Infantry, 1 Fighter

Anhwei: 2 Infantry, 1 Artillery

Sinkiang: 1 Infantry

Sea Zone 11: 1 Destroyer, 1 Transport

Sea Zone 19: 1 Cruiser, 1 Transport

Sea Zone 53: 1 Aircraft Carrier with 1 Fighter, 1 Destroyer, 1 Submarine

Sea Zone 56: 1 Battleship, 1 Destroyer, 1 Transport

Sea Zone 65: 1 Cruiser

## National Setup Chart – Japan

30 IPC

Japan: 6 Infantry, 1 Artillery, 1 AAA, 1 Tank, 1 Fighter, 1 Bomber, Major Industrial Complex

Manchuria: 3 Infantry, 1 Artillery, 1 Fighter

Kiangsu: 3 Infantry, 1 Tank

Kwangtung: 2 Infantry, 1 Artillery

Iwo Jima: 1 Infantry

Okinawa: 1 Infantry

French Indo-China Thailand: 2 Infantry, 1 Artillery, 1 Fighter

Malaya: 1 Infantry

East Indies: 2 Infantry

Borneo: 1 Infantry, 1 Artillery

New Guinea: 1 Infantry

Philippine Islands: 1 Infantry, 1 Artillery

Sea Zone 37: 1 Aircraft Carrier with 2 Fighters, 1 Cruiser, 1 Destroyer, 1 Transport

Sea Zone 44: 1 Submarine

Sea Zone 50: 1 Aircraft Carrier with 1 Fighter, 1 Battleship

Sea Zone 60: 1 Battleship, 1 Destroyer

Sea Zone 61: 1 Cruiser, 1 Transport

Sea Zone 62: 1 Cruiser, 1 Transport

## National Setup Chart – Germany

41 IPC

Germany: 4 Infantry, 1 AAA, 2 Tanks, 1 Artillery, 1 Fighter, Major Industrial Complex

France: 2 Infantry, 1 AAA, 1 Artillery, 2 Tanks, 1 Bomber, Minor Industrial Complex

Northwestern Europe: 1 Infantry, 1 AAA, 1 Tank, 1 Fighter

Norway: 2 Infantry

Finland: 3 Infantry

Baltic States: 1 Infantry, 1 Tank

Poland: 2 Infantry, 1 Tank, 1 Fighter

Bulgaria Romania: 2 Infantry, 1 Tank, 1 Fighter

Italy: 2 Infantry, 1 AAA, 1 Tank, Minor Industrial Complex

Southern Europe: 1 Infantry, 1 Artillery, 1 Fighter

Ukraine S.S.R.: 3 Infantry, 1 Artillery, 1 Tank

Belorussia: 3 Infantry

West Russia: 3 Infantry, 1 Artillery, 1 Tank, 1 Fighter

Marocco: 1 Infantry, 1 Artillery

Algeria: 2 Infantry, 1 Artillery

Lybia: 1 Infantry, 1 Tank

Sea Zone 5: 2 Cruiser, 2 Transports

Sea Zone 8: 1 Submarine

Sea Zone 9: 1 Submarine

Sea Zone 12: 1 Submarine

Sea Zone 13: 1 Submarine

Sea Zone 15: 1 Cruiser, 1 Battleship, 1 Transport

## Changes to the Rules

### **Minor Industrial Complex**

Cost: 10 IPC

Placement: Any territory with at least 1 IPC and that was under your control at the beginning of your turn.

Unit Production: Up to 2 units with maximum of 10 IPC worth each

Upgrade: Can be upgraded to Major Industrial Complex for 15 IPC

### **Major Industrial Complex**

Cost: +15 IPC (only upgradeable from Minor Complex)

Placement: Any territory with at least 3 IPC production, already containing a Minor Complex, and was under your control at the beginning of your turn.

Unit Production: Up to 5 units with no IPC worth limit

### **Cruiser**

Price reduction to 10 IPC

### **Battleship**

Price reduction to 18 IPC

### **Aircraft Carrier**

Price increase to 15 IPC