

# AXIS & ALLIES

## League of Nations 1939 Global Extended Rules (Based on Axis & Allies 1940 2nd Edition)



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## INTRODUCTION

This version of Axis & Allies has been designed to be a definitive retelling of the war. It is based upon Axis & Allies 1940 2nd edition with a number of changes, most of which are optional.

### Features

- 1939 Setup
- Heavily Scripted
- All neutral nations can enter the war
- R&D Dashboard system
- Battle Board unit sorting system
- New Units
- Oil Economy



The French Saar Offensive, 1939

## NEW NATIONS

OMG 38 players!???? - no, don't worry. The game will run just fine with 2 players, or with a player each for the key Axis & Allied nations. Most of the neutrals follow very similar rules and those that have changed are all clearly marked on the play table on their corresponding note



card.

Although player dashboards for every nation have been included “just in case” most of the small nations will never prominently feature, but - if a situation ever arises that somehow Iraq is on the march through Asia, the games scripting will continue to work.

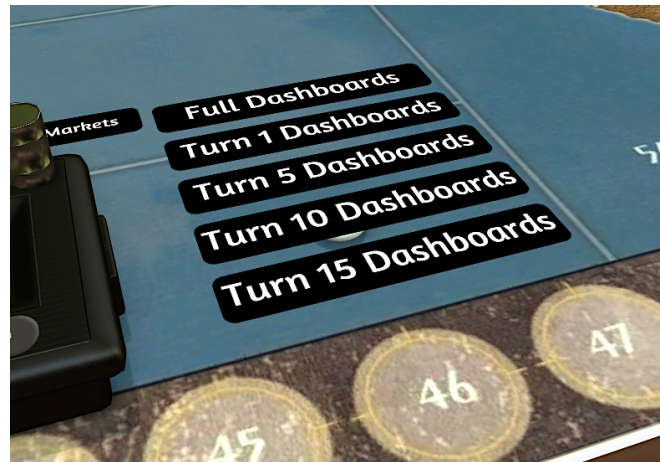
More details on each nation later in these rules.

## R&D TECHNOLOGY

### DASHBOARDS

R&D in this variant is provided by the Turn Dashboards which make additional units available, along with some cosmetic changes, as the game unfolds. To set the dashboard use the Turn based dashboard controller.

If you prefer to use original Axis & Allies R&D system then enable the Full Dashboard instead.



### BATTLE BOARD

The Battle Board is designed to sort units into the appropriate boxes quickly. It does not work with chips. If you wish to use chips you'll need to use the unscripted board provided.

To use the unit sorter, dump all your models in to the dice tray / “battle box”. Then select which nations are the attacker/defender in the battle by using the roundels on the unit tracker. Once selected, click “Battle” and the units will sort themselves out.

The dice roller is on the right hand edge of the board, and will throw the dice in to the dice tray. The hit tracker will update as you throw the dice, and then as you remove each unit.

## CAPTURING TERRITORY

To capture a territory mouse over the roundel on the board and goto the state menu, here you can select from all the countries in the game. Placing additional roundels may confuse the system so always change the roundel which is present. The nations are in turn sequence order so you'll soon get used to where each one is.

You can also type the play order number on your keyboard whilst your mouse is over the roundel, (1-9 update faster if you type a 0 first).



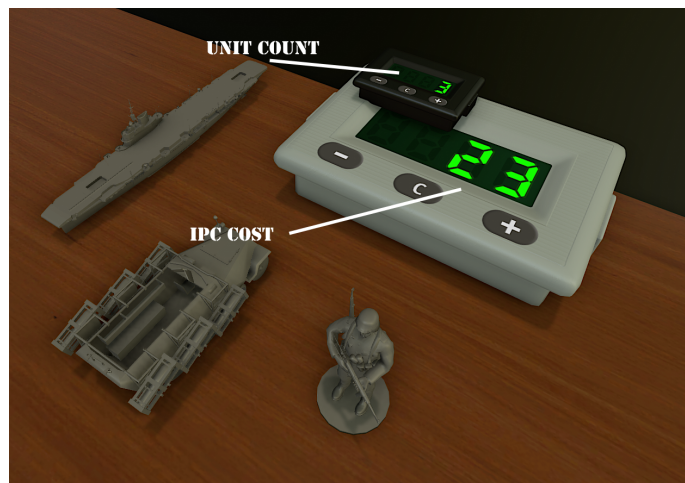
## COLLECTING INCOME

Each nation can collect their IPC just by clicking the “Get Income” button on their national dashboard. This will collect all base income, factoring in any optional rules that are selected.

It does not collect IPC Bonus’. If you are using the Oil Economy rules there are only two IPC bonus’ [The two Chinas: Burma Road; and Russian Border] but if you are playing a more traditional A&A game you’ll need to add these to your income yourself. A bonus sheet has been provided.

## BUYING UNITS

Each nation has been placed next to a Buy Board. Nations should only use their own buy board. When playing a dual economy nation (America/Mexico, Britain/India, ANZAC/Canada) you’ll need to clear the unit costs between each nations purchase. If using the Oil Economy, you’ll need to clear the unit counter too.



Nations should only use the Buy Board that is near there nation board. Otherwise the “Spend IPC” button will not work and you will have to apply IPC spend/oil costs yourself.

## **NEW UNITS**

These are optional, although a handful are included in the default setup feel free to replace them with equivalent IPC value units if you wish.

## **COMMANDOS**

Lightly equipped hit & run troops designed to harass the enemy.

Commandos only take part in the first round of combat, after which if the battle continues the Commandos may play no further part in the battle.

During the first round of combat each Commando unit may negate 1 hit in combat without casualty.

After the first round Commandos are considered to have retreated and may not be used as casualties.

At the end of the battle, if the army with Commandos are victorious they remain with the other victorious units.

Otherwise they are forces to retreat to the space they entered from. This means Commando MAY (infact, MUST) retreat on to naval transports if the battle was a naval landing.

Commandos do not pair with Artillery like other Infantry units, they are light forces.



A British Lance Sergeant with Boys Anti-Tank Rifle

### **ANTI-TANK INFANTRY (COST 8)**

This unit represents an anti-tank battalion. Infantry forces equipped with high powered large calibre rifles designed to penetrate armour, and later in the war handheld rocket systems such as Piat launchers, Bazooka, and Panzershrek.

These units pair with vehicles on the opposing side. So for every ground vehicle the enemy has, an Anti-Tank Infantry may pair against it. Paired Anti-Tank Infantry attacks on a 4. Otherwise acts as Infantry.

### **SNIPER (COST 7)**

Like Anti-Tank Infantry, but these units pair with infantry on the opposing side. So for every infantry unit the enemy has a Sniper may pair against it. Paired Snipers attack on a 4. Otherwise acts as Infantry.



### **COMMISSAR (COST 4)**

If five or more regular (non-specialised, e.g. Sniper) infantry units are on the same side as the Commissar, then the Commissar allows 1 hit to be soaked on each round of the battle.

Additional Commissars have no further effect.

Otherwise acts as Infantry.

### **SS STORMTROOPER (COST 5) / SS PANZER (COST 7)**

Attacking units with an SS unit may ignore the first hit of a battle. This is not a per-turn bonus, and multiple SS units confer no additional advantage.

### **PARATROOPERS (COST 4)**

Paratroopers at an airbase with an Air Transport may scramble with the Transport, up to 3 spaces, to defend against a Ground Attack.



Bundesarchiv, Bild 101I-509-1584-35  
Foto: Seeger, Erwin | September 1943

A German Fallschirmjäger (Paratroop)

### **AIR TRANSPORT (COST 8)**

Air transports may transport 1 Infantry (or Specialist Infantry) unit.

When carrying Paratroopers they may make Combat moves.

When carrying other Infantry they may only make non-Combat moves.

Air Transport units do not take part in ground attack battles, but may transport Paratroopers into battle. They cannot be used to assign hits during a ground battle.

If a defending army contains Air Transports and is defeated then the Air Transports are removed from play.

Air Transports do not return to base at the end of their move. An Air Transport which does not start its turn on an Air Base must finish its turn on an Air Base.

### **SELF PROPELLED ARTILLERY (COST 5)**

Same as Artillery, but moves 2. (Does not Blitz).

### **TANK DESTROYER (COST 8)**

Might like Anti-Tank Infantry these units pair up with opposing vehicles. When paired they attack at 4, otherwise at 2. Tank Destroyers move 2. (Does not Blitz).

### **FORTIFICATION (COST 15)**

Up to 2 infantry may be assigned to a Fortification at the start of a battle. Every turn of battle each infantry in a fortification may negate 1 hit.

Fortifications may be built on any territory that you control. They must be built facing a neighbouring territory, and can only be used to defend from attacks from the region they are facing.



A US M10 Tank Destroyer in Normandy

## **NEW OPTIONAL RULES**

These rules are how this variant is intended to be played, but are completely optional if you prefer your game to be closer to the original Axis & Allies

### **AA GUNS**

AA guns may make attack rolls on enemy planes flying over the territory that they occupy, regardless of the mission type the plane is on.

### **DESTROYERS**

Destroyers only cancel the Surprise Strike ability of up to 3 Submarines each.

### **MALTA**

Malta contains an airbase



The siege of Malta

## **AIR POWER**

Planes taking part in a ground or naval offensive may only take part in the first round of battle, after which they return to base to refuel.

Strategic Bombers in an attacking force may not be targetted by enemy ground units. If the enemy ground forces contain no AA units then the Strategic Bombers may make (1 round of) attacks with impunity.

Fighters & Tactical Bombers may scramble to intercept Strategic Bombers as normal, additionally Fighters & Tactical Bombers in the target region may also defend against Strategic Bombers with 1 round of air combat, which occurs before the Strategic Bombers attack. Aircraft which take part in this defensive air phase do not take part in the ground battle.

## **FASCIST COUP**

Some territories experienced coup d'etat during the second world war, whilst others came perilously close. These rules implement this facet of the war in a more realistic manner than the base game (which uses “Pro-Axis Neutral”)



Nationalists will launch a coup in certain countries if they are sufficiently funded to do so. The German player may pay the listed IPC for the country, and when doing so, gains direct control of the nation during the following turn.



Romanian forces at Stalingrad

### **TURKISH-ITALIAN BALKAN PACT**

Details of this in the Turkey section.

## **NEW SCRIPTED OPTIONAL RULES**

Like the other optional rules above these rules are integrated in to the scripts of the game, however an ingame component allows for disabling of these optional rules if you do not wish to use them.

### **MONGOLIA**

Mongolia generates 1 IPC per turn if all 6 territories are owned by the same player.

### **CANADA AS ANZAC**

In this variant of the game Canada is a part of the ANZAC nations (That's literally what the C stands for) and moves with the ANZAC forces. To disable this and include Canada's income with the UK (as per base game) turn this option off.

### **WOLF PACKS**

This optional rule allows attacking Submarines to pair up and attack on a 3, but only when engaging in a submarine-only action (defender may have ships, attacker must have only Submarines/Air Power)

### **OIL ECONOMY**

This one deserves its own section of the rules with big title text....

## THE OIL ECONOMY

This option completely removes the IPC bonus system from the game and replaces it with Oil. Afterall, almost all of the meaningful objectives in the base game relate to oil or trying to encourage you to play out the WW2 story without directly mentioning oil...

In this variant we replace all that with an actual Oil Economy - and you can tell your own WW2 story and do things your way. Provided you get enough oil!



Each territory that generates oil is marked on the map with an Oil Derek. These territories are worth 2 less IPC when playing in this mode, but generate 1 oil per turn.

Countries can purchase or sell oil during their turn to the global market. Each turn the global market price for oil will react to the current global stocks. In the interests of allowing all players fair access to the market the game will allow the global stock to go negative and the price only updates at the end of the entire round after all players have moved. The market price will cap between 1 and 100.

### END OF TURN - OIL MARKET UPDATE

The "Update Oil Markets" script should be run at the end of the round, this will handle all oil production - and the selling of oil by neutral countries. The price for oil will then be set for the following turn. All countries may buy & sell oil at the listed market price.

### NEUTRAL COUNTRIES ALWAYS SELL

On each nations IPC tracker is a small Oil Stock counter, for the 3 sets of neutral countries (South America board, Middle East board, and Eurasia Neutral board) these are set to "Auto Sell ON". These nations always sell their oil, until they come under player control. So if you want to deprive your opponent of oil then you may need to do what the British did, and go on some jolly jaunts bringing liberty and freedom to the middle east!

## **PURCHASING UNITS**

Each turn, nations may build up to 2 units without expending oil. After this each unit built costs 1 oil in addition to its IPC cost.

This makes expensive wonder weapons desirable to the Germans who have less ready access to oil, and makes America more inclined to ... do what America does.

## **LOSING YOUR CAPITAL**

When a capital falls and the held IPC of a nation is transferred to the victory, the Oil Stock is transferred too.

## **BURMA ROAD/COMMUNIST CHINA - RUSSIAN BORDER**

The 6 IPC Bonus' for the Burma Road, and for Communist China achieving a border with Russia; along with the ability to make Artillery units, still applies in this mode. They are not scripted and will need to be manually applied.

## **INVADING NEUTRALS**

All nations when invaded will immediately join the opposing alliance. If the Axis invade, the country becomes Allied... If the Allies invade, it becomes Axis. The player now controlling the nation gets full access to the country's economy, build & military units from their following turn. Some countries have a limited selection of military units available, representing their state of economic development and military technology at the time of the second world war.

Some countries (such as Venezuela) modernised their military as a consequence of the war, these nations have access to more units but may not be able to afford to do them from the start.

**IMPORTANT NOTE:** Most neutral nations lack the industrial capacity to actually build any new units. This means players controlling those nations will need to construct an industrial complex in order to build units, but may trade on the Oil Market.

## **PRO-AXIS / PRO-ALLIES NEUTRALS**

Ignore all markets on the board. Each nation is documented next to its corresponding nation board.

The neutral nation boards are organised into three groups: South America; Middle East; Eurasian Neutrals.

Additionally each side has a multi-national board collection for nations which start under their control.

## **LIBERATING NATIONS**

As per the original rules, only there's a lot more nations. Maybe Denmark will get to do something afterall !?

## ALLIED NATIONS



Members of Mexican 201st Fighter Sqd, attached to US 5th Air Force

### **Russia**

To declare war on Germany, Russia must have a land border with Germany and must have more units in each region than each of the regions it is bordering with.

To declare war on Finland, Russia must maintain a land border with Finland and must have more units in each region than each of the regions it is bordering with.

### **Britain**

Britain is split in to West & East economies as in the base game, except with the optional Canada as ANZAC rule the West will not have access to the Canadian part of the economy.

Britain may declare war in response to ANY axis declaration of war.

If London falls, Spain is placed under Axis control.

### **ANZAC / Canada**

These nations may declare war with Britain.

### **America / Mexico**

These nations are closely allied, Mexican units move as part of the American move and are interchangeable. Purchasing however, is separate.

### **Nationalist China**

Starts the game at war with the Empire of Japan, and Communist China. Gains a 6 IPC bonus if the Burma Road is completely under Allied control.

May only purchase Artillery if the Burma Road is open.

Nationalist China units may only leave the territory of China after the whole of China is liberated.

### **Free France**

After the fall of Paris/France, if any territory within France remains in French control then Vichy France is created.

If Southern France is French, the Vichy capital is Southern France. Otherwise if Normandy is French, the Vichy capital is placed there.

After the creation of the Vichy capital if Normandy is still French then Free France may continue to collect an income (however it will have lost its IPC & Oil stock when its capital fell)

Then, for every territory which contains a French unit, or is owned by France, roll a dice. On a result of 4 or more the territory (if French) and French units present becomes Vichy French.

Free France may declare war in response to any axis declaration of war.

### **Dutch Colonies (Netherlands + Belgium)**

The Dutch begin the game under allied control and are quickly defeated before they can do anything useful.

The Netherlands may declare war in response to any axis declaration of war.

### **Norway**

Norway begins the game under allied control, in the million to one chance that they are in position to declare war, they may do so in response to any axis declaration of war.

Norway begins the game with no industrial capacity and exists in a state of hoping fruitlessly to save up for one before the Germans arrive. Sometimes Germany keeps forgetting to build a Transport and they get away with it.

### **Denmark**

Denmark's situation is exactly the same as Norway, except Germany doesn't need a Transport.

Historically its holdings in Iceland and Greenland were invaded by Britain to prevent axis annexation, both invasions were unopposed and a bit of a mockery of themselves. Later Britain gifted Greenland to America, who granted it independence.

### **Poland**

Begins the game under allied control. Usually starts turn 2 under German occupation.

Should the situation arise Poland cannot declare war, but seeing as war comes to it, that shouldn't be an issue.



## AXIS NATIONS

### Germany

Tripartite Nation. May declare war at will.

### Empire of Japan

Tripartite Nation. May declare war at will.

### Italy

Tripartite Nation. May declare war at will.

### Spain

Starts the game as neutral (although located with the Axis board for reasons).

As a fascist nation Spain will join the Axis cause if it senses victory, if London falls Spain is placed under German control and becomes a Tripartite Nation.

### Hungary

Tripartite Nation. May declare war at will.



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Troops of Hungarian Political Party, The Arrow Cross



## **Romania**

Romania begins the game as neutral (although located with the Axis board for reasons).

Historically Romania underwent a Fascist coup d'etat and became an ally to Germany, even taking part in Operation Barbarossa. It was Germany's main source of oil.

To launch a fascist coup the German player must pay 5 IPC. Romania becomes under German on the next game turn (not Romania's next turn)

Begins the game with insufficient industrial capacity to build units, but does have oil.

## **Communist China**

Begins the game under Axis control and at war with Nationalist China.

Japan may declare war on Communist China, if this happens then Communist China does not become Allied. Instead its units are frozen in place and it ceases to collect income.

May only purchase artillery if it has a land border with Russia. Gains 6 IPC if it has a land border with Russia (not scripted, it will need to be done manually). Mongolia does not count toward either of these objectives even if under Russian control.

Communist China units may only leave the territory of China after the whole of China is liberated.

## **Turkey**

Turkey is neutral.

### **Optional Rule: Italian-Turkish Balkan Pact**

This variant asks the question, what if Turkey had not responded to wider events by going full neutral; what if they had kept their agreement with Mussolini to carve up the Balkans between them and begin rebuilding the Ottoman Empire.

Turkey begins play under Axis control. If another axis nation moves a unit into the territory claimed by Turkey (highlighted on the map) then it immediately switches to the allied side.

Whilst under axis control Turkey may not move units outside of its claimed territories.

If Turkey achieves complete control over all of its claimed territories (including sea zones) then it becomes neutral.

### **Finland**

Finland begins the game under axis control and may declare war on Russia at any time.

Finland may recruit infantry units without an industrial complex. Finland may build artillery units if it maintains a land border with Germany.

### **Vichy France**

Does not begin the game in play, see France.



Philippe Pétain being inaugurated as leader of the Vichy Government by Adolf Hitler

## NEUTRAL NATIONS - EURASIA

**DO NOT COLLECT INCOME FOR THESE NATIONS until they enter play. (However, these nations may gain IPC from oil sales, leave Auto Sell ON)**

### Yugoslavia



British Backed Yugoslavian Communist Revolutionary General Josip Broz Tito  
Yugoslavia begins the game as neutral.

However it is rife with competing militia forces all vying for control. Either side may elect to support a group of rebels. To do so, donate an amount of IPC to their cause (it does not go to Yugoslavia's bank) and roll a dice, if the result is under the IPC donated then Yugoslavia will shift its allegiance on the next game turn and become controllable by that side.

However #2, the other side may counter this via the same process, causing it to return to neutral.

### Bulgaria

Bulgaria begins the game as neutral. It becomes pro whichever side has the highest unit count on its bordering regions.

### **Greece**

Begins pro-allies

### **Portugal**

Begins the game as neutral.

Portugal is closely allied to Brazil, if Brazil is invaded by axis forces then Portugal will become allied. Additionally if Portugal or any of its holdings are invaded by either side, then Portugal + Brazil will join the other.

### **Sweden**

Begins neutral

### **Switzerland**

Begins neutral

## **NEUTRAL NATIONS - SOUTH AMERICA**

**DO NOT COLLECT INCOME FOR THESE NATIONS until they enter play. (However, these nations may gain IPC from oil sales, leave Auto Sell ON)**

### **Brazil**

Begins the game pro-allies, but is closely allied to Portugal. If either Brazil or Portugal are invaded by either side then Brazil will join the other.

If US/Mexico invades either the West Indies or Central America then Brazil will become neutral.

### **Argentina**

Rife with internal division, Argentina begins the game pro-axis. If axis forces invade Brazil, it becomes pro-allied.

Argentina can be subjected to a fascist coup for 10IPC. If US/Mexico invades either the West Indies or Central America than this cost is reduced to 5IPC.

### **Venezuela**

Begins the game pro-allied. But German influence is high. Venezuela can be subjected to a fascist coup for 10IPC.

If the US/Mexico invades either the West Indies or Central America then the cost of a fascist coup is reduced to 5IPC.

### **Chile**

Begins the game pro-allied.

If US/Mexico invades either West Indies or Central America, Chile becomes neutral.

## **NEUTRAL NATIONS - MIDDLE EAST**

**DO NOT COLLECT INCOME FOR THESE NATIONS until they enter play. (However, these nations may gain IPC from oil sales, leave Auto Sell ON)**

### **Persia**

Begins the game neutral.

The first nation to conquer all 3 territories of Persia may gain 1 Persian Infantry in each Persian province.

### **Iraq**

Begins true-neutral. Germany can bring about a fascist coup for 5IPC.

### **Afghanistan**

Is pro-axis

### **Saudi Arabia**

Is pro-allies