

Axis & Allies Global 1940 House Rules Expansion

Cost of all units

Since multiple new units & rules have been added to the Global 1940 Game, the **Cost of all Units** list shows each unit with its *Cost, Movement, Attack, Defense* and *Historical Timeline* (from when each unit can be purchased).

Situation:

Units that are new to the game – such as *Waffen-SS* units, *Paratrooper* units, *US Marine* units etc. – have special abilities.

Rules that are new to the game – such as *Soviet Tank Mass Production*, *Total War* and *Advanced Production Capacity* etc. – increase the economic ability for each Nation involved.

Many other new *Units & Rules* have been added to the game – each one with the purpose to give players multiple new *Strategic* and *Tactical* options.

Why:

Since most Nations now have access to a greater variety of *Specialized Units* – and also have their National income increased (*Advanced Production Capacity*) it was necessary to change the *Unit Costs* for some of the original playing pieces.

Example:

1. The *Tank* unit has been reduced from the OOB price at 6 IPC to a cost of 5 IPC.
2. The *Fighter* unit has been reduced from the OOB price at 10 IPC to a cost of 9 IPC.
3. The *Aircraft Carrier* unit has been reduced from the OOB price at 16 IPC to a cost of 12 IPC.

Those are only some of the cost reductions.

1. The first purpose of these cost reductions is to give all new units – such as *Waffen-SS* units, *US Marine* units and *Carrier Based Fighter* units etc. – a realistic economic cost level when compared to the OOB units.
2. The second purpose is to increase the number of units on the game board.

For **Cost of all Units** in detail see the *Axis & Allies Global 1940 House Rules Expansion*, pg. 72