

Axis & Allies Global 1940 House Rules Expansion

Basic Expansion

The **Basic Expansion** is designed as an introduction to players who are not yet familiar with the use of expansion rules.

All rules in the **Basic Expansion** are handpicked from the *Axis & Allies Global 1940 House Rules Expansion*, sections I, II, III, IV and V.

Once you get familiar with the **Basic Expansion**, you should add the complete *Axis & Allies Global 1940 House Rules Expansion*.

When you start playing with the *Axis & Allies Global 1940 House Rules Expansion* you can no longer use the **Basic Expansion** rules since there are some changes in the *Axis & Allies Global 1940 House Rules Expansion* that overrules the **Basic Expansion** rules.

The **Basic Expansion** will gradually make you familiar with the overall use of expansion rules. Study the **Basic Expansion** rules carefully before you start playing your *Axis & Allies* game in conjunction with these rules. Add these rules step by step as you go and get familiar with the capabilities of the historical military units and rules. Once you get familiar with all of these rules you should add the *Axis & Allies Global 1940 House Rules Expansion* in the same way.

Refer to the OOB G40 rulebook for overall rules about original unit profiles, etc.

Important: As part of the **Basic Expansion** you'll need to refer to the *Axis & Allies Global 1940 House Rules Expansion* page 72 "Cost of all units". This section replaces the cost of all units in the OOB G40 rulebook. Also, on pages 60-73 you'll find other components needed with the **Basic Expansion**, such as *Timetable* and *Expanded National Production Chart*, etc.

This is due to the new units & rules that are now coming into play with the **Basic Expansion** rules.

Note: Winning conditions; these conditions eliminate all other winning conditions:

1. Any power or side can surrender due to a hopeless military situation.
2. Conquer an enemy Major Capital and hold it for one complete round of play. All Major Capitals on your side must be controlled by their original owner.

Use the full color markers & counters, *Timetable*, *Expanded National Production Chart* etc. that come along with the *Axis & Allies Global 1940 House Rules Expansion* pages 60-73.

Overview:

1. Russian Guard Infantry
2. German Waffen-~~SS~~ Infantry- and Waffen-~~SS~~ Panzer
3. Destroyer Escorts & Transports (Convoy rule)
4. Red Army Conscript
5. Japanese Banzai attack
6. Paratrooper
7. Carrier-based fighter aircraft
8. Factories, Air & Naval bases
9. Heavy Industry Production
10. Strategic Bombing & Major Capitals
11. Elite Infantry
12. Advanced Production Capacity, ENPC & Timetable

1. Russian Guard Infantry:



In September 1941 a number of Russian rifle divisions were awarded Guards status after distinguishing themselves in service, and were considered to have elite status.

Attack: 2

Defense: 3

Move: 2

Cost: 10 (3 units)

Maximum on game board: 9

Enter game from: *Late 1941* (round 4)

Russia can produce Guard infantry units from round *Late 1941*.

Guards are special infantry units that have strong defense capabilities and are highly mobile – but cannot make a *blitz* move.

The cost is 10 IPC for 3 Guards – this means that Russia must produce 3 Guards at a time for the price of 10 IPC. Guards must be produced in Moscow.

Russia can have a maximum of 9 Guard infantry units on the game board.

Example: If Russia has lost some Guard units in combat and have for example 7 Guards left on the game board, Russia cannot purchase 2 more Guards to reach the maximum of 9 Guards – Russia must wait until at least 1 more Guard is lost in combat – and then produce 3 Guards at a time for 10 IPC.

Guards operate under infantry rules and can be supported by artillery and have the attack factor upgraded to “3”.

Units lost in combat can be reproduced.

2a. German Waffen-SS Infantry



The origins of the Waffen-SS can be traced back to a selection of a group of 120 SS men in March 1933. The Waffen-SS grew from three regiments to over 38 divisions during World War II, and served alongside the Heer (Army).

Attack: 2

Defense: 4

Move: 2

Cost: + 1

Maximum on game board: 6

Enter game from: *Game start (Early 1940)*

Germany can produce Waffen-SS infantry units from round *Early 1940*. These units are highly mobile and have strong defense capabilities.

They can only move on land and cannot be transported by sea zones.

Germany can have a maximum of 6 Waffen-SS infantry units on the game board.

Waffen-SS infantry units must be produced in Berlin.

Follow this procedure:

In the *Purchase & Repair Units* phase, for each Waffen-SS infantry unit that is produced the German player must pay 1 IPC (in addition to an infantry unit that is already in Berlin from a previous turn) – and immediately switch the infantry unit in Berlin with the newly purchased Waffen-SS infantry unit.

Germany cannot produce more Waffen-SS infantry units than the number of infantry units that are already in Berlin from a previous turn (Elite infantry cannot be transformed to Waffen-SS).

The newly purchased Waffen-SS infantry unit is active immediately and ready for combat etc. on this turn.

Example:

On Germany's turn, Germany has 6 infantry units in Berlin and wants to produce 2 Waffen-SS infantry units.

In the *Purchase & Repair Units* phase Germany pays 1 IPC per Waffen-SS infantry unit – in this case a total of 2 IPC – and immediately removes 2 infantry units from Berlin and replaces these

infantry units with the newly purchased Waffen-SS infantry units.

Waffen-SS infantry attack at “2”, defend at “4” and can move up to 2 spaces – but cannot make a *blitz* move.

The purchase of Waffen-SS infantry units (as well as all other types of Waffen-SS units) does not count towards the production capacity of the Industrial Complex in Berlin.

Units lost in combat can be reproduced.

Special Basic Expansion Note:

In the *Axis & Allies Global 1940 House Rules Expansion* multiple new Waffen-SS units come into play.

2b. German Waffen-SS Panzer



Most Waffen-SS Panzer Grenadier divisions that took part in the fighting on the Eastern Front were sent back to Western Europe from mid-1942 onwards to refit and reform as Panzer Divisions.

Attack: 4

Defense: 5

Move: 2

Cost: + 2

Maximum on game board: 4

Enter game from: *Late 1942* (round 6)

Germany can produce Waffen-SS panzer units from round *Late 1942*.

These units have strong attack and defense capabilities.

They can only move on land and cannot be transported by sea zones.

Germany can have a maximum of 4

Waffen-SS panzer units on the game board.

Waffen-SS panzer units must be produced in Berlin.

Follow this procedure:

Germany cannot produce more Waffen-SS panzer units than the number of tank units that are already in Berlin from a previous turn.

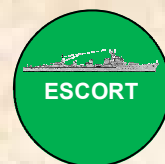
In the *Purchase & Repair Units* phase, for each Waffen-SS panzer unit that is produced the German player must pay 2 IPC (in addition to the tank unit that is already in Berlin from a previous turn) – and immediately switch the tank unit in Berlin with the newly purchased Waffen-SS panzer unit.

The Waffen-SS panzer unit is active immediately and ready for combat etc. on this turn.

Waffen-SS panzer operates under tank/armor rules.

Units lost in combat can be reproduced.

3. Destroyer Escorts & Transports:



As the Battle of the Atlantic intensified the tactics on both sides developed as well. The Allied merchant ships that had to cross the Atlantic were in desperate need for protection. The Allies therefore used the Convoy tactics – the merchant ships with their cargo were simply surrounded by destroyers and escorts to protect them from u-boat & air attacks as well as attacks from enemy surface warships. In addition, most merchant ships were later armed with AAA and some even with small naval guns.

Attack: 1

Defense: 2

Move: 2

Cost: 6

Maximum on game board: unlimited

Enter game from: *Late 1941* (round 4)

An Escort is a Naval Warship that attacks at “1” and defends at “2” and operates under destroyer rules with a few exceptions.

Exception 1:

Unlike destroyers, Escorts cannot attack enemy submarines – unless a friendly destroyer takes part in the attack – but they can defend against attacking submarines on the same terms as destroyers.

This also means that an Escort blocks enemy submarines movement.

Exception 2:

An Escort can protect 1 or 2 friendly Transports. When an Escort is in the same SZ as a friendly

Transport the owner of the Escort can choose to create a *Convoy*. A *Convoy* consists of 1 Escort unit and 1 or 2 Transport units.

Note 1:

When multiple Escorts and Transports are in the same SZ, the owner(s) must define which Escorts are protecting which Transports (if any). Each Escort must protect 2 Transports before any other Escort in the same SZ can protect 1 or 2 Transports, etc.

When an Escort unit protects 1 or 2 friendly Transport units the *Convoy Rule* is effective. When the *Convoy Rule* is effective the Escort unit defends at "3" and the friendly Transport units each defend at "1".

The *Convoy Rule* is for defensive use only. Remember that the Transport units cannot be chosen as casualties, unless there are no other defending units left than Transports in that SZ.

In that case the Transports are eliminated one by one as the attacker hits them. The Transports can still defend – even if they are hit by enemy fire – same rule apply as for other defending units.

This battle continues until all Transports are eliminated, the attacker is eliminated or the attacker withdraws from combat.

Note 2: Naval battle including Convoy:

Scenario 1: the attacker has one or more *Convoys* together with other warships in the attack. In this case, all attacking Escorts attack at "1". The attacking Transports have no attack value and cannot be chosen as casualties.

Scenario 2: the defender has one or more *Convoys* defending together. Each Escort in a *Convoy* defends at "3" and each Transport in a *Convoy* defends at "1"

Note 3:

From round *Late 1941* Transports can defend at "1" against enemy air and naval units – no matter if the Transport is part of a *Convoy* or not.

Remember:

A Transport cannot defend against a hit from a submarine (unless a friendly destroyer or Escort is present in that SZ). If the submarine misses the Transport can defend and return fire.

Note 4:

1 Escort and a maximum of 2 Transports can be part of the same *Convoy*. If there are 2 Transports

and 2 Escorts in the same SZ these 2 Transports must both be in the same *Convoy* and thereby be protected by 1 Escort.

The second Escort in that SZ is fighting at its normal factor and cannot apply the *Convoy Rule*.

Note 5:

A Transport unit can carry 2 land based units in any combination.

Exception:

If the Transport unit carries 1 Tank unit, the second land based unit cannot be a Tank unit.

Note 6:

If enemy fighters choose to scramble from an Air Base in naval combat the naval units in the *Convoy* operate under the *Convoy Rule*

4. Red Army Conscription:



In the summer of 1941 and spring of 1942 the Soviet High Command was under extreme pressure as the German Panzer Divisions pushed forward towards Moscow, Leningrad and Stalingrad. But Russian troops had one advantage – their number of boots.

Attack: 1

Defense: 2

Move: 1

Cost: 2

Maximum on game board: 12

Enter game from: Early 1942 (round 5)

In round *Early 1942* Russia can produce a maximum of 12 *Red Army Conscription* infantry units at a cost of 2 IPC per unit.

Note:

Red Army Conscription can only occur once in the game – and only in round *Early 1942*.

These infantry units can only be placed at the *Moscow* and *Stalingrad* Industrial Complexes,

They operate under infantry rules and are used on same terms as regular infantry units.

Special Basic Expansion Note:

The *Red Army Conscription* rule in the *Basic Expansion* is slightly different from *Axis & Allies Global 1940 House Rules Expansion*.

5. Japanese Banzai attack:



Banzai Charge is the term used by the Allied forces to refer to Japanese human wave attacks mounted by infantry units. This term came from the Japanese cry “BANZAI”, and it specifically refers to a tactic used by Japanese soldiers during the Pacific War. Banzai Charge had some successes at the end of the Battle by assaulting the Allied soldiers that were unprepared for such types of attack.

Attack: 2

Defense: -

Move: -

Cost: -

Maximum on game board: -

Enter game from: Late 1942 (round 6)

Japan can make one *Banzai* attack per turn from round *Late 1942*.

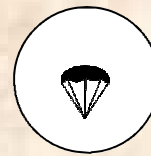
When two or more Japanese infantry units make an attack from the same territory/island into the same territory/island without any support from any other type of unit, all infantry units attack at “2”.

If there is any support from any other unit or any offshore bombardment, the *Banzai* factor is eliminated, and all infantry attack as with the original rules.

An Elite infantry unit can take part in a *Banzai* attack and also attacks at “2” – using two dice.

Place the *Banzai* marker in the territory that you want to attack and remove it when combat is over.

6. Paratrooper:



Russian Airborne Troops were first formed in the Soviet Union during the mid-1930s and arguably were the first regular paratrooper units in the World. The Germans then were the first to use paratroopers (*Fallschirmjäger*) extensively in World War II, and then later they were used by the Western Allies.

Attack: 1

Defense: 2

Move: 2

Cost: 4

Maximum on game board: see below

Enter game from: Game start (Early 1940)

The powers mentioned below can purchase Paratrooper units at a cost of 4 IPC per unit.

When loaded on to a Transport the Paratrooper counts as a tank unit towards the Transport's capacity.

A Paratrooper unit is a special infantry unit that can move up to 2 spaces by air (it does not need any airplane to airlift it – the Paratrooper unit includes transportation to airlift itself) – it must begin and end its move on land, which means that a Paratrooper also may cross a sea zone even if this sea zone contains enemy ships.

When a paratrooper moves on land it moves only 1 space – if the paratrooper wants to move 2 spaces it must do so by air.

Paratroopers are exposed to fire from antiaircraft guns – same rules apply as for air units. If Paratroopers attack together with air units any defending AAA must fire at the Paratroopers and the air units separately.

When a Paratrooper unit attacks by air alone or together with other Paratrooper units only, the attack factor is “3” for all these Paratroopers in the first round of combat. From the second round of combat the attack factor is “1”.

If Paratroopers attack by air and are supported by units other than Paratroopers, the Paratroopers attack at “1”.

When a Paratrooper unit is defending alone or together with other Paratrooper units only, the defence factor is “3” for all these Paratroopers in the first round of combat. From the second round of combat the defence factor is “2”.

If Paratroopers are defending together with units other than Paratroopers, the Paratroopers defend at “2”.

Exception: Paratroopers can defend together with AAA and still defend at “3” in the first round of combat. From the second round of combat the defence factor is “2”.

Paratroopers cannot make an attack from the air against these Capitals: Moscow, Berlin, London, Tokyo, Washington & Rome.

If a Paratrooper unit wants to attack any of these Capitals, it must be in a space that is adjacent to the Capital and attack by land – or it could be onboard a transport and be offloaded into a territory that has a Capital in it.

When a Paratrooper attacks by land, it attacks as a regular infantry unit at “1” – in this case it can also be supported by an artillery unit and thereby attack at “2”.

Paratroopers must be produced in a Capital and can move into a friendly Capital by air during *Non-Combat Movement*.

The maximum of Paratroopers that each of these powers can produce:

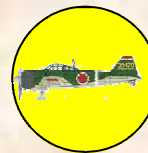
- Russia (Moscow): 2
- Germany (Berlin): 6
- United Kingdom (London): 4
- Japan (Tokyo): 2
- USA (Washington or Los Angeles): 6
- Italy (Rome): 2

Paratroopers cannot be scrambled by enemy air units.

A Paratrooper gets 1 additional movement when it takes off from a territory that has an Air Base.

Paratroopers lost in combat can be reproduced.

7. Carrier Based Fighter Aircraft:



During the heavy fighting in The Pacific Theatre both Japan and USA depended on their aircraft carrier based fighters.

Attack: 3

Defense: 4

Move: 3

Cost: 6

Maximum on game board: 8 per Nation

Enter game from: Game start (Early 1940)

Japan and USA can each have a maximum of 8 Carrier Based Fighter Aircraft units on the game board including the 2 Carrier Based Fighter Aircraft units they each get in round *Late 1942* (see: Section II, §2: *Increased Ship Building* rule).

They must be produced in *Japan* and in *Western United States* respectively.

These fighters can only take off from and land on undamaged Aircraft Carriers. They each cost 6 IPC to produce and have a limited range of 3 spaces. They operate under fighter plane rules.

When produced, they must be placed directly on an undamaged Aircraft Carrier that is present in the SZ adjacent to the factory site.

This Aircraft Carrier can be produced on a previous turn or on the same turn as the Carrier Based fighter.

Japanese and US Carrier Based fighters can only perform missions from the North to the South in The Pacific and Indian Oceans including the coastal territories and islands – these operations extend as far West as the East Coast of Africa and the most eastern sea zones of the game board (Pacific Ocean).

If a defending Aircraft Carrier takes one damage hit or is sunk the Carrier Based fighters belonging to this Aircraft Carrier must try to land on another friendly Aircraft Carrier or Island/territory in this SZ after the battle – or be lost at sea.

If an attacking Aircraft Carrier takes damage or is sunk the Carrier Based fighters belonging to it must try to land on another friendly aircraft carrier within their flight range – or be lost at sea.

Attacking Carrier Based fighters cannot land on a territory/Island.

Defending Carrier Based fighters that lands on a territory/Island after battle, cannot take part in any battle that might occur in this territory/island – they are simply considered as cargo.

If the territory/island is captured by enemy forces the Carrier Based fighters are lost and removed from play.

These stranded Carrier Based fighters can only be placed on another friendly Aircraft Carrier in a future *Non-Combat Movement* phase when this friendly Aircraft Carrier is in the same SZ as the island/territory where the Carrier Based fighters are stranded.

In this case you simply move the Carrier Based fighters onto the Aircraft Carrier.

Carrier Based Fighter Aircraft units can be reproduced when they are lost in combat.

8. Factories/industrial complexes:

8.1 Underground Factory:



During the Second World War, many factories became targets for air raids and the authorities were forced to move the productions underground. Underground Factories consisted of efficiently connected production halls with assembly lines.

Attack: -

Defense: -

Move: -

Cost: + 4

Maximum on game board: unlimited

Enter game from: Game start (*Early 1940*)

Underground Factories can be purchased at a cost of 4 IPC in addition to an industrial complex. Industrial complexes that exist from game start or are purchased during the game can also be transformed to an Underground Factory at a cost of 4 IPC, during the *Purchase & Repair Units* phase – and is active on this turn.

Note 1:

If there is any damage to the IC it must be completely repaired before it is transformed to an

Underground Factory. This can happen in the same turn.

Underground Factories cannot be bombed by enemy air units or rockets.

However, an Underground Factory can be destroyed by the owner, to prevent it from falling into enemy hands.

Any Nation may destroy any of its Underground factories at no cost anytime during its turn in the *Collect Income* phase. The Underground Factory is simply removed from play.

The owner can still mobilize units there in the *Mobilize New Units* phase just before it is destroyed.

Note 2:

An Underground Factory cannot be transformed and destroyed in the same game turn.

In other words, the destruction of an Underground Factory can only occur at least one complete round of play after the IC has been transformed to an Underground Factory.

The same rule applies to a newly purchased Underground Factory.

Note 3:

The Industrial Complex must be controlled by the owner from the start of the turn before it can be transformed or destroyed.

Underground Factory operates under rules for Industrial Complexes.

8.2 Russian factories:

From the round when the Soviet Union is at war with Germany the Russian factories that are undamaged may move.

USSR can repair and move a factory in the same turn.

Russian factories are allowed to move 2 areas and not build or move 1 area and do 1 build. The movement of a factory costs 1 rail capacity for each area moved.

Russian factories may move through areas that already has a factory in them but may not remain there.

Russia may destroy any of its factories at no cost anytime during its turn or any other players turn. Russia may even destroy factories on areas that are under attack anytime during battle.

Note 1:

If a factory that moved stays in a territory that has less IPC value than the original territory from

which the factory came, the factory can still produce the same number of units as originally - even if the new territory has no IPC value.

Note 2:

Any *Heavy Industry* or *Underground Factory* upgrade is lost during movement.

Note 3:

The Moscow factory cannot move.

8.3 Demolition of Air & Naval bases:

Defensive plans often included the demolition of airfields and harbours in order to deny them to the enemy and thereby slow the enemy advance and supplies.

Attack: -

Defense: -

Move: -

Cost: 4

Maximum on game board: -

Enter game from: Game start (*Early 1940*)

These can be destroyed to avoid capture by enemy forces.

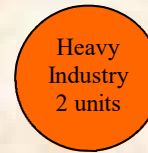
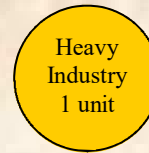
In the *Purchase & Repair Units* phase the demolition charges are purchased at a cost of 4 IPC for each base.

In the *Collect Income* phase on the same turn, the base is removed from play.

To purchase demolition charges and destroy a base (Air or Naval base) it must be controlled by the owner from the start of that turn.

Note: USSR can destroy their Air & Naval bases at no cost.

9. Heavy Industry Production:



Military production during World War II was a critical component to military performance during the War. Over the course of the War, the Allied countries out produced the Axis Powers in most categories of weapons.

Attack: -

Defense: -

Move: -

Cost: 2 (Minor) and 3 (Major)

Maximum on game board: see below

Enter game from: Game start (*Early 1940*)

An industrial complex (IC) can be upgraded to *Heavy Industry Production*. This means that the industrial complex can produce a larger number of units.

Only industrial complexes that exist from game start can be upgraded.

A Major Industrial Complex can be upgraded to produce 2 units in addition to its original production capacity.

The cost is 3 IPC.

A Minor Industrial Complex can be upgraded to produce 1 unit in addition to the original production capacity.

The cost is 2 IPC.

Example:

The German player wants to upgrade the industrial complex in Berlin to *Heavy Industry Production 2 Units*.

The German player pays 3 IPC in the *Purchase & Repair Units* phase to upgrade the industrial complex to *Heavy Industry Production*.

The German player immediately places the *Heavy Industry 2 units* marker underneath the industrial complex in Berlin to show that it can now produce a maximum of 12 units in each turn – beginning from the same turn that the industrial complex is upgraded.

Note1:

If there is any damage to the industrial complex it must be repaired before the upgrade to *Heavy Industry Production* is purchased – this can occur in the same turn.

Note 2:

If the enemy captures the industrial complex the *Heavy Industry Production* capacity is eliminated – this means that the industrial complex after being captured can produce only a number of units according to the original G40 rulebook.

Note 3:

If a minor industrial complex is upgraded to *Heavy Industry Production* it is still possible to convert this industrial complex to a major industrial complex according to the original G40 rulebook. In that case the *Heavy Industry 1 unit* capacity is eliminated.

Note 4:

When an industrial complex is upgraded to *Heavy Industry Production* and then converted to an Underground Factory, any upgrade to *Heavy Industry Production* is eliminated. It is possible to upgrade an Underground Factory to *Heavy Industry Production*.

Note 5:

Only the original owner of the Industrial Complex can upgrade to *Heavy Industry Production*.

Note 6:

Air bases can be upgraded with *Heavy Industry Production* markers as well. An air base can be upgraded to scramble up to 4 friendly fighter units. To make this upgrade a *Heavy Industry 2 Units* marker must be purchased and placed under the air base marker

Major Capitals:

The Major Capitals are: Berlin, Moscow, Tokyo, London and Washington (Los Angeles when you only play *Pacific 1940*).

Rome, Ottawa, Sydney and Calcutta are not considered as Major Capitals.

10. Strategic Bombing:

As the War continued to expand, bombing by both the Axis and Allied powers increased significantly. Military and industrial installations were targeted, but so were cities and civilian populations. Targeting cities and civilians was viewed as a psychological weapon to break the enemy's will to fight.

Attack: -

Defense: -

Move: -

Cost: -

Maximum on game board: -

Enter game from: Game start (*Early 1940*)

When an attacker wants to conduct Strategic Bombing against an Industrial Complex (*Target Area*), combat may occur: ***Air-to-Air combat over Target Area***.

The procedure for conducting a strategic bombing raid is as follows:

None, some or all defending fighters that are present in the territory containing the industrial complex can take to the air to defend against the attacking bombers and fighters that are involved in the strategic bombing raid.

If land combat occurs in the same territory in the same turn, the defender must choose which fighters (if any) should take part in the land combat and which fighters (if any) should defend against the strategic bombing raid – the strategic bombing combat must be resolved before any land combat is resolved. Air units that are involved in *Air-to-Air Combat over Target Area* cannot take part in any other combat in this turn.

Example:

The UK player wants to attack the German IC in Berlin and sends two bombers to the Target Area. UK also sends three fighters to escort the bombers. Remember that all UK air units must be able to reach the Target Area and land safely after combat. Before the UK bombers can drop their bomb loads at the German IC, the skies must be clear of all defending fighters.

The German player chooses to send 1 fighter and 1 Me 262 Jetfighter into the air to defend against the UK attacker.

In *Germany* there are 3 AAA – these AAA do not take part in the battle.

The German defending fighter unit defends at “4” and the Me 262 Jetfighter unit defends at “5”.

The three UK fighter units that escort the two bomber units each attack at “3” – and the two UK

bomber units each defend at “1” against the German air units in this ***Air-to-Air combat over Target Area***.

Combat continues until either the UK attacker retreats or is eliminated or the defending fighters are eliminated or retreats (the defending German fighters must land in this territory).

In this example both German fighters and two UK fighters are eliminated.

The two UK bombers are now over the Target Area, and the German AAA gun at the German factory may now roll one dice for each surviving bomber.

The surviving UK fighter is not exposed to this AAA fire – and cannot be chosen as casualty if the German AAA score any hits.

For each “1” a UK bomber is shot down and immediately removed from play.

Any UK bomber that survives the German AAA may now drop the bombs on the German industrial complex according to standard game manual rules.

Note 1:

It is possible for the defender to send fighters from a friendly nation to defend in *Air-to-Air Combat over Target Area* as long as they are present in the territory containing the target industrial complex

Note 2:

The rules concerning Strategic Bombing also apply to any Air Base and Naval Base that are exposed to enemy bombing.

Note 3:

If the attacker conducts bombing raids against an Industrial Complex and an Air Base (and/or Naval Base) in the same territory at the same time, the attacker must announce which air units attack which Target – and hereafter the defender must announce which fighters are defending which Target (if any).

Note 4:

The Strategic Bombing and ***Air-to-Air combat over Target Area*** rules described in this expansion eliminates the Strategic Bombing rules concerning fighter interception in the original G40 rulebook.

11. Elite Infantry:



The Major Powers of WWII created Elite combat units within their armies. These units were considered to be the premier units of the Army and as such they were some of the best-equipped units of the Armed Forces, often receiving equipment before all other units.

Attack: 1 (2 dice)

Defense: 2 (2 dice)

Move: 1

Cost: 3

Maximum on game board: unlimited

Enter game from: Game start (Early 1940)

Russia, Germany, United Kingdom, Japan and USA can each produce a maximum of 1 Elite Infantry (EI) unit per turn at a cost of 3 IPC.

An EI unit uses 2 dice in attack and defence. EI attack and defend with the same dice factor as infantry.

EI can be supported by artillery and still use 2 dice in the attack at “2”.

There can be a maximum of 1 EI from the same Nation or alliance in each territory.

EI will always fight as regular infantry – but using 2 dice.

EI operates under rules for infantry but cannot defend in defensive fortifications or be part of a Soviet Army Corps.

EI must be produced in a Major Capital.

12. Advanced Production Capacity:

The Major Powers had an advanced production capacity which was achieved because of their wartime research.

When these nations are at War, Germany, United Kingdom, Japan and USA each receives extra IPC in addition to the IPC that these nations receive in accordance with the National Production Chart (and national objective bonus income) at the end

of each turn in the *collect income* phase – beginning from game start and through the rest of the game. These extra IPC can be used on equal terms as the rest of the IPC that each of these Major powers receives.

The extra IPC that the Major powers get are:

- Germany: 6
(Berlin)
- United Kingdom 6
(London only – not India)
- Japan 6
(Tokyo)
- USA 6
(Eastern or Western USA)

The Soviet Union (USSR) does not get any extra IPC, since many of the Soviet scientists were removed by the government because they were seen as a threat to the regime.

Expanded National Production Chart – in that case write down on paper each round of play you exceed so you can keep track of *Year & Season*. When the rules mention a year and season, please refer to the printed stars on the *Expanded National Production Chart*.

Also, place one *Year & Season* marker at the *Timetable for Units & Rules*, in the same way, so you easily can keep an overview of which units & rules that enters the game.

Expanded NPC, Timetable & IPC Level:



The Second World War began on September 1, 1939 and ended on September 2, 1945. It lasted exactly six years and one day.

Each round of play is considered to last 6 months – one round is completed when all nations have completed one turn each.

Example:

After the German player has completed Germany's turn, the next player is Russia, etc. Next time it is Germany's turn, one round of play is completed and 6 months have passed.

At the top of the *Expanded National Production Chart* there are 13 stars printed and each star shows which year and season you play; for example: *Late 1943* or *Early 1946*.

Before game start place the *Year & Season* marker at the star *Early 1940*. Move the marker one step forward after each completed round of play.

It is possible that the game exceeds the number of stars printed at the