

Introduction

The goal is to speed up the game. This is accomplished by allowing players on the same team to take their turns simultaneously. For many Axis and Allies games the turn order goes

1) USSR 2) GER 3) UK 4) JAP 5) USA

So when it gets to the USA's 1st, the USSR can do their same phases in step. Separate Nations Still CANNOT attack together.

When friendly powers can go at the same time, you can rearrange turn order to speed things up even more! You can keep doing this until the round happens in 2 turns. Since players cannot do combined attacks there is a chart to organize that, and keep it as similar as possible to the original rules. And if combat moves don't affect each other, players can just take their turns as quickly as they like.

This document tries to address the different eventualities that may come up in different scenarios, but the base idea is simple and hopefully intuitive enough to make play easier than the length of this document suggests.

The aim is for a simple Idea with lots of fiddly bits that can be ignored most of the time.

Combined Turns

Allies, back to back in turn order, can do their turns at the same time. Both nations can progress through their turn phases as quickly as they want, with one exception. Since separate nations cannot attack together. If the USSR wants to make combat moves based on the results of the USA combat resolves the USSR player may choose to wait till the USA completes their Combat Resolution phase before doing your combat moves.

Remember, if no combat moves interfere with friendly combat moves happening in the combined turn, both the USA and USSR can do their phases together. Players can do all other phases as quickly as they want. You only need to check in with your allies if the Combat Move and Resolve Combat phases affect your decisions.

Players may wait at any phase (like the Purchase phase) until other players finish later phases if they want the information. (combat must still be in order) *This slows things down so players should avoid this, but it is allowed as it may be useful at key points in the game*

Rearrange Turn Order

To allow for more combined turns, you can rearrange the turn order of the round. In the above turn order if Japan goes before the UK the entire round can be done in 2 combined turns.

There are different ways to change the order to allow for more combined turns depending on the version of Axis and Allies you have. In this version there are 2 options. The UK goes before Germany, or Japan goes before the UK. Players should agree which powers will swap, and what round the change will happen, before the game starts.

Skip Turn

To make things more fair add a mini turn for the Skip Player

Terms

Skip Player	The player moving back in the turn order
Jump Player	The player moving forward in the turn order
Jump Round	The round when the turn order changes
Skip Turn changes	A mini turn the Skip Player gets on the round when turn order changes

Phases:

1. Purchase Only Factories or infantry. 1 infantry / constructed factory
2. Combat Only against the Jump Player
3. Non Combat Only for units that start or end closer to the Jump Player than any enemy
4. Place Units Factories must be placed closer to the 'Jump Player' than any enemy
Factories built in earlier rounds can have 1 infantry placed in them

Combined Turn Combat

If you combine turns with rearranged turn order, it can become complex for resolving the combat move and combat resolution phases in the same order. To keep this as similar as possible, any combined turns generate a chart.

Do this by making a column for each enemy power. Put that power's name at the top of the column. Starting from the power at the top of the column, go through the original turn order adding each enemy power to the top empty spot of that column.

If a player in a combined turn wants to make combat moves that are affected by other combat moves happening that turn, go in order of the combat chart.

Making Charts

1) USSR 2) GER 3) UK 4) JAP 5) USA

Below is a chart for the above turn order. Remember, the charts are from the original turn order so rearranged turns don't change the chart.

Allies Combat Order	
Attack Germany	Attack Japan
UK (1st)	USA (2nd)
USA (2nd)	USSR (3rd)
USSR (3rd)	UK (4th)

Axis Combat Order		
Attack USSR	Attack UK	Attack USA
GER (2nd)	JAP (1st)	GER (2nd)
JAP (3rd)	GER (2nd)	JAP (3rd)

For each (1st, 2nd... and so on) you do both the Combat Move and Resolve Combat phases. 1st, 2nd etc are called actions. 1st is an action label

Add the action labels to the chart to allow powers to make their entire combat move at the same time. Each action should span as few different rows as possible, and the rows must be adjacent. One player will always end up with 2 actions on the first and last rows. That is the only player who will need to do 2 separate actions to fill their combat move/resolution phases. The (1st) action label should be given to the power who is in the top row with the fewest squares in the top row.

If no other combat moves are affected by the (1st) action you can join the (1st) action to the other action(s) done by that power.

Other Ramifications

Landing Aircraft

Landing Aircraft still happens in the non-Combat Move Phase. And can only attack in one action. Aircraft can only land in a territory that was friendly at the start of the turn. Combined turns affect that. The group can do either

- A. Land aircraft only in territories that were friendly at the start of the action they fought in
- B. If you opted for the (1st) action to be resolved later you cannot land plans the would have flown in the (1st) action in any territories not controlled at the start of the Turn.

Carrier Aircraft

1. Planes may land on any friendly carrier like normal rules.
2. Friendly carriers in a combined turn may move to pickup aircraft
3. If you make a move that will require this you must first get permission from the friendly carrier's power. If they give permission they must follow through.
4. If aircraft were going to land on a carrier and that carrier gets destroyed and the aircraft are stranded, other friendly carriers may but do not have to pick up these planes.

Collect income

This all happens as normal, any liberated territories in the combined turn get collected by their power (if that player was in the combined turn).

OR

You may move the collect income phase from the end of the turn to after the spending phase. This means territories recently conquered do not get collected by either side.

This can take lots of money out of the game and will generally speed things up.