

WORLD WAR II

EXPANSION

FOR USE WITH

AXIS & ALLIES GLOBAL 1940

The Background behind the *Axis & Allies Global 1940 House Rules Expansion*

Originally designed for use with the *Axis & Allies Classic* version, *Gamers Paradise* launched a series of 3 expansion sets.

In the early 1990's, we became familiar with these expansions. This was the beginning of a long journey into the *Axis & Allies* universe.

It became an inspiration engine for our play group – and it brought us tons of fun and challenge.

We also found inspiration from *Xeno Games – World at War*. We played this game several times, which made it easier to adapt and modify some of the units & rules for use with *Axis & Allies*.

From the *Weapons Development* (OOB) rules in all of the *Axis & Allies* variations, we also found inspiration. We wanted to make the access to these weapons easier for the players.

So instead of spending IPC on Weapons Development – without any guarantee of success – players could purchase these units directly.

After several years of play testing, a new line of *Axis & Allies* games appeared. And so did the need for further *Expansion Rules*.

In the following, we'll explain the ideas and background behind the multiple *Units & Rules* that we have included in the *Axis & Allies Global 1940 House Rules Expansion*.

We hope that you'll find it inspiring – and expand your game experience with the *Axis & Allies Global 1940 House Rules Expansion*.

The Captain

Founder & President

Danish Axis & Allies Association