

# Axis & Allies Global 1940 House Rules Expansion

## STRATEGY GUIDE

### GERMANY

Germany is the Nation with most options in terms of creating a variety of units & *Battle Formations* (Armies & Army Groups).

From game start – *Early 1940* – Germany can purchase *Waffen-SS infantry* and *Waffen-SS artillery* units.

Gradually the *Waffen-SS* units become available to the German player in increasing numbers and variations as the game progresses.

Also, the German Navy can produce *U-boat* units at a reduced cost – and with an increased combat capacity.

Any strategy that Germany might choose to plan should in some way include these units.

The most hard-hitting of all *Battle Formations* is the *Panzer Army*.

The *Panzer Army* should always be represented at the game board – and serve as the back bone of any larger attacking force – or be present during defensive fighting to prevent an enemy breakthrough.

Other special units that are needed on the game board: *Elite infantry*, *Panzer Grenadier* & *Paratrooper* units.

For strengthening defensive positions you can place *mines* on specific borders in anticipation of enemy attacks.

In Western Europe you can build *bunkers* in specific territories.

For Germany, the *Eastern Front* requires more units than any other front. Germany must therefore strengthen that Theatre of War in the best possible way.

With the formation of *Panzer Armies* and *Waffen-SS Armies* the German player can form *Army Groups* to serve as *Strategic Operational Formations* – these *Army Groups* can perform their missions independently. Still, their missions must be well coordinated in order to achieve the objectives of the *German Strategic Plan*.

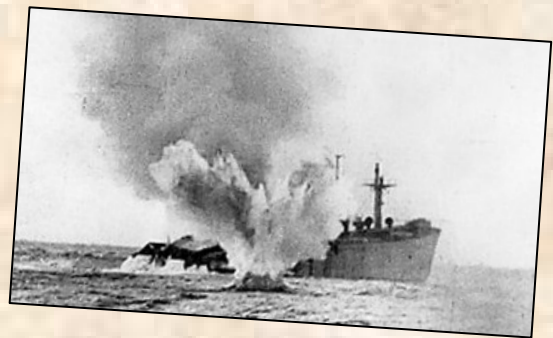
One major advantage for Germany is, that if certain circumstances are fulfilled, Germany has the option to *Take over Italy* from round *Late 1943*.

This might give the German player the upper hand in the defense of mainland Europe. It might even give Germany an option to launch new attacks against *Africa* and the *Middle East*.

Here are 2 examples of how *German Strategic Plans* could look like:

#### 1. Battle of the Atlantic:

This strategy aims to isolate the homeland of United Kingdom – and keep the United Kingdom from building up large naval forces in the Atlantic, for several rounds. It also aims to weaken the United Kingdom economy, since some of the German *U-boats* will disrupt the Convoy Zones in sz 106, 109 and 119.



When the United States enter the War, Germany has already built up a large *U-boat* force – ready to take up the fight. The United States cannot ignore the German *U-boats* – and must therefore spend IPC to counter this threat – IPC that are much needed elsewhere.

The *Eastern Front* will be secondary to the *Battle of the Atlantic* – until *Late 1941* (round 4). The German army will gradually build up their forces for *Operation Barbarossa* – and launch the attack in *Late 1941*.

The initial German attacks in *Early 1940* against Western Europe –and against parts of The Royal Navy, must minimize *Luftwaffe* combat losses. As shown below, *Luftwaffe* units will launch one massive attack against the Royal Navy – and mostly leave it up to *The Kriegsmarine* to deal with the surviving *Royal Navy* units in future rounds.

### **Early 1940 (game start): starting income: 30 IPC**

In *Early 1940* Germany purchases:

- 6 *Waffen-SS* infantry units (6 IPC)
- 2 *Waffen-SS* artillery units (4 IPC)
- 5 *U-boat* units (20 IPC)

The *Waffen-SS* units are immediately placed in *Germany* – they replace 6 infantry units and 2 artillery units, which are removed from the game board.

### **Early 1940 attack:**

1. *France, Normandy/Bordeaux, Southern France & Yugoslavia* must be conquered. The *Waffen-SS* units in *Germany* should take part in the attack on *France* – this will free up other *Wehrmacht & Luftwaffe* units to be deployed in *Normandy/Bordeaux & Southern France*.  
No *Luftwaffe* units take part in the attack on *France* (to avoid casualties).
2. The UK naval units in sz 111 should be attacked by as many *Luftwaffe* units as possible – and *U-boat* units from sz 118 & 124.  
**Note:** the UK naval units in sz 109 & 110 are not to be attacked during this round – their turn will come.
3. The UK *Transport & Destroyer* in sz 106 is attacked by 3 *U-boat* units from sz 103, 108 & 117 – during this attack, the German *U-boats* will form a *Wolf Pack* – and each *U-boat* unit attacks at “3” during the first round of combat.

### **Early 1940 Non-Combat Movement:**

1. 3 *Fighter* units must land in *Western Germany*, in order to defend sz 112 & 113 against possible UK attack from sea & air units.
2. The *Battleship & Cruiser* units in the *Baltic Sea* both move to sz 112 – the *Transport* moves to sz 113 and offloads 2 *Infantry* units from *Germany* into *Norway*.
3. *Infantry* units move into Axis friendly *Finland & Bulgaria*.
4. If there are any casualties among the *Waffen-SS* units that took part in the *Battle of France*, infantry and artillery units in *Germany* must remain in *Germany* in order to be upgraded to *Waffen-SS* units in round *Late 1940*.
5. Further *Non-Combat Movement* should prepare for a buildup in Eastern Europe – as well as an air & naval offensive in *The Atlantic & Mediterranean* oceans.

### **Early 1940 Place New Units:**

1. All 5 *U-boat* units are placed in sz 112.  
**Note:** in case of a UK attack against sz 112, the German *U-boat* units defend at “3” in the first round of combat, against enemy naval units.

### **Early 1940 Collect Income:**

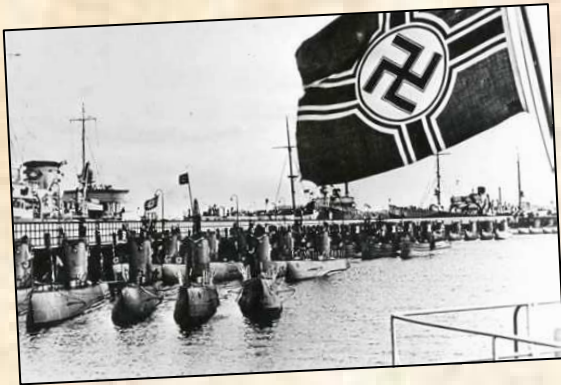
1. Germany has conquered *France, Normandy/Bordeaux, Southern France & Yugoslavia* (11 IPC)
2. *Finland & Bulgaria* are now under German control (3 IPC)
3. Germany receives NO's for *Not at War with The Soviet Union* (5 IPC) and for controlling *Denmark & Norway* (5 IPC)
4. Germany receives *Advanced Production Capacity* income (12 IPC)
5. The French IPC are handed over to Germany (19 IPC)
6. Total income for Germany: 85 IPC
7. German IPC level at the *Expanded National Production Chart*: 44 IPC



### Future German preparations:

German Waffen-SS infantry units in *France* must move back to *Germany* – some of which must be upgraded to *Waffen-SS Oberst-Gruppenführer* units in preparation for the creation of *Waffen-SS Armies*.

During *Late 1940* and *Early 1941*, Germany must build 5 *U-boat* units in each round. They should be placed in sz 112 – and possibly also in sz 93 or sz 105. Their purpose is to eliminate as many UK naval units as possible – no matter the cost – and to disrupt Convoy Zones 109 & 119.



*Luftwaffe* should support the *U-boats* as much as possible, during this campaign.



In *Late 1941* no *U-boats* should be purchased. All IPC should be spent on units, marked for the offensive against the Soviet Union

In *Early 1942*, *Late 1942* and *Early 1943*, in each round 3 *U-boats* should be purchased. A total of 15-18 *U-boat* units should operate in the *Atlantic Ocean* (and *Mediterranean Ocean* to annihilate any Allied surface warships).

*Luftwaffe* should mainly operate in the *Western Europe* sphere – and support the *U-boats* when possible.

From *Late 1941*, the main focus switches to the *Eastern Front* – beginning with the attack on the *Soviet Union*.



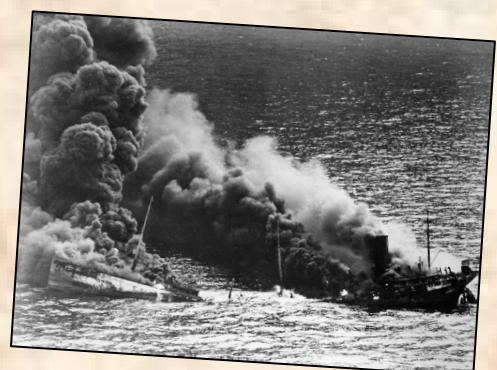
The main thrusts should be towards *Novgorod* in the north – which should be conquered in *Early 1942* – and *Rostov* in the south – which should be conquered in *Late 1942*. The backbone of these 2 thrusts is the *1st Panzer Army* (1 *Panzer General* + 5 *Panzer* units) in the north – and the *1st Waffen-SS Army* (1 *Waffen-SS Oberst-Gruppenführer* + 1 *Waffen-SS Artillery* + 2 *Waffen-SS Infantry* units) in the south.

These two Armies should be reinforced, each with a *Panzer Army* and/or *Waffen-SS Army* – in order to create *Army Group North* and *Army Group South*.

Depending on the Soviet strategy, the German frontline should be running through *Archangel*, *Belarus*, *Western Ukraine*, *Ukraine* and *Rostov* – with *Army Group North* stationed in *Novgorod* and *Army Group South* stationed in *Rostov*.

The purpose is to wage mobile warfare against *Caucasus*, *Volgograd*, *Smolensk* and *Bryansk* – in a *War of Attrition* against the Soviet Union.

Meanwhile, *The Battle of the Atlantic* is still going on. When (if) the Allies are in a position to get the upper hand in the Atlantic, most *U-boat* units should withdraw to safety – ready for whatever might happen. In this case, production of *U-boats* is to be minimized – to allow for a buildup of other troops that are needed elsewhere.



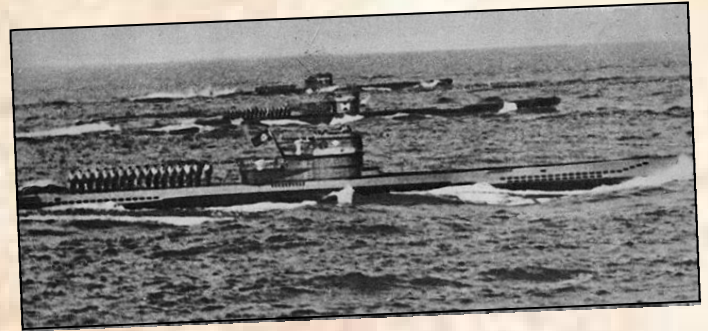
## 2. Operation Typhoon:

This strategy aims to encircle *Russia (Moscow)* – and to defeat the Soviet Union either by capturing the Soviet Capital – or weakening the Soviet economy by capturing Soviet territories through *Deep Operations*, in particular south and east of *Moscow*.



The *Western Europe* sphere – including the *Atlantic* – will be secondary to the *Eastern Front*.

*Luftwaffe* will operate with 60-75 % of its total unit strength on the *Eastern Front*.



The *Kriegsmarine* will expand its strength with 3 *U-boat* units in each round – beginning in *Late 1940* and until *Early 1942*.

The German surface fleet is to be kept in safety in sz 113 – protected by 3 *Fighter* units which are stationed in *Western Germany*.

From *Late 1942* the *Kriegsmarine* should maintain its strength only in order to pose a potential threat against Allied shipping – and thereby force the Allies to spend resources to protect against this threat.



German *U-boat* units should be able to keep the *Mediterranean Ocean* free from Allied surface warship units – in order for Italy to achieve 5 IPC (NO's bonus).

### **Early 1940 (game start): starting income: 30 IPC**

In *Early 1940* Germany purchases:

- 6 *Waffen-SS* infantry units (6 IPC)
- 2 *Waffen-SS* artillery units (4 IPC)
- 2 infantry units (6 IPC)
- 1 Elite infantry unit (3 IPC)
- 1 Paratrooper unit (4 IPC)
- 1 Destroyer unit (7 IPC)

The *Waffen-SS* units are immediately placed in *Germany* – they replace 6 infantry units and 2 artillery units, which are removed from the game board.

### **Early 1940 attack:**

1. *France, Normandy/Bordeaux, Southern France & Yugoslavia* must be conquered. The *Waffen-SS* units in *Germany* should take part in the attack on *France* – this will free up other *Wehrmacht* units to be deployed in *Normandy/Bordeaux & Southern France*.  
No *Luftwaffe* unit takes part in the attack on *France*.

- The UK naval units in sz 111 should be attacked by as many *Luftwaffe* units as possible – and *U-boat* units from sz 118 & 124.  
**Note:** the UK naval units in sz 109 & 110 are not to be attacked during this round – in order to minimize *Luftwaffe* losses. The battle against the Royal Navy must be fought at a later time – whenever an advantageous situation offers such an opportunity.
- The UK *Transport & Destroyer* in sz 106 is attacked by 3 *U-boat* units from sz 108, 117 & 118 – during this attack, the German *U-boats* will form a *Wolf Pack* – and each *U-boat* unit attacks at “3” during the first round of combat.

### **Early 1940 Non-Combat Movement:**

- 3 *Fighter* units must land in *Western Germany*, in order to defend sz 113 against possible UK attack from air units.
- The *Battleship, Cruiser & Transport* units in the *Baltic Sea* move to sz 113 – the *Transport* offloads 2 *Infantry* units from *Germany* into *Norway*.
- Infantry* units move into Axis friendly *Finland & Bulgaria*.
- If there are any casualties among the *Waffen-SS* units that took part in the *Battle of France*, infantry and artillery units in *Germany* must remain in *Germany* in order to be upgraded to *Waffen-SS* units in round *Late 1940*.

Further *Non-Combat Movement* should prepare for a buildup in Eastern Europe.

### **Early 1940 Place New Units:**

- Paratrooper & Elite Infantry* units are placed in *Germany*.
- 2 *Infantry* units are placed in *Western Germany*
- 1 *Destroyer* unit is placed in sz 113

### **Early 1940 Collect Income:**

- Germany has conquered *France, Normandy/Bordeaux, Southern France & Yugoslavia* (11 IPC)
- Finland & Bulgaria* are now under German control (3 IPC)
- Germany receives NO's for *Not at War with The Soviet Union* (5 IPC) and for controlling *Denmark & Norway* (5 IPC)
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- Total income for Germany: 85 IPC
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### **Future German preparations:**

German *Waffen-SS Infantry* units in *France* must move back to *Germany* – some of which must be upgraded to *Waffen-SS Oberst-Gruppenführer* units in preparation for the creation of *Waffen-SS Armies*.

In *Late 1940* and *Early 1941* Germany purchases 1 *Panzer General* unit in each round – and in *Early 1941* two *Waffen-SS Oberst-Gruppenführer* units.

### **Important:**

When a *Waffen-SS Infantry* unit is upgraded to a *Waffen-SS Oberst-Gruppenführer* unit – the *Waffen-SS Infantry* unit is removed from play (since this unit is replaced by the *Waffen-SS Oberst-Gruppenführer* unit).

The German player should then – in the same turn – upgrade an *Infantry* unit to a *Waffen-SS Infantry* unit, in order to maximize the total number of *Waffen-SS Infantry* units on the game board.

In *Late 1940* and *Early 1941* Germany must spend at least 60 % of the IPC income to purchase *Elite Infantry* and *Infantry* units. The remaining IPC are spent on *U-boats, Panzer General* and *Waffen-SS* units.



In *Early 1941* Germany launches *Operation Barbarossa* – the attack on the Soviet Union. As soon as possible, *Army Group North* and *Army Group South* must be organized – and serve as the backbone of the German offensive in the east.



Until those two *Army Groups* can be organized – the German forces, fighting along the entire Eastern Front are supported by *1st Panzer Army* (northern part of the *Eastern Front*) and *1st Waffen-SS Army* (southern part of the *Eastern Front*).



The *2nd* and *3rd Panzer Armies* should be organized as soon as possible – and take part in the battles on the Eastern Front.

In *Early 1942* the *Waffen-SS Panzer Grenadier* units should be purchased – and in *Late 1942* the *German Waffen-SS Panzer* units.



Germany should create all 4 *Waffen-SS Armies* – and have 3 *Waffen-SS Armies* serving on the Eastern Front – and 1 *Waffen-SS Army* in the *Western Europe* sphere – serving as a *Fire Corps*. All *Waffen-SS* combat losses should be replaced as soon as possible.



**Remember:** *Paratrooper* units are an excellent choice when it comes to the *Deep Operations* campaign, east of *Moscow*. Even if they get cut off, these units still pose a threat, which the Soviet player **cannot** ignore.

