Axis&Brollies

UNIQUE UNITS	$	A	D	M	Special
Partisan	-	-	3	-	- Prevents movement of units through a territory. - Instead of rolling, Partisans may end the combat. - Can Strategically Bomb Facilities in the territory they are located and adjacent territories. Damage = 1xD4
POW	-	-	-	1 NCM	- After a battle, roll a D12. Add a POW within 1 territory on a 3 or less. - For every POW above the value of a territory, -1 IPC. - If a POW is liberated, the liberating power gains an infantry at a home territory.
Oil	+3	-	-	1 NCM	- Uses one production point and add 3 IPCs to income at an industrial complex during the Mobilize New Units Phase. - Can be captured.
Elite Division	0.5	+1	+1	-	- Increases a Land Unit's attack and defense values by +1. - Maximum of 5 per power at a time. - Maximum one elite unit per unit type. - Upgraded units must be at an IC. - Unit must be upgraded when purchased.
Paratrooper	0.5	+2*	-	-	- Maximum of 5 per power at a time. - Infantry must be upgraded when purchased. - Do not count towards production. - When airdropped: +2 attack - Do not get combat bonuses from Artillery. - First Strike. **Hits may be applied to facilities** (roll a D4 to determine damage).
Marine	0.5	+1*	-	-	- Maximum of 5 per power at a time. - Infantry must be upgraded when purchased. - Do not count towards production. - Amphibious Assaults: +1 attack. - May still get combat bonuses from Artillery.

LAND UNITS	$	A	D	M	Special
Landmine	1	-	3(4)	2 NCM	- Before Combat, roll one die at a time until all mines or enemy units are destroyed. - When rolled for, Landmines are destroyed. - Inactive mines are captured. - Landmines are placed inactive. Once at their destination, the landmines are 'activated' and can no longer move. **+1 if placed on a border**. If territory is captured while bypassing the mines, they are destroyed.
Militia	2	-	2	-	- Limit one per territory IPC value. - Can be taken as a casualty in battle. - Can only be mobilized in home territory with an IC.
Infantry	3	2(3)	3(4)	1	+1 attack/ defense if paired with Artillery or Self-Propelled Artillery.
Heavy Infantry REQUIRES TECH	4	3(4)	3(4)	1	- Cancels the combat value modifier of one Defensive Unit. +1 attack/ defense if paired with Artillery or Self-Propelled Artillery.
Mech. Infantry	4	2(3)	4	2	+1 attack if paired with Artillery, Self-Propelled Artillery. - May blitz when paired with a Tank or TD.
Combat Medic	4	3*	4*	-	*Successful rolls transfer one Infantry casualty from that combat round to the nearest friendly Capital or Hospital (if there is a clear supply path) - Maximum 5 per power at a time
Artillery	4	3	3	1	- Supports one Infantry type at +1. - First Strike
Self Propelled Artillery	5	3	3	2	- Supports one Infantry type at +1. - First Strike - May blitz when paired with a Tank or TD.
Anti Aircraft Artillery	3	-	2	1 NCM	- Applies hits to aircraft - If no aircraft, apply hits normally.
Tank Destroyer	5	4	5	2	- Targets an enemy land unit on a roll of 2 or less. - May blitz.
Tank	6	6	6	2	May blitz.
Rail Gun	10	8	1	2	- First Strike in every combat round - Can strategically bomb facilities in an adjacent territory. Damage = D4+1 **Can be equipped with a nuclear warhead**
Heavy Tank REQUIRES TECH	8.5	9	8	2	- Targets an enemy land unit on a roll of 2 or less. - May blitz.

AIR UNITS	$	A	D	M	Special
Fighter	6	4 E:1	4(6) I: 1(3)	4	● Escort / Intercept value 1 ● +2 Defense and Intercept if with an operational Air Base. ● All hits are allocated to air units first.
Tactical Bomber	8	6(7) E:1	3	4	● +1 attack if no enemy Fighters or Jet Interceptors are present. ● Can Strategically Bomb. Damage = 1xD4 ● Escort value: 1
Strategic Bomber	10	6(7) E:1	2	6	● +1 attack if no enemy Fighters or Jet Interceptors are present. ● Can Strategically Bomb. Damage = D6 roll+2. ● Escort value: 1 ● **Can be equipped with a nuclear warhead**
Transport Aircraft	5	-	-	5	● Can transport 1 Infantry in combat or non-combat. Must start and end its movement in a friendly land territory. ● If a Transport Aircraft is taken as a casualty on the first round of combat, destroy the unit it dropped as well (if it is still alive).
Jet Interceptor REQUIRES TECH	8	4 E:3	5(7) I: 3(5)	2	● Escort/ Interceptor Value: 3 ● +2 defense and intercept if paired with an operational air base. ● All hits are allocated to air units first

NAVAL UNITS	$	A	D	M	Special
Naval Mines	2	-	3	2 NCM	● Before Combat, roll one die at a time until all mines or enemy units are destroyed. ● When rolled for, Naval Mines are destroyed. ● Naval Mines are placed inactive in a Sea Zone adjacent to an IC. ● Inactive Naval Mines cannot move into hostile Sea Zone. ● Once at their destination, the Naval Mines can be 'activated' and can no longer move. ● Inactive Naval Mines are destroyed if Sea Zone is captured.
Submarine	5	4	2	2	● First strike. ● Can submerge instead of firing. ● Cannot hit planes. ● Can cause convoy loss of 2 IPCs.
Transport	7	-	-	2	● Can carry two units, one of which must be an infantry.
Destroyer	6	4	4	2	● Cancels submarine abilities. ● Enables Fighters and Tactical Bombers to hit Submarines.
Escort Carrier	7	-	3	2	● Can carry one fighter or tactical bomber.
Cruiser	9	6	6	2 3NCM	● Can bombard in amphibious assaults ● Gives +1 move with a surface vessel paired 1:1
Aircraft Carrier	12	-	4	2	● Can carry two fighters or tactical bombers. ● Two hits to destroy. ● Cannot carry aircraft if damaged
Battleship	15	8	8	2	● Two hits to destroy. ● Can bombard in amphibious assaults

DEFENSE UNITS	$	A	D	M	Special 1) These units are built and do not count towards production 2) These units can be taken as casualties in battle.
MG Pillbox	1	-	(-1)	-	● Reduces the combat value of an attacking Infantry by -1. ● Limit one per territory IPC value. ● Must be manned by an Infantry unit for bonus to take effect.
Tank Trap	1.5	-	(-1)	-	● Reduces the combat value of an attacking mechanized unit by -1. ● Limit one per territory IPC value.
Blockhouse	2	-	(+2)	-	● Increases defense value of one Infantry +2. ● Must be taken as the first casualty in bombardments. ● Limit one per territory IPC value.
Coastal Artillery	5	-	3	-	● First Strike in every combat round if defending against amphibious assault ● Limit one per territory IPC value.
Flak Tower	8	-	3AA (+2)	-	● Applies hits to aircraft ● If no aircraft, apply hits normally. ● Increases defense value of one Infantry by +2. ● During a SBR, Flak Towers make roll at 3 in addition to regular AA rolls. ● Limit one per territory.

FACILITIES	$	A	D	M	Special
					1) These units are built and do not count towards production
					2) These units may be targeted in a SBR
					3) These units may be captured
U-Boat Pen	8	-	AA	-	• Can hold 4 submarines. The subs are shielded from air and naval attack. • Subs moving out of U-Boat Pens are considered to start their movement in the adjacent sea zone. • Up to 2 Subs may be built in U-Boat Pens per turn • U-Boat Pen is destroyed if damage exceeds 20. • If the pen is destroyed or captured by an enemy, the subs immediately enter the adjacent sea zone. If combat results, roll defensively. • Does not participate in a conventional battle. • Limit one per territory.
Radar Tower REQUIRES TECH	6	-	AA	-	• Provides a defense and intercept bonus of +2 for up to 3 Fighters and/or Jet Interceptors. • Limit 1 per territory. • Can be taken as a casualty in battle. • Does not operate if damaged • Destroyed if damage exceeds 6.
Rail Station	8	-	AA	-	• Adds +2 movement to 3 ground units during the NCM phase. • Units receiving movement bonus must pass through, start or end their movement in the territory with a Rail Station. Units can only receive the movement bonus from one Rail Station a turn. • Limit one per territory. • Does not operate if damaged. • Can sustain a maximum of 6 damage. • Cannot be destroyed.
Air Base	10	-	AA	-	• Adds +1 movement bonus to all air units. • Adds a defense and intercept bonus of +2 for Fighters and Jet Interceptors. • Can scramble up to 3 air units in an adjacent sea zone that is entered by enemy ships. • Can sustain a maximum of 6 damage. • Does not operate if damaged. • Cannot be destroyed.
Naval Base	10	-	AA	-	• Adds +1 movement to naval units. • Repairs damaged capital ships. • Can sustain a maximum of 6 damage. • Does not operate if damaged.
Hospital	4	-	AA	1 NCM	• Limit 1 per territory • If there is a land battle in any adjacent zone, roll a D12 for each such zone. On a 6, place one eliminated infantry on the Hospital • Units placed on Hospital enter play in the Place Units Phase • Does not operate if damaged • Destroyed if damage exceeds 6.
Minor Industrial Complex	12	-	AA	-	• Can produce 3 units. • Can only be built on territories worth 2 IPCs or more. • Can be upgraded to a Major for 20 IPCs. • Can sustain a maximum of 6 damage. • Damage reduces number of units that can be produce. • Cannot be destroyed.
Major Industrial Complex	30	-	AA	-	• Can produce 10 units. • Can only be built on territories worth 3IPCs or more and on originally controlled territories. • Can sustain a maximum of 20 damage. • Damage reduces number of units that can be produce. • Cannot be destroyed • If captured, reduce to a Minor IC.
Oil Derrick	-	-	AA	-	• Produces one Oil during the Mobilize Units Phase. • Can sustain a maximum of 6 damage. • No production if damaged • Cannot be destroyed.
Long Range Cannon REQUIRES TECH	10	-	AA	-	• Range: 2. • SBR Roll result: 1xD6. • Limit 1 per territory • Can be taken as a casualty. • Does not operate if damaged • Destroyed if damage exceeds 6.

ADVANCED WEAPONS	$	A	D	M	Special
Flying Bombs REQUIRES TECH	1	-	-	2 NCM	• Range: 2 • SBR D6 Roll result: 1, 2, 3 = damage 4, 5, 6 = No effect • Subject to AA. Targeted by interceptors at -2. • **Can be equipped with a nuclear warhead**
Rockets REQUIRES TECH	2	-	-	2 NCM	• Range: 2 • SBR D6 Roll result: 1, 2, 3, 4 = damage 5, 6 = No effect • Immune to AA and interception. • **Can be equipped with a nuclear warhead**
ICBM REQUIRES TECH	3	-	-	2 NCM	• Range: 7 • SBR Roll result: Damage = 1xD6 • Immune to AA and interception. • **Can be equipped with a nuclear warhead.**
Atomic Bomb REQUIRES TECH	8	4@10	4@10	2 NCM	• **Tactical**: Four D12 dice at 10. First die is targeted and a successful hit eliminates unit (ignore all capital ship/ bonus hits) and cannot return fire. • **SBR**: 4xD6 + 1 unit casualty. • Can be delivered by a Bomber, Flying Bomb, Rocket, ICBM or Rail Gun. If damage inflicted exceeds the maximum for a facility, destroy that facility. **Interception:** If a Bomber or Flying Bomb carrying an A Bomb is destroyed by AA, fighter interception or combat, discard the bomb without effect. • **Radiation:** Anytime an A Bomb is used, place a radiation marker on that territory. Each marker permanently reduces the IPC income of that territory by 1.

Unique German Units	$	A	D	M	Special
SS-Totenkopf (Camp Guards)	4	-	1	2 NCM	• Maximum 2 at play at a time. • +1 IPC for every POW that is in the same territory of a SS-Totenkopf • Removes the POW placement penalty
Gestapo	3	1(6)	1	2	• Attacks Partisans at 6 • Presence of a Gestapo unit prevents the territory from rolling for Partisan generation • Presence of a Gestapo unit prevents Partisan SBR • Maximum 5 at play at a time
Afrika Korps	2	+1*	+1*	-	• Increases attack and defense values by +1 in AFRICA ONLY • May NCM from Northern or Southern Italy to Tunisia if SZ are free of Allied warships and submarines. • Maximum of 5 per game • Maximum one per unit type. • Unit must be upgraded when purchased. • Does not count towards production.
Jagdtiger REQUIRES TECH	7.5	6	6	2	• Targets enemy land units on 5 or less. • Requires 'Heavy Tanks' technology.
Maus REQUIRES TECH	8	8	4	1	• First Strike • Requires 'Heavy Tanks' technology. • Cancels a hit in the first round of combat if paired with a Heavy Tank.
Tiger II REQUIRES TECH	11	10	9	2	• Targets an enemy land unit on a roll of 3 or less. • May blitz. • Requires 'Heavy Tanks' technology. • Cancels a hit in the first round of combat if paired with a Heavy Tank.
Land-kruezer REQUIRES TECH	16	2@7 (8)	4(5)	1	• Three hits to destroy. Every hit reduces the number of dice rolled. • Automatically repaired at the end of a battle. • First Strike every round. • **If there are no enemy aircraft, attack and defend at +1.**
Type XXI Submarine REQUIRES TECH	8	7	3	2	• Convoy disruption of 4 IPCs. • First Strike (even with Destroyers present). • Hits applied to Type XXI's must be rerolled and hit on 10 or less. • Requires 'Super Submarines' technology.

Axis & Brollies D12 Unit Rules

Partisans

- At the end of the Partisan Phase, roll a D12 for every pro-Allied, French, and Soviet territory controlled by the Axis powers. For every '1' rolled, add a Partisan unit to any of these occupied territories, even territories with Axis units. Only one Partisan unit may be placed per territory per turn. If a Partisan is added to a territory with POWs and there are no Axis units present, convert all POWs and the Partisan into one regular infantry. If a second (or more) Partisan is added to a territory, they may all be converted into one regular infantry of the territory's power. If a Partisan is liberated, convert it to an Infantry.

- Prevents movement of occupying forces through the territory. Instead of rolling, Partisans may end the combat.

- Instead of rolling, Partisans may end the combat.

- Can Strategically Bomb Facilities in territory they are located and adjacent territories. Damage = 1xD4

First Strike

On the first round of combat units with "***First Strike***" roll before other units and those casualties to be removed without returning fire. If units on both sides have first strike, those units all fire at the same time.

Convoy Disruptions.

Submarines may cause convoy disruptions in two ways:

1) As a combat move, a submarine can make a one roll 'attack' on a convoy zone if it is free of enemy naval units. If a hit is scored, reduce the convoy income.
2) If a submarine is present in a convoy zone on the collect income phase, reduce the income.

POW

After a land battle, the victor rolls a D12. For a result of 3 or less, add a POW within one space. For every POW above the value of a territory, that territory reduces the economy by -1IPC. POWs do not cause this deduction if they are in the same territory as a SS-Totenkopf unit.

SBR

SBR occur before regular combat. If a facility is damaged during a SBR, apply the effects to regular combat.

Naval Mines

- Can defend an entire sea zone, or a single coastline from amphibious assault. Apply casualties before the first round of combat. Units destroyed are immediately removed from play.
- Can be moved over land to their destination. Moving from a territory to a Sea Zone is considered a move. Inactive mines cannot move into hostile territory, defend or be taken as losses. If a territory or Sea zone is occupied with inactive naval mines, remove from play. Once at their destination, the mine can be 'activated' and can no longer move.

Oil

-Every Oil Derrick produces 1 Oil during the Mobilize Units Phase.
-Newly captured Oil Derricks do not produce an Oil.
-Every Oil that that is at an IC, adds +3 IPC and uses one production point during the Mobilize New Units Phase.
-Oil can be captured by or transferred to another player.
-Oil cannot move into or out of territories containing Partisans.
-Oil Derricks can be strategically bombed. Can sustain up to 6 damage. No production any damage.

1940.2 Setup

Territory	Setup
Romania	1 Derrick
Poland	1 Oil
Central USA	2 Derrick
Caucus	2 Derrick (no production until at war)
Persia	1 Derrick
Borneo	1 Derrick (no production until at war)

1942 Setup

Territory	Setup
Romania	1 Derrick 1 Oil
Western Germany	1 Oil
Central USA	2 Derrick
Caucus	2 Derrick 1 Oil
Persia	1 Derrick
Borneo	1 Derrick

Axis & Brollies Game Rules

Game Round

1) Event Card
2) Draw Action Cards
3) Nation turns (standard game rules)
4) Partisans attack
5) Partisan Mobilization

Action Cards

The Axis and the Allies each share a pool of up to 7 Action Cards. If hand exceeds 7, discard down to 7.

Game set up: Draw 10, discard down to 5.

End of Round: Draw 5, discard down to 7 (if necessary).

Phases: Only one card may be played during each 'phase.' (Technology, Purchase, Combat Movement, Non Combat Movement, and Place Unit)
Combat: Only one card may be played each combat round.

Research

1) Purchase up to 5 research dice (D6) (5 IPCs each)
2) Assign dice to Research Tracks
3) Roll each die individually, and advance nation token on each research track.
4) If a breakthrough is achieved, place a nation token on an eligible research.
5) You may only advance one space on each research 'branch' per turn.