

# **WORLD WAR II EXPANSION**

FOR USE WITH

**AXIS & ALLIES GLOBAL 1940**

**The G40 EXPANSION RULES include:**

**US Marines**

**Waffen-~~SS~~ Panzer**

**Soviet Tank Mass Production**

**Paratroopers**

**Advanced Production Capacity**

**Escorts and Convoy Protection**

**Strategic Rail Movement**

**Expanded Pacific IPC Values**

**D-Day**

**Super Heavy Battleships**

**German U-Boat Wolf Packs**

**Landing Crafts**

**and much more...**



From: **Danish Axis & Allies Community, Field Headquarter**

To: **All Axis & Allies G40 players**

Ref No: **G40 EXPANSION RULES 1.0**

Orders: **Prepare for War!**

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## NOTICE TO PLAYERS

The G40 EXPANSION RULES for use with Axis & Allies G40 are more than a set of rules for simulating tactical and strategic warfare in World War II. It's an "inspiration engine" that allows you to experiment with weaponry, strategies and doctrine of all the major powers in the Second World War. Planning, experience and skill are crucial factors in deciding who wins and who loses.

Some of the elements that are captured and included in the play of the game are:

1. **Unbelievable Realism** – To bring us a degree of realism that takes us back in time to World War II itself.
2. **Historical Accuracy** – The enhancement of the rules are now rich in Historical detail. For instance, the introduction of US Marines, German Waffen-SS, British Commandos, Soviet Guards and Paratroopers – as well as the D-Day rule that allows The Allies to launch a combined amphibious assault and the German Take Over of Italy – has now become part of the comprehensive tactical and strategic options that are available to the players.
3. **Strategy Enhancement** – Axis & Allies G40 with the G40 EXPANSION RULES now has a chess like strategy that requires more thought and skill than ever. These rules also make this a formidable two player game.
4. **Play Balance** – The play balance is excellent. Players of equal ability can win with either side. There are many new elements in the game, such as Soviet Tank Mass Production, Wolf Packs for Germany's U-Boats, Panzer General and the formation of Army Groups. These are only some of the options that you can bring into play – and plan your own Top Secret Strategy in order to win the War.

The G40 EXPANSION RULES are divided into 5 Sections to make them more manageable. The rules are designed with the History enthusiast as well as the game player in mind. The rules are concise, easy to learn and fun to play.

Our hope is that you and your play group will find countless hours of challenge and fun, as do we.

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With the G40 EXPANSION RULES we have created a product that is both entertaining and faithful to History – this is our contribution to the Worldwide Axis & Allies Community.

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We would be grateful to receive feedback from players throughout the entire Axis & Allies Community, based on game experience with the G40 EXPANSION RULES.

Please send your questions and feedback to: [g40expansionrules@gmail.com](mailto:g40expansionrules@gmail.com)

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## ADVICE

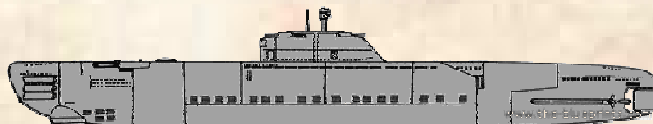
1. We recommend that you use the G40 EXPANSION RULES when you are familiar with the original G40 rulebook. Depending on your overall Axis & Allies game experience, it is recommendable that you add each of the first 4 Sections one by one, beginning with Section 1.  
Study Section 1 carefully before you 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 Section 2, 3 and 4 in the same way.  
Section 5 includes Optional Rules – add these rules when you are ready to experience the full potential of the G40 EXPANSION RULES.
2. You may choose to use some or all of the G40 EXPANSION RULES – try it out – and find out what suits you and your play group best.  
**Important:** The play balance is based on the use of all rules included in the G40 EXPANSION RULES.
3. The G40 EXPANSION RULES now make Axis & Allies G40 a fantastic two-player game. In this way it is possible to play the game in 10 hours – depending on your planning and strategy.
4. Do not use these rules if you are in a hurry. Even though the rules bring the option to wage *Lightning War*, your opponents still have some options to absorb the impact of a massive attack – and thereby fighting a *War of attrition*.

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## G40 EXPANSION TOURNAMENT RULES 1.0

The G40 EXPANSION TOURNAMENT RULES version 1.0 is under construction. The overall goal is to select a limited number of rules from the G40 EXPANSION RULES that allows a balanced game to be played in maximum 8 hours. The G40 EXPANSION TOURNAMENT RULES also include additional winning conditions.

The planned release is by December 2021 – depending on the feedback from our play testing groups and players around the World.



## CREDITS

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## 1.1 Getting Started:

First of all read through this manual once without using the many references contained throughout this manual. The purpose of these references is to make it easier for rules clarification when playing the game. You don't have to remember everything.

Play without using the Optional Rules at first and keep referring to this manual as you go. After you play a couple of games you will find that you will need this manual less frequently.

### THE GAME SET-UP:

Everything at the start of the game is the same as with the original G40 rulebook. There are however 5 additional components as shown below – and some additional units to set up as outlined in *Section II – The Expanded Pacific Theatre of Operations*. These 5 components are also listed on later pages in this manual, ready for printing and use.

#### Component 1: Expanded National Production Chart:

Each round of play is considered to last 6 months – one round is completed when all nations have completed one turn each as with the original G40 rulebook.

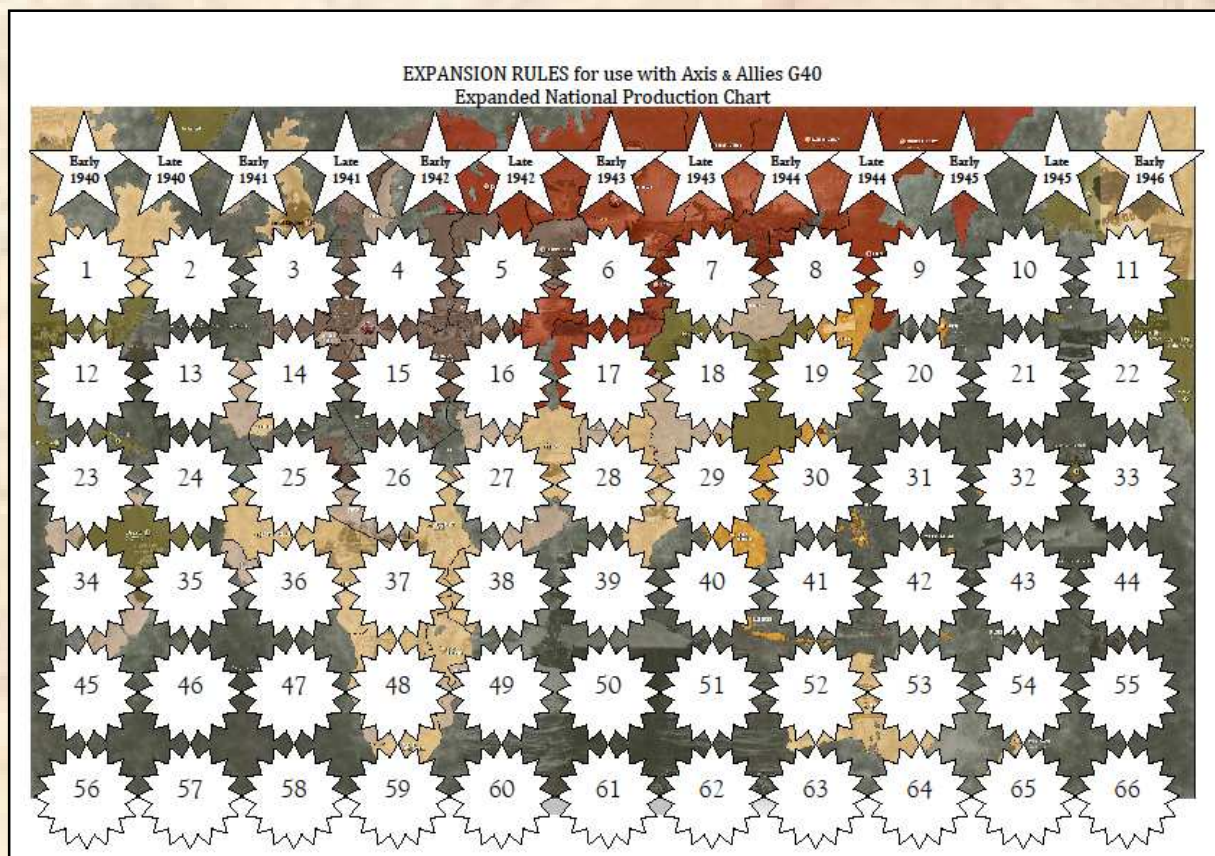
**Example:** After the German player has completed Germany's turn, the next player is Russia, etc. Next time it is Germany's turn, one round of play is completed and 6 months have passed.

At the top of the *Expanded National Production Chart* (ENPC) there are 13 stars printed and each star shows which season (*Early* or *Late*) and year 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.



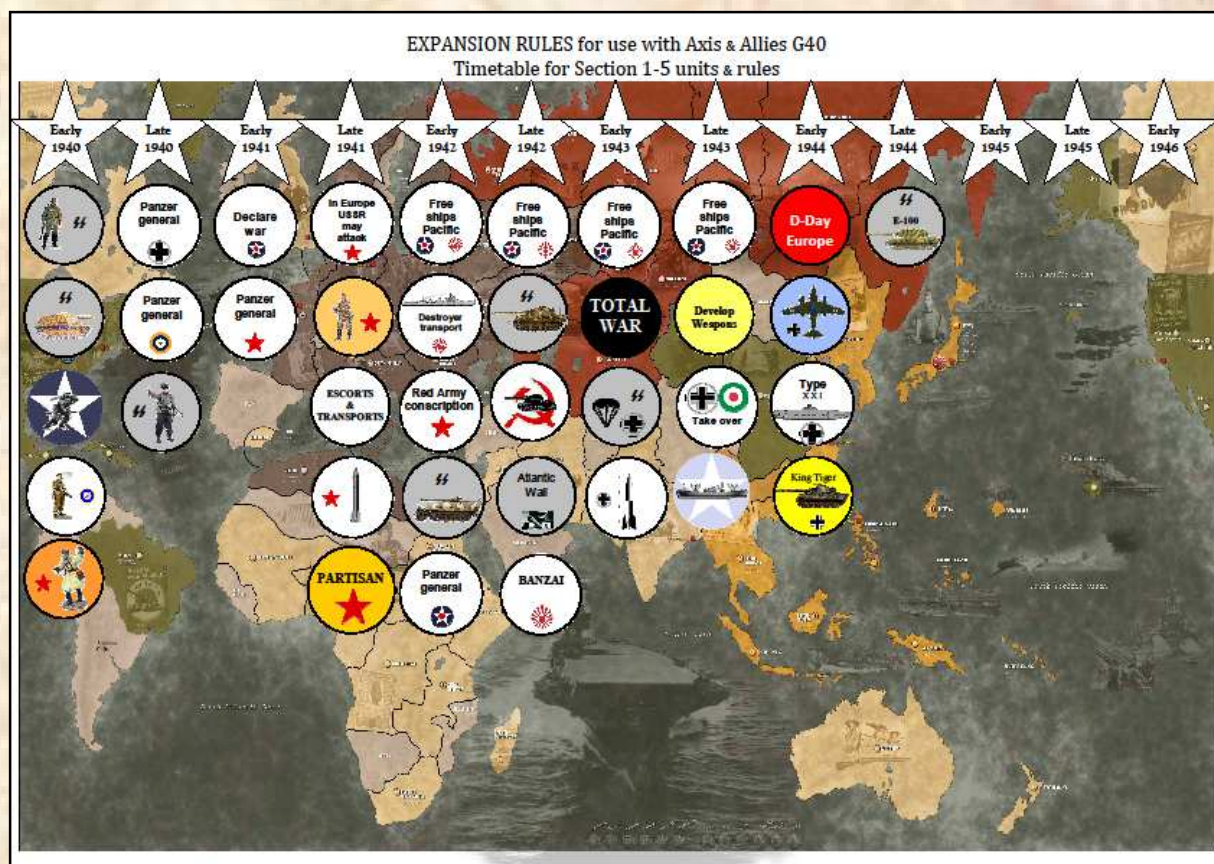
It is possible that the game exceeds the number of stars printed at the ENPC – in that case write down on paper each round of play you exceed so you can keep track of *Year & Season*.



## Component 2: Historical Timetable:

Also, place one *Year & Season* marker at the *Timetable*, so you easily can keep an overview of which units & rules that can enter the game – move the marker one step forward after each completed round of play in the same way as with the ENPC.

When the G40 EXPANSION RULES mention a year and season, please refer to the printed stars on the *Timetable*.





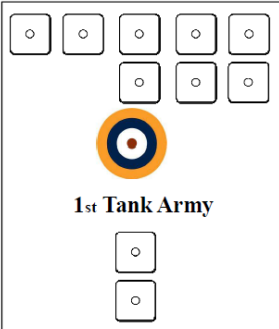
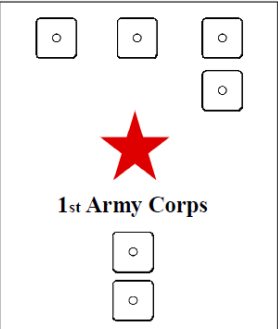
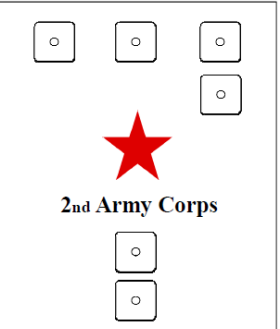
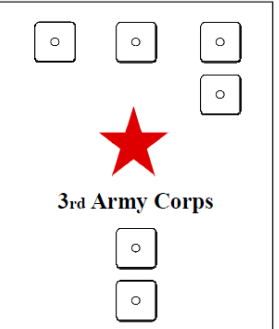
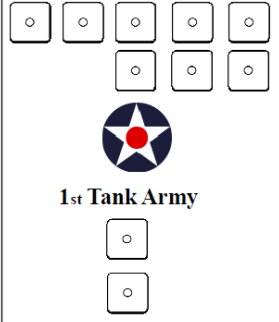
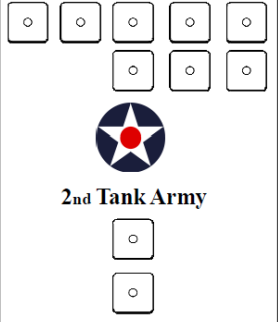
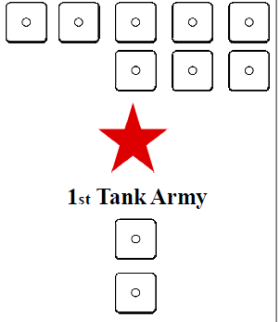
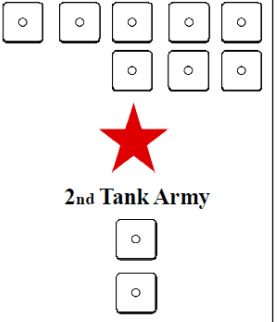
### Component 3: Allied Army Boards & Markers:

The Army Boards are placed next to the game board. Each Army Board has its own Army Marker, used to display that Army on the game board.

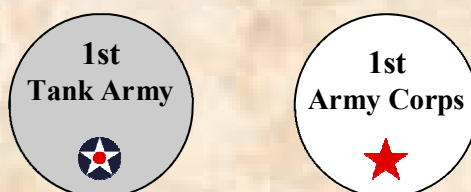
When an Army is created in a territory on the game board, move all units within this Army from the game board to the Army Board - and place the Army Marker that refers to this Army in the territory where the Army is present.

Each Army Board has dice markings – note the difference in these dice markings:

- **Tank Armies:** a Tank Army consists of 5 Tank units and 1 Panzer General unit. Place the Panzer General at the 2-dice symbol at the front of the Army Board. Then place 1 Tank unit at each of the three 2-dice symbols and the last two Tank units at each of the 1-dice symbols. The Tank Army has a total of 10 dice rolls at “3” in each round of combat (explained in Section IV, § 5.5: “Panzer General”).
- **Soviet Army Corps:** a Soviet Army Corps consists of 3 land based combat units and 1 Soviet Commissar unit. Place the Soviet Commissar at the 2-dice symbol at the front of the Army Board. Then place 1 land based combat unit at the 2-dice symbol (this unit has 2 dice in attack and defense) – and the last 2 land based combat units at each of the 1-dice symbols. You will find more information in *Section 5.4: Soviet Commissar*

EXPANSION RULES for use with Axis & Allies G40			
***			
Allied Army Boards			
 <p><b>1st Tank Army</b></p>	 <p><b>1st Army Corps</b></p>	 <p><b>2nd Army Corps</b></p>	 <p><b>3rd Army Corps</b></p>
 <p><b>1st Tank Army</b></p>	 <p><b>2nd Tank Army</b></p>	 <p><b>1st Tank Army</b></p>	 <p><b>2nd Tank Army</b></p>

Allied Army Markers, example:



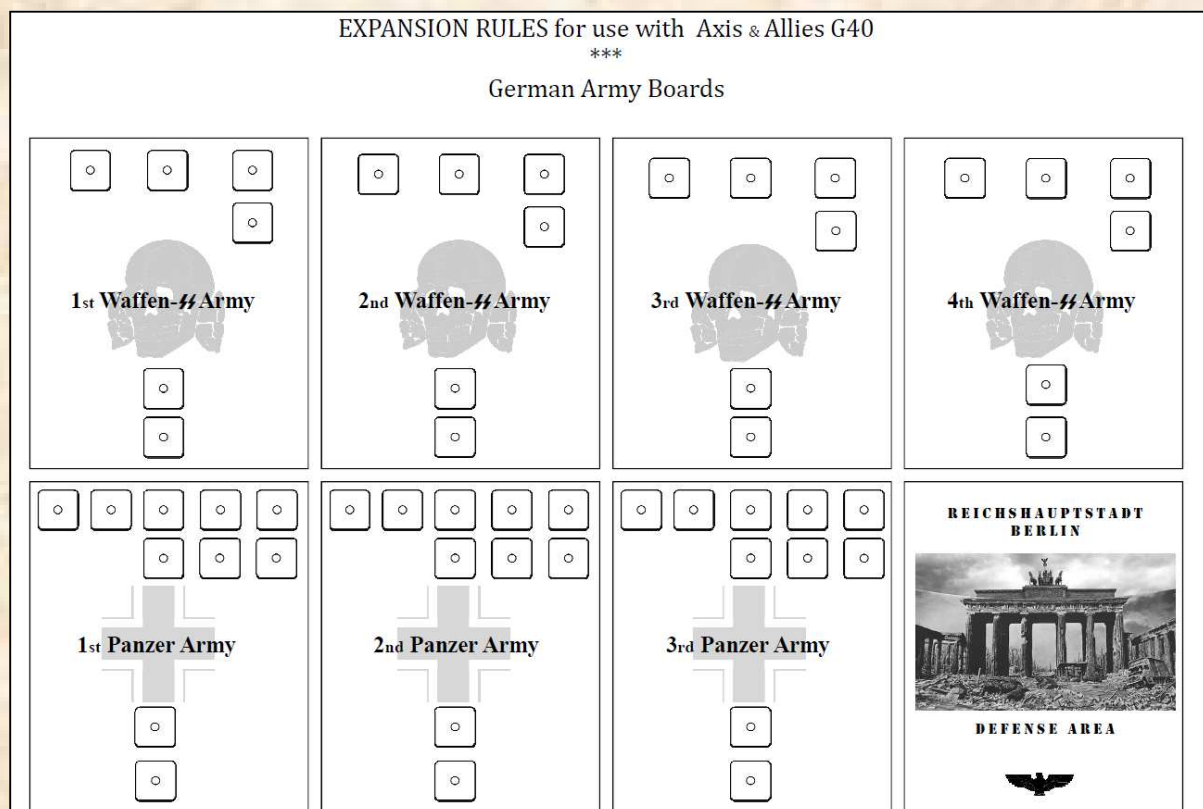


#### Component 4: German Army Boards & Markers:

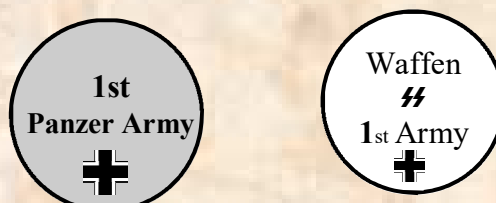
The German Army Boards are placed next to the game board in the same way as with the Allied Army Boards – the Army Boards and Markers also serve the same purpose – and are handled in the same way.

Each German Army Board has dice markings – note the difference in these dice markings:

- **Panzer Armies:** a German Panzer Army is identical to an Allied Tank Army – and consists of 5 Panzer units and 1 Panzer General unit. Place the Panzer General at the 2-dice symbol at the front of the Army Board. Then place 1 Panzer unit at each of the three 2-dice symbols and the last two Panzer units at each of the 1-dice symbols.  
The German Panzer Army has a total of 10 dice rolls at “3” in each round of combat (explained later).
- **Waffen-SS Army:** a Waffen-SS Army consists of 3 Waffen-SS units and 1 Waffen-SS Oberst-Gruppenführer unit.  
Place the Waffen-SS Oberst-Gruppenführer unit at the 2-dice symbol at the front of the Waffen-SS Army Board. Then place 1 Waffen-SS unit at the 2-dice symbol (this unit has 2 dice in attack and defense) – and the last 2 Waffen-SS units at each of the 1-dice symbols. You will find more information in Section IV, § 5.3: “Waffen-SS Oberst-Gruppenführer”.



German Army Markers, example:

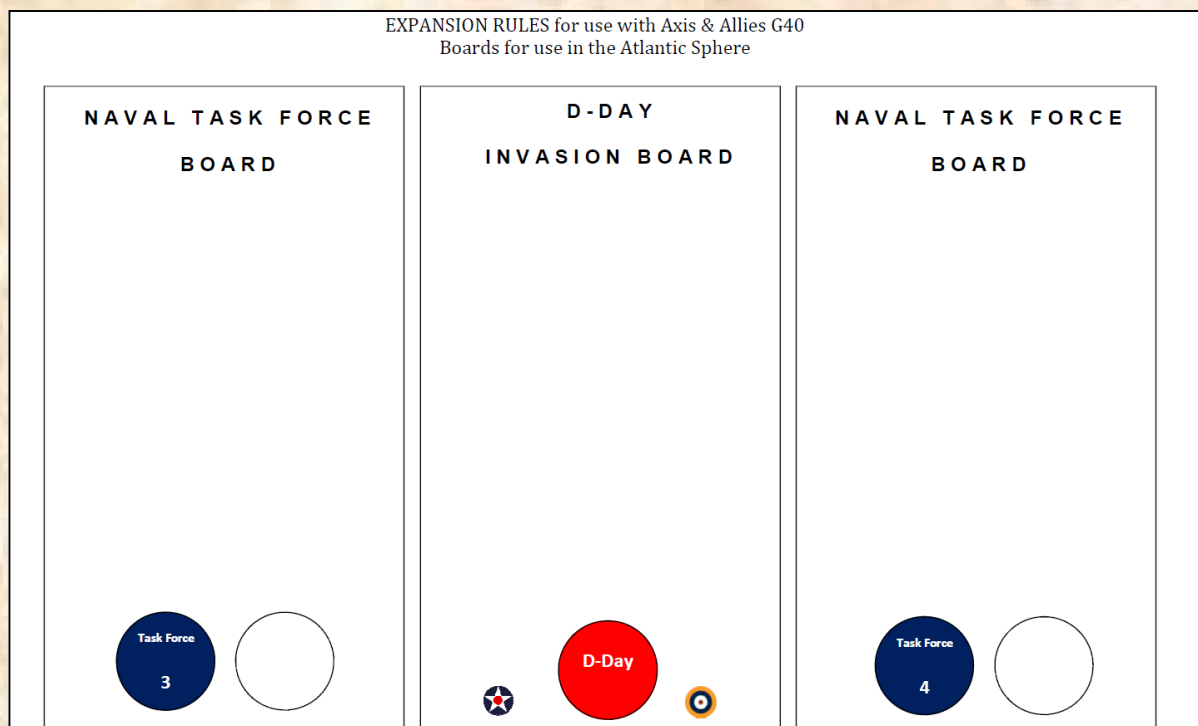


## Component 5: D-Day & Naval Task Force Boards:

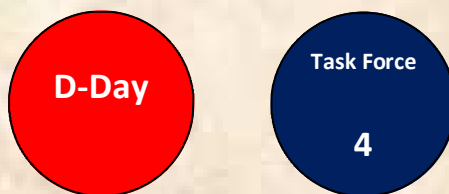
As with the Army Boards, the D-Day Board and the Naval Task Force Boards are kept next to the game board.

**The D-Day Board** has 1 purpose only – to secure that the units committed to the invasion (D-Day rule) are kept separate from other combat units. This is later explained *in depth* in Section III, § 4.6: “D-Day”.

**The Naval Task Force Boards** can be used when a sea zone on the game board is too crowded. Move the sea units from any crowded sea zone to a Naval Task Force Board – and then place the referring Naval Task Force Marker in that sea zone to display that Naval Task Force.



D-Day & Naval Task Force Markers, example:



**Note:** For use in The Pacific Theatre, Naval Task Force Boards 1 + 2 are also available.

## 1.2 Winning The Game:

**Winning conditions;** the side that first achieves either a Military or Economic Victory wins the game.

### 1. Military Victory:

**The Axis:** Conquer *Moscow*, *London* or *Washington* – and hold that Capital for one complete round of play. *Berlin* and *Tokyo* must be controlled by The Axis.

**The Allies:** Conquer *Berlin* or *Tokyo* – and hold that Capital for one complete round of play. *Moscow*, *London* and *Washington* must be controlled by The Allies.

### 2. Economic Victory:

**The Axis:** The Axis powers are victorious if they have a *combined* National Production Level of at least 148 IPC.

**The Allies:** The Allied powers are victorious if they have a *combined* National Production Level of at least 189 IPC.

**Note 1:** These Economic Victory conditions must be fulfilled after a completed round of play: after France's turn is over, take a look at the ENPC and check the IPC levels.

**Note 2:** the IPC that each Nation receives from *National Objective and Bonus Income* and *Advanced Production Capacity* etc. do not count towards the IPC level required for the Winning Conditions.

### 3. Surrender:

either side can surrender at any time due to a hopeless military situation.

## 1.3 Cost Of All Units:

Due to the multiple new units and rules that are now available, some original units have seen a cost reduction. All playable units from both the original G40 rulebook and the G40 EXPANSION RULES are listed on later pages.

**Example:**

EXPANSION RULES for use with Axis & Allies G40					
Cost of all units					
Unit	Cost	Move	Attack	Defend	Enter game from round
<b>Land based combat units:</b>					
Infantry	3	1	1	2	Game start
Elite infantry	3	1	1(2 dice)	2 (2 dice)	Game start
Mechanized infantry	4	2	1	2	Game start
German Panzer Grenadier	4	2	2	3	Game start
US Armored infantry	4	2	2	3	Game start
Paratrooper	4	2	1 or 3	2 or 3	Game start
Soviet Guard Infantry	10 (3 units)	2	2	3	Game start
Waffen-SS Infantry	+ 1	2	2	4	Game start
British Commando infantry	+ 1	1	1 or 3	2	Game start
US Marines infantry	+ 1	1	1 or 3	2	Game start
Waffen-SS Fallschirmjäger	+ 2	3	3 or 4	4	Early 1943
Waffen-SS Oberst-Gruppenführer	+ 3	2	2	4	Late 1940
Soviet Commissar	5	2	2	3	Game start
Artillery	4	1	2	2	Game start
Waffen-SS artillery	+ 2	2	3	4	Game start
Panzer General	8	2	3	3	Late 1940
Tank (Panzer)	5	2	3	3	Game start
Waffen-SS Panzer	+ 2	2	4	5	Late 1942
Soviet Tank Mass Production	12 (3 units)	2	3	3	Late 1942
German King Tiger Tank	6	2	4	4	Early 1944



## 1.4 Economy & National bonus:

The Economy and National Bonus Income are the same as in the original G40 rulebook – with 3 exceptions.

### **Exception 1: United Kingdom Economy:**

The economy of United Kingdom and India is one economy. London is holding the treasury.

If an Axis Power conquers India, no British IPC are handed over to the conqueror.

The Japanese National Objective Bonus of 5 IPC is still granted to Japan when an Axis Power is controlling India.

United Kingdom may spend a maximum 20 IPC in The Pacific Theatre (India) in each round –

including any facility purchase (underground factory, defensive fortifications, repairs etc.)

### **Note: UK National Objective & Bonus Income:**

*At War with Japan:*

- 5 IPC if Malaya and Kwangtung are both controlled by United Kingdom

*At War with Germany and Italy:*

- 5 IPC if all original UK territories with an IPC value on the European map are controlled by United Kingdom (not including West India).



### **Exception 2: Japanese National Objective Bonus Income:**

*At War with China:*

- 5 IPC if all Chinese territories are controlled by Japan

This National Objective Bonus is in addition to the other Japanese National Objective & Bonus Income described in the original G40 rulebook.

### Exception 3: Advanced Production Capacity:



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

When each of these Nations are at War, Germany, United Kingdom, Japan, USA and Italy 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 Powers receives.

#### **Example 1:**

Germany is at War with France and United Kingdom from game start (*Early 1940*) and therefore receives these IPC from that turn in the *Collect Income* phase.

#### **Example 2:**

The United States is not at War until attacked by an Axis Power – or until the US declaration of War – therefore USA doesn't get these IPC until at least one of these conditions is met.

The extra IPC that the Major Powers get are:

- Germany: 12
- United Kingdom: 6
- Japan: 8
- USA: 14
- Italy: 3

### The Soviet Union:

Russia 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. Instead the Soviet Union gets 1 free tank unit in each round beginning in round *Early 1941* – even if Russia is still not at War.

This free tank unit must be placed in the *Urals* territory – even though there is no industrial complex in that territory – in the *Purchase & Repair Units* phase before Russia begins any combat movement etc.

This tank unit is ready for movement & combat in the same turn.



#### **Note:**

If the USSR has lost the *Urals* territory to enemy forces, the free tank unit is no longer granted the Soviet Union.

If the *Urals* territory is once again under Soviet control, this free tank unit is again granted the Soviet player.

### China:

From game start China receives one additional infantry unit in the *Place New Units* phase in each turn as long as China has at least one territory that is not controlled by the enemy.



## 1.5 Counters & Markers:

You might want to use the full color markers & counters that come along with these G40 EXPANSION RULES, if you don't already have eligible playing pieces.

## 1.6 Weapons Development

Weapons Development may not begin until round *Early 1943*. All other rules concerning Weapons Development are as described in the original G40 rulebook.

***To be continued...soon !***