

Axis and Allies

NOLIMIT'S and Superbattleship Yamato's Alternate Sides Global 1940

Or ALT-S-G40

(Unless specified below, all other rules are OOB)

The Soviet Union, France, and China are now sided with the Axis while Japan and Italy is switched to the Allies!

New Turn Order:

China, France, Germany, Japan, Soviet Union, US, UK Europe, Italy, UK Pacific, ANZAC

New Victory Conditions:

Axis must capture a combined total of 10 victory cities for a complete round of play, the Allies must capture 2 Capitals while keeping all their own capitals and all of Africa and China (excluding Strict Neutrals) for a complete round of play!

Political Situation and National Objective Bonus Income:

China is at war with Japan and may declare war on other Allies at any time (that alone will not bring the Soviet Union into the war), but only move within the territories OOB allowed China to enter. Collects 6 IPCs if the Moscow Road is totally open, the Soviet Union must control Moscow and have a link of Axis controlled territories leads unbroken to Szechwan. China can also purchase artillery if it is open. China collects 10 IPCs if Berlin Road is totally open, Germany must control Berlin and all Axis controlled territories leads unbroken to Szechwan. The Soviet Union on their turn may Lend Lease and move an existing fighter to China to any Chinese territories and China may use it immediately on its turn, Only 2 "Flying Tigers" are allowed on the map at a time!

Germany: All OOB bonuses concerning the Soviet Union are nullified, however the Germans still collects their OOB bonuses when at War with the UK and collects 5 IPCs for each time an Allied capital Germany captures, and it may declare war on Japan at any time and will not affect its relations with the US!

Japan: Japan is only at war with China and may declare war with other Axis Powers at any time, however that will bring the Soviet Union immediately into the war. Japan collects 5 IPCs for Allied control of all of China's 12 territories, and all other OOB bonuses are nullified. Japan cannot enter beyond the Pacific side of the Map until all territories on the Pacific board are under Allied control!

Soviet Union: The Soviet Union starts the game neutral and may not declare war on any Allied powers till the 4th round, or unless the Allies declares war on the Soviets first. When at War: They collect 5 IPCs if sea zone 125 is free of Allied warships and controls Archangel, and all original territories aren't occupied by other Axis powers. 3 IPCs for each original Allied or Pro-Allied territory worth 2 IPCs or more and collects 10 IPCs (one time only) the first time the Soviets liberate Manchuria. The Soviet Union may move up to 3 ground units one way each turn on the Non-combat phase directly between Moscow and Amur on its Siberian Railway. Soviet Union may move Ukraine industrial complex to any territory east of Moscow on the units placement phase of turn when they are at war, they must deduct 1 IPC off of the Ukraine territory value and transfer and add it to the new territory that has the Industrial complex site for the remainder of the war!

The US political situation is the same as OOB, when at war they collect all but one of their OOB bonuses with the Philippines being the exception!

The UK begins the war with Germany, France, and Italy, and may declare war with China at any time but that will bring Soviet Union immediately into the war. The UK still collects OOB Europe bonus income!

Italy: Italy is part of the Allies, and is at war with France and Germany. It may declare war on China at any time, however that will bring the Soviet Union immediately into the war. All of Italy national objectives stay the same, except everywhere in the national objectives which mention the Allies and the Axis-whenver the normal rules mention one side, it shall be changed to the opposite side.

The UK Pacific political situation is the Same as OOB. It may declare war on China at any time and then collects it's OOB bonus income, however that will bring the Soviet Union immediately into the war!

ANZAC's political situation is same as OOB. It may declare war on China at any time and then collects it's OOB bonuses, however that will bring the Soviet Union immediately into the war!

France: France is part of the Axis, and is a war with the UK. It may declare war on the US or Japan at any time-a state of war with either of these powers will not affect its relations with the other! France's single national objective is removed.

Each individual island of the Dutch East Indies cannot be collected by the Allies unless it's been liberated away from the Axis control, but the Allies still may land their units there!

The Allied powers cannot enter into Japanese territories or sea zones adjacent to either Japan's or Soviet Union's territories until the Soviet Union is at a state of war with the Allies!

The European Axis Partners (Germany and Italy) cannot enter Soviet original land territories and vice versa (excluding aircraft flyovers), until an Axis capital is captured!

#### Mongolia Rule Change:

When any units from the Allied Powers enters (including aircraft flyovers) into any Soviet territory adjacent to Mongolia, the Mongolian Infantry immediately goes to the Soviet Union's possession- however, the Soviet Union will not get those troops if the Axis attack Korea first!

Finally, the French units in the United Kingdom territory move to the France territory, and vice versa with British units.