

Axis & Allies Global 1940 House Rules Expansion

Winning the Game

In the *G40 OOB* rules, *Victory Cities* are a major component in how to win the game.

In order to make the *Axis & Allies Global 1940* game more flexible – and give both sides almost limitless options in how to win the game, the *Victory Cities* no longer counts towards the *Winning Conditions*.

Instead both sides now have 3 options to *Win the War*:

1. **Military Victory:**

The first side that captures an enemy **Major Capital** – and holds that capital for one complete round of play, while all *Major Capitals* on their own side are still friendly controlled – wins the War.

Why:

When an enemy *Major Capital* is captured, the owner of that Capital also loses all unspent IPC. This is both a *Military & Economic Setback* – that gives the enemy the upper hand in any way. Even if the Capital is liberated, the original owner has no income to spend – and this gives the enemy the overall initiative.

2. **Economic Victory:**

To win the War economically, both sides have the option to achieve a certain **Combined IPC Level**. The *Axis* must have a combined IPC level at **148 IPC** – and the *Allies* must have a combined IPC level at **189 IPC**.

In both cases, this IPC level must be achieved – and kept until the end of France's turn (since France is the last playable Nation in the game).

Why:

When one side reaches this combined IPC level – as mentioned above – it will eventually bring a *Military Victory* as a consequence of this **Superior Economic Status**.

3. **Surrender:**

Any side can surrender due to a **Hopeless Military Situation**.

Why:

Instead of *Fighting To The Bitter End* – one side can surrender if the situation becomes totally hopeless. This could be caused by a major military setback such as a lost battle on a massive scale.

In any way, if own units have been defeated in the field – and the enemy seems to be unstoppable – and it seems clear that the War is lost, there is an option of **Surrender**.

For **Winning Conditions** in detail see the *Axis & Allies Global 1940 House Rules Expansion*, pg. 11