

Axis and Allies Expanded Global Scenario

Rules by MonsieurMurdoch

Order of Play:

United States - Income 52
Russia - Income 37
Germany - Income 25
Great Britain - Income 24
China - Income 23
France - Income 19
Japan - Income 15
Indonesia - Income 15
Eastern European Commonwealth - 14
Italy - Income 10
India - Income 10
Australia - Income 10
Union of South American Nations - Income 8
Canada - Income 7

Classifying Original Territories:

Original Territories are territories that have belonged to the nation since the beginning of the game. A nation may only build air and naval bases on any non-Original Territory they control.

Movement:

Unless a nation is in an alliance, they cannot move their units into or through territories belonging to another nation. They can, however, share sea zones.

Turn Actions:

A nation's turn is divided into two phases; the Agenda Phase where all political actions are resolved and the Combat Phase where all military actions are resolved. While the player must complete their agenda phase, it is optional to perform the Combat Phase.

Agenda Phase:

The Agenda Phase is divided into these 6 steps-

- Resolving Surrenders and Armistices (optional, player may perform)
- Purchase and Repair (mandatory, player must perform)
- Technology Research and Exchange (optional)
- Collect and Spend Influence (optional)
- Make Alliances (optional)
- Declare War (optional)

A nation may choose to perform any or all of these actions.

Resolving Surrenders and Armistices-

This is where two or more nations at war resolve their conflict.

Surrenders occur when one nation drops below two thirds (rounded down) of their total economic income or decides to willingly surrender to the opposing nation. Surrenders must be accepted by the opposing nation, and when a surrender occurs, all conflict between the two (or more) nations ceases. A surrendering nation enables the victor to ask for one of the following:

Land-

The victorious nation may choose up to three enemy territories which they occupy and have them become Original Territories.

Military-

The surrendering nation either reduces their total land unit count by half

OR

The victorious nation takes possession of either 3 enemy air units, 2 enemy naval units excluding battleships and aircraft carriers, or 1 enemy battleship or aircraft carrier. Those units are removed from the board and then placed back on alongside the victorious nation's purchases for that round.

Political-

The victorious nation may freely move its units into and through the remaining territories of the surrendering nation, collect the income generated by those remaining territories, and use any naval or air bases in those territories. The victorious nation may also choose to prevent movement of units belonging to the surrendering nation. They may only do this once per turn and may only choose units belonging to one land or sea zone.

This condition may only be chosen if the victorious nation controls the surrendering nation's capital.

An armistice occurs when both sides of the conflict agree to end conflict. To begin the process of an armistice, one side must first make an offer of an armistice to the opposing side. If the opposing side accepts the offer, negotiations begin. If not, then no further offers of an armistice may be made by either side and only a declaration of surrender may be made.

Conditions of an armistice:

Unlike surrenders, armistices enable both sides to freely negotiate and discuss how to end the conflict. An armistice may include (and only include), and exchange of territories, where exchanged territories do not become Original Territories, an exchange of income, which is limited to 15 IPCs given the other nation's income that can then be used on the next round of play, and/or an exchange of technology

Purchase and Repair-

This step follows the A@A 1940 rules, however with these changes:

1. Peacetime Spending- Whenever a nation is not at war, they may only spend half of their total income, rounded down, during Purchase and Repair
2. Battleships and aircraft carriers require a fee of 5 IPCs per unit to be repaired

Technology Research and Exchange-

When researching technology, follow this sequence:

Step 1: Buy research dice for 5 IPCs each

Step 2: Roll each of the purchased dice. If at least one 6 is rolled, the research is successful. If not, the research has failed

Step 3: If the research was successful, choose either of the following breakthrough charts and roll dice to determine what technology you gained

Chart 1 (roll one dice)

Roll of 1 = Advanced Artillery (G40 rules)

Roll of 2 = Increased Factory Production (G40 rules)

Roll of 3 = Fighting Transports- Your transports can now defend at a two against air units

Roll of 4 = Super Submarines (G40 rules)

Roll of 5 = Radar (G40 rules)

Roll of 6 = Improved Shipyards (G40 rules)

Chart 2 (roll two dice and add together)

Roll of 7 = Improved Mechanized Infantry (G40 rules)

Roll of 8 = Long Range Bombers- The range of all your bombers is increased by one as well as each of your bombers may, when attacking, roll two dice and select the better result

Roll of 9 = Cruise Missiles- During the Resolve Strikes step, each of your operative air bases may now make one cruise missile strike, see the Resolve Strikes step for more detail

Roll 10 = Ballistic Missiles- During the Resolve Strikes step, each of your operative air bases may now make one ballistic missile strike, see the Resolve Strikes step for more detail

Chart 2 cont. (the following are classified as Nuclear Technologies)

Roll of 11 = Atomic bomb- May now purchase Atomic Bombs

Roll of 12 = Nuclear warhead- May now purchase Nuclear Ballistic Missiles (this technology requires completed research of the Ballistic Missiles technology before being used)

Exchanging technologies:

A nation may decide to exchange technology they own for technology belonging to other nations. During an exchange, a nation may offer one or more technologies they own to receive one or more technologies from the nation they are trading with (the players decide on how much

technology is exchanged). All technologies must have completed research, and Nuclear Technologies can be exchanged.

Collect and Spend Influence-

During this step, a nation may choose to collect half of its income, rounded down, as Influence instead of IPCs. Note that if a nation is at Peacetime Spending and they choose to collect Influence, they collect from their decreased income and not their full. Collected Influence may also be stored and so a nation does not need to spend it on the same round it was collected.

A nation may spend Influence on a Neutral territory to turn it into an ally. To do this, the nation exchanges 3 Influence for a Influence marker, which they then place on the selected neutral territory. Once that nation has placed 6 Influence chips, they gain control of that territory (not as an Original Territory) places their nation's roundel as well as activities that territory's standing army.

Note that for simplicity purposes, all Mongolian territories and Persian territories are considered one whole territory during Influence spending, and that a nation does not need to place 6 markers on each individual territory. All standing armies are activated at the same time should a nation successfully spend enough Influence.

A nation may also spend Influence to start an insurgency. To do this, a nation may select either a non-Original Territory or an Original Territory that does not contain a city. They then exchange 3 Influence (4 if an Original Territory) for one Insurgent unit and places those units in the selected territory. On the nation's Conduct Combat step, they may use those Insurgents to attack any units in that territory that belong to the territory's controller and their allies.

Insurgents cannot retreat and so combat only ends if either they or the opposing units are destroyed. If the Insurgents win (at least one Insurgent is left), then the territory becomes Neutral and the remaining Insurgents become the territory's new standing army. Additionally, the nation who started the insurgency now needs only 4 Influence markers to turn that territory into an ally.

Make Alliances-

This is where two or more nations may enter into an alliance with one another. Nations in an alliance may freely move their units into and through each others territories. Additionally, whenever a nation goes to war, members of their alliance automatically enter a state of war. Alliances may be ended at any time during the game without a penalty to members.

Declaring War-

This is where an alliance or individual nations may declare war on another nation or alliance. Combat may then start on the next round.

Surprise Attacks: If a nation or alliance makes an undeclared attack against another alliance or nation, they have conducted a Surprise Attack. The penalty of a Surprise Attack is the immediate loss of all collected Influence of that nation (or nations if in an alliance).