

# Axis & Allies Global 1940 House Rules Expansion

## *Elite Infantry*

All major powers of World War II had multiple *Elite Units* that were trained, educated and equipped differently from regular units.

During combat these units were, for the most part, fighting with an extraordinary *Esprit de Corps*.

### **Situation:**

The introduction of *Elite Infantry* units into the *Global 1940* game brings an interesting Historical aspect to the game.

The *Elite Infantry* unit reflects the *World War II Elite Units* that were of high value to each of the major powers – and though limited in numbers, were used as *Fire Brigades* and for other special purposes.

The overall rule for *Elite Infantry* units is that these units must be produced in a Major Capital by the original owner.

The increased Combat Factor (2 dice advantage) reflects the education, training and equipment that make those units superior to regular *Infantry* units.

### **Why:**

1. *Elite Infantry* units bring a unique Historical dimension to the game
2. *Elite Infantry* units give the players an option to strengthen their attacks against enemy positions
3. When attacking together with *Artillery*, the *Elite Infantry* unit has a massive attack factor
4. *Elite Infantry* units may give an advantage when used against weak enemy positions
5. When *Elite Infantry* are left behind to fight as rearguard during a withdrawal, the enemy would need multiple units to successfully eliminate the *Elite Infantry*.

*Elite Infantry* units are extremely effective – and these units have an immense *Combat Capacity*, both during an attack and defense.

Also, at a costs of 3 IPC – same cost as regular *Infantry* – it is a *Must Have*.

*The Captain*