

Axis & Allies Global 1940 House Rules Expansion

Paratroopers

World War II marked the era when Paratroopers became a significant part of the Combat Forces for all major powers.

Paratrooper units were considered to have *Elite Status* – and this reflected not only their combat strength, but also their impact on morale and combat efficiency.

Situation:

With the introduction of *Paratrooper* units to the Axis & Allies Global 1940 game, players now have options that were previously not available.

A *Paratrooper* unit represents; Paratrooper soldiers, equipment suited for airlifting and air transportation.

With a strong *Surprise Attack & Defense* factor during the first round of combat, *Paratrooper* units are able to inflict heavy losses on enemy units.

Since a Paratrooper unit can airlift itself, the Paratrooper unit can work independently from other units.

Paratrooper units must be produced in a Major Capital by the original owner.

The increased Combat Factor at “3” during the first round of combat reflects their strength in morale, combat efficiency and equipment.

Why:

1. *Paratrooper* units bring a unique Historical dimension to the game
2. *Paratrooper* units give the players an option to attack deep into the enemy Hinterland.
3. When *Paratroopers* attack together with other Paratroopers they have a massive attack factor
4. *Paratroopers* are highly mobile and can reinforce positions that are out of reach of other regular units
5. When *Paratroopers* are represented on the game board, the enemy will need multiple units to successfully eliminate the Airborne attack threat from *Paratroopers*.
6. Their limited production numbers reflects the Historical dimension of *Paratrooper Formations*. The production limit also counts towards the Balance of Play.

Paratrooper units are extremely effective – and these units have an immense *Combat Capacity*, concerning attack, defense and mobility.

The Captain

