

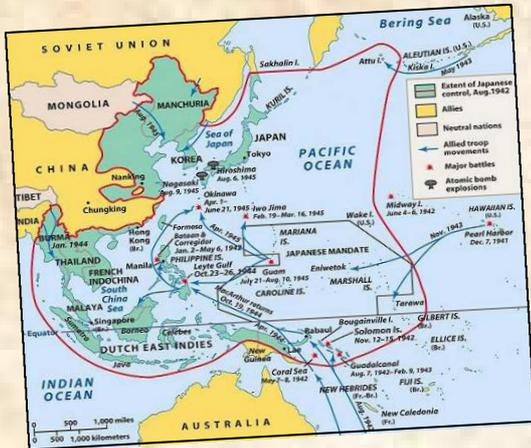
Axis & Allies Global 1940 House Rules Expansion

STRATEGY GUIDE

UNITED STATES

With a strong economy and all production facilities safely placed out of reach of its enemies, the United States is in a position to carefully plan a decisive *Strategic Plan*.

While still neutral in *Early 1940*, the United States must prepare against enemy attacks in both the *Pacific Theatre* as well as in the *Atlantic*.



Within a few rounds the United States will find itself at War with the Axis. Preparations and weapons production for this conflict must begin from game start – *Early 1940*.

The most likely scenario in the Pacific is that the *Philippines* will come under attack from Japanese units.

The US can choose to reinforce and fortify the *Philippines* – not necessarily in order to hold out – but simply to take out as many Japanese units as possible – no matter the cost.



The Soviet Union will soon be one of USA's allies. Part of the US strategy must therefore include *Lend-Lease* units to the USSR.

These *Lend-Lease* units should be coordinated with the United Kingdom – so each of these two Nations agree which units must be sent to the USSR.

If Japan attacks first, the *US National Guard* is activated – 6 *Infantry* units and 2 *Fighter* units are immediately placed in *Western US*. This helps the US player to replace some of the losses that will occur if the Japanese attack the *Philippines*.



Gradually, the US must build up naval, air and land units – and prepare to take the initiative by launching offensive operations from *Early 1942* or *Late 1942*.



In this example, the *Philippines* is reinforced and fortified – in order to take out as many Japanese units as possible in the event that Japan attacks.



Here is an example of how a *United States Strategic Plan* could look like:

War of Attrition:

This strategy will include a *Two-Front War*. Offensive operations will be launched in both *The Atlantic & Western Europe* sphere – as well as in *The Pacific Theatre*.

The goal is to wear down the enemy units, by gradually increasing the pressure on both Germany and Japan.

These two Axis Nations both have the capacity to build up naval units, which can threaten the Allied fleets, whereas Italy most likely concentrates on increasing the number of air and land units.

When the conflict between Germany and the Soviet Union begins, the majority of the German war effort is focused on the *Eastern Front*.



By that time the United States must be in a position to build up an overwhelming force in *The Atlantic* – to defeat the *German U-boats* in *The Battle of the Atlantic* – and to launch offensive operations against *North Africa* and *Western Europe*.



The *Early 1940* scenario described below, assumes that the United States is not at War.

Early 1940 (game start): starting income: 52 IPC

In *Early 1940* USA purchases:

- 3 Transport units (18 IPC)
- 2 Tank units (10 IPC)
- 2 Fighter units (18 IPC)
- 4 Fortifications (4 IPC)

Saving 2 IPC for future rounds

Early 1940 Non-Combat Movement:

- 1 Strategic Bomber moves from *Central US* to *Wake*
- 1 Fighter + 1 Tactical Bomber move from Aircraft Carrier in sz 10 to *Wake*
- 4 Fighter move from *Hawaii* to *Wake*
- 1 Cruiser moves from sz 26 to sz 23
- Submarine moves from sz 26 to sz 46
- Destroyer moves from sz 26 to sz 31
- Transport in sz 26 moves w/2 Infantry to sz 46 (Infantry stay onboard)
- Transport from sz 10 move w/1 Infantry + 1 AAA to sz 26 and offloads on *Hawaii*
- Destroyer moves from sz 10 to sz 25
- Remaining naval units in sz 10 move to sz 26 (1 Fighter from *Eastern US* moves to Carrier in sz 26)
- Fighter units move from *Western US* & *Eastern US* to Aircraft Carrier in sz 26
- Cruiser + Transport w/1 Infantry + 1 Artillery move from sz 101 to sz 11
- Destroyer + Submarine move from sz 35 to sz 21
- 1 Tank + 3 Mechanized Infantry + 1 Infantry unit move from *Central US* to *Western US*
- 1 Artillery moves by *Strategic Rail Movement* from *Eastern US* to *Western US*

The purpose of these *Non-Combat Movements* is to prepare for the reinforcement of the *Philippines* – and to move naval units and air units into several advantageous positions – in anticipation of the Japanese offensive in the Pacific.

Early 1940 Place New Units:

- 3 Transport units are placed in sz 10
- 2 Tank units are placed in *Central US*
- 2 Fighter units are placed in *Eastern US*
- 4 Fortifications are placed in *Philippines*

Early 1940 Collect Income:

- United States collects 52 IPC
- Total income: 54 IPC

Assuming that the United States is not at War, the *Late 1940* scenario is as follows:

Late 1940: income: 54 IPC

In *Late 1940* USA purchases:

- 1 Destroyer unit (7 IPC)
- 2 Aircraft Carrier units (24 IPC)
- 2 Fighter units (18 IPC)
- 1 Fortification (1 IPC)
- Destruction of 1 Facility (4 IPC)

Late 1940 Non-Combat Movement:

- 1 Tactical Bomber + 5 Fighter units move from *Wake* to *Guam*
- 1 Cruiser unit moves from sz 23 to sz 21
- 1 Strategic Bomber unit moves from *Wake* to *Hawaii*
- Aircraft Carrier w/2 Fighter units move from sz 26 to sz 54
- Transport w/2 Infantry units move from sz 46 to sz 35 (offloads in *Philippines*)
- Destroyer moves from sz 21 to sz 35
- Destroyer moves from sz 31 to sz 25
- Transport w/1 AAA + 1 Infantry unit move from sz 26 to sz 46 (units stay onboard Transport)
- Transport w/2 Infantry units + Cruiser move from sz 11 to sz 26 (Transport offloads in *Hawaii*)
- 1 Transport moves from sz 10 to sz 8 and transports 2 Infantry units from *Alaska* to *Aleutian Islands*
- 2 Infantry units move from *Mexico* to *Western US*
- 2 Fighter + 2 Tank units move from *Eastern US* to *Western US*

Late 1940 Place New Units:

- 1 Destroyer + 2 Aircraft Carriers are placed in sz 10
- 2 Fighter are placed in *Eastern US*
- 1 Fortification is placed in *Philippines*
- 1 Naval Base in *Philippines* is demolished and removed from the game board

Late 1940 Collect Income:

- United States collects 52 IPC
- Total income: 52 IPC

Assuming that the United States is not at War, the *Early 1941* scenario is as follows:

Early 1941: income 52 IPC:

In *Early 1941* USA purchases:

- 3 US Marines (3 IPC)
- 2 Transport units (12 IPC)
- 1 Artillery unit (4 IPC)
- 3 Destroyer units (21 IPC)

Saving 12 IPC for future rounds

Early 1941 Non-Combat Movement:

- 1 Tactical Bomber + 5 Fighter move from *Guam* to *Philippines*
- 2 Fighter from Aircraft Carrier in sz 54 move to *Philippines*
- 1 Transport moves from sz 46 moves to sz 35 (offloads in *Philippines*)
- 1 Transport moves from sz 35 to 46
- 1 Submarine moves from sz 21 to sz 45
- 1 Submarine moves from sz 46 to sz 56
- 1 Cruiser moves from sz sz 21 to sz 35
- 1 Transport moves from sz 26 to sz 10
- 1 Transport moves from sz 8 to sz 10
- 1 Aircraft Carrier moves from sz 54 to sz 63
- 2 Aircraft Carriers move from sz 10 to sz 26
- 2 Fighters move from *Western US* to 1 Aircraft Carrier in sz 26
- 2 Fighters move from *Eastern US* to 1 Aircraft Carrier in sz 26

Early 1941 Place New Units:

- 3 Infantry units in *Western US* are upgraded to US Marines
- 2 Transport units are placed in sz 10
- 1 Artillery unit is placed in *Western US*
- 3 Destroyer units are placed in sz 101

Early 1941 Collect Income: USA declares War against all *Axis Powers* at the beginning of this phase.

United States is now at War:

- USA collects 52 IPC (IPC level at the *Expanded National Production Chart*)
- *Bonus income* according to OOB rules (25 IPC)
- *Advanced Production Capacity* (14 IPC)
- Savings (12 IPC)
- Total income: 103 IPC

At this point, USA is ready to send *Lend-Lease* units (3 *Tank* units) to USSR.

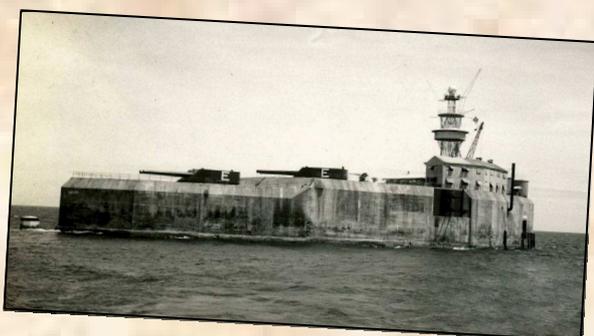
Transports from sz 10 will transport the 3 *Tank* units to sz 3 and offload in *Soviet Far East*.

This move must be coordinated with the USSR, so that *Soviet Far East* is Soviet controlled by the start of the US players turn.



The *Philippines* are now heavily fortified, and when (if) the Japanese attack, there will be heavy losses on both sides.

The *Naval Base* in the *Philippines* is now destroyed – so Japanese naval units have limited range, when leaving sz 35.



Most important is that the Japanese losses will complicate further Japanese expansion in the Pacific, since the combat losses inflicted in the *Battle of the Philippines* are difficult to replace – and transport across the vastness of the Pacific.

From *Late 1941* the main goal for the United States is to build up in the *Atlantic*. The 3 Destroyers (build in *Early 1941*) will be part of a larger *US Naval Task Force* that will prepare for the invasion of *North Africa*.



From *Late 1941* until *Early 1943*, only a few units will be produced in each round for the *Pacific Theatre*, since the buildup in the *Atlantic* is now most important.



The US War effort in the Pacific must be coordinated in close cooperation with UK and ANZAC forces – so the total number of Allied units produced is more or less equal to that of Japan.

Gradually, US Transport fleets – protected by *Escorts, Destroyers* and other warships and air units – should be able to create a “bridge” from the United States to Africa and Western Europe.



From *Early 1942* the US forces must launch their first massive offensive in the *Atlantic Ocean*, with the initial goal to capture *Morocco* and get a foothold in *North Africa*.

This will increase the pressure on German and Italian forces – and ease the pressure on the Soviets.



Depending on cooperation, skills and determination, the Allied players have the option to wear down the Axis forces by a *War of Attrition*.

