

## **Axis & Allies Anniversary Second Edition**

This is meant to be the ultimate version of A&A. No modification of game components is required. Anything not mentioned is the same as the A&A Anniversary Edition reprint by Renegade Games.

## **Setup Changes**

### **1941 Scenario**

#### **Germany – 33 IPC**

Northwestern Europe – 1 anti-aircraft artillery  
 Finland – industrial complex, 1 anti-aircraft artillery  
 Czechoslovakia/Hungary – industrial complex, 1 anti-aircraft artillery  
 Bulgaria/Romania – industrial complex, 1 anti-aircraft artillery  
 French West Africa – control marker  
 Madagascar – control marker  
 Sea Zone 5 – 1 battleship  
 Sea Zone 13 – 1 destroyer

#### **Italy – 11 IPC**

Italy – 1 bomber  
 Italian East Africa – control marker  
 Sea Zone 14 – 1 submarine, 1 destroyer

#### **Japan – 17 IPC**

Japan – 1 bomber, 1 battleship  
 Manchuria – industrial complex, 1 anti-aircraft artillery  
 Sea Zone 62 – 1 submarine

#### **Soviet Union – 30 IPC**

Russia – 1 bomber  
 Archangel – industrial complex, 1 anti-aircraft artillery  
 Novosibirsk – industrial complex, 1 anti-aircraft artillery  
 Kazakh S.S.R. – industrial complex, 1 anti-aircraft artillery  
 Evenki National Okrug – 1 fighter  
 Sea Zone 16 – 1 destroyer, 1 cruiser

#### **China – 7 IPC**

Chinghai – 1 infantry  
 Ningxia – 1 infantry  
 Sikang – 1 infantry  
 Suivuan – 1 infantry  
 Hupeh – 1 infantry  
 Yunnan – 1 infantry  
 Fukien – 1 infantry

**United Kingdom – 40 IPC**

Eastern Canada – industrial complex, 1 anti-aircraft artillery  
 Gibraltar – 1 anti-aircraft artillery  
 Egypt – 1 anti-aircraft artillery  
 Union of South Africa – industrial complex, 1 anti-aircraft artillery  
 India – industrial complex  
 Australia – industrial complex  
 Sea Zone 2 – 1 aircraft carrier, 1 fighter  
 Sea Zone 41 – 1 submarine

**United States – 40 IPC**

Eastern United States – 1 tank  
 Western United States – 1 battleship  
 Central United States – industrial complex, 1 anti-aircraft artillery  
 Panama – 1 anti-aircraft artillery  
 Sea Zone 56 – 1 submarine, 1 cruiser

**1942 Scenario****Germany – 39 IPC**

Northwestern Europe – 1 anti-aircraft artillery  
 Finland – industrial complex, 1 anti-aircraft artillery  
 Czechoslovakia/Hungary – industrial complex, 1 anti-aircraft artillery  
 Bulgaria/Romania – industrial complex, 1 anti-aircraft artillery  
 French West Africa – control marker  
 Madagascar – control marker  
 Sea Zone 5 – 1 battleship

**Italy – 10 IPC**

Italy – 1 bomber  
 Sea Zone 14 – 1 submarine, 1 destroyer

**Japan – 31 IPC**

Manchuria – industrial complex, 1 anti-aircraft artillery

**Soviet Union – 24 IPC**

Archangel – industrial complex, 1 anti-aircraft artillery  
 Novosibirsk – industrial complex, 1 anti-aircraft artillery  
 Kazakh S.S.R. – industrial complex, 1 anti-aircraft artillery  
 Sea Zone 16 – 1 destroyer, 1 cruiser

**China – 7 IPC**

Chinghai – 1 infantry  
 Ningxia – 1 infantry  
 Sikang – 1 infantry  
 Suivuan – 1 infantry  
 Hupeh – 1 infantry  
 Yunnan – 1 infantry  
 Fukien – 1 infantry

**United Kingdom – 29 IPC**

United Kingdom – 1 aircraft carrier  
 Eastern Canada – industrial complex, 1 anti-aircraft artillery  
 Gibraltar – 1 anti-aircraft artillery  
 Egypt – 1 anti-aircraft artillery  
 Union of South Africa – industrial complex, 1 anti-aircraft artillery  
 India – industrial complex  
 Australia – industrial complex  
 Sea Zone 35 – 1 submarine

**United States – 38 IPC**

Western United States – 1 aircraft carrier  
 Central United States – industrial complex, 1 anti-aircraft artillery  
 Panama – 1 anti-aircraft artillery

**Rule Changes****How to Win – 4**

When the axis or the allies collectively hold 13 victory city tokens at the end of a complete round of play, that team wins the game. Alternatively, if there is not enough time to finish the full game, the team with the most victory cities at the end of a chosen round wins.

**Canals and Straights – Page 7**

Canals and straights are marked on the map by a naval base token in the territory. Naval units cannot move between the sea zones specified unless the territory with the naval base was friendly controlled at the start of their turn.

Central America – Prevents enemy naval movement between sea zones 19 and 20.

Northwestern Europe – Prevents enemy naval movement between sea zones 5 and 6.

Gibraltar – Prevents enemy naval movement between sea zones 12 and 13.

Turkey – Prevents all naval movement between sea zones 14 and 16, and sea zones 15 and 16.

Egypt – Prevents enemy naval movement between sea zones 15 and 34.

### **China – Page 10**

Chinese infantry units may enter any territory and transports. China receives income from territories, buys its infantry with IPCs, and may deploy up to as many infantry in an original Chinese territory as its IPC value. The US fighter that starts in Yunnan is controlled by the US, not China.

### **Order of Play – Page 11**

Axis & Allies Anniversary Second Edition is played in rounds. 1 round consists of both teams taking a turn. During a turn, all players on a team take their turns simultaneously. The order that teams take turns is the same for either scenario.

1. Axis
2. Allies

Each team's turn consists of 7 phases, which take place in a fixed sequence. All powers on a team must finish a phase before the team goes on to the next phase.

### **Research and Development (Optional) – Pages 11-12**

A player may only buy as many researcher tokens per turn as industrial complexes they control.

#### **Rockets**

Artillery have +1 attack during the first round of land combat. This does not apply for amphibious assaults.

#### **Paratroopers**

A bomber may act as a transport for 1 infantry during combat movement. Both units must begin their movement in the same territory. The bomber must stop in the first territory it enters that was hostile at the start of the turn, ending its movement. A bomber may not attack during the Conduct Combat phase and cannot make a strategic bombing run in a turn that it transports an infantry unit. If attacking along with land units from adjacent territories, paratroopers may retreat as normal.

#### **Increased Factory Production**

Industrial complexes can produce 1 additional unit per turn beyond their max production value. This means that an industrial complex damaged at or beyond the IPC value of its territory can still produce 1 unit.

#### **Mechanized Infantry**

Infantry and artillery have +1 move during their non-combat move.

#### **Super Submarines**

Submarines have +1 move.

#### **Improved Shipyards**

Sea units cost -1 IPC.

#### **Radar**

Destroyers, cruisers, aircraft carriers, and battleships defend at +1 during the first round of combat.

#### **Long Range Aircraft**

Fighters have +2 move.

### Heavy Bombers

Bombers roll 1 die at their defense value against intercepting fighters during a strategic bombing raid. Each bomber adds +1 to their die result against industrial complexes during a strategic bombing raid.

### Purchasing Units – Page 13

New industrial complexes cannot be purchased. Repairs on damaged industrial complexes take effect after purchased units are placed at the end of a player's turn.

### Strategic Bombing Raids – Page 17

Each anti-aircraft artillery in the territory with the industrial complex that is being bombed gets 1 die to shoot at the incoming bombers and hits on a roll of a 1.

*Example: There are 2 bombers conducting a strategic bombing raid and 3 defending anti-aircraft artillery. The defender rolls 3 dice for their anti-aircraft guns.*

Fighters can participate in strategic bombing raids. Attacking fighters may escort and protect the bombers, and they can originate from any territory, range permitting. Any or all defending fighters based in a territory that is strategically bombed can attempt to intercept the attackers in defense of the industrial complex. The number of fighters that will defend is decided after the attacker's combat move phase is completed and before the conduct combat phase begins.

Fighters participating as either escorts or interceptors cannot participate in other battles during that turn, including a battle in the territory in which the strategic bombing raid is occurring.

After anti-aircraft fire is resolved against the attacking air units, if any of them remain and there are also any interceptors, an air battle occurs between these units. This combat is resolved in the same way as a normal combat, with a few exceptions. The fighters have their normal attack and defense values. Bombers do not get to roll. Combat lasts for only 1 round. After the battle, any surviving bombers proceed to carry out the strategic bombing raid as normal.

Defending interceptors must land in their original territory after the combat. If that territory is captured, they may move one space to land in a friendly territory or on a friendly aircraft carrier. This movement occurs after all of the attacker's combats have been resolved and before the attacker's noncombat move phase begins. If no such landing space is available, the fighters are lost.

### Amphibious Assaults – Page 17

Attacking land units do not fire in the first round of combat in an amphibious assault.

### General Combat – Page 19

After the attacker decides to press an attack in step 6, the defender may choose to retreat if they are able. If the defender chooses to retreat, the attacker gets 1 more round of combat to fire with their units at the defender's retreating units. The defending units do not get to fire back. Defending air units get 1 move to retreat. If the defender retreats to a friendly owned territory or sea zone occupied by friendly units where a combat with enemy units still must be resolved that turn, the retreating units will fight in that battle.

### **Capturing and Liberating Territories and Capitals – Page 20**

When a territory with an industrial complex is captured, the industrial complex is immediately damaged to its maximum value.

If a player's capital is captured, they do not lose their unspent IPCs, they still collect income on their turn, and they may still buy units if they control an eligible industrial complex. A player's territories are always liberated if captured by a friendly player.

### **Multinational Forces – Page 21**

Units on the same side can attack and defend together. All players on the same side that are involved in a battle mutually determine the casualties. If they cannot agree, the attacker chooses. Each player rolls separately for their units.

If a multinational force captures an original enemy territory, all players that are involved in the capture of the territory mutually determine who will control the territory. If they cannot agree, the player with the most land units in the territory controls it. If there is a tie, the player who owned the territory before it was captured chooses between the tied players.

### **Mobilizing New Units – Page 22**

Aircraft carriers and battleships require 1 turn to be built. When these units are mobilized, place them in a territory with an industrial complex that is adjacent to a sea zone. During the next mobilize new units phase, they are deployed to an adjacent sea zone. If the territory is captured before the unit is mobilized, the unit is destroyed.

### **Collect Income – Page 22**

A player still collects income if their capital is enemy controlled.

### **Optional Rules – Page 24**

These rules are not used as they are already incorporated into the main rules.

### **Unit Changes**

#### **Land Units**

Anti-Aircraft Guns

Defense – 1

Anti-Air Defense – 1

May not be captured, may participate in combat movement, and may be taken as a casualty.

Gets 1 die against air units before the first round of combat and for strategic bombing raids.

*Example: There are 3 fighters attacking a territory with 2 anti-aircraft guns. The defender rolls 2 dice for their anti-aircraft guns.*

#### **Industrial Complexes**

New industrial complexes may not be built.

## Sea Units

### Submarines

Any submarines that did not participate in combat may conduct convoy raids. A submarine that is adjacent to an enemy territory worth at least 1 IPC may conduct a convoy raid against that territory. The owner of the territory must give 1 IPC to the bank per convoy raid, up to the value of the territory. A player may only conduct 1 convoy raid on a territory from a specific sea zone. Multiple submarines in multiple sea zones may conduct multiple convoy raids against a single territory, but the total amount the owner of the territory must give to the bank in 1 turn can never be more than the IPC value of the territory.

*Example: Germany has 2 submarines in sea zone 5. After Germany's combat move, only 1 of the submarines in sea zone 5 can conduct a convoy raid against Karelia S.S.R.. If Germany had a submarine in sea zone 4, a second convoy raid could be conducted against Karelia S.S.R., since it would be from a different sea zone and the maximum amount of IPC had not been taken from the territory.*

### Transports

Unprotected transports are not automatically destroyed in combat. The attacker must roll to hit, and transports can retreat if able like other units.

### Destroyers

Only prevent enemy submarines from submerging for the first round of combat.

### Cruisers

Anti-Air Defense – 1

### Battleships

Anti-Air Defense – 1

## **National Advantages (Optional)**

### **Germany**

Anti-aircraft guns and submarines cost -1 IPC. Submarines have a move of 3. Anti-aircraft guns have +1 attack and defense against land units. Tanks have +1 attack and defense on the first round of combat.

### **Soviet Union**

Infantry, artillery, and tanks cost -1 IPC.

### **Japan**

Destroyers and cruisers have +1 attack on the first round of combat. Transports that moved in the combat phase can move in the non-combat phase if they have movement remaining.

### **United Kingdom**

Aircraft carriers require 2 hits to kill. Fighters cannot land on an aircraft carrier on the same turn that it was damaged. During the mobilize new units phase, you may place 1 free infantry in 1 of your industrial complexes that is able to produce units. This counts as one of the units built at these industrial complexes.

### **Italy**

You may take control of any German units in territories you control during your turn.

### **United States**

Air and sea units cost -1 IPC. Bombers have +1 defense. Researcher tokens cost -1 IPC.

### **China**

Infantry cost -1 IPC. You may take control of any friendly non-infantry units in territories you control during your turn.