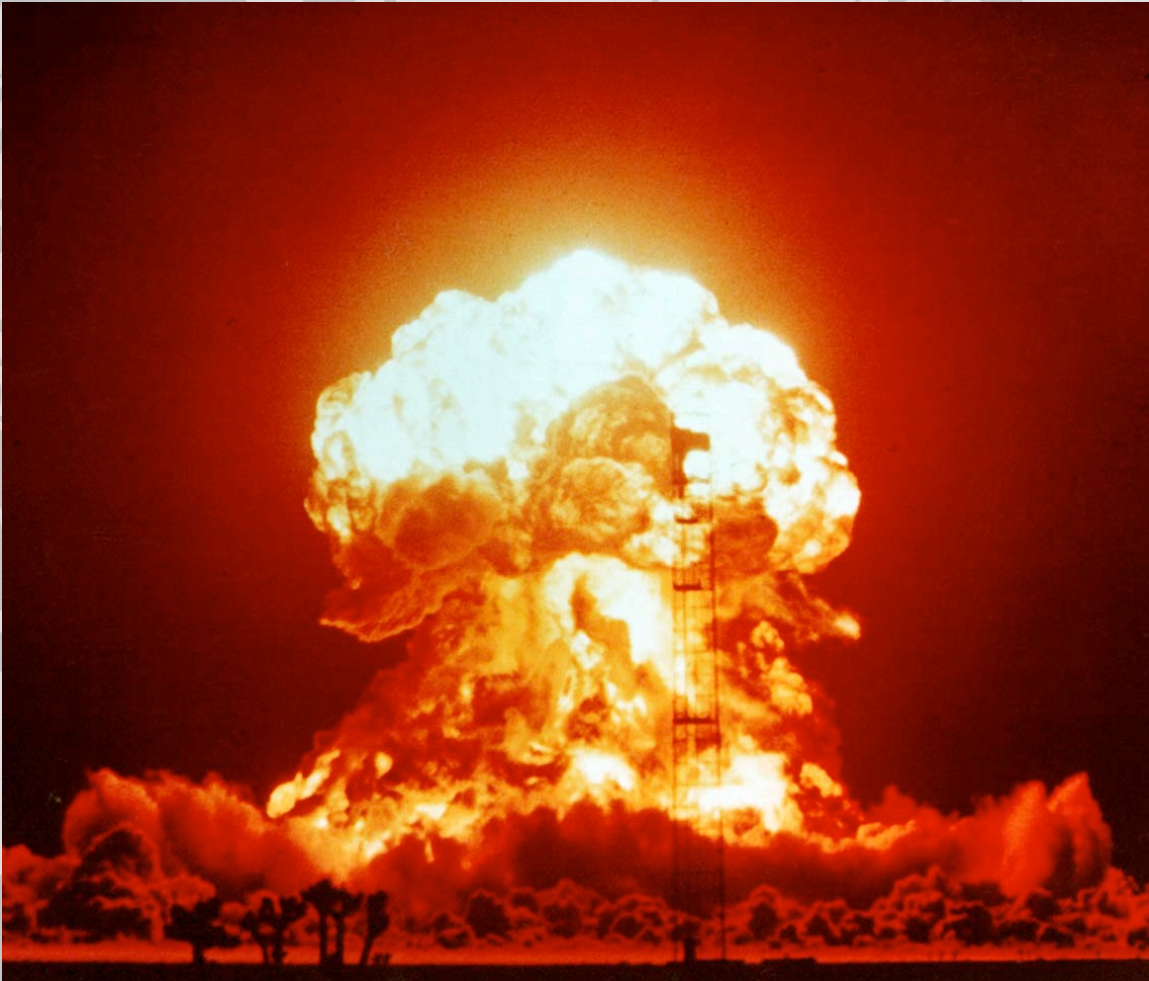


Axis & Allies®

ANNIVERSARY EDITION II

1941



EXPANDED & ENHANCED CARTOGRAPHY

**RULES ADAPTED FROM PREVIOUS AXIS & ALLIES EDITIONS: NOVA, EUROPE,
D-DAY, PACIFIC, BATTLE OF THE BULGE, & GUADALCANAL**

DETAILED UNIT AND ICON REPRESENTATION FOR ADVANCEMENTS

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HEROES & SUPER SOLDIERS INITIATIVE



TABLE OF CONTENTS

ADDITIONAL RULES OF ENGAGEMENT 3

ATOMIC WARFARE 4

ANTI-SHIP GUNS. CHINA 6

CONVOY DISRUPTION 7

GENERALS. NEUTRAL REGIONS 8

NEUTRAL TERRITORIES 9

STRATEGIC BOMBING RAIDS. TERRITORIAL SIEGE 10

ARMY DOCTRINE 11

PARATROOPERS Parachute marker. Airborne infantry.

ADVANCED ARTILLERY Improved field batteries. Commando infantry.

MECHANIZED INFANTRY Combined arms tanks. Marines infantry.

NAVAL TECHNOLOGY 12

SUPER SUBMARINES Marauder Submersibles. Atomic delivery.

IMPROVED SHIPYARDS Capital Battleship. Flagship Carrier.

RADAR Fighter-Interceptors. Escort Cruisers. Depth Destroyers.

COMBAT AVIATION 13

JET FIGHTERS Turbo planes & jets. Escort fighters & interceptors.

LONG-RANGE AIRCRAFT Escort fighters. W/Radar: Island interceptors.

HEAVY BOMBERS Atomic delivery. W/Long-range: Aerial transports.

INFRASTRUCTURE 14

INCREASED FACTORY PRODUCTION Adv. factories. Lower research cost.

ROCKETS Fortified rocket silos/flak towers. Atomic delivery.

WAR BONDS Propaganda & militia. Heroes & super soldier infantry.

VICTORY CONDITIONS 15



RULES OF ENGAGEMENT

Advanced Units Operative: To assist in the identification of infantry units, first letters of unit type are located on the bottom of infantry unit bases and/or color coding is evident. Types, models, and classes of all units are listed in the dossier files within each national headquarters (HQ), the nation's unit box.

Deployment Arrows: Placed behind each theatre of operations in the attack phase, pointing toward the attacking unit(s) and the territory/sea zone they are attempting to advance into as per standard rules. Longer arrows are indicative as coming from greater distance, more than 1 territory away and grouped accordingly.

Focused Research: Technological developments are divided into four areas in each HQ, Army Doctrine, Naval Technology, Combat Aviation, and Infrastructure. National research is as per standard rules with the inclusion of gear of war chits, used to represent the purchase of chances for new developments. The research marker is now a full research grant of 6 chances, and maximum. When unsuccessful, the gear(s) of war remain in the area of research and can be checked for success the next turn and added to, and/or all research can be moved to one of the other three areas in response to tides of war. Once a new technological development is discovered, gears of war/chances are removed.

French Resistance: Once per game, if France is liberated by the Allies, the resistance will form the new French army: 4 French Infantry are placed in France. If any territories in Africa are controlled by the UK when France is liberated, 1 French Infantry of the French Foreign Legion is placed in French West Africa or French Equatorial Africa, the UK player's choice, resulting in combat if occupied by Axis units. French units are controlled by the UK for the remainder of the game. Following France's liberation, Germany receives the remainder of the fascist French units in retreat on the border, 2 Vichy Infantry. Vichy units are controlled by Germany for the remainder of the game.

Merchant Marines: A mercenary Armored Transport unit can be contracted by any nation if they have at least 1 National Objective, produced at any victory city as if an IC, Lmted:1 in play. This transport fleet is as per standard rules except it defends at a 1, and if unaccompanied by other surface vessels a die must be rolled when attempting to attack the merchant marines: 1 - 3 = confirmed as an enemy ship and may attack the unit this turn, 4 - 6 = misidentified/assumed to be a friendly unit, not attacked this turn. This unit is made to represent the merchant vessels that were outfitted for war and disguised as civilian ships, designed for large raids and/or strategic strikes.

Scorched Earth: During the noncombat movement phase a nation may dismantle/remove AA-gun and anti-ship gun installments, and/or a territory's industry/the IC unit, and/or A-bomb test site. Units resigned to the scorched earth policy so as not to aid an invading force cannot have been utilized the turn that they are dismantled.

Task Force areas: The appropriate roundel and hoisted flag is used on the game board to represent units in the correlating task force area on the map's border for a player's select grouping or ease of movement, or miniature overflow.



ATOMIC WARFARE:

If a nation succeeds in any research roll an atomic bomb marker is placed in their headquarters. The presence of the bomb indicates 1 chance to be rolled the following research and development phase for developing the atom bomb. Success is a roll of 1. If a 1 is rolled, the atomic bomb marker is taken from headquarters and placed in the test site territory, where A-Bombs can be produced. Failed atomic research removes the atomic bomb marker from the nation's HQ. The test site territory is the only territory where the A-Bomb unit can be built by the nation. 1 Atomic bomb unit costs 12 I.P.C.s. A nation may produce 1 A-bomb unit per turn. If the atomic test site falls into enemy hands it is destroyed though the invader has 1 chance to roll a technological advancement attempt for atomic warfare, placing the bomb marker in HQ for research and development. Once discovered, a nation can always re-establish another A-bomb build site with the same restrictions at the funding cost of 5 IPC's. An A-bomb unit is never relinquished to another player's nation.

If a territory with an A-bomb unit is successfully invaded or subject to a commando SBR (see page 9 & 10) that incurs damage equaling the territory value or more, roll d6: **1-3**=the A-bomb unit is now owned by the enemy, if the territory was invaded it remains, if by commando SBR it returns with a raider in non-combat movement. **4-5**=moves to adjacent territory of the original owning nation, if there is none it is removed from play. **6**=detonated, territory is ground zero.

DEPLOYMENT: The A-bomb unit has 3 methods of movement. **1.** Delivered by a *Heavy Bomber* unit as per a Strategic Bombing Raid. **2.** Move as and fire per an *AA Gun w/Rockets Development*. **3.** They can also move/launch from a *Super Submarine*. By method 1 or 3, the bomber or submarine must start in the same territory/adjacent sea zone to the bomb unit, as per bomber/transport moving infantry unit rules.

DELIVERY: A nation has 3 methods of attack using Atom bombs: **1.** If a nation has the *Heavy Bombers* development, they may drop the A-bomb as a strategic bombing raid on a force of units in a territory or sea zone if not shot down. If an Atomic bomber is hit by AA gunfire the bomb is lost/removed from play. **2.** If a nation has the *Rockets* development they may launch the A-bombs as per a rocket attack, targeting any territory or sea zone as per rocket attack rules. **3.** *Super Submarines* may launch A-bombs at any coastal territory that the atomic submarine borders, or adjacent sea zone. The atomic submarine's attack is negated by the presence of enemy destroyers in the same sea zone it occupies.

DETONATION & GROUND ZERO: Detonating atomic bombs on a territory removes all anti-ship and anti-aircraft guns, atomic bomb build sites, other A-bombs, and industrial complexes. The nation that deployed the bomb is allowed *attack rolls of 5 against all other enemy units in the territory*. The bomb is then expended. When a territory suffers an atomic attack the income value of the territory is halved (rounding down) for the remainder of the game and a mushroom cloud is placed. If an A-bomb is detonated in a sea zone, all naval units are destroyed and a mushroom cloud is placed, all anti-aircraft, anti-ship, atomic build sites, other A-bombs, industrial complexes, and units on any islands in the sea zone are destroyed. Defenders never receive causality fire vs. an atomic bomb attack. A capitol territory that suffers an atomic attack retains its industrial complex though it has the full damage correlating to the new territory value. A territory's value may not be further lowered by future atomic attacks but may be bombed repeatedly. If a territory has a mushroom cloud it may not have an industrial complex placed on it for the remainder of the game, if it is a victory city it cannot be used for infantry production.



ANTI-SHIP GUNS

Coastal artillery was largely outmoded during WWII except in the 9 territories underlined below. Ownership of these units depends upon the ownership of the territory, as they cannot be moved. When passing between the sea zones: 17 & 18 (Gibraltar), 21 & 22 (Turkey), 7 & 8 (Norway), 8 & 9 (United Kingdom & Northwestern Europe), all enemy naval units except submarines must endure 1 cycle of fire from anti-ship guns located in the above territories from any nation that controls the AS-gun. Anti-ship gun attack is the equivalent of anti-aircraft attack though ship units replace aircraft as targets. Anti-ship gun units are also placed on Caroline Islands (zone 62), Malaya, Wake Island (zone 61), and Western Canada. All anti-ship guns attack transport units in amphibious assaults on their territory as anti-aircraft guns to planes, any unit(s) aboard the transports do not receive causality fire. Coastal artillery is unaffected by standard offshore bombardments in amphibious assaults. Battleships sustaining AS-gun damage from passing through a sea zone retain that damage to the next sea zone.

Anti-ship guns are anti-aircraft guns in regard to possession and use, with the following exceptions. AS-guns can be destroyed by a commando raid from land or air/parachute and/or bomber in a successful strategic bombing (1 or more damage) when combined with an offshore bombardment by cruiser or battleship unit. Any units involved in a tactical strike on an AS-gun cannot engage in other combat that turn. Anti-aircraft guns in a territory with Anti-ship guns are allowed flak attack, interceptors if applicable, and infantry defense versus commando raids if there are units garrisoned in that territory. Anti-ship guns cannot be purchased.

CHINA

Chinese Air Corp.: The mercenary fighter unit that begins in China, “The Flying Tigers,” Lmtd:1, can be replaced once, purchased by the U.S., as the mercenary-trained Chinese Air Corp. but only if the Burma (Road) and Yunnan territories are under allied control. The Chinese fighter may be produced in any Chinese territory.

Chinese Munitions: If Burma (Road) and Yunnan are under Allied control, the U.S. may purchase 1 artillery unit per mobilization for the Chinese. If Burma, Yunnan, and India are under allied control, the U.K. may also purchase 1 artillery unit per round for the Chinese, placed during the U.K.’s placement phase in any Chinese controlled territory.

Chinese Expansion: China may occupy territories on the expanded map if the territory features their roundel, following the same rules of the original anniversary edition map. China must place a national marker in any of these occupied territories, which is removed if successfully invaded by an Axis power. All other rules pertaining to China are as the standard anniversary edition, the new territories adding to their production of infantry.



CONVOY DISRUPTION

Moving tons of resources across vast spans of ocean was vital for nations during wartime, shipping lanes came under attack in order to disrupt convoy supply chains that were vital to war efforts. To disrupt a convoy the following conditions must be met:

1. The sea zone must have a “Convoy” marker, denoting a shipping lane of commerce being sailed by a national power. This marker is a sea zone in regard to unit movement by enemies.
2. At least 1 warship or aircraft belonging to an enemy power must move into the shipping lane/placed on the convoy marker, this convoy hunting is the attack movement of these units.

Each enemy warship except for aircraft carriers or aircraft from carriers on the convoy marker, may cause the loss of IPCs from income for 1 turn from the owner of the convoy. Enemy battleships, cruisers, and/or destroyers roll one die for each of these units, and the owners of enemy submarines and/or air units roll two dice for each of these units.

Rolls of 4 or higher indicate failure to locate suitable convoy targets or sufficiently impact a shipping lane. The results of rolls that are 3 or less are totaled, and the resulting number is the total convoy damage suffered from the disruption. Damage accrued in this manner is limited to 3 IPC or less. The final total is subtracted from the national treasury whose convoy was raided for that turn, paid to the bank.

Any naval vessel in a sea zone of a convoy of its own nation or allied with, will be assumed to be traveling with/guarding the convoy and not need to expend movement onto the convoy marker, these naval units must be encountered/battled before convoy interdiction can be attempted. If a fleet in a sea zone with a convoy marker does not have destroyer unit(s) present, enemy submarines may attempt to disrupt the convoy unhindered. If a fleet in a sea zone with a convoy marker has submarines present but no destroyer unit(s), an undersea submersible battle ensues, all defending submarines must be eliminated before any attacking submarines are allowed a roll to disrupt the convoy. Providing the above requirements and restrictions are met, multiple convoys can be disrupted in the same turn.

If a nation reaches a national production level half or lower than their initial starting IPC amount, all convoy shipping lanes are considered inactive and their markers turned over in their initial sea zone. If at any time a nation no longer controls any territory bordering a sea zone that is not classified as an island, then all convoy shipping lanes are considered inactive and their markers turned over in their initial sea zone.

Convoy shipping lanes return to normal when a nation’s IPC value returns to their starting IPC value or greater.

Maritime Countermeasures: Merchant fleets shared enemy sightings and would alter their courses per their navy’s advisement and/or to travel near friendly naval fleets. Each national power begins with their convoys at the middle point of the sea zone route of the shipping lane, their initial sea zone, also located under the marker. In the non-combat phase, a national power may shift any of its convoy markers/sea lanes to an adjacent sea zone, though this sea zone must be the initial starting zone or connected to the initial starting zone.



GENERALS (G): Each nation begins with the highest-ranking military commander in their capitol, their national leader; each general unit is with extensive staff from each military branch and a large battalion as personal guard. A general unit can only be produced in the nation's capitol IC and is as per infantry unit with the following abilities:

1. **Commander-in-Chief:** A general unit can command an equal number or less of units from an allied player to attack with the general's once per game if all the units start in the same territory and the ally consents, a national marker is placed under the general for the remainder of the game if this is done. The allied units involved in the combined force have already used their attack in that nation's following turn.

2. **Strategic Withdrawal:** All units of the same nation as a general unit may withdraw/retreat en-masse one territory or sea zone when defending after 1 round of combat. A general in an enemy unit's attacking force cancels out a general's "strat evac" option. The general is recalled to the capitol after this mass retreat during the noncombat phase, where it must remain for the remainder of the game.

3. **Incorporation:** A general unit may enter a friendly neutral territory and add it into that national power's collective territories/national income, and convert the units, see page 8.

A general unit is always the last causality. If this unit representing mobile command falls in combat, the owning player may purchase but not place units in the nation's next turn, or the present turn if fallen as an attacker. If the general unit lost was the national leader, the owning player may purchase but not place units in the nation's next turn and it must also include a general or not be able to purchase.

Lmtd. 1 general per nation in the field/commanding outside the capitol. Lmtd. 3 generals per capitol.

NEUTRAL (REGIONS)

The Dardanelles: The straits linking the Black Sea with the Mediterranean are controlled by the neutral territory, Turkey. Naval units (except submarines) must endure an anti-ship gun attack when passing through the straits as long as Turkey is a sovereign neutral, see page 8.

The Himalaya, Tian Shan, & Ural Mountains, & Sahara Desert: These are ungoverned regions of difficult terrain that lack modern roads and railways, considered impassable regions for whole units of WWII armies.

Pripet Marshlands: This region is impassable to WWII land units but aircraft may fly over unhindered.

The exception to impassable regions is the hero unit, see page 13.



NEUTRAL (TERRITORIES)

Neutral territories recover infantry unit losses at the end of the following player's round.

1. **Belligerent Neutrals:** Are the neutral factions sympathetic to the opposing national powers and/or neutrals that have shifted in response to hostilities. Belligerent neutrals will fire upon any enemy aircraft of the national power that they favor even if friendly neutrals are also in the territory, providing they have AA guns. If able, these neutrals meet violation of airspace with a fighter unit(s) in a "dog fight," see page 9. Entering a territory with any hostile neutral units is an act of war as 2 below.
 2. **Friendly Neutrals:** Are units in neutral territories that are sympathetic to 1 side in the world war, sharing 1 of the 3 base colors of national powers though with their own roundel/flag. If friendly neutrals are in a territory it cannot be attacked by the national powers it favors. If only friendly neutrals occupy a territory, they may be flown over by the powers it favors, and landed on by the 1 power it is affiliated with, though the aircraft may only leave in noncombat. Land units of the 1 affiliated power may enter a friendly neutral territory during noncombat and exit in noncombat.
 3. **Strict Neutrals:** Are units featuring grey bases with their own roundel/flag. These factions have no particular leaning toward Allies or Axis powers, are economically influenced, and can only be controlled by invading them, see 2 below. When strict neutral units occupy a territory, any national power may move units into the territory for half the price of each unit (rounding up), and can only exit in noncombat. Strict neutrals will fire upon any passing aircraft providing they have AA-guns if not paid, and all will impose trade sanctions in response to this violation of airspace that equates to the loss of 1 IPC for that turn during the collection phase, paid to the bank.
1. **Accessions and Incorporations:** When a general with any units moves into a neutral territory during noncombat that is occupied by only neutrals of the same base color or void of ground units, that territory is now controlled by that nation; a marker is placed and the units converted, the territorial resource number is added to its economy if applicable.
 2. **Annexations and Confederations:** National powers may openly invade a territory with only strict or belligerent neutrals in the combat phase to control the territory, they must defeat all the units able to defend, if not destroyed defending the shores, naval units are captured and commandeered on a roll of 1-3 or scuttled on a roll of 4-6. All strict neutrals will act as hostile neutrals for the remainder of the game to any nation that attacks one of them, imposing sanctions that equates to the loss of 1 IPC each turn as above for as long as at least 3 neutrals remain.
 3. **Coups, Revolutions, Secret Treaties:** An expeditionary force of commando raiders may enter a neutral with friendly and belligerent units in the attack phase and assist the friendlies as an attacker versus the belligerents for 1 round, the axis/allied players favored by the opposition control those units for the combat. Neutral infantry units are evenly split for revolutions, all other units are divided as indicated by roundels and setup rules. If AA-Guns are in the neutral territory the nation controlling the commando raiders rolls 1 die: 1-3 = they have captured the AA-Guns and may use them in the battle if applicable, 4-6 = the AA-Gun placement crews defend their posts and are used by the defender. There must be at least 1 friendly neutral remaining for the takeover to succeed, the belligerent neutrals will only then not repopulate among the infantry total. Raiders must exit after the 1st combat round; this can be to a transport(s). If the defending neutrals are victorious then only they repopulate and automatically incorporate as 1 above with the national power they share a base color with, this nation places a marker on the territory and converts remaining units. See page 10 in regard to commando SBR's.

At the end of any turn in which neutral airspace was violated, that neutral receives an AA-Gun if they do not have one. Neutral naval units defend coastlines, if there is more than 1 coastal zone an invader rolls a die: 1-3 = Navy is still in route, the coast is clear. 4-6 = Navy engages any vessel approaching the coast in the attack phase to defend the neutral. Industrial complexes cannot be built on once neutral territories.



STRATEGIC BOMBING RAIDS: Fighter planes can participate in SBR's if they are *Long Range Aircraft* or high-performance aircraft classified as *Jet Fighters*. Both developments allow the nation's fighters to escort bombers on Strategic Bombing Raids, and they can originate from any territory, range permitting. If the nation that owns the industrial complex being raided has the *Radar* development, they may use any or all fighters in the territory as interceptors to defend against the raid, or *Jets* if the national power has the development. Fighter interceptors and fighter escorts engage in one cycle of aerial combat, a "dog fight." The number of interceptors that will defend is decided after the attacker's combat movement phase is completed and before the combat phase begins.

After antiaircraft fire is resolved against the attacking air units, if there are any defending fighters an air battle occurs between the attacking and defending air units, the "dog fight." This combat is resolved in the same way as a normal combat, with a few exceptions. The escort fighters have an attack value of 1 (2 if the attacker has the *Jet Fighters* research breakthrough), the raiding bombers have no attack value, the interceptor fighters have an attack value of 2 (3 if the attacker has the *Jet Fighters* research breakthrough). In addition, the combat lasts for only one cycle. After the battle, any surviving bombers proceed to carry out the raid as per rulebook, and return in non-combat phase with surviving escort fighters. Fighters participating as either escort or interceptor cannot participate in other battles during that turn, fighter interceptors should be placed upside down until non-combat movement phase of the nation that conducted the strategic bombing raid. If a territory is taken while intercepting fighters are defending, they may move 1 territory to land elsewhere, 2 territories if *Long-range aircraft*.

TERRITORIAL SIEGE: When any 1 territory that is not defined as an island is surrounded by enemy units including sea zone blockades, it suffers unit causality losses of rolling 1 die the first turn under siege due to bombardments/surrendering troops/lack of supplies. This increases to an additional die rolled each consecutive turn of uninterrupted siege, beginning back at 1 die if ever the encirclement is broken for 1 turn. Siege loss is rolled at the end of the besieged army's attack phase if they have failed to break any total encirclement. Advanced infantry units are unaffected and cannot be casualties. Forces garrisoned on islands are assumed to be entrenched in bunkers and supplied for siege and/or self-sustaining. If territories with Friendly Neutral or Strict Neutral units border a territory, it cannot be successfully besieged as they offer routes for commerce and supplies. If a territory with an industrial complex is besieged during the place new units phase, it may not be used for the production of units. If there were units purchased for production that cannot be placed because of a successful siege, they are returned to the owning nation who receives their IPC value amount.



ARMY DOCTRINE

Each infantry unit type below must be purchased/produced with 1 standard infantry unit, the mass recruitment process to train and equip these units from the standard/core soldiery.

Paratroopers = Player places a parachute marker near their capitol. New unit option: Airborne infantry units (A).

- Airborne infantry attack on a roll of 2 in the first cycle of combat in which they parachuted into battle. Airborne units are not equipped to attack amphibiously, but may act as escorts in commando SBR's.

Advanced Artillery = Standard artillery units are replaced by advanced artillery units. New unit option: Commando infantry units (C).

- Defend on a combat roll of 3 in the first cycle of combat if in a territory the player has controlled since the start of the game. Commando units may make strategic bombing raids on industrial complexes from adjacent territory/or sea zone/para-drop, being as bombers and utilizing marines and/or airborne as escort fighters with any applicable bonuses, see page 5. Any infantry in the territory being raided may function as interceptors versus the advanced infantry in the commando raid. Commando units roll as SBR bombers do if they complete their mission, resulting in damage to the IC. Surviving raiders must return to the same territory. Infantry participating as bombers or escorts cannot participate in other battles during that turn, though intercepting infantry are allowed to participate in other combat in the same territory with the industrial complex that was raided.
- Commando SBR's can also/instead be used as assassination attempts on general units, the SBR damage must equal or exceed the amount of the territory due to the recon necessary, and intercepting infantry may use *Advanced Artillery* or combined arms tanks from having *Mechanized Infantry* in defense.
- Commando raiders can be used to initiate/assist in coup d'etat and/or secret treaty to support a takeover of a neighboring neutral in return for an alliance, see page 8. The commando raiders may consist of airborne or marines but must have at least 1 commando or hero unit. The raider expeditionary force may enter a neutral in the attack phase with any applicable bonuses, include half as many fighter units, and any amount of bomber units if used for airborne to assist the friendly neutrals vs. the opposition for 1 combat turn then withdraw from the territory; this may be via transport in this instance.

Mechanized Infantry = Standard tank units are replaced by combined arms tank units. New unit option: Marines infantry units (M).

- Marines attack on a combat roll of 2 in the first cycle of attack if they are attacking amphibiously. Marines units are not equipped to attack by parachuting, but may participate in commando unit SBR's.



NAVAL TECHNOLOGY

Super Submarines = Standard submarine units are replaced by super submarine units of greater stealth and longer dive durations, Marauders. The Marauder type submarines are then purchased the remainder of the game.

Improved Shipyards = Nation places a Shipyard marker on all territories with an industrial complex and a coastline.

- Nation can now build **Improved Transport unit**, Lmted:4 in play. These land assault naval units may offload into two separate territories in the same turn, and may move after unloading providing they have movement remaining.
- Nation may purchase **Capital Battleship unit**, Lmted:2 in play, 1 per zone. Offshore bombardments from these battleships do not receive causality fire. Capital battleships have an “opening salvo,” 1 attack roll as a defender or attacker that is rolled prior to standard combat cycles. When opposing capital battleships engage, attacks are rolled simultaneously with 2 dice rolled per unit in the salvo; only the capital battleships are engaged in the opening salvo combat round. Capital battleships may act as a transport to 1 general unit; the general may only disembark in noncombat. A national power may only have 1 capital battleship per sea zone, though they may pass through shared zones.
- Nation may purchase **Flagship Carrier unit**, Lmted:2 in play, 1 per zone. Flagship carriers can suffer 1 hit in combat, tipping when damaged as per battleship rules. While damaged, fighters cannot land on the carrier; fighters are allowed 1 movement space to land elsewhere, 2 spaces if *Long-Range Aircraft*. Fighters unable to land are destroyed. A Flagship Aircraft Carrier may act as a transport to 1 general unit; the general may only disembark in noncombat. A national power may only have 1 flagship carrier per sea zone, though they may pass through shared zones.

Radar = A radar marker is placed near or under each AA-gun.

- Allows for fighter interceptors vs. SBR's, see page 9. *Radar* and *Long-Range Aircraft* may defend their own naval units if on an island in the same sea zone.
- Nation may purchase **Escort Cruiser**, Lmted:4 in play. Escort cruisers have capabilities of the nation's AA-gun, port and starboard, having an attack score of 2 for 1 cycle of combat with a 1:2 ratio to aircraft, 1 Escort Cruiser to 2 aircraft may roll an AA-gun attack before the standard cycles of combat.
- Nation may purchase **Depth Destroyer**, Lmted:4 in play. Depth destroyers have improved sonar that allows the unit 1 extra attack upon submarines withdrawing from combat, or if the depth destroyers withdraw as an attacker, a “parting blow” of depth charges is left in their wake, only submarines can be chosen as casualties from this destroyer's extra attacks.



COMBAT AVIATION

Jet Fighters = Turbo planes and jet aircraft.

- Standard fighter units are replaced by rocket boosted and jet aircraft. Jets can participate in SBR's as fighter escorts, range permitting, and can act as fighter-interceptors due to the reduced time to scramble and be airborne, see page 9.

Long-Range Aircraft = Aircraft with drop tanks, modified for high fuel efficiency and long-distance aerodynamics at high altitudes.

- All fighters and bombers of the nation are to use the elevated stands to hold their aircraft, easily recognizable on the game board as being long-range aircraft.
- All long-range aircraft can participate in SBR's as Escort Fighters, range permitting. See page 5.
- If the nation also has *Radar* their fighters may engage in defending against attacks on their own or allied naval units if on an island in the same sea zone.
- * If the nation also has *Heavy Bombers*, they have the capabilities to focus on a tactical element to bear strategic impact with the Aerial Transport units, normally a component to a nation's bomber units.

Heavy Bombers = Carry condensed payloads of highly incendiary ordinances.

- Standard bombers are replaced by heavy bombers for the remainder of the game.
- * If the nation also has *Long-Range Aircraft*, they have the capabilities to focus on a tactical element to bear greater strategic impact with Aerial Transport units.

***Aerial Transport unit/bomber. Lmted:2 in play.**

- Only 2 Aerial Transports (AT's) can be supported/in play, whole wings of early high altitude cargo vessels. AT's have 0 defense and attack value, move as bombers and cost is as a transport. During combat movement, 1 aerial transport unit can "airlift" 1 infantry unit from the same territory, move and land in any territory that the nation's bomber units could normally land in noncombat. An AT flies above the range of AA-Guns, if the enemy territory has *Radar* and *Jets* they are allowed 1 cycle of combat wherein the fighter(s) hit on a 1 or 2 as if it an SBR, see page 9. If an AT enters enemy airspace of a territory with *Radar* and *Long-Range Jets* it is destroyed. Air cargo vessels cannot be effectively escorted by fighter units, and are not equipped for dropping parachute units into combat.



INFRASTRUCTURE

Increased Factory Production = Replace all industrial complexes excluding the capitol's, with the advanced IC units that include facilities for further fields of research and larger areas for production, defenses, and repair. The appropriate gear of war chit is placed under the capitol industrial complex. Advanced research facilities now allow the nation to pay only 4 IPC's for a gear of war in focused research technology.

Rockets = Flak towers are used to also represent launching pads or silos for this technology; replacing AA-guns. One of the rocket units is selected and placed upon the capitol's flak tower. To indicate the use of rockets in the attack phase, the capitol's rocket and/or others can be placed on the selected AA-Gun tower to be used.

War Bonds = 1 war bonds marker is placed near the capitol, the soldiery side faced up when not the nation's turn. The propaganda side of the marker should be turned up in the purchase units phase for war bonds to be gathered, flipped back at the end of the turn.

- **Hero infantry unit (H)**. Lmt'd:3 in play. Heroes and their company are selected, equipped, trained and/or imbued in the capitol, though may be produced/first appear from any Victory City of the owning nation. Hero units must be purchased with war bonds funds/rolled 3 IPC or more that turn. National hero units have the abilities of all other infantry except the general. When chosen as causality the hero defends on a 3, their "denouement." If opposing national heroes are involved in the same battle, the heroes conduct separate combat, the duel. A victor(s) of a duel returns to the combat if still going, if an opposing side's accompanying units overcome the other before a duel is resolved, both are then part of the standard combat.
- Depending on the nation's policies, national heroes may initiate recruitment drives in victory cities or force regional governments to gather conscripts. When a hero begins their turn in a victory city, that nation places a war bonds/propaganda marker in that territory and may produce the amount of infantry that turn as per industrial complex rules, but this cannot exceed the resource number of the territory. When a hero unit exits the victory city a marker remains and the territory may now produce infantry equal to the amount of war bonds rolled in the turn used for production, though not exceeding its resource number. The marker/infantry production option is removed if the ownership of the territory changes. Hero units may re-establish recruitment/conscription in victory cities.
- A hero unit may attempt heroic feats of reaching mountain peaks and crossing wastelands, move into any of the neutral regions during the noncombat phase, in the next attack phase of the owning player a die is rolled: 1-2= Hero unit may exit to the chosen territory, it may be an attack. 3-4= Hero unit is lost or trapped, unit remains. 5-6= Hero and company perishes (alleged, rebranded/masked).



VICTORY CONDITIONS

National Objectives: On the Advanced Protocols game map there are territories that have been divided into separate areas, these territories do not change the national objectives and are encompassed, refer to by the National Objective Maps in the “Intel.” Folder. These must also be controlled as per standard rules to meet the sought objective.

End-game scenarios are listed below. The expanded map for anniversary second edition features victory cities that do not count toward either Axis or Allied victory with the exception of the New World Order Victory, these are featured with a triangle instead of a circle, or squares that are also capitols. These 7 victory cities do not have markers but do count as victory cities in all other respects.

- 12 Victory Cities controlled = Armistice
- 13 Victory Cities controlled = Projected Victory
- 15 Victory Cities controlled = Honorable Victory
- 18 Victory Cities controlled = Strategic Victory
- 25 Victory Cities controlled = New World Order Victory

