

39. Global 1939 Expansion:

Late 1939

Late 1939 marked the beginning of World War II. Germany invaded Poland from the West – and the Soviet Union invaded Poland from the East. With no warning or declaration of War. United Kingdom and France declared War on Germany shortly after. All Nations on the Globe were thrown into a new World War.

1. Germany
2. Soviet Union
3. Japan
4. United States
5. China
6. United Kingdom & India
7. Italy
8. ANZAC
9. France
10. Set Up

Introduction:

The *Axis & Allies Global 1939 Expansion* begins the game in *Late 1939*.

This is one round before the *OOB Axis & Allies Global 1940* begins.

For game play reasons the *Late 1939* period also covers a period of *Early 1940*, since the *Historical* German invasion of *Denmark, Norway and Holland-Belgium* occurred in *Early 1940*.

In the same way is *Slovakia-Hungary* and *Romania* considered as allies to Germany and therefore as original German territories.

The following rules will take you through the events in *Late 1939* – step by step.

1. Germany:

Germany starts the game with no IPC income available.

The German IPC level on the *Expanded National Production Chart* (ENPC) is corrected to 20 IPC.

This also means, that Germany does not purchase any units until the beginning of *Early 1940* (original game start).

The German 1st round is divided into a *Two-Impulse* phase.

1st Impulse: Invasion of Poland

- Infantry units, Panzer units and Artillery units from Germany may attack Poland.
- Panzer units and Mechanized Infantry units from Western Germany may attack Poland.
- Air units from Germany and Western Germany may attack Poland.
- No other German attacks can occur and no other German units can move during the 1st Impulse.



The units in *Poland* are represented by United Kingdom units – and the United Kingdom IPC level at the ENPC is corrected with 2 IPC in favor of the United Kingdom, bringing the United Kingdom IPC level up to 47 IPC.



If Germany captures *Poland* during the 1st Impulse, the IPC level is corrected in favor of Germany.

If Germany does not capture *Poland* during the 1st Impulse any surviving UK units in *Poland* may move (attack German units and/or Non-Combat Move) during the United Kingdom players turn.

In this case, Germany cannot attack *Poland* until *Early 1940*.

After the German 1st Impulse attack (if any) any surviving German *Panzer* units and *Mechanized Infantry* units that attacked *Poland*, may perform a Non-Combat Move at their normal movement capacity.

These *Panzer* and *Mechanized Infantry* units can only move to *Germany* and/or *Western Germany*.



Any German Air units that took part in the attack on *Poland* must land in *Germany* and/or *Western Germany*.

Infantry and *Artillery* units that took part in and survived the invasion of *Poland* may not move – they must stay in *Poland* – at least for now.

No *Strategic Rail Movement* is available for German units until *Early 1940*.

2nd Impulse: Invasion of Denmark, Norway and Holland-Belgium:

- *Panzer* units and *Mechanized Infantry* units from *Germany* may attack *Denmark*, *Norway* and *Holland-Belgium*
- *Panzer* units, *Mechanized Infantry* units, *Infantry* units and *Artillery* units from *Western Germany* may attack *Denmark*, *Norway* and *Holland-Belgium*
- Air units from *Germany* and *Western Germany* may attack *Denmark*, *Norway* and *Holland-Belgium*
- German naval units in sea zone 113 and 114 may take part in the attack on *Denmark* and/or *Norway*.
- No other German attacks can occur and no other German units can move during the 2nd Impulse.



For game play reasons, the defending units in *Denmark* and *Norway* and are represented by United Kingdom units.



The units in *Holland-Belgium* are both represented by French and UK units.



If Germany does not capture *Holland-Belgium* during the 2nd Impulse, the IPC level is not corrected in favor of any player.



If Germany does not capture *Holland-Belgium* in *Early 1940* then the IPC level is corrected in favor of the UK player.



Denmark, Norway and Holland-Belgium are considered *Pro Allied Neutrals*.

If Germany captures *Denmark, Norway* and/or *Holland-Belgium* the IPC level is corrected in favor of Germany.



If Germany does not capture *Denmark* and/or *Norway* during the 2nd Impulse the IPC level is not corrected in favor of any Nation.

Any surviving UK and/or French units in *Denmark, Norway* and/or *Holland/Belgium* may move (attack German units and/or Non-Combat Move) during the UK and French players turn.

After the 2nd Impulse, the German *Cruiser* unit and *Transport* unit must retreat to sea zone 114 and the German *Battleship* unit must retreat to sea zone 113.

Even if these units already moved during the German 2nd Impulse.

After the German 2nd Impulse attacks (if any) any German units that did not take part in this attack may perform a Non-Combat Move at their normal movement capacity.

These units can do their Non-Combat Movement into any territory – within their original movement range – that Germany controlled from the start of the 2nd Impulse.

Any German Air units – whether or not they took part in the attack – can land on the same terms.

Infantry, Artillery, Panzer and Mechanized Infantry units that took part in and survived the 2nd Impulse attacks and captured *Denmark, Norway* and/or *Holland-Belgium* may not move after the end of the 2nd Impulse attack. They can move on Germanys next turn.

After the end of Germanys 2nd Impulse, the German player collects IPC income according to the ENPC.

Note 1:

If the German player does not launch the 1st Impulse and/or 2nd Impulse attacks, no German units anywhere on the game board can move until the German players turn in *Early 1940*.

No German *National Objective Bonus* or *Advanced Production Capacity* incomes are collected in 1939.



2. Soviet Union:

The Soviet Union starts the game with no IPC income available.

The Soviet IPC level on the ENPC is corrected to 36 IPC.

This also means, that the Soviet Union does not purchase any units until its turn in *Early 1940* (original game start).

The Soviet 1st round is divided into a *Two-Impulse* phase.

1st Impulse: Invasion of Vyborg & Karelia:

- Infantry units, Tank unit, Artillery units and the Fighter unit from *Novgorod* may attack *Vyborg* and/or *Karelia*.
- No other Soviet attacks can occur and no other Soviet units can move during the 1st Impulse.

The Finnish units in *Vyborg* and *Karelia* are represented by German units – for game play reasons only.



If the Soviet Union captures *Karelia* during the 1st Impulse, the IPC level is corrected in favor of the Soviet Union.

Vyborg and *Karelia* must both be captured during the 1st Impulse if the Soviet player wants to attack *Finland* during the 2nd Impulse.

If the Soviet Union does not capture both *Vyborg* and *Karelia* during the 1st Impulse any surviving units that defend in *Vyborg* and *Karelia* may immediately move to *Finland* – or stay in *Vyborg* and/or *Karelia*.

In this case, the Soviet Union cannot attack *Vyborg*, *Karelia* or *Finland* until *Late 1941* – or until Germany and/or Italy declares War on or attacks the Soviet Union – whichever comes first.

Vyborg and *Karelia* are considered original Soviet territories for game play reasons only.

The Soviet Union must control *Karelia* in order to collect the IPC value from this territory.

If the Soviet Union does not control *Karelia*, the IPC from *Karelia* is not collected by any player until either captured by Axis forces or captured by the Soviet Union.

If *Vyborg* and *Karelia* are both captured during the 1st Impulse then the Soviet player may choose to attack *Finland* during the 2nd Impulse.

Any Soviet land units that captured *Vyborg* and *Karelia* must stay in these territories after the 1st Impulse.

The Soviet *Fighter* unit from *Novgorod* must land in *Novgorod* – even if it did not take part in the 1st Impulse attack.

2nd Impulse: Invasion Finland:

- Any units from *Vyborg* and *Karelia* may attack *Finland*.
- The Soviet *Fighter* unit from *Novgorod* may take part in the attack on *Finland*.
- No other Soviet attacks can occur and no other Soviet units can move during the 2nd Impulse.

If the Soviet Union captures *Finland*, the IPC level is corrected in favor of the Soviet Union.

If the Soviet Union does not capture *Finland* during the 2nd Impulse, the IPC level is not corrected in favor of any player.

After the Soviet 2nd Impulse attack (if any) any Soviet units that took part in this attack may perform a Non-Combat Move at their normal movement capacity – even though they moved during the attack on *Finland*.

The land units can move into *Vyborg* and/or *Karelia*.

The Soviet *Fighter* unit must land in *Novgorod*.

No other Soviet units can move until the Soviet players turn in *Early 1940*.

After the end of the Soviet Union's 2nd Impulse, the Soviet player collects IPC income according to the ENPC.

No *National Objective Bonus* income is collected until the Soviet Union is at War with Germany and/or Italy.

Exception:

If the Soviet Union captures *Finland* during the 2nd Impulse attack, the Soviet player immediately collects 3 IPC from the bank.

This is a one-time IPC reward.

The Soviet player cannot collect this *National Objective Bonus* income again – unless the Soviet Union controls *Finland* at its *Collect Income* phase and is at War with Germany and/or Italy.

Winter-War Rule:

Any Soviet units that attack during both the 1st and 2nd Impulse attack must attack at “1” during the first round of combat.

Any Finnish units that defend during both the 1st and 2nd Soviet Impulse attacks must defend at “5” during the first round of combat.

From the second round of combat all units attack and defend at their normal factor.



Note 2:

If the Soviet player does not launch the 1st Impulse attack, no Soviet units anywhere on the game board can move until the Soviet players turn in *Early 1940*.

Remember:

If the Soviet player captures both *Vyborg* and *Karelia*, the Soviet player may choose to launch the 2nd Impulse attack on *Finland*.



If the Soviet player does not launch the 2nd Impulse attack on *Finland*, any Soviet units in *Vyborg* and/or *Karelia* may move into *Novgorod* – or stay where they are until the Soviet players turn in *Early 1940*.

Note 3:

For game play reasons *Baltic States*, *Eastern Poland* and *Bessarabia* are considered original Soviet territories.

No changes to these territories and Set Up are included in the *Global 1939 Expansion* scenario.



3. Japan:

Japan has no turn in the *Late 1939* scenario.

4. United States:

United States has no turn in the *Late 1939* scenario.

5. China:

China has no turn in the *Late 1939* scenario.

6. United Kingdom & India:

United Kingdom & India have no turn in the *Late 1939* scenario.

The only UK units that may move in *Late 1939* are the UK units mentioned in the German 1st and 2nd Impulse attacks.

7. Italy:

Italy has no turn in the *Late 1939* scenario.

8. ANZAC:

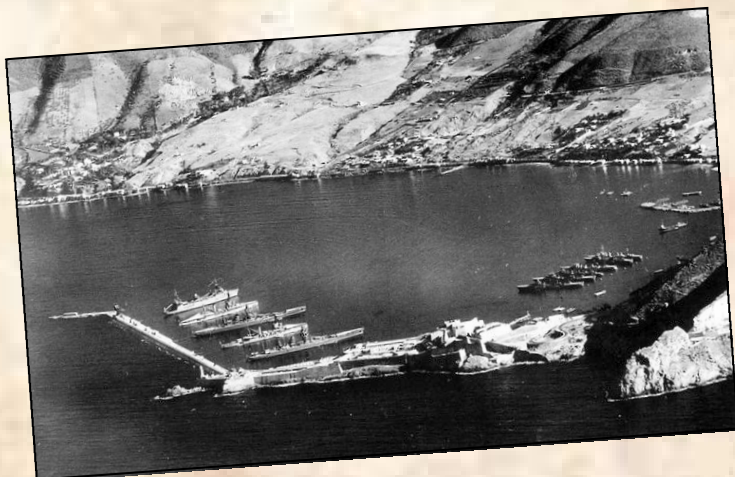
ANZAC has no turn in the *Late 1939* scenario.

9. France:

France has no turn in the *Late 1939* scenario. The only French units that may move in *Late 1939* are the French units mentioned in the German 2nd Impulse attack.

French Naval units in sea zone 92:

The French naval units in sea zone 92 represents the French Navy anchored at *Mers El Kébir*.



If the German player does not attack *Southern France* or the French naval units in sea zone 93 in *Early 1940* the French fleet in sea zone 92 becomes German at the German players *Collect Income* phase in *Early 1940*.

The French naval units in sea zone 92 are immediately replaced by German units of the same category.

If these naval units survive round *Early 1940*, the German player can use these naval units from *Late 1940* on the same terms as any other German units.

These naval units are German for the rest of the game – or until they are lost in combat.



Important:

If the German player attacks *Southern France* or the French naval units in sea zone 93 in *Early 1940*, the French naval units in sea zone 92 are scuttled and removed from play.



If the Italian player attacks *Southern France* or *Morocco* or the French naval units in sea zone 93 in *Early 1940*, the German (former French) naval units in sea zone 92 are scuttled and removed from play.

10. Global 1939 Set Up:

The German Set Up mentioned below replaces the OOB Global 1940 Set Up:

Germany:

- 6 Infantry, 3 Artillery
- 7 Tanks
- 2 Strategic Bomber
- 1 Tactical Bomber
- 1 Fighter
- 3 AAA, 1 major IC

Western Germany:

- 35 Infantry, 5 Artillery, 3 Tanks
- 5 Mechanized Infantry
- 4 Tactical Bomber
- 5 Fighter
- 3 AAA, 1 major IC
- 1 Naval Base, 1 Air Base

Slovakia/Hungary:

- 1 Infantry

Romania:

- 1 Infantry

Karelia:

- 2 Infantry (Finnish units)

Vyborg:

- 2 Infantry (Finnish units)

SZ 103:

- 1 U-Boat

SZ 108:

- 1 U-Boat

SZ 113:

- 1 Battleship

SZ 114:

- 1 Cruiser, 1 Transport

SZ 117:

- 1 U-Boat

SZ 118:

- 1 U-Boat

SZ 124:

- 1 U-Boat

The Soviet Union Set Up is according to the OOB Global 1940 Set Up.

Exception:

There are no Soviet units in *Karelia* and *Vyborg*, since these territories are Finnish.

The units mentioned below are in addition to the OOB Global 1940 Set Up.

Novgorod:

- 11 Infantry, 1 Artillery
- 1 Tank, 1 Mechanized Infantry

Japan:

The Japanese Set Up is according to the OOB Global 1940 Set Up.

United States & China:

The US and Chinese Set Up are according to the OOB Global 1940 Set Up.

United Kingdom & India:

The UK Set Up is according to the OOB Global 1940 Set Up.

The UK units mentioned below are in addition to the OOB Global 1940 Set Up:

United Kingdom:

- 1 Infantry, 1 Fighter

Holland/Belgium:

- 6 Infantry, 1 Artillery, 1 Tank

Poland:

- 3 Infantry, 1 Artillery
- 1 Tank, 2 Fighter

Norway:

- 2 Infantry

Denmark:

- 1 Infantry

SZ 110:

- 1 Destroyer

Italy:

The Italian Set Up is according to the OOB Global 1940 Set Up.

ANZAC:

The ANZAC Set Up is according to the OOB Global 1940 Set Up.

The French Set Up is according to the OOB Global 1940 Set Up.

The French units mentioned below are in addition to the OOB Global 1940 Set Up:

France:

- 1 Mechanized Infantry, 1 Tank

Southern France:

- 1 Mechanized Infantry

Holland/Belgium:

- 3 Infantry, 3 Tanks, 2 Fighter

SZ 92:

- 1 Battleship, 2 Destroyer