

Axis & Allies House Optional Rules - AA50

1. Cruiser AA Gun Modification

Cruisers now have built in Anti-Aircraft Guns. They fire at up to three planes at 1 to hit with the hits placed by the defender. They are boosted by the tech "Radar" like other AA Guns.

Reason - Cruisers are not commonly built as the cost is hard to justify. The AA gun gives them utility as part of every fleet.

2. IC Setup Modification

IC's start in every capital city.

Reason - This rule allows for a little more flexible play during the game and balances out India/Australia for the British.

3. Minimum Production IC's

All IC's can produce a minimum of 3 units regardless of territory value.

Reason - Allows more flexible play for most nations

4. Air Transports

Bombers can be used as Non Combat Air transports during their turn. They may not have moved during combat to act as an Air Transport. A bomber may move over or "land" in a territory containing that nations Infantry unit and pick it up. It may also start in a turn with an Infantry unit. The "Air Transport" may then transport that unit to a friendly territory. The unit being picked up may not have moved during combat and must be of the same nation as the air transport. "Air transports" may never transport non same nation units.

Example: A US Bomber in the Western Unites States picks up a Infantry from Alaska and continues to Soviet Far East. It drops the unit in the territory and finishes its movement.

Reason - Allows a lot of interesting reinforcing strategies for all nations.

5. Select Tech

At the start of the game each nation selects a tech that they will have access too. No other techs can be bought.

Reason - Allows for the fun of technology with less of the randomness that the full rules add

6. Oil as a Resource

1. Oil Production Factory. (Major/Minor)

These pieces start in predetermined spots on the map and can not be destroyed. They can be Strategic Bombed like IC's up to a max of 8 damage for Minor and 16 damage for Major. Every damage they have reduces the OPF's production by 1 Oil Barrel. The OPF creates Oil Barrels at the end of the controlling powers "Collect Income" phase. The number of Oil Barrels produced is equal to the number of Infantry Units stationed in the territory up to a max of 4 Oil Barrels for a Minor and 8 for a Major. Oil Barrels are not produced if the territory was captured during the previous "Conduct Combat" phase. The OPF can be protected by a AA Gun or by Intercepting Fighters when using the Interceptor and Escorts optional rule. The OPF is always owned by the territory owner even in the case of a nations defeat. qIf Russia falls but UK still holds Caucasus than oil will still be produced at the end of Russia's turn.

2. Oil Barrel.

Oil Barrels are produced by OPF's each round. These oil barrels are owned by the units/county that has units in the same territory. The Oil barrels may only move during the non combat phase of the round and they must be escorted by at least one unit. They have 1 movement or 2 movement if escorted by a tank. The units escorting the Oil Barrels must have started their turn in the same territory as the barrels. They may be loaded onto transports up to 4 barrels may be loaded in place of both unit slots or 2 barrels in place of 1 unit slot. They occupy the infantry slot on the transport. Once a barrel is moved into a territory that contains a IC they may be exchanged for 2 IPC's per Oil Barrel by that nation. They are used only if removed from the board and traded. They may be moved from a territory with an IC into another space such as into a different territory with an IC before being used by the same or different power. Not all Oil Barrels in any given territory must be used at one time.

Oil Barrels may be captured by a nation during a combat if there are Oil Barrels in the territory captured. The Oil Barrels by this nature can not be non combat moved by the units that moved into that territory during combat but they may be loaded onto a transport during that nations non combat moves. Oil Barrels may also be captured in sea battles. When transports are destroyed while carrying oil the attacking forces may load those barrels into transports of their own as long as they were part of the attacking forces. Any barrels that do not fit onto transports are lost into the ocean as if they were a fighter with no landing space. Transports may not move into the SZ in non combat to retrieve the Oil and must be present during the battle.

Example 1: Italy moves 4 Oil Barrels from the Balkans into Italy during non combat. The following turn during the purchase units phase they count up the barrels of oil in Italy and trade them for 8 IPC's. They then purchase tech/units as normal.

Example 2: Japan's navy attacks a SZ with a US transport carrying 4 Oil Barrels. The Japanese attack is successful and the kill all warships and the US transport. The Oil Barrels are then loaded onto a Japanese transport that participated in the attack.

Example 3: UK loads 8 Oil Barrels from Britain onto two transports in SZ6. They move the transports into SZ5 and unload the Oil Barrels into Karelia SSR. On the following purchase phase for USSR they may trade the Oil Barrels for 16 IPC's before purchasing.

Example 4: Germany attacks Karelia SSR and takes the territory that contains 8 Oil Barrels, they capture the Oil Barrels when they captured the territory. During Germany's non combat move they load 4 Oil Barrels from Karelia SSR into a transport in SZ5 and unload them into Germany. On Germany's following purchase units phase they may trade the Oil Barrels for 16 IPC's before unit purchases.

OPF's are placed at the start of the game in the following locations:

1. Eastern United States (Major)
2. Brazil (Minor)
3. Mexico (Minor)
4. Bulgaria/Romania (Major)
5. East Indies (Major)
6. Borneo (Minor)
7. Persia (Minor)
8. Caucasus (Minor)
9. Trans Jordan (Minor)

Reason: Oil allows for a lot more money to be played with on the board with a strategic element added in the protection and creation of oil shipping lanes.