

Section 4: Weapons Development and Abilities

Pursuant to "Weapons Development" rules as governed by "Section 3, Action Sequence 1: Develop weapons", page 10 of the "Axis and Allies (original 1942) Gameplay Manual" (copyright 1987), upon deciding to attempt weapons development, the player will spend 5 IPCs per die that will be rolled as a chance to develop a weapon or ability. If the die (or dice) thrown shows a "6", each "6" shown will be a successful breakthrough. The die (or dice) will then be re-rolled to determine what weapon or ability has been unlocked. The number shown will correspond to a number below (1-6) and tell what weapon or ability has been unlocked. If the player rolls development for a weapon or ability he or she has already unlocked, he or she will roll again. Weapons and abilities are immediately available for use upon being unlocked. Below is the tables for each country's weapons and abilities.

Iran:

1. **Suicide Bombers-** Player may choose to send 1 infantry unit to an adjacent enemy controlled space (with enemy units present) before his or her combat move. The player will then make his or her infantry attack roll. If successful (if the die shows a "1",) the player will re-roll the die, and immediately destroy enemy units equal to half of the number shown on the die (rounding up when necessary) (up to a maximum of 3 enemy units destroyed in a successful suicide bombing) Defender chooses casualties. Suicide bombers MAY NOT retreat, and are lost at the end of the attack regardless of outcome. Suicide bombings can also be potentially nullified if the targeted Allied Power has developed "Security Checkpoints."

2. **Hijack Fighter-** Prior to his or her combat move, player may choose any ONE (1) enemy fighter to hijack and control. This immediately begins a combat. Player will make an attack roll for that fighter. The fighter that has been hijacked is destroyed after its attack regardless if the attack was successful or not.

3. **IEDs (Improvised Explosive devices)-** Whenever an enemy player invades a territory you control, and have units present in, with

ground units that they command, roll a die before their first attack, similar to an AA gun. If you roll a "1", the IED detonates and instantly destroys one invading ground unit (attacker chooses the casualty.)

4. **Piracy-** Player may choose any ONE (1) enemy transport. Make a standard infantry attack roll. If successful (if the die shows a "1"), that transport is destroyed.

5. **ICBMS (intercontinental ballistic missiles)**- Pursuant to "Section 3, Action sequence 1 (page 10) 'Develop Weapons'" of the Axis and Allies (1942) manual (copyright 1987), weapon 4 "Rockets" ICBMS, like the old rockets, shall allow for one free missile strike against an enemy industrial complex at the start of your turn. As with the "rockets" rule cited above, "Choose one of your AA guns(it must be 3 adjacent spaces or less away from the target) to launch (an ICBM) at an enemy industrial complex by rolling one die. The number tossed determines how many IPCs the player who owns the industrial complex must surrender to the bank."

6. **Nuclear Capable Bombers-** These are usable on enemy capitals ONLY. If the player has no bombers in range of an enemy capital this turn, then no nuclear attack can be used this turn. Pay 10 IPCs. Fly ONE (1), and only ONE (1) bomber into the enemy capital of your choice, but only if in range at the start of your turn. Bombers DO NOT roll their standard attack when being used to deliver a nuclear weapon. Upon entering the enemy airspace, the defender will fire his AA gun. If defending AA guns hit, the attack is nullified, as the bomber is immediately shot down. If the defender misses, roll a die. If the die thrown shows a "6," then ALL enemy units present, including AA guns and industrial complexes, are immediately destroyed. Defending capital city has been destroyed, and can no longer be entered or passed through by any nation. Defender also surrenders any IPCs he or she currently holds back to the bank.

Russia and China:

1. **Assassination-** Prior to your combat move, send 1 Russian or Chinese(depending on which nation has developed this ability AND which nation's turn it is) infantry into an adjacent enemy territory with enemy units present and make your infantry attack roll. If

successful, instantly destroy one enemy unit (Defenders choice). Defender then rolls defense rolls for all of their units present. If the defender scores a hit, your assassin dies. If the defender does not score a hit, your assassin returns to its place of origin but MAY NOT move again in the Combat Move phase or Non Combat Move phase of this turn. Assassinations can also be potentially nullified if the targeted Allied Power has developed "Security Checkpoints."

2. Kamikaze- Planes may attack up to their maximum move allotment (i.e. a fighter may attack targets up to 4 spaces away. Bomber up to 6 spaces), but its a one way trip. That(those) aircraft is(are) lost once combat is concluded.

3. Super Submarines- Pursuant to "Section 3, Action sequence 1 (page 10) 'Develop Weapons'" of the Axis and Allies (1942) manual (copyright 1987), weapon 3 " Super Submarines," "Each of your submarines now attacks at 3 instead of 2."

4. Heavy Bombers- Pursuant to "Section 3, Action sequence 1 (page 10) 'Develop Weapons'" of the Axis and Allies (1942) manual (copyright 1987), weapon 6 "Heavy Bombers," "In a regular combat situation with military units as targets, roll 3 dice for each attacking heavy bomber instead of 1 die per bomber- thus each bomber could score up to 3 hits. In a strategic bombing raid when an industrial complex is your target, roll 3 dice for every bomber that survives an anti aircraft attack. Add the totals. The sum is the number of IPCs the opponent who owns the complex must surrender to the bank."

5. ICBMS (intercontinental ballistic missiles)- Pursuant to "Section 3, Action sequence 1 (page 10) 'Develop Weapons'" of the Axis and Allies (1942) manual (copyright 1987), weapon 4 "Rockets" ICBMS, like the old rockets, shall allow for one free missile strike against an enemy industrial complex at the start of your turn. As with the "rockets" rule cited above, "Choose one of your AA guns(it must be 3 adjacent spaces or less away from the target) to launch (an ICBM) at an enemy industrial complex by rolling one die. The number tossed determines how many IPCs the player who owns the industrial complex must surrender to the bank."

6. Nuclear Capable Bombers- These are usable on enemy capitals ONLY. If the player has no bombers in range of an enemy capital this turn, then no nuclear attack can be used this turn. Pay 10 IPCs. Fly ONE

(1), and only ONE (1) bomber into the enemy capital of your choice, but only if in range at the start of your turn. Bombers DO NOT roll their standard attack when being used to deliver a nuclear weapon. Upon entering the enemy airspace, the defender will fire his or her AA gun. If defending AA guns hit, the attack is nullified, as the bomber is immediately shot down. If the defender misses, roll a die. If the die thrown shows a "6," then ALL enemy units present, including AA guns and industrial complexes, are immediately destroyed. Defending capital city has been destroyed, and can no longer be entered or passed through by any nation. Defender also surrenders any IPCs he or she currently holds back to the bank.

Allied Powers (Germany, UK, Japan and US)

1. Security checkpoints- When an enemy is attempting a suicide bombing or an assassination, roll a infantry defense die prior to their attack roll. If a "1" or a "2", the suicide bombing or assassination is nullified and the attacker killed.

2. M.R.A.P. (Mine Resistant) vehicles- Allied vehicles are now immune to IEDs.

3. Super Submarines- Pursuant to "Section 3, Action sequence 1 (page 10) 'Develop Weapons'" of the Axis and Allies (1942) manual (copyright 1987), weapon 3 " Super Submarines," "Each of your submarines now attacks at 3 instead of 2."

4. Heavy Bombers- Pursuant to "Section 3, Action sequence 1 (page 10) 'Develop Weapons'" of the Axis and Allies (1942) manual (copyright 1987), weapon 6 "Heavy Bombers," "In a regular combat situation with military units as targets, roll 3 dice for each attacking heavy bomber instead of 1 die per bomber- thus each bomber could score up to 3 hits. In a strategic bombing raid when an industrial complex is your target, roll 3 dice for every bomber that survives an anti aircraft attack. Add the totals. The sum is the number of IPCs the opponent who owns the complex must surrender to the bank."

5a.ICBMS (intercontinental ballistic missiles) (Germany/NATO, U.K and U.S.)- Pursuant to "Section 3, Action sequence 1 (page 10) 'Develop Weapons'" of the Axis and Allies (1942) manual (copyright 1987), weapon 4 "Rockets" ICBMS, like the old rockets, shall allow

for one free missile strike against an enemy industrial complex at the start of your turn. As with the "rockets" rule cited above, "Choose one of your AA guns (it must be 3 adjacent spaces or less away from the target) to launch (an ICBM) at an enemy industrial complex by rolling one die. The number tossed determines how many IPCs the player who owns the industrial complex must surrender to the bank."

5b. (Japan Specific) Kamikaze- Planes may attack up to their maximum move allotment (i.e. a fighter may attack targets up to 4 spaces away. Bomber up to 6 spaces), but it's a one way trip. That (those) aircraft is (are) lost once combat is concluded.

6. Nuclear Capable Bombers- These are usable on enemy capitals ONLY. If the player has no bombers in range of an enemy capital this turn, then no nuclear attack can be used this turn. Pay 10 IPCs. Fly ONE (1), and only ONE (1) bomber into the enemy capital of your choice, but only if in range at the start of your turn. Bombers DO NOT roll their standard attack when being used to deliver a nuclear weapon. Upon entering the enemy airspace, the defender will fire his AA gun. If defending AA guns hit, the attack is nullified, as the bomber is immediately shot down. If the defender misses, roll a die. If the die thrown shows a "6," then ALL enemy units present, including AA guns and industrial complexes, are immediately destroyed. Defending capital city has been destroyed, and can no longer be entered or passed through by any nation. Defender also surrenders any IPCs he or she currently holds back to the bank.