

Axis & Allies 1941 Second Edition

These changes make the setup more interesting and historical, while also keeping it simple to keep this the introductory version of A&A. No modification of game components is required, although owning other A&A games is recommended for more pieces. Anything not mentioned is the same as the most recent version of the A&A 1941 rules.

New Setups – Page 6

Germany – 12 IPC

Western Europe – 3 infantry, 1 tank, 1 fighter
 Norway/Finland – 1 infantry, 1 fighter
 Germany – 4 infantry, 1 tank, 1 fighter, 1 bomber
 Southern Europe – 1 infantry, 1 fighter
 Eastern Europe – 1 infantry, 1 tank, 1 fighter
 West Russia – 1 infantry, 1 tank
 Ukraine – 1 infantry, 1 tank
 North Africa – 1 infantry, 1 tank
 French West Africa – 1 infantry, control marker
 French Madagascar – 1 infantry, control marker
 Sea Zone 5 – 1 transport, 1 submarine, 1 destroyer, 1 battleship
 Sea Zone 8 – 1 submarine
 Sea Zone 16 – 1 transport, 1 submarine, 1 destroyer, 1 battleship
 Sea Zone 23 – 1 submarine

Japan – 9 IPC

Manchuria – 2 infantry
 Coastal China – 2 infantry, 1 fighter
 Southeast Asia – 1 infantry, 1 fighter
 Japan – 4 infantry, 1 tank, 1 fighter, 1 bomber
 Okinawa – 1 infantry
 Iwo Jima – 1 infantry
 Caroline Islands – 1 infantry
 Sea Zone 38 – 1 transport, 1 submarine
 Sea Zone 45 – 1 transport, 1 submarine, 1 destroyer, 1 battleship, 1 aircraft carrier, 1 fighter
 Sea Zone 46 – 1 transport, 1 submarine, 1 destroyer, 1 battleship, 1 aircraft carrier, 1 fighter

Soviet Union – 7 IPC

Karelia – 1 infantry, 1 tank, 1 fighter
 Archangel – 1 infantry, 1 tank
 Russia – 3 infantry, 1 tank, 1 fighter, 1 bomber
 Caucasus – 2 infantry, 1 tank, 1 fighter
 Urals – 1 infantry, 1 tank
 Siberia – 1 infantry
 Soviet Far East – 1 infantry
 Sea Zone 4 – 1 submarine
 Sea Zone 18 – 1 destroyer

United Kingdom – 12 IPC

Eastern Canada – 1 infantry

United Kingdom – 3 infantry, 1 tank, 1 fighter, 1 bomber

Gibraltar – 1 infantry

Anglo-Egypt Sudan – 1 infantry, 1 tank

Union of South Africa – 1 infantry

Middle East – 1 infantry

India – 1 infantry, 1 tank, 1 fighter

Australia – 1 infantry, 1 fighter

New Zealand – 1 infantry

Western Canada – 1 infantry

Sea Zone 6 – 1 submarine

Sea Zone 7 – 1 transport, 1 submarine, 1 destroyer, 1 battleship, 1 aircraft carrier, 1 fighter

Sea Zone 10 – 1 transport, 1 destroyer

Sea Zone 17 – 1 submarine, 1 destroyer, 1 battleship

Sea Zone 26 – 1 transport, 1 destroyer

Sea Zone 29 – 1 transport, 1 submarine, 1 destroyer, 1 aircraft carrier, 1 fighter

Sea Zone 31 – 1 battleship

Sea Zone 33 – 1 transport, 1 submarine, 1 destroyer

United States – 17 IPC

Eastern United States – 6 infantry, 1 tank, 1 fighter, 1 bomber

Central America – 1 infantry

Alaska – 1 infantry

Western United States – 6 infantry, 1 fighter

Midway – 1 infantry

Hawaiian Islands – 1 infantry, 1 fighter

Wake Island – 1 infantry

Philippine Islands – 1 infantry

Northwestern China – 1 infantry

Szechwan – 1 infantry, 1 tank, 1 fighter

Sea Zone 11 – 1 transport, 1 submarine, 1 destroyer, 1 aircraft carrier, 1 fighter

Sea Zone 40 – 1 battleship

Sea Zone 42 – 1 transport, 1 submarine, 1 destroyer, 1 battleship, 1 aircraft carrier, 1 fighter

How the War is Won – Page 6

If there is not enough time to finish the full game, the side with the most total IPC income at the end of a chosen round wins.

Canals and Straights – Page 9

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 12 and 19.

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

Gibraltar – Prevents enemy naval movement between sea zones 14 and 15.

Turkey – Prevents all naval movement between sea zones 17 and 18.

Anglo-Egypt Sudan – Prevents enemy naval movement between sea zones 17 and 28.

Order of Play – Page 10

Axis & Allies 1941 Second Edition is played in rounds. 1 round consists of both sides taking a turn. During a turn, all players on a side take their turns simultaneously. The order that sides 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.

Combat and Non-Combat Movement – Pages 11, 19

Sea units that begin their movement in a sea zone that is not adjacent to at least 1 friendly territory have -1 movement.

This represents re-supply ports for naval units, and, along with the following rule, solves the age-old A&A problem of how to assign importance to islands with no IPC value.

Multinational Forces – Page 14

Units from different nations 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 owner of the territory being attacked 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.

General Combat – Pages 15-16

Submarines do not have any special rules.

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 18

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.

Collect Income – Page 21

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

Unit Changes

Transports

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

Submarines

Submarines do not have any special rules.

Aircraft Carriers

Aircraft carriers may only carry 1 fighter.

National Advantages (Optional)

Germany

Submarines cost -1 IPC and have +1 move. Tanks have +1 attack and defense on the first round of combat. During the mobilize new units phase, you may place 1 purchased naval unit in sea zone 16 if you control Southern Europe.

Soviet Union

Infantry and tanks cost -1 IPC. During the mobilize new units phase, you may place 1 purchased naval unit in sea zone 4 if you control Karelia or Archangel.

Japan

Destroyers have +1 attack and defense on the first round of combat. During the mobilize new units phase, you may place 1 purchased land unit on an island you control.

United Kingdom

Battleships cost -2 IPC. During the mobilize new units phase, you may place 1 free infantry in one of the following territories if you control it: Eastern Canada, Union of South Africa, Anglo-Egypt Sudan, Middle East, India, or Australia.

United States

Air and sea units cost -1 IPC. During the mobilize new units phase, you may place 1 free infantry in one of the following territories if you control it: Northwestern China, Szechwan, Manchuria, or Coastal China.