AXIS & ALLIES RULES CHANGES PER GAME			
1942 2ND ED.	AA50	1941	CLASSIC 2ND ED.
Victory Conditions	Victory Conditions	Victory Conditions	Victory Conditions
- 9 VC	Most VC. If tied w/9 most IPC's	- 1 or 2 capitals	* Axis must get 84 IPC's or bid amount
AA Guns	AA Guns	AA Guns	AA Guns
- built in complexes	Def. against all attacks vs. air. (1 to hit.)	- No	* Limited to 12
- Cost 5 IPC's	Cannot be chosen as casuality.		* Do not fire during non-combat
- roll 3x # of air units/attacking air units	• Cost 6		0 1 11
- move only during Non-Combat	move only during Non-Combat		
more only during their connect	only fires at air units attacking territory		
Aircraft Carriers (CV)	Aircraft Carriers (CV)	Aircraft Carriers (CV)	Aircraft Carriers (CV)
- cost 14	• Cost 14	- cost 12	* Cost 18
	• Def 2	- COST 12	* Def 3
- Def 2			
Amphibious Assault	Amphibious Assault	Amphibious Assault	Amphibious Assault
- attacking seabourne units can't retreat	attacking seabourne units can't retreat	- attacking seabourne units can't retreat	* Yes, All units including air to death
,	 air unit may retreat after 1 rd. of combat 		
<u>Artillery</u>	<u>Artillery</u>	<u>Artillery</u>	<u>Artillery</u>
- yes	• yes	- none	* None
Battleships (BB)	Battleships (BB)	Battleships (BB)	Battleships (BB)
- Cost 20	• Cost 20	- Cost 16	* Cost 24
- 2 hits	• 2 hits	- 2 hits	* 1 hit
- Bombardment 1/unit at 4	Bombardment 1/unit at 4	no bombardment	* Bombardment
Bombers	Bombers	Bombers	Bombers
- cost 12	• cost 12	- Cost 12	* Cost 15
COST 12	003012	003012	* Limited to 3 groups
Cruisars	Cruisers	Cruisers	Cruisers
Cruisers			
- Bombardment 1/unit at 3	Bombardment 1/unit at 3	- None	* none
<u>Destoryers</u>	<u>Destoryers</u>	<u>Destoryers</u>	<u>Destoryers</u>
- cost 8	• Cost 8	- Cost 8	* None
<u>Fighters</u>	<u>Fighters</u>	<u>Fighters</u>	<u>Fighters</u>
- cost 10	• cost 10	- Cost 10	* Cost 12
<u>Industrial Complexes</u>	<u>Industrial Complexes</u>	<u>Industrial Complexes</u>	<u>Industrial Complexes</u>
- Limited to IPC value	Limited to IPC value	- No New complexes permitted	ate and the strength of the st
- Limited to IPC value	* Limited to ii C value	Tro Trest complexes permitted	* unlimited production
Mobilization	Mobilization	<u>Mobilization</u>	* unlimited production Mobilization
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<u>Mobilization</u>	<u>Mobilization</u>	<u>Mobilization</u>	<u>Mobilization</u>
Mobilization - IC unit limit to IPC value of territory	Mobilization • IC unit limit to IPC value of territory	Mobilization - IC unit limit to IPC value of territory	Mobilization * Can not mobilize in enemy occupied
Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories	Mobilization IC unit limit to IPC value of territory Fighters on Carriers	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories	Mobilization * Can not mobilize in enemy occupied sea zone including capital Nuetral Territories
Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - impassable	Mobilization IC unit limit to IPC value of territory Fighters on Carriers Nuetral Territories Impassable	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - Impassable	* Can not mobilize in enemy occupied sea zone including capital Nuetral Territories * Cost 3 IPC's to move into or fly over
Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - impassable Strategic Bombing Raids	Mobilization IC unit limit to IPC value of territory Fighters on Carriers Nuetral Territories Impassable Strategic Bombing Raids	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - Impassable Strategic Bombing Raids	* Can not mobilize in enemy occupied sea zone including capital * Cost 3 IPC's to move into or fly over * Strategic Bombing Raids
Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - impassable Strategic Bombing Raids - Damage IC (no more than x2 IPC value)	Mobilization IC unit limit to IPC value of territory Fighters on Carriers Nuetral Territories Impassable Strategic Bombing Raids Damage IC (no more than x2 IPC value)	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - Impassable Strategic Bombing Raids - None	* Can not mobilize in enemy occupied sea zone including capital * Cost 3 IPC's to move into or fly over * Strategic Bombing Raids * Destroy IPC
Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - impassable Strategic Bombing Raids - Damage IC (no more than x2 IPC value) escorts and interceptors (optional)	Mobilization IC unit limit to IPC value of territory Fighters on Carriers Nuetral Territories Impassable Strategic Bombing Raids Damage IC (no more than x2 IPC value) escorts and interceptors (optional)	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - Impassable Strategic Bombing Raids - None - None	* Can not mobilize in enemy occupied sea zone including capital * Cost 3 IPC's to move into or fly over * Cost 3 IPC's to move into or fly over * Destroy IPC * None
Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - impassable Strategic Bombing Raids - Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs	Mobilization IC unit limit to IPC value of territory Fighters on Carriers Nuetral Territories Impassable Strategic Bombing Raids Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - Impassable Strategic Bombing Raids - None - None Subs	* Can not mobilize in enemy occupied sea zone including capital * * Cost 3 IPC's to move into or fly over * * Destroy IPC * * None * * None * * None * * Cost 3 IPC's to move into or fly over * * Destroy IPC * * None * * Subs
Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - impassable Strategic Bombing Raids - Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs - Sneak Shot ea rd w/o enemy destroyer	Mobilization I C unit limit to IPC value of territory Fighters on Carriers Nuetral Territories Impassable Strategic Bombing Raids Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs Sneak Shot ea rd w/o enemy destroyer	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - Impassable Strategic Bombing Raids - None - None Subs - Sneak Shot ea rd w/o enemy destroyer	* Can not mobilize in enemy occupied sea zone including capital * Cost 3 IPC's to move into or fly over * Cost 3 IPC's to move into or fly over * Strategic Bombing Raids * Destroy IPC * None * Subs * Sneak Attack each Rd
Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - impassable Strategic Bombing Raids - Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6	Mobilization IC unit limit to IPC value of territory Fighters on Carriers Nuetral Territories Impassable Strategic Bombing Raids Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs Sneak Shot ea rd w/o enemy destroyer cost 6	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - Impassable Strategic Bombing Raids - None - None Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6	* Can not mobilize in enemy occupied sea zone including capital * Cost 3 IPC's to move into or fly over * Cost 3 IPC's to move into or fly over * Strategic Bombing Raids * Destroy IPC * None * Subs * Sneak Attack each Rd * Cost 8
Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - impassable Strategic Bombing Raids - Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1	Mobilization IC unit limit to IPC value of territory Fighters on Carriers Nuetral Territories Impassable Strategic Bombing Raids Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs Sneak Shot ea rd w/o enemy destroyer cost 6 Defense 1	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - Impassable Strategic Bombing Raids - None - None Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1	* Can not mobilize in enemy occupied sea zone including capital * Cost 3 IPC's to move into or fly over * Cost 3 IPC's to move into or fly over * Destroy IPC * None * Subs * Sneak Attack each Rd * Cost 8 * Defense 2
Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - impassable Strategic Bombing Raids - Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1 - pass through enemy ships w/o destroyer	Mobilization IC unit limit to IPC value of territory Fighters on Carriers Nuetral Territories Impassable Strategic Bombing Raids Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs Sneak Shot ea rd w/o enemy destroyer cost 6 Defense 1 pass through enemy ships w/o destroyer	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - Impassable Strategic Bombing Raids - None - None - None Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1 - pass through enemy ships w/o destroyer	* Can not mobilize in enemy occupied sea zone including capital * Cost 3 IPC's to move into or fly over * Cost 3 IPC's to move into or fly over * Destroy IPC * None * Subs * Sneak Attack each Rd * Cost 8 * Defense 2 * can not pass through enemy ships
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Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - impassable Strategic Bombing Raids - Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1 - pass through enemy ships w/o destroyer cannot stop movement	Mobilization IC unit limit to IPC value of territory Fighters on Carriers Nuetral Territories Impassable Strategic Bombing Raids Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs Sneak Shot eard w/o enemy destroyer cost 6 Defense 1 pass through enemy ships w/o destroyer cannot stop movement	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - Impassable Strategic Bombing Raids - None - None Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1 - pass through enemy ships w/o destroyer - cannot stop movement	* Can not mobilize in enemy occupied sea zone including capital * Cost 3 IPC's to move into or fly over * Cost 3 IPC's to move into or fly over * Strategic Bombing Raids * Destroy IPC * None * Subs * Sneak Attack each Rd * Cost 8 * Defense 2 * can not pass through enemy ships * stops movement of enemy ships * Can only retreat, NOT submerge * Tanks
Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - impassable Strategic Bombing Raids - Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1 - pass through enemy ships w/o destroyer cannot stop movement Tanks - cost 6	Mobilization I C unit limit to IPC value of territory Fighters on Carriers Nuetral Territories Impassable Strategic Bombing Raids Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs Sneak Shot ea rd w/o enemy destroyer cost 6 Defense 1 pass through enemy ships w/o destroyer cannot stop movement Tanks Cost 5	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - Impassable Strategic Bombing Raids - None - None Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1 - pass through enemy ships w/o destroyer - cannot stop movement Tanks - Cost 6	* Can not mobilize in enemy occupied sea zone including capital * Cost 3 IPC's to move into or fly over * Cost 3 IPC's to move into or fly over * Strategic Bombing Raids * Destroy IPC * None * Subs * Sneak Attack each Rd * Cost 8 * Defense 2 * can not pass through enemy ships * stops movement of enemy ships * Can only retreat, NOT submerge * Tanks * Cost 5
Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - impassable Strategic Bombing Raids - Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1 - pass through enemy ships w/o destroyer cannot stop movement Tanks - cost 6 - Defence 3	Mobilization IC unit limit to IPC value of territory Fighters on Carriers Nuetral Territories Impassable Strategic Bombing Raids Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs Sneak Shot ea rd w/o enemy destroyer cost 6 Defense 1 pass through enemy ships w/o destroyer cannot stop movement Tanks Cost 5 Defense 3	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - Impassable Strategic Bombing Raids - None - None - None Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1 - pass through enemy ships w/o destroyer - cannot stop movement Tanks - Cost 6 - Defense 3	* Can not mobilize in enemy occupied sea zone including capital * Nuetral Territories * Cost 3 IPC's to move into or fly over * Destroy IPC * None * Subs * Sneak Attack each Rd * Cost 8 * Defense 2 * can not pass through enemy ships * stops movement of enemy ships * Can only retreat, NOT submerge * Cost 5 * Defense 2
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Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - impassable Strategic Bombing Raids - Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1 - pass through enemy ships w/o destroyer cannot stop movement Tanks - cost 6 - Defence 3 Tech's (Weapons Development) - No tech's Transports	Mobilization IC unit limit to IPC value of territory Fighters on Carriers Nuetral Territories Impassable Strategic Bombing Raids Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs Sneak Shot eard w/o enemy destroyer cost 6 Defense 1 pass through enemy ships w/o destroyer cannot stop movement Tanks Cost 5 Defense 3 Tech's (Weapons Development) Yes, Optional Transports	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - Impassable Strategic Bombing Raids - None - None Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1 - pass through enemy ships w/o destroyer - cannot stop movement Tanks - Cost 6 - Defense 3 Tech's (Weapons Development) - No Tech's Transports	* Can not mobilize in enemy occupied sea zone including capital * Nuetral Territories * Cost 3 IPC's to move into or fly over * Strategic Bombing Raids * Destroy IPC * None * Sneak Attack each Rd * Cost 8 * Defense 2 * can not pass through enemy ships * stops movement of enemy ships * Can only retreat, NOT submerge * Tanks * Cost 5 * Defense 2 * Cost 5 * Defense 2 * Cost 5 * Poefense 2 * Cost 5 * Poefense 2
Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - impassable Strategic Bombing Raids - Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1 - pass through enemy ships w/o destroyer cannot stop movement Tanks - cost 6 - Defence 3 Tech's (Weapons Development) - No tech's Transports - cost 7	Mobilization IC unit limit to IPC value of territory Fighters on Carriers Nuetral Territories Impassable Strategic Bombing Raids Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs Sneak Shot eard w/o enemy destroyer cost 6 Defense 1 pass through enemy ships w/o destroyer cannot stop movement Tanks Cost 5 Defense 3 Tech's (Weapons Development) Yes, Optional Transports cost 7	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - Impassable Strategic Bombing Raids - None - None Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1 - pass through enemy ships w/o destroyer - cannot stop movement Tanks - Cost 6 - Defense 3 Tech's (Weapons Development) - No Tech's Transports - cost 7	* Can not mobilize in enemy occupied sea zone including capital * Cost 3 IPC's to move into or fly over * Cost 3 IPC's to move into or fly over * Strategic Bombing Raids * Destroy IPC * None * Subs * Sneak Attack each Rd * Cost 8 * Defense 2 * can not pass through enemy ships * stops movement of enemy ships * Can only retreat, NOT submerge * Tanks * Cost 5 * Defense 2 * Cech's (Weapons Development) * Yes * Transports * Cost 8
Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - impassable Strategic Bombing Raids - Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1 - pass through enemy ships w/o destroyer cannot stop movement Tanks - cost 6 - Defence 3 Tech's (Weapons Development) - No tech's Transports	Mobilization IC unit limit to IPC value of territory Fighters on Carriers Nuetral Territories Impassable Strategic Bombing Raids Damage IC (no more than x2 IPC value) escorts and interceptors (optional) Subs Sneak Shot eard w/o enemy destroyer cost 6 Defense 1 pass through enemy ships w/o destroyer cannot stop movement Tanks Cost 5 Defense 3 Tech's (Weapons Development) Yes, Optional Transports	Mobilization - IC unit limit to IPC value of territory - Fighters on Carriers Nuetral Territories - Impassable Strategic Bombing Raids - None - None Subs - Sneak Shot ea rd w/o enemy destroyer - cost 6 - Defense 1 - pass through enemy ships w/o destroyer - cannot stop movement Tanks - Cost 6 - Defense 3 Tech's (Weapons Development) - No Tech's Transports	* Can not mobilize in enemy occupied sea zone including capital * Nuetral Territories * Cost 3 IPC's to move into or fly over * Strategic Bombing Raids * Destroy IPC * None * Sneak Attack each Rd * Cost 8 * Defense 2 * can not pass through enemy ships * stops movement of enemy ships * Can only retreat, NOT submerge * Tanks * Cost 5 * Defense 2 * Cost 5 * Defense 2 * Cost 5 * Poefense 2 * Cost 5 * Poefense 2