

AXIS & ALLIES RULES CHANGES PER GAME

1942 2ND ED.	AA50	1941	CLASSIC 2ND ED.
<u>Victory Conditions</u>	<u>Victory Conditions</u>	<u>Victory Conditions</u>	<u>Victory Conditions</u>
- 9 VC	• Most VC. If tied w/9 most IPC's	- 1 or 2 capitals	* Axis must get 84 IPC's or bid amount
<u>AA Guns</u>	<u>AA Guns</u>	<u>AA Guns</u>	<u>AA Guns</u>
- built in complexes	• Def. against all attacks vs. air. (1 to hit.)	- No	* Limited to 12
- Cost 5 IPC's	• Cannot be chosen as casualty.		* Do not fire during non-combat
- roll 3x # of air units/attacking air units	• Cost 6		
- move only during Non-Combat	• move only during Non-Combat		
	only fires at air units attacking territory		
<u>Aircraft Carriers (CV)</u>	<u>Aircraft Carriers (CV)</u>	<u>Aircraft Carriers (CV)</u>	<u>Aircraft Carriers (CV)</u>
- cost 14	• Cost 14	- cost 12	* Cost 18
- Def 2	• Def 2	- Def 2	* Def 3
<u>Amphibious Assault</u>	<u>Amphibious Assault</u>	<u>Amphibious Assault</u>	<u>Amphibious Assault</u>
- attacking seaborne units can't retreat	• attacking seaborne units can't retreat	- attacking seaborne units can't retreat	* Yes, All units including air to death
- air unit may retreat after 1 rd. of combat	• 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
<u>Battleships (BB)</u>	<u>Battleships (BB)</u>	<u>Battleships (BB)</u>	<u>Battleships (BB)</u>
- 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
<u>Bombers</u>	<u>Bombers</u>	<u>Bombers</u>	<u>Bombers</u>
- cost 12	• cost 12	- Cost 12	* Cost 15
			* Limited to 3 groups
<u>Cruisers</u>	<u>Cruisers</u>	<u>Cruisers</u>	<u>Cruisers</u>
- Bombardment 1/unit at 3	• Bombardment 1/unit at 3	- None	* none
<u>Destroyers</u>	<u>Destroyers</u>	<u>Destroyers</u>	<u>Destroyers</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	* unlimited production
<u>Mobilization</u>	<u>Mobilization</u>	<u>Mobilization</u>	<u>Mobilization</u>
- IC unit limit to IPC value of territory	• IC unit limit to IPC value of territory	- IC unit limit to IPC value of territory	* Can not mobilize in enemy occupied
- Fighters on Carriers	• Fighters on Carriers	- Fighters on Carriers	sea zone including capital
<u>Neutral Territories</u>	<u>Neutral Territories</u>	<u>Neutral Territories</u>	<u>Neutral Territories</u>
- impassable	• Impassable	- Impassable	* Cost 3 IPC's to move into or fly over
<u>Strategic Bombing Raids</u>	<u>Strategic Bombing Raids</u>	<u>Strategic Bombing Raids</u>	<u>Strategic Bombing Raids</u>
- Damage IC (no more than x2 IPC value)	• Damage IC (no more than x2 IPC value)	- None	* Destroy IPC
escorts and interceptors (optional)	• escorts and interceptors (optional)	- None	* None
<u>Subs</u>	<u>Subs</u>	<u>Subs</u>	<u>Subs</u>
- Sneak Shot ea rd w/o enemy destroyer	• Sneak Shot ea rd w/o enemy destroyer	- Sneak Shot ea rd w/o enemy destroyer	* Sneak Attack each Rd
- cost 6	• cost 6	- cost 6	* Cost 8
- Defense 1	• Defense 1	- Defense 1	* Defense 2
- pass through enemy ships w/o destroyer	• pass through enemy ships w/o destroyer	- pass through enemy ships w/o destroyer	* can not pass through enemy ships
cannot stop movement	• cannot stop movement	- cannot stop movement	* stops movement of enemy ships
			* Can only retreat, NOT submerge
<u>Tanks</u>	<u>Tanks</u>	<u>Tanks</u>	<u>Tanks</u>
- cost 6	• Cost 5	- Cost 6	* Cost 5
- Defence 3	• Defense 3	- Defense 3	* Defense 2
<u>Tech's (Weapons Development)</u>	<u>Tech's (Weapons Development)</u>	<u>Tech's (Weapons Development)</u>	<u>Tech's (Weapons Development)</u>
- No tech's	• Yes, Optional	- No Tech's	* Yes
<u>Transports</u>	<u>Transports</u>	<u>Transports</u>	<u>Transports</u>
- cost 7	• cost 7	- cost 7	* Cost 8
- 0 attack and defense value	• 0 attack and defense value	- 0 attack and defense value	* Def 1
- does not block enemy movement	• does not block enemy movement	- does not block enemy movement	* blocks enemy movement