



## G42 Set-Up Rules for Alpha +3 By Larry Harris: March 2013

I call it the *Global 1942 Scenario*. Simply stated, people using their Europe and Pacific 1940 game maps can now play a 1942 scenario that was designed by Larry Harris.

**Axis win by controlling 8 VCs in Europe or 6 VCs in the Pacific for a complete round of play and control at least one Axis capital.**

**Allies... Control Berlin, Rome and Tokyo for complete round of play and control one allied capital**

The game begins in 1942. There are no major neutrals, for example... as the US and Russia are in the Global 1940 game.  
All the rules in this 1942 scenario are the same as the Global 1940 game... including the victory conditions.

To sum it up... This is a 1942 game played on the 1940 maps. It will be a much shorter game than the present 1940 Global game. It will include far fewer pieces and far fewer rules... especially rules that have to deal with neutrals, being at war, going to war etc...

As for the Control and Turn Order ... listed below  
So that you completely understand it lets take a look at the "3 Player Game"

### 3 Player game:

Tom (an Allied player) is the 1st player so we call him Player 1. He's going to play and thus control the **USSR** and he's the first player to take a turn.

Dick (Axis player) is the 2nd player in the turn order of people so we call him Player 2. He's going to control both **Germany**, and **Italy**. He will play Germany and then he will play Italy.

Harry (Allied player) is the 3rd player so we call him player 3. He's going to control all the Brits ...**UK Eur**, **UK Pac**, **ANZAC**. and play these three powers one after the other.

Dick (Axis player) is up again... he controls and plays **Japan**.

Tom (Allied player) also has a 2nd time up. On this 2nd time up plays/controls the **US**, **China**, and **France**. He plays/controls these 3 powers one after the other. When he's finished the 2nd round will begin and it will be Tom's turn to play/control the **USSR**.

So...

Tom plays the **USSR**. This is followed by Dick... Dick plays Germany and then he plays Italy. Harry is next and he plays 3 powers in a row... **UK Eur**, **UK Pac** and **ANZAC**. Dick is up again. Note that he's the only Axis player so he has to eventually control all the Axis powers. This time he plays the Japanese. Finally Tom is up again and he finishes the round by playing, one after the other, the **US**, **China** and what's left of **France**.

## CONTROL AND TURN ORDER:

This game can be played by 2 to 5 players.

### 2 Player game:

Player 1 plays **USSR**  
Player 2 plays **Germany**, and **Italy**  
Player 1 plays **UK Eur**, **UK Pac**, and **ANZAC**  
Player 2 plays **Japan**  
Player 1 plays **US**, **China**, and **France**

### 3 Player game:

Player 1 plays **USSR**  
Player 2 plays **Germany**, and **Italy**  
Player 3 plays **UK Eur**, **UK Pac**, **ANZAC**  
Player 2 plays **Japan**  
Player 1 plays **US**, **China**, and **France**

### 4 Player game:

Player 1 plays **USSR**  
Player 2 plays **Germany**, and **Italy**  
Player 3 plays **UK Eur**, **UK Pac**, and **ANZAC**  
Player 4 plays **Japan**  
Player 1 plays **US**, **China**, and **France**

### 5 Player game:

Player 1 plays **USSR**  
Player 2 plays **Germany** and **Italy**  
Player 3 plays **UK Eur**, **UK Pac**, and **ANZAC**  
Player 4 plays **Japan**  
Player 5 plays **US**, **China**, and **France**



**Axis & Allies  
Global 1942  
(Played on the Europe and Pacific 1940 Map)**

## Germany 55 IPCs

### Bonus Income:

- 5 IPCs if Germany controls both **Denmark** and **Norway** while **Sweden** is neither pro-Allies nor Allies-controlled.
- 5 IPCs if Germany controls **Russia (Moscow)**.
- 5 IPCs if Germany controls **Volgograd (Stalingrad)**.
- 5 IPCs if Germany controls **Novgorod (Leningrad)**.
- 5 IPCs if at least one German unit is in Axis-controlled **Egypt**.
- 5 IPCs if an Axis power controls **Caucasus**.
- 2 IPCs if Germany controls **Persia**.
- 2 IPCs if Germany controls **Iraq**.

**Germany:** 3 Infantry, 3 Artillery, 2 Tanks, 1 AAA, 1 Fighter, 1 Strategic Bombers, Major Industrial Complex

**Baltic States:** 1 Infantry, 1 Tank, German control marker

**Belarus:** 3 Infantry, 1 Tank, German control marker

**Bessarabia:** German control marker

**Bulgaria:** 1 Infantry, 1 Tank, German control marker

**Denmark:** 1 Infantry

**Eastern Poland:** 2 Infantry, 1 Fighter, 1 Tactical Bomber, German control marker

**Finland:** 3 Infantry, German control marker

**France:** 1 Infantry, 2 tanks, 1 AAA, Air Base, Minor Industrial Complex, German control marker

**Greece:** 1 Infantry, 1 Mechanized Infantry, German control marker

**Holland/Belgium:** 1 Infantry, 1 Tank, 1 Fighter, 1 Tactical Bomber

**Greater Southern Germany:** 1 Infantry

**Slovakia/Hungary:** 1 Infantry

**Normandy/Bordeaux:** 1 Infantry, 1 Artillery, 1 Tank, German control marker  
**Norway:** 2 Infantry, 1 Fighter  
**Poland:** 4 Mechanized Infantry  
**Romania:** 2 Infantry, 1 Tank, 1 Fighter  
**Smolensk:** 3 Infantry, 1 Artillery, 1 Tank, German control marker  
**Southern France:** 1 Infantry, 1 Tank, Naval Base, German control marker  
**Tobruk:** 1 Tank, 1 Mechanized Infantry  
**Ukraine:** 3 Infantry, 1 Artillery, 1 Tank, 1 Fighter, Minor Industrial Complex, German control marker  
**Western Germany:** 1 Infantry, 1 Tank, 1 AAA, 1 Fighter, 1 Tactical Bomber, Air Base, Naval Base, Major Industrial Complex  
**Western Ukraine:** 1 Infantry, German control marker  
**Yugoslavia:** 1 Tank, German control marker

**Sea Zone 93:** 1 Transport, 1 Destroyer  
**Sea Zone 107:** 2 Submarines  
**Sea Zone 113:** 1 Transport, 2 Submarines, 1 Cruiser

## Soviet Union 29 IPCs

### Bonus Income:

- 10 IPCs (one time only) the first time the Soviet Union controls Germany (Berlin).
- 5 IPCs if sea zone 125 is free of Axis warships, Archangel is controlled by the USSR and there are no Allied units in any original Soviet territories.
- 3 IPCs for each original German, Italian, or Pro-Axis neutral territory that the USSR controls.

**Archangel:** 4 Infantry, 1 Tank  
**Bryansk:** 4 Infantry, 1 Artillery  
**Buryatia:** 2 Infantry  
**Caucasus:** 1 Infantry  
**Evenkiyskiy:** 2 Infantry  
**Karelia:** 1 Infantry  
**Kazakhstan:** 1 Infantry  
**Novgorod (Leningrad):** 4 Infantry, 1 Artillery, 2 AAA, 1 Fighter, Air Base, Naval Base, Minor Industrial Complex  
**Novosibirsk:** 1 Infantry  
**Rostov:** 4 Infantry, 1 Artillery  
**Russia (Moscow):** 4 Infantry, 1 Mechanized Infantry, 1 Artillery, 2 Tanks, 1 AAA, 1 Fighter, 1 Tactical Bomber, Air Base, Major Industrial Complex  
**Siberia:** 2 Infantry  
**Urals:** 3 Tanks, 1 Fighter  
**Volgograd (Stalingrad):** 1 Mechanized Infantry, 1 Tank, 1 AAA, Minor Industrial Complex  
**Vyborg:** 1 Infantry  
**Yakut S.S.R.:** 1 Infantry

**Sea Zone 127:** 1 Submarine

## United Kingdom 41 IPCs (UK Eur -30 IPCs, UK Pac -11)

### Bonus Income:

- 5 IPCs (awarded to the Europe economy) if the UK controls all of its original territories in its European economy.

**Alexandria:** 1 Mechanized Infantry, 1 Artillery, 1 Tank  
**Anglo-Egyptian Sudan:** 1 Infantry  
**Burma:** 1 Infantry  
**Celebes:** British control marker  
**Egypt:** 2 Infantry, 1 Mechanized Infantry, 1 Artillery, 1 Tactical Bomber, Naval Base  
**Ethiopia:** British control marker  
**Gibraltar:** Naval Base

**Iceland:** Air Base  
**India:** 4 Infantry, 1 Artillery, 2 AAA, 1 Fighter, 1 Tactical Bomber, Air Base, Naval Base, Major Industrial complex  
**Italian Somaliland:** British control marker  
**Malta:** 1 AAA, 1 Fighter  
**New Brunswick/Nova Scotia:** Naval Base  
**Persia:** British control marker  
**Quebec:** 1 Tank, Minor Industrial Complex  
**Scotland:** 1 Infantry, 1 Tactical Bomber, Air Base  
**Trans-Jordan:** 1 Infantry  
**Union of South Africa:** 1 Infantry, Naval Base, Minor Industrial Complex  
**United Kingdom:** 2 Infantry, 1 Artillery, 1 Tank, 1 AAA, 2 Fighters, 1 Strategic Bomber, Air Base, Naval Base, Major Industrial Complex  
**West India:** 1 Infantry

**Sea Zone 39:** 1 Transport, 1 Cruiser, 1 Aircraft Carrier (with/1 Fighter)  
**Sea Zone 91:** 1 Destroyer  
**Sea Zone 98:** 1 Cruiser  
**Sea Zone 106:** 1 Transport, 1 Destroyer  
**Sea Zone 119:** 1 Transport, 1 Battleship

## Italy 10 IPCs

### Bonus Income:

- 5 IPCs if Axis powers control at least 3 of the following territories: Gibraltar southern France, Greece, Egypt.
- 5 IPCs if Axis powers control all of the following territories: Morocco Algeria, Tunisia, Libya, Tobruk, Alexandria.
- 5 IPCs if there are no Allied surface warships in the Mediterranean Sea.
- 2 IPCs if Italy controls Iraq.
- 2 IPCs if Italy controls Persia.

**Albania:** 1 Infantry, 1 Tank  
**Libya:** 2 Infantry, 1 Fighter  
**Northern Italy:** 1 Infantry, 1 Artillery, 1 Tank, 1 AAA, 1 Fighter, 1 Strategic Bomber, Major Industrial Complex  
**Southern Italy:** 2 Infantry, 1 AAA, 1 Fighter, 1 Tactical Bomber, Air Base, Naval Base, Minor Industrial Complex  
**Tunisia:** 1 Mechanized Infantry  
**Tobruk:** 1 Infantry, 1 Artillery

**Sea Zone 95:** 1 Transport, 1 Cruiser  
**Sea Zone 97:** 1 Battleship

## United States 50 IPCs

### Bonus Income:

- 10 IPCs if the US controls all the following territories: Eastern US, Central US, Western US.
- 5 IPCs if the US controls the Philippines.
- 5 IPCs if the US controls all of the following territories: Mexico, South East Mexico, Central America, West Indies.
- 5 IPCs if the US controls all of the following territories: Alaska, Aleutian Islands, Hawaiian Islands, Johnston Island, Line Islands.
- 5 IPCs if there is a least 1 US land unit in the territory France.

**Alaska:** 1 Infantry  
**Central United States:** 1 Infantry, Major Industrial Complex  
**Eastern United States:** 2 Infantry, 2 Mechanized Infantry, 1 Artillery, 1 Tank, 1 AAA, 1 Fighter, 1 Strategic Bomber, Air Base, Naval Base, Major Industrial Complex  
**Hawaiian Islands:** 2 Infantry, 2 Fighters, Air Base, Naval Base  
**Midway:** 1 Infantry, Air Base  
**Solomon Islands:** 4 Infantry, 1 Artillery, 1 Fighter, 1 Tactical Bomber  
**Szechwan (China):** 1 Fighter

**Western United States:** 4 Infantry, 1 Mechanized Infantry, 1 Artillery, 1 Tank, 1 AAA, 2 Fighter, 1 Tactical Bomber, 1 Strategic Bombers, Air Base, Naval Base, Major Industrial Complex

**Sea Zone 10:** 1 Transport, 1 Submarine, 1 Destroyer, 1 Cruiser, 1 Battleship

**Sea Zone 26:** 2 Submarines, 1 Destroyer, 1 Aircraft Carrier (with/1 Fighter)

**Sea Zone 49:** 1 Transport, 1 Destroyer, 1 Cruiser, 1 Battleship

**Sea Zone 101:** 2 Transports, 1 Destroyer

**France (No economy)**

**Bonus Income if France is liberated**

When the territory France is liberated by the allies, the player controlling France immediately places 12 IPCs worth of any French units on the territory France for free. This happens only once per game.

**Algeria:** 1 Infantry

**French West Africa:** 1 Infantry

**Morocco:** 1 Infantry

**Syria:** 1 Infantry

**Tunisia:** 1 Infantry

**United Kingdom:** 2 Infantry, 1 Fighter

**Sea Zone 72:** 1 Destroyer

**Sea Zone 83:** 1 Cruiser

## ANZAC 10 IPCs

**Bonus Income:**

- 5 IPCs if the Allies (not including the Dutch) control Dutch New Guinea, New Guinea, New Britain, and the Solomon Islands.

- 5 IPCs if an Allied power controls Malaya and ANZAC controls all of its original territories.

**Egypt:** 2 Infantry

**New South Wales:** 2 Infantry, 1 AAA, Naval Base, Minor Industrial Complex

**New Zealand:** 1 Infantry, 1 Fighter, Air Base, Naval Base

**Queensland:** 2 Infantry, 1 Artillery, 1 Fighter, Air Base, Naval Base

**Western Australia:** 1 Infantry

**Sea Zone 62:** 1 Transport, 1 Destroyer

**Sea Zone 63:** 1 Cruiser

## China 12 IPCs

**Bonus Income:**

- 6 IPCs if the Burma Road is open. Allies must control: India, Burma, Yunnan, and Szechwan. China may also purchase artillery.

**Anhwe:** 2 Infantry

**Kweichow:** 1 Infantry

**Shensi:** 2 Infantry

**Szechwan:** 2 Infantry, 1 Fighter (US)

**Yunnan:** 2 Infantry

## Japan 48 IPCs

**Bonus Income:**

- 5 IPCs if Axis powers control all of the following territories: Sumatra, Java, Borneo, Celebes.

- 5 IPCs if Axis powers control New South Wales (Sydney).

- 5 IPCs if Axis powers control India (Calcutta).

- 5 IPCs if Axis powers control Hawaiian Islands (Honolulu).

- 5 IPCs if Axis powers control Western United States (San Francisco).

- 5 IPCs if Axis powers control all of the following territories: Guam, Midway, Wake Island, Gilbert Islands, Solomon Islands.

**Borneo:** 1 Infantry, Japanese control marker

**Caroline Islands:** 2 Infantry, Air Base, Naval Base

**Dutch New Guinea:** Japanese control marker

**Formosa:** 1 Fighter

**French Indo China:** 2 Infantry, 1 Artillery, 1 Fighter, Japanese control marker

**Gilbert Islands:** 1 Infantry, Japanese control marker

**Guam:** 1 Infantry, Air Base, Japanese control marker

**Iwo Jima:** 1 Infantry

**Japan:** 4 Infantry, 1 Artillery, 1 Tank, 1 AAA, 1 Fighters, 1 Tactical Bomber, 1 Strategic Bombers, Air Base, Naval Base, Major Industrial Complex

**Java:** 2 Infantry, Japanese control marker

**Jehol:** 1 Infantry

**Kiangsi:** 1 Infantry

**Kiangsu:** 4 Infantry, 1 Artillery, 1 Fighter, 1 Tactical Bomber

**Korea:** 1 Infantry

**Kwangsi:** 3 Infantry, 1 Artillery

**Kwangtung:** 1 Infantry, 1 Artillery, Naval Base, Japanese control marker

**Malaya:** 1 Infantry, Naval Base, Japanese control marker

**Manchuria:** 3 Infantry, 1 Artillery, 1 Fighters, 1 Tactical Bomber

**New Britain:** 2 Infantry, Japanese control marker

**New Guinea:** Japanese control marker

**Okinawa:** 1 Infantry

**Palau Island:** 1 Infantry

**Philippine Islands:** 2 Infantry, 1 Artillery, Air Base, Naval Base, Japanese control marker

**Shantung:** 1 Infantry, 1 Artillery

**Siam:** 1 Infantry

**Sumatra:** 2 Infantry, Japanese control marker

**Wake Island:** 1 Infantry, Air Base, Japanese control marker

**Sea Zone 6:** 1 Transport, 1 Destroyers, 1 Aircraft Carrier (with/ 1 Fighter & 1 Tactical Bomber), 1 Battleship

**Sea Zone 19:** 1 Transport, 1 Destroyer

**Sea Zone 33:** 1 Cruiser, 1 Aircraft Carrier (with 1 Fighter)

**Sea Zone 42:** 1 Aircraft Carrier (with 2 Fighters), 1 Battleship

**Sea Zone 47:** 1 Submarine, 1 Destroyer, 1 Cruiser

**Sea Zone 49:** 1 Submarine