Set-Up & Rules; for AAG40 2nd Ed.
By Larry Harris: Updated April 2013

This is called the **Global 1942 Scenario**. "Simply stated, one may use one’s Europe and Pacific 1940 game maps to play a 1942 scenario that was designed by Larry Harris."

"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 do with neutrals, being at war, going to war etc..."

There will be NO major neutral Powers. All the NO’s from the Global 1940 game will still apply as is.

**ALL Powers begin the game AT WAR. Both the Soviet Union and the US may attack anyone from the onset of the game.**

**Victory Conditions stay the same:**

Axis win by controlling 8 VCs in Europe or 6 VCs in the Pacific for a complete round of play **(ending with the next turn of the Axis power that captured the final required city)** and control at least one Axis capital (Berlin, Rome, or Tokyo) at the end of that round.

Allies win by controlling Berlin, Rome, and Tokyo for a complete round of play **(ending with the next turn of the Allied power that captured the third capital)** and control at least one Allied capital (Washington, London, Paris, or Moscow) at the end of that round.

The new turn order for G42 should be:

1. Soviet Union
2. Japan
3. United States
4. China
5. Germany
6. United Kingdom
7. Italy
8. ANZAC
9. France

As for who controls which powers refer to page 34 of the Europe 40 2nd Edition Rulebook at the top left where it reads “Number of Players”. But this is only a suggestion—each side can decide who plays which power(s) of that particular alliance.

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

**SET-UP & BONUSES**

**Germany** _54 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 land 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.
- 2 IPCs if Germany controls Northwest Persia

- **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, 3 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

**United Kingdom 41 IPCs (UK Eur -31 IPCs, UK Pac -10)**

**Bonus Income:**
- 5 IPCs (awarded to the Europe economy) if the UK controls all of its original territories in its European economy.
- 5 IPCs (awarded to the Pacific economy) if the United Kingdom controls both Kwangtung and Malaya.

Alexandria: 1 Mechanized Infantry, 1 Artillery, 1 Tank
Anglo-Egyptian Sudan: 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.
- 2 IPCs if Italy controls Northwest 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, Italian control marker

**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

**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
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
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 Starting IPCs)
Troop bonus if France is liberated
When the territory France is liberated by the Allies, the player controlling France immediately places up to 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
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, Japanese control marker
Kiangsi: 1 Infantry, Japanese control marker
Kiangsu: 4 Infantry, 1 Artillery, 1 Fighter, 1 Tactical Bomber, Japanese control marker
Korea: 1 Infantry
Kwangsi: 3 Infantry, 1 Artillery, Japanese control marker
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, Japanese control marker
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, Japanese control marker
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