

GLOBAL 1940, APLHA +2 RULES

Here it is.. Alpha+.2

I'd like to thank Kevin Chapman for his brilliant contributions and hours of looking over my shoulder. Most of you don't know Kevin but ALL of you know Krieghund... (they are one and the same). Alpha+.2 also owes a great deal to the many contributors of this Axis & Allies web site. Thank you all. This could not have been done without you.

Please use the following setups, National Objectives and listed rules when playing Global 1940. These rules, or the final variation of these rules will appear in future re-prints of Axis & Allies Pacific 1940 and Axis & Allies Europe 1940. At this time there are NO more recent Alpha rules than this one. When a more recent Alpha or final rule set is presented than this post will instruct on how to get there.

Larry Harris

Alpha+.2

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New Turn Order:

- 1st. German
- 2nd. Soviet Union
- 3rd. Japan
- 4th. United States
- 5th. China
- 6th. UK (London – Calcutta)
- 7th. ANZAC
- 8th. Italy
- 9th. France

National Setup by Country

Germany

Holland/Belgium: 4 Infantry, 2 Artillery, 3 tanks, 1 Fighter

Western Germany: 3 Infantry, 1 Artillery, 4 Mech Infantry, 2 Fighters, 3 Tac bombers, 1 AA gun, 1 Major IC, 1 Naval base, 1 Airbase

Greater Southern Germany: 6 Infantry, 2 Artillery, 2 tanks

Germany: 11 Infantry, 3 artillery, 1 Tac Bomber, 1 Bomber, 1 Major IC, 1 AA gun

Slovakia/Hungary: 2 Infantry, 1 Tank, 1 Fighter

Poland: 3 Infantry, 1 Tank, 1 Tac Bomber

Romania: 2 Infantry, 1 Tank

Norway: 2 Infantry, 1 Fighter

Denmark: 2 Infantry

Sea Zone 103: 1 Sub

Sea Zone 108: 1 Sub

Sea Zone 113: 1 Cruiser, 1 Battleship, Transport

Sea Zone 117: 1 Sub

Sea Zone 118: 1 Sub

Sea Zone 124: 1 Sub

Soviet Union

Karelia: 2 Infantry

Archangel: 1 Infantry

Russia: 1 Infantry, 1 Artillery, 1 Mech Infantry, 1 tank, 1 Fighter, 1 Tac Bomber, 1 AA Gun, 1 Airbase, 1 Major IC

Volgograd: 1 tank, 1 Mech Infantry, 1 Minor IC

Caucasus: 2 Infantry

Bessarabia: 2 Infantry

Western Ukraine: 1 Infantry, 1 Artillery
Eastern Poland: 2 Infantry
Baltic States: 3 Infantry
Belarus: 1 Infantry
Novgorod: 6 Infantry, 1 Artillery, 1 Fighter, 1
AA Gun, 1 Airbase, 1 Naval Base, 1 Minor IC
Vyborg: 3 Infantry
Ukraine: 3 Infantry, 1 Minor IC
Amur: 6 Infantry
Sakha: 6 Infantry, 1 AA gun
Buryatia: 6 Infantry
Sea Zone 115: 1 Battleship, 1 submarine
Sea Zone 127: 1 Sub

Japan

Japan: 6 Infantry, 2 Artillery, 1 Tank, 2 Fighters,
2 Tac Bombers, 2 Bomber, 1 AA Gun, 1 Airbase,
1 Naval Base, 1 Major IC
Manchuria: 6 Infantry, 1 Mech Infantry, 1
Artillery, 1 AA Gun, 2 Fighters, 2 Tac Bombers
Palau Island: 1 Infantry
Kiangsi: 3 Infantry, 1 Artillery
Formosa: 1 Fighter
Shantung: 3 Infantry, 1 Artillery
Kwangsi: 3 Infantry, 1 Artillery
Iwo Jima: 1 Infantry
Jehol: 2 Infantry, 1 Artillery
Caroline Islands: 2 Infantry, 1 AA gun, 1
Airbase, 1 Naval Base
Siam: 2 Infantry
Okinawa: 1 Infantry, 1 Fighter
Kiangsu: 3 Infantry, 1 Artillery, 1 Fighter, 1 Tac
Bomber.
Korea: 4 Infantry, 1 Fighter
Sea Zone 6: 1 Sub, 2 Destroyers, 2 Carriers each
with 1 Tac & 1 Ftr., 1 Cruiser, 1 Battleship, 1
Transport
Sea Zone 19: 1 Sub, 1 Battleship, 1 Destroyer, 1
Transport
Sea Zone 33: 1 Destroyer, 1 Carrier w/ 1 Tac &

1 Ftr.
Sea Zone 20: 1 Cruiser, 1 Transport

United Kingdom (London)Atlantic

side of map
Ontario: 1 Infantry, 1 Artillery
Quebec: 1 Infantry, 1 Tank, 1 Minor IC
New Brunswick Nova Scotia: 1 Naval Base
Iceland: 1 Airbase
United Kingdom: 2 Infantry, 2 Fighters, 1 AA
gun, 1 Airbase, 1 Naval Base, 1 Major IC
France: 1 Infantry
Normandy/Bordeaux: 1 Infantry, 1 Fighter
Gibraltar: 1 fighter, 1 Airbase, 1 Naval Base
Malta: 1 Infantry, 1 Fighter, 1 AA gun, 1
Airbase
Alexandria: 2 Infantry, 1 Artillery, 1 Tank
Egypt: 1 Infantry, 1 Artillery, 1 Mech Infantry, 1
Naval Base
Anglo-Egyptian Sudan: 1 Infantry
Union of South Africa: 2 Infantry, 1 Naval Base,
1 Minor IC
West India: 1 Infantry
Scotland: 1 Infantry, 1 Fighter, 1 Airbase
Sea Zone 71: 1 Destroyer
Sea Zone 91: 1 Cruiser
Sea Zone 98: 1 Cruiser, 1 Destroyer, 1 Carrier
w/1 Tac Bomber, 1 Transport
Sea Zone 106: 1 Destroyer, 1 Transport
Sea Zone 109: 1 Destroyer, 1 Transport
Sea Zone 110: 1 Cruiser, 1 Battleship
Sea Zone 111: 1 Destroyer, 1 Battleship
Sea Zone 112: 1 Cruise

United Kingdom (India) Pacific side

of the map
Kwangtung: 2 Infantry, 1 Naval Base
Burma: 2 Infantry, 1 Fighter

Malaya: 3 Infantry, 1 Naval Base
India: 6 Infantry, 1 Artillery, 1 AA Gun, 1
Fighter, 1 Tac Bomber, 1 Airbase, 1 Naval Base,
1 Major IC
Sea Zone 37: 1 Battleship
Sea Zone 39: 1 Destroyer, 1 Cruiser, 1
Transport

ANZAC

New South Wales: 2 Infantry, 1 AA gun, 1
Minor IC, 1 Naval Base.
New Zealand: 1 Infantry, 2 Fighters, 1 Airbase,
1 Naval Base.
Queensland: 2 Infantry, 1 Artillery, 1 Fighter, 1
Airbase, 1 Naval Base.
Malaya: 1 Infantry
Egypt: 2 infantry
Sea Zone 62: 1 Destroyer, 1 Transport
Sea Zone 63: 1 Cruiser

Italy

Northern Italy: 2 Infantry, 2 Artillery, 1 tank, 1
Fighter, 1 Tac Bomber, 1 AA Gun, 1 Major IC
Southern Italy: 6 Infantry, 1 Fighter, 1 AA Gun,
1 Naval Base, 1 Airbase, 1 Minor IC Albania: 2
Infantry, 1 tank
Italian Somaliland: 1 Infantry
Ethiopia : 2 Infantry, 1 Artillery
Libya: 1 Infantry, 1 Artillery
Tobruk: 3 Infantry, 1 Artillery, 1 Mech Infantry,
1 tank
Sea Zone 95: 2 Destroyer, 1 Cruiser, 1 Sub, 1
Transport
Sea Zone 97: 1 Cruiser, 1 Battleship, 2
Transport

United States

Western US: 2 Infantry, 1 Mech Infantry, 1
Artillery, 1 Fighter, 1 AA Gun, 1 Airbase, 1

Naval Base, 1 Minor IC
Hawaiian Islands: 2 Infantry, 2 fighters, 1
Airbase, 1 Naval Base.
Philippines: 2 Infantry, 1 fighter, 1 Airbase, 1
Naval Base.
Midway: 1 Airbase
Wake Island: 1 Airbase
Guam: 1 Airbase
Eastern United States: 1 Infantry, 1 Fighter, 1
Artillery, 1 AA Gun, 1 Airbase, 1 Naval Base, 1
Minor IC
Central United States: 1 Infantry, 3 Mech
Infantry, 1 Tank, 1 Bomber, 1 Minor IC
Sea Zone 26: 1 Sub, 1 Destroyer, 1 Cruiser, 1
Transport
Sea Zone 10: 1 Battleship, 1 Cruiser, 1
Destroyer, 1 Transport, Carrier w/Tac & Ftr
Sea Zone 35: 1 Destroyer, 1 Submarine
Sea Zone 101: 1 Cruiser, 1 Transport

China

Szechwan: 5 Infantry and one fighter
Hunan: 2 Infantry
Yunnan: 4 Infantry
Kweichow: 2 Infantry
Shensi: 1 Infantry
Suiyuyan: 2 Infantry

France

France: 6 Infantry, 2 Artillery, 2 Tanks, 1
Fighter, 1 Airbase, 1 Major IC
Normandy/Bordeaux: 1 Infantry, 1 tank, 1
Naval Base, 1 Minor IC
Southern France: 1 Infantry, 1 Artillery, 1 Naval
Base, 1 Minor IC
United Kingdom: 1 infantry, 1 fighter
Syria: 1 Infantry
Tunisia: 1 Infantry
Morocco: 1 Infantry

Algeria: 1 Infantry
French West Africa: 1 Infantry
Sea Zone 72: 1 Destroyer
Sea Zone 93: 1 Destroyer, 1 Cruiser
Sea Zone 112: 1 Cruiser

National Objectives

(Global Only)

Germany

When Germany is not at War with the Soviet Union

1. Collect 5 IPCs per turn for not being at war with the Soviet Union. Theme: Wheat & Oil trade with Russia

When Germany is at War with the Soviet Union

2. Collect 5 IPCs per turn for EACH of the following territories, Novgorod (Leningrad), Volgograd (Stalingrad), and/or Russia (Moscow) controlled by the Axis. Theme: High strategic and propaganda value.
3. Collect 5 IPCs per turn if Germany controls Caucasus. Theme: Access and control of vital Russian Oil production.

When Germany is at War with the European Allies

4. Collect 5 IPCs per turn if there is at least one German land unit in an Axis controlled Egypt. Theme: Gateway to the Middle-East Oil fields (high propaganda value).
5. Collect 5 IPC per turn if Germany controls both Denmark and Norway while Sweden is not pro-Allies or Allied-controlled. Theme: Access to Iron Ore and other strategic resources.
6. Collect 5 IPCs per turn that Germany controls the United Kingdom. Theme: High

national prestige.

7. Collect 2 IPCs per turn for each of the following three territories that Germany controls: Iraq, Persia and Northwest Persia. Theme: Access to strategic oil reserves.

Soviet Union

When the Soviet Union is at War in Europe

1. Collect 3 IPCs per turn for each original German territory the Soviet Union controls. Theme: Propaganda value.
2. Collect 5 IPCs if the convoy in sea zone 125 is free of Axis Warships. Archangel is controlled by the Soviet Union, and there are no units belonging to any other Allied powers present in any territories originally controlled by the Soviet Union. Theme: National prestige and access to Allied lend lease material.
3. Collect 10 IPCs, once, for Soviet capture of Berlin (Germany). Theme: National prestige.

When the Soviet Union becomes at War with Japan

4. Collect 12 IPCs, once, at the beginning of the turn following an **unprovoked** declaration of war by Japan on the Soviet Union. Theme: Recognized national emergency.

Japan

When Japan is NOT at War with the United States

1. Collect 10 IPCs each turn that Japan is not at war with the United States and has not **attacked** French Indo-China and has not made an unprovoked declaration of war against United Kingdom/ANZAC. Theme: Strategic resource trade with the United States.

When Japan becomes at War with the Soviet

Union

2. Collect 12 IPCs, once, at the beginning of the turn following **an unprovoked** declaration of war by the Soviet Union on Japan. Theme: Recognized national emergency.

When Japan is at War with the Western Allies

3. Collect 5 IPCs per turn if Axis controls 5 of the 7 following islands. Midway, Wake, Marianas, Iwo Jima, Carolines, Solomon Islands and Guam. Theme: Strategic outer defense perimeter.

4. Collect 5 IPCs per turn for each of the following major power centers controlled by an Axis power – Honolulu, Sydney, Calcutta, and/or the Western United States. Theme: Strategic national objectives.

5. Collect 5 IPCs per turn for Axis control of all of the following territories: Sumatra, Java, Borneo and Celebes. Theme: Strategic resource centers.

United Kingdom (The following NOs are only awarded to London)

When the United Kingdom is at War with German/Italy

1. Collect 5 IPCs per turn if there are no German submarines on the Europe map with the following exceptions: The Baltic Sea (113 - 114 - 115). The Black Sea (100) and of course the Caspian Sea. Theme: Being an island nation the UK gains a strategic advantage with low German submarine activities directed against its merchant fleet.

2. Collect 5 IPCs per turn if the United Kingdom controls all of its original territories in **the Americas**, Africa, the **Middle East** and Europe. Theme: Maintenance of the empire considered vital national objective.

When the United Kingdom is at War with Japan

(The following NO is awarded only to Calcutta)
3. Collect 5 IPCs per turn if the United Kingdom controls all of its original territories on the Pacific map. This also includes West India (actually located on the Europe map) and excludes the two Canadian territories (Yukon territory & British Columbia) located on the Pacific map, which are owned and controlled by London not Calcutta. Theme: Maintenance of the empire considered vital national objective.

ANZAC

When ANZAC is at War with Japan

1. Collect 5 IPCs per turn if the Allies (Not including the Dutch) control Dutch New Guinea, New Guinea, New Britain and the Solomon Islands. Theme: Strategic outer defense perimeter

2. Collect 5 IPCs per turn if the Allied powers control Malaya and ANZAC controls all of its original territories. Theme: Malaya considered strategic cornerstone to Far East British Empire.

Italy

When Italy is at War

1. Collect 5 IPCs per turn if Axis powers control 3 of these 4 territories: Egypt, Southern France, Greece, Gibraltar. Theme: Stated national objectives – Greater Roman empire.

2. Collect 5 IPCs per turn if there are no Allied surface warships in the Mediterranean Sea (sea zones 92 through 99). Theme: Propaganda and strategic advantage.

3. Collect 5 IPCs if Axis powers control all of

the following North African territories: Morocco, Algeria, Tunisia, Libya, Tobruk, Alexandria. Theme: Stated North African military objectives.

4. Collect 5 IPCs per turn if Italy controls Caucasus. Theme: Access and control of vital Russian Oil production.

5. Collect 2 IPCs per turn for each of the following three territories Italy controls: Iraq, Persia and Northwest Persia. Theme: Access to strategic oil reserves.

United States

When at War

1. Collect 10 IPCs per turn for complete control of the continental US (WUS, CUS, EUS). Theme: Basic national sovereignty.

2. Collect 5 IPC per turn if the Allies control 5 of the 7 following islands. Midway, Wake, Marianas, Iwo Jima, Caroline, Solomon Islands and Guam. Theme: Islands considered to be vital strategic forward bases.

3. Collect 5 IPCs per turn for controlling the Philippines. Theme: Center of American influence in Asia.

4. Collect 5 IPCs per turn for controlling Hawaii, Alaska, the Aleutian Islands, Line Islands, and Johnston Island. Theme National sovereignty issues.

5. Collect 5 IPCs per turn for controlling, Mexico, Southern Mexico, Central America (Panama) and the West Indies. Theme: Defense treaty & trade obligations.

China

Collects 6 IPCs per turn if the Burma Road is totally open. The Allies must control India, Burma, Yunnan and Szechwan for this to occur.

China is also permitted to purchase artillery (represented by US pieces) if the Burma Road is open. Theme: Chinese military supply line corridor

France

When France is at War

Troop Bonus: When the territory of France is liberated, for the first time only, the player controlling this territory immediately places up to 12 IPCs worth of any units on the territory of France. Theme: National liberation & national prestige.

Rule Changes that Now are Observed.

1. AA Guns are no longer captured; they are removed from play after the territory is captured.

2. Major industrial complexes can only be built on originally controlled territories (this includes upgrading minor ones). Likewise they may no longer be upgraded when captured. Major industrial complexes are reduced to minor when captured. The original owner of the territory may upgrade it if the territory is recaptured.

3. If the Soviet Union is at war with Axis powers on only one map, it is still under the restrictions of being a neutral power. In other words, war with Japan lifts those restrictions from the USSR on the Pacific map only, and war with Germany and/or Italy lifts those restrictions on the Europe map only.

4. Scramble rules have been changed. They now read:

Scrambling is a special action that can take place at the beginning of this phase (Phase 3: Conduct Combat (Powers at War Only)), and it must be completed before any combat occurs. A quick reaction team of no more than 3 defending fighters and/or tactical bombers (strategic bombers can't scramble) located on islands and coastal territories that have operative air bases can be scrambled to defend against attacks in the adjacent sea zones. Air units can be scrambled to help friendly naval units in adjoining sea zones that have come under attack. They can also be scrambled to resist amphibious assaults from adjoining sea zones, whether or not the territory being assaulted is the territory containing the airbase. They may defend against the enemy ships conducting the amphibious assault even if friendly ships are not present. In either case, resolve combat as usual during the Conduct Combat phase.

Scrambled fighters and tactical bombers are defending, so refer to their defense values and abilities when resolving combat. They can't participate in any other battles during that turn, including a battle on the island or territory from which they were scrambled.

In situations where a sea zone is served by more than one airbase, Korea and Japan into sea zone 6 for example, each of the territories (or both in this case) can scramble up to 3 fighters and/or tactical bombers. In situations where more than one sea zone is served by an airbase, United Kingdom into sea zones 109 and 110 for example, the territory may still only scramble up to 3 fighters and/or tactical bombers, but they may be split between the sea zones in any combination.

To sum it up: If there is a sea battle or an

amphibious assault, all neighboring aircraft that meet the scramble requirements (air base etc) can participate in the sea battle.

All scrambled air units must return to their original island or territory from which they were scrambled. If the enemy captures those locations, the units can move one space to land in a friendly territory or on a friendly aircraft carrier. If no such landing space is available, the units are lost. Surviving scrambled air units land during that turn's Noncombat Move phase, before the attacker makes any movements.

5. Victory Conditions

The game ends after one side or the other achieves one of its objective, listed below, and maintains it for a complete round of play. In addition, a side must control at least one of its own capitals at the end of that round in order to win.

A. Victory for the Allies if: All Axis capitals are under allied control.

B. Victory for the axis if they control 6 of the 8 victory cities on the Pacific board.

C. Victory for the axis if they control 8 of the 11 victory cities on the Europe board.

6. IPC income from West India (2) now goes to Calcutta.

IPC income from British Columbia now goes to London.

Note: With these income changes United Kingdom Pacific now makes 17 IPCs and United Kingdom Europe now makes 28 IPCs

7. All 3 Minor ICs in the continental US automatically are immediately converted to Major ICs when the US is at war. They can be upgraded at any time before that for 20 IPCs each.

8. Strategic Bombing Raids procedure:

- Escorts fire @1, and interceptor casualties are immediately removed.
- Bombers fire @ 1 and interceptors fire @ 2. Remove bomber and interceptor casualties (escorts may be taken as casualties only after all bombers are eliminated).
- Surviving bombers are assigned a specific target (IC, airbase or naval base) if more than one type is in the territory.
- The target fires its AA defenses at the attacking aircraft - @1
- Surviving bombers attack their target, looking for the highest number possible.

When bombing, each Strategic bomber rolls one die **and 2 is added to each die result, giving the** total number of hits the target will receive. Gray chips are placed under the target for each hit received.

Tactical bombers

Tactical Bombers can also conduct bombing raids. They are limited to attacking only naval bases and airbases, however. Other wise they follow the exact procedure as strategic bombers presented above. When bombing they roll one die. The number rolled is the number of hits the target receives. Do not add to the dice roll when bombing with tactical bombers.

Damage Repairs... the removal of damage markers, is done during the controlling player's - Phase 1: Purchase & Repair Units. It cost 1 IPC to remove each damage marker.

Major industrial complexes can only mobilize 10 units per turn minus the number of damage markers they have. For example a major IC with 6 damage markers can produce only 4

units. A major IC can only receive up to 20 damage markers, after that they are no longer assigned.

Minor industrial complexes can only mobilize 3 units per turn minus the number of damage markers they have. For example a minor IC with 2 damage markers can produce only 1 unit. A minor IC can only receive up to 6 damage markers, after that they are no longer assigned damage markers.

Naval bases provide additional range and repairs to naval units. If a naval base has 3 damage markers it can no longer provide these services. A naval base can only receive up to 6 damage markers, after that they are no longer assigned damage markers.

Airbases provide additional range and the ability to scramble. If an airbase has 3 damage markers it can no longer provide these services. An airbase can only receive up to 6 damage markers, after that they are no longer assigned damage markers. Note: Aircraft can still land in territory whose airbase is out of service.

9. The United States may declare war on any or all Axis powers at the beginning of the Combat Move phase of its next turn if London and/or any territory in North America is captured by an Axis power.

10. The cost of AA guns will be adjusted down from 6 IPCs to 5 IPCs.

11. Submarines no longer fire a special "sneak attack" shot at unescorted transports. Transports are not allowed to unload land units for an amphibious assault in a sea zone containing an enemy sub(s) belonging to a

power with which they are at war unless at least one of his warships was also present in the sea zone at the end of the Combat Move phase.

12. The United States Navy, while being neutral, has the following movement restrictions. It can only move to sea zones that are adjacent to US territories in the Atlantic (more specifically Sea zones 121, 101, 89 and 64). US warships (not transports) may also conduct long range patrols into sea zone 102. In the Pacific it can only end naval movements in sea zones that are not adjacent to Japanese-controlled territories and islands.

13. Kamikaze Strike: The capture of certain islands (Iwo Jima, etc.) is no longer required to activate kamikaze - they can be used at any time. If an Allied power attacks Japanese units in or conducts an amphibious assault from a sea zone containing the Kamikaze symbol, the Japanese player can announce at the beginning of the Conduct Combat phase, of that round, that he or she intends to launch a kamikaze strike. (Note: Kamikaze strikes are now triggered by combat, not combat movement.) See page 14 (Pacific 1940) for specific details as to how Kamikaze strikes are conducted.