

Axis and Allies

Suggested rules amendments for the Milton Bradley © boardgame

The following amendments are developed by independent gamers, and are not official Milton Bradley specifications. Our group found the original game very entertaining, but sorely lacking in variety. These rule changes evolved over a couple of years.

Our premises for changing the rules:

- the game is boring once it has been played a few times - the same armies use the same tried-and-true tactics after awhile, and the outcome is generally predictable after a few turns.
- the Soviet Union army isn't much fun to play.
- heavy bombers are too powerful.
- submarines should not be sitting ducks in the high seas.

A. EXPANDED WEAPONS DEVELOPMENT TABLE

Improve game diversity by rolling on a table of 20 possible technologies instead of the six provided in the original rules. ([for worksheet, see our A&ATECH.XLS](#))

AXIS and ALLIES

Expanded Weapons Development Table

<u>Roll</u>	<u>Item</u>	<u>Description</u>
1	Jet Power	Fighters defend at 5
2	Rockets	1 attack per turn from any 1 AA gun - Range 3 (blue marker)
3	Super Submarines	Subs attack at 3
4	Long Range Aircraft	Range improved to 6 for Fighters, 8 for Bombers
5	Industrial Technology	All production costs reduced by 1 IPC
6	Heavy Bombers	Attacking bombers roll 2 dice
7	Paratroopers	Any bomber may carry 1 infantry unit instead of bombs
8	High Technology	Get choice on next successful tech roll
9	Partisans	Place levied infantry in any non-enemy-occupied home state
10	King Tanks	Tanks defend at 3
11	Artillery	Ground support from any/all AA guns- fires first, range 2"(white)
12	Mechanized Troops	Infantry move improved to 2
13	Helicopters	Attack 2/ Defend 2/ Move 3/ 8 IPC /can invade and land
14	Heavy AA Guns	AA gun firing rate doubled (red marker)
15	Heavy transports	Transport capacity doubled
16	Q-boats	Transports attack at 1 and defend at 2
17	Heavy Carriers	Carrier capacity increased to 4
18	Fighter Bombers	Bombers defend at 3
19	Elite Infantry	Infantry attacks at 2
20	Resistance Fighters	One free elite troop appears on home soil in the combat round

TABLE NOTES:

As with the six original technologies, when a player rolls any of the above, all existing units of the same type immediately become the advanced units. Markers of the indicated colours are placed beneath all AA guns to identify Rockets, Artillery, and Heavy AA. It is possible for some units to gain multiple advantages, such as "Long Range Heavy Fighter Bombers", or "Heavy Artillery". Each AA gun with special capabilities can only be used for one type of fire in any game TURN, ie: not Rockets AND Artillery. We have found markers from Milton Bradley's Fortress America useful in representing special units.

7. **Paratroopers:** Any bomber can carry a single infantry stand instead of bombs. The plane is subject to normal movement and AA fire rules, and must start the turn in the same territory as the infantry to be carried. If transported during the combat movement round, the paratroopers must be dropped in an enemy owned or occupied territory; there, they participate in all ground combat as though they had entered on foot. The bomber ends its combat movement when the infantry unit is dropped; it participates in the combat, and can be taken as a casualty, but is only allowed its defensive die roll (normally a 1). If the paratrooper is moved during final (non-combat) movement phase, it may be dropped in any friendly territory, subject to all rules for this movement phase. A "heavy bomber" could carry 2 infantry stands (but not a tank). "Mechanized" infantry is not eligible for further movement once dropped.

9. **Partisans:** infantry units purchased during the buying stage can be placed in *any* territory of the home country (territories of the same map colour as the capital) during action sequence 7 (Place New Units), so long as the territory is not occupied by an enemy. The number of infantry units placed cannot exceed the territory's marked numeric value (treated as if the territory had a factory, but for infantry units only). A territory controlled but not occupied by an enemy can be recaptured in this fashion, and the enemy control marker removed.

11. **Artillery:** AA guns may be used to support assaults by land troops. Each AA gun within range 2 may fire a single shot first, and remove casualties, before each round of combat. A roll of 1 is required to hit.

13. **Helicopters:** we borrowed these units (including the markers) from Fortress America, another Milton Bradley game. Their combat movement is similar to their movement in that game - they can move a full 3 to attack a territory, and land and capture once combat is won, or if the territory was empty. Watch your islands, and behind your front lines! Helicopters can land on carriers as planes do, but cannot be carried on transports. Price: \$8

20. **Resistance Fighters:** (adapted from Fortress America partisans - a single troop marker from that game serves as this unit marker). This unit offers a shred of hope to even those players whose capitals are in enemy hands, and who have no income to purchase units. It can be used to recapture its capital (if poorly defended) or any other home territory, or simply to augment its own or allied forces in its original home territories. Once per turn, as the player begins his combat move, he may place one *free* elite troop in any home territory, regardless of who controls the territory. Because it appears in the combat phase, no further movement is possible. If the territory is occupied by an enemy, a combat must take place. The resistance fighter, if attacking alone, fights as an elite troop (attacks at 2), otherwise it fights as a normal troop (ie: if other units have also moved into that territory during the movement phase). In any case, if the troop survives, it is replaced with a standard troop marker during the final movement phase, and is thereafter a normal troop of that nation.

21. other options we have considered or tested:

dreadnoughts	battleships fire first on all but subs
nuclear arms	from bomber-obliterate all pieces on one province - boo!
bunkers	increase all troops defense to 3 - must spend 1 round inactive
hidden armies	place before game - roll d6 armies, d4 tanks when evoked - rule borrowed from Castle Risk.
stealth	planes not subject to AA fire
mobile factories	move factories as AA guns move. No production in a movement round.
radar	planes may scramble to defend adjacent territories from air attacks

B. ACCELERATED WEAPONS DEVELOPMENT

Each army rolls a free d6 at the beginning of its turn. A roll of 1 or 6 indicates a technology has been developed.

C. GAME BALANCE

Reduce Heavy Bombers from "three dice" to "two dice".

D. SUBMARINES

Subs are useless within range of planes (ie: almost anywhere on the board) since the probability of a plane scoring on the first attempt is high, while the sub is not allowed to return fire. We have improved their chances by subtracting the sub's defensive value of 2 from an *attacking* plane's roll to hit; thus, an attacking bomber needs a 2 to hit, and an attacking fighter needs a 1 to hit. Subs on the offensive are assumed to be more easily found, and do not gain this defensive advantage. The sub may still elect to retreat, according to the original rules, after any combat round.

E. ORDER OF PLAY

Randomizing the order of play has significant effect on the outcome of the game. We determine the order of play from the beginning; it does not change thereafter. It would also be possible to redraw at the beginning of each round, but this has the tendency to favour chance over tactics.

F. ALLIANCES

Randomizing the countries which are allied eliminates game's historical accuracy, but vastly increases the number of possible game scenarios.

We have strict rules against any inter-player alliances, written, verbal or implied, including any conversation which might influence any other player's actions or strategies.

G. SOVIET UNION

Give the poor soviets half a chance! Allow them the option of trading in their ships at face value before the game begins. They may save the money, or spend it as they see fit, placing any purchased units on a factory territory (Moscow or Karelia) before the first player's turn. Allow the order of play to be revealed during game setup, before Russia exercises this option. [OPTIONS: You may decide to give partial value for the trade-in; also, you may choose not to limit where the extra money can be spent.]

We also allow the Soviets to trade in the factory in Karelia, since it only adds to the ease in which Germany assaults Moscow (especially when Germany moves first). The \$15 received must be saved, or spent on units which are placed immediately on the one remaining factory in Moscow. We restrict these units to infantry only, since this option is considered a defensive one.

H. TWO BOARD GAME! (requires a second full set)

This is good for any number of players up to ten, and especially improves the two-player game. Place two game boards together (bottom-to-bottom) and play with ten nations. (We have named the new armies the Yanks, Canada, Nippon, Deutschland, and C.I.S.). Colour all the markers from one set with indelible felts or paint (you don't have to paint the entire piece to make it recognizable). Sea zone adjacency on the bottoms of the boards is self-evident. We treat the inset of four islands in the S.E. corner of the board as a single sea zone, with no land.

This game is not going to be over in an evening! We suggest the players roll off to determine order of play, then each player draws (at random) one army at a time, in turn, to determine ownership and order of play of the armies. The only shortcoming of this game so far is that a stalemate *can* develop between the two boards in a two-player game, if each player has the same level of success in conquering his stronger board (two players will have 5 armies each; a player will generally be stronger on one board than on the other).

ORDER OF PLAY: Roll (ie: 3d6) to establish player order. Draw countries from a hat, according to established player order, repeating until all countries are claimed. (We put a tank from each

country in a bag and draw - these are put on the board edge as they are drawn, and remain there to confirm game sequence thereafter.) Guidelines to follow in establishing order of play for three or more players:

1. no player should be permitted three countries on one board. We throw back the third ("invalid") unit and draw again. If no "valid" draw remains, back up the drawing process until a valid unit becomes available.
2. uneven number of countries per player: the countries drawn first by the advantaged player(s) skip their first turn completely. (no technology rolls, no spending)

We eventually got into 4 - board games (two-by-two, connecting south to south on the vertical axis), even with 2 players. You'll need a big table and lots of time.

I. NUMBER OF UNIT MARKERS

To heck with the conflicting rules about not purchasing more than the number of units in your tray (we ordered extra sets from Milton Bradley, and wouldn't live without them)!

* NOTE: Milton Bradley has published a small flyer of amendments and clarifications, which is included with recent game sets. The most notable clarifications are that the water zone off Eastern Canada is adjacent to the land zone in Western Canada, and that, during an invasion which included an amphibious landing, the attacker does not have any option of withdrawal - it is a fight to the finish! (In our opinion this is a terrible rule - why should the air support be forced to continue to attack if there are no troops left to capture the territory?).

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