



House Rule 1 Black Sea - Official optional rule

In order to maintain its neutrality, Turkey closed the narrow straights linking the Black Sea and the Mediterranean, permitting no naval passage. Hence, no sea units may move into or out of sea zone 16, however air units may move through this sea zone freely.

House Rule 2 Baltic Sea

It was not possible enter the Baltic Sea with surface navy units without the control of Northwest Europe (Denmark), due to mines, coastal artillery and air raids. Hence, no surface sea units may move into or out of sea zone 5 without the control of Northwest Europe. However, submarines and air units may move into or out this sea zone. Be sure not to be trapped in the Baltic Sea if you enter!

House Rule 3 Gibraltar

Who controlled Gibraltar and its coastal artillery, controlled the Strait of Gibraltar. No surface sea units may move into or out of sea zone 13 without the control of Gibraltar. However, submarines and air units may move into or out of the Mediterranean. To defend Gibraltar during the first turn, UK may move one infantry from England to Gibraltar during Setup.

House Rule 4 Heavy Bombers - Official tournament rule

Heavy bombers are to strong in the original rules. Instead, you roll two dice each on attack or defense and use the better result of the two dice. On a strategic bombing raid, roll two dice, take the better result, and add "1" to that result to determine the damage done by that Heavy Bomber.

House Rule 5 Fighter Escorts and Interceptors (to balance the less expensive bombers)

Fighters can participate in strategic bombing raids. Attacking fighters may escort and protect the bombers, and they can originate from any territory, range permitting. Any or all defending fighters based in a territory that is strategically bombed can participate in the defense of the industrial complex. The number of fighters that will defend is decided after the attacker's Combat Movement phase is completed and before the Combat phase begins.

1. Interceptors* and escort fire at "1"**. One turn only. Bombers cannot fire***. Remove casualties.
2. AA fires at the remaining bombers (not on the fighter-escort). Remove casualties.
3. If any bomber is left, conduct strategic bombing.

* If the defender have the Radar Research breakthrough their fighters fire with +1

** If the attacker or defender has the Jet Power research breakthrough their fighters fire with +1

*** If the attacker has the Heavy Bomber research breakthrough their bomber fire at "1"

Fighters participating as either an escort or a defender cannot participate in other battles during that turn. Defending interceptors must return to their original territory. If that territory is captured, the fighters may move one space to land in a friendly territory or on a friendly aircraft carrier. This movement occurs after all of the attacker's combats have been resolved and before the attackers Noncombat Move phase begins. If no such landing space is available, the fighters are lost.

House Rule 7 Liberating territories and Capitals

If you capture a territory that was originally controlled by another member of your side, you "liberate" the territory. You do not take control of it; instead, the original controller regains the territory and its income. Antiaircraft guns or industrial complexes in that territory revert to the original controller of the territory.

If the original controller's capital is in enemy hands at the end of the turn in which you would otherwise have liberated the territory, you capture the territory, collect income from the newly captured territory, and use any industrial complex there until the original controller's capital is liberated. You also take ownership of any antiaircraft gun in that territory.

When a capital is "liberated", the liberator still collect income from liberated territories and the newly liberated capital. However, this money is separated from the rest of the income.

If the capital remain liberated until the original controller's turn, then revert ownership to the original owner of the capital. Territories and industrial complexes that are controlled by the newly liberated capital's owner but are in the hands of friendly powers also revert ownership. Antiaircraft guns outside the newly liberated capital territory remain under their pre-liberation ownership. The pre-liberator must also transfer the previous turn's income from liberated territories and capital. This money may be used directly by the original controller for Research and/or Purchase Units.

However, if the capital is "re-occupied" by the enemy before the liberated country's turn, then the pre-liberator keep control over non-occupied territories. The pre-liberator also incorporate the collected money with the rest of his income. (Note that this money is not transferred to the occupant.)

House Rule 8 Soviet National Objective

Despite the Lend Lease route (symbolized with the 5 IPC gain if Soviet control Archangels), UK and USA only cooperated with the Soviet Union because they had a common enemy; the Nazi Germany. Churchill would never allow the communist entering their territories, and Stalin would never sacrifice Soviet forces to defend them. Hence, you may add the following line in the Soviet National Objective:

- Gain 5 IPCs if no other Allied forces are present in a territory controlled by the Soviet Union, and if no Soviet forces are present in any other Allied territory, and if the Soviets control Archangels.

House Rule 9 Japanese National Objective

Until the very last days of the war, there existed a Non-Aggression Pact between Soviet and Japan. To simulate this, House Rule 8 above actually gives a 5 IPC penalty if Soviet attack Japanese territories in China (i.e. entering an Allied territory). To also make it less favorable for Japan to attack Soviet, you may add this line in the Japanese National Objective:

- Gain 5 IPCs if Axis powers control all of the following territories: Manchuria, Kiangsu, French Indo-China/Thailand, and if no Japanese forces are present in any Soviet territory.

House Rule 10 German National Objective

To make it somewhat less favorably to defend German advances in Russia with the Japanese fighters, you may add this line in the German National Objective:

- Gain 5 IPCs if Axis powers control all of the following territories: France, Northwestern Europe, Germany, Czechoslovakia/Hungary, Bulgaria/Romania, and Poland, and if no Japanese forces are present in any Axis territory.

Official optional A&A Revised rules modified for A&A 50th

U.S.S.R. National Advantages

1. Russian Winter

Once during the game in your collect income phase, you can declare a severe winter. Until the start of your next turn, your infantry defend on a 3.

2. Nonaggression Treaty

The first time in the game that Japanese forces attack any Soviet-controlled territory, you may place four of your infantry for free in any Soviet-controlled territory (including the one being attacked) that is adjacent to a Japanese-controlled territory before resolving combat. If you attack Japan before it attacks you, you lose this advantage.

3. Mobile Industry

Your industrial complexes each may move 1 territory during your noncombat move phase. It may be used in the same turn to place units (up to a maximum of the new territory's value) if you controlled both the industrial complex and its new territory at the start of your turn. They cannot move during the combat move phase. If an opponent captures them, that opponent cannot move them.

4. Salvage

If you retain control of a red territory against attacking tanks and at least one attacking tank is destroyed, you may place one free Soviet tank in that territory.

5. Lend-Lease (modified to match the A&A50 Soviet National Objective)

During your mobilize new units phase, you can convert one U.K. and one U.S. land unit into Soviet units if they are in a red territory. Remove the affected units from play and replace them with the same units of your own color. Land Leased units do not count against the Soviet National Objectives.

6. Trans-Siberian Railway (modified to match new Soviet territories)

In the noncombat move phase, your infantry, anti-aircraft guns, and artillery may move 2 territories per turn only among these territories: Russia, Novosibirsk, Evenki National Okrug, Yakut S.S.R., Stanovoj Chrebet and Buryatia S.S.R.

Germany National Advantages

1. U-Boat Interdiction

During the collect income phase of the U.K. and U.S. turns, subtract 1 IPC from the collecting power's income for each of your submarines on the game board.

2. Atlantic Wall

During any amphibious assault against a gray territory, all your infantry defend on a 3 during the first cycle of combat.

3. Panzerblitz

If your attacking forces destroy all defending units in a territory in one cycle of combat; or, if no combat was necessary, any of your surviving tanks in the attacking forces may move 1 territory during the noncombat move phase.

4. Wolf Packs

Your submarines attack on a 3 (4 if you have the Super Submarines development) if there is more than one of them at the start of the combat cycle. When there are less than two submarines at the start of a combat cycle, this ability is lost. Wolf Packs do not improve defending submarines. Enemy destroyers do not affect this National Advantage. The submarines may come from different sea zones, but they must attack the same sea zone.

5. Luftwaffe Dive-Bomber

Your fighters may conduct first round tactical bombing runs. They are subject to antiaircraft fire as normal. In the first cycle of combat, if there are no defending fighters present, the fighters hit on a roll of 5 or less in land battles only. Any units hit still fire back normally in that round of combat. In succeeding cycles of combat, the fighters hit normally. If defending fighters are present, this first cycle ability is cancelled.

6. German Scientists

Your Weapons Development dice cost 4 IPCs instead of 5.

U.K. National Advantages

1. Radar

UK owned antiaircraft guns in tan territories hit air units on a roll of 1 or 2.

2. Joint Strike

Once during the game at the start of a round (before the Russian turn), you may declare a joint strike. That round, you complete your turn as normal, except you must skip combat move, conduct combat, and noncombat move phases. On those phases of the U.S. turn, the U.S. Player uses your units in his or her combat move, conduct combat, and noncombat move phases together with his own units. You and the U.S. player must agree on attacking casualties and on who takes possession of any captured territories, or the opposing player gets to choose. Antiaircraft fire is rolled separately against each nationality of air units; all anti-U.K. dice are rolled before any anti-U.S. die is rolled. Weapons developments or national advantages still only apply to the units of the power that gained the development or has the advantage. A joint strike may not be called off once it is declared.

3. Enigma Decoded

Once per game, after Germany finishes its combat move phase, but before its conduct combat phase, you may make one special move. You may move any number of your units from one space into an adjacent space that was under the control of the Allies at the beginning of the turn. This movement must be either into and/or out of a space being attacked by Germany (Germany moving sea units to an empty sea zone does not count). If moving out of an attacked space, you must leave at least one unit behind in the space.

4. Mideast Oil

If an air unit you own lands in Anglo-Egypt, Trans-Jordan, or Persia during your noncombat move phase, it may then move an additional number of spaces equal to its normal movement

5. French Resistance

Once per game, if the Allies control Western Europe, you may place three of your infantry there for free during the mobilize new units phase of your turn.

6. Colonial Garrison

You begin the game with one additional industrial complex in any tan territory with an income value of at least 1. (You still can't have more than one industrial complex in a territory.)

Japan National Advantages

1. Tokyo Express

Each of your destroyers may act as a transport for one infantry. These destroyers follow the same rules for loading and offloading units as transports do. Destroyers are still allowed to conduct shore bombardment if they have the "Combined Bombardment" weapons development even when unloading simultaneously.

2. Kamikaze (modified to match new Sea Zones)

During Japan's turn, at the start of any sea combat in sea zones 60, 61 and 62 the Japanese player can attack one Allied surface sea unit (not a submarine) with Kamikaze. This attack occurs before the first round of combat, and any casualty is removed before the battle begins (if a battleship is hit once, turn it on its side - if two 1's are rolled, the battleship is removed from play). If a carrier is selected as the target, any fighters aboard that carrier are assumed to have been launched before the kamikaze attack and may defend in the air normally in the ensuing battle, whether or not the carrier is sunk.

The aircraft used for the Kamikaze planes are not represented on the board. To make the attack, the Japanese player indicates which ship is being targeted and rolls two dice. For each "1" rolled a hit is scored. Only one Kamikaze attack may be made per turn.

3. Naval Night Fighting Skills

On the first round of all sea battles, whether you are attacking or defending, your battleships each fire twice (roll two dice).

4. Most Powerful Battleships

Your battleships attack and defend on a 5.

5. Dug-In Defenders

All your infantry on islands defend on a 3.

6. Banzai Attacks

When you move only infantry into a contested space during the combat move phase, you may at that time declare the intended attack to be a banzai attack (for an amphibious assault you may also include offshore bombardment support). If you do so, all those infantry attack on a 2 for the first round only. You may not withdraw from any banzai attack, regardless of whether it is amphibious or not.

U.S. National Advantages

1. Island Bases

When moving your air units, you may treat island groups as part of the sea zones containing them. For example, a fighter (move 4) could travel from Midway to the East Indies in one turn, assuming your side controlled both island groups.

2. Chinese Divisions (modified production rules)

China collects income like any other nation, and may build in conquered ICs on Chinese territory. Their infantry however only costs "2" IPC.

3. Marines

Your infantry attack on a 2 in the first cycle of the land combat portion of an amphibious assault. Even if supported by artillery, their attack remains 2.

4. Mechanized Infantry

Your infantry have a move of 2 and may blitz as tanks do.

5. Fast Carriers

Your aircraft carriers have a move of 3.

6. War Economy

Your cost of buying sea and air units is reduced by 1 IPC.