

AAE “Historical” Rules

Placement and Income Changes

1. The starting placements are the same as the original Avalon Hill rules, except for the following:

Germany:

- a) TyrS: + 1 submarine
- b) Central Med: + 1 submarine
- c) North Atlantic: Move Halifax Sea Sub to North Atlantic
- d) Danish Sea: +1 Battleship (that can take 3hits – Tirpitz), + 1 Destroyer

USSR:

- a) Baltic States: +1 Fighter
- b) East Poland: +1 Fighter
- c) Bessarabia: +1 Fighter
- d) White Sea: + 1 Destroyer

UK:

- a) Eastern Med: + 1 Battleship, +1 Sub
- b) Malta: +3 Infantry
- c) Gibraltar: + 2 infantry
- d) Straits of Gibraltar: + 1 Aircraft Carrier, +1 Fighter, 1 Destroyer, + 1 Battleship
- e) English Channel: - 1 Destroyer
- f) Celtic Sea: - 1 Transport
- g) Halifax Sea: +1 Battleship, +1 Destroyer
- h) North Sea: - 1 Transport, + 1 Aircraft Carrier, +1 Fighter

US:

- a) US Eastern Coast: + 1 Aircraft Carrier and move Fighter to the Aircraft Carrier

1.1. Allies make their initial placement (12 IPC) before Germany.

1.2. The U.S. income is 12 IPC per turn until Turn 4, the turn on which it formally enters the war. However, U.S. still only has 12 IPC to spend in that turn. The US will enter the war before Turn 4 if it is attacked, if one of its Convoy Zones is taken or if Germany blocks one of its ships (see sub blocking below).

2. If Russia holds Siberia at the end of each turn, one additional Russian armour is placed in Siberia during the placement phase. At the end of Turn 2, 4 troops are placed in Siberia (representing troops to be recalled from the Soviet Far East). Germany receives one free U-boat per turn, which can be placed in any Sea Zone adjacent to Germany or N. Italy at the end of each turn. Germany also receives one additional German armour in Germany if the Rumanian IC is fully repaired. Such units are automatically received, are not purchased and cannot be cashed in for other units.

3. Additional limited-build IC's are located in France, TransJordan, Rumania, Tunisia and Norway. The France IC can produce up to 3 units for the Allies only (and can only produce

Infantry), The Norway IC can produce up to 2 units for Germany only (and can only produce Infantry), the TJ IC up to any 2 units for the Allies only, and the Rumania and Tunisia IC's produce a maximum of any one unit each (see restrictions on SBR's and placement after capture below). Note these Limited IC's do not start with AA guns.

4. Convoy Routes: The following Convoy Routes function the same way as Convoy Routes in Axis and Allies Pacific (use tags to indicate control and text tags for notes):

- a) German Convoy Route: In Western Med for Morocco and Algeria
- b) German Convoy Route: In Sicilian Sea for Tunisia
- c) German Convoy Route: In Central Med for Lybia
- d) German Convoy Route: In Eastern Med for all Middle East Oil Areas (the Oil \$ Allies must pay goes to the Bank unless Germany has captured this Convoy Route).
- e) German Convoy Route: In Danish Sea for Norway and Finland
- f) Ally Convoy Route: In South Atlantic for Morocco
- g) Ally Convoy Route: In the Strait of Gibraltar for the rest of North Africa
- h) Ally Convoy Route: In North Sea for Norway and Finland

4.1 Malta Convoy Rule: The Sicilian Sea (SiS) functions as a double convoy zone, which starts the game in German Control. Either side may capture the other's convoy by having a warship or airplane occupy or pass through.

(a) If SiS has an Allied control marker at end of Germany's turn, then Axis cannot place a unit in its Tunisia IC.

(b) If SiS has an Axis control marker at end of UK's turn, the Malta force loses one land unit (Allied player's choice).

Additional sea zone rules

6. Surface ships cannot pass through SoG from Med to Atl (or vice versa) if Gibraltar is held by enemy. Surface ships cannot pass through DanS if Denmark is held by enemy. The Red Sea, adjacent to TJ and Egypt, can be used. If a country controls Egypt, it can move naval units through the Suez Canal (one Movement point) between the Red Sea and East Med. Naval vessels can sail around Africa between the Red Sea and the South Atlantic (i.e. four virtual sea zones spaces) in a minimum of two turns.

Combat rules

(a) G1 Surprise attack

7. On G1 only, every Russian unit defends @1.

(b) Stack limits

8. No single land territory (except Germany and UK) may contain more than 20 land units (aircraft and AA's not included) at any one time. Germany and UK can contain a maximum of 40 land units at any one time. A combined total of more than 20 land units from several territories may attack a single territory, but no more that 20 land units can pass over each border (or shoreline) of the attacking territory in making the attack. If the attacker wins with more than 20 land units remaining, 20 of the surviving attacking land units must occupy the

captured territory. Remaining land units must “retreat” to a single territory from where at least one of the attackers came, up to a maximum of 20 in that zone, and additional survivors must retreat to another zone. An unlimited number of air and sea units may participate in an attack on a territory.

9. Tanks in territories behind the front lines may not blitz through a maxed-out friendly territory to attack an enemy territory, if the effect is that more than 20 land units are attacking that territory over a single border. The armour must find another route, or an equal number of land units in the front line territory must not participate in the attack.

10. Example: 20 German land units in Baltic States, 20 German land units in EPol plus German air attack Belo, which contains up to 20 Allied land units, plus air and AA. 10 German armour in Poland can participate in the attack on Belo only a total of 10 units in EPol and/or BaltSt do not participate in the attack. If Germany wins with 30 land units surviving, 20 land units must occupy Belo and 10 land units must retreat to one of either EPol or BaltSt. If Germany retreats with 30 land units surviving, 20 units must retreat to one of either EPol or BaltSt, and the remaining units retreat to the other territory. The surviving German air force may land wherever (except Belo of course).

11. The 20-unit limit on attacks on borders applies to amphibious assaults on shorelines from a single sea zone. France cannot be attacked by amphibious assault by more than 20 land units via either BoB or the English Channel in a single turn. However, up to 20 land units may invade France from the English Channel and another 20 units or less may invade at the same time from BoB. Excess surviving units must return to the trannies and stay there (i.e. if invading from the English Channel, they cannot return to UK in non-combat, they must stay on the boats). And of course, other land units may attack France at the same time from other adjacent land territories.

12. While more than 40 land units may occupy Germany, no more than 20 units may attack from Germany to an adjacent country over a single border. For example, if there are 20 infantry and 6 armour in Germany, the 20 infantry may attack Neth directly while the 6 armour must blitz through EFra (if undefended) and attack Neth from EFra. Same is true of amphibious assaults on or originating from Britain – i.e. no more than 20 units can embark or disembark per shoreline.

(c) Strategic Bombing Raids

13. The capital territories are Berlin, NIt, Moscow, UK and US. SBR damage against IC's on capital territories is unlimited and must be repaired at the beginning of the defending country's next turn. This is true even if the capital territory (e.g. Moscow or Nit) is in enemy hands – e.g. if Germany holds Moscow then it MUST pay for damage sustained on an Allied SBR against Moscow. Rumania, Stalingrad, Leningrad, Archangel and France, have an SBR damage limit of 6 IPC per turn cycle. The maximum damage limits for the TJ and Norway IC's are 4 IPC's, and 2 IPC's for the Tunisian IC. Even if all three Allies SBR the Finland IC, it cannot sustain more than a combined total of 2 IPC's damage.

14. For all non-capital IC's the defending country can choose not to spend the money to repair the IC, but cannot place units (or convert Allies units – Soviet Patriotic War rule) on the IC until it is repaired (at a cost of the cumulative SBR damage up to the limit for the IC). If Rumania is not fully repaired then Germany will not get its +1 ARM in Germany (Rumanian Oil). If the Archangel IC is damaged and is not repaired at the beginning of a Russian turn,

the USSR cannot claim convoy income for that turn. If a damaged IC is captured by an opposing country, it can only be used by the conquering country after the repairs are paid for (by the conqueror).

14.1 Fighters cannot be used as escorts or as defenders vs. a Strategic Bombing Raid. The only defense vs a SBR is an AA gun (this is intended to increase the frequency of SBR to match the frequency in which they occurred in WWII).

(d) Submarines

15. Sub cannot attack other subs. In mixed-unit battles, sub hits cannot be absorbed by the other country's subs. Subs cannot block enemy subs. Allied subs cannot recapture convoy zones or Sicilian Sea (although they can block German convoys in the SiS). Axis subs cannot recapture Danish Sea or Sicilian Sea (although they can block Allied convoys in the SiS).

16. Subs in a sea zone do not block opposing vessels seeking to pass through that sea zone on either combat or non-combat moves unless a Special Order so indicates. Subs cannot be attacked unless (i) they have an order to block surface vessels as indicated by a Special Order, (ii) they occupy enemy convoy zones, (iii) they are in a sea zone with one or more enemy destroyers at the start of the owner of the destroyer's turn, or (iv) they occupy SiS. [Note: (iii) does not mean that if Russia or UK move a destroyer into a sea zone, a subsequent Allied player can attack the sub with air or sea units in that same turn cycle.] If the attacker has a destroyer in the sub's sea zone at the beginning of the attacker's turn, the attacker can bring in other air and sea units from other zones to participate in the attack. Apart from these situations, subs can only be destroyed as part of the defending navy's counterattack (and even then not by defending subs). Where there are two or more subs in a sea zone, one can block and the other(s) can be submerged (indicated by special order). Only the blocking sub can be attacked.

17. A sub order to block or to submerge can be made country-specific – i.e. the sub can be ordered to block UK vessels and dive against US vessels or vice versa. Blocking subs may submerge if they survive the first round of attack.

17.1 Subs must make one attack and endure a counterattack before they are allowed to submerge when entering a sea zone with an enemy destroyer – i.e. no automatic “sub stalling” if a destroyer is present.

(e) Aircraft

18. The ocean (i.e. non-coastal) zones are Central Atl, MidAtl, NthAtl, HalS, and DenmarkS. Bombers may attack in ocean zones, but cannot fly over an ocean zone to attack on the other side of an ocean zone. Land-based fighters may not attack in ocean zones, or fly over ocean zones to make an attack. However, bombers and fighters may fly over ocean zones to land after making an attack – i.e US-based aircraft may attack USEC and land in UK.

18.1. The Combat Air Patrol (CAP) rules from AAP apply in AAE, except that: (1) both adjacent sea zones and adjacent land territories, including land territories conquered in that turn, can be CAPed; (2) both fighters and bombers can CAP although bombers still only defend @1 if the CAPed zone is attacked; and (3) CAP may be set from any territory in which a plane was located at the end of the non-combat move, regardless of whether the plane had been moved in combat and/or non-combat during the turn.

18.2. CAP can be used to capture an enemy convoy zone or a convoy route, but the CAP must be set during combat phase. CAP cannot be used to liberate a convoy zone or route.

18.3 Malta and Denmark Special CAP: Aircraft CAPed off of Malta and Denmark can use and defend with land based units as well and land based units can be taken as casualties.

(f) Winter rules

18.4 Russia Winter occurs every fourth turn starting on Turn 4. Russian Winter affects all Soviet red zone territories except Ukraine and Stalingrad. but including the White Sea, Barents Sea and Baltic Sea. On combat moves and non-combat moves during the Russian Winter, only three (3) units may pass over each border to or from an affected territory. Armour can only move one territory. All air and sea units in affected areas are grounded and air units cannot fly into or through these affected areas. Ships and Subs are also stuck (they couldn't dive like modern subs). Rail NCM does not work in the affected areas but the Allies can use Rail NCM's in the affected areas.

18.5 During the Russian Winter only one unit per Soviet IC can be built (regardless of which nation controls that IC). The unit can be of any type and Russia can retain IPC's not spent for future turns. Therefore, if Russia has 3 of its IC's and Germany has 1 then Russia can build three units (one per IC) and Germany can build one in its captured IC. The free armour can still be built and placed by Russia in Siberia.

18.6 During a winter turn, no amphibious assaults may take place in Northern Europe (i.e. UK, France, Netherlands, Germany, Poland, Baltic States, Leningrad, Finland and Norway.). For all territories (including Ukraine and Stalingrad) outside of Africa and the Middle East, armour may only move a single space when making a combat move during winter.

19. During non-combat phase, infantry, artillery and AA guns can move up to two territories ("rail movement") which must have been controlled since the beginning of turn. Unlike armour, such units cannot be moved two territories into or through a territory that has been captured or liberated in the same turn (i.e. the rail lines need a turn to be repaired).

20. Soviet Patriotic War: Only (any #) infantry and one (1) fighter (one per turn) can be converted. Infantry can only be converted at Stalingrad (Ally supplies came from Iran).

21. The TJ, Norway and Tunisian IC's cannot be used by the enemy after capture. The France IC can only be used by the conquering Allied power, and not by Germany. Rumania can be used by the conquering Allied power. Only infantry can be placed in the France and Norway IC's.

22. Naval units can be built by the Allies in the Red Sea adjacent to the IC in TJ. Note it takes one move to move from Red Sea to Central Med and it takes two movement turns (4 spaces) to move to the South Atlantic from the Red Sea. A naval unit cannot be placed directly in EMed from TJ.

23.1 Germany must place at least one unit in Germany and one at Northern Italy (Italian Forces) if it purchased more than one unit [if only one unit then it goes in Germany]. If Germany buys six or more units, then a minimum of 2 units must be placed in Germany and 2 units in Northern Italy.

23.2 The Soviet Union must place at least one unit in Moscow if it purchases units. If 6 or more units are purchased then a minimum of 2 units must be placed in Moscow.

23.2 If UK buys only one unit, it should be placed in UK. If it buys two, one should be placed in UK and one in either Canada or TJ. If it buys three units or more then at least must be placed in each of UK, Canada and ME. If it buys six or more units, at least 2 units must be placed in UK, at least 1 in Canada and at least 1 in ME.

24. The defending country's IPC's are not turned over to a successful attacker if a capital falls. Units can still be built on other undamaged IC's still held by the country whose capital has fallen in the next turn. If all of Russia's IC's are captured by Germany in a turn, Russian income is held for Russia in a Swiss bank while the Allies recapture one or more of the IC's.

Winning Conditions

25. Allies must take and hold for one turn both Germany and NIt at the same time to win, even if Russia has fallen. Axis must take and hold for one complete turn either (i) UK, (ii) US, (iii) Moscow plus two other Russian ICs, plus any two of Fra, Nor and TJ, or (iv) all four ICs in USSR, to win, while holding onto or recapturing NIt and Germany by the end of the winning turn – e.g. if Axis has controlled all four Russian IC's for one complete turn cycle and hold and/or recaptures Germany and Nit by the end of its turn, Axis wins.

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