

Advanced AAE “Historical” Rules

Placement and Income Changes

1.1 This version uses DP’s new map of Europe with additional units based on Research of Historical placement of Capital Ships (see map). The rules used for this game are the same as the Original Avalon Hill game with the addition of some modified “Historical” rules below.

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

1.3. The U.S. income starts 30 IPC for turns 1-4 then it jumps to 60 IPCs on all turns after turn 4. If the US is attacked on or before turn 4 then the US production immediately jumps to 60 IPCs. The U.S. formally enters the war on its Turn 4. The U.S. will enter the war before Turn 4 if it is attacked or if one of the Convoy Zones is captured.

1.4 The U.S. can only move ships during the first 3 turns (not at war) and can NCM through German ships (unless Germany decides to declare war and defend). The U.S. cannot move Aircraft (except on AC) and may not load transports while not at war. The U.S. does not interact with German units at all (even if in a German attack on UK in the same Sea Zone) and The U.S. cannot move into any Convoy Zones while not at war.

1.5 Russia’s IPC’s temporarily increases for Siberia from 2 to 12 on Turn 2 only.

1.6 Starting Production Values: Germany = 68 IPC. Russia = 46 IPC (56 on Turn 2). UK = 44 IPC (38 + Tobruk, Egypt, Cairo, Palestine, Syria). US = 30 IPC (then 60 IPCs on Turn 5 or earlier if at war).

1.7 Middle East: Regular oil rules apply to TJ, Iran, Iraq and Saudi Arabia (9 IPC's).

Industrial Complexes and Strategic Bombing Raids

2.1 Industrial Complexes: The number of units that can be placed for each IC is equal to the IPC value of the territory (e.g. Moscow can only place 3 units), per turn.

2.2 Strategic Bombing Raids: The maximum amount of damage to any IC for a SBR is equal to the IPC value of the territory for each complete round of play. Each point of damage subtracts from the number of units that can be produced from that IC. The player owning the damaged IC may repair it (at the beginning of the turn) with cash equal to the amount of damage and may produce units with that IC in that turn.

2.3 Only AA guns defend vs SBR (i.e. not Fighters) (to increase the frequency of SBRs).

Neutral Counties

3.1 There are 5 Neutral Counties: Spain (Northern Spain, Southern Spain, Spanish Morocco), Portugal, Sweden (Sweden, Lapland), Turkey (Western Turkey and Anatolia), and Switzerland.

3.2 Switzerland and the Pripet Marsh are completely restricted and are not playable.

3.3 Units may move into the other Neutral Countries but only if that Nation controls all of the adjacent bordering territories (Spain – Morocco, Algeria, Vichy France, Normandy) (Portugal – Northern and Southern Spain) (Sweden – Norway, Finland, Denmark – note Germany may move into Sweden on Turn 1) (Turkey – Cyprus, Crete, Greece, Bulgaria, Caucas Mnts., Iran, Iraq, Syria).

3.4 IPC's from Neutral Countries can only be gained if a land unit (INF, ARM, ART) is garrisoned in that space (the unit must remain there). These units must leave if an enemy Nation captures any of the controlling areas surrounding the Neutral Country.

Movement

4.1 East to West SoG (or vice versa) is not passable by surface ships unless Gibraltar is controlled. DanS to Baltic Sea (or vice versa) is not passable by surface ships unless Denmark is controlled (note these two restrictions do not apply to subs).

4.2 The Red Sea, adjacent to TJ and Egypt, can be used. If a country controls Egypt and Cairo, 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.

4.3 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 area 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.

4.4 Strategic Rail movement - Any unit may move 2 spaces during non-combat movement to territories that were friendly-controlled at the beginning of the current player's turn. No Rail movement is allowed in Africa or the Middle East.

4.5 Naval and Airbases shown on Map can be used per the AAP rules.

Winter Rules

5.1 Russia Winter occurs every fourth turn starting on Turn 4. Russian Winter affects all Soviet red zone territories including Caucus Mnts. the White Sea, Barents Sea, Artic Ocean and Baltic Sea. Winter does not affect other Russian Red Areas boarding the Black or Caspian Seas (6 territories). It also doesn't affect Volgarad and Stalingrad.

5.2 On combat moves and non-combat moves during the Russian Winter, only one (1) unit 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 (but can defend a their land territory if attacked) and air units cannot fly into or through these affected areas. Ships and Subs are also stuck (they couldn't dive like modern subs). Winter does not affect Russian (only) NCM's at all (and they can still use Rail movement).

5.3 During a winter turn, no amphibious assaults may take place from the following Sea Zones: Norwegian Sea, Danish Sea, Holland Sea, North Sea, Atlantic, English Channel, Bay of Biscay, North Atlantic, Denmark Straight, Davis Straight, and US Northern Coast.

Combat

6.1 German surprise attack - Russian units in the Peach Zones defend @1 on Turn 1.

6.2 Subs cannot attack other subs as well as not attacking other aircraft.

6.3 Subs can capture convoy zones but cannot liberate them from enemy control.

6.4 Subs must survive one round of combat before submerging (no sub-stalling).

Soviet Patriotic War

7.1 Only one Allied FTR (no other type of units) can be converted once a round in any Russian IC.

7.2 Any number of Allied INF may be converted in Stalingrad (supplies through Iran).

Victory Conditions

8.1 Germany Wins if at the end of the U.S. turn it controls Berlin, Rome, Paris, Leningrad, Stalingrad and Moscow. Germany can also Win if it controls Berlin, Rome and London OR Washington D.C at the end of the U.S. turn.

8.2 The Allies Win if at the end of Germany's turn they control Berlin, Rome, Paris, London, Washington D.C. and Moscow.