

Axis & Allies Rules/Unit Changes per Game

1942 2nd Ed.	AA50	Revised	Classic 2nd Ed.
Starting IPC's & Turn Order	Starting IPC's & Turn Order ('42)	Starting IPC's & Turn Order	Starting IPC's & Turn Order
• Rus.-24, Ger.-40, UK.-30, Jp.-30, US.-42	• Jp.-31, Rus.-24, Ger.-31 UK.-38 It.-10, US.-38 • Italy & China added to game.	- Rus.-24, Ger.-40, UK.-30, Jp.-30, US.-42	* Rus.-24, Ger.-32, UK.-30, Jp.-25, US.-36
Victory Conditions	Victory Conditions	Victory Conditions	Victory Conditions
• 9 VC	• Most VC. If tied w/9 most IPC's	- Victory Cities Controlled (8, 10, 12)	* Axis must get 84 IPC's or bid amount
AAA Guns	AA Guns	AA Guns	AA Guns
• built in complexes	• Def. against all attacks vs. air. (1 to hit)	- defend on 1 vs. Air Units	* Limited to 12
• Cost 5 IPC's	• Cannot be chosen as casualty.	- cost 5	* Do not fire during non-combat
• roll 3x # of air units/attacking air units	• Cost 6	- move only during non-combat	
• move only during Non-Combat	• move only during Non-Combat		
	only fires at air units attacking territory		
Aircraft Carriers (CV)	Aircraft Carriers (CV)	Aircraft Carriers (CV)	Aircraft Carriers (CV)
• cost 14	• Cost 14	- cost 16	* Cost 18
• Att: 1, Def. 2	• Def 2	- Attack 1, Def. 3	* Def 3
Amphibious Assault	Amphibious Assault	Amphibious Assault	Amphibious Assault
• attacking seaborne units can't retreat	• attacking seaborne units can't retreat	- attacking seaborne units can't retreat	* Yes, All units including air to death
• air unit may retreat after 1 rd. of combat	• air unit may retreat after 1 rd. of combat		
Artillery	Artillery	Artillery	Artillery
• yes	• yes	- Yes, Attack 2, Defense 2, + inf. Att. 2	* None
Battleships (BB)	Battleships (BB)	Battleships (BB)	Battleships (BB)
• Cost 20	• Cost 20	- Cost 24	* Cost 24
• 2 hits	• 2 hits	- 2 hits	* 1 hit
• Bombardment 1/unit at 4	• Bombardment 1/unit at 4	- Offshore Bombardment	* Bombardment
Bombers	Bombers	Bombers	Bombers
• cost 12	• cost 12	- Cost 15	* Cost 15
			* Limited to 3 groups
Cruisers	Cruisers	Cruisers	Cruisers
• Bombardment 1/unit at 3	• Bombardment 1/unit at 3	- None	* none
Destoryers	Destoryers	Destoryers	Destoryers
• Cost 12, Attack 3, Def. 3	• Cost 12, Attack 3, Def. 3	- Cost 12, Attack 3, Def. 3	* None
Fighters	Fighters	Fighters	Fighters
• cost 10	• cost 10	- Cost 10	* Cost 12
• land on CV built this turn	• land on CV built this turn	- may NOT land on CV's built this turn	* may NOT land on CV's built this turn
Industrial Complexes	Industrial Complexes	Industrial Complexes	Industrial Complexes
• cost 15	• cost 15	- Cost 15	* Cost 15
• Limited to IPC value	• Limited to IPC value	- Limited to IPC value	* unlimited production
• damage must be repaired cost 1 IPC	• damage must be repaired cost 1 IPC	- pay bank IPC value of damage	* pay bank IPC value of damage
Mobilization	Mobilization	Mobilization	Mobilization
• IC unit limit to IPC value of territory	• IC unit limit to IPC value of territory	- IC unit limit to IPC value of territory	* Can not mobilize in enemy occupied
• Fighters on Carriers	• Fighters on Carriers	- Fighters on Carriers	* sea zone including capital
Nuetral Territories	Nuetral Territories	Nuetral Territories	Nuetral Territories
• impassable	• Impassable	- Impassable	* Cost 3 IPC's to move into or fly over
Strategic Bombing Raids	Strategic Bombing Raids	Strategic Bombing Raids	Strategic Bombing Raids
• Damage IC (no more than x2 IPC value)	• Damage IC (no more than x2 IPC value)	- Yes, dam. To IC surrender IPC's to bank	* Yes, dam. To IC surrender IPC's to bank
• escorts and interceptors (optional)	• escorts and interceptors (optional)	- No escorts or interceptors	* None
Subs	Subs	Subs	Subs
• Sneak Shot ea rd w/o enemy destroyer	• Sneak Shot ea rd w/o enemy destroyer	- Sneak Shot ea rd w/o enemy destroyer	* Sneak Attack each Rd
• cost 6	• cost 6	- cost 8	* Cost 8
• Defense 1	• Defense 1	- Defense 2	* Defense 2
• pass through enemy ships w/o destroyer	• pass through enemy ships w/o destroyer	- pass through enemy ships w/o destroyer	* can not pass through enemy ships
• cannot stop movement	• cannot stop movement	- cannot stop movement when submerged	* stops movement of enemy ships
• Submerge, cannot retreat.	• Submerge, cannot retreat.	Submerge, cannot retreat.	* Can only retreat, NOT submerge
Tanks	Tanks	Tanks	Tanks
• cost 6	• Cost 5	- Cost 5	* Cost 5
• Defence 3	• Defense 3	- Attack 3, Defense 3	* Defense 2
Tech's (Weapons Development)	Tech's (Weapons Development)	Tech's (Weapons Development)	Tech's (Weapons Development)
• No tech's	• Yes, Optional	- Yes, Optional	* Yes
Transports	Transports	Transports	Transports
• cost 7	• cost 7	- cost 8	* Cost 8
• 0 attack and defense value	• 0 attack and defense value	- 0 attack and 1 defense value	* Def 1
• does not block enemy movement	• does not block enemy movement	- may be casualty during naval combat	* blocks enemy movement