

A&A Europe 1940 (2nd Ed.) Setup

Setup

One or more players take the side of the Allies, and one or more players take the side of the Axis. Each player controls one or more world powers. If a player controls more than one power, those powers must all be on the same side. If you control more than one power, keep track of those powers' income and units separately. You can conduct operations for only one power at a time. Once you have decided who will play which power(s), prepare the game for play.

Game Board/National Production Chart

The game board is a map of the western hemisphere, circa 1940. It's divided into spaces, either territories (on land) or sea zones, which are separated by border lines. The national production chart tracks each power's production level (income) during the game. The level is based on the combined Industrial Production Credit (IPC) values of each territory a power controls. Place one of your power's control markers on the number on the chart that matches your power's starting IPC income (as shown on the chart below). This is the power's starting national production level. Each player should keep track of his or her power's production level separately.

Setup Charts

Take the setup chart for your power, located on the box top of the storage tray. It shows the name of the power, its units' color, and its emblem. It also lists the starting numbers and locations of that power's units on the game board.

Combat Forces

Take the plastic pieces that represent your power's combat units. Each power is color coded as shown in the following chart, which also shows the power's starting income level and treasury in Industrial Production Credits (see below). Place all of your power's starting units on the game board as listed on your power's setup chart.

Power Starting Income Color

Germany 30 Gray
Soviet Union 28 Maroon
United States 35 Green
United Kingdom 29 Tan
Italy 10 Brown
France 17 Blue

Plastic Chips

Use the chips to save space in overcrowded territories and sea zones. Gray chips represent 1 combat unit each, green chips represent 3 units each, and red chips represent 5 units each. For example, if you wanted to place 10 infantry on a space, you would stack up 1 red chip, 1 green chip, 1 gray chip, and 1 infantry unit on top. (If you don't have enough pieces to top off all your stacks, use any identifying item, such as a piece of paper with the unit type written on it.) The number of stacks is not limited by the number of plastic pieces available.

National Control Markers

National control markers indicate status in the game. They mark conquered territories and indicate national production levels. Take all of the national control markers that feature the emblem of your power.

Industrial Production Credits

These units are the money of the game, representing capacity for military production. The amounts shown in the chart above represent each power's beginning national production level. Each power also starts the game with that many IPCs in its treasury to spend on its first turn. During the game, each power will spend IPCs, on new units for example, and collect more IPCs as income from territories that it controls. Have one player act as a banker and track each power's current IPC treasury using the IPC Tracking Chart on page 41, or some other

means agreed upon by your group.

Battle Strip, Casualty Strip, and Dice

The battle strip is a card with columns that list attacking and defending units and their combat strengths. When combat occurs, the players involved place their units on both sides of the battle strip. Combat is resolved by rolling dice. Casualties are designated by being moved behind the casualty strip.

Research & Development Chart

The Research & Development chart is used for an optional rule when combining this game with Axis & Allies Pacific 1940 (see “Global Rules,” page 33). If you’re playing the combined games, whenever you develop a new technology, place one of your power’s control markers inside the appropriate advancement box on the chart.

Spaces On The Game Board

Territories

The border colors of the territories on the game board show which power controls them at the start of the game. Each power has its own color and emblem (the United Kingdom controls the Canadian territories in addition to those with its own emblem). When the rules refer to the “original controller” of a territory, they mean the power whose emblem is printed on the territory. All other spaces are neutral and are not aligned with any power. Most territories have an income value ranging from 1 to 20. This is the number of IPCs the territory produces each turn for its controller. A few territories, such as Iceland, have no income value. Units can move between adjacent spaces (those that share a common border). Spaces that meet only at a point (such as United Kingdom and sea zone 111) are not adjacent to one another, as they do not share a common border.

All territories exist in one of three conditions:

Friendly: Controlled by you or a friendly power.

Hostile: Controlled by a power with which you are at war.

Neutral: Not controlled by any power, or controlled by a power on the other side with which you are not yet at war (see “The Political Situation,” page 9). Neutral territories, such as Switzerland, have white borders and do not have any power’s emblem on them. Most such territories also have a unit silhouette with a number, which indicates how many infantry units the territory will generate to defend itself when its neutrality is violated. The Sahara Desert and Pripet Marshes are impassable and may not be moved into or through by any units.

Sea Zones

Sea zones are either friendly or hostile. Friendly sea zones contain no surface warships (this doesn’t include submarines and transports) belonging to a power with which you are at war. Hostile sea zones contain surface warships belonging to a power with which you are at war. (The presence of a surface warship belonging to an enemy power with which you are not yet at war doesn’t make a sea zone hostile.) Note: The Caspian Sea (surrounded by Caucasus, Kazakhstan, Turkmenistan, Eastern Persia, Persia, and Northwest Persia) is considered to be a sea zone, even though it does not have a number.

Islands

An island or island group is a single territory surrounded entirely by one or more sea zones. A sea zone can contain more than one island or island group, but each one is considered one territory. Each territory has a separate name and emblem on it. It’s not possible to split up land-based units so that they are on different islands in the same group. For example, Sardinia and Sicily are both located in sea zone 95. These named islands can each have independent land-based units. However, West Indies, located in sea zone 89, is an island group (one territory), so any land units there are all together, not on separate islands. Islands that have no name label, such as the one in sea zone 114, are not game spaces and may not have units moved onto them.

Canals and Narrow Straits

Canals and narrow straits are geographical features that can help or hinder sea movement, depending upon who controls them. Canals are artificial waterways that connect two larger bodies of water, while narrow straits are natural passages that do the same. In either case, control of the land territories surrounding these features gives the controlling power and its allies the ability to travel through them while denying access to enemy powers.

There are two canals on the game board. The Panama Canal connects the Pacific Ocean to the Caribbean Sea (sea zones 64 and 89), while the Suez Canal connects the Red Sea to the Mediterranean Sea (sea zones 81 and 98). A canal is not considered a space, so it doesn't block land movement. Land units can move freely between Trans-Jordan and Egypt. Central America, containing the Panama Canal, is one territory, so no land movement is required to cross the canal within Central America.

There are three narrow straits on the game board. The Turkish Straits connect the Mediterranean and Black Seas (sea zones 99 and 100), the Strait of Gibraltar connects the Atlantic Ocean to the Mediterranean Sea (sea zones 91 and 92), and the Danish Straits connect the North and Baltic Seas (sea zones 112 and 113). Most narrow straits can't be crossed by land units without the use of transport ships. However, Turkey is one territory that contains a narrow strait within it, so no land movement or transport ships are required to cross the straits within Turkey. If your side (but not necessarily your power) controlled a canal or narrow strait at the start of your turn, you may move sea units through it (you can't use it in the same turn that you capture it). If a canal or narrow strait is controlled by a power not on your side, but with which you are not yet at war, you must ask permission to use it, which may be denied. You can't move sea units through a canal or narrow strait that is controlled by a neutral territory or by a power with which you are at war.

In order to control a canal or narrow strait, you must control its controlling land territory or territories. They are as follows:

Canal/Narrow Straits Controlling Territories

Suez Canal Egypt and Trans-Jordan

Panama Canal Central America

Turkish Straits Turkey

Strait of Gibraltar Gibraltar

Danish Straits Denmark

If there is only one controlling territory, the power that controls it controls the canal or strait. If there are two controlling territories, the side that controls both of them controls the canal or strait. If one side controls one territory and the other controls the other, the canal or strait is closed to all sea units. Turkey begins the game as a neutral territory, so neither side may move through the Turkish Straits until Turkey is captured. Exception: Submarines of any power may pass through the Strait of Gibraltar regardless of which power controls it. The movement of air units is completely unaffected by canals and straits, whether they are moving over