



G42 Set-Up & Rules; for AAG40 2nd Ed.

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This is called the **Global 1942 Scenario**. “Simply stated, one may use one’s Europe and Pacific 1940 game maps to play a 1942 scenario that was designed by Larry Harris.”

“It will be a much shorter game than the present 1940 Global game. It will include far fewer pieces and far fewer rules... especially rules that have to deal with neutrals, being at war, going to war etc...”

There will be NO major neutral Powers. All the NO’s from the Global 1940 game will still apply as is.

ALL Powers begin the game AT WAR. Both the Soviet Union and the US may attack anyone from the onset of the game.

Victory Conditions stay the same:

Axis win by controlling 8 VCs in Europe or 6 VCs in the Pacific for a complete round of play (**ending with the next turn of the Axis power that captured the final required city**) and control at least one Axis capital (**Berlin, Rome, or Tokyo**) at the end of that round.

Allies win by controlling Berlin, Rome, and Tokyo for a complete round of play (**ending with the next turn of the Allied power that captured the third capital**) and control at least one Allied capital (**Washington, London, Paris, or Moscow**) at the end of that round.

The new turn order for G42 should be:

1. Soviet Union
2. Japan
3. United States
4. China
5. Germany
6. United Kingdom
7. Italy
8. ANZAC
9. France

As for who controls which powers refer to page 34 of the Europe 40 2nd Edition Rulebook at the top left where it reads “Number of Players”. But this is only a suggestion- each side can decide who plays which power(s) of that particular alliance.



Axis & Allies Global 1942

(Played on the Europe and Pacific 1940 Map)

SET-UP & BONUSES

Germany 54 IPCs

Bonus Income:

- 5 IPCs if Germany controls both Denmark and Norway while Sweden is neither pro-Allies nor Allies-controlled.
- 5 IPCs if Germany controls Russia (Moscow).
- 5 IPCs if Germany controls Volgograd (Stalingrad).
- 5 IPCs if Germany controls Novgorod (Leningrad).
- 5 IPCs if at least one German land unit is in Axis-controlled Egypt.
- 5 IPCs if an Axis power controls Caucasus.
- 2 IPCs if Germany controls Persia.
- 2 IPCs if Germany controls Iraq.
- 2 IPCs if Germany controls Northwest Persia

Germany: 3 Infantry, 3 Artillery, 2 Tanks, 1 AAA, 1 Fighter, 1 Strategic Bombers, Major Industrial Complex

Baltic States: 1 Infantry, 1 Tank, German control marker

Belarus: 3 Infantry, 1 Tank, German control marker

Bessarabia: German control marker

Bulgaria: 1 Infantry, 1 Tank, German control marker

Denmark: 1 Infantry

Eastern Poland: 2 Infantry, 1 Fighter, 1 Tactical Bomber, German control marker

Finland: 3 Infantry, German control marker

France: 1 Infantry, 2 tanks, 1 AAA, Air Base, Minor Industrial Complex, German control marker

Greece: 1 Infantry, 1 Mechanized Infantry, German control marker

Holland/Belgium: 1 Infantry, 1 Tank, 1 Fighter, 1 Tactical Bomber

Greater Southern Germany: 1 Infantry

Slovakia/Hungary: 1 Infantry

Normandy/Bordeaux: 1 Infantry, 1 Artillery, 1 Tank, German control marker

Norway: 2 Infantry, 1 Fighter

Poland: 4 Mechanized Infantry
Romania: 2 Infantry, 1 Tank, 1 Fighter
Smolensk: 3 Infantry, 1 Artillery, 1 Tank, German control marker
Southern France: 1 Infantry, 1 Tank, Naval Base, German control marker
Tobruk: 1 Tank, 1 Mechanized Infantry
Ukraine: 3 Infantry, 1 Artillery, 1 Tank, 1 Fighter, Minor Industrial Complex, German control marker
Western Germany: 1 Infantry, 1 Tank, 1 AAA, 1 Fighter, 1 Tactical Bomber, Air Base, Naval Base, Major Industrial Complex
Western Ukraine: 1 Infantry, German control marker
Yugoslavia: 1 Tank, German control marker

Sea Zone 93: 1 Transport, 1 Destroyer
Sea Zone 107: 2 Submarines
Sea Zone 113: 1 Transport, 2 Submarines, 1 Cruiser

Soviet Union 29 IPCs

Bonus Income:

- 10 IPCs (one time only) the first time the Soviet Union controls Germany (Berlin).
- 5 IPCs if sea zone 125 is free of Axis warships, Archangel is controlled by the USSR and there are no Allied units in any original Soviet territories.
- 3 IPCs for each original German, Italian, or Pro-Axis neutral territory that the USSR controls.

Archangel: 4 Infantry, 1 Tank
Bryansk: 4 Infantry, 1 Artillery
Buryatia: 2 Infantry
Caucasus: 1 Infantry
Evenkiyskiy: 2 Infantry
Karelia: 1 Infantry
Kazakhstan: 1 Infantry
Novgorod (Leningrad): 4 Infantry, 1 Artillery, 2 AAA, 1 Fighter, Air Base, Naval Base, Minor Industrial Complex
Novosibirsk: 1 Infantry
Rostov: 4 Infantry, 1 Artillery
Russia (Moscow): 4 Infantry, 1 Mechanized Infantry, 1 Artillery, 2 Tanks, 1 AAA, 1 Fighter, 1 Tactical Bomber, Air Base, Major Industrial Complex
Siberia: 2 Infantry
Urals: 3 Tanks, 1 Fighter
Volgograd (Stalingrad): 1 Mechanized Infantry, 1 Tank, 1 AAA, Minor Industrial Complex
Vyborg: 1 Infantry

Yakut S.S.R: 1 Infantry
Sea Zone 127: 1 Submarine

United Kingdom 41 IPCs (UK Eur 31 IPCs, UK Pac 10)

Bonus Income:

- 5 IPCs (awarded to the Europe economy) if the UK controls all of its original territories in its European economy.
- 5 IPCs (awarded to the Pacific economy) if the United Kingdom controls both Kwangtung and Malaya.

Alexandria: 1 Mechanized Infantry, 1 Artillery, 1 Tank
Anglo-Egyptian Sudan: 1 Infantry
Burma: 1 Infantry
Celebes: British control marker
Egypt: 2 Infantry, 1 Mechanized Infantry, 1 Artillery, 1 Tactical Bomber, Naval Base
Ethiopia: British control marker
Gibraltar: Naval Base
Iceland: Air Base
India: 4 Infantry, 1 Artillery, 2 AAA, 1 Fighter, 1 Tactical Bomber, Air Base, Naval Base, Major Industrial complex
Italian Somaliland: British control marker
Malta: 1 AAA, 1 Fighter
New Brunswick/Nova Scotia: Naval Base
Persia: British control marker
Quebec: 1 Tank, Minor Industrial Complex
Scotland: 1 Infantry, 1 Tactical Bomber, Air Base
Trans-Jordan: 1 Infantry
Union of South Africa: 1 Infantry, Naval Base, Minor Industrial Complex
United Kingdom: 2 Infantry, 1 Artillery, 1 Tank, 1 AAA, 2 Fighters, 1 Strategic Bomber, Air Base, Naval Base, Major Industrial Complex
West India: 1 Infantry

Sea Zone 39: 1 Transport, 1 Cruiser, 1 Aircraft Carrier (with/1 Fighter)
Sea Zone 91: 1 Destroyer
Sea Zone 98: 1 Cruiser
Sea Zone 106: 1 Transport, 1 Destroyer
Sea Zone 119: 1 Transport, 1 Battleship

Italy 10 IPCs

Bonus Income:

- 5 IPCs if Axis powers control at least 3 of the following territories: Gibraltar southern France, Greece, Egypt.
- 5 IPCs if Axis powers control all of the following territories: Morocco Algeria, Tunisia, Libya, Tobruk, Alexandria.
- 5 IPCs if there are no Allied surface warships in the Mediterranean Sea.
- 2 IPCs if Italy controls Iraq.
- 2 IPCs if Italy controls Persia.
- 2 IPCs if Italy controls Northwest Persia.

Albania: 1 Infantry, 1 Tank

Libya: 2 Infantry, 1 Fighter

Northern Italy: 1 Infantry, 1 Artillery, 1 Tank, 1 AAA, 1 Fighter, 1 Strategic Bomber, Major Industrial Complex

Southern Italy: 2 Infantry, 1 AAA, 1 Fighter, 1 Tactical Bomber, Air Base, Naval Base, Minor Industrial Complex

Tunisia: 1 Mechanized Infantry, Italian control marker

Tobruk: 1 Infantry, 1 Artillery

Sea Zone 95: 1 Transport, 1 Cruiser

Sea Zone 97: 1 Battleship

United States 50 IPCs

Bonus Income:

- 10 IPCs if the US controls all the following territories: Eastern US, Central US, Western US.
- 5 IPCs if the US controls the Philippines.
- 5 IPCs if the US controls all of the following territories: Mexico, South East Mexico, Central America, West Indies.
- 5 IPCs if the US controls all of the following territories: Alaska, Aleutian Islands, Hawaiian Islands, Johnston Island, Line Islands.
- 5 IPCs if there is a least 1 US land unit in the territory France.

Alaska: 1 Infantry

Central United States: 1 Infantry, Major Industrial Complex

Eastern United States: 2 Infantry, 2 Mechanized Infantry, 1 Artillery, 1 Tank, 1 AAA, 1 Fighter, 1 Strategic Bomber, Air Base, Naval Base, Major Industrial Complex

Hawaiian Islands: 2 Infantry, 2 Fighters, Air Base,

Naval Base

Midway: 1 Infantry, Air Base

Solomon Islands: 4 Infantry, 1 Artillery, 1 Fighter, 1 Tactical Bomber

Western United States: 4 Infantry, 1 Mechanized Infantry, 1 Artillery, 1 Tank, 1 AAA, 2 Fighter, 1 Tactical Bomber, 1 Strategic Bombers, Air Base, Naval Base, Major Industrial Complex

Sea Zone 10: 1 Transport, 1 Submarine, 1 Destroyer, 1 Cruiser, 1 Battleship

Sea Zone 26: 2 Submarines, 1 Destroyer, 1 Aircraft Carrier (with/1 Fighter)

Sea Zone 49: 1 Transport, 1 Destroyer, 1 Cruiser, 1 Battleship

Sea Zone 101: 2 Transports, 1 Destroyer

France (No Starting IPCs)

Troop bonus if France is liberated

When the territory France is liberated by the Allies, the player controlling France immediately places up to 12 IPCs worth of any French units on the territory France for free. This happens only once per game.

Algeria: 1 Infantry

French West Africa: 1 Infantry

Morocco: 1 Infantry

Syria: 1 Infantry

United Kingdom: 2 Infantry, 1 Fighter

Sea Zone 72: 1 Destroyer

Sea Zone 83: 1 Cruiser

ANZAC 10 IPCs

Bonus Income:

- 5 IPCs if the Allies (not including the Dutch) control Dutch New Guinea, New Guinea, New Britain, and the Solomon Islands.
- 5 IPCs if an Allied power controls Malaya and ANZAC controls all of its original territories.

Egypt: 2 Infantry

New South Wales: 2 Infantry, 1 AAA, Naval Base, Minor Industrial Complex

New Zealand: 1 Infantry, 1 Fighter, Air Base, Naval Base

Queensland: 2 Infantry, 1 Artillery, 1 Fighter, Air Base, Naval Base

Western Australia: 1 Infantry

Sea Zone 62: 1 Transport, 1 Destroyer

Sea Zone 63: 1 Cruiser

China 12 IPCs

Bonus Income:

▪ **6 IPCs if the Burma Road is open. Allies must control: India, Burma, Yunnan, and Szechwan. China may also purchase artillery.**

Anhwe: 2 Infantry

Kweichow: 1 Infantry

Shensi: 2 Infantry

Szechwan: 2 Infantry, 1 Fighter (US)

Yunnan: 2 Infantry

Japan 48 IPCs

Bonus Income:

▪ **5 IPCs if Axis powers control all of the following territories: Sumatra, Java, Borneo, Celebes.**

▪ **5 IPCs if Axis powers control New South Wales (Sydney).**

▪ **5 IPCs if Axis powers control India (Calcutta).**

▪ **5 IPCs if Axis powers control Hawaiian Islands (Honolulu).**

▪ **5 IPCs if Axis powers control Western United States (San Francisco).**

▪ **5 IPCs if Axis powers control all of the following territories: Guam, Midway, Wake Island, Gilbert Islands, Solomon Islands.**

Borneo: 1 Infantry, Japanese control marker

Caroline Islands: 2 Infantry, Air Base, Naval Base

Dutch New Guinea: Japanese control marker

Formosa: 1 Fighter

French Indo China: 2 Infantry, 1 Artillery, 1 Fighter, Japanese control marker

Gilbert Islands: 1 Infantry, Japanese control marker

Guam: 1 Infantry, Air Base, Japanese control marker

Iwo Jima: 1 Infantry

Japan: 4 Infantry, 1 Artillery, 1 Tank, 1 AAA, 1 Fighters, 1 Tactical Bomber, 1 Strategic Bombers, Air Base, Naval Base, Major Industrial Complex

Java: 2 Infantry, Japanese control marker

Jehol: 1 Infantry, Japanese control marker

Kiangsi: 1 Infantry, Japanese control marker

Kiangsu: 4 Infantry, 1 Artillery, 1 Fighter, 1 Tactical Bomber, Japanese control marker

Korea: 1 Infantry

Kwangsi: 3 Infantry, 1 Artillery, Japanese control marker

Kwangtung: 1 Infantry, 1 Artillery, Naval Base, Japanese control marker

Malaya: 1 Infantry, Naval Base, Japanese control marker

Manchuria: 3 Infantry, 1 Artillery, 1 Fighters, 1 Tactical Bomber, Japanese control marker

New Britain: 2 Infantry, Japanese control marker

New Guinea: Japanese control marker

Okinawa: 1 Infantry

Palau Island: 1 Infantry

Philippine Islands: 2 Infantry, 1 Artillery, Air Base, Naval Base, Japanese control marker

Shantung: 1 Infantry, 1 Artillery, Japanese control marker

Siam: 1 Infantry

Sumatra: 2 Infantry, Japanese control marker

Wake Island: 1 Infantry, Air Base, Japanese control marker

Sea Zone 6: 1 Transport, 1 Destroyers, 1 Aircraft Carrier (with/ 1 Fighter & 1 Tactical Bomber), 1 Battleship

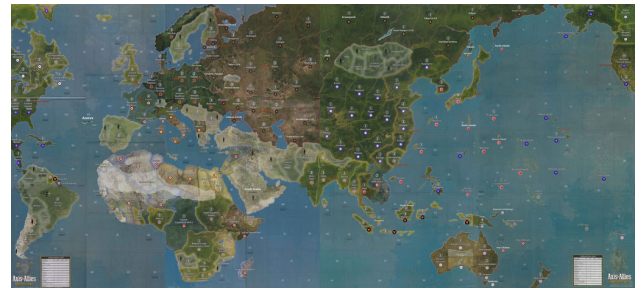
Sea Zone 19: 1 Transport, 1 Destroyer

Sea Zone 33: 1 Cruiser, 1 Aircraft Carrier (with 1 Fighter)

Sea Zone 42: 1 Aircraft Carrier (with 2 Fighters), 1 Battleship

Sea Zone 47: 1 Submarine, 1 Destroyer, 1 Cruiser

Sea Zone 49: 1 Submarine



Rules Clarification: *These rules/set-up were created by Larry Harris himself in the effort to make the global 1940 game more playable in an FTF/tournament setting. All rules/set-up changes and revisions to the G40 rules were created by Larry Harris and Kevin Chapman. They are now officially called G42 (G40 2nd Ed.) Only the editing of these rules in this version/format was compiled by Greg Smorey. April 30, 2013
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