

## Axis & Allies Anniversary Edition Rules Changes

The following chart contains a list of rules changes between Axis & Allies Anniversary Edition and Axis & Allies Revised. The Larry Harris Tournament Rules (LHTR) are also referenced, both to allow comparison between the rule sets and to show the influence of LHTR on the development of the Anniversary game. For the most part, new rules are not discussed except in a broad sense. For example, new and removed technological advances aren't addressed individually – only the existing ones that have changed.

Anniversary	LHTR	Revised
Victory is achieved by owning 13, 15, or 18 Victory Cities.	Victory is achieved by owning either 9 or 12 Victory Cities.	Victory is achieved by owning 8, 10, or 12 Victory Cities.
China is a semi-autonomous power controlled by the USA player and has special rules.	China is a US territory and has no special rules.	China is a US territory and has no special rules.
<b>Research and Development</b>		
Research and Development rules are optional.	Weapons Development rules are not optional.	Weapons Development rules are not optional.
Researchers are purchased for 5 IPCs each and continue to roll each turn until they are successful.	Weapons Development dice are purchased for 5 IPCs and are good for one turn only.	Weapons Development dice are purchased for 5 IPCs and are good for one turn only.
Research is not targeted. The development gained if successful is random.	Research is targeted. The desired development is chosen before rolling the dice.	Research is targeted. The desired development is chosen before rolling the dice.
Twelve developments are available.	Six developments are available.	Six developments are available.
New developments take effect immediately.	New developments take effect during the Mobilize New Units phase.	New developments take effect immediately.
Super Submarines increases subs' attack value to 3.	Super Submarines increases subs' attack and defense values to 3.	Super Submarines increases subs' attack value to 3.
Heavy Bombers allows bombers to roll two dice when attacking.	Heavy Bombers allows bombers to roll two dice when attacking or defending and use the better of the two. In strategic	Heavy Bombers allows bombers to roll two dice when attacking.

	bombing raids, one is then added to the resulting number.	
Some rules on conducting rocket attacks have changed (see <b>Strategic Bombing Raids and Rocket Attacks</b> ).		
<b>Combat Order</b>		
Combat is conducted in the order of strategic bombing, amphibious assaults, then general combat.	Combat is conducted in any order that the attacker wishes, but sea battles preceding amphibious assaults must be fought before those assaults.	Combat is conducted in any order that the attacker wishes, but sea battles preceding amphibious assaults must be fought before those assaults.
<b>Strategic Bombing Raids and Rocket Attacks</b>		
Strategic bombing raids and rocket attacks damage industrial complexes.	Strategic bombing raids and rocket attacks destroy IPCs.	Strategic bombing raids and rocket attacks destroy IPCs.
There is no damage limit for a single strategic bombing raid or rocket attack, but an industrial complex cannot have more than twice as many damage markers as the territory's IPC value.	In a strategic bombing raid and/or rocket attack, the total damage per turn is capped at the territory's IPC value.	In a strategic bombing raid or rocket attack, each bomber's or rocket's damage is capped at the territory's IPC value.
Rocket attacks are declared during the Strategic Bombing Raid step of the Conduct Combat phase.	Rocket attacks are declared during the Conduct Combat phase.	Rocket attacks are declared during the Conduct Combat phase.
An industrial complex can be hit by multiple rocket attacks per turn.	An industrial complex can only be hit by one rocket attack per turn.	An industrial complex can only be hit by one rocket attack per turn.
<b>Amphibious Assaults</b>		
Cruisers can provide bombardment in amphibious assaults.	There are no cruisers.	There are no cruisers.
If there are only enemy subs and/or transports in the sea zone, they may be ignored and ships may provide bombardment in amphibious assaults.	If there are any enemy ships in the sea zone, ships must attack them and may not provide bombardment in amphibious assaults.	If there are any enemy ships in the sea zone, ships must attack them and may not provide bombardment in amphibious assaults.
Bombardment is a pre-combat step, and casualties are placed behind the casualty	Bombardment is performed in Opening Fire, so casualties can't fire back.	Bombardment is performed in Opening Fire, so casualties can't fire back.

line, so they can fire back.		
The number of ships that can bombard is limited to the number of seaborne land units attacking.	There is no limit to the number of ships that may bombard.	There is no limit to the number of ships that may bombard.
Units attacking by land may retreat.	No land units may retreat.	No land units may retreat.
<b>Mobilization</b>		
The number of units that can be mobilized from an industrial complex is the IPC value of the territory minus the number of damage tokens on the complex.	The number of units that can be mobilized from an industrial complex is the IPC value of the territory.	The number of units that can be mobilized from an industrial complex is the IPC value of the territory.
New fighters can be mobilized on existing carriers.	New fighters can be mobilized on existing carriers.	New fighters cannot be mobilized on existing carriers.
Existing fighters are placed on new carriers by ending their combat or noncombat movement in the sea zone in which the carrier will be mobilized.	Existing fighters are placed on new carriers by ending their combat or noncombat movement in the sea zone in which the carrier will be mobilized.	Existing fighters are placed on new carriers by moving them during the Mobilize New Units phase from the territory containing the industrial complex from which the carrier is mobilized.
Units that cannot be placed due to production limits remain in the Mobilization Zone until they can be placed.	Units that cannot be placed due to production limits are lost.	Units that cannot be placed due to production limits are lost.
<b>Antiaircraft Guns</b>		
AA guns cost 6 IPCs.	AA guns cost 5 IPCs.	AA guns cost 5 IPCs.
AA guns never fire at air units passing over their territory en route to another territory.	AA guns fire at air units passing over their territory en route to another territory during combat movement only.	AA guns always fire at air units passing over their territory en route to another territory.
<b>Industrial Complexes</b>		
Industrial complexes can be damaged by strategic bombing raids and rocket attacks against them (see <b>Strategic Bombing</b>	IPCs can be destroyed by strategic bombing raids and rocket attacks against industrial complexes (see <b>Strategic</b>	IPCs can be destroyed by strategic bombing raids and rocket attacks against industrial complexes (see <b>Strategic</b>

<b>Raids and Rocket Attacks).</b>	<b>Bombing Raids and Rocket Attacks).</b>	<b>Bombing Raids and Rocket Attacks).</b>
Damage to industrial complexes is repaired during the Purchase Units phase.	Industrial complexes can't be damaged.	Industrial complexes can't be damaged.
<b>Air Units – General</b>		
Air units that participated in combat return in noncombat movement.	Air units that participated in combat return in noncombat movement.	Air units that participated in combat return immediately after combat.
Air units “land” at the end of the Mobilize New Units phase.	Air units “land” at the end of the Mobilize New Units phase.	Air units “land” at the end of the Noncombat Movement phase.
<b>Fighters</b>		
Fighters may end their noncombat movement in a sea zone in which a new carrier will be mobilized.	Fighters may end their noncombat movement in a sea zone in which a new carrier will be mobilized.	Fighters must end their noncombat movement in a space currently containing an eligible landing spot.
A defending fighter based on a destroyed carrier may move up to one space to land. This movement occurs after all attacks are resolved and before the attacker’s noncombat movement phase. It may land in any friendly territory or any sea zone with a friendly carrier.	A defending fighter based on a destroyed carrier may move up to one space to land. This movement occurs after all attacks are resolved and before the attacker’s noncombat movement phase. It may land in any friendly territory or any sea zone with a friendly carrier.	A defending fighter based on a destroyed carrier may move up to one space to land. This movement occurs immediately after the attack that stranded the fighter. It may land in any friendly territory or any sea zone with a friendly carrier that has not been and will not be contested this turn.
Some rules on carrier and fighter mobilization have changed (see <b>Mobilization</b> ).		
<b>Bombers</b>		
Bombers cost 12 IPCs.	Bombers cost 15 IPCs.	Bombers cost 15 IPCs.
<b>Battleships</b>		
Battleships cost 20 IPCs.	Battleships cost 24 IPCs.	Battleships cost 24 IPCs.
Some rules on battleship participation in amphibious assaults have changed (see <b>Amphibious Assaults</b> )		
<b>Aircraft Carriers</b>		
Carriers cost 14 IPCs and defend on a 2.	Carriers cost 16 IPCs and defend on a 3.	Carriers cost 16 IPCs and defend on a 3.
Some rules on carrier and fighter interaction have changed (see <b>Mobilization</b> and <b>Fighters</b> ).		
<b>Cruisers</b>		
Cruisers cost 12 IPCs. They are sea units	There are no cruisers.	There are no cruisers.

that attack and defend on a 3 and have a movement of 2. They can also support amphibious assaults with bombardment.		
<b>Destroyers</b>		
Destroyers cost 8 IPCs and attack and defend on a 2.	Destroyers cost 12 IPCs and attack and defend on a 3.	Destroyers cost 12 IPCs and attack and defend on a 3.
<b>Submarines</b>		
Subs cost 6 IPCs and defend on a 1.	Subs cost 8 IPCs and defend on a 2.	Subs cost 8 IPCs and defend on a 2.
Subs fire before other units if there is no enemy destroyer present, but fire with other units if there is an enemy destroyer.	Subs fire in Opening Fire regardless of the presence of an enemy destroyer. Their casualties are removed immediately if there is no enemy destroyer, but may fire back if there is one.	Subs fire in Opening Fire regardless of the presence of an enemy destroyer. Their casualties are removed immediately if there is no enemy destroyer, but may fire back if there is one.
Subs cannot be hit by air units unless there is an enemy destroyer present.	Subs can always be hit by air units.	Subs can always be hit by air units.
Subs may submerge before any firing is done at the beginning of any combat round if there are no enemy destroyers present.	Subs may submerge during the Press Attack or Retreat step of any combat round if there are no enemy destroyers present.	Subs may submerge during the Press Attack or Retreat step of any combat round if there are no enemy destroyers present.
Submerged subs resurface at the end of combat.	Submerged subs resurface at the end of the Noncombat Movement phase.	Submerged subs resurface at the end of the Noncombat Movement phase.
The presence of enemy subs alone does not make a sea zone hostile, so ships may move freely through sea zones containing only enemy subs.	The presence of submerged enemy subs alone does not make a sea zone hostile, but the presence of unsubmerged subs does.	The presence of submerged enemy subs alone does not make a sea zone hostile, but the presence of unsubmerged subs does.
Subs have no effect on enemy units in the same sea zone.	Submerged subs have no effect on enemy units in the same sea zone, but unsubmerged subs prevent enemy transports from loading or unloading.	Submerged subs have no effect on enemy units in the same sea zone, but unsubmerged subs prevent enemy transports from loading or unloading.
Subs can end their noncombat movement in a hostile sea zone.	Subs cannot end their noncombat movement in a hostile sea zone.	Subs cannot end their noncombat movement in a hostile sea zone.

<b>Transports</b>		
Transports cost 7 IPCs and have no defense value.	Transports cost 8 IPCs and defend on a 1.	Transports cost 8 IPCs and defend on a 1.
Transports must be chosen last as casualties.	Transports may be chosen as casualties at any time.	Transports may be chosen as casualties at any time.
Defenseless transports are automatically eliminated if enemy combat units fire on them.	Transports fight like any other unit, though they have no attack value.	Transports fight like any other unit, though they have no attack value.
The presence of enemy transports alone does not make a sea zone hostile, so ships may move freely through sea zones containing only enemy transports.	The presence of enemy transports alone makes a sea zone hostile.	The presence of enemy transports alone makes a sea zone hostile.
Transports can load or unload in a sea zone containing only enemy subs and/or transports.	Transports cannot load or unload in a sea zone containing only unsubmerged enemy subs and/or transports.	Transports cannot load or unload in a sea zone containing only unsubmerged enemy subs and/or transports.
Transports cannot load after combat.	Transports cannot load after combat.	Transports can load after combat if they don't unload.
Transports cannot offload in both combat and noncombat movement.	Transports cannot offload in both combat and noncombat movement.	Transports can offload into the same territory in both combat and noncombat movement if the second unit was loaded in a previous turn.