

# Axis & Allies:

## Kremlin-Variant

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Thanks to Kurt (Spring1942), designer of the Kremlin Rules. These DAAK rules are very similar to the AAMC Kremlin rules, except for some rules clarifications and the LowLuck addition.

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## I. Basic Rules

**The 2<sup>nd</sup> Edition Rules** are used in DAAK for Kremlin, i.e. 1-hit-bb, WCa and Lab touch, no amphibious retreats, no submerging etc. There are some modifications to the standard rules:

**Restricted Russia** - Russia can only perform purchases, non-combat movements and placements in round 1 (no combats on round 1)

**Both IPC Victory on** - M84 for Axis and M110 for Allies.

**Axis Advantage** – Germany starts with Jet Power, Japan starts with Super Subs.

**Reduced Weapons Development** - No Tech until round 5. Only 2 tech rolls per side per turn, until one side gets Heavy Bombers or Industrial Technology, then unlimited tech rolls are allowed for both sides. Example: Japan and Germany combined may roll 2 tech dice per round; UK, USA, and USSR combined may roll 2 tech dice per round.

**Capital Protection** - A capital may not be attacked on round 1 for encouraging gambit bonus options and bids. Strategic Bombing Raids (SBR) on capitals are allowed though.

In Kremlin the initial setup is changed by using so called Bonus Options. The bidding is handled slightly different as well. The next chapters will deal with this.

## II. Order of Bonus Options and Bid

The players will select two bonus options each. If both players agree then they can choose three or four options each.

The lower ranked player gets to pick for either axis or allies and gets the first bonus option. This doesn't determine which player will play what side though! Next, the higher ranked player gets to pick the next option for the opposing side.

The players alternate selections until finished with their agreed number of bonus options.

The bidding begins. Lowest bid plays the axis powers.

## III. The Bid

The lowest-ranked player will make the first bid. If the ranks are equal, the lowest-rated player will make the first bid. If the rates are equal, the player with the lowest number of games played will make the first bid. If the games played are equal, alphabetical order determines the player who makes the first bid.

When bidding, a player must declare "how much", meaning how many IPC's, he is bidding. The other player then (1) bids a lower number of IPC's (again providing "how much"), or (2) stops the bidding and gives his opponent the Axis powers at the last bid. Bidding goes back and forth between the players until one of the players chooses option (2). The lowest bidder then plays the Axis.

In case of negative bids, the axis will take units from the board, rounding down to the next land unit. Example: a bid of -3: take away 1 inf; a bid of -5: take away 1 arm; a bid of -1: take away 1 inf (round down to next unit).

German units may be placed only on German-owned territories and sea zones; Japanese units may be placed only on Japanese-owned territories and sea zones. A sea zone is owned by a country if it is adjacent to a territory which the country owns.

**NOTE:** Players do not have to declare what they are buying nor where the bid units will be placed during the bidding process.

- No units selected with a bonus option may be removed (in case of a negative bid).
- Only armor and infantry units may be removed from the board (in case of a negative bid).

## IV. Bonus Options

There are 9 bonus options. The same option may not be selected twice by the same player.

**#1) Infantry Placement** - Place three infantry on any territory not adjacent to one containing enemy units. Infantry must be placed on its own territory, for example UK infantry cannot be placed in Novosibirsk.

**#2) Neutral Territories** - Take over one major neutral power and one minor neutral power, you take over their armies as well (One country does not have to take control of both neutrals, for example Germany may take over Sweden while Japan may take over Mongolia). If a neutral has a submarine or a transport place it in the nearest friendly sea zone.

Major neutrals:

Argentina	2 inf, 1 transport
Peru	2 inf, 1 submarine
Spain	3 inf, 1 armor
Sweden	2 inf, 1 submarine
Switzerland	2 inf, 1 fighter
Venezuela	2 inf, 1 armor
Turkey	2 inf, 1 armor

Minor neutrals - (A minor neutral army consists of one infantry unit)

Afghanistan, Eire, Mongolia, Saudi Arabia, Angola, Mozambique, and Rio de Oro.

**#3) Transport/Submarine Placement** - You may receive two transports, two submarines, or a submarine and a transport; they must be placed adjacent to its own territory or in a sea zone containing other friendly naval units but not in the same sea zone with enemy units. They may be placed in different sea zones. Exception- Germany may not place a transport in the Baltic Sea.

**#4) Fighter Placement** - Must be placed on its own territory, for example a UK fighter may not be placed in Sinkiang. A fighter may be placed on a friendly carrier.

**#5) Bomber Placement** - Must be placed on its own territory, for example a USA bomber may not be placed in Russia.

**#6) Factory/AA gun Placement** - This factory may only produce as many units per round as the IPC value of the territory it is placed in. The AA gun must be placed in the same territory as the factory.

**#7) Carrier or Battleship Placement** - Must be placed adjacent to its own territory or in a sea zone containing other friendly naval units but not in the same sea zone with enemy units.

**#8) Takeover of enemy held territory** - Place two infantry on said territory and retreat any enemy forces to the nearest enemy territory (The player who wins the retreating side decides where to retreat those units after the bidding process is complete if there is more than one eligible territory to retreat to). A territory that contains a factory may not be taken using this option.

**#9) Special "What-if" Scenarios** ....a scenario may not be chosen if the opposing side has affected a territory or sea zone involved in the scenario with a bonus option.

#### ***RUSSIAN SCENARIOS***

- o No Russian Purge---add three infantry units to Russia and two infantry units to Novosibirsk.

#### ***GERMAN SCENARIOS***

- o South American Powers join the Axis---Place two German infantry in Brazil and Germany also gains control of Argentina's army(2 infantry, 1 transport)...in addition the BB Graf Spee still roams the South Atlantic(place battleship in Drake Passage)  
**...OR...**
- o Italian navy does better than historically---UK naval units in Mediterranean Sea destroyed, add a submarine to the German Mediterranean fleet.

#### ***UNITED KINGDOM SCENARIOS***

- o Japanese expansion into the SE Pacific doesn't go well--UK holds East Indies with 2 infantry and also controls New Guinea, Borneo-Celebes, and the Solomon Islands...all Japanese infantry on these islands destroyed...In addition the Battleship Revenge still roams the SE Pacific(Place battleship in the Java Sea).  
**...OR...**
- o UK fortifies South Africa--UK places additional units in South Africa...place three additional infantry, an armor unit, factory, and aa gun in South Africa.

#### ***JAPAN SCENARIOS***

- o Pearl Harbor goes better than expected...add a submarine to the Solomon Sea zone...in addition Japan managed to destroy the US carrier group in the Pearl Harbor attack(eliminate carrier and fighter from the Hawaii Sea zone). Japan controls Hawaii as well(US infantry unit stationed in Hawaii destroyed).  
**...OR...**
- o Japanese expansion into the SW Pacific goes better than expected...Japan takes Australia with two infantry(UK units destroyed)...in addition Japan wins the Battle of the Coral Sea (add a carrier and fighter off the East coast of Australia.)  
**...OR...**
- o China joins Japan!!! All US infantry in China and Sinkiang are destroyed...Japan adds one infantry to each of these territories. US fighter stationed in China is retreated to Karelia.

#### ***USA SCENARIOS***

- o USA takes the initiative in the Pacific...USA takes Wake Island with two infantry, USA holds the Philippines with two infantry...all Japanese units formerly on these islands are destroyed except the Japanese fighter on the Philippines which is retreated to Japan....Add two submarines to the Hawaii Sea zone and a transport off Wake Island.  
**...OR...**

- o Early West African landings...USA places two infantry in Algeria and two infantry in French West Africa...German forces in Algeria are retreated to Libya. USA also gets two extra transports and a submarine off the coast of French West Africa.

## V. Rules Clarifications

A territory or sea zone affected by a bonus option may not be affected in following selections by the opposing side.

**Example:** If the player selecting the axis bonus options chooses to place a fighter on French-Indo China then it would be illegal for the other player to takeover French-Indo China.

A territory or sea zone affected by a bonus option may be affected by other bonus options from that same side.

**Example:** Both players agree to play with 4 bonus options. The player selecting the axis bonus options chooses to take over Egypt, he may place a factory (and aa gun) on Egypt for his second bonus, a bomber on Egypt for his third bonus and a submarine and transport in the Arabian Sea for his fourth bonus.

Bonus selections once made may have an impact on all remaining bonus selections.

**Example:** The player selecting the axis bonus options decides to take over Argentina and Mongolia as one of his bonus options, USA may not place three infantry on Brazil since it is now adjacent to a territory containing enemy units.

The starting income doesn't change by any option whatsoever.

Sea units that were received from options can also be placed in friendly sea zones. This also holds true for ftrs, when being placed (and only then) on friendly carriers. This is not applied for the bidding process though.

**Example:** The axis choose bonus option #4 and place a German jet on the Japanese ac in MIC. The next axis bonus option is a German sub in SJA. After the bidding, the axis decide to place another sub. In this case only a Japanese sub can be placed in SJA, because this would go against the bidding rules.

A last comment regarding Kremlin and LowLuck – Kremlin can be played LowLuck style. LL is played without tech, which means that all above techrules are obsolete for LL. The techs at the start of the game (Ger Jet Power, Jap Super Subs) will remain. A combination of LL with tech and Kremlin is also possible and is allowed in the DAAK Ranking.