Introduction

Plotted A&A (PAA) is a variant for Milton Bradley's Axis & Allies® (A&A). In this variant, players plot each turn's activities in advance. During a turn, rounds are played until all plotted actions have been revealed. One at a time, each country reveals and executes one plotted action each round.

PAA is similar to blind A&A variants in that the game is full of surprises and unexpected opportunities. You must attempt to out think and out guess your opponent's maneuvers. Unlike blind variants, however, PAA doesn't require an extra board, an extra table, and a referee to run between. Uncertainty is created with all the players at the same table.

You are free to make copies of these rules and the plot form for yourself and your friends. However, Interformic Games retains the copyright to Plotted A&A. Thanks!

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Getting Started

Unless overridden in these variant rules, follow the standard A&A rules. When setting up the map, place units just as you would in a standard game. There's no hidden deployment.

Since you'll be plotting ship movement, players should agree on a convention for naming sea zones. You can name or number sea zones by writing directly on your map. Or you can identify a sea zone by naming a coastal area or island clearly associated with that zone.

You can print and make copies of the plotting form on page 9 or use notebook paper to plot each turn's orders.

Sequence Of Play

The game is played in a series of turns. Each turn is broken down into these phases:

1. Develop Weapons Phase
2. Plot Phase
3. Execution Phase
4. Final Build Phase
5. Collect Income Phase

At the beginning of each turn, all players may attempt to develop weapons during the Develop Weapons Phase. During the Plot Phase, all players must plot their actions for the current turn. When everyone has finished plotting, a variable number of rounds are played during the Execution Phase. During a round, each country must reveal and may execute the action it plotted for that round. After all rounds are completed, all players may place unbuilt units and collect income during the Final Build and Collect Income Phases.

Develop Weapons Phase

Beginning with the USSR and proceeding in standard turn order, each player may develop weapons. Weapons development is not plotted; follow the standard rules for weapons development.

Plot Phase

Plotting Actions

All players simultaneously plot all movement and build actions for the current turn. All movement and builds for each country must be plotted one action at a time, and each action must be assigned a round number.

Movement and build actions may be intermixed. Round numbers must begin with 1 and proceed sequentially without skipping any numbers (e.g. 1, 2, 3...).

Here's an example plot of Germany's 1st turn. The rounds were written out of order because the Germans first wrote all of the actions they wanted to take and then went back and assigned a round number to each action. The Germans have legally plotted to build units during the 6th round and then move a submarine during the 7th round.

German 1st Turn Example

Round	Move To / Build At	With Units	From	Notes
4	Karelia	3i, t	Fin	
		3i, t	Ukr	
		3i, t	E Eur	
		2t	Ger	Via E Eur
3	North Sea	f	Ukr	
		f	Fin	
		f	E Eur	
		f	W Eur	
		f, b	Ger	
		sub, trn	Baltic	
1	E Med	bb, trn	C Med	+t from S Eur
2	Egypt	all	Libya	t via F E Afr
		t	E Med	from trn
5	F W Afr	all	Alg	
6	Ger	6t	build	30 IPCs
7	US E Coast	sub	Spn W Coast	

In the example above, the German's used the following unit abbreviations:

b bomber
bb battleship
cv carrier
f fighter
i infantry
sub submarine
t tank
trn transport

Plotting Build Actions

One build action consists of placing *all* the units that a single factory will produce during the turn in that factory's area. You may plot only one build action per factory. If you lose a factory before a plotted build action can take place, you may build those units at an original factory during the Final Build Phase. Build actions are limited by the factory's capacity as described in the standard rules.

A unit may not be plotted to do anything during the turn it's built; it may only remain where it is and defend. You may not move units onto a newly built transport and you may not land fighters on a newly built carrier. A factory may not build new units during the turn the factory is built or captured. A defending submarine, however, may retreat from combat on the turn it's built.

Plotting Movement Actions

One movement action consists of moving 1 or more units from 1 or more areas into a *single* land or sea area. No more than 1 move may be plotted *into* a single area, although multiple sea and blitz moves may be plotted *through* an area. Aircraft may be plotted to move once or twice (see Plotting 2nd Aircraft Movement below); all other units may be plotted to move only once.

For example, the Germans plot to move into Karelia on round 4. They will move units from 4 different areas. This counts as a single movement action. The Germans may not plot any additional moves into Karelia during this turn, but they may plot a blitz move through Karelia on a later round.

Round	Move To / Build At	With Units	From	Notes
4	Karelia	3i, t	Fin	
		3i, t	Ukr	
		3i, t	E Eur	
		2t	Ger	Via E Eur

Combat and Non-Combat Movement

PAA makes no distinction between Combat and Non-Combat movement. You may plot moves into enemy or friendly areas in any order.

Plotting Two-Area Movement

A tank or ship that is planning to move 2 areas must plot which area it will move through.

For example, the Germans plot to move units from Libya to Egypt on round 2, with the tank blitzing through French Equatorial Africa.

Round	Move To / Build At	With Units	From	Notes
2	Egypt	all	Libya	t via F E Afr

Plotting Aircraft Movement

Fighters and bombers plot movement only to their destinations; they *don't* plot which areas they'll move through. An aircraft may not attack enemy units in the areas it moves through; it may only attack enemy units at its plotted destination.

If a friendly country doesn't control the destination, you may not plot the aircraft to move its full range and there must be a friendly area available for landing. However, you don't have to plot the landing move. If the destination is friendly at the beginning of the turn, you may plot the aircraft to move its full range.

For example, the Germans may plot to move a fighter from Ukraine to the North Sea (the sea zone surrounding the UK) since it will have 1 movement point left to land in Western Europe or Finland. Or the Germans may plot to move the fighter from Ukraine to Algeria, using all of the fighter's movement to land in a friendly area.

Plotting 2nd Aircraft Movement

Unlike other units, you may plot to move fighters and bombers on 2 separate rounds. However, an aircraft may not exceed its movement range during the turn. If you plot to move an aircraft twice, it must have enough range to move to its 1st destination, then move from there to its 2nd destination, and then make an unplotted landing (unless it can land at its 2nd destination).

For example, the Germans may wish to bomb the UK's submarine located in the Eastern Mediterranean (E Med). Fearing the sub may move through the Suez Canal on an earlier round, the Germans may plot to move their bomber from Germany to E Med on round 4, then plot to move the bomber from E Med to the Arabian Sea on round 5. This leaves the bomber with enough range to land in Libya.

Round	Move To / Build At	With Units	From	Notes
4	E Med	b	Ger	1st move
5	Arabian Sea	b	E Med	2nd move

Note that once an aircraft has landed, it may not move again until next turn. Also, an aircraft *must* land immediately after it's involved in an attack. See the Aircraft Landing rules on page 7.

Plotting Fighter and Carrier Movement

The Plotting 2nd Aircraft Movement rule allows fighters to move with their carrier on one round and launch an attack from the carrier on a 2nd round. The total number of areas traversed by a fighter, *including movement while on a carrier*, may not exceed the fighter's range.

For example, the Japanese may wish to launch an attack on Alaska from the Sea of Japan. On round 1, they plot to move a transport with 2 infantry and a carrier with 2 fighters into the Bering Sea. On round 2, they plot to move the infantry and fighters from the Bering Sea into Alaska. The Japanese have plotted to move their fighters through 3 areas: 2 while on the carrier and 1 flying from the carrier into Alaska. The fighters will have 1 movement point left to land on the carrier after combat.

Round	Move To / Build At	With Units	From	Notes
1	Bering	cv, 2f, trn	Sea of Japan	+2 i from Japan
2	Alaska	2f, 2i	Bering	

Plotting Transport Movement

A transport must plot which units it will pick up and where each unit will come from. However, a transport does not plot where units will be dropped off. Instead, a 2nd plot must be made for a transported unit to move out of the sea zone and into an adjacent land area. Even if a unit is bridging, one action must be plotted for the transport to pick the unit, and a 2nd action must be plotted for that unit to move onto land.

For example, the Germans plot to move a transport into the Eastern Mediterranean from the Central Mediterranean on round 1, picking up a tank from Southern Europe. On round 2, they plot to move the tank into Egypt from the Eastern Mediterranean.

Round	Move To / Build At	With Units	From	Notes
1	E Med	bb, trn	C Med	+t from S Eur
2	Egypt	all	Libya	t via F E Afr
		t	E Med	from trn

Plotting "Invalid" Moves

You may plot a move that's currently invalid in the hope that it will become valid by the time you execute it. For example, you may plot a blitz move through an area that contains enemy units in the hope that the enemy units will either leave or be eliminated during an earlier round. Likewise, you may plot to move a submarine out of an area it doesn't currently occupy on the assumption it'll be forced to retreat into that area during a prior enemy attack.

Time Limit

Before the game begins, all players should agree on a time limit for the Plot Phase. All plotting must stop when this time limit runs out. You don't have to plot an action for every unit you control. Unplotted units will simply remain where there are and defend.

Execution Phase

Rounds

The Execution Phase is played in a variable number of rounds. Beginning with the USSR and proceeding in standard turn order, each country reveals and executes the action it plotted for the current round.

> Turn 1
>> Round 1
>>> Russia executes 1st action
>>> Germany executes 1st action
>>> UK executes 1st action
>>> Japan executes 1st action
>>> USA executes 1st action
>> Round 2
>>> Russia executes 2nd action
>>> Germany executes 2nd action
>>> and so on...

Rounds continue until all countries have revealed and executed all their actions. If one country plotted fewer rounds than another, that country's units simply defend during later rounds.

A plotted action *must* be revealed during its assigned round. However, a country has the option of moving or building none, some, or all of the units it plotted to move or build.

For example, the German's plotted to attack Karelia during the 4th round. In light of a massive Russian build up during the first 3 rounds, the Germans may choose not to move any units into Karelia and simply pass during the 4th round.

Executing Build Actions

When you reveal a build action, place, at the specified factory, all, some, or none of the units you plotted to build there and give the required number of IPCs to the bank.

If you no longer have the required number of IPCs you must choose which units not to build. However, you may *not* build a unit you didn't plot to build

If you no longer hold the factory, or you choose to build only some of the units plotted, you may build the remaining units during the Final Build Phase. You always have the option of passing a build action and placing the remaining units during the Final Build Phase.

Executing Two-Area Movement

A tank or ship that was plotted to move 2 areas has the option of moving the full 2 areas, of moving to the 1st area and stopping, or of not moving at all. It's possible that a tank or ship won't be able to move 2 areas because of intervening enemy units. In this case, the tank or ship has the option of not moving at all or of moving to attack the intervening enemy.

For example, the Germans plotted to move units from Libya to Egypt on round 2, with the tank blitzing through French Equatorial Africa (FE Afr). If the British moved an infantry into FE Afr during round 1, the German tank must either attack the British in FE Afr or remain in Libya. The tank may *not* move directly from Libya to Egypt.

Round	Move To / Build At	With Units	From	Notes
2	Egypt	all	Libya	t via F E Afr

Regardless of what the tank does, the German infantry from Libya must either attack Egypt without the tank or remain in Libya. The infantry may *not* attack FE Afr.

Executing Aircraft Movement

A fighter or bomber chooses which areas it will fly over as it moves to its destination. It must either move to its plotted destination or not move at all; it may *not* stop in an area along the way. If the aircraft's destination isn't controlled by a friendly country, the aircraft may not move its full range and a friendly area must be available to land in.

For example, the Germans have plotted to fly a bomber to the North Sea. If British units are in the North Sea, the bomber must either remain in Germany or attack the British, it can't stop in Western Europe on its way to the North Sea.

A move that was legal during the Plot Phase can become illegal if an enemy country conquers a friendly territory. If a plotted move becomes illegal, you may not execute it, and the aircraft must remain where it started.

For example, the Germans may have plotted to move a fighter from Ukraine to Algeria, but the British landed infantry in Algeria during an earlier round. In this case, the fighter may not leave Ukraine.

Combat

Combat takes place whenever units move into an enemy controlled area. Combat must be resolved before going on to the next country's plotted action. Use the standard Combat rules. The country whose units are moving is the attacker.

Aircraft may only attack units at their plotted destination, they may not attack units along the way. Once an aircraft has completed an attack it must land.

Your aircraft may defend only in an area that is friendly now and was also friendly at the beginning of the turn. If an opponent moves units into an area that contains your aircraft and the area isn't friendly or wasn't friendly at the beginning of the turn, you must land your aircraft immediately.

Once an aircraft has landed, it may not move again during the turn. See the Aircraft Landing rules in the next column.

Retreat

The attacker may retreat after any combat round as usual. Retreat moves by the attacker

or by a defending submarine don't have to be plotted.

Strategic Bombing

You may conduct strategic bombing normally whenever your bombers attack an area that contains a factory. You don't have to plot which bombers will conduct strategic bombing and which will participate in normal combat.

Strategic bombing takes away IPCs as in the standard game. However, if the defender doesn't have enough IPCs to give to the bank, he or she must make a note of the difference and take that many fewer IPCs during the Collect Income Phase.

For example, the UK sends a bomber into Germany and rolls "6" but the Germans have only 4 IPCs. The Germans must give 4 IPCs to the bank and later, during the Collect Income Phase, they receive 2 IPCs fewer than they normally would.

Reduced income *never* carries over into the next turn. Bombing affects only income for the current turn.

Aircraft Landing

A fighter or bomber must land immediately if any one of these conditions becomes true:

1. Opposing units move into the aircraft's area and the area is unfriendly to the aircraft
2. The aircraft completes an attack
3. The aircraft completes its last plotted move

Note that a sea zone that contains a friendly carrier is considered a friendly area for as many fighters as the carrier will hold.

Once an aircraft has landed, it may not move again for the remainder of the turn, even if it was plotted to do so.

Follow the standard Non-Combat Movement rules for landing aircraft. An aircraft must land in a friendly area that was also friendly at the beginning of the turn. It doesn't matter

if the friendly landing area changed hands during the turn as long as it's friendly now and was friendly at the beginning of the turn. Aircraft landing movement is never plotted.

For example, the Germans plotted to fly all of their aircraft to the North Sea on round 3. After combat, if any, Germany must return its aircraft to friendly territories. The aircraft don't have to remain together; the Germans could move their bomber back to Germany, and their fighters to Western Europe.

Shore Bombardment

You don't have to plot shore bombardment.

Final Build Phase

Provided you have enough IPCs, you may now build the units you plotted to build but didn't build during the turn. These builds must be made at one of your original factories.

If you don't have enough IPCs to build what you plotted, you may choose which units not to build. You may *not* build units you didn't plot to build.

Beginning with the USSR and proceeding in standard turn order, each player may build units during this phase. If it's impossible to build units you plotted to build, just hang on to your IPCs for next turn.

Collect Income Phase

Collect income for the territories you control.

If strategic bombing required you to lose more IPCs than you had on hand, reduce your income by the difference.

For example, the UK sent a bomber into Germany and rolled "6" but the Germans had only 4 IPCs. The Germans income for this turn is reduced by 2 IPCs.

Optional Rules

NOOP (suggested by Claude McDaniel)

During the Plot Phase, you may plot No Operation (NOOP) actions in addition to move and build actions. However, you may not plot 2 NOOPs in a row.

During the Execution Phase, you may not build or move units during a round you plotted a NOOP. Your units simply remain where they are and defend.

Credits

PAA Rules: Greg Turner

Playtesters: Claude McDaniel, Kevin George, Marc Morain, David Reid, Thad Vasicek, many others...

Plot Form

Country _____   **Turn** _____

Round	Move To / Build At	With Units	From	Notes