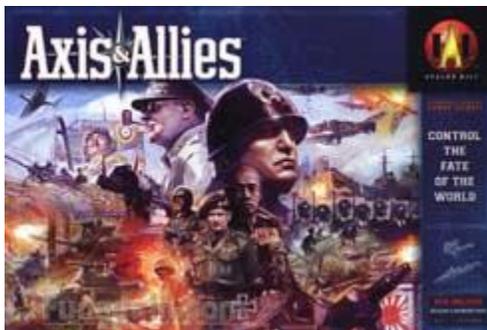


Axis & Allies



Designer(s): [Larry Harris](#)

Manufacturer(s): [Hasbro](#), [Avalon Hill](#)

Year: 2004

Players: 2 - 5

Time: 120 - 180 minutes

Ages: 12 and up

Store: [War Games](#) | [Ding & Dent Games](#)

Series: [Axis & Allies](#)

Genre: [War & Combat](#)

Format: [Board Games](#)

Theme: [World War 2](#)

Edition: [Axis & Allies](#)

Spring, 1942: The world is at war.

Five major powers struggle for supremacy: Germany and Japan are aligned against The United Kingdom, The Soviet Union, and The United States. Designed for 2-5 players, Axis & Allies places the military and economic destiny of the globe in your hands. Victory goes not only to the side that conquers its opponents on the field of battle, but also to the individual player who seizes the most enemy territory. Change the course of history in a few short hours!

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Contents:

- 1 game board
- 366 playing pieces
 - 40 artillery
 - 75 infantry
 - 46 tanks
 - 16 bombers
 - 50 fighters
 - 13 aircraft carriers
 - 14 battleships
 - 26 destroyers
 - 33 submarines
 - 29 transports
 - 12 anti-aircraft guns
 - 12 industrial complexes
- industrial production certificates
- 40-page rulebook
- 8 information cards
- 10 marshalling cards
- control, marshalling and aircraft markers
- 12 dice
- plastic chips



the best ever

Christopher Mailloux

Aug 13, 2005

This game is the best boardgame ever. I have been a boardgame freak since I was 5, and when the first edition came out I was impressed, but I thought there was some flaws that needed some work. When this game came out I think that all those flaws have been fixed. I bet that if you were to play this game then any other after that, you would think that this game was way better. This game was definitely worth the money I paid and is the best to come from the [Axis & Allies](#) series.



Great Improvements! Fun Again Classic! Must Own!

John Min

Nov 08, 2004

Okay, I loved the original, but as all people, I got bored with it. So I played all the followups which were great, but I missed the entire world scenario and the 5-player matches. When I heard about the new version, I was very excited but skeptical. Then I downloaded the rules, read the reviews, and bought the game.

A&A Revised is fantastic and it has become an all time favorite again, first the new pieces and the board are gorgeous, the game brings back memories of childhood and still excites when playing. The rule changes are fantastic and the addition of advanced rules and new pieces are great... I still would like to see fixed fortifications and airborne units and mobilized infantry like jeeps which move at 2, but those are minor details. I'm sure you can go online for a zillion variations. My only complaints, I wish the board was larger, especially the sea zones, and the cutouts are a little flimsy and cheap. I also wish we got some more pieces and chips.

Too bad, they didn't do a 20th Anniversary deluxe version, I would have bought it! The victory cities speed up the game and add some strategic variety rather than the old slugfest game, but I wish they had more of them for real variety of play, since more cities and more options allow for some deep strategic campaigning. The USA and Canada should also be split up more, Australia should be worth more and the Pacific should be expanded, otherwise the Pacific scenario is boring next to Europe and Island hopping is not necessary.

Still a great game and my favorite A&A and war game period!



Great Update but still leaning toward the Allies

A Gamer

Aug 24, 2004

This is a great update which was designed to make the game more even - in the previous edition the axis was destined to lose unless the allies made repeated and stupid mistakes and the axis made none.

Well now after spending most every evening for week working on the game with a friend we have concluded it is much better. Now the axis only has to be MOSTLY perfect to win. Its still loaded toward the allies, but now there is at least the possibility of an axis win. And that possibility makes the game very exciting to play if you are the axis.