Requirements:

Catan Seafarer Boards = ⅓(x), with x being the number of players, rounding traditionally. IF rounding up, discard one seafarer expansion for a regular Catan board. If there are no available seafarer boards, 3 regular sized catan boards can be substituted in for 2 seafarer boards. Explorers and pirates and Seafarers are interchangeable.

Requisite number of pieces to fill in for settlements, cities, roads, and ships for new players. Recommended to use Risk pieces

Requisite number of Axis and Allies pieces for the players.(If there are 5 players need 5 Axis and Allies nation pieces, 6, 6 nations, etc.) So it's easy to differentiate between players, make sure the different pieces are sufficiently of different colors.

At least 2, at most 27. :)

Objective

Control a percentage of all victory points in play, for a complete round of play. The percentage required is a function of the total players. Here is a spreadsheet to help keep track of the players' victory points, calculate the needed catan boards, and the required percentage to win.

Players are also allowed to draw, that is, if all players with victory points agree, they all share in a victory.

A player is eliminated if they have less than 2 ships that can control territory with no land or air units and no more settlements or cities. If a player eliminates another player the former takes control of the latters remaining resources and sea units. If a player is eliminated update player count, to change the victory percentage needed to win.

Set up

Import all *Catan* Rules from *Seafarers* and base *Catan*, except victory conditions and robber rules.
Import *Catan* rules from other expansion packs as deemed fit by the players.
Import all stats from *Axis and Allies 1984 edition* units, except for price.
Import all *Axis and Allies* Combat mechanics, including strategic bombing raids.
Import all *Axis and Allies* movement mechanics.
Import *Axis and Allies* weapons developments, but not the dice rolling

Remove all knight cards from the development card deck. Monopoly cards now reduce an available tech on the tech tree if played by half price, or you choose another number that tech can be rolled by, if you roll on your turn, you must decide the number buff before rolling,

otherwise the additional number does not count. They no longer produce a monopoly for the player. Development cards now cost an ore and a sheep.

Make the Catan boards, and plz don't mix them up to maintain integrity. Decide beforehand where the borders shall be between the boards.

If deemed fit by the players, add neutral infantry in groups of 4 across the board, 3 groups per board.

If deemed fit by the players, add 2 forts per board, these must be place with neutral infantry.

Rest is Catan setup. But the second settlement you place, is actually a city. You still receive only 1 copy of each resource tile.

Rules

There are no longer any limits on the number of cities, settlements, roads, and ships a player can have.
There is now a tech tree, every player starts out with the infantry tech, being able to build infantry units, no other units can be built without advancing through the tech tree. The tech tree also contains unit costs.
[Catan Axis and Allies Tech Tree](#)
You can trade or gift techs to other players. A player can only receive a tech if they have that techs prerequisites'.

The number of units you have contributes to largest Army. Largest Army is acheived with the most units in one single territory out of all the players, and is worth 2 victory points. If at least 5 players are playing, largest Army is worth 4 victory points, and Second Largest is given to a player with the Second Largest Army on a single tile and is worth 2 victory points. Largest Army and Second Largest Army cannot be given to the same player.

The player with the most technologies researched now gets Most Technologically Advanced, worth two victory points.

The player controlling the most territories now gets World Conqueror, worth 3 victory points.

Infantry can be built on any surrounding land tile to a city or settlement that exists by the first action sequence. All other units require a city to be placed that exists by the first action sequence. There is no limit to the number of units a player can build adjacent to any city or settlement. Sea units must be built on the sea, and land and air units must be built on land. Fighters have the exception of being able to be built on aircraft carriers, ones to be built and ones that moved into an adjacent sea tile. Fighters and bombers can only exist on Runways. Fighters can also exist on aircraft carriers. There is no limit to the number of planes that can exist on a runway. Runways are placed on tiles, and must be adjacent to a settlement or city.

You can now take control of other players structures (cities, settlements, roads, and ships) by controlling a majority of tiles surrounding the structure. In the event there is a tie, control of a structure defaults to the last person who controls a structure. To mark a structure under your control, simply replace it with your equivalent color.

Forts are now a thing. They must be built in a tile adjacent to a settlement or city; all players defending in that tile benefit from the fort, except during special combat. The fort allows the defending player(s) rolling to subtract 1 from any two defending dice. The fort modifier cannot be applied to Anti-Aircraft Artillery. 1 fort per tile.

To control a land tile, move a tank or infantry into the desired tile. That tile is yours, even if you move off it, until another player moves on it and decides to take control of it. (Blitzing and combat apply) You can decide to not take over a tile, but if you do, mark it with a control marker.

By default you control the unclaimed land tiles around any settlement(or city) built. Mark them.

If you control a tile, and it's number is rolled, you decide if the surrounding settlements get its resource(you can mix and match, so you can say yes to yourself and no to anyone else, or yes to an ally.)

To control a sea tile you must have an Axis and Allies boat(not a transport or submarine) in that tile. If all such boats of yours move off the tile, that sea tile is no longer under your control, a control marker is not required, so long as there is only one player in that sea tile.

Two or more players are permitted to have to their units on the same tile if they all agree to not fight, and who controls the tile. Otherwise combat ensues. Agreement is able to change.

If agreement cannot be reattained and multiple players have units on a tile, special combat takes place. All units are defending. Causalities are applicable. The first player to combat is that who's turn it is, continuing clockwise. (players not in the tile do not participate), any hits made by a player that player allocates which other player(s) receive said hits. Total hits allocated cannot exceed hits made. If a player receives hits they decide what specific units of theirs are hit, which become casualties. You can forgo allocating any hits, but your rolls do not carry over to your next turn. Submarines and planes are permitted to retreat to a friendly tile(that is a tile controlled by their player or another player permits landing/sea movement. Planes can retreat onto an aircraft carrier that permits such a landing) combat continues until agreement is reached, or there is one player left. Retreat for planes and submarines is only permissible at the beginning of someone's special combat turn, that's not their first combat turn, ensuring retreating units could come under fire. Anti-Aircraft Artillery does not participate.

Bombing Raids

For every bomber contributing in the bombing raid multiplied by the number of anti-aircraft artillery adjacent to the bombed catan structure(including AAA on transports), hit each bomber

on a 1. Hit bombers do not bomb the structure. Catan ships cannot be bombed. Roll 1 die for each bomber (heavy bombers technologies apply) hitting a player's road, settlement, city, fort, or runway. The number on each die is equal to the number of chips under under the road, settlement or city. To remove a chip costs any one resource. If the chips under a road is 1, the road no longer contributes to longest road. Update longest road. For settlements, that number is 3, and no longer produces resources. For cities that number is 7, and no longer produces resources. For forts and runways that number is 5. Forts no longer provide their bonus, and runways can no longer service aircraft. Any aircraft present are grounded until the runway is repaired, and do not defend. They can however be taken as casualties. Players may repair their structures at any time, however, if their settlement/citie's number is rolled and after a repair is made, the player may not collect resources for that settlement or city.

Rockets do not get shot down by anti-aircraft, but also count as a bomber when considering maximum bombers.

This can happen **AT ANY POINT IN BETWEEN THE ACTION SEQUENCES**

Neutral Infantry must be defeated to build a settlement adjacent to a tile they control. They defend at 2.

All Axis and Allies (except transports) boats not of the same player prevent Catan ship building and moving.

Catan Axis and Allies Action Sequence:

1. Everyone collects Catan Resources
2. **Catan Trading, Purchase Catan Pieces, and Declare where Catan Pieces and structures will be built,** Purchase Units, and develop weapons.
3. Declare Combat and the order in which it will take place
4. Combat
5. Non-Combat Movement
6. Place New Units, **Place Catan Pieces, Move Catan Ships**

What is bought is to placed off to the side of the board in a designated area.

At the beginning of your turn you can only declare a Catan structure is going to be built in a place where a majority of tiles are under your control, or there is a tie, so that when the structure is built, you control it.

You do not have to declare any move Catan Ships until the 5th action sequence.

VERY IMPORTANT
2s and 12s get rid of ⅓ of all players resource cards, rounding down. 7s roll for resources on all unmarked tiles, deserts do not apply.

For trading, players are no longer required to trade at least one resource with another player, in other words, players can now gift resources.

If there are at least five players, all players may now trade with any other player, buy Axis and Allies units, and research technologies regardless of turn or action sequence. Once a unit is bought and once a trade has been concluded, it cannot be reversed. Units bought do not have to be placed on your next turn, but have to be placed on a turn of yours during the 5th action sequence.

If deemed fit by the players, players may opt out of playing their nation for any reason. A nation opted out does not move units, participate in combat, or lose territory. The same or different person may opt in for the nation. If a nation is opted out it can only be opted in by someone who had just entered the room of playing.

As a note from the maker, having played in two playtests, I placed my second settlement(city) adjacent to an already controlled tile. In both games I lost that city.