

DAAK Rules Clarifications

Translated into English on August 23rd, 2003. Edited on September 26th and on December 11th, 2003.

English version is based on the original German DAAK Clarifications in the version of June 30th, 2003.

If any questions occur, please feel free to ask in our forums on www.daak.de/forum or send a mail to verteidigungsministerium@daak.de. We will try to answer as soon as possible.

1. Preamble	2
2. Map, Countries, Borders	2
2.1 The Caspian Sea	2
2.2 Other Unnamed Water Bodies	2
2.3 The Panama Canal	2
2.4 The Suez Canal	2
2.5 TAS Sea Zone	3
2.6 Movement Across Map Edges	3
2.7 Neutral Countries	3
3. Units	4
3.1 Antiaircraft Guns	4
3.2 Transports Loaded With Own Units	4
3.3 Transports Loaded With Friendly Units	5
3.4 Aircraft Carriers	6
3.5 Battleships	6
3.6 Armor (Tanks)	7
4. Attack and Retreat	7
4.1 Retreat in case of normal attacking units	7
4.2 Withdrawal of attacking or defending submarines	8
4.3 Amphibious Assault	8
4.4 Newly conquered territories	9
5. Miscellaneous	9
5.1 Victory conditions	9
5.2 Countries of nations whose capitals are occupied	10

1. Preamble

These DAAK Rules Clarifications complete the “Axis&Allies rules 2nd edition” by MB and their “Rules Clarifications” (both are available at our download section) with regard to games played at DAAK.

Therefore, these chapters are not meant to explain the whole board game rules, they rather are clarifications or supplements for special game situations which are not covered completely—or clearly by the original rules. So if you have a question that is not answered by the MB 2nd edition rules, you may look here.

Please note that there may be differences between some rules interpretations and those of other A&A clubs.

The abbreviations used herein are explained in chapter 5 of the DAAK rules.

2. Map, Countries, Borders

2.1 The Caspian Sea

On the original map, CAS is not named nor mentioned anywhere in the rules. For the sake of logic, CAS is treated as a normal sea zone at DAAK.

2.2 Other Unnamed Water Bodies

Other sea zones without names, e.g. the lakes between EUS and ECA, are shown on the map only for aesthetic purposes. They are not treated as individual sea zones.

2.3 The Panama Canal

The waters to the east and to the west of Panama (PAN) constitute two different sea zones. Passing through the Panama Canal (that is, moving from one adjacent sea zone into the other) costs one movement point. However, passing through is only possible if Panama is controlled by your own or friendly forces at the beginning of the actual turn. This is also true for a submarine which wants to withdraw through the canal when attacked by an opponent on its turn: It may only do so if Panama was friendly at the beginning of the attacker’s turn.

Aircraft may pass over Panama, even if it is controlled by the enemy, at a cost of one movement point.

2.4 The Suez Canal

The areas of EGY and SYR are adjacent, as are the waters of RED and EMD. Accordingly, land units may move from EGY to SYR, and sea units may move from EMD to RED.

However, ships may only pass through the Suez Canal if EGY and SYR are controlled by your own or friendly forces at the beginning of the actual turn.

Apart from that, all rules mentioned in 2.3 are also valid for the Suez Canal.

2.5 TAS Sea Zone

The TAS sea zone consists of the sea zone situated around NZE and the blow up boxes next to it. So TAS is adjacent to SOS, POL, SPO, JFI and SCO.

This is shown very clearly on a map that DAAK provides as a download:

<http://www.daaak.de/hilfe/download/abbrev.gif>

2.6 Movement Across Map Edges (Pacific, America)

The earth is a sphere. That's why you can move from the left edge to the right and vice versa. The following map territories border each other (listed from South to North):

left side of map:	right side:
TAS	SCO, JFI
SPO	JFI
GOC	GLP
MEX	PAN
GOM	CAR, ECO
WUS	EUS
WCA	ECA, LAB

BER is not adjacent to LAB. Movement from North Pole to South Pole is not possible. For further information, please check the map mentioned above (see 2.5).

2.7 Neutral Countries

a.) Neutral countries may be taken in the combat phase. This can be done by “walk-in” with land units or by crossing (flying over) the country with one or more aircraft. Please note that either action (walk-in or overflight) will cost a 3 IPC penalty for each neutral country that is taken. These expenditures must be paid from cash left after purchases. If insufficient money has been saved, the taking of a neutral country is not permitted.

b.) It is not possible to blitz through a neutral territory with armor.

c.) Crossing neutral countries with one or more aircraft is only possible during the combat phase and only if a 3 IPC penalty is paid.

d.) Once taken, neutral countries are treated as normal countries except for the following aspects:

- There is no original owner. Friendly forces will not ‘liberate’ a formerly neutral country, they will instead conquer it whenever they capture it from an enemy.
- Formerly neutral countries will never generate any income for any owner.
- If a formerly neutral country contains an IC, the IC owner may place only one unit per turn in the territory.

3. Units

3.1 Anti-aircraft Guns

- (a) Aircraft will be attacked by AAs whenever an AA is present in a territory that the aircraft attacks or flies over in the combat phase. Antiaircraft guns do not fire at aircraft that fly over the territory in the non-combat phase.
- (b) Every land zone may contain a maximum of one AA at any point in time.
- (c) AAs cannot be the target of an attack if situated in a land zone. That is, they cannot be destroyed and is not permitted to take an AA as a loss.
- (d) If a transport loaded with an AA sinks, the AA sinks with that ship. AAs on transports do not fight.
- (e) If a country containing an AA is taken by enemy forces, the AA's new owner will be the nation that also will be the new owner of the country.

Example 1. UK takes Finland; UK gets AA and country.

Example 2. USA liberates Novosibirsk (while Moscow is free); Country and AA falls to USSR.

Example 3. USA takes Novosibirsk while Moscow is in Axis hands; USA seizes AA and country. (also see 5.2b, p. 10).

- (f) An AA does not occupy a territory. Territories containing only an AA or an IC may be blitzed. You may not conquer a country by using an AA.

3.2 Transports Loaded With Own Units

- (a) Transports can carry one armor, up to two infantry or one AA.
- (b) Units loaded onto a transport may not move before loading or after unloading. (There is an error in the CD-ROM game that allows you to move an armor one territory before loading it onto the transport. This is explicitly forbidden at DAAK. The same is true for the unloading process: An armor may not move after unloading even if it has a movement point left.)
- (c) Two infantry may board a transport from different territories during one turn. Before the first boarding, between two boardings and after all boardings, the transport is allowed to move a combined total of two spaces. In the combat phase, it is also possible for units to board onto a transport in a sea zone where a battle takes place, but only if these troops are involved in an amphibious assault.
- (d) Transports may never move after they have unloaded, even if they have movement points left! Furthermore, no unit may board a transport after it has been unloaded on that turn.
- (e) Partial Unloading (e.g., only unloading one infantry when two are on board):
 - In the combat phase, partial unloading is not allowed! If one infantry on board a transport is unloaded in an amphibious assault, the second one must unload and attack as well.

- During the non-combat phase, you may unload partially. Different unloading destinations are also possible, but only if they border upon the same sea zone.

Example. Germany owns a transport situated in CMD, SYR and EGY are both friendly. The transport may move to EMD, unloading one infantry to EGY and the other to SYR.

Note. This is only valid for your own troops. Friendly troops are treated differently. See item 3.3 for further information.

(f) A loaded transport which is involved in a sea battle may be taken as loss, but any cargo on board the transport sinks along with it. When attacking, a loaded transport may withdraw from a sea battle (of course, only when the attacker withdraws completely!), but any units on board must stay on board until the next turn of the owner of those units. Loaded troops are never actively involved in a sea battle. They are treated as cargo and thus cannot attack, defend or be chosen as loss. Instead, they sink with the transport.

(g) Switching troops directly from one transport to another transport is not allowed.

3.3 Transport Loaded With Friendly Units

(a) Items 3.2. a), b), e) part 1 and f) are applied accordingly.

(b) Transportation of units by a friendly transport is accomplished as follows:

- Step 1 is to load own your units onto a friendly transport during your turn.
- Step 2 is the movement of the transport, which takes place during the turn of the owner of the transport. Of course, the transport may stay in the same sea zone, but this step may not be skipped, as the units are deemed shuttled on the turn of the owner of the transport.
- Step 3 is the unloading of the units. You need not unload, but if choose to do so, you may do so in either the combat phase or the non-combat phase of your turn. Partial unloading is not allowed.

Example. It is turn UK04. British infantry board a Russian transport situated in NOR. The Russian transport “shuttles” the English troops during Rus05, remaining stationed at NOR. In turn UK05, the British infantry may be unloaded to WEU or to FIN.

(c) Units may board a transport on the turn of the next friendly country following the unloading of a transport, even if the turns take place in the same round.

Example. A UK transport delivers British infantry to FIN during UK’s turn and remains in NOR. It is now possible to board US infantry onto the same transport from WEU during the US turn.

This movement is allowed because only one transportation of units takes place per round, as the transportation occurs on the turn of the owner of the transport.

(d) It is not permitted to load one transport with units from different nations.

3.4 Aircraft Carriers

(a) ACs may carry one or two fighters – its own fighters as well as those of friendly nations.

(b) If an AC is amongst the defending units in combat, all fighters it carries join in defense automatically. If the AC is lost in battle and one or more fighters survive it, those fighters are also lost, unless (i) there is another friendly and surviving AC (with enough free fighter bays) situated in the same sea zone, or (ii) a friendly island is completely surrounded by the sea zone in which combat took place.

Islands that qualify are: CUB, IRE, GBR, SUM, PHI, BOR, NGU SUL, NZE, CAR, OKI, WAK, MID, HAW and JPN. The only ‘islands’ not surrounded completely by their sea zones are MAD and AUS.

(c) Friendly fighters take part in the movement of the AC of which they are on board (because they cannot move by themselves during another nation’s turn).

(d) Unlike friendly fighters, those of the owner of the AC must complete their movement on their own! That means, fighters lift off when their AC starts movement (no matter if during the combat phase or the non-combat phase). Fighters end their movement during the non-combat phase by landing on an AC or on any other legal landing space. This procedure prevents artificial extension of fighter movement range.

(e) If an attacking AC is lost, the fighters that lifted off from that carrier at the start of the combat phase may search for a suitable landing space only limited by their remaining movement points. If there are friendly (not those of the AC owner) fighters on board an attacking AC, those fighters will not take part in the battle (as they can attack only during their own turn). They are treated as cargo (just like land units carried on a transport). That also means that they cannot be chosen as a loss. In the event that the attacking AC is lost, the friendly fighters carried by it are also lost– they cannot land on an island or on another AC.

Note. This does not apply to defending fighters! Friendly defending fighters are treated the same as those of the owner of the carrier; see b) for more.

(f) Fighters may not be placed on newly placed (=built) ACs during the same turn, regardless of whether or not the aircraft is newly purchased, as newly built fighters must be placed in a land territory containing an industrial complex.

(g) It is not legal for a fighter to fly out to an attack if the only way it can land is if a carrier retreats (That is, if the carrier retreats, the fighter has sufficient movement left to land on it; if the carrier does not retreat, then the fighter has no legal landing spot). It is, however, legal for a fighter to fly to an attack if a carrier that is chosen as landing spot can only reach a valid landing destination if other battles are won (those battles must be declared, however).

3.5 Battleships

(a) Unlike any other ships, BBs (short for Battleboat or Battleship) may bombard shores if they accompany a transport in an amphibious assault. This is called ‘one-shot support attack’. Conditions for this are as follows (see next page):

- The supporting BB and at least one transport unloading land units must be in the same sea zone.
- The support attack is only allowed if the BB was not involved in a regular sea battle during the same combat phase.

If these conditions are met, the BB may use the one-shot privilege. Please note that - as the name 'one-shot attack' implies - the support shot is only fired once per BB during the attack, namely in round 1 of the battle. If the die shows a 4 or less, one defending unit is to be taken as casualty. However, this lost unit is still able to counterattack when the defender fires.

(b) The transports and BBs taking part in an amphibious assault can never be hit by defending land units.

(c) A BB may not be withheld from a sea battle happening in the sea zone and then use the support attack during the following amphibious assault. Instead, the BB must take part in the sea battle.

3.6 Armor

(a) Armor (also called tanks or panzer) may blitz through territories which are enemy-controlled but not enemy-occupied (that is, no non-AA enemy units are present in the territory), thereby taking ownership of the territory. Blitzing must be declared and carried out in the combat phase. A tank is not permitted to move into the first territory during the combat phase and then move into the second territory in non-combat phase.

(b) Anti-aircraft guns and ICs do not prevent the blitzing of enemy tanks.

(c) Tanks may not blitz neutral countries.

4. Attack and Retreat

4.1 Retreat in case of normal attacking units

(a) Unless an attack is an amphibious assault, the attacking player may decide to abort the current attack and to retreat his units after each full round (attacker and defender have fired) of battle, but only if at least one defending unit is left! In case of amphibious assaults (one or more armor or infantry departing from a transport taking part in the attack), no retreat is allowed; the attacker must fight until the bitter end.

(b) When retreating, the attacking player must act as follows:

- All surviving units (except air units) must retreat together to the same territory, which must be an adjacent territory from which any of the attacking units (including air units) came.
- Territories taken by blitzing are valid retreat zones.
- Territories overflowed by air units involved in the attack are valid retreating zones. This includes formerly neutral territories that have been taken by overflying immediately prior to the attack.
- Any retreating zone must be friendly controlled at the time of retreat.

- When using potential retreat zones that have been created by blitzing through them with armor, by overflying them with aircrafts or by passing through them with ships, these movement paths must have been declared exactly in the combat move declaration.

Example. 2 infantry and 1 armor from FEQ attack EGY. If and only if the armor was declared to move to EGY via LIB, then all attacking units may retreat to either LIB or FEQ.

(b) Aircraft do not join retreating units. They remain in the battle zone until all combat is over. In the non-combat phase, they fly to their landing spaces with the movement points they have left. They do this in the same way they would have done it had the battle been won. Aircraft may not be retreated while continuing the attack with the other units, nor may a battle be continued with aircraft after the other units have retreated. Fighters having no more movement points to reach a valid landing space (this may happen if the AC that could have hosted the fighter has sunk or has been retreated) are lost. Furthermore, aircraft may not land in newly conquered countries, despite other land units being able to retreat to these.

(c) Generally regarding all retreats: A retreat is allowed only if at least one defender survives at the end of the battle round in question!

4.2 Withdrawal of attacking or defending submarines

(a) A sub may withdraw after any full round of battle, without the other participating units accompanying it. It is not necessary for all attacking subs to withdraw at the same time; instead, after each full round of battle some of the participating subs (meaning one of them, several or all) may withdraw. If more than one sub retreats at the same time, they must all withdraw into a single sea territory, though this need not to be the same territory for the next withdrawal (e.g., after the next full round of battle). This applies to both attacking and defending subs.

(b) In battle, attacking subs first have the option to withdraw, then defending subs may do so, but only if any attacking units are left. After this the attacker may use his normal retreat option (i.e. retreat of all attacking units, not only subs)

(c) Attacking subs may only retreat to an empty or friendly adjacent sea zone from which at least one of the attacking units came.

(d) Defending subs may retreat to any sea zone, provided there are no enemy naval units in that zone at the time of the retreat and no battle took place in that zone during the same turn.

(e) If defending units remain after the withdrawal of the defending subs, the remaining units continue fighting pursuant to standard rules.

4.3 Amphibious Assault

(a) An attack is treated as an amphibious assault if one or more land unit joins the attack directly from a transport.

(b) It is explicitly forbidden for any unit to withdraw from an amphibious assault, including aircraft, even if all attacking land units have been destroyed.

(c) An attack is only treated as an amphibious assault if any of the units actually attacking were directly unloaded from a transport. That is, if all loaded transports that were declared to participate in the attack were destroyed in a naval battle that took place prior to the amphibious attack, the attack is no longer treated as an amphibious assault. In that case, the attacking units may retreat normally (after fighting a minimum of one round).

4.4 Newly conquered territories

Newly conquered territories are territories that have been conquered in the current combat movement, whether formerly neutral or formerly hostile.

(a) You may retreat units into newly conquered territories. During the non-combat phase, it is permitted to move infantry, armor and AA guns into newly conquered territories.

(b) AA guns captured in newly conquered territories may not be moved in the non-combat phase, that is, they cannot be moved out of the newly conquered territory during the turn of the conquest.

(c) Newly conquered territories are not a legal landing zone for aircraft.

5. Miscellaneous

5.1 Victory conditions

The game ends when one of the following conditions is met:

- the Axis control any two Allied capitals
- the Allies control both Axis capitals
- either side surrenders

Furthermore, the Axis can win by reaching the so-called Magic84 ('M84') victory: The Axis win if the combined total income of Japan and Germany is higher than 83 IPCs (that is, 84 or more IPC) at the end of the US turn. Only the IPC value of the Axis-controlled territory is considered, regardless of whether the territory would actually generate income. That is, if an Axis capital is in Allied hands, the territories still controlled by this Axis player do count towards the M84.

Example. GER is controlled by the UK, but EGY, UKR, LEN and other territories are still controlled by the German player. Though these countries do not cause any income to be actually paid to Germany (because GER itself is occupied), the IPC values are added to the Axis total in calculating M84.

5.2 Countries of nations whose capitals are occupied

(a) Free (unoccupied) territories controlled by a nation whose capital is occupied do not generate income for anyone, though they are significant for reaching M84. (see 5.1)

(b) Suppose a territory is occupied by enemy forces, and the capital of the nation that originally owned the territory is presently controlled by the enemy, too. Now the territory is retaken by a friendly power. What happens?

So long as the capital is occupied, the friendly power that captured the territory earns the income of the territory, gains control of an AA gun if one is present and may also use an IC if one is situated in the territory. Furthermore, the controlling friendly power may build an IC in the territory if none is already there. (Please note, this is not a liberation, but a normal capture.)

Now further suppose that the capital of the original owner of the territory is liberated. All original territories controlled by friendly powers immediately change ownership back to their original owner!

Example. Suppose MOS and LEN are occupied by Japan. These countries obviously pay their IPC values to the Japanese cause. Furthermore, CAU is still free but pays nothing to anyone. Now England takes LEN: Karelia will fly the Union Jack, because it is not liberated but captured! The British player will receive the 3 IPCs income and may place up to 3 units there each turn.

At some later time, one of the allied players liberates Moscow. LEN immediately changes ownership back to Russia.

Note. Territories changing ownership caused by any liberated capital will also cause any ICs in those territories to change ownership. However, AA guns and any other units will remain in control of the current owner.

Please visit the European Axis & Allies Club:

<http://www.daak.de>