

Axis & Allies[®] EUROPE

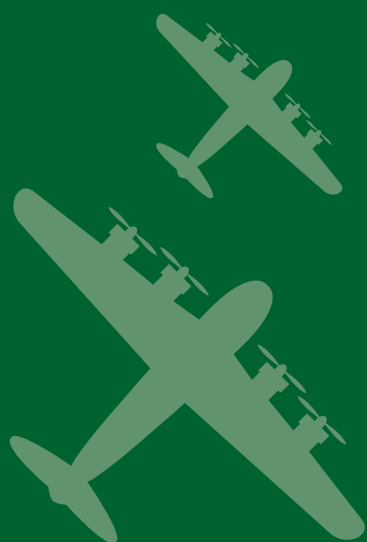
2nd Edition Rules

When Axis & Allies Europe's second run went to press, the designer used the opportunity to clarify and edit the rulebook. Most of these changes were cosmetic, designed to make the book more readable and to clear up confusion. However, there are two new rules which are a change from the first printing.

These new rules are official and supercede the 1st printing.

WHAT'S DIFFERENT ABOUT 2ND PRINTING RULES?

1. Destroyers support shot on amphibious assaults has been reduced from a "3" to a "2". The destroyer's attack and defense roll remains a "3". This rule change only applies to support shots on amphibious assaults.
2. As part of the Patriotic War rule, the Soviet Union may change Allied units into their Soviet equivalents. They may now only do this in a territory that contains a Soviet home Industrial Complex. This means that Allied units may only be exchanged in Leningrad, Stalingrad, Archangel, and Moscow itself. This is different from the first printing rules that stated that the U.S.S.R. may change pieces anywhere in Soviet home territories.



Game Designer: Larry Harris