

Axis & Allies Anniversary Edition FAQ

February 5, 2010

This is the official FAQ for Axis & Allies Anniversary Edition, and it has been approved by Larry Harris. It contains clarifications of answers and one additional question (in red) that are not found in the FAQ on the Avalon Hill website. These additional entries will be added there also, as time and resources allow. This FAQ is provided here in order to make sure that the most recent additions to the FAQ are available to players as soon as possible.

Errata

Page 7, Islands: The following sentence should be removed: "Even if the land mass is not visible on the game board, air units can land on islands and land-based troops can disembark there."

Page 9, Setup – 1942 Scenario: Germany's starting IPCs should be 37.

Page 12, Breakthrough Chart 1 – Rockets: The following sentence should be added: "In each turn, only one AA gun per territory may launch rockets, and each industrial complex can be attacked by only one rocket launcher."

Page 12, Breakthrough Chart 1 – Paratroopers: The first sentence should be replaced with: "Each of your bombers can act as a transport for one infantry, but it must stop in the first hostile territory it enters, ending its combat movement. Both units must begin their movement in the same territory. The infantry is dropped after any antiaircraft fire is resolved, so if the bomber is hit, the infantry it carries is also destroyed."

Page 12, Breakthrough Chart 1 – Increased Factory Production: The first sentence should be replaced with: "Each of your industrial complexes in a territory worth 3 or more IPCs can now produce two additional units beyond its listed IPC value."

Page 12, Breakthrough Chart 2 – Heavy Bombers: The second sentence should be replaced with: "You roll two dice for each bomber *and select the best result* when you attack or make a strategic bombing raid."

Page 17, Strategic Bombing Raids: The first sentence of the second paragraph should read: "After resolving any antiaircraft fire (see Unit Profiles: Antiaircraft Guns, pg. 25), surviving bombers each roll one die (or two dice, *selecting the best result*, for heavy bombers)."

Page 17, Amphibious Assaults - Step 3. Land Combat: The first sentence should read: "If *there was no sea battle* or the sea zone has been cleared of all defending enemy *units* except transports and *submerged* submarines, and the attacker still has land units committed to the coastal territory, move all attacking and defending units to the battle board and conduct combat using the general combat rules (on the next page)."

Page 19, Step 5. Press Attack or Retreat – Condition B–Attacker Retreats: The second sentence should read: "Move all attacking land and sea units in that combat on the battle board to a single adjacent friendly space from which at least one attacking *land or sea* unit moved."

Page 19, Defenseless Transports sidebar: "This also occurs if the defender has only transports and submerged submarines remaining, and the attacker has only air units remaining." The word "submerged" should be removed from this sentence, as air units cannot hit subs without a friendly destroyer in the battle, even if they are not submerged.

Page 20, Step 6. Conclude Combat: The following sentence should be removed: “(Note, if you are playing the 1942 scenario, place your marker on top of the original control marker; do not remove it.)”

Page 29, Destroyers – Special Abilities – Anti-Sub Vessel: This should read, “If a destroyer is on the battle board with one or more enemy submarines, it cancels the *Submersible*, *Surprise Strike* and *Cannot Be Hit by Air Units* special abilities of those submarines. If one or more submarines move into the same space as an enemy destroyer, the destroyer cancels the *Sub Movement* special ability of those submarines. However, destroyers never cancel any abilities gained by submarines through research and development.”

Page 30, Submarines – Special Abilities: The following paragraph should be added: “*Cannot Be Hit by Air Units*: When attacking or defending, hits scored by air units cannot be assigned to submarines unless there is a destroyer friendly to the air units in the battle.”

The Map

Q. Are sea zone 1 and Western Canada adjacent?

A. No. The gold map border obscures the fact that the Hudson Bay area of sea zone 1 doesn't quite reach all the way to the western edge of Eastern Canada.

Q. Does sea zone 17 connect to Morocco Algeria?

A. No, a connection was not intended. If you look very carefully at the map, the boundary between sea zones 12 and 17 runs along the southern border of Morocco Algeria and connects at the border between it and Sahara.

Q. Are islands that appear on the map but have no name label, such as Sicily in sea zone 14, game spaces? Can I land units on them?

A. No. If an island is not named, it's not a game space.

Q. On page 7, the Rulebook lists which sea zones are adjacent to each other due to the game board wrapping around, but it doesn't list which territories are adjacent. Which territories are adjacent to each other on the left and right board edges?

A. Western Canada is adjacent to Eastern Canada, Central United States is adjacent to Eastern United States, and Mexico is adjacent to Panama.

China

Q. Is the number of new infantry that China receives on its turn based on the number of territories it controls at the beginning of its turn, or at the end of it?

A. Since new infantry are received in the Purchase Units phase, the number is based on the territories under Chinese control at the beginning of its turn.

Q. If China controls an odd number of territories at the beginning of its turn, is the number of infantry it receives rounded up or down?

A. It's rounded down. If China controls only one territory, it gets no new infantry.

Q. New Chinese units may not be placed in a territory that already contains three or more units. Does this mean three or more Chinese units, or do allied units also count?

A. Allied units do not count, so only territories that already contain three or more Chinese units (including the Flying Tigers fighter) may not have new units placed in them.

Q. New Chinese units may not be placed in a territory that already contains three or more units. Does the “three or more units” refer to the number that were there before I started placing units, or does it include any units I place this turn? In other words, if I already had two units in a territory, can I only place one more there, or can I place as many as I want to?

A. The “three or more units” refers to the number of Chinese units that were in the territory before you started placing units. If there are less than three to start with, you may place any number of your new units there.

Q. Can I place new Chinese units in a territory that I just captured on the current turn?

A. Yes, as long there are less than three Chinese units in the territory.

Q. Can the Chinese fighter (the Flying Tigers) attack units in territories or sea zones outside China if it returns to China in the same turn?

A. No. It can't leave China, even temporarily.

Q. Can US planes land in a territory that was captured by China in the same turn that it was captured?

A. No. Even though the US and China are separate powers, they act during the same turn, so they can't land planes in each other's newly captured territories.

Q. If the US gains a research breakthrough, for example Long-Range Aircraft, can China use it also?

A. No. Powers can't share technology, and the US and China are separate powers.

Q. If Japan builds an industrial complex in Manchuria and it's later captured by the Allies, can the US use it to mobilize units?

A. No. Manchuria and Kiangsu are original Chinese territories. If they are taken from the Axis, they are liberated and returned to Chinese control. Since a power can't use an ally's industrial complex to mobilize units, the US can't use a Chinese-controlled industrial complex. Since China has no IPCs, it can't use the industrial complex, either.

Q. What happens if China captures Kwangtung from the Axis while the United Kingdom's capital is held by an Axis Power?

A. Just as with any territory originally belonging to a friendly power whose capital is currently in enemy hands, China would control Kwangtung until the United Kingdom is liberated. Kwangtung would also count toward Chinese infantry "income" while controlled by China.

Weapons Development

Q. Can rockets be fired over a neutral territory?

A. No.

Q. Bombers carrying Paratroopers must stop moving in the first hostile territory they enter. If a tank is blitzing through an unoccupied hostile territory, does a bomber entering that territory during the same Combat Movement phase have to stop there, or can it keep moving?

A. **It must stop. Even though the territory is captured as soon as the blitzing tank enters it, and the territory is considered friendly at that point, all combat movement is simultaneous. This means that the bomber and tank entered the territory at the same time, when it was still hostile.**

Q. Can paratroopers retreat if they attack without other land units or with an amphibious assault?

A. No. Since land units can only retreat to a territory from which at least one of them came, no retreat is possible if no land units attacked from an adjacent territory.

Q. Can I use bombers to move infantry in Noncombat Movement if I have the Paratroopers development?

A. No.

Q. If I have the Increased Factory Production development, is the maximum possible damage inflicted on my industrial complexes by strategic bombing raids and rocket attacks increased along with their production capacity?

A. No. The increase in production capacity is an increase in the efficiency of your industrial complexes, not their size. For this reason, the physical target of bombing remains the same, so the amount of damage that can be done doesn't increase. The amount of damage that can be done is based on the IPC value of the territory, and that doesn't change when you get Increased Factory Production.

Movement

Q. I'm a bit uncertain about how far air units can move. How exactly do you count air unit movement points?

A. The important thing to remember here is that every time a unit crosses a boundary between spaces, it uses one movement point. A fighter taking off from one island and landing on another island in an adjacent sea zone will use three movement points – one to enter the sea zone that the original island is in, one to move to the next sea zone, and one to move to the destination island in that sea zone.

In a similar example, if that fighter were doing the same thing except taking off from a carrier in the original sea zone instead of an island, it would use only two movement points because it's already in the origination sea zone rather than on an island within it. Since it's starting from the sea zone rather than the island, it only crosses two space boundaries during its movement.

Q. How do canals affect the movement of air units?

A. When moving across a canal by land, air units move like land units do. When moving across a canal by sea, air units move like sea units do. In either case, they may move across a canal regardless of who controls it.

Combat

Q. I'm a little confused about how transports work in combat. Could you explain when they can be taken as casualties and how "defenseless" transports work?

A. Transports are a part of a sea combat, just like other sea units. They are participants in combat, not bystanders. A combat involving transports plays out like any other combat, with three exceptions.

The first exception is that transports don't roll combat dice. As a result, they will never hit anything. They must rely on combat units for protection.

The second exception is that transports may only be taken as casualties when there is no other choice. In other words, they can't be used as "cannon fodder". Combat units protect transports, not the other way around.

The final exception is that when it gets to the point where only one side is rolling dice, and it's only a matter of time before the other side's transports are destroyed, you can stop rolling dice and remove the transports. The sole point of the defenseless transport rule is to keep you from rolling potentially endless dice until you kill all of the helpless transports. This is the only time that transports are ever automatically destroyed.

A classic example of the defenseless transport rule is a fighter attacking a lone transport. You could roll a die again and again until you roll a 3 or less while the transport doesn't return fire. The defenseless transport rule simply allows you to forego the rolls and remove the transport automatically. Remember, it takes a dedicated combat action to destroy even a defenseless transport, so a ship or plane can't simply move through a sea zone and destroy it in passing. It must end its combat move there and declare an attack.

Let's look at another, more complex, example of transports in combat. An attacking force consisting of two bombers, a destroyer and two loaded transports is attempting an amphibious assault. The sea zone is defended by a destroyer and two submarines. In the first combat round, all of the attacking units fire and get one hit. The defender takes the destroyer as the casualty and returns fire, missing

with his destroyer but rolling snake eyes for his subs and scoring two hits! The attacker must take his destroyer for the first hit, since subs can't hit planes and transports must be taken last as casualties. The second hit must now be taken on a transport, since that's the only eligible unit remaining. The attacker is now in a sticky situation. He has only two bombers and a transport remaining against two defending subs. Since the bombers can no longer hit the subs (the attacker doesn't have a destroyer), and the subs can't hit the bombers, the only effective firing going on will be the subs firing on the transport. It's only a matter of time before the subs sink the transport, but the transport can still retreat before it is hit, so it's not defenseless. The attacker's only real option at this point is to retreat before the remaining transport is destroyed.

Q. Can air units be hit by the offshore bombardment of battleships and cruisers?

A. Yes.

Submarines

Q. Does a destroyer have to stop moving when it enters a sea zone containing an enemy sub?

A. No. Like any other sea unit, a destroyer can move through a sea zone containing an enemy sub.

Q. If a US fleet attacks a German sub, and a UK destroyer is in the same sea zone, will it cancel the special abilities of the German sub, even though the UK destroyer doesn't participate in the battle?

A. No. Units in the same sea zone belonging to a power allied to the attacker never participate in a battle in any way. Only a destroyer belonging to the attacking power will cancel the *Submersible*, *Surprise Strike* and *Cannot Be Hit by Air Units* abilities of defending submarines. However, since all defending units in the sea zone participate in the battle, *any* defending destroyer will cancel these abilities of attacking subs, even if the destroyer and fighter belong to different powers.

Q. Exactly when is the decision made whether or not to submerge submarines?

A. The decision whether to submerge submarines is made before any dice are rolled by either side in an exchange of fire, and the subs submerge immediately. The attacker decides before the defender does.

Q. The rules refer to the *Surprise Strike* as an "attack". Do defending submarines get a *Surprise Strike*?

A. Yes, defending subs get a *Surprise Strike* if there are no attacking destroyers. They still defend on a 1.

Q. Does a submarine's *Surprise Strike* occur in every round of combat if there are no enemy destroyers, or only the first round?

A. Submarines get a *Surprise Strike* in every round of combat in which no enemy destroyers are present.

Q. Let's say I attack a sea zone that contains both enemy subs and surface warships. If at some point during the battle, all of the enemy surface warships are sunk and only subs remain, can I ignore the subs and end the battle?

A. No. Subs (and/or transports) can only be ignored during movement, and you can only ignore them when there are no surface warships in the sea zone with them. When you attack a sea zone, you attack *all* of the enemy units in that sea zone.

Q. Assume there's a sea zone that contains an enemy sub and cruiser, and that I attack it with a destroyer and a fighter. If the defender scores two hits in the first combat round, can I take the hit from the cruiser on my destroyer, saving my fighter, since the sub can't hit it?

A. No. Because you have a destroyer, the defender's sub rolls in Step 4 along with his or her fighter. Since both defending units roll in the same combat step and all dice are rolled in a step before applying casualties, the two hits are applied together. Therefore, you must apply both hits if possible. The only way to apply both hits is to take the cruiser hit on the fighter and the sub hit on the destroyer.

Miscellaneous

- Q. When the rules refer to the original controller of a territory, do they mean the controller at the start of the scenario or the controller printed on the map?**
- A. The controller printed on the map. The original controller of a territory is the same whether you're playing the 1941 or 1942 scenario. China is considered to be the original controller of Manchuria and Kiangsu, and Japan controls these territories as an enemy power at the beginning of both scenarios.
- Q. If I am using the optional National Objectives rules, do I get the bonus IPCs for any Objectives that I start out meeting at the beginning of the game added to my starting IPCs?**
- A. No. Bonus IPCs for meeting National Objectives are awarded during the Collect Income phase of your turn. You will receive your first bonus payment during that phase of your first turn.
- Q. On page 22 it says that any new units that you don't place in the Mobilize Units phase aren't lost, but can be placed on a future turn. Does this mean that I don't have to mobilize my units if I don't want to?**
- A. You must mobilize all of your purchased units that you are able to. You may only hold back units that you *can't* mobilize because you don't have sufficient production capacity. These units remain in the mobilization zone until they are mobilized by you.
- Q. If my capital is captured and I have unplaced units in the mobilization zone and/or technology researchers, what happens to them?**
- A. You lose them. Return any unmobilized units to your storage tray and discard any researcher tokens that you may have.
- Q. When I capture a territory with an AA gun in it, do I get to keep it even if it belonged to one of my allies before it was captured by the enemy? What about if I liberate one of my ally's territories that has an AA gun in it?**
- A. Once an AA gun is captured, any claim of ownership on it by former owners is gone. If you capture it, it's yours, no matter who owned it in the past. If you capture a territory, you capture any AA guns in it. However, if you *liberate* a territory, any AA guns in it will go to your ally along with the liberated territory. In other words, control of AA guns always transfers along with control of the territory they're in. There is, however, one exception to this rule.
- Say Germany has an AA gun in France, and the USSR captures Germany and the United Kingdom captures France. If Italy takes France from the UK, it gets to keep both France and the AA gun, since Germany's capital is held by the enemy. If Italy then liberates Germany, Germany gets France back, but Italy gets to keep the AA gun there. This is the only time that a territory can change hands without any AA guns in it changing hands along with it.

Additional Optional Rules

The following are additional optional rules that can be used in your games if all players agree.

Dardanelles Closed to Sea Movement

In order to maintain its neutrality, Turkey closed the narrow straits linking the Black Sea and the Mediterranean, permitting no naval passage by any belligerent nation on either side. No sea units may move into or out of sea zone 16, however air units may move through this sea zone freely.

Fighter Escorts and Interceptors

Fighters can participate in strategic bombing raids. Attacking fighters may escort and protect the bombers, and they can originate from any territory, range permitting. Any or all defending fighters based in a territory that is strategically bombed can participate in the defense of the industrial complex. The number of fighters that will defend is decided after the attacker's Combat Movement phase is completed and before the Combat phase begins.

After anti-aircraft fire is resolved against the attacking air units, if there are any defending fighters an air battle occurs between the attacking and defending air units. This combat is resolved in the same way as a normal combat, with a few exceptions. The fighters have an attack value of 1 (2 if the attacker has the Jet Power research breakthrough) and a defense value of 2, and the bombers have no attack value. In addition, the combat lasts for only one round. After the battle, any surviving bombers proceed to carry out the raid as normal.

Fighters participating as either an escort or a defender cannot participate in other battles during that turn. Defending interceptors must land in their original territory. If that territory is captured, the fighters may move one space to land in a friendly territory or on a friendly aircraft carrier. This movement occurs after all of the attacker's combats have been resolved and before the attacker's Noncombat Move phase begins. If no such landing space is available, the fighters are lost.