

# Axis & Allies Anniversary Edition FAQ

This is the official FAQ for Axis & Allies Anniversary Edition, and it has been approved by Larry Harris. It contains some questions and answers (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 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 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* and *Surprise Strike* 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. Additionally, your aircraft may hit enemy submarines if you have a destroyer on the battle board."

## China

**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. 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.

**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

## Weapons Development

**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. Since the territory is captured as soon as the blitzing tank enters it, the territory is considered friendly at that point, and the bomber may continue its movement.

**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.

## 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. On page 29 it says that your aircraft may hit enemy submarines if you have a destroyer in the sea zone, but it doesn't say anywhere in the rules that aircraft can't hit submarines without a destroyer present. Do you always need a destroyer in a battle in order for your air units to hit enemy subs?**

A. Yes. Air units can only hit subs if there is a friendly destroyer on the battle board, otherwise hits made by air units must be applied to units other than submarines. If you're the attacker, destroyers in the same sea zone belonging to your ally don't count, since they're not involved in the battle.

**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* and *Surprise Strike* abilities of defending submarines and allow attacking air units to hit them. Since all defending units in the sea zone participate in the battle, *any* defending destroyer will cancel these

abilities of attacking subs and allow defending fighters to hit them, 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. 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.

## 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.

**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.

**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. 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's hit, so it's not defenseless. The attacker's only real option at this point is to retreat before the remaining transport is destroyed.

## **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 straights 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 antiaircraft 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 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 return to 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.