

Axis & Allies 1942 Edition FAQ

January 30, 2010

Errata

Page 15, 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 strip and conduct combat using the general combat rules (page 16)."

Page 17, 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. In any case, once a sub submerges, it is no longer involved 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. Are Mexico and Central United States adjacent?

A. No.

Q. Does sea zone 3 connect to United Kingdom?

A. Yes.

Q. Does sea zone 17 connect to Algeria?

A. No, a connection was not intended.

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. What about Iceland and Formosa? They have name labels, but no roundels indicating original ownership.

A. Iceland and Formosa are game spaces. Iceland should have a UK roundel, and Formosa should have a Japanese one.

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. Can a defending submarine submerge *before* an attacking sub fires on it?

A. Yes. The decision whether to submerge is made before any dice are rolled, and the submerging subs are removed from the battle immediately. Of course, if the attacker has a destroyer, the defending sub may not submerge at all.

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. 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 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 the USSR has an AA gun in Archangel, and Germany captures Archangel and Japan captures Russia. If the United Kingdom takes Archangel from Germany, it gets to keep both Archangel and the AA gun, since the USSR's capital is held by the enemy. If the United Kingdom then liberates Russia, the USSR gets Archangel back, but the UK 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.