

Axis & Allies WWI 1914 FAQ

March 31, 2015

Errata

Page 11, Spaces on the Game Board, Sea Zones: The third sentence of the second paragraph should read "*The naval base is controlled by the power that controls the territory. If the territory is contested, the naval base is controlled by the power that originally controlled the territory (unless its capital is controlled by the enemy, in which case no one controls it). Naval bases allow the controlling power to mobilize new sea units (original territories only) and repair its battleships in the corresponding sea zone.*"

Page 12, United States Isolationism: The second sentence should read "While it remains neutral, the United States *is not considered to be either friend or enemy to any other power, and it may not move land or air units out of the United States of America (including onto transports) or attack Central Powers sea units.*"

Page 13, Optional Rule-The Russian Revolution: The second and third sentences of the second paragraph should read "As a consequence of this, an armistice *is immediately offered* to the Central Powers. *If this armistice is declined by any of the Central Powers players, it does not occur, and the game continues as normal, with no change in the operations of Russia as a power (the revolution can only occur once per game). However, if the armistice is accepted by all of the Central Powers players, it occurs immediately and effectively removes Russia from the war, and the game. All Russian units outside of original Russian territories are immediately removed from the board, and Russia will no longer have a turn.*"

Page 14, Phase 1: Purchase and Repair Units, Step 1: Order Units and Repair Battleships: The second sentence of the second paragraph should read "During this phase, your damaged battleships can be repaired, but only if they are in sea zones *that have a naval base that is controlled by either you or a friendly power.*"

Page 15, Phase 2: Movement, Land Units: The first sentence of the third paragraph should read "Land units that begin the turn in contested territories can only be moved to territories that *at the beginning of the turn were either controlled by your power or contained units belonging to your power.*"

Page 23, Phase 4: Mobilize New Units: The first sentence of the second paragraph should read "Place all of your new sea units in any sea zone that *has a naval base that you have controlled since the beginning of your turn and is located in a territory that you originally controlled (has only your power's emblem).*"

The Map

Q. Why is Russia's capital in Moscow? St. Petersburg was the capital in 1914.

A. This was a design decision. While St. Petersburg was the actual capital at the time, Moscow was also a very important city. Moscow was a hub of military and economic activity. The game simply plays a lot better with Russia mobilizing its troops in a more central location, plus St. Petersburg is just too close to Berlin. The capital probably would have been relocated to Moscow anyway had it been seriously threatened.

Politics

Q. Which territories are considered to be a major power's "original" territories?

A. Original territories are the territories a major power begins the game with. They are the territories that have only that power's emblem on them.

Q. If the capital of a minor power aligned to my power is mobilized by a friendly power, who takes control of the territory?

A. Your power does.

Q. If I gain control of the capital of a minor power aligned to my power through mobilization, do I also gain control of any colonies it may have?

A. No. They must be controlled individually.

Q. If a friendly power is the first power to move into a colony of a minor power aligned to my power, who takes control of the territory?

A. The power that moves into it takes control. Colonies of minor powers, having no major power's emblem, are not aligned with any major power.

Q. If a friendly power liberates a minor power aligned to my power or one of its colonies, who takes control of the territory?

A. The power that captures it takes control. Minor aligned powers and their colonies are not original territories of the major power the minor power is aligned with, so they are never liberated.

Q. If a combat occurs in a contested colony of a minor power aligned to my power and all units on both sides are eliminated, who takes control of the territory?

A. No one. It remains uncontrolled.

Q. Can United States units be used to represent a minor neutral power's units before it enters the war?

A. No.

Q. What happens if the United States is still neutral and it has sea units in a sea zone with units belonging to another Allied power when I attack them?

A. You may choose to ignore all of the United States units while conducting the battle, or you may choose to include all of them in the battle and bring the United States into the war.

The Russian Revolution

Q. What happens to non-original territories that Russia controls when the armistice occurs?

A. Russia immediately relinquishes control of them, including aligned minor neutrals. If units belonging to other Allied powers are in these territories, control is established based on the rules for moving all units out of a contested territory (see "Land Units" on page 15 of the Rulebook), otherwise these territories will remain uncontrolled until another power moves into them and will not mobilize units when entered.

Q. What happens to original Russian territories that are controlled by the Central Powers when the armistice occurs?

A. They remain under Central Powers control, but are considered to have no original controller for the remainder of the game. If such a territory is captured by an Allied power, that power takes control rather than returning it to Russia. If such a territory is left without units in it after a battle due to both sides being eliminated, it will not be controlled by any power (place any national control marker on it face down to denote this status) until a power moves units into it.

Q. What happens to contested original Russian territories that contain no Russian units when the armistice occurs?

A. They remain contested. Place a Russian infantry unit in each such territory to reflect this status.

Q. Can battles occur in original Russian territories contested between Russia and the Central Powers after the armistice occurs?

A. No.

Q. How does the status of Serbia and Romania change after the armistice occurs?

A. They are treated as minor neutral powers for the remainder of the game.

Q. What is Russia's relationship with the other Allied powers after the armistice occurs?

- A. Like the United States before it enters the war, Russia is not considered to be either friend or enemy to any other power after it exits the war. Units belonging to other Allied powers outside of original Russian territories that remain controlled or contested by Russia may no longer move into those territories. Any such units remaining in those territories at the end of their next respective turn will be removed from the board at that time.

Movement

Q. Can a fighter fly over a neutral territory on its way to another territory?

- A. No.

Q. Does moving land units across the Turkish Straits require the use of transports?

- A. No. Constantinople, containing the Turkish Straits, is one territory, so no movement is required to cross the straits within Constantinople.

Q. Is control of Constantinople required for moving sea units through the Turkish Straits?

- A. No.

Q. Can I move land units out of a contested territory into an adjacent territory that I made contested in the same turn?

- A. No. The destination territory must have already been contested by you at the beginning of your turn.

Q. If I am moving units into a territory both by land and amphibiously, can my one infantry unit that's required to move in be moved by sea?

- A. No. At least one infantry unit must move in by land unless you had an infantry unit in the territory at the beginning of your turn.

Naval Mine Fields

Q. If the territory that shares a naval base with a mined sea zone is contested, do sea units on both sides have to roll for mines?

- A. No. Only sea units that belong to enemies of the power that controls the naval base (see Errata on page 1 of this document) must roll for mines.

Q. Are submarines affected by naval mine fields?

- A. Yes.

Q. If I am offloading a transport from a friendly sea zone, does my opponent roll for any mined sea zones it has passed through during its movement before or after I offload?

- A. Before.

Q. What happens if one of my loaded transports strikes a mine in a sea zone it entered *before* it loaded the units?

- A. Any units that were loaded after the transport entered the mined sea zone are returned to the territory or territories from which they were loaded and may not move in the current turn. Of course, any units that were already on the transport before it entered the mined sea zone are lost.

Q. If I am planning an amphibious assault or reinforcement, but some of my sea units struck mines while attempting to deliver the units, may I call off the landing?

- A. Yes.

Combat

Q. If a multinational force is defending a territory and gains air supremacy, are all of the defending artillery promoted, or only those belonging to the power(s) with fighters in the territory?

A. All of them are promoted.

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.

Mobilizing New Units

Q. Do I have to mobilize all of the units that I purchase, or can I save some for later turns?

A. You must mobilize all of them that you can.

Q. What happens if I purchase a sea unit but realize during the Mobilize New Units phase that I have no eligible naval base to mobilize it with?

A. It is returned to your storage tray, and the IPCs are refunded to you.

Q. Can the British Empire mobilize units in India if it is controlled by the Central Powers?

A. No.

Q. If my capital is contested and I attack there, lose all of my units, and cause it to be captured by an enemy power, what happens to the units I have purchased?

A. The units are returned to your storage box for a refund, and the power that takes control of your capital collects the refunded IPCs.