

Axis & Allies Europe 1940, 2nd Edition, FAQ

September 3, 2014

Errata

Page 24, Convoy Disruption Example 2: The first sentence should read “On Italy’s turn, the UK submarine in sea zone 97 can cost Italy up to 6 IPCs.”

Page 35, Movement Between Maps: The second paragraph should read “The Canadian province of Alberta/Saskatchewan/Manitoba on the Europe map is adjacent to the *Western Canada territory* on the Pacific map.”

Politics

Q. If I attack an aircraft carrier or a transport carrying units belonging to a power with which I am not at war, what happens to those units?

A. In the case of air units on undamaged carriers, they will not take part in the battle, but will remain in the sea zone (if their carrier is sunk or damaged, they will be treated as stranded air units). In the case of land units on transports and air units on damaged carriers, they remain cargo and will be lost if the vessel carrying them is lost. In any case, a state of war will not result with the power owning the units.

Movement

Q. If some of my units begin my turn in a sea zone with enemy submarines and/or transports and I decide to attack them, can I move some or all of my units out of the sea zone in combat movement to avoid having them participate in the combat?

A. Yes. Even though the sea zone is not hostile (it contains no enemy surface warships), you can still move units from the sea zone in combat movement to escape combat if you’re attacking there. However, you must still respect the rules for moving units in the Combat Move phase to escape combat.

Q. Can mechanized infantry units move two territories in noncombat movement by themselves, or must they be paired with a tank?

A. They can move two territories without a tank. In fact, they can also move two territories in *combat* movement without a tank, as long as the first territory is friendly. They only need to be paired with a tank in order to perform a blitz movement, which involves moving through an unoccupied *hostile* territory during combat movement. See pages 14 and 15 of the Rulebook for more on blitzing.

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.

Scrambling

Q. Say the United Kingdom launches an amphibious assault from a US transport without any supporting UK sea or air units in the sea zone, and then the defender scrambles. What happens?

- A. In effect, nothing happens. The US transport doesn't participate in the sea battle because it's not the US's turn. Since there are no attacking sea or air units, there is no sea battle. However, the sea zone can't be cleared of defending combat units, so the amphibious assault can't proceed.

Submarines

Q. If a submarine submerges to escape combat, when does it resurface?

- A. Immediately after the battle. Submerging simply removes subs from combat. Beyond that, it has no further effect.

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 units belonging to powers with which you are at war in that sea zone.

Transports

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.

National Objectives

Q. Do I get the bonus IPCs for any National 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.

Global Game Rules

Q. Can one of the United Kingdom economies pay for facilities (industrial complexes or bases) and place them in the other economy's territory?

A. No.

Q. If the United Kingdom gains the War Bonds breakthrough, which economy gets the IPCs?

A. The IPCs may be divided between the two economies each turn in whichever way the United Kingdom player likes, including all of them to one economy and none of them to the other.

Q. Exactly how do other powers interact with the Soviet Union when it's only at war on one side of the board?

A. Axis powers with which the Soviet Union is at war may attack or fly over any Soviet-controlled territories normally, regardless of where they're located. Axis powers on the other map may not move units into or through any original Soviet territories or Soviet-controlled territories. Allied powers at war may move units into or through original Soviet territories and Soviet-controlled territories only on the map on which the Soviet Union is at war.

For example, let's say the Soviet Union is at war with only Japan. Japanese units may attack or fly over Soviet-controlled territories on either map. However, Germany and Italy must still treat the entire Soviet Union as a neutral power, and may not move units into or through any original Soviet territories or Soviet-controlled territories. Allied powers at war may move units into or through Pacific original Soviet territories and Soviet-controlled territories, but not European ones.

Q. What happens if Japan attacks a Mongolian territory in the same turn that it attacks a Soviet-controlled territory that is adjacent to a Mongolian territory?

A. All of the other strict neutral territories will immediately become pro-Allies, and all of the Mongolian territories that are not captured by Japan will become controlled by the Soviet Union at the end of Japan's Conduct Combat phase.