

# Axis & Allies 1940 Global - 2nd Edition

## Lessons Learned from the Q&A Thread

11 November 2017

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*These rule discussions have been derived from reading the rulebooks, the official FAQs (both of which can be found at <http://avalonhill.wizards.com/rules>), and the first 119 pages (three years' worth) of Q&A on the Axis&Allies.org website in the sub-forum for A&A 1940 Global 2nd Edition, the Q&A thread: <http://www.axisandallies.org/forums/index.php?topic=28562>. Many of the clarifications on which this document is based have come from posts by Krieghund, kcdzim, and Gamerman01, to name a few.*

***This document isn't official; the rulings in it are not official. For confirmation, please visit the above thread.***

*Most of these issues will be clear after a careful reading of the rulebook. That said, these discussions may be of benefit in helping you spot your own rule misunderstandings, or in explaining ticklish rules more clearly to you.*

### Abbreviations

R3, J2: this means Russia's turn 3, Japan's turn 2, etc.

AAA: AA guns (and can also include the AAA self-defense of facilities, depending on the context).

SZ: sea zone, commonly followed by a number to indicate a specific space on the map.

Russia, USSR, Soviet: these all refer to the same nation and--correctly or not--are used interchangeably.

E40/E40.2, P40/P40.2: these refer to the corresponding second edition rulebooks--Europe 1940 or Pacific 1940.

DoW: declaration of war.

AB: air base.

BB: battleship.

CV: aircraft carrier.

DD: destroyer.

CA: cruiser.

Tac: a tactical bomber.

Mech: a mechanized infantry unit.

SBR: a (strategic) bombing raid.

NCM: non-combat movement.

FIC: French Indochina.

NO: National Objectives that grant IPC bonuses during the Collect Income phase.

IPC: Industrial Production Certificate, the money of the game, sometimes referred to as "\$".

TripleA: A free computer program on which you can play Axis & Allies.

**Map** (E40 p. 8, P40 p. 8)

**Islands:**

- Islands include New Zealand, the Philippines, and all Pacific DEI territories except New Guinea.
- Territories that are not islands include Australia, Japan (has a major IC), and the UK.
- Scotland and Eire *are* connected to each other by land.

**Sea Zones:**

- While the US is neutral, the Pacific sea zones that Japan is prohibited from entering due to their being within two sea zones of the US mainland are sea zones 1, 2, 3, 8, 9, 10, 11, and 12.
- Air units *can* fly directly from sea zone 99 to sea zone 100 (the Turkish Straits) and vice versa, regardless of Turkey's current status.

**Other:** Ontario *does* directly connect with the Central US.

**DoW** (E40 pp. 9-10, 12, 15, 36-39; P40 p. 10)

If not otherwise restricted or specified, powers can declare war on each other at any time, and their doing so has no effect on any other power. For instance, a Russian DoW on Japan doesn't affect relationships between Japan and UK/ANZAC, nor does it constitute provoking Japan, nor does it have anything to do with US entry.

**Power Neutrality:**

- While neutral, the US and USSR cannot land planes in territories that they don't control themselves.
- While neutral, the US and USSR cannot invade a neutral territory, nor can they activate pro-Allied neutral territories.
- While neutral, US ships may still go through the Panama Canal.
- While neutral, the US *is* allowed to send aircraft carriers with planes aboard into SZ 102.
- While neutral, Russia can move its ships in SZ 115 into SZ 114 or 113, and even into 112 if he has the permission of the German player (or if the Allies have control of Denmark). German ships do *not* block the movement of Russia ships, since Russia and Germany are not at war with each other.

**Entering Territories:**

- An attack by Japan on UK-Pacific, ANZAC, or the Dutch *will* allow the US to enter the war (on the US's next turn); an attack by Japan on French Indochina (following a Japanese DoW on France) *will not*.
- UK/ANZAC can move into French Indochina at will, but Japan will need to declare war on France first. (France, ANZAC, and UK are already at war and therefore are actively in an alliance together.)
- If the USSR is at war with Italy and/or Germany, they *are* permitted to NCM into European-map pro-Allied neutral territories such as Persia.
- When the US goes to war with Germany or Italy, it *is* allowed to enter UK/ANZAC Pacific territories even if the US isn't yet at war with Japan, for the US *has* actively joined in their worldwide alliance.
- If the US and Japan are at war, and Russia is at war with Germany but not Japan, the US still cannot enter Russian Pacific territories since Russia loses its neutrality independently in each theater. Even if Japan attacks Russia on the western map while Russia is still neutral in Europe, Russia will remain neutral in Europe. Furthermore, Russia is not permitted to attack these Japanese-held originally-Russian territories on the western map, even if no Italian or German units are in them. US bombers cannot land in Pacific Russia if Japan and Russia are neutral, even if Germany has taken Russian territories in the Pacific.
- If Russia is at war with only Japan, UK-Atlantic still cannot move into Russian territories.

- Russia can land planes in Burma when Russia is at war with Japan, even if the UK isn't yet at war with Japan: the UK and Russia in this situation are active allies because they're both at war with the Axis (Germany and Japan, respectively). Likewise China can move forces into Burma/ Hong Kong before the UK is at war with Japan. (This movement into Hong Kong or Burma by China is not a provocation for Japan: only UK/ANZAC can provoke Japan, and this provocation always comes in the form of a DoW by UK/ANZAC on Japan.)

**Air units cannot overfly . . .**

- pro-Axis, pro-Allied, or strict-neutral territories that haven't yet been entered by someone in a previous phase, (P40.2 p. 9) (or that haven't had an amphibious assault announced against them in a previous phase, whether or not that assault was turned back),
- nor the territories controlled by a neutral power, (E40.2 p. 15)
- nor can neutral powers overfly territories controlled by anyone but themselves. (E40.2 p. 15)
- In all other cases, air units *are* permitted to overfly other territories.

If the units of two allied powers are both together in the same territory (whether ground units or air units), an enemy power cannot attack that territory if it's at war with only one of those two allies. However, if the ships of two allied powers are both together in the same sea zone, an enemy power that's at war with only one of those allies *can* engage in combat in that sea zone--but it only engages the ships of the ally it's at war with.

**Tactical Comments:**

- In general, there's no downside to Russia declaring war on Japan on its first turn.
- This tactic is permitted: the UK can move a surface warship into a sea zone with a neutral Japanese transport present, then the ANZAC could DoW Japan on its ensuing turn. These actions would prevent Japan from loading that transport from that sea zone on its first turn of war.
- A DoW by Japan against France allows Japan to attack the French DD in the India Ocean. Sinking this DD, however, would not stop Japan from collecting its 10 NO related to French Indochina.

**Nations that Are Allied to Each Other** (E40 pp. 12, 15, 21, 36-39)

All allied units defend together--in the air, on land, or at sea. An American CV carrying a Soviet fighter and a British tactical bomber, being attacked by a German destroyer, would have all three nations defending.

But the "all allied units defend together" statement is true only if all parties are at war. And remember that powers that aren't at war with anybody can't yet be in their future ally's territories, nor on their carriers, nor in their transports. At sea, however, a neutral power *can* share a sea zone with a future ally, although an enemy power would only be able to attack those powers he is actually at war with, and would ignore the units belonging to the neutral powers (so in this case they *don't* defend together).

Powers *can* use allied air bases to launch paratroopers, and to extend air ranges, and to scramble.

If you're conducting an amphibious assault in a sea zone (whether from your own transports or from allied transports), and the enemy scrambles, then any allied warships in the same sea zone will *not* be able to defend against those scrambling aircraft: scrambling is an action taken by the defender, not by the attacker. And if you have no air or sea units present that have an attack factor that can be used against planes, then those scrambling planes will cause the amphibious assault to fail. In this case allied transports would not be hurt, but your transports might get sunk--or if still alive after the first round, could retreat (if otherwise permitted) from that sea zone. In thwarting the amphibious assault in this way, the scrambled aircraft will have participated in their only-allowed combat for the turn.

### **The Dutch** (P40 pp. 9, 38, 39)

Dutch territories are treated the same as any other territory that (a) is friendly *and* (b) has lost its national capital. The only difference between Dutch territories and, say, French territories after Paris has fallen, is that the UK/ANZAC have a special relationship that allows UK/ANZAC to take control of Dutch territories *before* those territories have been captured by the Axis, and to do so by moving a ground unit into it. (Typically you have to take a territory back from the enemy in order for this to happen. This, by the way, is the one of the two instances where control of a friendly territory can pass directly to a friendly power--the other is when a neutral territory has been attacked but an opponent but not captured.)

When you're confused about Dutch territories, ask yourself how you would treat Normandy if it were still French. For instance, can UK/ANZAC/US/Russia land a plane there? Yes, as long as Normandy started the turn friendly and the plane's owner is not neutral. So Allies can land air units in Dutch territories (including in South America) without first having to move in a ground unit into them because the Dutch are one of the Allies (and the Dutch are at war with Germany). The US (if at war), Russia (if at war in that theater), and France are always free to move a land unit into Dutch territories while those territories are still Dutch. These powers simply cannot *take control of it* without liberating it (as they don't have the same diplomatic ties with the Dutch that UK/ANZAC do). For Japan to attack a Dutch territory, they must declare war on UK/ANZAC. For Russia to enter DEI territory in the Pacific, it must be at war with Japan.

Note also that, once a Dutch territory is controlled by *any* playable power, it will never be Dutch again.

### **China** (P40 pp. 10, 38)

Allied planes can land on Chinese territories if--and only if--that Allied power is at war with Japan.

The Flying Tiger from China can land in Burma even when Japan and UK-Pacific are not at war--the restriction on UK units entering China while UK and Japan are not at war applies only in one direction.

While India is Axis-held, China *can* take control of Burma or Kwangtung if it captures them from the Axis.

### **Pro-Axis, Pro-Allied, and Strict-Neutral Territories** (E40 pp. 10-11, 39-40; P40 pp. 9-10)

**Overflying:** You can't fly over neutrals territories that haven't been attacked yet, except to directly attack it. At the conclusion of an attack (either when retreating or when landing in the NCM phase), your air units can fly away in any direction (as long as you don't fly over other unattacked neutrals, etc.). You *can* fly over a neutral territory that has been attacked in a *previous* phase or turn, and you can even fly over one during NCM if it was attacked in the Combat phase, because at this point in the game the territory will no longer be neutral. Even if it has yet to be fully conquered, it will have joined one side or the other. You cannot fly *over* a neutral territory in the same phase that it is *first* entered by a power: this includes friendly neutral territories being entered during NCM.

**Landing in:** You can't land planes in any territory that was neutral (or hostile) toward you at the beginning of your turn: it has to have been under friendly control. You *can* land planes in a neutral territory that was attacked by somebody else and has consequently joined your side (but air units *alone* won't activate it, nor will they give *you* control of it, nor will they allow you to swap the local infantry for your infantry, nor will they give you the IPCs for that territory--for these things you need to move a non-AAA ground unit into the territory). For example if Germany attacks Spain but fails to conquer it, Russia can now land air units in it (as long as Russia is at war with either Germany or Italy, that is).

**Blitzing:** You can blitz strict-neutrals and unfriendly neutrals (this happens in combat movement phase) as long as the neutral territories don't have a standing army, but you can't blitz *friendly* neutrals (this only happens in the NCM phase). If any ground units enter a friendly neutral during NCM, they must end that phase in the same territory.

**Strict-Neutrals:** When you attack a strict-neutral territory, all of the other strict-neutral territories remain neutral but become Pro-Allied/Pro-Axis (depending on which side attacked them). And as such, you still cannot fly over them as long as they retain that neutral status. (Note: special rules apply to Mongolia.)

**Other:**

- Because of these rules, it's important to keep careful track of which neutral territories have been attacked.
- If a neutral territory survives an attack, it does *not* regenerate any eliminated infantry units.
- The Dutch territories--like French territories--are *not* neutral: they're already friendly to the Allies.
- If a power declares an amphibious assault against a pro-other side neutral territory or a strict-neutral territory, and a sea battle prevents the amphibious assault from taking place, the neutral territory is still considered to have been attacked and is now no longer neutral.

**Mongolia** (P40 p. 39)

**Japanese Attacks:** If Japan attacks a *Russian-controlled* territory bordering Mongolia (even if only an air attack or a bombing raid), all of Mongolia that is currently pro-Allied neutral territory, strict-neutral territory, or that has joined the Allied alliance as a result of a failed Japanese attack will immediately become Russian controlled and have their standing armies placed onboard using Soviet pieces. If Japan attacks a Chinese territory with Russian units in it, the Mongolians do not join Russia (it's impossible, BTW, for originally-Chinese-controlled territories to ever be Russian controlled): Mongolian territories only join Russia if the pact is still active *and* Japan attacks a Russian-controlled territory bordering Mongolia.

**Russian Attacks:** However if Russia attacks a Korea or a Japanese-controlled territory bordering Mongolia, then the Mongolians will remain neutral and will *never* join Russia as described above. (Russia entering a US-controlled Korea has no effect.) Russia can't attack Japanese units in *Chinese* territories bordering Mongolia without consequence because these Japanese units will (in all likelihood) be in Japanese-controlled territories. However, if you actually had the strange situation where Germany or Italy controlled the Chinese territory that borders a still-strict-neutral Mongolia, Russia could attack *that* territory (which could even have Japanese units in it) without consequence, because it is not Japanese controlled.

A DoW between Russia and Japan has no direct bearing on Mongolia's status. American attacks on Manchuria and Korea have no impact on Mongolia's political situation.

**Strict-Neutrals:**

- Neutral Mongolian territories will become pro-Axis neutral territories if (and only if) Russia directly attacks a neutral Mongolian territory, which will also turn all of the strict-neutrals worldwide into pro-Axis neutral territories.
- If any *other* Allied power attacks Mongolia directly, it will turn all strict-neutrals worldwide into pro-Axis neutral territories, but the rest of Mongolia will remain strict-neutral territory.
- If the Allies turn all strict-neutrals pro-Axis, Mongolia remains strict-neutral. (Should the Axis invade a Mongolian territory after that, the rest of Mongolia will become pro-Allied neutral territories. Should Japan attack a bordering Russian-controlled territory after an Allied attack on strict-neutrals, the Mongolian territories will still become Russian controlled as discussed up above.)
- Mongolia will go pro-Allied if the Axis break strict neutrality anywhere, including anywhere in Mongolia.

Each Mongolian territory that is a *friendly neutral territory* has to be entered individually to activate the infantry and gain control of the territory.

### **Scramble** (E40 pp. 13, 14, **16**, 18, 21, 22, 28, 30)

Scrambling is announced only after *all* of the attacker's combat moves have been completed.

If a power is engaged by scrambling airplanes, any co-located allied units of that power in the same sea zone do *not* participate in that combat in any way, for they are allies of the power who is now taking his turn.

Airplanes can scramble from *any* territory that has an airbase--there is no requirement that the airbase have been controlled by that alliance for a complete round.

Airplanes *can* scramble in defense of an ally's ships, as long as both the ally and the plane's owner are at war. E.g., French planes can scramble in defense of UK ships being attacked by German units. The owners of the scrambling planes get to decide exactly which planes will scramble, as long as all involved allies agree.

Should defending planes scramble into a sea zone which also contains a defending submarine, that submarine has the right to surface and join the battle against an amphibious assault.

If planes are left stranded after scrambling because the territory that they were based in was captured by the attacker, those planes get to move 1 space to find a landing spot, as measured from the sea zone that they scrambled to.

You *can* Scramble planes to defend a pro-your side neutral territory or a strict-neutral territory that is not yet part of your alliance, for the declaration of an amphibious assault *makes* that territory part of your alliance.

### **Kamikazes** (P40 p. 16)

Kamikazes can only target surface warships. If there're no surface warships present, kamikazes cannot be used.

No Japanese units are needed to conduct kamikaze attacks: they just "happen".

Scrambling is announced first, then Kamikazes are announced, both before any dice are rolled. Kamikaze attacks are then resolved before *any* combats begin.

Kamikaze attacks do *not* force a sea battle to take place. Any warships that're sunk by Kamikazes still count as having been present for purposes of meeting the escort requirement for amphibious assault in the presence of enemy submarines. (P40 p. 15) After the Kamikaze attacks, sea battles will then occur--or not occur--according to the standard procedure: Kamikazes have no effect on this.

A single Kamikaze attack in a sea zone prevents *all* bombardment by *all* cruisers and battleships in that sea zone during this turn, as long as (at least) 1 kamikaze is used up. The Kamikazes need not succeed in landing hits.

An Allied power is allowed to send CV planes into a sea zone in which Kamikaze attacks may occur. Then, after all possible Kamikaze attacks and sea battles are resolved, that power is allowed to move his CVs into that sea zone during NCM to land his carrier planes.

### **Blitzing** (E40 pp. 13, **15**, 29, 40)

Blitzing only happens during the Combat Move phase.

Not only can you blitz unoccupied hostile territories, but you can also blitz strict-neutral territories and pro-"other side" neutral territories if neither has standing armies. You *cannot* blitz neutral territories that are pro-"your side" (e.g., Russia can't blitz NW Persia which is pro-Allies), because you can only activate friendly neutrals during NCM, when blitzing is not allowed. Nor can you blitz a formerly neutral territory that had a stand-

ing army but which wasn't fully conquered, for that territory is now friendly to your alliance (although not yet controlled by a specific power within your alliance)--control of it must be gained in the same way that control would be gained over a friendly neutral territory. Moving land units into a friendly neutral to activate it represents time and diplomatic effort to convince that territory to enter the war; as such, every unit doing so must spend their *entire* effort on that turn activating that territory--they may do nothing else (except possibly moving through a friendly territory to reach it during the same NCM phase).

A damaged airbase, naval base, or IC *will* block blitzing just the same as an undamaged facility would.

### **Sea Zone Movement** (E40 pp. 8, 13-16, 22)

If an opponent has a cruiser in a sea zone adjacent to you, and has a transport in the sea zone beyond that, and if you have a submarine and a battleship, you can move the battleship *in* with the cruiser to battle it while also moving the submarine *through* that cruiser's zone to attack the transport beyond it. Just because there will be a combat in a given sea zone doesn't prevent the submarine from moving *through* that sea zone (as long as the defenders do not have a destroyer in the transited sea zone).

A naval base allows you to move three sea zones, permitting you to sail, say, one space, load cargo, then sail two additional spaces and unload there.

### **Amphibious Assaults** (E40 pp. 12 sidebar, 14, 16, 17-18)

#### **General:**

- If the sea combat that precedes an amphibious assault fails to destroy all enemy ships and planes in that sea zone (excluding submarines that submerge and transports) and if all the attacking warships are sunk and all attacking aircraft are eliminated, then the amphibious assault will be prevented. If the transports survive the previous rounds of combat, they can retreat (however they can't offload their cargo during this turn). If they can't retreat, then they and their cargo will be lost.
- If a transport intent on making an amphibious assault is unaccompanied by warships and there is an enemy submarine in the invasion sea zone, then the amphibious assault is prohibited. The presence of an *allied* warship in the sea zone does not count, as that ship cannot participate in a sea battle during its ally's turn.

#### **Shore Bombardment:**

- If you conduct an amphibious assault from a sea zone in which the enemy has nothing but transports, and you attack those transports with planes, this in itself will prevent shore bombardment.
- Units taken as casualties from shore bombardment *do* get to return fire before being removed.

#### **Defending Submarine:**

- If the player who is making an amphibious assault moves into a sea zone with transports and a carrier and a fighter, and faces a defending surface warship and a submarine, this sea zone battle will prove unwinnable for that attacker: the defending surface warship will ensure that a sea battle is fought, and the attacking player has no means of damaging the enemy submarine. If there were no defending surface warship present at the start of the turn, then the attacking carrier would suffice to permit the amphibious assault, as it counts as an escorting warship against the enemy submarine even though the CV has no attack value. (E40 p. 16) A transport escorted by a submarine into a sea zone containing an enemy submarine is also sufficient to permit that transport to conduct an amphibious assault, as a submarine *is* a warship.

- If a transport and a carrier attempt an amphibious assault in a sea zone with an enemy submarine, that assault will be allowed *unless* the defender scrambles planes into the sea zone. By scrambling planes, the defender will force the attacker to participate in a sea battle which the attacker cannot win as it has no means of harming either the planes or the submarine.
- The US moves a destroyer and a submarine and a transport into the sea zone around the Philippines to conduct an amphibious assault. Japan has a submarine present. If Japan launches a Kamikaze attack and sinks the destroyer and the Japanese submarine then submerges, the US would still be able to launch its amphibious assault as the Japanese player in effect conceded the sea battle as soon as it submerged its submarine.

#### **Retreating:**

- Ground units that have been offloaded from transports during amphibious assaults cannot retreat, although the transports carrying the invading units can retreat from any arising sea battle (which would occur before any land units would be offloaded), carrying away the invading troops with them.
- If a fleet begins the turn in the same sea zone with enemy ships and stays to conduct a sea battle, that fleet will not be able to retreat later unless (a) some other ship has moved in to join the battle, or (b) the fleet first moved out of the sea zone then immediately back in again to establish a legitimate retreat route.

#### **Multiple Territories, Multiple Sea Zones:**

- You *can* amphibious assault two different territories from the same sea zone (as long as all units unloading from any given transport unload into the same territory); and you *can* bombard both shores (if you meet the other shore bombardment requirements).
- You can also amphibious assault the same territory from two different sea zones; and if you do so, you can bombard the shore from *both* sea zones as long as no sea battle is fought in either sea zone and as long as you land at least one ground unit into the territory from each sea zone and that you land at least one ground unit overall per bombarding ship (though not necessarily from the same sea zones).

#### **Transports** (E40 pp. 12 sidebar, 14, 16, 20 sidebar, 22, 33-34)

Transports, just like all other units, can only retreat from a combat if they belong to the attacker.

The only time transports are automatically eliminated in combat is when they belong to the defender, and they are the only units the defender has left, and only when the attacker still has attack power remaining.

#### **Loading and Unloading:**

- During NCM, a transport can move into and unload from a sea zone containing an enemy submarine, as the sea zone is not hostile. (E40 pp 8, 22, 33.)
- Units may *only* be loaded onto transports during Combat Movement when it is done for the purpose of performing an amphibious assault during the *same* turn. Every unit loaded onto a transport during Combat Movement *must* be offloaded during that amphibious assault (which means you can't load AAA during Combat Movement). The only exception is if the transport retreats from the sea battle, in which case its cargo must *remain on board* until a future turn. (E40 p. 34)
- The only time you can unload a transport *during the Combat Movement phase* is if you're doing an Amphibious Assault.



### **Beginning the Turn with Enemy Ships:**

- You *can* move an already loaded transport away from an enemy-occupied sea zone in the Combat Movement phase, but then you won't be able to unload that transport during the NCM phase. You can never move during Combat Movement and then unload during NCM, nor can you unload one unit from a transport in the Combat Phase and then another from it in the NCM phase: this would constitute the transport participating in *both* Combat Movement *and* NCM, which isn't allowed.
- If you build a surface warship into the same sea zone with enemy transports, those transports won't be able to load cargo from that sea zone during their next turn (assuming an ally of theirs doesn't destroy your warship during an intervening turn): if the transports leave during Combat Movement, they can load from another sea zone (but will then be committed to doing an amphibious assault that turn); if they stay, they'll have to participate in the combat that occurs in that sea zone and therefore won't be able to move during NCM.
- For the exception that allows transports to load from a hostile sea space during the first turn of a DoW, see E40 p. 12, sidebar.

### **Aircraft Carriers** (E40 pp. 12, 15, 22, 32)

If you can provide airborne planes a safe place to land by legal CV moves (and if that is the *only* way to save those planes), then you must do so. However when you indicate your plans to save all of your airborne planes, you don't have to account for the possibility of CVs being sunk in combat, or of their possible retreat from combat, nor for possible Scrambles by enemy planes. During actual combat, you no longer have to be concerned with the requirement of saving airborne planes--you can freely assign hits to carriers or planes in any combination even if that means certain death for some of your airborne planes.

Example: You attack a sea zone with a fleet, including a carrier and two airborne fighters that have 0 MP left. During combat, if you were to retreat that fleet (air units would stay in the sea zone), there is now no way that the two fighters could land anywhere because they have 0 MP left. Even if you controlled an island inside the sea zone, the planes could not land there. Their only possible landing place is the carrier, but it *is* legal to retreat it and thereby strand (and doom) the airplanes.

Planes can land on a CV which has retreated, as long as the CV isn't damaged, has room, and can be reached by those planes. Generally players do not move a CV into a Combat situation unless they want to soak up hits: a Carrier has no attack value.

The 1 extra MP to land that's allowed to stranded planes only ever applies to the defender, never to the attacker.

### **Battleships** (E40 pp. 12, 18, 31)

If a submarine makes a surprise attack against a BB, the BB will get to make a die roll in the combat as long as it isn't sunk by the surprise attack (the same goes for CVs on defense).

Damaged BBs *can* conduct shore bombardment, and can do everything an undamaged BB can do.

Damaged BBs and CVs cannot be repaired while the owner's capital is in enemy hands. (P40 p. 21)

### **Submarines** (E40 pp. 8, 13, 14, 15, 19, 22, 24, 33)

A submarine *can* retreat from a battle at the end of any round of combat, just like any other unit.

You can attack a huge fleet with a lone submarine in order to demonstrate that you have a "chance" of giving your planes a valid landing spot (by clearing that sea zone of enemy units and thereby allowing your CVs to enter it during NCM), but then simply fight just one round and either submerge or retreat.

#### **Submerging:**

- Generally, submarines can submerge whenever they would normally be rolling dice. If there's no opposing destroyer present, a submarine can even submerge before *any* shots are fired by anyone. This means that if you don't have a destroyer present, you can *never* force an opposing submarine to fight you, even if you also have submarines. In any round after you have lost your last destroyer, the opposing submarines can submerge. In fact they will get *all* of their special abilities back.
- Attacking submarines do *not* get a free shot before defending submarines can submerge: "*Attacking or defending submarines that choose to submerge are immediately removed from the battle strip and returned to the game board....*"

#### **Blocking Movement:**

- Submarines and transports don't block sea movement. Ever.
- A destroyer *will* stop a submarine's movement, but a submarine *doesn't* stop a destroyer's movement. A destroyer (indeed any ship, even a transport) can always NCM into and through a sea zone containing only submarines and transports of the enemy. A submarine can even NCM into a sea zone containing a destroyer--it just can't go beyond the destroyer's sea zone into another sea zone.

### **Fighters** (E40 pp. 15, 16, 17, 30)

During Combat Movement you *must* be able to demonstrate that all of your plans could possibly land safely. *After* Combat, you also can't ditch planes on purpose--if you can land them safely in NCM, you must do so. In between, however, during Combat, you don't have to worry about the fate of your airborne planes.

When conducting a bombing raid, both attacking bombers and fighters and defending fighters *all* hit on a 1 in air-to-air combat. But if you're attacking the territory itself, strategic bombers attack on a 4, tactical bombers and fighters attack on a 3, tactical bombers defend on a 3, and fighters defend on a 4.

### **AAA** (E40 pp. 14, 17, 18, **29-30**)

If a AAA was previously loaded onto a transport along with an infantry unit, and that transport takes part in an amphibious assault, the AAA must remain on the transport for the rest of that turn. AAA can load and unload only during NCM; they aren't permitted to attack, or even to move during the Combat Movement phase.

AAA are not sufficient to take control of territory. E40 p. 28: "*Only infantry, artillery, mechanized infantry, and tanks can capture hostile territories or convert friendly neutrals.*"

Example: on ANZAC turn 1, a transport *can* offload an infantry and a AAA into Java during the NCM. It could even unload just the AAA, for Java is a friendly territory. (Doing that, however, would not give ANZAC control.)

If a single territory has AAA from more than one power, they defend together as a group. However if only some of them have radar, they're rolled for separately--the attacker then chooses how to assign any hits.

### **Industrial Complex** (E40 pp. 12, 16-17, 21, 23, 27, 39, 40)

You may build a minor factory in any territory that is under your control, so long as that territory is worth at least 2 IPC in value and isn't an island and was under your control at the beginning of your turn.

Japan cannot build a major IC in Kiangsu or Manchuria because they are considered to be Chinese originally owned territories. Korea is the only eligible site for Japan to build a major IC.

If you capture a major industrial complex, it is immediately downgraded to a minor one. It can be upgraded back to a major only by its original controller on any turn *subsequent* to its recapture.

If Japan invades and conquers the Western US on the same turn that it declares war against the US, the IC in that territory will have already been upgraded to a major IC (which happens the instant that war is declared). Upon capture by the Japanese, that major IC will be downgraded to a minor IC, and Japan can never upgrade it back to a major IC. When the US later recaptures the Western US, it will have to spend 20 IPCs to upgrade that IC back into a major IC. If Japan fails to take the Western US on this first turn of war with the US, the US will have a major IC there and is permitted to build 10 units on that IC during its initial turn of war with Japan.

### **Retreats** (E40 pp. 18, 20)

You can *never* retreat from any kind of battle without having rolled dice--you must always go through at least one round of combat. (However, if you are attacking with submarines and there are no enemy destroyers present, you could immediately *submerge* and no dice would be rolled. But in this case the submarine cannot retreat to a different zone--it would stay in the same sea zone. Submarines can submerge individually, round by round.)

If you retreat, *all* units that can retreat must retreat, remembering that units landed in an amphibious assault can never retreat after they have landed. Air units cannot retreat separately from other units (except, as stated, for units landed by amphibious assault). P40 p. 18: "*If there is a retreat, air units and overland units (if any) must retreat at the same time. Air units will land during the Non-combat Move phase.*"

Air units can retreat at any time after the first round of combat. They don't immediately move away, though: they stay in the combat territory, removed from the battle. Then, in their NCM phase, they use any remaining movement points to get wherever they want to go--they never need follow the path taken by retreating land and sea units, nor do they all need to go to the same territory.

#### **Amphibious Assaults:**

- If an amphibious assault includes overland units, those overland units may retreat at any point after the first round of combat. All overland units must retreat simultaneously and to the same territory (i.e., no split retreats) that at least one of them came from.
- If there was an amphibious assault sea battle prior to the land battle, and a retreat was needed in the sea battle, the loaded transports will retreat with the retreating naval units, but they would then have to remain loaded until a future turn. If an amphibious assault is aborted in this fashion, all overland units and all air units are still committed to at least one round of battle in the targeted territory before they are allowed to retreat, no matter how cruel the odds are.

#### **Submarines:**

- Enemy submarines *do not* make a sea zone hostile: as such, your ships can retreat into a sea zone with them. However the sea zone must have been friendly at the beginning of your turn, so you must remember if there was an enemy surface warship there that you just sank--as that would prevent you from retreating there.
- In the absence of enemy destroyers, submarines may submerge at the beginning of a combat round, before any dice are rolled. In order for the rest of the fleet to retreat and leave the submarine behind, the submarine would need to submerge and sit out the entire last round of combat.

Surface ships may not move through the Strait of Gibraltar unless Gibraltar was controlled by a friendly power at the beginning of the turn. Retreating is a type of movement, therefore surface ships may not retreat through the Strait of Gibraltar unless Gibraltar was controlled by a friendly power at the beginning of the turn. Since all sea units must retreat together, if there are attacking surface ships remaining in the battle, any submarines forfeit their ability to retreat through the strait.

You *can* send transports and carriers (neither of which have an attack value) into battle with other ships merely for the purpose of retreating them into another sea zone. But you can't send them in alone: there must be some units with an attack value. And of course they must all participate in at least one round of combat.

If you move some fighting naval units into combat from one sea zone, and move a transport into it from a different sea zone, you *are* permitted (after a round of combat) to retreat all of the sea units into the sea zone that the transport came from.

You cannot retreat if you've destroyed all of the defenders that have a defense value (think AAA and transports). E40, p. 20: "*Condition A - Attacker and/or Defender Loses All Units: Once all units that can either fire or retreat on one or both sides have been destroyed, the combat ends.*" If you still have units remaining that are capable of attacking, then all remaining defending AAA and transports are automatically destroyed. If you have non-AAA land units remaining, you then will take control of the territory: this also is not optional.

Retreats of aircraft carriers are legal even if this jeopardizes the landing spots for air units.

### **Bombing Raids** (E40 pp. 16-17)

Strategic and tactical bombers attack on a 1 in air-to-air combat (as do any escorting fighters). Defending strategic and tactical bombers do not participate: only fighters can defend (and they also hit on a 1).

After air-to-air combat, bombers are assigned to individual targets. At this point each facility fires separately, rolling one dice for each bomber that is targeting it. The attacker then assigns the hits among only those bombers that are attacking that facility.

It's legal to send tactical bombers on bombing raids even when all of the bases are already at maximum damage (the idea being of allowing tactical bombers to soak up air-to-air hits so that more strategic bombers can get through to the IC).

The cool thing about the +2 damage for strategic bombers is that, if they get through the interceptors and the AAA, you are guaranteed to disable a base with a single strategic bomber.

### **NCM** (E40 p. 22)

You can clear a sea zone of enemy surface warships in the Combat Phase and then move your fleet through that sea zone during the NCM. The same thing goes for ground units and territories: you can move tanks and mechanized infantry through newly conquered territories.

You cannot overfly a friendly neutral territory that you are activating during the same NCM phase.

### **Capture of Capitals** (E40 p. 21)

When you capture a capital, you simply take all IPCs on hand: income is ignored.

If your capital is conquered, and then you conquer another power's capital (while your capital remains in enemy hands), you collect the IPCs from the power whose capital you captured, but you can't spend them until your own capital is liberated.

While your capital is enemy occupied, you don't collect any income, even though you still maintain control of the other territories you hold. While in this situation, *no one* collects income from your remaining territories.

If an ally has lost its capital, and you then capture one of its *originally-controlled* territories back from the enemy, you can build a minor IC or base in it per the usual rules. When your ally's capital is ultimately liberated, your ally not only gets back the territory you recaptured from the enemy, it also gets any IC or base that you built there. (If you purchase a facility with the idea of placing it in one of that ally's former territory, and then you liberate that ally's capital in the interim, you're now not allowed to build that facility in the intended territory for it has now gone back to your ally's control.) The ally would *not* get back any of his formerly-controlled territories that were not originally-controlled by him.

If your capital is enemy controlled, you can't repair BBs and CVs: you skip all phases except Combat Movement, Conduct Combat, and NCM. (This doesn't prohibit allies from repairing bases at your naval bases, however.)

If UK-Pacific loses India and West India to the Axis, UK-Europe wouldn't collect 2 IPC for taking West India back from the Axis: ANZAC or the US would need to capture West India if you want anyone in your alliance to receive that income before India is liberated.

### UK Economy (E40 p. 35)

If British units from India capture territory on the European mapboard, the income from it goes to UK-Europe.

West India does not count as a European territory for purposes of the UK's National Objective in Global games.

### Convoys (E40 p. 24)

To stop submarines from submerging during combat and then surfacing to disrupt convoys during the Income phase, you'll need to have some destroyers.

China as a nation doesn't suffer from convoy raiding. (P40 p. 10)

NOs and Convoy Disruption is obligatory: players cannot refuse NO income that they are due, nor can players refuse to disrupt convoys when they have units present in the applicable sea zones.

### NOs (E40 pp. 36-39)

Germany will not collect the 5 NO for Egypt if all it has there is a AAA.

If the US declares war at the beginning of their Collect Income phase of the 3rd turn, they *can* collect on their NOs during the same collect income phase, as they are now at war.

The Soviets cannot collect the SZ 125/Archangel NO if the Soviets are at war with Italy, yet still neutral with a Germany that has a submarine present in SZ 125. (In this case, Germany still gets its peacetime NO.)

Pro-Axis neutral territories controlled by the Soviet Union give them 3 IPC apiece, but this refers to the mapboard as it looks at the start of the game. Sweden would not count, even if the United States invaded Chile before Russia took Sweden. Russia will also get the 3 bonus IPCs for controlling Axis provinces in Africa, and also for Sardinia and for Sicily. And the pro-Axis neutrals count as well: Iraq, Bulgaria, Finland...

Regarding the UK-Pacific NO that grants 5 IPCs if UK-Pacific controls both Kwangtung and Malaya, and is at war with Japan: for this to be collected, Calcutta must also be in UK's hands, but nothing else need be.

Japan will lose its 10-IPC NO even if its attacks French Indochina only with air.

Germany does not get the 5 NO if it's Italy that controls Leningrad, Moscow, or Stalingrad instead of Germany.

**Placing New Units** (E40 pp. 12, 23, 27-28)

It's not legal to build a naval base in a territory that doesn't border a sea zone, nor can you build duplicate bases or a second IC in the same territory.

It's not legal to buy units which you can't legally place, even if it's possible that you could capture enough territory to permit it later during the same turn.

**Victory Conditions** (E40 p. 34)

To win, the Axis have to control 8 or more western-hemisphere cities (or 6 or more in the Pacific) *continuously* for an entire round of play. Say Italy captures London for the Axis 8th city on I10. The Axis will win on I11 if the Allies never take (or re-take) a European victory city at any time between I10 and I11. If at any time between I10 and I11 the Axis lose a city such that they dip below 8, the clock has to start all over again at such time as the Axis re-claim an 8th city. If the Axis get 9 or more cities, they can lose a city and still win on I11, as long as they never dip below 8 at any time.

**R&D** (E40 pp. 40-41)

You *can* attack the same facility with multiple rockets coming from different air bases on the same turn.

You must declare all rocket attacks before rolling for any of them, but you can make your rocket attacks at any time during the bombing raid phase.

Paratroopers can take off from an allied air base, but both infantry taking off from the same air base must go to the same territory.