

# Axis & Allies Europe 1940 FAQ

September 3, 2014

## Errata

**Page 23 - National Objectives & Bonus Income - Germany:** The third bullet point should read "3 IPCs if at least one German land unit is in Egypt. (Egypt may be controlled by Italy at the time.)"

**Page 23 - National Objectives & Bonus Income - United Kingdom:** The first bullet point should read "5 IPCs if there are no German submarines anywhere on the board *other than in the Baltic Sea (sea zones 113-115), the Black Sea (100), and the Caspian Sea (unnumbered).*"

**Page 32 - Soviet Union - Political Situation:** The following paragraph should be added: "Due to its separate treaties with Germany and Japan, the Soviet Union, was in a unique position in its relationship with the Axis powers. As a result, if the Soviet Union is at war with Axis powers on only one map, it is still under the restrictions of being a neutral power (see Powers That Begin the Game Neutral, pg. 15) on the other map, and Axis powers on the other map are also still under those restrictions regarding the Soviet Union on both maps. For example, a state of war with only Japan lifts the neutrality restrictions from the Soviet Union on the Pacific map only, and allows Japanese units to attack or fly over Soviet territories on either map. However, the Soviet Union is still restricted on the Europe map, and Germany and Italy must still treat the entire Soviet Union as a neutral power. At the same time, Allied powers at war may move units into or through Pacific original Soviet territories and Soviet-controlled territories, but not European ones."

**Page 33 - Soviet Union - National Objectives & Bonus Income:** The first bullet point should read "5 IPCs if the Soviet Union is at war *with at least one European Axis power*, the convoy in sea zone 125 is free of Axis warships, Archangel is controlled by the Soviet Union, and there are no units belonging to other Allied powers present in any territories originally controlled by the Soviet Union."

**Page 33 - Soviet Union - National Objectives & Bonus Income:** The second bullet point should read "3 IPCs for each original German territory the Soviet Union controls as long as the Soviet Union controls all of its own original territories."

**Page 34 - The United Kingdom - National Objectives & Bonus Income:** The second bullet point should read "5 IPCs if there are no German submarines anywhere on the board *other than in the Baltic Sea (sea zones 113-115), the Black Sea (100), and the Caspian Sea (unnumbered).*"

**Page 35 - China - Political Situation:** The second sentence point should read "China can't declare war on a European Axis power unless one of those powers first declares war on it *or moves units into a territory into which Chinese units are allowed to move.*"

## The Map

**Q. Are Alberta/Saskatchewan/Manitoba and Central United States adjacent to each other?**

A. Yes.

**Q. Are Quebec and New Brunswick/Nova Scotia adjacent to each other?**

A. Yes. On the map, the St. Lawrence Seaway is the border between these two territories. As such, it is not part of sea zone 106, so that sea zone does not touch Eastern United States.

**Q. Are Scotland and Eire adjacent to each other?**

A. Yes.

**Q. Is Greenland an island?**

A. Yes. Even though it touches the edge of the map, it is an island territory because it touches only a single sea zone and no other territory.

**Q. Is the Caspian Sea a sea zone?**

A. Yes.

## Politics

**Q. If another power declares war on my power, am I at war with that power immediately, or do I have to declare war on my turn?**

A. Your power is at war immediately, but only with the power that declared war on it. You must wait until your turn to make any declarations of war on other powers that were enabled by that declaration. For example, if Germany declares war on the United States, the United States is immediately at war with Germany, but it must wait until its turn to declare war on Italy. Of course, the United States may also declare war on Germany on its turn, but this is technically unnecessary, as the two powers are already at war.

**Q. When is a declaration of war considered to be "provoked"?**

A. A declaration of war is considered to be "provoked" under two conditions. The first is when the declaration is made in reaction to the direct aggression of another power. An example of this would be the Soviet Union declaring war on Germany after Germany has already declared war on the Soviet Union. (Such a declaration is technically unnecessary, as the two powers would already be at war.) The second condition is when a political rule allows the power to declare war due to a specific action being taken by another power. For example, the United States is allowed to declare war on any or all Axis powers if an Axis power declares war on it, so if Germany declares war on the United States, a subsequent declaration of war by United States on Italy would be considered provoked.

A declaration of war under any other circumstances is considered to be "unprovoked". Note that a declaration enabled by a political rule that allows a power to declare war on any of its turns or on a specific turn is considered to be unprovoked, as this is a condition based on the passage of time rather than on a specific action taken by a power.

**Q. While not at war, the United States may not move sea units into sea zones that are adjacent to Africa or Europe. Does this include Iceland?**

A. Yes.

**Q. On page 10 it says that the United States collects an additional 30 IPCs when it declares war. Is this a one-time payment, in addition to the National Objective bonus it collects for being at war?**

A. No. This is simply a reference to that National Objective.

## Neutral Territories

**Q. If I attack a neutral territory but fail to capture it, which enemy power's units should I place on it?**

A. It doesn't matter. Any enemy power's units will do. The territory will join the opposite alliance, but it will remain uncontrolled by any power until it's either captured by you or one of your allies or moved into by one of your opponents. If one of your opponents moves land units into it, you can exchange any units there for units of that power at that time. However, until then any units in that territory can't move. You can recognize the fact that a territory is in this state by the presence of units but no control marker to indicate ownership, or you can place an upside down control marker on it.

**Q. Can I activate a friendly neutral territory by moving an anti-aircraft gun into it?**

A. No. You must move a land unit with an attack value into the territory.

**Q. Can I move air units into or through a friendly neutral territory during the same turn in which I move land units into it to claim it for my power?**

A. No. It doesn't become your territory until the end of the Noncombat Move phase in which you move land units into it.

**Q. If I move into a friendly neutral territory as a noncombat movement, can I claim all of the territories that make up that neutral country? For example, if I claim Persia, do I also get Eastern Persia and Northwest Persia without having to move into them?**

A. No. An important concept to understand is the difference between a neutral *territory* and a neutral *power*. There are only six powers in the game (Germany, the Soviet Union, the United Kingdom, Italy, the United States and France). While some of these *powers* begin the game neutral, neutral *territories* are territories that begin the game not being controlled by any power. Each of these is treated as a separate entity. They're not linked together as countries in any way.

## 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.

**Q. Let's say I'm doing an amphibious assault and there are no enemy ships in the sea zone around the island I'm attacking, but the island has an airbase and enemy fighters. Can I move extra ships and planes into the sea zone along with my transports that won't support the assault just in case my opponent decides to scramble the fighters to defend the sea zone? What about if there's only an enemy sub in the sea zone? Can I move a destroyer in along with my transport just to keep the sub from getting a free shot at it, even though the destroyer will not participate in the assault?**

A. Yes, in both cases. You may move units into a sea that presents a danger to your units during combat movement, even though they may not actually end up fighting. Just the chance that there will be combat is enough to allow it.

## Scrambling

**Q. Can I scramble fighters or tactical bombers from United Kingdom?**

A. No. They can only be scrambled from island territories with airbases. An island is a single territory completely surrounded by a single sea zone.

**Q. If I declare an amphibious assault from a sea zone containing only enemy subs and/or transports and I choose to ignore them, but my opponent scrambles fighters into the sea zone, can I still ignore the subs/transports?**

A. No. The scrambling of air units into the sea zone forces a sea battle, so all units in the sea zone will participate in it.

## Combat

**Q. Can units that have no attack value (aircraft carriers and transports) attack a sea zone by themselves?**

A. No. In order to carry out an attack, at least one unit with an attack value must participate. This includes sinking defenseless transports. However, this does not prevent transports from attempting to conduct an amphibious assault alone if there are only enemy units within the sea zone that may initiate *optional* defenses, such as air units that may scramble or subs that may fire on the unescorted 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.

## 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. If I attack a lone enemy aircraft carrier with only subs, do any air units on the carrier still defend in the air?**
- A. Yes. Even though they can't hit the subs, the carrier's planes still defend in the air. The only time a carrier's planes don't defend in the air is when the carrier being attacked was previously damaged and the planes are trapped on board.
- 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.
- 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 cruiser. 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 your fighter and the sub hit on your destroyer.
- Q. Submarines can attack transports that move through their sea zone "unaccompanied by surface warships". Under exactly what conditions do surface warships prevent sub attacks on moving transports?**
- A. In order to prevent sub attacks, a transport or group of transports must make its entire move accompanied by a specific surface warship or group of surface warships. Each transport or group of transports that is not escorted will be fired upon once by each sub in the sea zone.
- Q. If a power with which I'm not at war moves an unescorted transport through a sea zone where I have a submarine, can I attack it?**
- A. No.

## Mobilizing New Units

- Q. What happens to the two free Soviet infantry units that are mobilized in Novosibirsk in the Europe game if that territory is held by the Axis?**
- A. They are lost. However, the USSR only has to control Novosibirsk during the Mobilize New Units phase, not for its entire turn, to get the infantry.
- Q. On page 22 of the Rulebook it says. "If you are upgrading a minor industrial complex to a major one, you may mobilize up to 3 other units from that industrial complex this turn." Does that mean I can mobilize six units there?**
- A. No. It means you can mobilize the normal three units for a minor complex in addition to the upgrade.

## Collecting Income and Convoy Disruptions

**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.

**Q. Can my income be reduced below zero by convoy disruptions?**

A. No.

## Global Game Rules

**Q. Does sea zone 10 connect to sea zone 64?**

A. No. The border between sea zones 10 and 11 should connect to the Pacific map edge at the southern tip of Mexico. Sea zone 10 is adjacent only to Western United States, Mexico, and sea zones 1, 9, 11, and 12.

**Q. When may the Soviet Union declare war on Japan?**

A. The Soviet Union may declare war on Japan at the beginning of the Combat Move phase of any of its turns. This will not affect its relations with any other Axis power.

**Q. The rules say that it's up to the Japanese and Soviet players to work out the terms of their nonaggression pact. What does that mean? Do we have to have one if we don't want one? If we do make one, does it become a new "rule" that we can't break?**

A. It's completely up to the players involved whether there should be an agreement, what it should be, and whether or not to honor it once it's made. The only restriction is that the agreement may not break any rules of the game.

**Q. If United Kingdom units move from the Pacific map to the Europe map, are they still controlled by United Kingdom Pacific, and vice versa?**

A. The important thing to understand is that United Kingdom Europe and United Kingdom Pacific are not separate *powers*. They are separate *economies* within the same power. As such, the only things that they do separately are collect and spend IPCs. This means that the Purchase & Repair Units, Mobilize New Units, and Collect Income phases of the United Kingdom turn are conducted separately for each economy, and they are skipped for an economy that doesn't control its capital. However, all other phases of the turn are conducted together in the same manner as any other power, with no regard to map boundaries. Once units are mobilized, there is no such thing as a "United Kingdom Europe unit" or a "United Kingdom Pacific unit". They are all just United Kingdom units, and they move and fight together as one.

**Q. If the United Kingdom captures an Axis capital, which economy gets the IPCs?**

A. The same rule applies here that does with United Kingdom income collection. If Berlin or Rome is captured, the IPCs go to the Europe economy. If Tokyo is captured, the IPCs go to the Pacific economy. This applies even if the receiving economy's capital is held by the Axis.

**Q. If one of the United Kingdom's capitals is captured by the Axis, can the other capital collect IPC income from the fallen capital's remaining territories?**

A. No. The income from United Kingdom-controlled territories on the same map as a captured United Kingdom capital is not collected until that capital is liberated, even if they are captured by the Axis and then liberated by the United Kingdom. Also, the Pacific economy can never collect National Objective income.

**Q. If a power's capital is held by the enemy, that power's allies can take control of its territories until the capital is liberated by recapturing them from an enemy. How does that work if only one of the United Kingdom's capitals is captured by the Axis?**

A. Other Allied powers may only take temporary control of territories whose income would normally go to the captured capital. Territories whose income would go to the free capital are liberated as normal.

**Q. If the United Kingdom does Research and Development, which economy pays for it? Does it share the results with the other economy?**

A. Either or both economies can pay for Research and Development, and both will share in the results. They are both part of the same power, after all. The only restrictions between them are on income collection and unit purchases and mobilization. In all other respects, they share everything.

**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. Can China do Research and Development?**

A. No.

**Q. Can Paratroopers “fly over” neutral territories?**

A. No. Paratroopers must obey the same movement restrictions as air units do.

**Q. Does the Radar technology allow the anti-aircraft fire of facilities during strategic bombing raids to hit on a 1 or 2?**

A. Yes.

## Miscellaneous

**Q. What are the two “Union Jack” National Control Markers for?**

A. They’re for tracking the United Kingdom’s Pacific economy income level on the National Production Chart in the global game.

**Q. When I capture a territory with an anti-aircraft 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 anti-aircraft gun in it?**

A. Once an anti-aircraft 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 Italy has an AA gun in Tobruk, and the United Kingdom captures both Tobruk and Southern Italy (the Italian capital). If Germany takes Tobruk from the United Kingdom, it gets to keep both Tobruk and the AA gun, since Italy's capital is held by the enemy. If Germany then liberates Southern Italy, Italy gets Tobruk back, but Germany 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.