

Axis & Allies 1941 FAQ

November 24, 2014

Errata

Page 6 - Combat Forces: The United States' Starting Income should be "17". Some copies of the Rulebook indicate it to be "15".

Page 13 - Blitzing Example: The first panel should depict a tank moving through an empty territory, and the second should depict a tank unable to move through a territory containing an enemy unit.

Back Cover - Soviet Union Setup Chart: Russia should contain 6 infantry, 1 tank, and 1 fighter.

Back Cover - United States Setup Chart: The United States' Starting Income should be "17". Some copies of the Rulebook indicate it to be "15". Also, Northwestern China should contain 1 infantry, and sea zone 11 should contain 1 destroyer and 1 transport.

The Map

Q. Are sea zones 6 and 8 adjacent to each other?

A. Yes.

Purchasing Units

Q. Can I purposely purchase more units than I can mobilize with the intent of deciding which units I want to keep based on the outcome of battles I intend to fight?

A. No. You may only purchase as many units as you currently have the ability to mobilize. The rules for returning excess units are intended only for inadvertent over-purchasing.

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.

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 enemy units 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.

Miscellaneous

Q. All of the plastic pieces in my game (except for infantry) are the same for the powers on the same side. For instance, my German and Japanese tanks are the same, differing only in color. However, the silhouettes in the Unit Profiles section of the Rulebook are different for all of the powers. Did I get the wrong pieces?

A. Except for color, the pieces are supposed to be the same for all powers on the same side. The silhouettes in the Rulebook are meant only to illustrate units of different powers. Some copies of the Rulebook show different silhouettes for different powers.