

Rogue Commander



'Option Rules'- Supplement

*- "Rules **voted** by the fans for the fans!" -*



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(and)
All other inspiring A&A Fans!



Forward

I love the concept behind this book.

Don't get me wrong: I don't love the **rules** in this book. I don't know if they work or not. I figure you guys will play them and make your own decisions.

I love the concept, because it means that *Axis & Allies* is flexible enough to allow for all sorts of wild adaptations: Deck Guns, Admirals, The Battle of Britain. The fact that these adaptations are coming from the fans on the avalonhill.com website makes it extra-special. What developer wouldn't want this kind of fan support for his game?

So bring it on. Play with different victory cities, different unit capabilities, different win conditions, different alliances, even different time periods. Try everything you can think of. And then, when you find something that works, tell the world.

See you in the trenches.

Mike Selinker

Lead Developer, *Axis & Allies*

It feels like its been 20 years yet it's only been six months. It's fall 1942 and you have survived several commando raids deep into enemy territory. They consider you the best, or at least they did. Orders for your operations have always been handed down by high ranking officials. Colonel Harris first called the shots under the direction of General Bradley, then just a short time ago Colonel Selinker taking direction from General Hill gave you new revised orders.

So far everything has gone according to plan, yet you still feel like you've been passed over for command time and again. After all, have the generals seen your spotless military record? Have they paid attention to your near perfect operations? They'll never promote you, you're too valuable in the field. You made a choice to take things into your own hands now. No more head honchos quoting rules and regulations... It's time to play your way. You're going rogue.



Welcome to *A&A Rogue Commander* the free optional rulebook by the fans for the fans. This project began on April 3rd 2004 just a few short weeks after the revised game hit the shelves. The revised improvements brought to the game astounded all the fans, mostly notably the inclusion of the National Advantages. Days of debates occurred on which rules to use, when to use them, and if they should be changed or altered. Across the board very few people wanted "official" rule changes but more and more people had wanted more optional rules. For 20 years A&A had been played with just 5 "official" optional rules.

So why *Rogue Commander*? Well some fans got together and decided that a compendium of house rules and options would be pretty nifty. No one wanted tournament play to change; people just wanted something different on those rainy day games with their friends. So that's what *Rogue Commander* is, a list of optional rules, scenarios, and ideas voted on by veteran players. What we now bring you now is very best in house rules and ideas to spice of you're A&A game. For my part, a big thanks to Larry and Mike and a bigger thanks to all the fans that year in and year out make this game grand. Now it's time to make the game yours, pick a night, call up your buddies, and go rogue...

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Private Stoneburner (left) and unknown friend
enjoying native company at Pearl Harbor.

Credits

Bryce Whitacre (Editor, Poll Master), Nicholas Szegedi Jr
(assistant/wingman), Elbowmaster (web guy)

Victory Cities:

Los Angeles is no longer a victory city. Instead now Pearl Harbor is a victory city

Escorts and Interceptors

During strategic bombing raids the attacker may bring along fighter escorts by declaring How many fighters will be participating in the combat. The defender then may nominate fighters as defenders. Follow this sequence:

1. The defender rolls AA gun attack and apply any "1"s as hits (rolled for all airplanes separately!)-the attacker can lose Bombers and/or fighters!
2. Each defending plane/interceptor fires and hits on 2 (OR LESS!)-better chance for hitting!
3. Each attacking fighter (escort) dogfights back with "2" or less only! Then attacking bombers on 1.
4. Then apply Strategic bomb rolls as normal with surviving bombers!



Consult the game manual in A&A:E and A&A:P for specific rule clarifications. The fan optional rule is both attacking and defending fighters attack at "2"



Superfortresses:

When making a strategic bombing raid
A roll of 1 on anti air forces the b-29 to miss
It's payload drop. For every one you rolled
you may make one additional roll. Any 1s
On the second roll will bring down the
superfortress

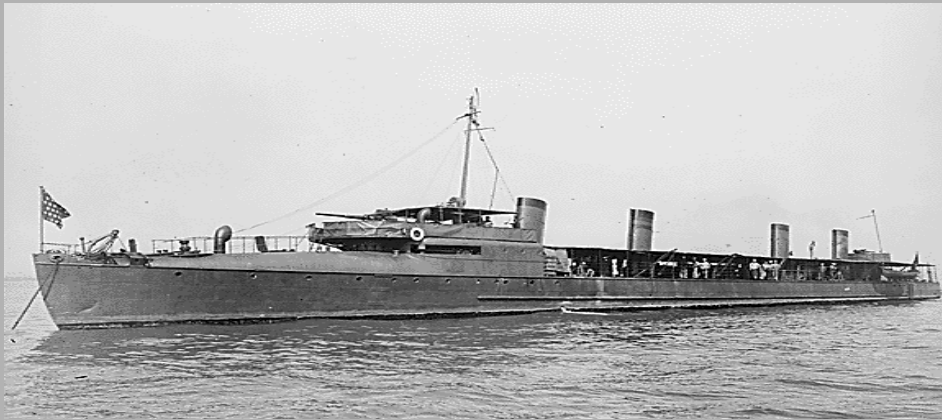
Deck Guns for Subs:

In battles between just subs and aircraft, subs may elect to fire at a 1 then submerge or stay in battle firing at 1. Hit subs do not fire back.. In battles where enemy aircraft and naval units are present subs must destroy the navy units before they may use the deck gun.



Destroyers and Subs

1 Destroyer negates up to 2 subs of their special abilities.. Destroyers will always pick up at least 2 subs if they are present in the battle. (in other words the destroyer doesn't have to nominate which subs it negates because it can pick up new subs as the other ones are destroyed)



Lend Lease

The conversion to Russian equipment now occurs in the Russian mobilization phase NOT in the purchase phase.

Legendary Generals and Admirals

Each country gets one General. He is deployed to any territory at the beginning of the game and has "command" of all units in that territory (and moves with them).

Any time that you have a General in a territory with your units (you can use a Table Tactics jeep or other marker to show where he is) you may REROLL for any set of units ONE TIME per battle. This reroll applies to all units in that particular group. This is to simulate the fact that someone is there to make important decisions and has the skills to change a battle that is not going as planned.

Example: German player declares that Rommel will be participating in a battle with 5 Infantry and 6 Tanks (does not matter if Germany is attacking or defending).

He rolls 5 dice for the Infantry and scores 2 hits. The player decides that is as well as can be expected. However, he scores only 2 hits with his tanks.

Having Rommel there gives him the chance to reroll for all 6 tanks. This decision can be made at any point in the battle, but may only be done once. If the player does his reroll while attacking, then gets attacked by another player in the same turn, he may still get his reroll as a defender.

Same theory applies in naval battles - he is just called an Admiral.





USS BUNKER HILL hit by two Kamikazes in 30 seconds on 11 May 1945 off Kyushu. Dead-372. Wounded-264

Kamikazes

The only change to Kamikazes is that they now get to pick the naval unit lost, excluding subs.

General Notes:

This book is by no means a completed project. In order to survive it needs to be a living document. A few months will be given to play test the rules presented and to compile more optional rules.

If you have an idea to be considered please e-mail me at Sinister@saintly.com and place the words “Axis and Allies” in the subject heading. I’m guessing that in a few months we will revisit and update this document.

First Edition Statistics: 24 polls taken, 59 rules suggested and 10 voted in, majority vote.

Scenarios

The following list is a list of events turned into rule scenarios for the game. We recommend You use only one per game but have fun and feel free to make your own.



The Desert Fox

To start the game the German player may place up to one half his starting tanks in Algeria. If the German national production ever falls below the starting German level, Hitler refuses all units from entering Africa until the German national production meets or exceeds starting levels. In this scenario, the British player receives the national advantage *Colonial Garrison* for free and must place the IC in South Africa.

Battle of Britain

In this scenario the Germans gain one free bomber (in Germany) and the the British gain the National Advantage *Radar*. During the game either side may conduct a SBR Against airfields rather than ICs. Fight combat as per the *Rogue Commander* escort/interceptor rules. Bombers bomb on a “3”. Any bomber hitting an airfield grounds aircraft, in that territory, (Fighters/Bombers cannot attack or defend) until the defending player’s mobilization phase.



Fan's Dedication Section:

"I Dedicate this game to..."

holywolfman



I dedicate my 'game' to **my brother** ! Even though- he can be 'pig-headed' and a 'meanie' 🙄 at times, I still love him and respect what he stood for and how he serves now! He used to be in the Marines and now is going through the police academy (Metro/ Las Vegas PD)...To this day I can't understand why he wants to be a cop, he just tells me: "... *You can't handle the truth !*" -lol

Wargames will **NEVER** be the same without him! (It also helps our relationship that we are Identical Twins too!) 🍷

-Nick- 😊

**Purple
Scorpion**



I don't own a copy yet, but mine will be dedicated to my Grandfather, who served in WWII, Korea and Vietnam before retiring in 1969 after 25 years of service. And to my Great Uncle Gus, who was shot down and killed over France flying "one last mission" that he didn't even have to; he had flown all his requisite missions and was being sent home to see his newborn son for the first time, but volunteered for one last flight.

Reyoso



I dedicate mine to my great-uncle who was a belly gunner on a Flying Fortress that didn't make it back.

Krieghund



I dedicate mine to my Dad, who proudly served in the United States Navy in WWII, and to my brother, who served in the United States Marine Corps in Vietnam.

We owe a lot to our veterans!

- Krieghund

ButchOHare1

To my Dad who served under Mac like Larry's did but saw desk duty during the occupation. 45-47 😊

**Stan
Grossman**



Have to dedicate this one to my dad, who was with the US 36th INF div in North Africa and Italy.

patronium

To the grandfather I have never met, an infantryman in the Australian Army, who fought at Tobruk and was wounded at El Alamein, and who died before I was born.

DesktopGeneral

I dedicate mine to both my grandfathers who both served in WWII, one in the Army one in the Air Corps. Also to myself b/c I am in the Army.

xxstefanx

Hello,

just want to add to holywolfman's list the fact that the developers themselves are on the boards holding contact to the fans and deliver SUPPORT! This is not natural in industry nowadays and shows the passion they have for the game themselves! It indicates that they CARE about the game itself and the 'customers'! Really a good sign!

Thx Larry! Thx Mike!

DES

I have a bit of a different dedication. I didn't have any Father's or Grandfather's that fought in WWI or WWII. I admire those men who did serve, like my wife's Grandfather who was a supply officer or the founder of the company I work for who was a radio officer.

But I would still dedicate my copy to my Grandfather and here's why: During the war my Grandfather was a farmer and helped to supply this country and it's fighting men with the food they needed during the war. When many young men left the farms they still had to run, and at above peak production. This fell on the shoulders of some of the toughest, most dedicated people you could ever find. What happened with the farming community during WWII is quite remarkable. Without them, this country could not have fought and won the war. So here is a dedication to those 2% of Americans that feed the other 98%, my Grandfather having been one of them.

DES

DocD



I dedicate mine to my father...Vietnam vet (red leg) and the millions of veterans who served 😊 , past, present, and future!

GetStrafed



I dedicate my WW2 gaming to my grandfather, William "Byrne" Walter, who passed away a couple of years ago.

He was at Anzio and would not ever talk about his experiences. I wish that I would have tried harder while he was alive to learn more about his role in the war.

One story that he did manage to tell my uncle was that during one particular battle, he picked up a potato masher grenade that had been thrown into his foxhole and threw it right back at the guys who tossed it! That was the kind of guy he was.

Anyone who knows any WW2 veterans should take the opportunity to learn as much as they can from them. These guys have great stories to tell and would appreciate someone paying attention. I am currently trying to meet other guys who were in my Granddad's unit so I can trace his path on a map of Italy.

Steve
SRG

IanD



I dedicate to my Dad (John) and his brother (David) from a small town in Perthshire, Scotland- who served in the Royal Navy on fast motor torpedo boats and motor gun boats at different ends of the Med, and came through safely. My dad was a lot younger than I am now ie 16 in 1939 and he and his brother had never been outside of Scotland before. As Larry Harris suggests, we need to remember how they and millions of others fought and died to defend the freedom we enjoy each day.

Thoes426



My copy is dedicated to my uncle George, who served in the navy aboard a destroyer in both the atlantic and pacific.
also to my grandfather who served as an infantryman in the first world war.
and without question all the other people who have served our nation and given up their life so that we all could remain free!
Thoes426

elbowmaster



tough one for me guys...

my grandfather and his wife had twins the year of the attack on pearl harbor...he was an electrical engineer for john deer tractors in la grange, he spent the war supervising bomber radar...i remember his stories about working a solid 5 days straight, going home to have his to kids at the door asking mom, who is this man at the door...?

my step father, a decorated viet nam vet, was a front line tank mechanic, one of the few who would actually go to the lines to repair tanks...during one of these times to the front, he was caught in a mortar attack and lost his leg...he came back to a country that disowned its war heros, and it took him quite a long time to recover from that...i remember how hard it was to be close to him, he was for sometime all drugged out from his medication, which led to massive drinking...etc...he finally told me his stories later in life, i have alot of respect for him...

war is hell...we all need to remember that...

-cheers

-elbowmaster

BloodyJack



Mine would be to both grandparents on my mother's side, and my grandfather on my dad's.

Grandmother served in an anti-aircraft battery on the southern coast of England. After the war ended she became a warbride to my grandfather who served as an ambulance driver in the army.

My other grandfather served on several carriers in the Pacific while in the navy.

They kicked ass during the war, and as grandparents as well.

Zero Pilot



I dedicate my game to my father, who served with the Coast Guard in WWII aboard the Hurst DE-250 Edsall class Destroyer Escort. I had the rare opportunity to tour that very ship at a special Hurst Coast Guard reunion in Phila. in the 80's. ~ZP

If the enemy is in range... so are you.

matt



Thank You to all Are Vet Past and now , Thank you from the Hart of a yong Man How has no face And Just wont to tell you all thank you

Sinister

I dedicate my WWII gaming to my grandfather, who was a mp at Pearl, and my great uncle "buddy" who was a medic in New Guinea and was one of the first to see action retaking of the Philippine Islands. He told me more than once that he was slated to be on the first transports invading Japan.

GROGnads



🇺🇸 I'm dedicating mine(when I do get it) to the pre-WW-2 'Allied Powers' of England & France. If it hadn't been for their **inept, self-serving, 'beau geste'**-(meaning 'futile'), 'Foreign Policies', of appeasement towards the Nazis, Fascists-even in Spain and Africa, then the whole premise of this game wouldn't have been possible. We all 'owe' them for the cataclysm that would become known as 'WW-2'. Can I get a hearty **"AMEN, brother!"**? 😊 "Rabble, Rabble, Rabble!" Okay, I should've also included the Soviets and Imperial Japan since they started earlier than the Nazis at least. Why, 'Unka Joe' was even killing off his **own** people before the Germans got into the 'business'! 🇺🇸

lozmoid



I dedicate my copy to my Grandfather who as a teenager, never fought in WWII but managed to escape from his homeland of German occupied Czechoslovakia.

docrodg



I dedicate my game to my stepfather, who served in Vietnam after being drafted. It may not have been a war that was "justified" but he had no choice in the matter and simply survived only to be shunned by society and falsely accused that he enjoyed it and still lives with the nightmares of what he saw. I also thank him for helping me learn to live with myself after my first combat.

questioneer

Thanks Larry for the great AA games over the years. I hope you continue to make more. I have been playing AA since I was 12. WWII had a personal affect on our family for generations. I have dedicated my games to these people:
My grandfather-who fought in the Philipines-US Army.
My other grandfather-who fought in France-US Army.
My step-grandfather-who fought on a destoyer in the Pacific (shot 3 Jap planes down)-US Navy.
My great uncle- who fought at Iwo Jima-US Marines.
My other great uncle who fought in Korea-US Army.
My father who fought in Vietnam-US Army.
I hope future generations realize that freedom is never free, it must be fought for.
Thanks again. 😊

hobart



I am dedicating my game to my grandfather. He served as a cryptographer for the US Air Corps. He was stationed in the Pacific, and was present when we received the Japanese surrender. He passed away a few years ago, and I was lucky to hear about his experiences. For a history assignment, I had to interview a veteran. If it weren't for that, I'd never have known anything about his experiences. We need to reach out to our veterans while we still can.

Thank you Larry for a wonderful game and for turning this into a dedication thread. No offense wolfman.

This game should be dedicated to everyone that has fought for this country to protect our freedom. Whatever one's opinion about a certain war or war in general, everyone should be behind the soldiers.

Fenian



To my Grandfather who served as a Bombardier/Navigator in No.75 squadron (NZ)and thankfully came home again.

Tomcat



Larry: Been playing Axis & Allies for 20 years now...the original Milton Bradley version, Europe, Pacific and now the new Avalon Hill version. We love them all! Thank you!! My game is dedicated to my uncle Bob who served in North Africa and at Anzio, and my uncle Howard who served in the Pacific. They both filled my youth with stories of their experiences in the war. They have both passed away, but I was very honored to have known them.

Capt. Mike

I've been a player for almost 10 years now and I bought the revised version yesterday. It's really great! I don't have any relative that fought in that war, but my grandfather was in the Canadian Reserve. Fortunately, he was never called to go out there. We still have his helmet at home. I dedicate my copy of the game to him. Him and all the French Canadians that died on the shore of Normandie on D-Day.

GROGnads

I'll 'amend' my own, to dedicate it to my 2 Best Friend's 'Dads', and they live next door to each other to this day. One of them served as a 'Turret' gunner on a 'TBF-Avenger' Torpedo plane in the latter part of the 'Pacific War'-and fought against the Japanese. The other was a 'Combat Medic' and was in the 'Assault Wave' on the beaches of Normandy on 'D-Day'. I'm glad to have made their acquaintances through my friends, well over 35 years by now.

Briareos

However I will add to this thread. Before I was born, my father was a marine serving in the south Pacific. He was only 17. I remember him telling me once, when I was a kid (I haven't talked to him in over 20 years - don't know why), that the sand on the beach of Iwo Jima felt like fine powder, almost like flour. I'm not sure why I remember that. I do remember my grandmother telling me that all his letters home got censored. My grand parents didn't know where he was so, to fool the censors, my father would write about relatives that he didn't have. "Aunt Carolina" or "Uncle Solomon", and such so my grandparents might at least know his whereabouts.

I myself served five years in the Air Force, and although I didn't bomb any Canadians, I did manage to polymorph two bugbears into mice during one of our weekly D&D games. I also had a running tally of ogres that I'd put to sleep with a wand that I found. Hey, the military isn't all napalm and mustard gas ya know!

Have a good day.

Nafod

I dedicate my copy to my late grandfather.

After successfully writing an essay on birthing calves he became a medic for the US Army and served in the Pacific. He landed in the Phillipines, and later Okinawa. He was shipped home after a Japanese sniper shot him through his left wrist (the bullet lodged in the canteen on his leg).

Unfortunately he passed away in late February 2002. My grandmother had collected some of his personal belongings and made a shadowbox. I pulled the following quote from a message home:

"Hi Mom and Dad! How are things in Abilene? As for me things are pretty good. Meaning it isn't too hot, it isn't raining, and we aren't being shot at too much..."

Just seems to trivialize all of the "problems" myself and others face in our lives today.

Nonetheless thanks for the wonderful game.

Nafod

Dan



I dedicate mine also to my Late Grandfather

An EMC3 on the USS Nicholas DD-449. Attached to DESRON 21 in the Pacific...

Fought at Guadalcanal to Tokyo Bay and a hundred crap holes in between...

His ship was the FIRST ship into Tokyo Bay after Japan surrendered and was a ferry boat for the generals and admirals and other dignitaries from around the world at the signing of the instrument of surrender.

Colored Cav.

Larry Harris,
Congratulations on the success of the revised edition. Also thanks for creating this incredible game. Your essay in the new operations manual/rulebook was a very welcome surprise. It's good to remember and acknowledge the people whose lives were transformed by WWII.
So in keeping with the dedications theme - My game is dedicated to three guys...all named "Bill":
Father-in-Law Bill Marsh...airplane mechanic; much-loved "Uncle Rock" Bill O'Neal...truck driver in the famous "Red Ball Express"; and grandfather Bill Newkirk...tank driver and interpreter. {I should know their units...w/ apologies}.
I've had the pleasure and honor of meeting and knowing scores of WWII veterans. All of them terrific people.
Thanks for starting this post.

GSmorey63



My dedication is easy...since I don't have or had any of my family/friends in the military; my nod goes to Larry himself. I don't want to be sappy but, without his design and forethought, this site would not exist.

I still remember playing my first game in 1984 and having no idea how strategies were to be played out, we just went at it. Now my appreciation for the game has grown so much I dedicate my summers to AA and the tournaments run for such. Thanks Larry.

Also Larry, I have an annual Axis & Allies day going up in a few weeks where we will be playing all versions of AA and I know this year, the new 3rd edition version will be the hot play. Is there any insight you could give me regarding possible rule changes or VC changes that might help us to discuss/test tournament play in more detail for the upcoming summer events.

Thanks again for the awesome series of games.

Peace,

Der Panzinator



I dedicate this game to my son, Harrison. He is only 3 years old, but he just loves Axis & Allies games. I can set him down at a table with all the pieces and dice and he'll sit there for a hours setting up pieces and pretending to play a game with Daddy. 🤖

I also dedicate this game to Larry, Mike and the other AH designers who will preserve a piece of history through their wonderful efforts. As a boardgame, we can pass on this self-contained history lesson to our children so that they shall not forget that their way of life was protected by tough men and women during one of the world's most turbulent era's.

I can't think of a better way to inspire interest in world history through something as entertaining as a game.

I, for one, have a much greater knowledge of history and respect for military veterans after playing this and other games for many years.

Hopefully, games such as this help us all to remember the past and the great conflicts that have swept our world so that we may try harder to avoid them in the future and strive for the peace that so many good people have died in order to protect.

Here's to all the good men and women of the past, present, and future who dedicate their lives in the service of their country to help preserve a way of life for others.



It is only by preserving the past that we may prevent the mistakes of the future.

Karlthehammer



I want to dedicate my copy to
My Grand-grandfather Galileo

He suffered in a prisoner camp for a year, before the Allies
captured the camp.

My Grandfathers, Fabio and Remo

They fought in the Italian army, and after the armistice of
September 8th, they joined the Italian freedom fighters.

My Grand uncle Atos

The Nazis imprisoned him in a prisoner camp (somewhere in the
Balkan area). He got Cholera, the guards threw him in the sick
area, but he recovered, and he even managed to escape. He
traveled for 1200km, with a bicycle and no food.

When he arrived to Florence, he was 28 kilos.

Pace per sempre!

I forgot to mention someone really important

Grandaunt Dario

he was imprisoned by Nazis like grand aunt Galileo

Grandaunt Mimmo

He joined the social republic of Salò (the last fascist resistance)
when he was 18 years old.

My grandfather Fabio (his brother) captured him.

Italy was a divided country.

syndicate



I dedicate this game to my friends as well as to my grandfather
who served as an officer for the IJN.

Gorak



If there is one thing that a lot of people don't take into account it's that many of the Germans who fought didn't want to, it was forced on them. Also, they certainly weren't all murderers by nature, my grandfather can attest to that. One day during the war he came face to face with a German soldier, being part of the med corps, he was unarmed. The German could have easily shot him on the spot, he didn't. He just turned around and walked away, he didn't want to kill any more than the rest of the people forced into the war.

I dedicate my game to my grandfather, working at the front lines, unarmed, to help patch our boys up.

Rommel12

I don't know what exactly happened in this thread but I dedicate the game to my grandfather who served in WWII and my other Grandfather who served in Korea. I don't idolize them for killing but I do idolize their courage, and fortitude in dealing with danger, protecting what they felt was right, and facing the everyday possibility of death.

DocD



I dedicate my game to my father, a Vietnam vet (redleg) and every US veteran, past, present, and future! 🇺🇸

Krieghund



I dedicate mine to my Dad, who proudly served in the United States Navy in WWII, to my brother, who served in the United States Marine Corps in Vietnam, and to my father-in-law, who served in the United States Army in Korea.

We owe a lot to our veterans!

AllWeNeedIsLove.

I would like to dedicate my game to both my grandparents who served in the RCAF.

I dedicate it to them because of thier incredibly warm and caring personalities. They are always teaching me new things, not by telling me heroic war stories, but by me watching all of thier kind gestures to loved ones AND strangers.

I did not dedicate my game to them because they joined an organization whose main purpose is to destroy human life.

I am not proud of thier past decision but feel the highest level of family pride for thier wonderful actions since.

This is not a post to belittle anyone who feels proud of thier family members. Just make sure you have the pride for the right reasons.

For anyone who has similar feelings to me please be tactful when expressing your views about war vetrens. Yet it is very positive to share your opinions that might make someone think twice before joining an organization whose sole reason is to destroy lives.

Do we really need soo much anger?

TheMedic

To my Grandfather - a WWII merchant marine
To my Father - Army Qaurtermaster in the 50's
To my Brother - current Army CW5 in Afganistan
To my best friend - Army intel in the Gulf War
To myself - Army medic in the mid 90's

To all veterans and those that care for them!

Samurai



My father. He was born 1929 and lived in Hungary until 1956, when the USSR invaded and he came to the US as a refugee. Although he was only a kid during WW2, he has many incredible stories to tell about dodging from Allied bombers and stealing bicycles from Nazi soldiers. (Many Hungarians hated the Nazis, who looked down on the Hungarian people and often mistreated them. There was perhaps still some resentment from Germany toward Austria-Hungary for involving them in WW1). When he grew up, he became a Staff Sgt in the Hungarian Army (tank commander). He had left the military and become a cabinet maker and teacher at the time the Soviets invaded. Despite not speaking the language or knowing the culture, the Americans were incredibly helpful and generous toward him when he arrived here, and he is now a proud US citizen, as am I. (I was born here.)

DY



I dedicate this game to my Grandfather who served as an Engineer in the Australian Army, deployed to the South Pacific during the WWII.

I never met my Grandfather as died of a heart attack when my father was only 11 in 1964.

EDIT:

I also wish to pay my respects to all those who fought in Vietnam (on both sides) of what was, by all accounts, the most horrific and psychologically disturbing (to the individual soldier) conflict of the modern era.

I have the greatest respect for veterans of this conflict and sincerely hope that all our governments improve services to these veterans and their families.

I am glad that I was born after this dark chapter in US/Australian/New Zealand history, where so many of our youngest and finest were sent to die for what was arguably a fight we should never have been involved in.

onslaught

I dedicate my game to my father who was a captain in the marines during Vietnam and to all his buddies that didn't make it back. When I was young I always wondered why he said he'd break all my limbs if I ever joined a service, then when I was old enough he told me some stories and he no longer had to threaten me.....War is, in my opinion, as well as my fathers, the absolute last option, not the first, second or third, but last.

The Veterans remember the lessons of this war, as well as thier loved ones that lived through it, but sometimes, obviously, thats not enough.

"Sleep is for lazy people"

GROGnads



I'd like to include a dedication to a good friend of mine that's on his way to, who knows how long a stay, in IRAQ! He 'rejoined' the Armed Forces in the National Guard in the month just prior to Sept.11, 2001, after already having served in the Regular Army as a Tanker. Now, he's in my old 'M.O.S.'-the Field Artillery and I hope that he gets to 'drive' them onward, as he'd like to be doing. Here's to you Mark Weeks, and all the others, in hoping that you'll return home safe and sound in the very near future. Good luck and Godspeed! 🇺🇸

DesktopGeneral

Also I also dedicate my game to my great uncle who was a belly gunner on a B17, that never made it home.

**Stan
Grossman**



I wish to dedicate this game to my Dad who fought with the US 36th INF "T-Patcher" division in North Africa, Sicily, and Italy. He was pretty severely wounded during the Rapido River crossing.

I want to also dedicate this to my uncle Joe who landed at Normandy (was captured and escaped twice from the Germans, my Uncle Stan who fought in the Pacific Campaign, and of course to all the brave soldiers -- past, present, and future -- who have served to help preserve our freedoms.

Martin



I dedicate this game to all the pacifist idiots who think it is better to let a brutal regime execute it's own citizens in large droves than to ever be involved in any kind of war.

Wilmov



I dedicate my game to the Allied Forces of the United States, the United Kingdom and Canada. Thank you for our liberation '44/'45. We, the Dutch, should never forget.

Thank You,

Wilmov

Preamble

My apologies for being over a week behind schedule here. I hope this provides a useful tool until the official FAQ is released.

I consider this my way of giving back to the whole AH Community, particularly holywolfman, Sinister, GROGnads, cousin_joe, Zero Pilot, axis_roll, Der_Panzinator, Orillian, Drax, elbowmaster and of course Mike Selinker and Larry Harris, without whom there'd be no game to discuss and no semi-official answers to your questions.

To all you Yankees out there, this document was spell checked in the original King's English, so I make no apologies for spelling mobilise with an "s" and colour with a "u" etc.

Map Questions

Q: is this sea zone boundary supposed to be in Balkan soil allowing aircraft from Eastern Europe to access sea zone 14 in two moves?

A: Those sea zones lines link up with the double white lines separating territories. (The white line goes all the way to the water.) If it's within a millimetre, it matches up. So sea zone 14 doesn't connect to the Balkans, and sea zone 35 doesn't connect to French Indochina

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000808

Q: Is Gibraltar a Neutral Country or does UK own it. It does not match any colour (UK or Neutral, it is the only completely white country on the whole map

A: It's the same colour as all the other UK territories. It just looks lighter because it's against very dark surroundings, and because it doesn't have the staining that's (for example) in all but the north portion of the UK.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000719

Q: Can you sail "under" Australia in either the old A&A or the new A&A?

A: Yes, sea zone 40 is one space, that connects to sea zone 39 on its left and 41 on its right. So you can sail under Australia.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000197

Q: Just a question on the map as it's a bit difficult to see. Is the Suez canal still "between" EGY and Tans-Jordan and do the same channel rules apply than in 2nd edition?

A: Yes to all of the above.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000242

Q: Will the entrance of Med sea closed if Gibraltar and Algeria is control by one side?

A: Honestly, we thought about that, but then we kept finding so many other places on the map that such a rule would be suitable for: the Channel, the Skagarrak, the Bosphorus, and so on. Also, the map vastly overstates the size of Gibraltar as compared to, say, Algeria. Eventually, we couldn't justify the Mediterranean entrance the same way we could justify the very narrow canals.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000401

Q: I am forced to question the logic in connecting Western Canada to the Bering Sea (SZ 63)

Can someone explain this? The important and valuable parts of the territory are hundreds if not thousands of km (miles whatever) south of the landing point which would need to be made with ample assistance of icebreakers, and then they'd need to build roads through tundra for months and years first.

A: The MB edition had these blowup boxes that effectively served to cut off movement in the far northern areas of the board. We wanted to open those up. That's why, among many other effects, Western Canada connects to the Bering.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000426

Q: I noticed that there are regions in Africa (French West Africa, French Equatorial Africa, and Belgian Congo) that say "Free French (or) Belgian Forces....what do these mean? Does UK get free infantry every turn? Option rule? I don't remember reading about this in the 'operation's manual'

A: It's just a description explaining why territories labelled as "French" or "Belgian" are under British control. Such descriptions existed on the MB map as well.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000335

Sub Questions

Q: Help! All this submarine stuff is too confusing and the rulebook seems to contradict itself.

Let me quote you p.32 of the rules manual: "Submarines always fire in the opening fire step, whether on attack or defence. They can fire only on sea units. Casualties from this ATTACK will be destroyed before they can return fire, unless an enemy destroyer is present..."

This rule conflicts with the other rule that all subs fire first. First, it seems to say that only attacking subs get first-strike capability. Second, if you have just a sub versus a sub, and the attacking sub hits, then according to Mike and DY, the defending sub still gets to roll, robbing the attacking sub of its first shot capability.

What I am looking for is a straightforward answer to this specific rule conflict. Let me state what I believe to be true:

1. Only attacking subs get first-strike capability.
2. Defending subs fire at the same time, but any pieces they hit still get to fire.
3. The first strike capability of attacking subs is negated when the only possible casualty is a sub (or when a defending destroyer is present).

So, again, in a sub versus sub battle, there is no first-strike sub capability. Is that right???

A: Firstly, there is no longer such a thing as "first strike" for subs.

We now have "opening fire" instead of "first strike". Normally opening fire casualties are removed before other units can return fire. Both attacking and defending subs fire simultaneously during opening fire. The presence of a destroyer does not negate first strike, since there is no such thing.

It took me a long time to see where the point of confusion was. I think I get it now.

If you quoted this statement:

p. 32: "Casualties from this attack will be destroyed before they can return fire, unless an enemy destroyer is present."

And see it as trumping this statement:

p. 15: "If submarines are present on both sides, they are considered to fire simultaneously."

Then you'd be wrong -- it doesn't. All the torpedoes are in the water at the point opening fire casualties are cleared, striking whatever it is that the casualty-suffering players want to take as casualties. The casualties from both sides sink, and then anything else that (a) hasn't fired already, and (b) is still afloat fires in the next two steps. I hope that clears up any confusion.

As I've said a few times, nothing ever stops a sub from attacking or defending in the opening fire step. It says this very clearly on p. 15 of the rulebook. Subs only and always fire in step 2.

Destroyers only let you avoid clearing your opening fire casualties in step 3. So if you have a destroyer, the sub still fires on it in opening fire either on attack or defence, but you don't clear the casualty until step 6. So, if that casualty hasn't fired yet, it gets to fire in step 4 or 5

So in a battle of 1 sub versus 1 sub, even if the attacker scores a hit, the defender may still roll, since opening fire combat is simultaneous.

Conversely, if 1 sub attacked 1 carrier and 1 fighter and the sub scored a hit, then the carrier would be immediately removed and would not get to fire back during the defender fires step. Note that the fighter may not be chosen as a casualty since submarines may only attack naval units, never air units. The fighter still fires at the sub before it has a chance to submerge and may move up to 1 space to try and find a friendly carrier, island or land territory to land on, or else it will be destroyed.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000824

Q: With the new rules, during a sea battle, an attacking submarine goes undersea and the rest of the attacking fleet is sunk.

Then what happens ?

A: Oui. The submarine surfaces at the end of the non-combatant phase regardless of what's in the sea zone. The opponent can shoot at it again during her next combat phase, or move away from it during the combat move. (Nothing prevents the beginning of movement during the combat move, not even the presence of an enemy unit in your units' space.)

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000215

Q: If both sides in a naval battle have submarines, but only the DEFENDER has a destroyer, then only the DEFENDING submarines get the first shot sneak attack (that is, only the DEFENDING subs fire in Opening Fire round).

The attacking subs still fire in opening combat, but anything they hit still gets to fire back since their sneak attack ability has been cancelled by the destroyer.

I presume if the defending destroyer is sunk, attacker's subs regain their sneaky abilities? Or am I wrong there, too?

A: Not quite.

All subs always fire in the opening fire round; the question is when their casualties are removed.

In the manual, see Step 3: Remove Opening Fire Casualties on page 16:

If a destroyer is present in a combat involving enemy submarines, the destroyer's player skips this step

The net effect is almost the same, but slightly different. For example, if the attacker has 2 subs attacking a large force, including defending subs, even if the defending subs got 2 hits the attacking subs will have already fired...

Yes, a destroyed destroyer is not "present in the combat" anymore, so the sub's back in business.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000361

Q: Can submarines attack/defend against fighters? What happens if a lone fighter attacks a sea zone that has four subs on it? Can the subs defend themselves and destroy the fighter, or are the subs just sitting ducks until they submerge?

A: Submarines can only hit sea units (p. 15). They must suffer a round of fire before they can submerge.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000371

Q: If I have a sub and take on a battleship, do I sink it with my opening fire, if I roll a 1 or 2? Subs fire first and anything hit does not get a chance to fire back(sea units not including a destroyer). Or would I need 2 submarines to hit to not give the battleship a chance to roll again?

A: Correct, two opening round hits on the same battleship would stop it from firing back.

Only one hit, and it could fire back.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000400

Q: 1) if 1 sub attacks my sub, how does submerging work. If he rolls and misses can I submerge? I think the rules say both subs fire at the same time. If he fires and misses and I shoot and miss can I submerge then?

2)His navy force attacks my navy force, I start the battle by shooting with my sub(s), he then fires regular units; I choose my sub as a casualty, can I shoot again with my sub(as long as it wasn't hit by a plane)?

3)In a naval battle, do you start every combat round by shooting with submarines(one hit sinking)or after the first shot a sub is like a regular unit(no one hit sinking, ships get to fire back-obviously a BB takes 2), and I am not including any destroyers into any of the above questions.

A: All sub firing occurs before the casualty clearing of opening fire, which occurs before the regular units fire, which occurs before either sub has an opportunity to submerge (or, if attacking, retreat or press the attack).

So in answer to your questions:

- 1) Your sub may submerge as soon as the press or retreat step occurs.
- 2) Your sub only fires once per round, in the opening fire step. If it's selected as a casualty in the attacker fires or defender fires step, it will not shoot back before it dies (it has already fired this combat cycle during opening fire).
- 3) Your sub fires in opening fire in every cycle of combat, not just the first.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic:f=10;t=000485

Q: When you submerge, your next turn when your subs surface and there are enemy units what happens?

Does it spark battle, or can you just move out of the territory, or can you snipe and submerge until a destroyer is present?

A: Yes, the sub would stay behind, but no it doesn't stall movement through that sea zone, at least not initially. During the other player's combat move phase, he can move units out of a sea zone containing enemy units (p. 11).

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic:f=10;t=000573

Q: On UK1, they attack my German sub with a fighter. He rolls and misses, I submerge. When do I resurface? At the end of UK1 or on GER1. If I submerged on UK1 why would I resurface before GER1. Would that not give USA a chance to fire on my sub as well?

A: You pop back up at the end of that same turn's non-combatant move. So yes, the US can hit you too.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic:f=10;t=000604

Transports and Carriers

Q: Pieces were loaded onto a Tran in a previous turn. The Trn moves into a combat situation. Could they unload in NCM as the pieces on board (it could be argued) have not made any moves?

A: If you declare an intention to move in the combat phase, you have used up your eligibility to move in non-combatant. (I wrote that sentence in an early draft of the rulebook, but it sounded so ridiculous that I took it out. Probably should have left it in.)

So the troops on the assaulting transports are done, whether the pieces moved or not.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000273

Q: I wonder if it is legal to blitz from transports, i know that it wasn't possible in the original game, but it doesn't say in the new rules that it isn't possible. It made a big dispute last night so would like help on this one.

A: Sure it does. On p. 31: "Being carried on a transport counts as a land unit's entire move."

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000450

Q: According to the revised Operations Manual, "Land units belonging to friendly powers must load on their controller's turn, be carried on your turn, and offload on a later turn of their controller." Does this apply if the transport doesn't actually move into another sea zone (bridging)?

A: The answer is "yes".

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000471

Q: What happens when 2 opposing transports are in the same sea zone with no other units? By itself, a transport may not attack. Is there combat? How would you conduct it?

A: A transport has "no attack fire." That doesn't mean it can't make a combat move by itself into a hostile space. When it does, it "must survive the defensive fire step before it can retreat." (p. 30).

Now, let's say the transport doesn't want to retreat; its goal is to stop the retaking of China, as you say. Well, then it's dead, because the opponent will eventually roll a 1. In fact, I'd let the opponent roll all the dice on the table at once

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000761

Q: what if there is only transports in the sea zone and they aren't able to load units and move to combat during the combat movement phase. Since they can't move during combat movement are they stuck there and must endure a round of combat with the subs? Also related can they retreat after one round of combat with the subs if they are forced to combat?

Then if they retreat or stay to combat can they still non-combat move?

A: You can move any units out of a space that contains hostile units during the combat move, into any space. If there are hostile units where you end up, you'll have to fight.

So in your example, the transports can move out of the contested zone in the combat move. Also, they can load or offload (not both) in the non-combatant move even if they moved in the combat move. So a fully loaded transport in a space where a sub submerged on its turn can move in the combat move and offload into a friendly territory in the non-combatant move.

If a hostile unit is in your sea zone, you can move during the combat move regardless of what's in the space you're moving into.

Where I think you're getting tripped up is your own statement: "To be eligible to be considered a combat move the result must be some form of combat." The move out of combat is a combat move, even though no shots are fired.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000215

Q: 1. If a fighter is on a carrier, and you wish to attack the sea zone adjacent to it, can you attack with both the fighter and carrier together, or is the fighter considered cargo and cannot attack since they are both going in the sea zone together???

2. Can a transport carry a tank alone? Or does it have to have a man with the tank??

A: There is really no circumstance where a country's own fighter must be considered cargo, so you don't have to specify that you're launching. (Yes, the rules allow a country's own fighter to be cargo, but it's only so you aren't required to move the planes and carrier separately.) Anyone who insists you must have declared a launch is probably not worth playing with.

By "capacity," we mean "a maximum amount you can carry." So yes, you can carry less than your capacity.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000463

Q: If a fighter leaves an aircraft carrier and attacks a transport. Then for its non combat turn returns to the aircraft carrier. Can the aircraft carrier then move its 2 spaces in any direction? (Except into a hostile sea zone).

A: Regardless of when they move, fighters do not land in sea zones until the end of the non-combatant move. If there's a carrier there, they land on the carrier. If there isn't, they crash (and, if they didn't declare a carrier would move there, the player cheated).

No unit moves in both the combat move and non-combatant move. Only the landing occurs at the end of the non-combatant move.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000473

Q: So if you have 2 ftrs sitting on a carrier, all 3 units belonging to the same player, and you want to send your carrier into a battle, but want to send your 2 ftrs somewhere else in non-combatant, you can't do that, right? As soon as the carrier moves, any ftrs that have not already launched are considered cargo?

If so, is this different than what the 2nd edition rulebook said? I know the email clubs have allowed ftrs to "hang" in the air space until the non-combatant move when their carrier moves away in combat. They took the part of the rules that said ftrs were considered to be "in the air" over their carrier when defending.

A: Remember that fighters don't land on carriers until the end of the non-combatant move (see p. 16 of the rulebook). This cleanup step is the only time you check to see whether fighters crash into the water.

So you can leave behind fighters in the water, as long as you move them in non-combatant. Since you can never do kamikaze moves (unless using the Japanese optional rule), you have to have some non-hostile territory to land the fighter during the non-combatant move or you'd be cheating.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic:f=10;t=000382

Combat

Q: Can the UK transport move out of the potential combat situation in SZ1 (hostile) into SZ9 (friendly), load 1 tank from East Canada, move to SZ8 (friendly) and offload the tank into the United Kingdom (hostile) to do battle with the occupying German forces?

A: This move is absolutely legal. All of the transport's activity is going to take place in the combat move. At the moment it moves out, it's not yet in combat (this is in fact what's allowing it to move at all), so it may load in another sea zone, then come back and assault

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic:f=10;t=000793;p=2

Q: Re-reading the rules the other night, I noticed that the process of eliminating planes hit by AA guns is a little ambiguous. I have always played it like this: each individual plane (or group of the same type) has a separate roll & if that roll comes up 1 the plane is eliminated. But I'd like to hear a confirmation of this; as opposed to say having to roll for the total of planes & the owner gets to pick his losses.

A: Read the caption on p. 15: "The defender rolls one die against each attacking air unit. If you roll a 1, it is destroyed."

So AA guns do behave somewhat differently than all other combats. I usually roll against all the fighters first, then all the bombers.

[We did this] so bombers would be hit by AA fire. Under the old rule, but with fighters at 10 IPCs, the choice of losing a fighter or a bomber was a no-brainer. The new rule exposed attacking bombers to more danger, a necessary thing for game balance.

You never need to roll one die at a time, of course. You just lose the planes in the order of how far they moved, since except for that distinction, they're identical.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000652;p=1

Q: Can my fighter be involved in a naval battle in a sea zone and then in a battle for the island within?

A: That fighter cannot be involved in the combat, as an island is not part of a sea zone. Even if it's an amphibious assault, the fighter can't be involved in the sea combat, as noted under Amphibious Assaults.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000679

Q: I have a question about the timing of casualty decisions in the new Axis and Allies game. As I understand it, combat (leaving opening fire issues to the side for the moment) is supposed to be simultaneous between attack and defender. If that's true, why must the defender assign casualties before his units fire?

A: This is a great question. Let me see if I can answer it to your satisfaction.

One of my personal pet peeves in game design is "false simultaneity." This occurs when a step is taken by all players at once, but information flows during the process of the step so that decisions change during the step. Choosing casualties is like that. If we both choose casualties at the same time, then I want to know what you're doing so I can decide what I'm doing, and you want the same. So we stare at each other until someone says, "Screw it, I lose the bomber." This has obvious problems.

A second possibility is to retain the order of loss (defender then attacker) but move the assignment to a step after all the rolls are done. Now you know how many units will be lost but not which ones. That's less problematic, but it's still not great. Now you must use casualty counters or take notes or some other method which delays the result of combat and leads to potential errors of memory. If the number of situations where this mattered was really high, I'd probably be inclined to take this clarity hit. But as you point out, it's not that high.

So if you buy that, the only question remaining is which order you have the players go. We chose the attacker to go first, because without their action, the combat doesn't occur. This means the defender suffers a little bit, an acceptable amount in my mind.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000180

Q: According to the revised edition manual, battleships that participate in an amphibious assault and do not engage in combat in the sea zone conduct their bombardment in the opening fire step. The manual also states, "As long as combat continues, repeat steps 2-6." And Step 2 of the Combat Phase is "Conduct Opening Fire." Does this mean that battleships (and, if researched, destroyers) continually fire for every round of combat in an amphibious assault?

A: Reread the rules again and you'll see that it says to remove the battleships from the battle board after their first fire. Your answers to those questions are in the manual on page 19

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000388

Q: If your battleship only takes one hit while being attacked and returns to the battle board is it automatically right sided up or does it have to wait till the end of your own turn?(I'll be patient this time.)

A: At the end of combat, it returns to full status

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000496

Q: on pg. 19 it says step 7 Press Attack or Retreat and it says to start a new cycle of combat which starts at step 2 and step 2 says conduct opening fire. Well my question is since bombardment is opening fire does my battleship get to fire again and if so does this count also for anti-aircraft guns and submarines?

A: If you read page 16 under Step 3, you will see that you return battleships and anti-aircraft guns (but not subs) to the game board immediately after opening fire. So battleships and anti-aircraft guns do not get second opening fire shots, while subs do.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000494

Q: I understand that when attacking with both infantry and artillery, the artillery allows the infantry to score a hit on a die roll of 2 or less. What I'm not sure about is whether the artillery also has an attack of its own, or if it only assists the infantry? Does the artillery get its own attack roll?

A: Operations Manual p.24 "When and infantry attacks along with an artillery, the infantry's attack increases to 2. Each infantry must be matched one-for-one with a supporting artillery. Artillery does not support infantry on defence."

Same page also lists artillery's atk/def as 2/2.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000506

Retreats

Q: OK, something like this example may happen every once in a while:

I have a fighter on a carrier in SZ 36. I have no other carriers within 1 movement point of SZ 36. I currently own French Indo-China (FIC) and have troops stationed there.

My opponent launches combat moves into both FIC and SZ 36. He chooses to roll the naval battle first. If I lose my carrier and he retreats from battle, can my fighter land in FIC? If so, surely it can't take part in the battle that is about to be resolved and would have to "sit it out" awaiting the result (this would be based on a principal that all the combats in a player's turn are considered to occur simultaneously).

A: There's been a lot of discussion about the timing of these events. My extremely unofficial answer is that you should hold off in retreating aircraft until the end of the conduct combat phase, which is when all other aircraft finish their moves.

So in this case, if you owned French Indochina and it is still yours at the end of combat, the aircraft can land there. Otherwise, it crashes

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000893

Q: The situation is this, there is an attempt to amphibious assault a territory with a plane and a loaded transport, with a destroyer guarding the coast. On the first round, the plane misses and the destroyer hits. The attacking player loses a plane and retreats the loaded transport. My question is this. Can the transport offload its troops in the territory it retreated to, or is it stuck loaded?

A: No. There is no offloading during the Press Attack or Retreat step (it says, "A single friendly space," which in this case must be water). Nothing happens in step 8 in this case. Then when the non-combatant move comes, the rule on page 21 is "Transports that have been in combat may either load or offload...but not if they have retreated from combat this turn."

So there's no opportunity for the transport to offload, and the cargo is stuck on board.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000299

Q: Can I attack the western US fleet with just the planes and the subs, intending to move the carrier in to land the planes on after the battle is won (I believe this counts as a "risky

attack"). Then if the battle is lost, I can send the carrier off in other directions, and not worry about the planes, which are now dead, right.

A: There seem to be a few very slightly different questions in here, so I'll try to answer the one at the heart of all of them.

All units can retreat one space, regardless of how they got to combat. However, normal-range fighters can only move 4 spaces into combat if they plan to land on a carrier that is in the combat or will be moving into that zone in the non-combatant move. In this case, if the carrier is no longer an option, they still may move one space on a retreat.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000411

Q: Are partial retreats allowed?

E.g. I attack with 6 tanks against 8 infantry. In the first round I get lucky and get 4 hits, while the defender inflicts no casualties. So at the start of the second round it is 6 tanks against 4 infantry. Can I then retreat just two of my attacking tanks to one of the territories from which the attack originated and leave the remaining 4 to fight?

A: No partial retreats ever. Only planes can retreat from amphibious assaults, and this can occur at any press attack or retreat stage.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000412

Q: If the Japanese sub attacks a UK AC with a USA fr on it AND the AC gets sunk, CAN the USA fr land on any territory or is it STILL restricted only to islands and Carriers.

The example you gave showed it able to go only to AC or Island and you didn't say if the old rule (MB edition) was overturned or not... YOU DID SAY IT COULD MOVE 1 SPACE AND IM TAKING THAT AS MEANING 1 SPACE TO ANY TERRITORY LAND, ISLAND OR AC.

A: And you'd be correct, the old rule has been overturned. You can land in any neighbouring territory if your defending carrier is sunk, or on any friendly carrier. That's why I used the word "space".

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000171

Non-Combat Movement

Q: If Germany takes over Caucasus, can they move out the AA gun that very same turn as part of a non combat move (for fear of Russia taking Caucasus back over on their next turn)?

A: Here's what the rule Chris quotes says on p. 18: "Any antiaircraft gun or industrial complex in the captured territory remains there but now belongs to you. (If you capture an industrial complex, you cannot mobilize units there until your next turn.)" On page 21 under Phase 5 it says, "In this phase, you can move any of your units that did not move in the combat move phase or participate in combat during your turn." That word "participate" is the key.

It's clear that (a) an antiaircraft gun that fired on incoming planes participated in combat, and (b) a captured gun "remains there" at least through the end of the conduct combat phase. A gun clearly can move on its owner's turn if it didn't participate in combat.

If the antiaircraft gun switched sides as a result of combat, it participated in combat and cannot move. (Not official, FAQ, y'know.)

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000548

Q: Is an AA gun allowed to move in non-combat phase if it fired a rocket in the preceding combat phase.

A: No, anything that acts in the combat phase can't move in the non-combatant move.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000366

Q: If I engage in battle in enemy land once defeat the opponent and take his land on my non-combat move travel through the immediately taken land in my non combat movement through to allied land on other side with tanks to reinforce the allied land?

A: Yes, you can move tanks that did not attack into a territory you just captured, and then into to a friendly territory.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000619

Q: When do planes officially land now? At the end of the battle that they are in or at the end of the combat round?

A: I'll make it clearer:

All planes move either during combat move and conduct combat, or non-combatant move, but not both. If a plane flies into combat, it must return by the end of the conduct combat phase.

However, planes don't technically land until the end of the non-combatant phase. The reason this is the case is so planes intending to land on carriers can hover until the carriers moving on the non-combatant move get there.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000594

Mobilise Units

Q: It is my understanding that only a newly built fighter can be placed onto a newly built AC. Am I reading this rule incorrectly?

A: Any friendly fighter in the territory containing the industrial complex or the mobilization [sea] zone can be moved onto a newly built carrier.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000673

Q: Can new fighters be placed on current standing carriers that are in the sea zone adjacent to IC?

A: If a carrier is built, neighbouring fighters can come aboard.

This is not true about existing carriers, though, which may have moved between the time the fighter was purchased and the time it was mobilized. So no, you can't put fighters on existing carriers in the mobilization phase.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000291

Q: It's UK turn 2. UK has a factory, AA gun, 1 Brit fighter AND ONE RUSSIAN FIGHTER in India. Nothing in the sea zone. The UK player BUYS a carrier. When he places it in the sea zone off India, the Brit fighter "jumps" aboard, BUT what about the Russian (allied fighter). Can it jump aboard also?

A: The answer is: I don't see why not. Page 22 of the rulebook uses the word "fighters," not "your fighters." There is a general sense that on defence, all friendly units can participate, so this seems in keeping with that theme. This interpretation is correct.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000493

Q: 1. All ICs have limited production, including ones that your power started the game with.

2. An IC placed this turn may also produce units this turn.

A: 1. Yes

2. No

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000337

Q: Let's say I'm UK. It's my first turn. I'm so eager to send out an army of infantry, so I use all my 30 IPCs to buy 10 infantry. When the phase comes for me to put my army on the board I realize that my IC in United Kingdom has a production limit of 8, and I have no other IC. What happens to my two infantry units that are left? Are they destroyed? My guess is that it is so, but I want to make sure.

A: Strict rulebook answer (p. 22): He loses the excess infantry. Sucks to be him.

Actual game play answer: Tell the guy he made a mistake, and let him take it back, or refund him the money. You don't want to win that way.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000510

SBR and Rockets

Q: 1) Each bomber can SBR an IC for its max IPCs. 6 bombers could each take IPCs from 1 (the same) German IC.

2) Rockets are limited to one rocket per IC. In other words 4 rockets cannot fire on the same IC.

Why aren't the rules the same for both??

A: We justified it by the fact that those Von Braun specials that were firing across the channel were extremely imprecise. Sending a bunch more rockets over toward London doesn't make it much more likely that you're going to hit anything of strategic value.

Bombers may not have been perfect models of precision, but at least they were in the same general area as the targets they were hitting.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000807

Q: Mike, why can't AA guns move in the 'Combat Movement' ("...other than being carried on a transport..." pg. 25). The reason I ask, it would be nice for an AA gun to move on the Combat phase and use it on a Rocket attack!

A: Because anti-aircraft guns can't, not because rockets can't. If AA guns could move during combat, then they would move in with an attacking force and...Then what? Too goofy. So we restricted their movement whether or not they have rockets.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000678

Q: In the revised Operations Manual, on page 21, where it explains rocket strikes and strategic bombing raids, both sections state: "The opponent must surrender that many IPCs to the bank (or as many as the player has, whichever is the greater amount)."

If you think about it, this just doesn't make sense. For example, if I conducted an SBR on an enemy IC and roll a 4 for 4 IPCs of damage, but the opponent I hit holds 30 IPCs, my opponent would have to surrender 30 IPCs because that is the greater amount

A: It is linguistically technically correct ("whichever" is a synonym for "if this," in this case), but I agree it's a tad confusing. The intent is obvious, though: If you have fewer IPCs than the amount you must lose, you lose all your IPCs (but no more).

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000470

Q: 1. May you fire only ONE rocket at an enemy IC even when more are in range?

2. Can you conduct more strikes on your turn then e.g. playing Germany one rocket on London, one other on Caucasus from a different AA gun?

A: The intention behind rockets is this:

Antiaircraft guns can fire rockets for 1 die of IPC loss (subject to income maximums) in the combat phase. Each complex may only be hit once in a turn. The maximum range on a rocket launcher is three spaces. Only one gun per territory can fire, and all other guns in that space are inactive.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000545#000003

Q: Just a thought. Can you build for example 3 AA guns in London and upgrade them to rockets and then use them every combat to attack Berlins IC?? This would be a very good idea, I think.

If all AA guns are in use. Are you supposed to make more units out of paper or can't you build any more?

A: Only one antiaircraft gun per territory can fire. It doesn't matter whether they're used for rockets or shooting down aircraft.

You can use any means you'd like of designating the 13th and further antiaircraft guns.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000543

National Advantages

USSR

Q: Trans-Siberian Railway: Your Infantry, anti-aircraft guns and artillery may move 2 territories per turn ONLY among these territories: Russia, Novosibirsk, Yakut S.S.R. and Buryatia S.S.R.

My question is this! I move some men into Russia from Archangel do I get to move the second space to Novosibirsk as per this Advantage? Or does my turn end and I have to wait till my following turn to move?

A: You can only move among these territories if you're increasing the move of a piece. Because you started out "not on the railway," you can't get the advantage of the railway.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000640

Q: - Can the Trans-Siberian Railway be used to attack an occupied Russian territory?

A: No, and they can't blitz either. It's in the "A number of these advantages" camp described in paragraph 2 of the optional rules. Those aren't limited to the colour descriptors, though if it helps, imagine the word "red" before "territories" in that section.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000223

Q: 1. For the "Nonaggression Treaty" NA for Russia, what happens in the rare case when Russia's small navy is attacked by the Japanese fleet, where would you put the four infantry promised? Or does this apply to an aggression with land unit only?

2. For the "Mobile Industry"- I assume that I could move these complexes every turn, right?

A: 1. "Aggression" only applies to land territories. ("Mistakes" are what happen at sea. Just check out "The Hunt for Red October.")

2. Yup.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000433

Q: 1. First off, for the Soviet Nonaggression Treaty, when is it considered that the Soviet Union has broken the treaty? Do they have to attack a Japanese controlled orange territory, any Japanese controlled territory, or any Japanese unit?

2. For Mobile Industry, I assume that you can't but just to clarify this, can you build units in an industrial complex that moved during the Non-combatant Move Phase?

A: 1. NA treaty: Rulebook states if Russia attacks Japan... no limit, any Japanese territory. Attacking Japanese Navy would not count as Mike posted under another thread that Naval battles are not aggression, they are mistakes. (nice reference to Hunt for Red October as an example there).

2. Mobile Industry: Mike posted this "You can only mobilize in a territory containing an industrial complex you controlled at the start of the turn. So yes, Mobile Industry can mobilize [after moving] if both the complex and the territory were controlled at the start of the turn."

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000481

Q: If Russia gets mobile industry is it allowed to be placed and moved by any transport to another territory owned by themselves or friendly territory since it is a land unit? the book says on pg.30 "a transport may carry land units belonging to you or to friendly power, its capacity is any one land unit, plus one additional infantry."

A: Though the complex has changed its abilities, the transport hasn't. And p. 30 says, "A transport can never carry an industrial complex."

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000497

Q: The optional rule grants Russia 4 infantry when Japan attacks a "red territory".

What if USSR puts pieces in china and Jap attacks? Does this break the non aggression? Does Russia get 4 infantry?

If no, does USSR get men at a later time? Can Jap and USSR kill each other in China over and over and this still be considered not to break the nonaggression pact?

A: Territories do not change colour. China is not red (yes, I know that's a funny sentence), so it doesn't trigger the reinforcement

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000596

Germany

Q: 1. If "Blitzing Panzers" take their extra move during the "non-combatant phase, can they move into unoccupied enemy territory? That would normally violate non-combatant move rules, but it makes sense or it's not much of a bonus.

2. Is the "Wolf pack" rule for first round only? If not, after you lose some subs and go below 3 subs, do they still keep the 3 attack? Makes sense that they would for simplicities sake and to make it a "strong" advantage, but...

A:

1. It must be a legitimate non-combat move. Basically panzer tanks become like fighters, in that they hit the territory but get to withdraw after the battle.

2. As long as at least 3 subs were present at the start of the battle, that the wolf pack bonus applies throughout the entire battle.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000304

UK

Q: With "Enigma," are you limited to moving units from just one province if you are reinforcing? For example, I know if you decide to bug out you must leave 1 dude and you move everybody else to 1 province (like retreating). But if you reinforce, can I bring up forces from multiple adjoining provinces, or just 1?

A: For a while, I couldn't figure out why you were having trouble with this because it seemed so clearly explained that it was one space to one space. Then I realized that the problem was the word "an" in the second rules sentence. Imagine it replaced with the synonymous (and yet subtly different) "any one."

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000304

Q: For Enigma Decoded, Are you allowed to move fighters in to an adjacent sea zone? If so, would you have to move them one space to land, similar to that of fighters that lost their carrier in sea combat?

A: The Enigma Decoded rule says your surviving units remain in the space to which they were moved. So by this rule, the fighters land in the space they just entered. It's a friendly space by definition, so they definitely can land there.

The carrier issue makes it complicated. If you don't have a carrier there, and there was no way you could get a carrier there as part of the free move, you couldn't put a fighter into that sea zone, because it would immediately crash (its carrier hasn't been destroyed, after all). So in this specific case, the fighters have to stay in their hangars.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000481

Q: 1) Enigma Decoded is written pretty exactly & it's clear what the rule says so guess I'm just checking to see if this is the intended effect.

Imagine the UK navy is in sz3 and Germany moves a fleet to sz6 to amphibious assault the UK. The UK navy could move its sz3 force to intercept only if it already has other naval units in sz6 (as it's friendly) but couldn't move to cause a naval battle if no other friendlies are already there, as sz6 would be neither friendly nor attacked.

(Rewriting the rule to allow a 2-space move rather than an adjacent move could even be a possible deterrent to round 1 Sea Lion, as the BB at Scapa could intercept any invasion. Throw in Russian sub to sz6 on R1 and Sea Lion gets very dicey - IF the UK has chosen Enigma.)

(2) Not sure as to the motivation for the 'one unit must be left behind when avoiding combat' clause but am guessing having US or Russian unit(s) in the space satisfies it?

A: The "friendly space being attacked by Germany" includes any sea zone, whether it contains your units or not. See the definitions on p. 12. So if you had units in sea zone 3, you could immediately reinforce to sea zone 6

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic:f=10;t=000501

Japan

Q: Here's a funny little scenario. Let's say Alaska and Western Canada are sitting there with their starting units still on them on J2. And let's say Japan has Lightning Assaults, and decides to send a transport (with 1inf 1art) and a battleship up to try and take both Alaska and Western Canada. If the transport splits its forces between Ala and WCan, would the battleship fire on both of them?

A: Lightning Assaults has nothing to do with battleships and destroyers (well, except Tokyo Express Destroyers). The national advantage doesn't give a second shot to the battleships.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic:f=10;t=000801

Q: The question of course is, how exactly do the Japanese Lightning Assaults work?

Now, here is what I did. I loaded a transport, then unloaded onto an enemy territory (next to India) then reloaded and moved the transport into an unoccupied sea zone and attacked in Africa. Then reloaded and attacked again in Africa.

I did not use up the transports movement, and did not violate its capacity. But, I did attack three (and could have attacked more) territories with one transport. I have found some areas where this is very handy. Africa, of course, and more importantly Panama, and then to Cuba, and into Brazil. Since the rule says "more than one" and not specifically 'two' it would seem to imply that more than two could be possible? Thoughts? Answers? Think I'm evil for springing this on my foes?

A: The phrase "attack a second coastal territory" is an absolute, not a synonym for "attack as many coastal territories as you can reach." I'm afraid you're overreaching.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000666

Q: For Japan's "Lightning Assaults", this does not change the transport movement from 2 to 4 does it (because it is allowed to move and attack twice)?

A:. No. Their Move value hasn't changed, so they're done moving when they move their second space. (Sounds like this one needs more FAQing. Again, anything I say isn't official till one comes out.)

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000433

Q: I am wondering if the lightning assaults rule means that you can only take units which participated in an amphibious assault and take those same units (or any survivors) and bring them to a second area (within 2 spaces and not in the way of an enemy occupied SZ) for a second amphibious assault

A: This is another question that has been asked enough that it'll have to be answered officially in an FAQ. Like all such questions, anything I say on the subject should be considered unofficial, and capable of being overruled by the FAQ.

The intention is this: You can assault, load (possibly new) units, and assault again. Your transport capacity (1 plus 1) has not changed. Also, remember that an assault must be a combat move, not just landing in a territory you controlled at the start of your turn.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000437

Q: The optional rule regarding the Japanese transports to do multiple assaults. At the end of the paragraph, it states that it still can only pick up or off load one ground unit and infantry per turn. How can you do multiple assaults if this is case?

A: Its transport capacity has not changed, but it is allowed to load again after offloading as long as it then goes to another amphibious assault. Its Move has not changed either, so it still can only move 2 sea zones regardless of whether it makes 2 assaults. (As I've said, this clarification is unofficial until an FAQ.)

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000429;p=2

Q: Does it [Banzai Attack bonus] still apply if there is a battleship doing shore bombardment, or does that count as another type of unit (i.e. non-infantry) that nullifies the bonus?

A: A battleship is not an "attacking land unit" so it doesn't stop the banzai attack.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000616

Q: 1. Can Kamikaze Attacks hit subs? It doesn't say they can't, but I recall that rule from A&A:P, so I thought I'd check the intention.

2. Kaiten Torpedoes: "...an orange territory or island group you control..." Does this mean an orange territory you control or an orange island group you control, or does this mean any orange territory or any island group you control?

A: 1. Your air units can hit defending subs as normal, because they can't possibly be submerged during your combat move. (I urge you to presume nothing from AAP.)

2. Orange applies to both nouns.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000223

Q: Kamikaze and Kaitan. Who chooses the casualty? Also, does the loss absorb one of your opponent's hits that round, or is it just lost in the kamikaze attack (Kaitan defence). In other words I send 1 kamikaze fighter and 1 normal fighter against a lone battleship. Both planes hit, but the BB hits too. Does the BB hit go to the kamikaze, or are both planes lost?

A: This is a clear example of "If the rulebook doesn't say otherwise, do what you would normally do." The defender chooses the casualty, though he is limited to choosing sea units. (Yes, I know it's hard to imagine a battleship whipping in front of a transport to save it, but this is just that kind of game.)

The attacker's "opening fire casualty in addition to any other casualties" line means, procedurally, that you add one to the number of units you must lose, and of course you must choose the kaitan or kamikaze.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000304

Q: For Tokyo Express, can your destroyers still participate in an amphibious assault if you have combined bombardment, or is it like in A&A: Pacific where they cannot bombard?

A: Tokyo express: Mike stated before: "There is nothing preventing the Tokyo Express destroyer from acting as a transport AND a destroyer. Thus, it can bombard (if it has that capability) and offload even if it's the only sea unit in the amphibious assault."

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000481

Q: For Dug-In Defenders, Japan is an island, so I assume that infantry on Japan defend with a 3. Is this correct?

A: Japan is not an island (nor is the UK or Australia). An island is a territory which is located inside a sea zone. So Dug-In Defenders doesn't work in these places

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000481

USA

Q: In the rule text I think the key to interpretation are the phrases "attacking" and "attacking force"! Logic is in SBRs there is no attacking FORCE only bombers (there even is no question if there are other forces involved such as fighters!)! So my guess is Superfortresses are immune against AA on conventional attacks, open to AA fire on SBRs.

A: No cigar, I'm afraid. A strategic bombing raid is an attack.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000648

Q: Do artillery support Marines? the wording on the artillery is that "the infantry's attack increases to 2". since a Marine already attacks at two, this doesn't seem to apply.

A: No. The bonuses aren't cumulative.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000223

Q: (Chinese Divisions) Do you get a free inf unit for every territory EVERY Turn (Mobilization phase)?

A: Just one infantry in one territory every round.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000462

Miscellaneous

Q: The rules state: "When, at the end of a turn, your side controls a set number of victory cities, you win the war"

Is this correct? I was expecting it to be the end of a round (i.e., after all 5 players have moved).

A: On pg. 23 of "Operations Manual" it states:

"...At the end of the ROUND, after all five powers have taken a turn, check to see if either side has achieved the victory conditions set..."

[SO-It is after all 5 players are done going!]

Source: Holywolfman (Mike verifies this further down the thread)

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000677

Q: I have asked this before but I just wanted to verify with you (It was confirmed by other players, more experienced than myself; just wanted to get your official answer. If Germany takes over Persia on GER2; can Japan land airplanes on Persia on J2? On page 18 of the manual it says "An air unit may end its move only in a space that was friendly at the start of your turn". If Germany takes over Persia, is it considered friendly by Japans turn?

A: Yup. When the game says "you," it means "you."

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000621

Q: What's the rule on airplanes flying over neutrals?

A: You can't move through neutral territories with any units at all.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000198

Q: Is that rule about limited stacks to the pieces n the box still in effect in the new game (in other words if you have 3 bombers you can never have more than 3 bomber group stacks in the game anywhere on the board?)

A: No, that rule's been shot through the head. There's nothing dumber than someone buying all the anti-aircraft guns just so you can't buy one. Can't happen anymore.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000233

Q: Page 13 of the rules state: A transport may not load or offload in a territory adjacent to a hostile sea zone, unless the enemy units consist only of submerged submarines.

My interpretation is that: No US troops transported to Britain while an un-submerged sub is anywhere adjacent to Britain; no Operation Sealion on turn 1 unless the British Fleet adjacent to England is sunk during combat; no invasion of Norway while the Baltic Fleet is present, no amphibious assault on Karelia while the Russian sub is in the north; no D-Day with Italians in the Western Med.

A: As I've said, this only applies to the zone the transport is in. It is not possible to lock down Dover from Orkney.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000438

Q: This question refers to page 18 of the new, revised Axis and Allies rulebook, under the "Capturing and Liberating Capitals" section. The final sentences of that section say that a player whose capital has been liberated "cannot yet purchase new units." When, then, can the player resume purchasing new units after the capital has been liberated? The final sentence leaves you with the vague "it's a long road back from losing a capital."

A: When you (a) have some money, and (b) have a turn that contains a purchase new units phase.

Some people have noted that this could be on the turn after liberation, if you captured an opponent's capital (and thus some IPCs) while yours is under enemy control. But usually it's the turn after that.

http://boards.avalonhill.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=10;t=000597

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