



The official erratum for Antiaircraft Artillery (AAA) and Tournament Play Clarifications

(Errata and clarification by Kevin Chapman & Greg Smorey March 1, 2022)

1942 2nd Ed. Tournament Rules Clarification for (AAA)

1. May NOT move during combat phase.
2. May only defend when air units are attacking the territory the AAA's are in.
3. May NOT fire at planes passing overhead during any phase.
4. Each AAA may only fire at, up to 3 aircraft and only once before the 1st round of combat.
5. Lone AAA gun(s) (in territory with no other units) have no defense value and if attacked are removed from play after firing (if applicable) if any attacking units survive.

Errata:

1942 2nd Page 25, (Antiaircraft Artillery):

"If a territory containing AAA units and no combat units is attacked, the AAA units are automatically destroyed after they fire (see Air Defense, below), but if only air units are attacking, at least one of them must survive the Air Defense in order to destroy the AAA."

AAE40: Page 29, AAA (Antiaircraft Artillery): (4th sentence 2nd paragraph)

AAP40: Page 27, AAA (Antiaircraft Artillery):

"If a territory containing AAA units and no combat units is attacked, the AAA units are automatically destroyed after they fire (see Air Defense, below), but if only air units are attacking, at least one of them must survive the Air Defense in order to destroy the AAA."

