MOST ASKED AXIS & ALLIES RULES QUESTIONS & CLARIFICATIONS

"Scrambling Fighters"

Q: Do scrambling fighters have to be announced before any dice are rolled, regardless of which battle, or simply just before that individual battle is addressed?

A: All scrambling fighter decisions (and fighter interceptors against strategic bombing runs) must be decided before any battle begins (dice rolling). Scrambling occurs per battle, you do not have to announce all scrambling at the beginning of combat movement, but beginning of each battle.

"DICE ROLLING"

Q: What happens if during combat, a player rolls more dice then needed for that particular battle? Meaning, they have 4 units attacking but accidentally roll 5 dice?

A: They must re-roll ALL the dice, in this case 4, for that particular round of combat of dice rolling. However, if ALL 5 of the dice rolled were "MISSES", then, your opponent may accept that role of all misses and NO dice need to be re-rolled.

● Also remember; all AA games come with a base set of dice. Using your own dice for rolling to speed up play is permitted. But if you do this, you must let your opponent use any dice you bring to the table. Please, don't let dice rolling become a problem in any tournament game!

"U-Boats/Submarines"

Q: How do submarine Special Abilities – "First Shot Attack or Surprise Strike" and "Submersible" – work? How does the presence of enemy destroyers affect these? abilities? (These rules apply for Subs in all Axis & Allies versions except the Classic 2nd Ed. Game)

A: Submarines are considered warships but not a "Surface Warships." Unlike other warships, a submarine can move through a sea zone that contains enemy units, either in **combat or noncombat movement.** However, if a submarine enters a sea zone containing an enemy destroyer, it must end its movement there. If it ends its combat move in a hostile sea zone, combat will occur.

Subs Do Not Block Enemy Movement: The "stealth" ability of submarines also allows enemy ships to ignore their presence. Any sea zone that contains only enemy submarines does not stop the movement of a sea unit. Sea units ending their combat movement in a sea zone containing only enemy submarines may choose to attack them or not. Sea units can also end their noncombat movement in a sea zone containing only enemy submarines.

Subs Cannot Hit Air Units: When attacking or defending, submarines cannot hit air units. **Subs Cannot Be Hit by Air Units:** When attacking or defending, hits scored by air units cannot be assigned to submarines unless there is a destroyer that is friendly to the air units in the battle.

*Subs have the "First Shot Attack or Surprise Strike" available to enemy units **every round and is the first attack each round**. This applies to **BOTH Attacking & Defending Subs**. **(Exception is when enemy Destroyer is present.)**

Submersible: A submarine has the option of submerging. It can do this anytime it would otherwise make a Surprise Strike. The decision is made before any dice are rolled by either side (the attacker decides first) and takes effect immediately. When a submarine submerges, it's immediately removed from the battle strip and placed back on the map. However, a submarine cannot submerge if an enemy destroyer is present in the battle.

Enemy Destroyers: negate **all** special Sub abilities while present in the same sea zone.

Classic 2nd Ed. Subs: none of the rules above for Subs apply in this version accept the ability for their "Deadly First Shot Attack" at the beginning of every round and their ability to NOT attack air units. In this version subs may only "Withdraw" and not submerge, and are accessible to air attack for 1 round of combat. They are also considered warships and may block enemy movement just like all other ships.