

Dear Mr. Cox:

Thank you for taking the time to write concerning Axis and Allies. To be honest, this is the first time we have had a question like yours. I reviewed your letter with the game's designer and he had the following to say.

① It was his feeling that since you intend to attack with the AA gun's rockets during the combat phase, that you can indeed move them during the combat movement phase.

② The Gulf sea zone on the right edge of the board is adjacent to the two sea zones on the left edge of the board. You can not amphibiously invade the Western US from the sea zone below Florida because it is not adjacent to the Western US.

③ Russia cannot take a territory from the US because the US is its ally. You can not take a territory away from an ally.

④ American can move onto an ally's transport during the American turn, but it can not move off (wether the boat moved or not) because that would imply the use of the Russian transport. The unit has to be dropped off by the Russian on a Russian turn. Your other questions about the Russian using an American transport to England is the same situation. The Russian unit could board the transport, but not disembark. The American could then transport the unit to Europe during the American turn.

⑤ There is no maximum production. If production goes higher than the chart, keep a marker on the highest space and use another marker to show the excess. Then add the two markers together to get your total.

⑥ If you get increased industrial technology, your future die rolls still cost 5 each. What you buy costs one IPC less.

⑦ You can not bridge to make an amphibious assault using any ally's transport because the ally has to drop you off on his turn and you

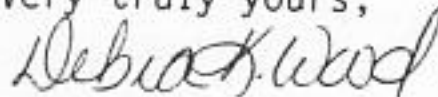
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cannot fight a battle on someone else's turn. If you were, however, loaded onto the ally's transport and the ally was doing his own amphibious assault and wanted to bring you along, he could.

These questions really are quite interesting. We did try to eliminate most of the confusion about allies sharing units by eliminating the Commander-in-Chief rules from the first edition.

Should you have any further questions, please feel free to write again for assistance.

Very truly yours,



Debra K. Wood
Consumer Representative
Milton Bradley Company

Dear Mr. Cox:

Thank you for your correspondence concerning the Axis and Allies game. In your letter you had two questions concerning game play. Please let me take this opportunity to respond to your questions.

Question 1. On the construction of an Industrial Complexes and anti-aircraft guns: are the players limited to the counter mix (12/each) or can more of each be built? Also, can a player voluntarily destroy one or more of his own Industrial Complexes in order to build it elsewhere?

Answer: 2

You can place newly purchased ships in a sea zone occupied by an enemy force. Be sure to follow your turn sequence as noted in the instruction manual. When you place your newly purchased ships into the sea zone in question, your combat and movement phases are over; thus, your enemy force in your sea zone must attack you when his turn comes around. He must make at least one attack and has the option to move away (retreat) if your force is too strong. Remember, a transport cannot attack. If the ship in your sea zone is a transport, you can roll against it and it cannot roll against you.

Question 2. On building naval units: if a player constructs naval units, may he place them in a sea zone occupied by opposing naval units, or does the presence of enemy naval units prohibits construction in that particular sea zone?

Answer: 1

You cannot normally destroy your own factories. However, if you like to do this simply come to an agreement with the other players at the start of the game. This must be a collective decision of the game players and all must agree.

Dear Mr. Cox:

Thank you for your recent inquiry concerning the Axis and Allies game. Please let me respond to your question about game play.

Question:


On an amphibious invasion, can a transport loaded with 2 infantry, unload one infantry in one country and another in another country during the same turn?

Answer:

A transport cannot unload into two different territories in one turn.

Roger, I hope this will clear up any confusion you may have had about the rules. If I can be of any additional help, do feel free to contact me again.

Sincerely yours,


Debra K. Wood
Consumer Representative
Milton Bradley Company

Dear Mr. Cox:

I am writing in response to your letter concerning the game Axis and Allies. I will be happy to answer your question about the rules.

Your question was:

Does aircraft have to retreat to an "adjacent friendly territory" as well, or can they fly somewhere else within their movement capacity?

Mr. Cox, land units have to retreat to an adjacent space where units came from. This is to avoid bounding through tactics that players were using to get from Russia to China on turn #1. Planes can fly back anywhere when they retreat.

I hope I have answered your questions clearly. If you have any other questions or problems, please feel free to write again.

Very truly yours,



Debra K. Wood
Consumer Representative
Milton Bradley Company