

# World at War

## Rules Questions

*J.C. Hamlin gathered the [questions](#) people ask about the Axis and Allies expansion World at War. I posted them in the newsgroup rec.games.board where Drax answered them. Thanks! Steve Gillies did not agree with some answers. I included his replies.*

### Section 0: The Map

- >0.1 Is the initial placement of the German's Italian East Africa
- > transport in the sea zone to the north or south?

The Italian transport should be placed in the Indian Ocean, not in Red Sea. (This transport shouldn't be placed there in the first place, there is no historical justification for it)

- >0.2 Is the initial placement of the French's battleship, 1/2 battleship,
- > transport, and submarine in the sea zone to the west, south,
- > English Channel, or North Sea?

To the West, although there is no clear explanation in the rules. But rule 8.5 speaks about French Atlantic fleet which indicates the Atlantic sea zone over two British Isles sea zones.

- >0.3 Is the initial placement of Great Britain's Britain battleship, 1/2
- > battleship, and transport in the sea zone to the west (North Sea)
- > or the east (English Channel)?

It is up to British player according to rulebook.

- >0.4 Is the initial placement of Great Britain's Indian Ocean Below
- > Ceylon 1/2 battleship, carrier, fighter, and transport in the

- > India sea zone the Maldives sea zone, the Seychelles sea zone, or
- > the Mauritius Island sea zone?

Maldives sea zone, according to British reference card.

- >0.5 Is the initial placement of the Great Britain's Eastern Australia
- > transport in the sea zone to the east or west?

British transport mustn't be placed in southwest sea zone. (It shouldn't be placed at all)

- >0.6 Is the Karelia sea zone divided as on the original A&A board?

No, it isn't.

- >0.7 Are the Australian sea zones really drawn correctly?

How could we prove otherwise?

- >0.8 Are Ukraine and Orel adjacent?

Yes.

- >0.9 Are Karelia and Norway adjacent?

Yes.

- >0.10 Are Sinkiang and Khazakh adjacent?

No. But it is obvious from the map. The Sinkiang is the southwest part of China and it borders with Turkmen. The northwest part of China is Tsinghai and it borders with Turkmen, Uzbek and Kazak.

- >0.11 Does the Icelandic Sea Zone border to the Barents Sea Zone?

No. There is a UK blow-up box between them.

>0.12 Does the New Hebrides Sea Zone border to the Samoa Isl. and the  
> Society Isl. sea zones?

No. There is an empty sea zone between New Hebrides and American Samoa.

>0.13 When a ship moves from New Guinea to New Hebrides does it move one  
> or two spaces?

Two spaces.

>0.14 How is the border junction between Karelia, Komi, Orel and Russia  
> treated when considering movements?

Karelia is two spaces from Russia. Komi and Orel border each other.

>0.15 Do Belorus and Caucasus share a border junction like the one above?

No. Their new names are White-Russia and Georgia.

## Section 1: New units

>1.1 May infantry be build in newly conquered areas?

Infantry may be built in territories held from the beginning of the player's turn.

(I would limit this only to original territories and those acquired by  
diplomatic/economic influence).

> May infantry be built in unoccupied enemy or neutral territory?

No.

>1.3 May you roll dice to repair a battleship if you have less than 12  
> IPCs?

This is uncertain, but since rules says that you if you rolled the dice, you MUST pay, I  
would say that if you haven't enough money to cover the expences, your attempt to

repair the ship failed, but you can keep your IPCs and maybe try again in the next turn.

*NOTE by Steve:* I think you would have to have 12 IPCs on hand in order to make this roll, just as Britain needs to have 5 IPCs on hand in case she wants to invade a neutral country (the UK part was confirmed by the creator of World at War.)

>1.5 May a paratrooper attack as normal infantry or must they always be  
> dropped from a bomber?

They can't attack as normal infantry. (I would allow normal movement/attack but on normal strength, of course)

> Do paratroopers always attack on a 2, even if they are not dropped  
> from a bomber?

Since they can't move unless dropped from bomber, their only attack strength is "2".

> May paratroopers retreat?

Who knows? I suppose not, because there is no valid territory, so the amphibious assault rule should be used. In "Europe at War" paratroopers can't retreat.

> May other supporting attacking units retreat?

Probably not. According to amphibious assault rule.

> May paratroopers be transported by a bomber during the non-combat phase?

I don't know. It is impossible to find a clear answer from the rules, but I am inclined to believe that paratroopers can't move on non-combat phase.

>1.9 When an AA gun is used as an anti-armor gun, which special units are  
> considered armor?

Only SS Panzers, i.e. units represented with armored pieces.

- > When an AA gun is used as artillery, which special units are considered infantry?

All other, i.e. units represented with infantry pieces.

- > Do AA guns fire every round at the beginning of combat, or during the defending fire phase?

During the defending fire phase. The only difference is in targets, not the way of firing.

*NOTE by Steve:* I don't know why this rule would have changed from A&A. I have always played with AA fire made at the beginning of each round.

- >1.11 How many AA guns may be designated to be rockets?

All of them.

- > When can you 're-designate' different AA guns as rockets, or rockets as AA guns?

During one player's turn every AA gun may perform only one role. However, it is possible for AA gun to serve as anti-tank gun in defense and rocket artillery in the attack during same game turn.

- >1.? What happens if a defending battleship that has not taken a hit takes a sub hit?

Nothing different than regular hit. Battleship defends normally. (Of course I would specify that battleship hit by submarine become damaged immediately)

- >1.? What happens to a an attacking battleship that takes a hit?

It attacks normally. The effect of damage takes place after the battle.

- >1.? Can any of the special units with a movement of two blitz like armor?

Yes.

*NOTE by Steve:* I would say ABSOLUTELY NOT! The Action was designed for Armour, and is spoken about in A&A as being a Blitzkrieg Tactic, because of the nature of a Tank. I would never allow an infantry unit with 2 movement points to Blitzkrieg.

- >1.? Apart from the Chinese, the French, new unit types and extra
- > factories what is the purpose of the extra pieces? Are they to be
- > considered as spare pieces? Or painted to differentiate special
- > units? Or does their presence raise the number of legal unit
- > stacks; meaning more than two carrier groups are allowed?

The new pieces act in the same way as original pieces, therefore they raise the number of stacks.

## Section 2: Multinational forces

- >2.1 How is it possible that Russian and Allied forces occupy the same
- > space if not allowed?

If Allied forces liberate Soviet territory and Soviet troops enter the same territory afterwards.

- > Do the rules about multi-national forces attacking together only
- > apply if playing under Milton Bradley's first edition rules
- > for A&A?

No.

- > Are British/French or US/Chinese considered multi-national attacking
- > forces?

No. Only British/French combination is allowed.

- > Does an Axis player get to choose which Allied unit(s) must be taken
- > as casualties when attacked by an Allied multi-national force?

No. Only attacker may choose defenders' victims in case of multinational defense force. (very stupid rule)

- > Can you attack a space that is occupied by units from both a
- > nationality that you are at war with along with a nationality that
- > you currently are not at war with?

British forces may not enter in China until at war with Japan (rule 8.1). American forces may not be placed in any territory that isn't US controlled (rule 9.1). So, I can't see how such attacks could be performed in the first place.

- > Can American forces occupy the same space with British, French, or
- > Chinese units if not at war with anyone?

No. See above.

- > Does an Allied attacker choose which Axis nationality receives
- > losses if attacking a multi-national defending Axis force?

Yes.

- > May sea units from differing nationalities who are not at war share
- > sea zones? If so, what happens when that sea zone is attacked?
- > What happens when two countries sharing a sea zone go to war?

Neutral fleet is ignored for all practical purposes.

(thrasher: we have used the following rule: A fleet may move through an sea zone that contains a neutral are as long as it not ends its movement in it.)

### Section 3:

>3.2 Who are Britain's minor allies?

France, Belgium and Netherlands.

- >3.? If China or France is completely eliminated, what happens to their
- > money?

Returned to bank.

- > Can aircraft move over neutrals, including nations which you aren't at war with yet?

Yes, but after paying 3 IPC fee according to 2nd edition MB rules that are still valid unless replaced with appropriate W@W rule.

*Steve:* Since Neutrals are now Armed, I think the 3 IPC fee is no longer used. I have always played that a plane can fly over with no penalty. If the neutral had an AA Gun, I would say the AA Gun could fire.

## Section 6: Germany

- >6.3 May Italy's forces be moved in the non-combat phase of the same turn that France falls?

No.

*NOTE by Steve:* I received direct confirmation from Frank Zenau that you could build in Italy on the same turn Italy Falls, and that those units can be non-combatted as soon as France falls.

- > May France fleets that become German be moved in the non-combat phase of the same turn that France falls?

No.

*NOTE by Steve:* yes.

- >6.4 Do the Germans still suffer the Rumanian penalty if it is conquered before the Germans are at war with Russia? (Is that what the rules mean by, "the penalty is not suffered if Rumania is neutral?")

No.

- > May Rumania pieces be chosen as pieces to be eliminated before they are allowed to move?

No.

- > Can Germany declare war with Russia on game turn 5 without attacking
- > it, thus activating the Rumania troops without giving Russia its
- > purge?

How? The only way of DoW in W@W is actual attack or invasion of empty territory.

- >6.7 May Germany continue to influence Spain if its IPC level falls
- > below 50? Turkey?

No.

- > If Germany should lose Egypt after conquering it, may he continue to
- > influence Iraq?

No.

- > If Germany attempts to stop the American player from influencing
- > Chile or Argentina by paying some number of IPCs to the bank, may
- > the American player reduce proposed builds to match the additional
- > IPCs?

No.

- > Does income generated by Sweden being neutral, Russia not being at
- > war with Germany, the Hitler assassination, or any other sources
- > count towards the conditions of getting 50 to influence Spain, and
- > 55 to influence Turkey?

No.

- >6.8 When during the German's turn may the Hitler assassination attempt be
- > made?

Only during the build phase.

>6.11 Are U-boat pens simply treated like a powerful AA unit in a sea zone?

- > If so, the rules make some mention to having two AA units in the
- > same area? How?

There can be only one pen per territory. AA guns and pen may not fire at the same aircraft.

> May any country other than Germany build a U-boat pen?

No. Only Germany.

- > May a U-boat pen be chosen to take a hit before all subs in the sea
- > zone have been destroyed?

No.

> May attacking units other than aircraft damage a pen?

No.

>6.14 What land spaces constitute Europe? Asia? Western Hemisphere?

Europe ends in Russia territory. Turkey and Turkmen are not European territories. Western hemisphere is limited to American continent.

## Section 7: Japan

>7.4 When does Japan pay IPCs to influence and when does he roll?

During the build phase. However, troops acquired cannot be moved during same turn.

>7.6 Does Japan get one Banzai attack per turn or two? What about during  
> their double impulse?

Three attacks. (Too many if you ask me). Japanese sneak attack occurs during ONE turn. Therefore, three banzai attacks is maximum even in 2-impulse turn.

*NOTE by Steve:* Frank Zenau says that Japan gets 3 Banzais for EACH of the 2 attack phases, but only 1 Kamikaze between the 2 attack phases.

> Do they get one Kamikaze attack per impulse during a double impulse?

Per turn, not per impulse.

> If the Kamikaze gets a hit, does Japan get to choose which Allied

> unit must take the hit?

Japanese player must announce his target before rolling the die.

> Can Japan kamikaze an Industrial complex and if so what are the

> consequences?

No.

*NOTE by Steve:* Frank Zenau said ANY unit can be kamikazed.

*NOTE by thrasher:* then what happens with an kamikazed Industrial Complex or AA?

>7.9 If Japan is conquered and no retake attempt is possible what happen

> to the Japanese forces, are they immediately removed or are they

> allowed to attack other areas before their turn ends?

They are removed immediately.

## Section 8: Britain & France

>8.1 If the die roll for British attacking a neutral territory fails and

> they must retreat to the nearest area, how is the nearest decided?

To the nearest (to that neutral country) British held.

> Can Britain attack a Vichy territory without observing the rules for

> an attack on a neutral (i.e. without rolling a die, etc.)?

Yes.

>8.2 If Britain does not have 10 IPCs on hand when conquered, what  
> happens?

British gives all money he posses.

> Must Britain pay 10 IPC if their new capitol gets conquered?

No.

>8.7 The Mauritius Islands are not French but British. Change the name  
> to the Reunion Islands or use correction fluid then use light  
> brown color.  
> The Fiji Islands are not French but British. Change the color or  
> maybe the designer had other islands in mind.

Thanks!

>8.8 May an Allied Fleet move through a sea zone occupied by a Vichy  
> Fleet?

Yes.

>8.? What does it mean for the UK to rail US troops?

British have one less railroad movement for themselves in that round.

>8.? Can British transports carry French troops, or vise versa?

Yes.

>8.? Can British battleships support French-only invasions, or vise versa?

Yes.

>8.? Why is the set up chart telling us to put British control markers on  
> some of the Dutch colonies?

There is no such thing in 3rd edition of rules.

## Section 9: US & China

- > 9.10 May other Chinese units wait for the participation roll before they
- > commit themselves to a combat move?

It depends on when exactly this participation roll is made, i.e. either during combat movement or after it (right before combat). If we assume that participation roll is taking place before combat movement. that would allow other units to wait.

- > Should attacking Chinese infantry roll a 1, does that mean the
- > entire attack is called off, or only that infantry may not
- > participate (i.e. leaving fighters, AA gun, armor!? to attack
- > alone)?

Who knows. Other results indicate only infantry. From 9.11 rule it seems that other units do not pay attention to participation roll at all. I think that other units may attack freely, no matter the "1" result.

- > Can Chinese pieces which failed their participation roll still move
- > during non-combat?

If the roll is performed before combat movement, I think they should be allowed to move.

- > Can China spend money on the same turn it receives it via lend/lease
- > from the US?

No.

*NOTE by Steve:* I'm not sure why they couldn't.

*NOTE by thrasher:* I guess it is not in the rules but I would say NO

- > Can China have more than 1 volunteer fighter?

No.

- > At the same time?

See above.

- > When exactly in a turn does lend/lease occur? Repairing a battleship? Influencing a territory?
- > Attempting to assassinate Hitler?

During build phase, i.e. when you spend your other IPCs. (There is a site dedicated to W@W where it is proposed a new phase in the turn for all "political" spendings.)

- >9.? What does it mean for the US to rail British troops in the Western Hemisphere?

Less rail movements for US troops.

- >9.? If the US doesn't spend 17 IPCs on one turn for builds during peacetime, can the
  - > rest be saved and be used to build next turn (i.e. can they ever build a carrier that costs 18 IPCs if not at war?)

They can save the money (at least I understood it that way).

*NOTE by Steve:* I disagree. They can only spend 17 IPCs each turn, so they can never build an AC before going to war.

*NOTE by thrasher:* interesting problem, does the rules say a spending limit or an income limit?

## Section 10: Russia

- >10.3 May Russia conquer unoccupied British controlled territories that
  - > were originally Japanese or German when no at war with an Axis
  - > Power?

Yes.

- >10.5 May a Russian factory move through or end movement in an area
  - > containing a factory?

Yes and no.

> When may Russia destroy a factory?

Before the placement of new units I suppose, although it could be argued that it should be done prior any movement to avoid problems with moving of factories.

>10.? Partisans may not attack, but can they conquer Russian territory?

Yes, by placing them in Axis controlled, unoccupied Soviet territory.

>10.? Does the Russian player during the purge get one counterattack and  
> as many other attacks as he wishes, or just one attack that turn?

One attack per turn.

>10.? Can that one attack be used against the Axis power who did not attack  
> Russia?

I would say no, since it is said - counterattack.

>10.? Can Russia declare war on US, UK, France, or Vichy France? What  
> about vice versa?

Yes, yes, yes, yes and no.

>10.? Does Russia get its purge, even if it was the aggressor? Does the  
> purge happen only when originally held Russian territories are  
> attacked, or when any territory, even newly conquered ones is  
> attacked?

Purge rule applies only if Soviet Union has been attacked. (I disagree with such rule, but I leave that to extensive commentary and improvement proposal for W@W I am working on.)

>10.? What happens to Russia if it is attacked for the first time by both  
> Germany and Japan on turn six?

I don't understand this question.

>10.? How is it possible that Russia is able to pay Germany 25 IPCs in  
> reparations for attacking Rumania before game turn 5 if they only  
> collect 16 IPCs per game turn before game turn 5, do they have  
> to save some money for a turn?

Of course. (This is another stupid rule)

>10.? What happens if Russia attacks Portugal when not at war with anyone  
> else?

The same thing as in case of Allied attack.

*NOTE by thrasher:* but to what side do the Portuguese or Spanish colonies go? To the Western Allies or to the Axis?

*Steve:* see the [rules clarifications](#) by Xeno Games

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