Naval Bombardment

In Naval Bombardment, does the US roll six dice and the UK roll six, or do they roll a total of six altogether?
The Allies together roll six dice. The players decide how they want to split the six dice in a three-player game.

What if the US and UK players can't agree on a decision that both must make? For example, the Naval Bombardment card requires the US and UK to split the dice between them. What if they can't agree on a split?
If the US and UK players can't agree on a decision, the Axis player makes the decision. In the example, the Axis player might say, "The US gets all six dice." Regardless, the US player can shoot at any blockhouse, not just the ones targeting US troops.

Air Units and Antiaircraft Fire

Is it correct to assume that, unlike *Axis & Allies Revised*, each artillery piece may pick only one target to fire on per card phase and not one shot for each plane?
Each artillery fires at one air unit on each order.

Is fighter strafing a targeted attack? Say three fighters are in the same territory as three moving enemy units: an infantry, an artillery, and a tank. Are three dice rolled for the infantry, then three for the artillery, and three more for the tank? Or are nine dice rolled and for any 1s that are rolled, the defender chooses casualties?
The dice rolls are targeted, so there's no choosing of casualties. It's best to roll all the fighters' dice against one moving unit, then do the same for the next moving unit. In the example, roll three dice for the infantry, three for the artillery, and three for the tank.

Do antiaircraft artillery roll one die for each plane or one die for each order card?
Each artillery rolls one die per order no matter how many fighters are in its space. It also rolls one die on the anti-bomber card, no matter how many bombers are there.

Can bombers hit blockhouses?
Yes. Bombers hit land units, and blockhouses are land units.

Attacks

When you attack, do you repeat the cycles until only one side remains?
No. Conduct just one cycle of combat per order card.

Are the paratroopers locked in combat when they land?
Yes. They cannot move until the zones they're in are cleared of German units.

Why must I attack when a card directs?
So that you can't stall your opponent's movement forever by feeding one sacrificial unit into a space each turn.

Do targeted attacks like blockhouse fire and bombing cause return fire, like the Axis Attacks card?
No. The only order cards that allow responses are the Axis Moves and Axis Reinforcements cards, which allow fighter strafing, and the Axis Attacks and Allies Attack cards, which allow the other side to defend.

Victory Cities

If the Allies do not have the three cities by the end of turn nine. is the game over? Or are they allowed to get them by turn ten and then have a final round to hold them?
As they must hold the cities for a turn, if the Allies haven't managed to take all three cities by turn nine, they have lost.

The circle for Caen covers three land zones. Do you have to control all three zones that the circle touches to control Caen?
No, just the zone that the city is actually in. (The circle is not a zone, just a method of highlighting the victory city.)

Movement, Strafing, and Stacking Limits

Can a player attack with more than eight units but only move the maximum allowed into the attacked zone?
No. Attacking occurs on a different order from movement. By the time the attack card comes up, there can only be eight or fewer attacking units in the zone.

Can you only move along roads?
You can move from any zone to any adjacent zone. The roads printed on the map are only for looks.

Do the Allies and Axis each get a total of eight units maximum per zone, or is eight the limit of units regardless of allegiance?
Eight units per side (Allies or Axis). On the Allied side, the two countries can only have a total of eight UK and US units in a zone. Between the Axis and the Allies, a zone can contain 16 units.

When a side moves, it can move any unit. Does this include units in combat?
No. Land units of opposing sides in a zone are locked in combat. They can't move out of that zone as long as enemy land units are present.

In moving Axis forces, are they moved and hit by strafing fighters one at a time or as a group? Do i have to commit the total of forces to the zone and then resolve strafing losses, or go one at a time?
The Axis player indicates all units that are moving before the Allies roll their fire against any moving unit.

Do tanks get strafed twice when they move into and then out of an area with fighters?
A unit gets strafed moving into or out of any zone with fighters, so if a German tank moves into a zone with fighters, it gets strafed, and if it moves out again on the same order card, it gets strafed again.

With fighter strafing, can I only try and move in eight units, or can I keep moving in units until I get up to eight units?
You must declare all the units that are entering a particular zone before moving any of them. Your declared move must be legal under the stacking limitation; you can't declare that ten units will move into a zone with the expectation that two will be destroyed by enemy fighters. If the zone already contains four units, you can't designate more than four more units to move in. If two of those units are destroyed by strafing, then you're left with six units in that zone. In the case of tanks, you only need to declare their movement when resolving movement into their final destination. For example, assume there's a German tank at Villers-Bocage that the German player wants in Ouistreham. It must move through Caen to reach its destination. The German player doesn't announce that tank's move along with other units moving into and stopping in Caen. He declares the tank's move when he's declaring other moves into Ouistreham. Any fighters in Caen get to strafe the tank as it enters and leaves Caen.

If the Allies have fighters in zones where there are Axis units but the Axis units do not move, do the fighters still get a shot?
No. Fighters strafe only when units move.

Does a blockhouse count as part of a zone's stacking limit?
No.

Do paratroopers count against the stacking limit for the zone the airborne box is in?
Yes. Technically, the paratroopers that start out in the airborne boxes immediately move out of them at the end of order card 1, so they count against the stacking limits of the zone surrounding the airborne box, not the airborne box itself.

Can the airborne boxes be occupied by Axis forces?
The airborne boxes exist only to show where the paratroopers start. They are not zones that can be controlled.

Can tanks not use their first of two moves to move through a zone containing friendly forces, only completely empty zones?
There's an error on page 6 in the rulebook. It should say "unoccupied by enemy land units." (Note, of course, that a tank can't move into a space containing eight friendly land units.)

Beachheads and Blockhouses

Is the beachhead a zone?
No. Units in the beachhead boxes can be hit only by things that expressly target beachheads, such as blockhouse fire (order card 9).

Is order card 9's blockhouse fire targeted fire (that is, the Axis player picks which Allied unit to fire on and remove)?
Yes. The definition of "targeted attack" is on p. 13, and it applies whenever the word "target" is used in this context.

On Omaha Beach, do the blockhouses only fire on the bottom four units at sea or any of the eight? The arrows only point to the lower row and each row has its own box.
All eight units can be targeted.

Units moving off the beachhead boxes must move to the adjacent beach territory. If a tank is going ashore in this way, can it move two territories inland (assuming there's no enemy unit in the beach territory)?
No. Only two cards allow tanks to get a double move: Axis Moves and Allies Move. Each tank gets only one double move per turn, on one of those cards.

Can Allied forces come ashore in any zones connected to their beachhead by a blockhouse's firing arc?
No. Blockhouse firing arcs (red arrows) indicate which beachheads the blockhouses can fire on. The beachhead (light-colored) arrows indicate which zones units can land in. In the cases of Omaha, Gold, and Juno Beaches, the arrows are reciprocal, but Utah and Sword Beaches can be hit by blockhouses that aren't accessible from the beachheads.

What is the significance of the blockhouse pieces on the left side of the board? They can't attack any beach zone, right?
They have no firing arcs but they still participate in land combat. They were there in real life, so they're there in the game.

Reinforcements

Can German reinforcements be placed in zones occupied by Allied land units? If so, what happens?
Yes. The units are immediately locked in combat but they don't conduct an immediate round of combat. Combat happens only on order cards 11 and 13.

If the US player rolls to receive more reinforcements than he can place, does he just skip over to the other beachhead? For example, if the US rolls an 8 on turn 1, what happens?
The first six US reinforcements must come ashore at Utah Beach. The Utah Beach beachhead can hold only four units, so there's no way for the US player to bring in more than four reinforcements on turn 1. The artillery of the 90th Infantry Division and VII Corps can't

land at Omaha Beach, even if there's room there. They must wait until turn 2 and land at Utah Beach. The buildup on Omaha beach can't begin until all six units have at least been placed on the Utah Beachhead.

When reinforcing, do you roll two dice for each Ally or one die each? Do you roll two dice for each Axis reinforcement zone or one each?
The Allies roll two dice for the UK and two dice for the US. The Axis player rolls two dice for Rouen/Chartres and two dice for Rennes/Chartres.

While my troops are locked in combat in a zone, is it legal to reinforce that area?
Yes, assuming you don't exceed eight land units in the zone at any point in the reinforcement process.

Do you have to place your Rouen/Chartres units before rolling for your Rennes/Chartres units?
No. You may make both rolls first, then place your units.

Fortune Cards

Order cards can reenter the deck if circumstances change (such as tactics card 8's Blockhouse Construction). Does the fortune card associated with the order also come back?
Fortune cards are "ride-alongs." If you're using fortune cards, they are in the deck whenever their related order cards are. If something puts an order card back in the deck, its fortune card comes back too. Tactics cards, however, share numbers only with order cards. If an order card is put back in the deck but the correspondingly numbered tactics card has already been used, it doesn't come back.

If a fortune card states that you can reroll a die and you do, must you keep the rerolled result, even if it's worse?
Yes.

In fortune card 10's Coordinated Landing, must you land all your units in just one of the zones, or can the US player move some units to Omaha Beach and some to Utah beach?
The forces can be split up.

With fortune card 11's Uncoordinated Attacks, if UK and US units are locked in combat in the same space, can you attack with just one country while the other does not attack?
Each player picks a zone in which only its units attack. If some units of the other side are there, they can't attack or be selected as casualties. (Of course, if both countries pick the same zone, then both can attack.) There are circumstances where rolling the 6 can be an advantage for the Allies, but they're few and far between.

Tactics Cards

When can I use a tactics card?
If your side is the side that can use it, you can use the tactics card any time it comes up in the deck. If you do use it, you then remove the card from the game. You are never required to use a tactics card.

In a three-player game, must the Allies agree to use a tactics card?
Either Allied player may declare that a tactics card will be used, regardless of whether the other ally agrees.

Once you use a tactics card, can you bring it back to the deck?
No. Once a tactics card is used, it is removed from the game and it never comes back.

Does tactics card 1 apply to the paratroopers that are already in the airborne box as well, or just the ones from the reinforcement cards?
Since the paratroopers technically move out of the airborne boxes by the end of order card 1, they no longer function as paratroopers. Thus, tactics card 1 has to pull some paratroopers from the reinforcement card to function. These are drawn from the uppermost infantry reinforcements on the card. So no, the card doesn't apply to paratroopers "that are already in the airborne box," because there can't possibly be any.

Tactics card 6's friendly fire hits an adjacent zone. Can this be a beachhead?
No. A beachhead is not a zone, so friendly fire can't hit there.

Does tactics card 7's flooding prevent the Allies from coming ashore in that zone?
No. It only applies to the movement on the next order card.

With tactics card 11, Allied artillery in beachheads cannot bombard the adjacent land zone, correct? Can artillery locked in combat (co-located with enemy units) bombard? Can artillery bombard a zone containing friendly and enemy units?
It can't bombard from the beachhead. A beachhead is not a "zone" so it can't have an "adjacent zone." (Or, if you prefer, the beachhead is "adjacent" to the water.) The artillery is free to fire if either it or its target is locked in combat.

Tactics card 14 says to move any number of fighters to a zone containing a German reinforcement marker. Does this mean fighters can move to only one reinforcement zone or to as many reinforcement zones as the Allies want?
One only.