Axis & Allies North Africa Cheat Sheet

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Stacking Limit (SL)

- Only combat land units can use chips; other units are restricted to pieces available (p. 9)
- In territories, unmarked stacking limit is 8 (p. 10)
- Trucks, supplies, and mines do not count toward SL (p. 10)
- But, Malta has a supply limit of 3 (p. 12, box)
- SL can temporarily be exceeded. i.e., for units passing through a territory (p. 12)
- Attacking air units are in the air and do not count against SL (p. 12)
- Accidental stacking limit violations see p. 12.

Reminders

- Coast Road through Spanish Morocco is impassable (p. 11)
- Strait of Messina is only passable with Axis naval units (p. 11)
- Sahara is impassable except for scout cars (p. 11)
- 1 mech infantry can blitz with 1 tank, but may continue if the tank is retreated by a mine (p. 15)
- Only RP territories are *controlled*. (p. 10)
- Air units may only land in controlled territories with a friendly control marker or painted on control marker (p. 16, 24)
- The following cannot be used as casualties in land combat: supply tokens, trucks (p. 18 blue box, p. 32)
- Trucks hold up to 6 units or supply: infantry, artillery, anti-tank guns, and AAA (p. 32)
- Trucks may be captured (p. 19)
- Staging territories (p. 10): Germany & Italy: Italy; UK: Gibraltar; USA: none
- Use control markers under supply in convoys and captured Allied trucks to disambiguate ownership

Phase 1: Advance Convoys

- Move land units and supply tokens to convoy port
- Move air units up to 2 spaces away to land (p. 12)
  - Note, this does not count against the aircraft movement in later phases (p. 16)
- If the SL is reached in destination port, excess units must remain in the SZ (p.13)
- If the destination port has been captured, units must be returned to the Reinforcements Zone and can be redeployed in Phase 6. (p. 13)

Phase 2: Requisition Reinforcements

- Add the RP points of territories plus base. If you don't use it, you lose it. (p. 13)
- UK may spend 1 supply in Malta to gain 15 RPs (p. 13)
- Limits:
  - UK, Germany, Italy: 5 supply (p. 13)
  - UK: no new Sherman Tanks (p. 13)
  - USA: 10 supply (p. 13)
  - Air, sea, and trucks are limited to physical pieces. Other units may be stacked on chips. Number of stacks is limited by the number of pieces. (p. 9)
- Repair UK Battleships in SZ 31, spend 1 supply from Cairo (p. 13)
- Immediately deploy the following:
  - Mines but only 1 per territory or sea zone at a time (p. 13, 14)
  - German subs in SZ 1 (p. 13)
  - On the USA turn, deploy 1 infantry and/or 1 tank of Free French units to Oran (p. 13)
    - If SL is already reached in Oran, USA player may not deploy Free French (p. 10) *"[Stacking limit] limits the total number of combat land and air units that the occupying side can have in the territory."*

Phase 3: Combat Move and Attack Declaration

- Move units into attack position: (p. 15)
  - Land units: adjacent to a hostile territory
  - Air and sea units: into the hostile space
- Attacking across or moving across an enemy-mined border allows the controller to detonate them, as long as the territory is Controlled or has enemy units present. Mines in the hostile territory about to be attacked are detonated at the end of this phase (p. 15, 18, 24)
- Land units use 1 movement point to attack into the adjacent hostile territory, but do not enter the attacked territory unless they win. (p. 15)
  - For instance, a Scout Car may move 2 spaces to move into attack position, but a 3rd movement point is required for the attack.
- Air units must reserve enough movement points to land in a friendly controlled territory (p. 16)
- Sea unit movement operates like a standard Axis & Allies game. (p. 16)
- Declare attacks:
  - Each grouping of units attacking into an adjacent territory must spend supplies each combat round to attack: 1 supply per 5 units or fraction thereof. (p. 18)
  - To declare, put a supply token on the border with the arrow in the direction of attack. (p. 18)
- Scout cars do not require supply to attack. If an attack is only scout cars, use a supply token from the pool to indicate the attack (p. 18)
- Detonate mines (p. 18, 26)

Phase 4: Conduct Combat

See back of rulebook for an abbreviated reference. In addition, here are some useful reminders:

- Sea units do not spend supply to attack or defend, and may not retreat.
- Air units, scout cars, and other units with the *Self-Sufficient* ability are exempt from paying 1 supply to defend. (p. 20)
- Flanking occurs when attacking from multiple territories into a single territory (p. 19 blue box)
  - The flanking units are from the territories with the least number of attacking land units.
  - Reroll results of 8, 9, 10 including re-rolls
- Supply and trucks can only be taken as casualties in convoys (p. 22)
- Attacking convoys (p. 21, 22)
  - Units and supply tokens "on transports" may not be taken as casualties until defending combat units are destroyed

- After defending combat units are destroyed, transports are then taken as hits. For each hit:
  - The defender chooses 1 unit to destroy or 5 supply (if less than 5 supply, destroy it all)
  - The attacker either chooses to destroy a unit type or 5 supply tokens, and then the defender chooses which individual unit or supply tokens are destroyed. (If less than 5 supply, destroy it all)
  - The casualties can be from more than one power.
- After defending casualties have been removed, 1 transport, if any, with up to 2 units onboard escapes the combat, but remains in the sea zone. In place of either or both of these units, 5 supply can escape - if less than 5 supply, it all escapes. (see FAQ[1])
- If there are still targets, the attacker may press the attack. (p. 22)
- If the only remaining targets are non-escaped transports, the attacker may press the attack. (p. 22)

Phase 5: Noncombat Move

- Unless using a special ability, land, air, and sea units follow the rules of other A&A games. (p. 24)
- Sea mines may be triggered during this phase (p. 24, last paragraph)
- Air units do not join convoys in this phase. It happens in the next phase. (p. 25)

Phase 6: Deploy Reinforcements and Assign Convoy Escorts

- You may use a sea deployment zone even if hostile (p. 25)
- You may deploy from the Reinforcements Zone (RZ) to your staging territory or any of your open convoy sea zones (p. 25)
- You may deploy from your staging territory to any of your open convoy sea zones (p. 25)
- Exception: UK cannot deploy directly to the Indian Ocean or Suez Canal
- Axis may deploy AAA, air, and German anti-tank guns directly to Sicily, Sardinia, and Crete from RZ or Italy (p. 25)
- Air units that **did not move** during Combat and Noncombat may move up to 2 spaces to one of your open convoy sea zones (p. 25)

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[1] Official FAQ coming soon