

Axis & Allies™ Miniatures Contested Skies™ Errata

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In order to accommodate the addition of Aircraft to the Axis & Allies™ Miniatures game, some older units and glossary entries needed changes to make them compatible. In addition, changes have been made to some special abilities. Also, units with the Transport ability now can't carry units with the Artillery, Motorcycle, or Cavalry subtypes.

This document has two sections, each of which serves a different purpose.

The first section ("Changes to Special Abilities") details the changes that have been made to some special abilities. The second section ("Changes to the Glossary") contains the changes and additions that have been made to the glossary.

CHANGES TO SPECIAL ABILITIES

Flamethrower

The Flamethrower ability has received errata. The new text for the Flamethrower ability is:

Flamethrower — This unit's short-range attack ignores cover. If this unit rolls three or more 6s on a short-range attack against a Soldier or Vehicle, the target is destroyed immediately.

* This change makes the Flamethrower ability not affect Aircraft.

This change affects three units:

Churchill Crocodile (Base Set 8/48)

Marines M2-2 Flamethrower (Base Set 23/48)

Panzer II (F) "Flamingo" (Set II 29/45)

Banzai Charge

The Banzai Charge ability has received errata. The new text for the Banzai Charge ability is:

Banzai Charge — In your assault phase, friendly non-disrupted non-Artillery Soldiers adjacent to this unit can move into an adjacent hex and attack an enemy Soldier or Vehicle in that hex. They get +1 on each attack die for that attack.

* This errata make several changes to the Banzai Charge ability. Now, only non-disrupted, non Artillery Soldiers can make a Banzai Charge. A charging Soldier now moves into an adjacent hex to attack, not any hex within its maximum movement range. A charging Soldier can't attack an Aircraft using this ability.

This change affects one unit:
Imperial Sergeant (Base Set 45/48)

Angriff

The Angriff ability has received errata. The new text for the Angriff ability is:

Angriff — In your assault phase, friendly non-disrupted non-Artillery Soldiers adjacent to this unit can move into an adjacent hex and attack an enemy Soldier or Vehicle in that hex. They get +1 on each attack die for that attack.

* This errata make several changes to the Angriff ability. Now, only non-disrupted, non Artillery Soldiers can make a charge with the Angriff ability. A charging Soldier now moves into an adjacent hex to attack, not any hex within its maximum movement range. A charging Soldier can't attack an Aircraft using this ability.

This change affects one unit:
Wehrmacht Oberleutnant (Set II 35/45)

Blast

The Blast ability has received errata. The new text for the Blast ability is:

Blast — This unit can't attack Aircraft. When this unit attacks, make a separate attack roll against each Soldier and Vehicle in the target hex. (This includes friendly units, but not Aircraft.)

* You can't attack an Aircraft with a unit with the Blast ability. You can't make an attack roll against an Aircraft as one of the Blast ability's separate attacks.

This change affects three units:
sIG 33 (Base Set 36/48)
Sturmpanzer IV "Brummbär" (Set II 33/45)
BM-13 Katyusha Rocket Launcher (Contested Skies 6/45)

CHANGES TO THE GLOSSARY

Aircraft: A unit consisting of a single plane such as a dive bomber or fighter.

When attacking an Aircraft, units use their anti-Soldier attack values, but get a -1 penalty on each attack die.

Like Soldiers, Aircraft have no facing.

Antiair (special ability): Some units are better at shooting down Aircraft than others. Units with the Antiair ability do not suffer the usual -1 penalty on each attack die when attacking Aircraft.

In addition, if an Aircraft is placed in a hex adjacent to a unit with the Antiair ability, then the Aircraft provokes a defensive-fire attack from that unit. Other than the condition that provokes it, this attack is a normal defensive-fire attack.

Blast (special ability): Units with this ability can't attack Aircraft. When a unit with this ability attacks, it makes a separate attack against each Soldier and Vehicle in the target hex. Friendly Soldiers and Vehicles in the hex are also affected. Roll your attacks against each unit separately. If the targets are in defensive terrain, cover rolls are made for them separately. A unit with this ability uses it even with making defensive fire attacks

cover: A Soldier or a Vehicle located in a hex filled with defensive terrain gains cover. When you attack a unit that has cover, the defender can make a cover roll to limit the attack's effect. Aircraft never have cover.

damaged: A Vehicle that receives two simultaneous hits gets a face-down Damaged counter as well as a face-down Disrupted counter. When hit counters are flipped over during the casualty phase, a Vehicle with a face-up Damaged counter becomes "damaged."

A damaged Vehicle's speed and defense (front and rear) drop by 1. A damaged Vehicle suffers a -1 penalty on each attack die. If a damaged Vehicle would receive another Damaged counter, it gets a Destroyed counter instead.

Attack and defense penalties from disruption and damage don't add together. A Vehicle that is both disrupted and damaged still has only a -1 penalty on attack dice and defense.

Soldiers and Aircraft don't get damaged - two simultaneous hits result in a face-down Destroyed counter instead.

defense: A unit's resistance to attack. If the number of successes scored by an attacking unit equals the defending unit's defense, the unit suffers one hit and usually gets a Disrupted counter.

If the number of successes scored by an attacking unit is higher than the target's defense, the unit suffers two hits. Two hits usually result in a face-down Damaged counter for a Vehicle, a face-down Destroyed counter for a Soldier or Aircraft, or a face-down Destroyed counter for a damaged Vehicle.

If the number of successes scored is equal to or greater than double the unit's defense, the unit suffers three hits and gets a face-down Destroyed counter.

Vehicles have two defense numbers separated by a slash (/). The first number is the Vehicle's front defense and the second number is its rear defense.

If a unit's defense drops to 0, it is destroyed by a single hit.

defensive fire: A free, immediate attack that a unit provokes if it moves from one hex adjacent to an enemy unit to another hex also adjacent to that enemy. The effects of defensive fire are resolved immediately. If a unit is hit by a defensive-fire attack, it gets a face-up Disrupted counter that takes effect immediately. If a move provokes more than one defensive-fire attack, determine the results of the attacks one at a time.

Attackers may attack the moving unit either before it leaves the first hex or after it arrives in the second. If more than one unit can make a defensive-fire attack, those units attacking the moving unit while it's in its original hex attack first. If the moving unit is stopped in its hex, such as by being disrupted, then enemies can't attack it in the next hex—it never gets there.

Soldiers don't provoke defensive-fire attacks from Vehicles.

Units with special abilities that allow them to move while disrupted are not immobilized by defensive fire.

Aircraft can't make defensive-fire attacks against Soldiers or Vehicles that move between hexes adjacent to the Aircraft.

destroyed: A Vehicle that receives three or more simultaneous hits gets a Destroyed counter. A Soldier or Aircraft that receives two or more simultaneous hits gets a Destroyed counter. If a damaged Vehicle would receive another Damaged counter, it gets a Destroyed counter instead.

When hit counters are flipped over during the casualty phase, remove all units with Destroyed counters from the battle map.

disrupted: The first simultaneous hit counter that a unit receives during an opponent's assault phase is a face-down Disrupted counter. Hit counters are turned face up during the casualty phase. If a unit is hit by a defensive-fire attack during its movement phase, it gets a face-up Disrupted counter. If a unit has a face-up Disrupted counter, it is considered disrupted.

A disrupted unit is pinned down, confused or generally disorganized by the effects of incoming fire. Disrupted Aircraft can't be placed during a player's Flight phase. Disrupted units can't move, suffer a -1 penalty on each attack die, and suffer a -1 penalty to defense.

The attack dice and defense penalties aren't cumulative with the effects of being damaged. Disruption ends at the beginning of the next casualty phase.

hit counters: Cardboard counters that indicate disruption, damage, and destruction. Normally, the first hit counter that a unit receives in the assault phase is a Disrupted counter. The second is a Destroyed counter (for Aircraft or Soldiers) or a Damaged counter (for Vehicles). The third (Vehicles only) is always a Destroyed counter.

line of sight: A unit can attack an enemy unit only if it has line of sight to that unit. Two units have line of sight to each other if an imaginary line between the centers of each unit's hex doesn't pass through any town, hill, or forest hexes.

If the line of sight runs exactly along the hex side of a terrain hex that would block line of sight, that hex doesn't block line of sight.

If the line of sight runs exactly along a hex side between two terrain hexes that both contain blocking terrain, that line of sight is blocked.

If the line of sight runs exactly along two or more hex sides that form blocking hexes to both the right and left of the line of sight, that line of sight is blocked.

Ignore the attacker's and the target's hex. Line of sight always exists between Aircraft and other units.

stacking limit: Each hex can contain up to two units of each army. Only one of those four units can be a Vehicle.

Aircraft do not count toward the normal limit of four units in a hex. However, there is a limit of one Aircraft in a hex.

Transport (special ability): A Vehicle with this ability can carry a Soldier. A Soldier in the same hex as this Vehicle can use its move in the movement phase to “board” it, and a Soldier that starts its movement phase boarded can use its move in the movement phase to “dismount” it. For example, on one turn, a transport Vehicle could move into a Soldier’s hex and the Soldier could board it. Then, on the next turn, the Vehicle could move, and then the Soldier could dismount. While a Soldier unit is boarded, it can’t move, fire, or defend for itself – it relies entirely on the carrying Vehicle.

A Soldier with speed 0 can board and dismount a unit with the Transport ability. A Soldier that “can’t move” because of a special ability can dismount a unit with the Transport ability.

If the transport Vehicle is destroyed, any Soldier on it is destroyed too. If the transport Vehicle is disrupted or damaged, any Soldier on it is unaffected.

You can start the game with a Soldier already mounted on a transport Vehicle.

A Soldier on a transport Vehicle doesn’t count against the stacking limit. If dismounting breaks the stacking limit, your opponent chooses the location for the Soldier that doesn’t fit from among the nearest legal hexes.

Transport Vehicles can’t carry Soldiers with the subtypes of “Artillery”, “Motorcycle” or “Cavalry”.

type: A basic characteristic of a unit, indicating whether it is considered a Soldier, Vehicle, or Aircraft. A unit’s type determines whether enemy units firing on it use their anti-Soldier or anti-Vehicle attack values.

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