

The logo for the board game Axis & Allies 1942 Online. The words "Axis & Allies" are written in a large, white, stylized serif font with a red outline. A compass rose is positioned behind the ampersand. Below the main title, the year "1942" is written in white, and the word "ONLINE" is written in white on a red rectangular background.

Axis & Allies

1942 ONLINE

Transport Basics



TRANSPORTS CAN MOVE...

Transports **1** can move up to two Sea Zones **2**.

Transports cannot move through **Hostile Sea Zones** (*not shown*), unless you destroy the enemy units there first.

TRANSPORTS CAN CARRY...

Transports can carry up to **two Land Units** including:

- **infantry**  , **artillery**  , **tanks**  , and **anti-aircraft artillery** 

Transports can only carry **one non-infantry unit** at a time:

-  **YES:** [ ], [ ], [ ], [ ]
-  **NO:** [ ], [ ], [ ], [ ]



⚠️ **Transports** ① can only carry **Anti-Aircraft Artillery** ② during the **Noncombat Move Phase** ③, not during the **Combat Move Phase** (*not shown*).

⚠️ Currently, **Transports** can only carry units that are part of the same power, meaning they cannot carry units of an ally.



TIP FOR LOADING MULTIPLE TRANSPORTS...

⚠ To load multiple units onto a stack of **Transports**, always load **Non-Infantry Units** (eg. **Tanks** ① & **Anti-Aircraft Artillery** ②) before **Infantry Units** ③.

⚠ If you load **Infantry** first, they will fill both available **Transport** slots as they load, preventing you from efficiently pairing them with your tanks or artillery.

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Amphibious Assaults:
How to Attack Using Transports



LOAD THE TRANSPORT

During the **Combat Move Phase** ①, left-click on the **Land Unit** ② you want to load onto your **Transport** ③.

- ⚠️ If a transport is available, an adjacent **Sea Zone** will be highlighted in blue.



Right-Click on a highlighted **Sea Zone** ① to load the **Land Unit** onto a **Transport** in that zone.

- ⚠️ A yellow arrow ② will appear, indicating the **Land Unit** has been loaded onto the **Transport** in that **Sea Zone**.



To load a second unit onto the **Transport**, repeat the previous steps: Left-click on the **Land Unit** 1 you want to load and right-click on the **Sea Zone** containing the **Transport**. 2

- ⚠ *Remember, **Transports** can only carry one non-infantry at a time.*



SEND UNITS TO ATTACK

Left-click the loaded **Transport** ① to view **Regions** it can reach, then right-click a red highlighted **Region** ② to send the loaded **Land Units** to attack it.



- ⚠️ Blue highlighted **Sea Zones** ① show where the transport can go, while red **Regions** ② show where your **Land Units** can attack.
- ⚠️ If multiple routes are available you can choose a specific route for your **Transport**, by right-clicking on the **Sea Zone(s)** you want it to move through, then right-clicking on the red **Region** to complete the attack.



COMMIT ATTACK

Before you proceed to the **Combat Phase**, make sure you see yellow arrows **1** showing your **Land Units** loading onto and off of the transport.

- **⚠️** If your **Transport** moved **Sea Zones** you will see a blue arrow indicating **Sea Unit** movement.

Once you've made all your combat moves, click on **End Phase** **2** to proceed to the **Combat Phase**.



COMBAT & NONCOMBAT PHASE

Land Units involved in Amphibious Assaults cannot retreat from combat.

On the Combat Board, **Units** offloaded from **Transports** will have an **anchor** 1 icon next to them.

If your units are victorious, surviving units will be placed onto the region you attacked during the **Noncombat Move Phase**.

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Transports:
Clear a Hostile Sea Zone Ahead of Attack



Transports ① have no Attack Power ② on their own. They need a **Warship** ③ to defend them in **Hostile Sea Zones** (zones that contain enemies) ④.

If there is a **Hostile Sea Zone** between your **Transport** and the **Region** you want to attack, you have to destroy the **enemy ships** ⑤ in that **Sea Zone** before your **Transport** can move through it



CLEAR THE HOSTILE SEA ZONE

First, move one or more **Warships** ① to the **Hostile Sea Zone**. ②

Next, Load ③ your **Transport** ④ and send it to attack the target **Region** (see *Amphibious Assaults: How to Attack Using Transports*)



⚠ During the **Combat Phase**, your **Warship(s)** ① must defeat enemies in the **Hostile Sea Zone** for your **Transport** ② to carry out its attack on the nearby **Region**.

⚠ If your **Warship** loses the battle, your **Transport** must retreat. ③



SUBMARINES

Sea Zones with Submarines ① are considered Optional Combat Zones.

However, Transports ② must still be accompanied ③ through Sea Zones that contain a Submarine. ①

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Transports: Basic Non-Combat Move



LOAD THE TRANSPORT

During the **Noncombat Move Phase** ①, left-click on the **Land Unit** ② you want to load onto your **Transport**.

- If a **Transport** is available, a **Sea Zone** nearby will be highlighted in blue.

Right-Click on a highlighted **Sea Zone** ③ to load the **Land Unit** onto a **Transport** in that zone.

- A yellow arrow will appear (*not shown*), indicating the **Land Unit** has been loaded onto the **Transport** in that **Sea Zone**.



To load a second unit onto the **Transport**, repeat the previous steps: Left-click on the **Land Unit 1** you want to load and right-click on the **Sea Zone** containing the **Transport**. **2**

- **⚠ Remember Transports can only carry one non-infantry at a time.**



PLACE UNITS OR REMAIN AT SEA

Left-click the loaded **Transport** **1** to view **Sea Zones** and **Regions** it can reach. **Units** can remain at sea or be dropped off on land.



Right-click on the **Sea Zone** **2** you'd like to move the transport to, or right-click **3** on the **Region** where you'd like to place your **Units**.

- Blue highlighted **Sea Zones** show where the **Transport** can go, while highlighted **Regions** show where you can place **Land Units**.
- **⚠** If multiple routes are available you can choose a specific route for your **Transport** by right-clicking on the **Sea Zone(s)** you want it to move through.



⚠️ Reminder: Currently, **Transports 1** can only carry units that are part of the same power (not allied units).

- For example, an **American Infantry Unit 2** can be loaded onto an **American Transport 1**, but not onto a **United Kingdom Transport (not shown)**.

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Amphibious Assault:
Load Units from Multiple Regions



Transports ① may move two **Sea Zones** per round. It is possible to load a **Unit** ② from one **Region** and travel to a second **Sea Zone** ③ to load second **Unit** ④ from another **Region**.

After loading, an Amphibious Assault ⑤ can be completed in the same round.



LOAD THE TRANSPORT

During the **Combat Move Phase** ①, left-click a **Land Unit** ②.

Right-click the highlighted **Sea Zone** ③ containing your **Transport**.



LOAD THE TRANSPORT

With the first **Unit** loaded onto the **Transport**, left-click the **Transport** ① to view movement options

Move your **Transport** by right-clicking on a highlighted **Sea Zone** ② that is adjacent to the region containing the next **Land Unit** ③ you'd like to load.



LOAD THE TRANSPORT

Left-click the **Unit** 1 you want to load.

Right-click the highlighted **Sea Zone** 2 containing your transport to load the second **Unit**.

- ⚠ Make sure the region you want to attack is within range (**Transports** can move two **Sea Zones** per round).



RESOLVE PENDING TRANSPORT MOVE

After loading two **Units**, left-click the **Transport** ① and then left-click and expand the **Transport Details** window. ②

Next, left-click and expand the **Pending Moves** section. ③

Finally, left-click the **Transport icon** ④ to select the **Transport** and view **Pending Transport Moves**.



COMMIT ATTACK

Right-click a red highlighted enemy **Region 1** to send your **Transport** to attack it.



COMMIT ATTACK

Before you proceed to the **Combat Phase**, make sure you see yellow arrows **1** showing your **Land Unit** movements loading onto and off of the transport.

- ⚠️ If your **Transport** moved **Sea Zones** you will see a blue arrow **2** indicating **Sea Unit** movement.

Once you've made all your combat moves, click on **End Phase** **3** to proceed to the **Combat Phase**.



After the **Combat Phase** (*not shown*), is the **Noncombat Phase** ①. If your units are victorious, surviving units ② will be offloaded from the **Transport** onto the attacked **Region** ③

- ⚠️ Units involved in Amphibious Assaults cannot retreat from combat or move again that round, so plan accordingly!

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Amphibious Assault: Battleship Bombardment



WHAT IS A BOMBARDMENT?

Battleships 1 and **Cruisers** (*not shown*) can support **Transports** 2 during an Amphibious Assault by **Bombarding the Region** under attack.

At the start of Combat, the **Battleship** or **Cruiser** gets one attack roll against the enemy **Region**— enemies in the **Region** don't get to fire back.



HOW MANY BOMBARDMENTS CAN I DO?

You can perform one bombardment for each land unit offloaded from a transport.

- 1 Transport Offloads 1 Unit = 1 Possible Bombardment
- 1 Transport Offloads 2 Units = 2 Possible Bombardments
- 2 Transports Offload 4 Units = 4 Possible Bombardments



TRANSPORT: LOAD AND ATTACK

In the **Combat Move Phase** ①, load the **Transport** ② with **Land Units** ③ and launch the Amphibious Assault ④ (see: *Amphibious Assaults: How to Attack Using Transports*)



BOMBARDMENT

After you send a **Transport** to attack a region, left-click on a **Battleship** 1 or **Cruiser** within range (2 Sea Zones).

Right-click the red highlighted Region to bombard it. 2

- ⚠ Blue highlighted **Sea Zones** show where the **Battleships** can go, while red land **Regions** show where **Battleships** can bombard
- ⚠ Land **Regions** will only appear red if an Amphibious Assault is underway



COMMIT ATTACK

Before you proceed to the **Combat Phase**, make sure you see yellow arrows showing your **Land Unit** movements loading onto and off of the transport.

- ⚠ If your **Battleship** or **Cruiser** is engaged in a **Bombardment** you will see a blue-white arrow **1** pointing to the **Region** being attacked.

Once you've made all your combat moves, click on **End Phase** **2** to proceed to the **Combat Phase**.



BOMBARDMENT ATTACK

During **Combat**, the **Battleship** **1** or **Cruiser** will attack first during the **Offshore Bombardment Pre-roll** **2** without the other attacking units

- **⚠ Battleships and Cruisers** only perform a **Bombardment** once at the beginning of **Combat**



After the **Combat Phase**, is the **Noncombat Phase** **1**. **Battleships** **2**, **Cruisers** and **Transports** **3** will remain in the **Sea Zone** and cannot move again this round.

- **⚠ Land Units** involved in Amphibious Assaults cannot retreat from combat or move again that round, so plan accordingly!