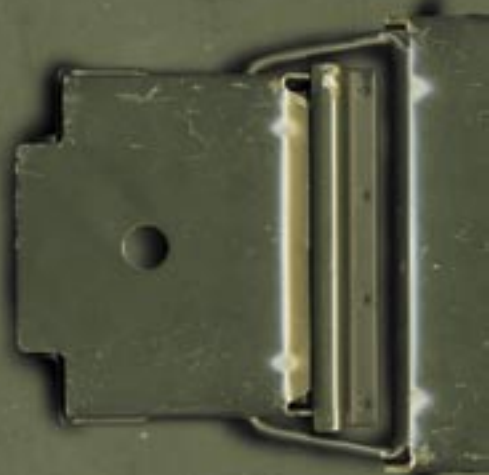


AGE 12+

Axis & Allies™

MINIATURES

COLLECTABLE
MINIATURES
GAME



ADVANCED RULES

Axis & Allies™

MINIATURES

Starter Set Components

18 pre-painted plastic miniatures, including 2 randomized rare miniatures
 18 stat cards, one for each miniature
 6 double-sided battle-map sections
 Hit counters
 Rulebook

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INTRODUCTION

From 1939 to 1945, the largest and most terrible war ever fought raged across the world. From the deserts of Africa to the jungles of the Philippines, from the icy waters of the Barents Sea to the sweltering islands of the South Pacific, millions of soldiers fought under the flags of dozens of different countries. World War II's stories of heroism, valor, determination, and sheer military daring still inspire sixty years after the guns fell silent. This is the setting for the **Axis & Allies™ Miniatures** game, a fast-paced, action-packed contest that lets you fight out desperate and furious battles on your own tabletop.

With the **Axis & Allies Miniatures** game, you take command of powerful tanks and courageous soldiers and test your own ability to change the course of the war. You'll need skill, nerve, and a little luck to come out on top. Will you turn to the superior vehicles and weaponry of the German Wehrmacht? Or will you field an army of American or Soviet tanks and soldiers, relying on quantity to overcome quality? What would happen if a Japanese tank force clashed with British antitank guns and infantry? It's all up to you.

You can use the **Axis & Allies Miniatures** game in three ways:

- Play using the competitive **Axis & Allies Miniatures** rules detailed in this book.
- Recreate historical battles and find out whether you could have won if you had been in command.
- Collect the detailed and historically accurate World War II-era fighting vehicles, soldiers, and heavy guns represented by the pre-painted plastic miniatures. **Axis & Allies Miniatures** Booster Packs, sold separately, provide more miniatures for collecting or for head-to-head play.

THE MINIATURES GAME RULES

World War II pitted the forces of the Axis—Germany, Japan, Italy, and other associated countries—against the Allies, consisting primarily of the United States, the United Kingdom and her dominions, France, and the Soviet Union. This booklet provides the rules for fast, tactical miniatures battles (sometimes called scenarios) set in World War II. In a miniatures battle, an Axis army and an Allied army battle each other. The winner is the player whose army either takes control of the battlefield's objective or destroys more of the enemy army. For other scenarios, see Scenarios on page 27, or visit www.axisandallies.com.

Getting Started

This Starter Set contains miniatures, stat cards, and six two-sided map sections, each a sheet overlaid with a grid of 2-inch hexagons (or hexes). Two of the maps (Able 3/4, Baker 3/4) are new—you can use them to create your own scenarios. To start playing the **Axis & Allies Miniatures** game, you'll need to do the following.

1. **Build an Army.** One player creates an Allied army of 100 points or less. The other player creates an Axis army of 100 points or less. (Only using the Starter Set? Just build armies that cost about the same.)
2. **Select a Battle Map Layout.** Roll a die, and set up your map sections to match the appropriate battle map diagram. Place the objective counter in the hex indicated by the diagram. The different configurations are shown below and on the next two pages.

3. **Flip a Coin.** The winner decides whether to be the first player or the second player.
4. **First Player Deployment.** The first player picks one end of the battle map and deploys his or her army there. You can deploy your units anywhere within five hexes of your end of the battle map (half-hexes don't count). You may deploy your units in difficult terrain, but you may not deploy units in hexes that they can't enter, such as Vehicles in marsh hexes.
5. **Second Player Deployment.** The second player now deploys his or her army on the other side of the battle map.
6. **Start Playing!** Just follow the Sequence of Play on page 11.

The half-hexes on the sides and ends of the battle map are completely impassable. You can't set up on a half-hex or move into one. (Whole hexes formed by the two half-hexes of adjacent map sections lining up are treated as normal hexes; you can deploy in them or move your units into them normally.) You can't move units off the outside edges of the map—there is no way off the battle map.





**CONFIGURATION 3:
HIGH GROUND**



**CONFIGURATION 4:
URBAN COMBAT**



**CONFIGURATION 5:
HILL 107**



**CONFIGURATION 6:
TIGER HEAVEN**

Choosing Sides

In an **Axis & Allies Miniatures** battle, one player is the Axis player and the other player is the Allied player. While you can build armies of any nationality, only units from Axis countries can be part of an Axis army.

Axis: Germany , Japan , Italy , Romania , or other Axis countries.

Allies: United States , United Kingdom , Soviet Union , France ,

Nationalist China , Poland , or other Allied countries.

If you and your opponent can't agree on which side each player is going to play, flip a coin. The winner chooses.

How to Win

At the end of turn 7's end of turn phase, the player who controls the objective wins the game.

Keep track of turns. You control the objective if you are the only player with a unit adjacent to it.

If neither player wins on turn 7, keep playing. At the end of each turn, see if either player controls the objective. A player who controls the objective at the end of a turn wins the game.

If neither player has won at the end of turn 10, count the point costs of the units on the battle map and any surviving Aircraft that were placed at least once. The player whose units are worth the most points is the winner.

If you're still tied, play until a turn ends with one player controlling the objective or with one player ahead in points.

You can also use the **Axis & Allies Miniatures** rules to play out a number of different scenarios. Many of these scenarios have specific objectives or scoring. Check out www.axisandallies.com for new scenarios to play.

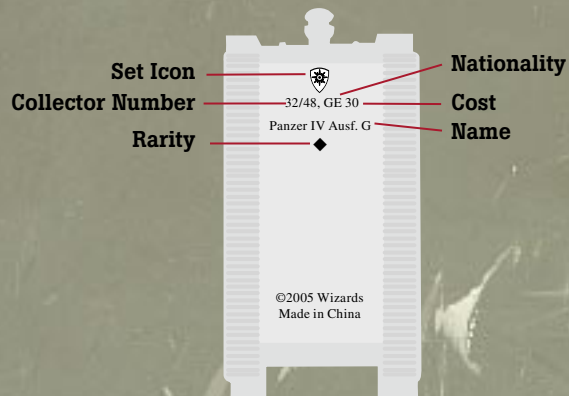
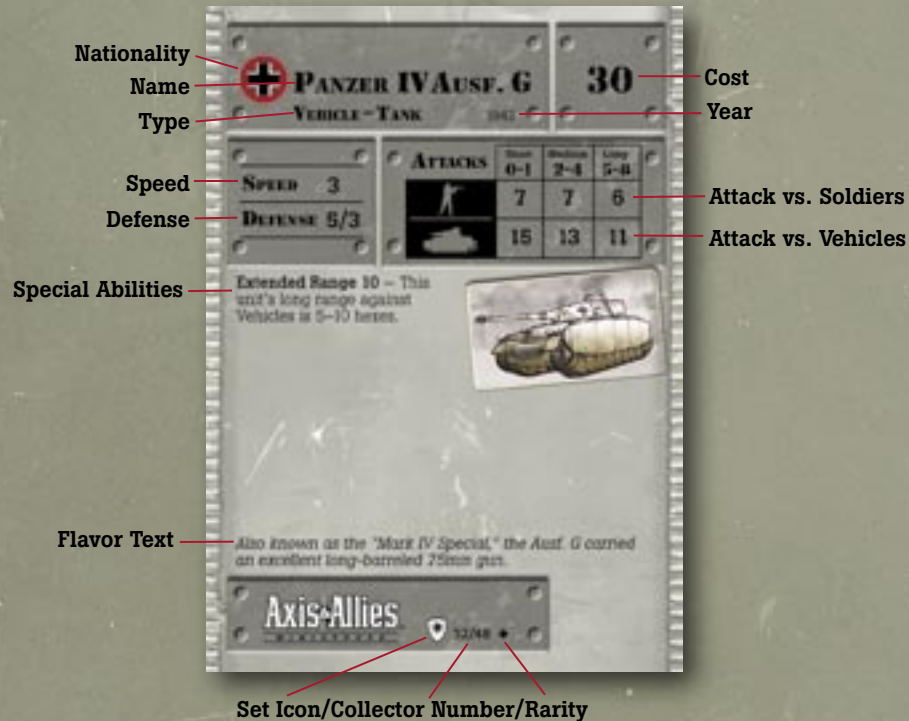


UNITS

Each miniature represents a fighting unit from World War II. These rules refer to all miniatures as "units." Each unit has a corresponding stat card that lists its game statistics.

How to Read a Stat Card

Take a look at the sample stat card displayed below.



Match the name on each stat card to the name on the base of the miniature.

Nationality

Each unit belongs to a specific Axis or Allied country. The nationality symbol tells you which country the unit is from.



The color of each unit's stat card also identifies which side it can fight for—Axis units have gray stat cards; Allied units have green stat cards.

Type

This identifies the basic type of the unit (either Soldier, Aircraft or Vehicle), which affects how the unit resists attacks and operates in difficult terrain. Some units also have additional terms that identify the specific subtype of unit. For example, the Panzer IV Ausf. G is a Vehicle-Tank, while the 6-Pounder Antitank Gun is a Soldier-Artillery.

Year

The year that this unit became generally available. For some scenarios, you can use only units that were available by a particular year (see Scenarios on page 27).

Cost

The number of points you pay to add the unit to your army. The standard army has up to 100 points of units.

Speed

The number of hexes the unit can move. Since a unit can move in the movement phase and choose to move again in the assault phase, the unit can actually move twice this distance in a single turn.

Defense

The number of successes that an attacker needs to roll to hit this unit. Units have two defense numbers separated by a slash—the first number (front defense) applies to frontal attacks and the second number (rear defense) applies to other attacks.

Attack vs. Soldiers

The number of attack dice this unit rolls in attacks against Soldiers (and Aircraft). The unit has a value for short range (in the same hex or 1 hex), medium range (2-4 hexes), and long range (5-8 hexes). Each attack die that comes up 4 or higher is a success. When attacking an Aircraft, units use their anti-Soldier attack values, but get a -1 penalty on each attack die.

Attack vs. Vehicles

Like Attack vs. Soldiers, but used for attacks against Vehicles.

Special Abilities

Special attacks, qualities, limits, or commander abilities the unit has (see Special Abilities on page 26).

Flavor Text

Some stat cards include a brief description of the unit's history or specifications. This information follows the unit's special abilities.

Set Icon/Collector Number/Rarity Symbol

The icon tells you what set a miniature belongs to, such as the Base Set.

The collector number lists the miniature's order in the set, as well as the total number of miniatures the set contains.

The rarity symbol indicates how easy the miniature is to find. There are three levels of collectability: common ●, uncommon ◆, and rare ★.

Scale

The **Axis & Allies Miniatures** game uses the following scales.

Soldiers and Vehicles: 15mm, or 1/120.

Aircraft: 1/240.

Vehicles: Each Vehicle miniature represents 1 vehicle.

Soldiers: Soldier miniatures usually represent several soldiers.

Map: 1 hex is about 100m, or about 1/2000.

Turn: 1 turn is about 1 minute.

Building an Army

In a battle, one player builds an Axis army, and the other player builds an Allied army. You can spend up to 100 points to build your army. Each unit has a cost shown on its base and on its stat card. Your army may not have more than 15 units in it.

A stat card's face indicates whether the unit is an Axis or Allied unit—Axis units have gray stat cards; Allied units have green stat cards.

Base Set Sample Army (Allies)

M4A1 Sherman	21
6-Pounder Antitank Gun	9
"Red Devil" Captain	7
Bazooka	4
M1 Garand Rifle	4
Vickers Machine-Gun Team	8
KV-1	32
M3 Stuart	15
Total	100 points

Army-Building Etiquette: Construct your army in secret, using the stat cards. Don't identify which units you're using yet; just keep your hand of stat cards ready. You reveal your army when setting up the battle. Don't forget to show your opponent any units that have atypical deployment rules (like Paratroopers, for example). If you deploy second, you may not change the composition of your army in response to your opponent's deployment and unit selection.

Different units contribute different strengths and weaknesses to any particular army. Antitank guns are very good against tanks, but fare poorly against enemy infantry and aren't very mobile. Riflemen are weak against enemy armor, but they're cheap and plentiful, and can be very useful for holding difficult terrain or seizing the battlefield objective. Tanks are fast and hard-hitting, but they're expensive, and they need open terrain to operate at full effectiveness. You may favor a balanced army that mixes unit types well, or you can gamble with an army that's heavy in one type of unit and light in others.

SEQUENCE OF PLAY

An **Axis & Allies Miniatures** game is played in **turns**. During each turn, players follow a sequence of play consisting of specific **phases**.

- | | |
|------------------------------------|--|
| A. Initiative phase (both players) | F. First player's airstrike phase |
| B. First player's movement phase | G. Second player's airstrike phase |
| C. Second player's movement phase | H. First player's assault phase |
| D. First player's flight phase | I. Second player's assault phase |
| E. Second player's flight phase | J. Casualty phase (both players) |
| | K. End of Turn phase (remove Aircraft) |

Initiative Phase

At the beginning of each turn, each player makes an **initiative roll** to determine who is the first player and who is the second player for that turn. Roll two dice and add them together, and then add the best initiative bonus of any Commander in your army. (Disrupted Commanders don't count, but Commanders that haven't yet been deployed do count.) The player with the highest result wins the initiative roll. If you have no Commander in your army, or if all your Commanders are disrupted, add zero. If you and your opponent each reach the same initiative total, the player with the better initiative bonus wins. If you have the same initiative bonus, reroll the tie.

First and Second Player: If you win the initiative roll, you choose whether you will be the first player or the second player for this turn. Sometimes it's better to go second, since you can see where your opponent is moving and respond, but sometimes you'll find it advantageous to go first. Attacks and damage are applied simultaneously to both sides in the casualty phase, so going first doesn't mean that you will be able to shoot your opponent's units before they have an opportunity to shoot back.

Movement Phases

During your movement phase, you can move any, all, or none of your units one at a time. Each unit can move a number of hexes equal to its speed (see Movement and Position on page 13).

Flight Phases

During your flight phase, you can place your Aircraft anywhere on the board. Aircraft with face-up Disrupted counters can't be placed—you'll have to wait until the disruption wears off first.

Airstrike Phases

During your airstrike phase, you can attack with each of your Aircraft. Hits scored in the airstrike phase are considered to be simultaneous with hits scored from normal attacks during the assault phase.

Assault Phases

During your assault phase, you can activate any, all, or none of your units. Each unit can either move, as in the movement phase, or attack an enemy unit (see Attack and Defense on page 15).

MOVEMENT AND POSITION

Scoring Hits: If you score hits on an enemy unit, place face-down hit counters on it to record the hits. The first hit counter placed on a unit in the opponent's assault phase is a Disrupted counter. The second hit counter placed on a Vehicle is a Damaged counter. The third hit counter placed on a Soldier or a Aircraft is a Destroyed counter. The third hit counter placed on a Vehicle is a Destroyed counter. Once a unit has received a Destroyed counter, further hit counters aren't necessary. Hits add together this way even if they come from more than one attacker.



Hits, however, don't take effect until the casualty phase. Place new hit counters face down and flip them up during the casualty phase (see below). For example, if the first player deals enough hits to the second player's tank to destroy it during the first player's assault phase, that tank can still act normally on the second player's assault phase. The tank isn't actually destroyed and taken off the board until the casualty phase.

Casualty Phase

In the casualty phase, both players apply the effects of damage dealt by enemy fire in the airstrike and assault phases. Take these steps in the following order.

1. Remove current face-up Disrupted counters, including those from disrupted Aircraft that are off the battle map. Don't remove existing Damaged counters.
2. Flip over new hit counters.
3. If a unit has a Destroyed counter, it's destroyed. Remove it from the battle map.
4. If a Vehicle has a single Damaged counter, it's now damaged.
5. If a unit has a Disrupted counter, it's now disrupted.

End of Turn Phase

At the beginning of the end of turn phase, remove your surviving Aircraft from the battle map. You won't be able to place disrupted Aircraft during your next flight phase—you'll have to wait until the disruption wears off first.

If it's turn 7, the player who controls the objective at the end of this phase wins the game.

The turn ends at the end of this phase.

Multiple Actions

If more than one thing can happen at the same time, the acting player decides what order they happen in. For example, you can activate your units in any order you please.



The hexes on the battle map mark the position of each of your units and regulate movement. Firepower is great, but most battles are won or lost by maneuver—the side that gets its units into a strong position and uses the terrain to its best advantage has a big edge in any fight.

Speed and Movement

Soldiers and Vehicles can move a number of hexes equal to their speed. For example, an M4A1 Sherman tank with a speed of 4 can move up to four hexes in the movement phase, and up to another four hexes in the assault phase. If it moves through difficult terrain, however, it can't move that far (see Terrain on page 23). Disrupted units can't move.

Aircraft don't move around the battle map. Instead they have an "A" on their stat cards where the speed value should be.

Stacking

A unit can only end its movement in a hex if there's room for it in that hex.

Stacking with Friendly Units: You can only have two friendly units in a single hex, and no more than one of those units can be a Vehicle.

Stacking with Enemy Units: A hex can contain up to two units of each army. Only one of those four units can be a Vehicle.

Aircraft Stacking: Aircraft don't count toward the normal limit of four units in a hex. However, there is a limit of one Aircraft in a hex.

Stacking While Moving: The stacking limit applies only at the end of each unit's move. In other words, you can ignore the limit while moving a unit, and drive or move through full hexes as long as you end in a hex that isn't overstacked.

Breaking Stacking Rules: Your unit can't be forced to stop in a hex where stopping would break the stacking limit. For example, if your Vehicle is disrupted by defensive fire before it can move out of a hex containing a second Vehicle, stopping in the hex would break the stacking rule. In such a case, retrace the unit's path and leave it in the last hex where it can legally stop.

Transporting Units: A unit boarded on a transport Vehicle doesn't count against the stacking limit. If dismounting a unit would break the stacking limit or leave it in terrain it could normally not enter, then you may place that unit in any adjacent legal hex that contains no enemies. In this case, if there are no adjacent legal hexes that contain no enemies, then that unit may not dismount.

Terrain and Movement

Battlefields aren't uniform stretches of clear, open terrain. Hills, bluffs, towns, marshes, streams, hedgerows, shell holes, and forests break up the battlefield and present significant obstacles to movement (see Terrain on page 23).

Vehicle Facing

At the end of a Vehicle's movement, position it so that it faces one of the six hex sides.

Front and Rear Defense: Attacks from the front apply to the Vehicle's front defense. Other attacks apply to the Vehicle's rear defense.

Moving Zero Hexes: A unit can change facing as its movement. It doesn't have to move from one hex to another first.

Facing and Disruption: A disrupted unit may not change facing.

Facing and Attacking: If a unit attacks instead of moving in the assault phase, it can't change facing that phase.

Facing and Stopped Movement: If something stops a Vehicle's movement, such as a failed terrain movement roll, the Vehicle ends its movement facing the hex it tried to enter.

Defensive Fire: Facing can be important during movement when a Vehicle provokes defensive fire (see Defensive Fire on page 21).

Soldiers and Aircraft: Soldiers and Aircraft don't have facing.



ATTACK AND DEFENSE

In your assault phase, your Soldiers and Vehicles can fire on enemy targets with machine guns, antitank guns, mortars, flamethrowers, or whatever other weapon each of your units happens to be armed with. In your airstrike phase, you can attack with each of your Aircraft. You might also gain opportunities to fire during the other player's movement or assault phases if enemy units provoke defensive fire from your units (see Defensive Fire on page 21).

When you attack, consider these rules:

- **Range and Attack Dice:** Count the hexes from the attacker to the target. Check the attacker's stat card to see how many attack dice you roll against a target of that type (Soldier or Vehicle) at that range. When attacking an Aircraft, units use their anti-Soldier attack values, but get a -1 penalty on each attack die.
- **Attack Roll:** Roll your attack dice. Each roll of 4 or higher is a **success**. If you score a number of **successes** equal to or greater than the target's defense, you've scored one or more hits.
- **Line of Sight:** The firing unit must have an unobstructed line of sight to the target it's attacking. If the line between the center of the attacker's hex and the center of the target's hex crosses through a hex with blocking terrain, the attacker can't attack that target.
- **Cover Roll:** If the target is located in difficult terrain, the defending player can make a cover roll to try to limit the effect of your attack. See Terrain on page 23 for more information on cover rolls.

You may fire on any enemy unit within range, as long as you can see it and have an attack value against it. If multiple enemy units are within range, you may choose which target your unit will attack—you don't need to shoot the closest enemy. You can shoot through enemy units and through your own units without penalty.

Two Targets in the Same Hex: If two enemy units are located in the same hex, you can pick which one you want to fire at.

Range and Attack Dice

Units in the **Axis & Allies Miniatures** game have attack values that rate their effectiveness against Soldiers and against Vehicles. The target unit's type determines whether you use the attacking unit's anti-Vehicle (against Vehicles) or anti-Soldier (against Soldiers and Aircraft) attack values. Attack values also vary with range; for most units, shorter-ranged attacks are more accurate and have a better chance of penetrating the target's armor, so the number of attack dice is higher for short-range attacks than long-range attacks.

When counting the number of hexes to the target, count the hex that the target is in, but don't count the hex that the attacking unit is in. There are three ranges.

Short Range: 0 (in the same hex) or 1 hex

Medium Range: 2–4 hexes

Long Range: 5–8 hexes

Rolling an Attack

To attack with a unit, roll a number of dice equal to that unit's attack value against the target. Each die that comes up 4 or higher is a **success**.

Disrupted and Damaged Attackers: If the attacking unit is disrupted or damaged, it suffers a -1 penalty on each attack die. Only 5s and 6s count as successes. If the attacker is both disrupted and damaged, the penalty is still only -1.

Successes: Compare the number of **successes** you score to the target's defense.

- If you roll fewer **successes** than your target's defense, you miss.
- If you roll **successes** equal to your target's defense, you score **one hit**.
- If you roll **successes** higher than your target's defense, you score **two hits**.
- If you roll **successes** equal to or greater than twice your target's defense, you score **three hits**.

Successes

Attack Successes	Hits
Less than enemy's defense	Zero
Equal to enemy's defense	1 hit
Greater than enemy's defense	2 hits
Double the enemy's defense	3 hits



Hits: If you score hits against an enemy unit during your assault phase or airstrike phase, place face-down hit counters next to the enemy unit.

- The first hit counter received by each of your opponent's units during your airstrike and/or assault phase is a face-down Disrupted counter.
- The second hit counter received by a Soldier or Aircraft is a face-down Destroyed counter.
- The second hit counter received by a Vehicle is a face-down Damaged counter.
- The third hit counter received by a Vehicle is a face-down Destroyed counter.

Once a unit has received a Destroyed counter, further hit counters aren't necessary. Hits add together this way even if they come from more than one attacker.

Hits

Hits Scored on Enemy Unit During Your Airstrike and Assault Phase	Face-Down Hit Counters on Vehicles	Face-Down Hit Counters on Soldiers and Aircraft
1st hit	Disrupted counter	Disrupted counter
2nd hit	Damaged counter	Destroyed counter
3rd hit	Destroyed counter	—



Sherman A takes a shot at the Panzer. The distance to the Panzer is 4 hexes—medium range. The Sherman's attack value at medium range against a Vehicle is 11 dice.

*The Allied player rolls 11 dice, and comes up with 6, 6, 6, 5, 4, 4, 3, 3, 3, 1, 1. The Allied player scores 6 **successes** on the attack. This shot is coming in against the Panzer's front defense, which is 5.*

*Since 6 **successes** exceeds 5 defense, the Allied player scores two hits and places face-down Disrupted and Damaged hit counters by the Panzer.*

*Then Sherman B takes a shot at the Panzer. It is 3 hexes away—medium range. The Allied player rolls another 11 dice and gets 6, 5, 5, 4, 4, 3, 3, 3, 2, 2, 1, which is 5 **successes**. This shot is also coming in against the Panzer's front defense, which is 5.*

*Since 5 **successes** equals the Panzer's defense, the Allied player scores one hit.*

Since this is the third hit scored against the Panzer this assault phase, the Allied player places a face-down Destroyed hit counter by the Panzer. In the casualty phase, these hit markers get flipped face up, the destruction goes into effect, and the Panzer is removed from the battle map.

Vehicle Facing: Use the first defense number (front defense) when making an attack against the unit's front; otherwise use the second number (rear defense). The Vehicle must face one of its hex's six sides. Attacks against Vehicles in the same hex are against the unit's rear defense, as are attacks from hexes directly to the right or left of the Vehicle. See the Facing diagram below.

"In front of" and "behind": Sometimes special abilities refer to other units "in front of" or "behind" a Vehicle.

A hex is "in front of" a unit if a line from the center of that hex to the center of the unit's hex goes through one of the front three sides of the unit's hex or through one of the front two corners of the hex.

A hex is "behind" a unit if the line goes through one of the three rear sides of the hex or through one of the two rear corners.

If the hex is directly to the left or right of the unit's hex, then that hex is neither in front of nor behind the unit. The hex that the unit is in is also neither in front of nor behind the unit.

Vehicles have "facing."

Attackers in the shaded hexes, such as the Sherman, attack against the Panzer's front defense—the first number.

Attackers in the unshaded hexes, such as the 6-Pounder and the Bazooka, attack against the Panzer's rear defense—the second number.



Cover from Defensive Terrain

If the target is in a town, forest, hill, bluffs, shell hole, marsh hex, or behind a hedge, the defending player can make a cover roll to try to limit the effect of the attack. See Cover on page 24 for more information on cover rolls.

Line of Sight

A unit can attack an enemy unit only if it can see that unit. Units that can see each other are said to have line of sight to each other.

Determining Line of Sight: To determine whether two units have line of sight to each other, draw an imaginary line from the dot in the center of the attacking unit's hex to the dot in the center of the target's hex. If you can draw the line without crossing any part of a hex containing towns, hills, or forests or a hex edge with a hedge or bluff along it, the unit can see the target and attack. If the sight line 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 sight line runs exactly along a hex side between two terrain hexes that both contain blocking terrain, that line of sight is blocked.

If the sight line 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.

Bluffs: A bluffs hex has cliffs inside the hex along one or more of its hex sides. If a sight line passes through a cliff, then that line of sight is blocked.

However, if a unit in a bluffs hex attacks a target in **another** bluffs hex, then **any** cliffs crossed by that attack's sight line **don't** block line of sight for that attack. If a sight line runs exactly along a bluffs hex side, that line of sight is not blocked by the bluffs hex. A bluff is a **fringe terrain**.

Hedges: Hedges run along the boundaries between hexes. A hedge is considered to be in neither of the two hexes it divides. A hedge is a **hex-side terrain**. If a sight line crosses a hex side with a hedge along it, then that line of sight is blocked. If a sight line runs exactly along a hedge hex side, that line of sight is not blocked by the hedgerow hex.

Attacker and Target Hexes: When determining line of sight, ignore terrain in the attacker's hex (including any hex-side terrain on that hex's sides) and terrain in the target's hex (including any hex-side terrain on that hex's sides).



Line of Sight between two units is blocked if a hill, forest, or town hex lies between them. Draw an imaginary "sight line" between the centers of the units' two hexes. If the sight line passes through a hill, forest, hedgerow, bluffs, or town hex, line of sight is blocked. The hex that the attacking unit is in and the hex that the target unit is in do not block line of sight. If the sight line touches a blocking hex without entering it, that hex doesn't block line of sight. Line of sight works in both directions.

The MG-42 Machine-Gun Team has line of sight to the Bazooka and the M1 Garand Rifle. The hills, however, block line of sight to the "Red Devil" Captain and the Sherman. The PAK 38 has line of sight to the "Red Devil" Captain, but hill hexes block line of sight to the Sherman and the Bazooka. The Panzer has line of sight to the Bazooka and the M1 Garand Rifle, but not to the Sherman or the "Red Devil" Captain.

ATTACK EFFECTS

At the start of the casualty phase, flip up any face-down hit counters that have been placed on your units.

Disrupted

A unit with a face-up Disrupted counter is “disrupted”—panicked, pinned down, disoriented, or generally unhappy.

A disrupted unit:

- suffers a -1 penalty on each attack die;
- suffers a -1 penalty to defense;
- can't move; and
- can't make defensive-fire attacks.

Recovery: A unit with a face-up Disrupted counter recovers from being disrupted at the start of the next casualty phase. In other words, disruption normally lasts 1 full turn.

Damaged

A Vehicle that receives two simultaneous hits during the airstrike and/or assault phase gets a face-down Disrupted counter and a face-down Damaged counter.

When hit counters are flipped over during the casualty phase, a Vehicle with a face-up Damaged counter becomes “damaged.” Damaged Vehicles continue to function, but not as well.

A damaged Vehicle:

- suffers a -1 penalty on each attack die;
- suffers a -1 penalty to defense; and
- suffers a -1 penalty on speed.

If a damaged Vehicle would receive another Damaged counter, it gets a Destroyed counter instead.

Soldiers and Aircraft don't receive Damaged counters—two simultaneous hits results in a Destroyed counter instead.

Disrupted and Damaged: A Vehicle that is both disrupted and damaged at the same time suffers each penalty only once. It has a -1 penalty on each attack die and on defense.

Destroyed

A Soldier or Aircraft that receives two or more simultaneous hits gets a Destroyed counter.

A Vehicle that receives three 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.

DEFENSIVE FIRE

It's dangerous to get too close to enemy units or try to move past them as if they weren't there. Defensive fire is a special attack that a unit gets to make when an enemy moves into or past its hex.

A successful defensive-fire attack disrupts the target. Since disrupted units can't move, this normally ends that unit's movement.

Provoking Defensive Fire

A unit provokes defensive fire when it moves from one hex adjacent to an enemy unit into another hex adjacent to that same enemy unit. The hex a unit is in counts as adjacent to that unit.

Soldiers and Vehicles: Soldiers don't provoke defensive fire from Vehicles. They can move around an enemy tank or even enter its hex without getting shot at by that Vehicle. Soldiers can exploit enemy Vehicles' blind spots to move safely around them, but enemy Soldiers see them just fine.

Aircraft and Antiair: 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.

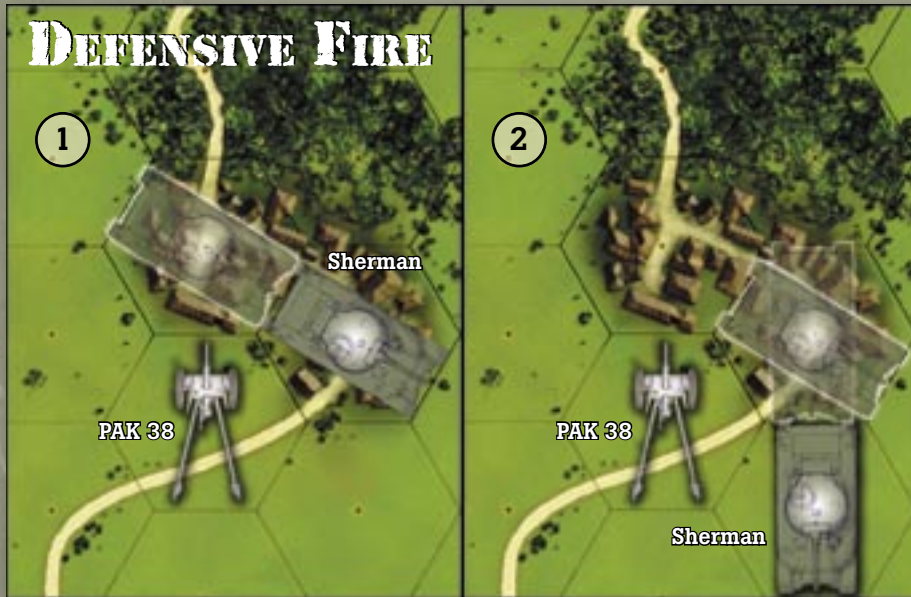
Defensive-Fire Limit: A given unit can make only one defensive-fire attack per phase. For example, a US bazooka team fires defensively against a German tank in the Axis player's movement phase, but when a second German tank moves into the bazooka team's hex in the same movement phase, the bazooka team can't use defensive fire—it's already fired defensively this phase. During the Axis player's assault phase, the bazooka team will be able to use defensive fire again.

Optional Defensive Fire: You aren't required to use your defensive fire if you don't want to. For example, if your opponent moves a weak unit to provoke defensive fire from one of your units, you can choose to “hold your fire” and let the weak unit pass in order to be able to use defensive fire against a more dangerous enemy moving later in the phase.

Multiple Defensive Fire: If more than one unit has the option to take defensive fire, you can make one unit's attack before deciding whether the other units also attack.



DEFENSIVE FIRE



A unit provokes defensive fire when it moves from a hex adjacent to an enemy unit into another hex also adjacent to that enemy unit. The attacking unit can choose to attack the moving unit either in the first or second hex. A defensive-fire attack disrupts and stops the target immediately if the number of successes equals or exceeds its defense.

1) The Sherman provokes defensive fire from the PAK 38 when it moves from one hex adjacent to the gun into another. The Axis player can choose to attack the Sherman in either hex. Since the Sherman must face the direction it is moving, an attack into the first hex would be against its front armor and an attack into the second hex would be against its rear armor. In either case, the Sherman gets to make a cover roll to attempt to negate the defensive-fire attack. The Axis player takes neither shot, deciding to save the PAK 38's defensive-fire attack until later in the phase.

2) The Sherman turns and moves into another hex. It provokes defensive fire again because it is moving from one hex adjacent to the PAK 38 into another hex adjacent to it. The Axis player chooses to open fire when the Sherman is clear of the town hex, so the PAK 38 can get a rear shot with no cover. The PAK 38 rolls 11 attack dice against Vehicles at close range. If the Axis player rolls at least 4 successes (to match the Sherman's rear defense), the Sherman is disrupted immediately.

Defensive-Fire Attacks

A defensive-fire attack is a lot like a normal attack except that the best result is disruption and that effect takes place immediately instead of taking place in the casualty phase.

Target's Hex: A unit can make a defensive-fire attack against the moving unit either in the hex it started in or the hex it is moving into. For example, if an enemy unit started in a clear hex next to you and moved into a forest hex next to you, you decide whether to make the defensive-fire attack while the enemy unit is in the clear hex or in the forest hex.

Vehicle Facing: If the unit provoking defensive fire is a Vehicle, face it so that it points toward the hex it is entering or away from the hex it is leaving. Use that facing to determine whether defensive-fire attacks apply to its front defense or rear defense.

Defensive Fire Causes Immediate Disruption: If a defensive-fire attack scores a number of successes equal to or greater than the target's defense, the target is disrupted immediately.

Place a face-up Disrupted counter on the unit. Disrupted units can't move, so the target's movement is stopped. Face-up Disrupted counters are removed at the start of the next casualty phase, as normal.

Multiple Defensive Fire: If the target provokes defensive fire from more than one enemy unit, then more than one unit can attack. Multiple disruption results, however, don't add together. If more than one Disrupted counter is placed on a unit, they all are removed at the beginning of the next casualty phase. If more than one unit can make a defensive-fire attack, all units that are shooting at the moving unit while it's in the first hex attack first. Then any units making attacks at the unit in the second hex make their attacks.

Cover against Defensive Fire: If the target is in defensive terrain and succeeds at a cover roll, then the effect of that defensive-fire attack is negated.

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

TERRAIN

Making the best use of the battlefield is one of the oldest and most effective ways to secure victory. Terrain features have three major effects on the **Axis & Allies Miniatures** battlefield: they block line of sight, they impede movement, and they provide protection for units concealed in that terrain.

Some types of terrain, like hills, streams, marshes, forests, bluffs, hedges, and water make it difficult to move around the battlefield. See the Terrain Effects table on the back cover for a summary of terrain effects.

There are three basic types of terrain: normal terrain, hex-side terrain, and fringe terrain.

Normal Terrain

Forests, clear, hills, marshes, towns, water, and shell holes are all normal terrain. The terrain in one of these hexes occupies and affects the entire hex.

Hex-Side Terrain

Hedges and streams are examples of hex-side terrain. Hex-side terrain straddles the boundaries between hexes, yet is considered to be in neither of the hexes it divides.

Under certain conditions, this type of terrain can modify line of sight, movement, and cover. When determining line of sight, ignore any hex-side terrain on the attacker's hex sides and the target's hex sides.

Fringe Terrain

Bluffs are examples of fringe terrain. A fringe-terrain hex contains areas of defensive terrain that modifies movement and line of sight into and out of the hex's hex sides. Under certain conditions, a fringe-terrain hex can provide cover.

Unlike hex-side terrain, this defensive terrain is contained entirely within the fringe-terrain hex. For example, a bluffs hex has cliffs along one or more of its hex sides. Each cliff lies up against one of the hex's hex sides, but doesn't straddle the hex boundary.

When determining line of sight, ignore any fringe terrain in the attacker's hex and the target hex.

Double-Cost Terrain

When a Vehicle enters a hill or forest hex, it counts as two hexes of movement. If a Vehicle can only move 1 more hex in a phase, then it can't enter a hill or forest hex.

Minimum Movement: A Vehicle with a speed of 1 moving in the movement phase can move into a hill or forest hex even though it would normally count as two hexes. A Vehicle doesn't benefit from this exception in the assault phase. When moving into a forest hex, the Vehicle still has to succeed at a movement roll (see below).

Movement Roll

A unit can't cross a stream without succeeding at a movement roll. In the same way, a Vehicle can't enter a forest hex without succeeding at a movement roll. If you roll 4 or higher on its movement roll, the unit moves normally. If you roll 3 or less, it stops moving in the hex it was attempting to leave.

Multiple Movement Rolls: If moving into a hex requires two movement rolls, the unit must succeed at both. A Vehicle crossing a stream into a forest hex has to succeed at two movement rolls. Failure on either roll stops the unit in the hex it was attempting to leave.

Movement Rolls and Defensive Fire: Attempting to leave a hex and failing doesn't provoke defensive fire even if succeeding would do so.

Movement Rolls Through Difficult Hex Sides: Some hexes have terrain along their hex sides that makes it difficult for units to cross. Hedges and streams can be found on the boundaries between some hexes, while a bluffs hex has cliffs inside the hex along one or more of its hex sides. Moving a unit through one of these hex sides usually requires a movement roll of some kind.

Hedges: Hedges run along hex boundaries. Unlike bluffs, hedges are considered to be in neither of the hexes that the hedge divides—they are **hex-side terrain**. A unit can't cross a hedge without succeeding at a movement roll at a -1 penalty (it must roll 5+ to cross). Units with the Brushcutters ability make this movement roll at +1 (must roll 3+ to cross).

Bluffs: Soldiers can't enter or exit a Bluffs hex through a hex side with a cliff along it without succeeding at a movement roll—this represents the Soldier having to climb the bluff to get into or out of the hex. Vehicles can't enter or exit a bluffs hex through a hex side with a cliff along it—this type of obstacle is impassable to Vehicles.

Impassable Terrain

Vehicles can't enter marshes or water. They also can't enter or exit a bluffs hex if they would cross a hex side with a cliff along it. Soldiers can't enter water.

Roads

If a unit moves along a road, each hex only counts as one hex even if the prevailing terrain in the hex is double cost. A unit doesn't need to make movement rolls when moving along a road even if it crosses a stream or enters a forest. A unit moving along a road can enter a hex of impassable terrain. It can only exit the impassable hex along the road.

Moving along a Road: A unit is "moving along a road" if it moves between two adjacent hexes and those two hexes are connected by a road.

Road Bonus: Each phase, the first hex that a Vehicle moves along a road is free. It doesn't count against the number of hexes the unit can move.

Cover

When you attack an enemy unit that is in defensive terrain, the defending player may make a cover roll to try to limit the effect of your attack. See the Terrain Effects chart on the back cover.

Making a Cover Roll: When you are attacking a unit in a forest, hill, marsh (Soldiers only), Shell hole (Soldiers only) or town hex, the defending player may make a cover roll. If the defending player succeeds on the cover roll, the effect of your attack is limited to disruption. To succeed on the cover roll, the defending player must roll 4 or higher if the target is a Soldier, and 5 or higher if it's a Vehicle. Each individual unit attacked while in defensive terrain makes a separate cover roll each time it's attacked.

Hedges: If you are attacking an enemy unit that is in a hex with a hedge on one or more of its hex sides, and the line of sight for that attack passes through that hedge, the defending unit has cover and may make a cover roll.

Bluffs: If you are attacking an enemy unit that is in a bluffs hex, and the line of sight for that attack passes through a cliff in that bluffs hex, the defending unit has cover and may make a cover roll.

However, if a unit in a bluffs hex attacks a target in **another** bluffs hex, then the target unit **doesn't** have cover.

Effect of a Cover Roll: If the opponent succeeds at the cover roll, then the effect of your attack is limited to disruption. If you roll the target's defense or higher, place a face-down Disrupted counter on the unit. If the unit already has a face-down Disrupted counter, don't place another counter.

Target in the Same Hex: If the attacking unit is in the same hex as the target, the target suffers a -1 penalty on the cover roll.

Cover and Defensive Fire: A successful cover roll against defensive fire negates the attack instead of limiting its effect to disruption.

Roads: Roads have no effect on cover.

Terrain Types

Axis & Allies Miniatures battlefields include clear hexes, forests, hills, towns, marshes, water, streams, bluffs, hedges, shell holes, and roads.



Clear

Clear hexes represent open fields, meadows, plains, or similarly open ground.

Clear hexes have no effect on movement or line of sight, and don't provide cover.



Forests

Forest hexes include woods, orchards, hedgerows, or heavy brushland.



Hills

Hill hexes include rolling hills, broken terrain, rocky or stony slopes, and other generally rough terrain.



Marshes

This sort of terrain consists of wetlands, swamps, bogs, and other muddy areas.

**Hedges**

Hedges provide excellent cover and are surprisingly difficult to move through.

**Towns**

Any collection of buildings could be represented by a town hex, from farmhouses and grain elevators to a picturesque French or German village.

**Streams**

Streams on the map represent significant obstacles to movement, small rivers that might be 30 or 40 feet wide and 3 to 5 feet deep.

**Roads**

Roads may be dirt, gravel, or paved.

**Water**

These hexes represent ponds or lakes deep enough to prevent the passage of anyone who isn't in a boat.

**Bluffs**

Bluff hexes represent areas of generally open ground with steep cliffs, bluffs or escarpments along some of their edges.

**Shell Holes**

This type of terrain consists of craters, depressions, and holes caused by previous artillery barrages.

SPECIAL ABILITIES

Many units have special abilities.

Special Ability Definitions

Most special abilities are defined on the stat cards themselves. Those that require more explanation are described in the glossary at the end of this rulebook.

Attack Dice: When a special ability grants a bonus or penalty to "each attack die," the bonus or penalty applies to each die roll. For example, an attack roll of 4, 4, 3, 1 (two successes) becomes 5, 5, 4, 2 (three successes) if a unit gets a +1 bonus on each attack die.

Numbers on Attack Dice: Some special abilities refer to numbers rolled on attack dice. These are the numbers rolled on the dice before any bonuses or penalties are applied.

Negative Special Abilities: Some special abilities are disadvantages rather than advantages.

Abilities Trump Rules: When a special ability and a general rule contradict each other, the special ability wins.

"Can't" Trumps "Can": As a general rule, if one ability says something can happen and another ability says it can't, the "can't" ability usually wins.

Some special abilities prohibit actions by letting a unit ignore cover, hit counters, or other effects. If an attack ignores cover, the defending unit doesn't get to make cover rolls.

For example, the sIG 33's Bombardment ability says that "this unit's attacks ignore cover" (meaning that units it attacks can't make cover rolls), while the Type 95 Ha-Go's Forest Camouflage ability says, "While this unit is in a forest hex, it automatically succeeds at cover rolls against long-range attacks." In this case, if the sIG 33 attacked a Ha-Go in a forest hex at long range, the Ha-Go wouldn't get to make a cover roll, even though the Forest Camouflage ability says it can.

"Instead of Attacking": Some special abilities tell you to do something "instead of attacking" and replace a unit's normal attack with some other effect. In these cases, the

effect that happens "instead of attacking" is considered to be an attack if it results in you rolling attack dice.

Extra or Additional Actions: Some special abilities allow a unit to make additional attacks, move extra hexes, or otherwise do extra things. Complete any such extra actions as part of activating that unit. You can't save those extra actions to use in another part of the turn.

Special Abilities of the Same Name Don't Add Together: For example, if two Commanders with the commander ability called Tally-Ho! could both provide a bonus to a single Soldier's speed, use only one Commander's bonus instead of both of them.

Commander Abilities

Commander abilities are a type of special ability. They usually affect other Soldiers as well as the Commander itself.

Commander Abilities Affect Commanders: A commander ability affects other Commanders as well as non-Commanders. Commander abilities affect the Commander itself.

Commander Abilities and Disruption: A disrupted Commander's commander abilities don't function.

SCENARIOS

When you play the **Axis & Allies Miniatures** game, you and your opponent agree on a scenario to play. You can also play with any armies, maps, and victory conditions that you and your opponent agree on. Check out www.axisandallies.com for new scenarios to play.

Constructing Your Own Scenarios

You can create scenarios of your own that reflect particular campaigns or engagements. For example, you could build scenarios that pit the Soviet Union against Japan, based on the Russian invasion of Manchuria in 1945. Or you could design a 1941 North Africa scenario pitting the United Kingdom against Germany and Italy.

Historical Army Limits

When designing scenarios, you can decide whether or not to apply historical army limits. Historically, German and Japanese units never operated together. Similarly, units from the United States never fought side by side with Soviet units. If you want to enforce historical army limits, apply the following restrictions to army building.

- German and Italian units can go in the same army.
- Soviet units can't be in an army with any other nationality.
- Japanese units can't be in an army with any other nationality.
- Units from the United States, the United Kingdom, and France can go in the same army.
- Nationalist Chinese units can't be in an army with any other nationality.
- Polish units can't be in an army with any other nationality.
- Romanian and German units can go in the same army.

Year Restrictions

You can also restrict army construction by specifying a year for your scenario. For example, if you choose 1942 as the year, then only units that were introduced by 1942 are legal.

On **Axis & Allies Miniatures** stat cards, the year is never earlier than 1939—the start of World War II. Some units were actually fighting earlier than 1939, such as those from Nationalist China. Still, their year is listed as 1939 because the time period for the game is 1939–1945.

GLOSSARY

This glossary explains game terms and key special abilities that appear on stat cards.

adjacent: One hex away or in the same hex.

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.

Allies: Units fighting in an Allied army (usually from the United States, the United Kingdom, France, or the Soviet Union).

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.

army: A group of units fighting for one player in a battle.

attack: A unit can attack an enemy unit in the assault phase (or the airstrike phase if it's an Aircraft) or with defensive fire. When you attack, you roll a number of dice equal to the attacking unit's attack value against the corresponding type of target at that range. Rolls of 4 or higher are successes. If the number of successes you roll equals or exceeds the target's defense rating, you succeed in scoring hits on the target.

Some special abilities tell you to do something "instead of attacking" and replace a unit's normal attack with some other effect. In these cases, the effect that happens "instead of attacking" is considered to be an attack if it results in you rolling attack dice.

attack value: The number of dice a unit rolls when it fires on an enemy unit. Attack values are divided into anti-Vehicle and anti-Soldier attacks, and divided again into short, medium, and long range.

Axis: Units fighting in an Axis army (usually from Germany, Italy, or Japan).

battle map: The playing area on which the game is played. The battle map consists of four map sections.

Blast (special ability): 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—as well as boarded units and units with the Camouflaged and Superior Camouflage special abilities—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.

bluffs: A type of fringe terrain. A bluffs hex has cliffs along one or more of its hex sides. Cliffs are considered to be entirely in the bluffs hex in which they are depicted. The cliffs in a bluffs hex block line of sight. Cliffs can provide cover to a unit in a bluffs hex.

In the special case of when a unit in a bluffs hex attacks a target in **another** bluffs hex, then: **any** cliffs crossed by that attack's sight line **don't** block line of sight for the attack; and the target unit doesn't have cover.

Bridge Demolition (special ability): Instead of moving or attacking in its assault phase, a unit with this ability can attempt to destroy a bridge in its hex. If the bridge is destroyed, units must make movement rolls to cross the stream it spanned. The road is considered to be "broken" at this point.

commander ability: The special bonus or advantage conferred by a Commander. Some commander abilities have a limited range.

Duplicate bonuses from commander abilities never stack. A single unit can benefit from any number of commander effects at the same time, but if more than one grants a bonus to the same roll or statistic, only the highest bonus applies.

A Commander's commander abilities don't function when the Commander is disrupted or destroyed.

cover: A Soldier or Vehicle located in a hex filled with defensive terrain has 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.

cover roll: The roll a unit in defensive terrain makes when attacked. If the defending unit succeeds on its cover roll, the attack is limited to disruption for regular attacks and negated for defensive-fire attacks. Vehicles normally succeed on 5 or higher and Soldiers succeed on 4 or higher. If the attacking unit is in the same hex as the target, the target suffers a -1 penalty on the cover roll.

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.

Units have two defense numbers separated by a slash (/). The first number is the unit'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. Since disrupted units can't move, a unit hit by a defensive-fire attack is stopped. 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, as a result of 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.

defensive terrain: Terrain that grants cover, such as forests, hills, marshes, and towns (and hedges and bluffs if certain conditions are met). A unit that is attacked while in defensive terrain can make a cover roll to limit the effect of the attack to just disruption, or negate it entirely if it's a defensive-fire attack.

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 to be 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.

double-cost terrain: Terrain that is difficult for Vehicles to move through, such as forests and hills. When a Vehicle enters a hill or forest hex, it counts as two hexes of movement. (If a Vehicle attempts to enter a forest hex, it must also make a movement roll.)

enemy: In the opponent's army.

facing: Units have a "front" and a "rear." Attacks from anywhere in front of the unit are against its front defense. Attacks from behind the unit, from directly to the right or left, or from the same hex are against the unit's rear defense.

friendly: In your army.

fringe terrain: A type of hex that contains defensive terrain along one or more of that hex's hex sides (for example, bluffs).

hedge: A hedge is a piece of hex-side terrain that runs along the boundary between two hexes. A hedge is considered to be in neither of the hexes it divides. Hedges block line of sight. Hedges can provide cover.

hex: A six-sided space on the battle map.

hex-side terrain: A type of terrain that exists along the boundaries between hexes (for example, streams and hedges).

hit: A successful attack places one or more hits on a unit. Hit counters are placed face down near the units that are hit and then flipped face up during the casualty phase. Hits from defensive fire, however, are applied immediately.

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.

ignore: Some special abilities let a unit ignore cover, hit counters, or other effects. If an attack ignores cover, the defending unit doesn't get to make cover rolls. If a unit ignores a hit counter, treat that hit counter as if it weren't there.

immediate: An immediate effect happens right away. Immediate combat results don't wait until the casualty phase to take effect.

Defensive fire is resolved immediately. Hits from more than one unit making a defensive-fire attack at the same time aren't simultaneous.

initiative roll: A dice roll at the start of the turn to determine who is the first player and who is the second player for that turn. Each player rolls two dice and adds the best initiative bonus of any Commander in his or her army. The best total goes first—ties go to the army with the best Commander initiative bonus (reroll any ties after that). The player who wins initiative decides which player is the first player that turn.

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 sight line between the centers of each unit's hex doesn't pass through any town, hill, or forest hexes (or through a cliff or a hedge).

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.

movement roll: Units attempting to cross a stream or a hedge; Vehicles attempting to enter a forest hex; and Soldiers attempting to enter or leave a bluffs hex through a cliff must succeed on a movement roll to do so. A movement roll is a roll of one die; if the die comes up 4 or higher, the unit succeeds. Otherwise the unit fails to enter (or leave) the hex or cross the stream and stops moving in its current hex. Some movement rolls (for example, when trying to enter a hedgerow hex) are harder than others and are made at a -1 penalty (you must roll a 5+ to succeed).

Paratrooper: A Soldier subtype with unique deployment rules. Paratroopers don't get placed on the map during deployment. At the end of any of your movement phases, you may deploy a Paratrooper on the map in any hex that isn't adjacent to an enemy unit. It can't move that phase.

Partisan: A Soldier subtype with unique deployment rules. During deployment, Partisans are deployed in any unoccupied hex on the edge of the battle map.

phase: One step or segment of the turn. The turn is broken into the initiative phase, movement phases,

flight phases, airstrike phases, assault phases, casualty phase, and end of turn phase.

road bonus: Each phase, the first hex that a Vehicle moves along a road is free. It doesn't count against the number of hexes the unit can move.

simultaneous hits: All hits from a single attack and all hits caused by normal attacks in the assault phase are simultaneous. Hits from defensive fire aren't simultaneous.

For example, suppose that two enemy units fire at your Soldier during your opponent's assault phase. The first enemy unit scores one hit, so you place a face-down Disrupted counter next to your Soldier. The second enemy unit also attacks your Soldier. Your Soldier doesn't yet suffer the -1 penalty to defense for being disrupted because the two attacks are considered to be simultaneous. If the second attacker also scores a hit, that's the second simultaneous hit to your Soldier. The second hit counter is a face-down Destroyed counter, just as if those two hits came from a single attack. During the casualty phase, your unit will be destroyed.

Soldier: A unit consisting mostly of soldiers on foot, possibly equipped with a weapon such as a howitzer or antitank gun. In rules text, such a unit is called a "Soldier" even though the unit can represent multiple individual soldiers.

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.

subtype: A descriptor that is part of the unit's type, such as "Tank" in "Vehicle - Tank".

success: When attacking with a unit, each attack die that comes up 4 or higher is a success. By comparing the number of successes you score against the defense of the attacked unit determines how many hits you score against that unit.

terrain: The basic geography of a hex. There are three basic types of terrain: normal terrain, hex-side terrain, and fringe terrain.

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. While a Soldier is boarded, it can't attack. A boarded Soldier can't be attacked. Any abilities that affect "each" unit in a hex, will affect boarded units.

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 unit boarded on a transport Vehicle doesn't count against the stacking limit. If dismounting a unit would break the stacking limit or leave it in terrain it could normally not enter, then you may place that unit in any adjacent legal hex that contains no enemies. In this case, if there are no adjacent legal hexes that contain no enemies, then that unit may not dismount.

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.

unit: A vehicle, squad, team, or individual represented by a single miniature.

Vehicle: A unit consisting of a single vehicle such as a jeep, halftrack, or tank and its crew.

QUESTIONS?

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Successes

Attack Successes	Hits
Less than enemy's defense	Zero
Equal to enemy's defense	1 hit
Greater than enemy's defense	2 hits
Double the enemy's defense	3 hits



Hits

Hits Scored on Enemy Unit During Your Airstrike and Assault Phases	Face-Down Hit Counters on Vehicles	Face-Down Hit Counters on Soldiers and Aircraft
1st hit	Disrupted counter	Disrupted counter
2nd hit	Damaged counter	Destroyed counter
3rd hit	Destroyed counter	—

Terrain Effects

Terrain	Vehicle Movement	Soldier Movement	Vehicle has Cover?	Soldier has Cover?	Blocks Line of Sight?
Clear	Normal	Normal	No	No	No
Hills	Double cost	Normal	On a roll of 5+	On a roll of 4+	Yes
Forest	Double cost, must roll 4+ to enter	Normal	On a roll of 5+	On a roll of 4+	Yes
Town	Normal	Normal	On a roll of 5+	On a roll of 4+	Yes
Marsh	Can't enter	Normal	No	On a roll of 4+	No
Pond	Can't enter	Can't enter	No	No	No
Stream	Must roll 4+ to cross	Must roll 4+ to cross	No	No	No
Road	Normal when moving along road, +1 road bonus once per phase	Normal	As base terrain	As base terrain	As base terrain
Bluffs	Can't enter or exit through a cliff hex side	Must roll 4+ to enter or exit through a cliff hex side	On a roll of 5+ ^a	On a roll of 4+ ^a	Sometimes+ ^b
Hedge	Must roll 5+ to cross a hedge ^c	Must roll 5+ to cross a hedge ^c	On a roll of 5+ ^d	On a roll of 4+ ^d	Yes
Shell Holes	Normal	Normal	No	On a roll of 4+	No

^a Only if the attack's line of sight enters the bluffs hex through a hex side with a cliff along it.

^b If a sight line passes through a bluffs hex and crosses one of the hex sides with a cliff along it, then that line of sight is blocked.

^c Units must succeed at a movement roll at -1 to cross a hedge. Units with the Brushcutters ability get +1 on this movement roll.

^d Only if the attack's line of sight crosses a hedge.