

AXIS & ALLIES™ MINIATURES

CONTESTED SKIES™ CHECKLIST

Axis & Allies™
MINIATURES

ALLIES

AUSTRALIA (AU)

- 1/45 Veteran SMLE Riflemen ●

FRANCE (FR)

- 2/45 Bold Captain ◆
- 3/45 Char B1-bis ★
- 4/45 Lebel 86M93 Grenadier ●

SOVIET UNION (SU)

- 5/45 82mm PM-37 Mortar ●
- 6/45 BM-13 Katyusha Rocket Launcher ★
- 7/45 Communist Partisans ●
- 8/45 Cossack Cavalrymen ◆
- 9/45 IL-10 Sturmovik ★
- 10/45 Red Army Forward Observer ●
- 11/45 Soviet Grenadiers ●
- 12/45 Su-85 ★

UNITED KINGDOM (UK)

- 13/45 17-Pounder Antitank Gun ◆
- 14/45 40mm Bofors L60 ◆
- 15/45 Comet A-34 ★
- 16/45 Gurkha Riflemen ●
- 17/45 Universal Carrier ◆

UNITED STATES (US)

- 18/45 FO Jeep ◆
- 19/45 Hunting Sniper ◆
- 20/45 M26 Pershing ★
- 21/45 M36 MGC ★
- 22/45 M4A3 (105) Sherman ★
- 23/45 Marine Riflemen ●
- 24/45 P-51D Mustang ★
- 25/45 Quad 50 ●

AXIS

GERMANY (GE)

- 26/45 20mm Flak 38 ◆
- 27/45 BMW R75 ◆
- 28/45 Elite Panzer IV Ausf. D ◆
- 29/45 Flakpanzer IV Wirbelwind ★
- 30/45 Jagdpanzer IV/48 ★
- 31/45 Junkers JU 87G Stuka ★
- 32/45 Luftwaffe Infantrymen ●
- 33/45 Messerschmitt Bf109E ★
- 34/45 Panzerschreck ●
- 35/45 Sd Kfz 234/2 "Puma" ◆
- 36/45 SS Stormtroopers ●
- 37/45 StuG III Ausf. D ◆

ITALY (IT)

- 38/45 Brixia M35 45mm Mortar ●
- 39/45 Stalwart Lieutenant ◆

JAPAN (JP)

- 40/45 Mitsubishi A6M Zero ★
- 41/45 SNLF Fanatics ●
- 42/45 Type 87 Armored Car ◆
- 43/45 Type 89A Chi-Ro ★

ROMANIA (RO)

- 44/45 Bohler 47mm Antitank Gun ●
- 45/45 Vigilant Lieutenant ◆

There are three levels of collectability:
● = Common; ◆ = Uncommon; ★ = Rare.

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RULES UPDATES

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The *Contested Skies*™ set introduces Aircraft to the battlefield.

AIRCRAFT DEPLOYMENT

After the movement phase and before the assault phase there are now two new phases: the flight phase and the airstrike phase. Unlike most other units, Aircraft don't get placed on the battle map during deployment, and they don't move around. Instead, they are placed during the flight phase and then removed from the battle map at the end of the turn. As a reminder that they don't move around the battle map, Aircraft have an "A" on their stat cards where the speed value should be.

EXTENDED SEQUENCE OF PLAY

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

Flight Phase: 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 Phase: 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 Phase: Soldiers and Vehicles may attack Aircraft during the assault phase.

- The first hit counter received by each of your opponent's Aircraft during your airstrike or assault phase is a face-down Disrupted counter.
- The second hit counter received by an Aircraft is a face-down Destroyed counter.

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: At the end of the turn, 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.

AIRCRAFT COMBAT

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

Hit Counters on Aircraft: An Aircraft that receives two simultaneous hits gets a face-down Destroyed counter, just like a Soldier.

Terrain: Aircraft never have cover. Terrain does not block line of sight to or from an Aircraft.

Facing: Like Soldiers, Aircraft have no facing.

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

Stacking: 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.

ANTIAIR

Some units in the *Contested Skies* set are better at shooting down Aircraft than others. Units with the anti-air 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 anti-air 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.

SPOTTERS


The United States and the Soviet Union each have a Spotter in the *Contested Skies* set. Spotters help Aircraft make more effective attacks so you can ramp up your air superiority. The Soviets also have the 82mm PM-37—a long-range mortar team that can coordinate with a Spotter to attack enemies that it can't even see.

PARTISANS

The Soviets get a Partisan unit, a squad of local irregular Soldiers devoted to guerrilla warfare against the Axis occupation of their homeland. During deployment you can deploy your Partisans in any unoccupied whole hex on the battle map, even in one on your opponent's side of the battle map. A quick partisan strike can destroy vulnerable enemy units or harry the enemy while your regular units gain an advantageous position.

NEW NATIONALITIES

The *Contested Skies* set introduces a new nationality.

Allies: Australia 

Historical Army Limits: If you are using the optional historical restrictions for army building, units from Australia and the United Kingdom can be in the same army.

Historical Matchups: If you want to set up armies with Australian units against their historical enemies, have them fight German or Japanese armies.

QUESTIONS?

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