

RULES UPDATES

Axis & Allies
MINIATURES

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

- Initiative phase (both players)
- First player's movement phase
- Second player's movement phase
- First player's flight phase
- Second player's flight phase
- First player's airstrike phase
- Second player's airstrike phase
- First player's assault phase
- Second player's assault phase
- Casualty phase (both players)
- 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.

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

ANTI-AIR

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 guerilla 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.

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RULES UPDATES

Axis & Allies
MINIATURES

NEW NATIONALITIES

Set II of **Axis & Allies™ Miniatures** introduces three new nationalities.

ALLIES	AXIS
 Nationalist China	 Romania
 Poland	

HISTORICAL ARMY LIMITS

If you are using the optional historical restrictions for army building, use these restrictions for the new nationalities.

- *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.*

Special scenarios that you create based on historical engagements might break these guidelines. For example, Nationalist China purchased vehicles from Germany, such as SdKfz 222 armored cars. The details of which units might be in which armies depend on the historical battles you're recreating.

HISTORICAL MATCHUPS

If you want to set up armies with the new nationalities against their historical enemies, follow these guidelines.

- *Nationalist Chinese armies fight Japanese armies.*
- *Polish armies fight German armies in 1939.*
- *Romanian and German armies fight Soviet armies until 1944.*

YEAR

On **Axis & Allies Miniatures** stat cards, the year is never earlier than 1939—the start of World War II. Set II includes units that 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.

SNIPERS

Set II also set introduces Snipers to the battlefield. Each Sniper miniature represents a single Sniper, not a squad or team. They don't pack the same punch as an infantry team, but they're hard to find, they have good long-range attacks against Soldiers, and each one has a specialized ability. For example, Fanatical Sniper gets a bonus when attacking an SS unit. (Any German unit whose name starts with the "SS" designator is an SS unit.)

PARATROOPERS

Paratroopers are another new type of Soldier. They can "drop in" where you need them and are a nice surprise to spring on your opponent. You can't place a Paratrooper in an illegal hex, such as a pond. Even though you don't deploy Paratroopers at the start of the game, you have to show your opponent the Paratroopers you have in your army as you deploy your other units.

"IN FRONT OF" AND "BEHIND"

Sometimes special abilities (such as the Archer's "Fixed Rear Gun" ability or the Nashorn's "No Turret" ability) 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.

NUMBER ON ATTACK DICE

Some special abilities (such as the Guards T-34/85's "Guard Crew" ability) refer to numbers rolled on attack dice. These are the numbers rolled on the dice before any bonuses or penalties are applied.

RULES UPDATES

Axis & Allies™
MINIATURES

The **Axis and Allies D-Day™** set introduces Heroes and Obstacles to the battlefield.

HEROES

Occasionally, the heat of combat forges Heroes. These individuals rise above the norm and fight with a much greater impact than typical Soldiers.

Heroes don't deploy during normal deployment. At the start of the game, show your opponent the Heroes you have in your army as you deploy your other units. At the beginning of your movement phase, you may place a Hero on the battle map in the same hex as any friendly Soldier of the same nationality. The stacking rule of two friendly units per hex still applies, so Heroes can only be placed in a hex with a single friendly Soldier.

Heroes ignore all face-up Disrupted counters that they receive. If a Hero would get a face-up Disrupted counter, it can still move, make defensive-fire attacks, and doesn't suffer the -1/-1 penalty to defense or the -1 penalty on each attack die. Essentially, Heroes are either destroyed or are unaffected by enemy fire.

Improvisation

Resourceful Hero has the Improvisation ability. This ability only applies if the Hero was in the same hex as the destroyed unit when it was destroyed, and only lasts while the Hero remains in that hex.

Endurance

Hero of the Soviet Union has the Endurance ability. Whenever it would receive a face-up Destroyed counter, roll a die. On a 5 or higher, ignore the Destroyed counter. Remove any Destroyed counters that are ignored.

Some units have abilities that can destroy a unit immediately without giving it a Destroyed counter. For example, a unit with the Flamethrower ability can destroy an enemy unit immediately if it rolls three natural 6s. The Endurance ability *doesn't* give protection against these kinds of abilities.

OBSTACLES

The **Axis and Allies D-Day** set introduces Obstacles to the battlefield. Obstacles belong to neither side, and can be deployed by the Axis or the Allies. Obstacles count toward your army's 100-point limit, and you have to show your opponent all the Obstacles in your army before you deploy them.

Obstacles don't count against the normal stacking limits, but are limited to one per hex and one per hex edge. Obstacles can't move. Obstacles can't be placed in hexes adjacent to the objective or on hex edges that surround the hex that contains the objective.

You can put a Barbed Wire on a hex edge that surrounds a hex that contains another obstacle, as long as that hex isn't the objective.

There are two kinds of Obstacles—Fortifications and Traps.

Fortifications

Fortifications are deployed before all other units, since they are fixed and obvious on the battlefield. Once the first player is determined after the initial coin flip, that player deploys all his Fortifications. Then the second player deploys all his Fortifications. After all Fortifications have been deployed, deploy units normally.

Traps

Since Traps represent hazards that are hidden and not obvious, they aren't deployed during normal deployment. During your assault phase, you can place a Trap in any unoccupied hex that isn't adjacent to the objective.

Churchill AVRE

The AVRE vehicles were specially designed to destroy and/or easily cross any obstructions found on the beaches of Normandy. The Churchill AVRE immediately destroys any Obstacle it crosses and any Obstacle in a hex that it enters. Since it also ignores Obstacles, the AVRE is never adversely affected by Fortifications or Traps.

NEW ABILITIES

Strafe

The Lockheed P-38G Lightning has the Strafe ability. When a unit with the Strafe ability attacks an enemy Soldier, it can make an extra attack against another enemy Soldier adjacent to the original target. Units in the same hex are considered adjacent, so this additional attack can be against a Soldier in the same hex as the original target.

The unit with the strafe ability must have an attack value against the second Soldier to make the extra attack. For example, the Lightning doesn't have an attack value for long-range attacks, so it won't be able to make the extra attack if the second target is at long range.

Gliderborne


The Mk. VII Tetrach has the Gliderborne ability, which allows it to deploy anywhere outside of your opponent's deployment zone. For the standard scenario, this means it can deploy in any hex that isn't within five hexes of your opponent's end of the battle map. Units with the Gliderborne ability can deploy in the objective hex.

WATER

With all the beach storming going on in the **Axis and Allies D-Day** set, the name of the terrain type that represents a water hazard has changed. As a result, pond hexes have been renamed to water hexes.

NEW NATIONALITIES

The D-Day set introduces a new nationality.

Allies: Canada 

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

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

QUESTIONS?

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RULES UPDATES

Axis & Allies™
MINIATURES

The *Reserves™* set introduces Jets and Support units to the battlefield.

JETS

Jets represent Aircraft that were historically faster than the planes we've previously featured in the *Axis & Allies™* Miniatures game. As such, Jets can't fire at ground units in cover. Jets also gain a bonus versus other Aircraft—any 6s they roll count as two successes. Jets are a subtype of Aircraft and use the following normal Aircraft rules.

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 beginning of the end of turn phase. Airplanes are placed after all other units have moved and they fire before all other units fire (but their attack results are applied at the same time as other units). 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

- Initiative phase (both players)
- First player's movement phase
- Second player's movement phase
- First player's flight phase
- Second player's flight phase
- First player's airstrike phase
- Second player's airstrike phase
- First player's assault phase
- Second player's assault phase
- Casualty phase (both players)
- End of turn phase (remove Aircraft)

Flight Phase: During your flight phase, you can place your Aircraft anywhere on the battle map. 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.

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

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

Controlling the Objective: Players can't control the objective with an Aircraft, since Aircraft are removed from the battle map at the beginning of the end of turn phase.

ANTI-AIR

Some units are better at shooting down Aircraft than others. Units with the Anti-air ability don't 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.

SUPPORT

The *Reserves* set introduces Support units to the battlefield. Support units belong to neither side, and can be deployed by the Axis or the Allies. Support units count toward your army's 100-point limit, and you have to show your opponent all the Support units in your army before you deploy them.

Support units usually give a bonus that applies to friendly units regardless of range or line of sight. They do count against the normal stacking limits, but are limited to one per hex.

All the Support units in the *Reserves* set have the Dug In ability, which gives them the restriction of not being able to move during a game.


Ammo Dump has the Plentiful Ammo ability. This ability allows each of your attacking units to reroll any 1s on their attack dice. This powerful bonus modifies only the initial attack dice rolled during each attack—you can't reroll any rerolls.

Fuel Depot has the Extra Fuel ability. Extra Fuel gives +1 speed to each friendly Vehicle that has a base speed of 3, regardless of range or line of sight. A unit's base speed is the actual speed value printed on its stat card, not its modified speed value. If you have two Fuel Depots on the battle map, their abilities don't stack.

Headquarters has the Organization ability, which allows you to reroll your initiative die. You get to see both initiative die rolls before you decide whether to reroll or not, and you must reroll before the movement phases begin.

NEW NATIONALITIES

The *Reserves* set introduces a new nationality.

Axis: Hungary 

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

Historical Matchups: If you want to set up armies with Hungarian units against their historical enemies, have them fight Russian armies.

QUESTIONS?

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