

AGE 12+

Axis & Allies™

MINIATURES

QUICK START GUIDE



READ THIS FIRST!

INTRODUCTION

The **Axis and Allies™ Miniatures** game lets you build your own army and send it into battle. To win, you'll use many different weapons and smart tactics. This booklet shows you how combat works. Once you know how combat works, it's easy to learn the rest of the rules.

The Miniatures Game Rules

Open the miniatures, the stat cards, and the dice. Pop out the hit counters. Find map Dog-2. You don't need the rulebook, but you might want to look at the diagram on the back.



Fight!

Follow these steps in order.

1. Get Ready

Choose Your Unit: One player chooses an Allied unit and the other chooses an Axis unit. Each player gets the miniature figure and the stat card that goes with it. Look at each unit's point value—it's in the upper right-hand corner of the stat card. Units with higher point values are usually more powerful.

Open the Map: Put map Dog-2 between you and your opponent.

Place Your Unit: Place the two units on the map next to each other. Put them on the normal, green hexes (or spaces), not on a hill, in a forest, or on other types of terrain. Have them face each other.

Special Abilities: Read the special ability area on your stat card. Special abilities might change the way the unit works. Some units don't have any special abilities.

Who Goes First? Each player rolls two dice. Whoever rolls higher decides which player goes first.

2. First Player's Attack

This Attack step is for the player who is going first.

Soldier or Vehicle? Look at the other player's stat card. The enemy unit is either a Soldier or a Vehicle. Look underneath the unit's name to find out which it is. The antitank guns are treated as Soldiers.

Attack Values: Now look at your own unit's stat card. It has six attack values: three against Soldiers, and three against Vehicles. Find the short-range attack value for the type of unit you are attacking. For example, the M4A1 Sherman has an attack value of 13 against Vehicles at short range.

Attack Roll: Roll a number of dice equal to your attack value against the enemy unit at short range. If you need to roll more than eight dice, just roll some of the dice twice.

Successes: For each roll of 4 or higher, you score one success. Count up how many successes you get. For example, if you roll seven dice and they roll 6, 5, 4, 3, 2, 2, 1, that's three successes.



Attack and Defense

Attack Successes	Hits	Against Vehicles	Against Soldiers
Less than enemy's defense	Zero	Nothing	Nothing
Equal to enemy's defense	1 hit	Disrupted counter (face down)	Disrupted counter (face down)
Greater than enemy's defense	2 hits	Disrupted and Damaged counters (both face down)	Disrupted and Destroyed counters (both face down)
Double the enemy's defense	3 hits	Disrupted, Damaged, and Destroyed counters (all face down)	Disrupted and Destroyed counters (both face down)

3. Scoring Hits

This Scoring Hits step is also for the player who went first.

Defense: Look at the enemy unit's **defense** rating. If the enemy unit has two defense ratings, use the first number (that's the unit's front defense).

Hits: Compare the number of successes you got on your attack to the target's defense rating.

Miss: If you rolled **fewer successes than the target's defense**, you missed and don't put any hit counters on the enemy unit.

1 Hit: If you rolled a number of successes **equal to the target's defense**, you scored 1 hit. Find a Disrupted counter and place it face down next to the enemy unit.

2 Hits: If you rolled a number of successes **greater than the target's defense**, you scored 2 hits. If the enemy unit is a Vehicle, find a Disrupted counter and a Damaged counter and place them both face down next to the enemy Vehicle. If the enemy unit is a Soldier, place a face-down Disrupted counter and a face-down Destroyed counter next to the enemy Soldier.

3 Hits: If you rolled a number of successes **equal to or greater than twice the target's defense**, you scored 3 hits. If the unit is a Vehicle, place face-down Disrupted, Damaged, and Destroyed counters next to it. If the unit is a Soldier, place face-down Disrupted and Destroyed counters next to it. The third counter isn't needed.

4. Second Player's Attack

The second player gets to attack now. The opponent attacks starting with step 2, just like the first player did. Even though one player rolls the attack first, both player's attacks are treated as if they happen at the same time. Hits don't take effect until the casualty phase, so it's possible for the units to destroy each other.

5. Casualties

Once both units have attacked, the casualty phase begins.

Hit Counters: Each player flips over all face-down hit counters. The hit counters now take effect. Here's what happens.

Destroyed: Any unit with a face-up Destroyed counter is destroyed. Remove it from the battle map.

Damaged: Any vehicle that has one face-up Damaged counter on it is **damaged**. Its defense drops by 1, and it suffers a penalty of -1 on each attack die it rolls. For example, if an M4A1 Sherman is damaged, its defense drops from 5/4 to 4/3 and its attack dice are only successes on rolls of 5 or 6. The damaged vehicle also has a Disrupted counter on it, but that counter isn't going to make any difference to a Vehicle that's also been damaged. (When you play the full game with movement rules, the Disrupted counter will matter.)

Disrupted: Any unit that has a face-up Disrupted counter on it is **disrupted** for the next turn. Just as if it were damaged, a disrupted unit has a -1 penalty on defense and on each attack die. (Also, disrupted units can't move, but for now you're not using movement rules.)

6. Next Turn

Each player rolls two dice again to see who goes first.



7. First Player's Attack

Attack Roll: The unit that goes first makes an attack roll against the enemy unit. Use the short-range attack value for the type of unit you're attacking.

Successes: Each result of 4 or better that you roll is a success. If your unit is disrupted or damaged (or both), then you suffer a -1 penalty on each attack die. That means that only rolls of 5 or 6 are successes.

Hits: Compare the number of successes you got on your attack to the target's defense rating. Remember, if the target is disrupted or damaged (or both), then its defense is reduced by 1.

Miss: If you rolled **fewer successes than the target's defense**, you missed.

1 Hit: If you rolled a number of successes **equal to the target's defense**, place a Disrupted counter face down next to it.

2 Hits: If you rolled a number of successes **greater than the target's defense**, you scored 2 hits. If the enemy unit is a Vehicle, place a Disrupted and a Damaged counter face down next to it. If the enemy unit is a Soldier, place a Disrupted and a Destroyed counter face down next to it.

3 Hits: If you rolled a number of successes **equal to or greater than twice the target's defense**, you scored 3 hits. If the unit is a Vehicle, place face-down Disrupted, Damaged, and Destroyed counters next to it. If the unit is a Soldier, place face-down Disrupted and Destroyed counters next to it. The third counter isn't needed.

8. Second Player's Attack

The second player now attacks. Follow step 7 just like the first player did. Remember, one player rolls the attack first, but the attacks are treated as if they happen at the same time. It's possible for the units to destroy each other.

9. Casualties

Once both players have attacked, the casualty phase begins.

Old Disrupted Counters: Remove any Disrupted counters that are face up. They're from last turn, and they've "worn off."

Old Damaged Counters: Leave any Damaged counters that are already face up. Damage is permanent.

New Hit Counters: Flip over any new hit counters so that they're face up. Any unit with a face-up Destroyed counter is destroyed. Remove it from the battle map.

Damaged Twice: If a Vehicle now has two Damaged counters because it was damaged a second time, that Vehicle is destroyed.

10. Next Turn

Return to step 6 and keep playing until one unit is destroyed. If it turns out that you have chosen two units that can't hurt each other easily, then choose two different units and start over.

More Fights

After your first fight, you can try other one-on-one fights or small battles with a few units on each side. You'll need three important rules for these battles.

Stacking: Each player can have only two units in a single hex. Only one of those four units can be a Vehicle.

Different Ranges: If you place your units at different ranges, they fight differently. At a range of 2-4 hexes, you use the medium-range attack values. At a range of 5-8 hexes, you use the long-range attack values. Units can't attack each other at ranges of more than 8 hexes.

Multiple Hits: The hits scored from multiple attackers add together as if they were from a single attack. For example, if two units each score 1 hit on your Soldier, the first hit is a face-down Disrupted counter and the second is a face-down Destroyed counter.

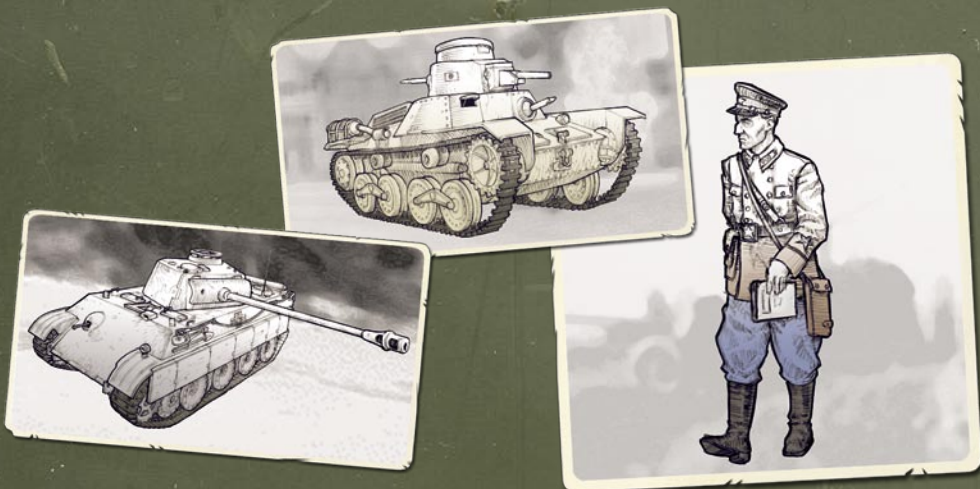
Your First Armies

The two armies in the Starter Set are not balanced because you have a bonus random rare miniature. Choose units and use point values to create two armies that are evenly matched against each other.



Attack and Defense

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Wizards of the Coast, Inc.

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Wizards of the Coast, Inc., Consumer Affairs

P.O. Box 43

Caswell Way

Newport NP19 4YD

GREAT BRITAIN

Tel: + 800 22 427276

Fax: + 44 1633 282693

Email: wizards@hasbro.co.uk

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Fax: +32.2.464.09.59

Email: custserv@hasbro.co.uk

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