



Central City Shopping Centre
2089 -10153 King George HWY
Surrey, British Columbia
V3T 2W1

AXIS & ALLIES MINIATURES – QUICK NOTES

TURN:

1. INITIATIVE PHASE

- ◇ Plus any Bonuses from Commanders.

2. FIRST PLAYER MOVEMENT PHASE

- ◇ Check defensive fire
- ◇ Movement roll – Forest and Streams (equal or > 4)
 - Otherwise stop movement on last square

3. SECOND PLAYER MOVEMENT PHASE

4. FIRST PLAYER'S ASSAULT PHASE

- ◇ May make another move OR attack
- ◇ **ATTACK:**
 - Check line of fire.
 - Range and Attack Dice – Roll.
 - Cover Roll (-1 on Same Hex; (equal or > 4 for soldiers; equal or > 4 for vehicles)).
 - If successful, then at most Disrupted.
 - Attack Roll:
 - Less than Defense: Miss
 - Equal to Defense: 1 Hit
 - Greater than Defense: 2 Hits (Soldier Destroyed)
 - Double or more than Defense: 3 Hits (Vehicles Destroyed)

5. SECOND PLAYER'S ASSAULT PHASE

6. CASUALTY PHASE

- ◇ Remove face-up disrupted.
- ◇ Flip over new Counters

DISRUPTED:

- -1 Attack Die
- -1 defense
- Can't move
- Can't make defensive fire

DAMAGED (Vehicles):

- -1 Attack Die
- -1 defense
- -1 Speed