

Axis and Allies Miniatures: Reloaded

Core Rule Book

Welcome to Axis and Allies Miniatures Reloaded! Here you will find a familiar game mechanic with a revised set of core rules and stat cards. We recommend reading this first, so the revised cards make more sense!

Building Your Army

To build your army, pick a point limit. We recommend 100 points for a short game, 200 for a medium game, and 300 for a long game. But you do not have to stop there! The following details how to build your force with the new squad and commander mechanic.

First, pick one Officer model. This model is your Commander and gains High Value Target 1, making it worth 1 Objective Point to the opponent if killed by them. Instead, you may pay x3 the cost to make him a Junior Commander with High Value Target 3, or x10 the cost to make him a Senior Commander with High Value Target 5. Junior Commanders can cast their unit enhancing abilities to any 3 units located anywhere on the map each turn. Senior Commanders can cast their ability to any unit you wish that would be eligible (for example, a Red Devil Captain gives his Pin Pointer to the unit he is with. He cannot join a M4A1 Sherman so it would not be eligible. On the other hand, the Sherman Commander gives his ability to Vehicles, so Vehicle units can be nominated to receive these abilities!).

- Pick an Officer to be your Commander. Unit types are located underneath the Unit Name.
- Leave as normal, upgrade to Junior Commander for x3 points, or upgrade to Senior Commander for x10 points.

Next, build your Infantry Squads. Infantry are important because they claim Objective Markers on the field and form the staple for your army. There are several subtypes of Infantry as well, each allowing for more options in designing your army. A normal Squad will consist of 6 Basic Infantry of the same name with no further key words listed under their unit's name. One may be swapped for an Infantry Officer, and you can pick to swap up to two Basic Infantry for Infantry Specialists or swap two Infantry for an Infantry MG Team. If a unit has models with different Defense values, the unit's owner chooses which one the attack will be against before the attack dice are rolled.

- Infantry Squads consists of 6 Basic Infantry
- 1 may be swapped for 1 Infantry Officer
- Up to 2 may be swapped for Infantry Specialists or 2 may be swapped for 1 Infantry MG Team

- If several Defense values are present in a unit, the units owner chooses what model is taking the shot before the attack dice are rolled.

Other types of Infantry squads can also be formed. They will be Infantry Artillery consisting of 1-3 models or Infantry Cavalry, Infantry Motorcycles, Infantry MG Teams, or Infantry Specialists consisting of 3 models. In all of these instances, you can mix and match any type of like Infantry (Type) such as 2 Pak 38s and 1 Pak 40. It is important to note that some Infantry Artillery have the Large keyword. These units cannot have more than 1 Large model to avoid Hex stacking restrictions as found in the map rules.

- Infantry Artillery consist of 1-3 models in a unit, but you cannot have more than 1 Large model per unit.
- Infantry Cavalry and Infantry Motorcycle units consist of any 3 same unit type models.
- Infantry MG Team consisting of any 3 same unit type models.

All other types such as Vehicle Medium Tank exist as a 1 model unit.

Units must move together in the same hex and cannot split up for any reason. Abilities that affect a unit affect all models in the unit unless it says otherwise.

Some Basic Infantry will have an ability such as Paratrooper. All models in the unit are considered to have this ability as well. Close Assault # is considered an Attack and not an ability.

- Basic Infantry abilities apply to all models in their unit.

Map

Map setup consists of placing a number of game maps together to form a battlefield. We recommend one map for every 50 points of models on the field per team.

Roads

The first Hex a Vehicle moves on that has a road exiting the direction they are heading counts as a free movement. High Gear # allows that many additional free movements so long as you move along the road exit point to claim them. Free Movement does not work with Strike and Fade # or Aggression #.

- Vehicles exiting a hex along a road count the first hex moved this way as a free movement.
- High Gear # adds additional free movement per phase.
- Strike and Fade as well as Aggression do not benefit from free movement.

Game Setup

To determine who goes first, roll Initiative. Initiative is rolled on 2d6 + the combined Initiatives of all of your models (usually just Officers give these bonuses). Whoever gets the highest total places the first Objective Marker. We recommend doing two per team +1, and recommend

using Headquarters, Fuel Depots, and Ammo Dumps. Each Objective Marker in your deployment zone is worth 1 Objective Point. The team who won initiative places one marker in their deployment zone, which is the first 4 rows from your edge of the game map. The second team will then place one in their deployment zone.

Following this, the initiative winner will place one marker some where in between the middle of the map and their deployment zone. No marker can be closer than 4 hexes to another marker. Once this is complete, the second team will do like wise. These Objective Markers are worth 2 OP each. Lastly, place the final marker in the center of the game map the best you can. This one is worth 3 OP.

The only way to claim Objective Markers is with Infantry keyword units. Please note that all Infantry keywords can claim them, including Infantry Artillery. Be aware there are certain rules (such as Paratrooper) that disqualify a unit from claiming objectives. Objective Marker points are claimed at the end of each turn, not phase.

- Initiative winner places an Objective marker first, alternating until complete.
- Place your Deployment Zone marker first. It is worth 1 VP at the end of each turn.
- Place your mid zone marker second. It is worth 2 VP at the end of each turn.
- Place the middle marker last. It is worth 3 VP at the end of each turn.

Next, the initiative winner will place one unit on the Map or if a special rule allows (such as Paratrooper) they may place them in Reserve instead. The second team will then do likewise, alternating placements until all units are placed on the map or in Reserve. If one team runs out before the other, the remaining team(s) will continue to place until all units are accounted for.

- Initiative Winner places one unit on the map or in Reserve if allowed.
- Second team does likewise.
- Alternate placing units until everything is placed.

Playing the Game

Each turn consists of 2 phases: a Movement Phase and an Assault Phase. Each turn, both teams roll initiative again just like during deployment. The winner is forced to make the first move, but will get the first shot.

Movement Phase

The team with the highest initiative will select one unit on the board. They may move it up to its Speed value, or if it has at least one model with Sustained Fire, Hull (Weapon), or Crack Shot may instead choose to remain stationary and fire with their special rules. Attacking is described in more detail in the Assault Phase. Regardless, all units must nominate to move or remain stationary by the end of the phase.

Some Hexes cause movement bonuses or penalties. If there is not enough Speed to get through because they take more than one, you cannot move. They are detailed as follows:

Barren – Infantry must spend 2 Speed to move into a Barren hex.

Bridges – Many hexes will include Bridges. If a Bridge is destroyed by Bridge Demolition or other ability, the ability to pass over rivers or other terrain is gone for the remainder of the game and movement rolls must be made as normal.

City – Vehicles may only enter and exit City hexes via roads. Cities give +1 defense die against any attack not coming from inside the same hex.

Cliff – Some hexes have Cliffs on some facings. Models may not move through a Cliff facing. Any Line of Sight drawing through a Cliff facing is blocked if it goes through to hexes further behind it. Cliffs grant +1 defense die if the Line of Sight passes through the facing.

Forest – Vehicles must roll a 4+ to be able to enter a Forest Hex. If they fail, they remain facing the direction they desired to move in the previous Hex and may not make any more movement during their current Phase. Forest costs 2 Speed for each one hex that a Vehicle moves through. Forests give +1 defense die against any attack not coming from inside the same hex.

Hedges – Some hexes have Hedges on some facings. Models must roll a movement roll of 4+ on a d6 to push through. If they fail, they remain in the previous hex with the facing needed to move through the Hedge for the remainder of the phase. Any Line of Sight drawing through a Hedge facing is blocked if it goes through to hexes further behind it. Hedges grant +1 defense die if the Line of Sight passes through them.

Hills – Hill hexes cost 2 Speed for Vehicles to move into. Hills grant +1 defense die against attacks not coming from inside the hex. Hills also allow you to ignore one hex containing enemy units for determining Line of Sight.

Marsh – Vehicles can only enter and exit Marshes via roads. Infantry gain +1 defense die against any attack not coming from inside the same hex.

River – In order to cross a river, Infantry and Vehicles must roll a 4+. If they fail, they remain in the hex facing the river and cannot make any more movements for the remainder of the phase.

Road – Vehicles that exit a hex and move into a new one that is connected by a road get to make their first movement for free. High Gear # allows for additional free movement in this way per phase. Free movement does not work with Strike and Fade # or Aggression #.

Water – Water hexes cannot be entered in any way except by Amphibious units.

Hex Population and Defensive Fire

If at any time a unit moves from one hex adjacent or the same enemy unit to another hex that is adjacent or the same enemy unit, that unit may make one free attack action per model. The

attacker gets to choose which of the two hexes the attack is triggered in. This is an immediate effect, and any Speed reduction takes place during the movement as well as removing any destroyed models. Units can only Defensive Fire once per phase, but may choose to not take it if it is available.

Each hex may never have more than 2 friendly and 2 enemy units in it at any given time. Only one of all these units may be a Vehicle. If you are playing on 2" hexes instead of 3", only allow one infantry unit per team in a hex, and one Vehicle overall (in addition to your friendly infantry).

- Moving from one adjacent or same hex to another causes a Defensive Fire.
- A unit may choose to not take the Defensive Fire to use it on another unit later during the phase.
- Hex population is limited to 2 friendly and 2 enemy units, only one of which may be a Vehicle.
- If using 2" Hexes instead of 3", the population limit is one infantry unit each and one Vehicle.

Reserves

Reserve units that arrive later in the game such as Paratroopers or Aircraft come in after all your other units have been nominated to move. Their rules will determine how they arrive and are detailed in the index at the end of this manual. They count as moving when they arrive, meaning if they arrive next to an enemy unit it will trigger a Defensive Fire. Reserve units cannot deploy on Turn 1.

- Reserve units that arrive in a hex after the game starts are considered moving for triggering Defensive Fire.
- Reserve units cannot arrive on Turn 1.

Assault Phase

The Assault Phase starts like the Movement Phase, with the winner of the initiative roll going first. The first team nominates one unit and chooses to move or make an attack with them for each model in the unit. Different models in a unit can attack different targets. Ranges are in increments of Short (0-1), Medium (2-4), and Long (5-8). Some abilities will increase or decrease these ranges.

First, determine if you are in range. There are two profiles to use. Infantry is used to target any unit with the Infantry keyword. Vehicle is used to target any unit with the Vehicle keyword. Aircraft are targeted with Infantry dice, but AA weapons may use their Vehicle dice if they are better per the AA rule found in the index at the end of this manual. Only models with the AA rule or the Aircraft rule may target Aircraft.

- Count the hex ranges away the target is. In the same hex is 0.

- Infantry Keywords use the Infantry profile.
- Vehicle Keywords use the Vehicle profile.
- Aircraft are targeted by AA and Aircraft only. Aircraft use their Infantry attacks against other Aircraft and AA can use Infantry or Vehicle, whichever one is better.

Next you will determine if you have Line of Sight. To do so, hold a string between the center dot of the hex you are shooting from and the one the target is in. If the string passes through any City, Forest, or Hill you cannot make the attack. Aircraft are always assumed to be in Line of Sight as well as have it when attacking, and certain rules such as Indirect Fire can work with a Spotter to make attacks regardless of the obstruction.

- Hold a string or like object between the attackers hex and the target unit's hex. If it crosses any City, Forest, or Hill hexes you do not have Line of Sight and cannot make the attack unless you have special rule that allow it.
- Aircraft are always considered to have Line of Sight and to be in Line of Sight.

Roll the number of attack dice for the range you are at for Infantry or Vehicle as appropriate. Each die that gets a 4+ is considered a Success. To damage or kill an enemy model, you must have equal to or more than their Defense. Some rules add +1 to this roll, and others -1.

Units with Defense # have no facing that needs to be determined.

Units with Defense #/# have a front and a rear facing. To determine if the model is attacking the front, draw a line to the sides of the model, splitting hexes in half. Any hex that is cut in half is considered to be the rear of the model. If the attacker originates from any hexes not cut in half in front of the tank, it is considered the front and must be the Front Armor Value. If the attacker is in the same hex, a split hex from the line, or behind it the use the Rear Armor Value. This same method is used for determining if a No Turret attack can be made.

- Attack dice are successful for each 4+ they get after modifiers (if any).
- The attack dice must equal to or beat the target unit's defense to be successful.
- Defense #/# has a Front Armor Value and a Rear Armor Value. Draw a line through the sides of the hex perpendicular to the model's facing. Hexes behind the line or cut in half are the Rear Defense #, all others are the Front Defense #

The defender may now roll Defense Dice equal to their Speed. Infantry of all types except Infantry Cavalry and Infantry Motorcycles are not allowed to roll more than one Defense Dice from their current Speed value, though all units can gain additional Defense Dice from other sources such as rules or hexes. Each roll of a 4+ counts as a Success and removes one Success from the attacker's Success Dice Pool. After Defense Dice are rolled, if Attack Successes remain equal to or greater than the Defense # the unit takes damage.

In addition, Infantry in the same hex with a Vehicle (friend or foe) gain +1 Defense dice from attacks outside of the hex if the hex does not grant one.

- Defense Dice are successful for each 4+ they get.
- Each successful Defense Die removes one successful Attack Die.
- If enough Attack Dice remain equal to or greater than the Defense #, the unit takes damage.
- Infantry in a hex with a Vehicle (friend or foe) that does not normally get a hex defense dice will get one from the Vehicle against attacks from outside their hex.
- Infantry can never roll more than 1 defense dice for their Speed, but may gain additional dice for other sources.
- Infantry Cavalry and Infantry Motorcycle are the exception to the defense dice rule and use Defense dice = to their current Speed value.

All Infantry units that suffer damage from an attack will lose one model chosen by the team that owns them. In the event of mixed Defense # units, the base Infantry unit that the unit is formed from use their Defense # unless they are all destroyed.

The only exception is Infantry Artillery. They take damage like a Vehicle does.

Aircraft and Vehicles are not removed right away. When a Vehicle takes damage, it suffers Defense -1/-1 and Speed -1 for the remainder of the game. If the Defense # that is being faced is beaten multiple times by the same current value, the model suffers one additional damage for each. (Example: a M4A1 Sherman after Defense Dice is facing 14 Attack Dice against its Front Armour Value, which is a 5. The first 5 dice cause one damage. Because this is all part of one dice roll, the second set of 5 dice inflict a second damage. The last 4 do not beat a 5, so they are discarded. The M4A1 Sherman is now suffering Defense -2/-2 and Speed -2). If the facing that is being attacked reaches 0 or less the Vehicle is then destroyed.

- Infantry units lose one model if they suffer attack dice equal to or greater than the Infantry units Defense. The unit owner will determine which model is being attacked in the unit before Attack Dice are rolled.
- Artillery suffers damage like Aircraft and Vehicles.
- Vehicles instead suffer Defense -1/-1 and Speed -1 for each damage taken until the Armor Facing is reduced to 0 or less.
- Vehicles resolve all multiple damages from one model with the same facing value before the attack dice were rolled. Any further attacks uses the new value.

After all units have alternatively attacked or moved, the Assault Phase ends. OP are now scored from Objective Markers. If a marker has opposing Infantry models in the same hex, no points are scored. Teams roll Initiative and the process starts all over again until the game ends. For Tournament settings we recommend 5 turns, but for casual games you should play as many as you want!

- Objective Markers award OP.
- Contested Objective Markers award no OP.

- Teams roll Initiative and start Movement Phase all over again with the next turn.

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This section includes common unit abilities and how they work.

Aggression # - This model may move # before attacking. Aggression # moves do not gain road or High Gear # bonuses.

Aircraft - Turn 2 or later, during the Movement Phase after all of your units have been activated you may activate this unit and deploy it in any hex. If you land next to an enemy unit with the AA ability or Aircraft keyword, you provoke a Defensive Fire. At the end of your next movement phase, it keeps any damage it received this game and may choose to deploy again to any hex or go back to Reserves. Aircraft have speed A, but get 3 defense dice, losing 1 per damage taken.

Amphibious – This model can cross streams without rolling a movement roll and can enter water hexes at the cost of 2 Speed each.

Auxiliary (Weapon) – During your Movement Phase, you may make an attack with the listed value and rules instead of moving.

Blast – When attacking a unit, randomize 2 units in the hex before rolling attack dice, friend or foe, to see who is struck. Randomize each model in a unit if it contains more than 1 model. No one gets to choose which models die as casualties from Blast. No one model may be struck more than once from one Blast attack, but units with multiple models can be struck twice.

Bombardment – This model ignores the defense die granted by hexes, Vehicles in the same hex, or Barricades.

Bridge Demolition – Instead of making an attack during the Assault Phase, roll a d6. On a 3+ mark a Bridge in the same hex as destroyed for the remainder of the game or remove one Obstacle.

Close Assault # - This attack only works on enemy Vehicles in the same hex. Instead of resolving against the #/#, resolve against its Speed as if it were its armor rating. If its Speed reaches 0, the model is destroyed. If attacking a model with Speed 0, as long as at least one attack die is a success the model is destroyed.

Crack Shot – Each attack die rolled for this model gains +1. In addition, you may choose the target of your attack instead of the defender. This model may only attack in the Movement Phase in place of its movement.

Extended Range # - This model's long range is 5-# instead of 5-8.

Firing Deck – Models being transported may attack while embarked so long as they are not Artillery. They may make Defensive Fires when the Transport would be eligible to do so. They

may only make attacks in the movement or assault phases if the transport does not move that phase.

Flamethrower – If the attack dice from this model contains 3 or more 6s, inflict one additional damage on the target model. This only works at ranges 0-1 and ignores the defense die granted by a hex, presence of a Vehicle, or a Barricade.

Hand to Hand # - This attack only works against Infantry units in the same hex.

Heavy Armor # – This model ignores the first # Damage it receives each game.

Heavy Transport – Just like Transport but may carry 2 Infantry units but only one of those may be an Infantry Artillery. See Transport.

High Gear # - This model may gain # more free road moves per phase. This does not work with Strike and Fade # or Aggression #.

High Value Target # – This model is worth # Objective Point to the enemy if it is slain at the end of the battle.

Inaccurate # - This model suffers -# on attack dice.

Indirect Fire – If a Spotter can draw Line of Sight to a unit, this model is considered to also have Line of Sight. When attacking a unit, randomize each unit in the hex before rolling attack dice, friend or foe, to see who is struck. Randomize each model in a unit if it contains more than 1 model. No one gets to choose which models die as casualties from Indirect Fire.

Initiative +# - Gain +# to your Initiative Rolls. These bonuses are accumulative.

Large – This model counts as a Vehicle for population in a hex.

Limited Range # - This model's medium range is 2-# instead of 2-4.

No Turret – This model may only make attacks in front of it. Use the Vehicle Defense method for determine what is in front of the Vehicle and what is behind it.

Open Back – units attacking this model from the rear may use their Infantry dice.

Paratrooper – Turn 2 or later, during the Movement Phase after all of your units have been activated you may activate this unit and deploy it on any Open, Barren, or Hill hex. If you land next to an enemy unit, you provoke a Defensive Fire.

Relocate # - During your Assault Phase, you may move this model # instead of attacking.

Robust – This model may never be reduced below Speed 1.

Scout – After all units are deployed, but before the game begins, you may move this model up to its Speed value. If multiple teams have Scouts, alternate moving them with the highest initiative roll going first.

Shrapnel # - Each success counts as 2 successes against Infantry.

Spotter – A Spotter with Line of Sight to enemy units allows all friendly Indirect Fire models to also have Line of Sight to the same units. When a unit with Indirect Fire is selected to attack, a Spotter must have Line of Sight if they do not.

Strike and Fade # - This model may move # after attacking. Strike and Fade # moves do not gain road or High Gear # bonuses.

Superior Armor # - Gain # more Defense Dice.

Suppressive Fire – Infantry units attacked by units with Suppressive Fire suffer Speed -1 and may not make Defensive Fires until the end of the turn.

Sustained Fire - During your Movement Phase, you may make an attack with the listed value and rules instead of moving.

Tank Destroyer – Each 6 for an attack counts as 2 successes instead of 1 when attacking a Heavy Tank or Super Heavy Tank.

Transport – A Transport may carry one Infantry unit that is not Infantry Cavalry or Infantry Motorcycle. A unit may either Embark or Disembark during the Movement phase when activated to move, but not both. If a Transport is destroyed, roll a d6 for each model onboard. On a 4+, that model is destroyed. Each model must roll for this and casualties may not be picked like from attacks.

Unarmored – Units attacking Unarmored units may choose to use their Infantry dice instead and treat the model as Defense 3/3. The damage taken from Infantry attack dice on the 3/3 is treated separate from the printed Defense #/# and affects Speed like normal. If either profile is reduced to 0, the model is destroyed.

Versatile Warmachine – This model may reroll 1 die any time it rolls a set of dice.