

AGE 12+

Axis & Allies™

NAVAL MINIATURES



WAR AT SEA™



QUICK START GUIDE

READ THIS FIRST!

INTRODUCTION!

The **Axis & Allies™ Naval Miniatures** game lets you build your own fleet and send it into battle. You'll need to combine Ships, Aircraft, Submarines, and aggressive tactics to win. This booklet shows you how combat works, and once you know how units attack each other, learning the rest of the rules is a snap.

THE MINIATURES GAME RULES

Open the miniatures, the stat cards, and the dice. Pop out the damage counters. Find one of the battle maps. You don't need the rulebook yet.



01

02

FIGHT!

Follow these steps in order.

I. GET READY

Set up your first battle.

Choose Your Unit: One player chooses an Allied unit and the other chooses an Axis unit. Choose a unit with the Ship type—don't pick a Submarine or an Aircraft. Each player takes the chosen miniature and the stat card that goes with it. (The miniatures have collector numbers on the bottom that you can match to the stat cards, which tell you the type and nationality of your miniatures.) Look at each unit's cost in the upper right-hand corner of the stat card. Units with higher costs are usually more powerful.

Open the Battle Map: Unfold one of the battle maps and place it face up between you and your opponent.

Place Your Unit: Place the two Ships on the map in separate spaces (sectors) that are adjacent to each other. Don't place a miniature in a sector that contains an island or coastline—you want the Ships out in open water. You can point the miniatures in any direction you like. Their facing doesn't matter.

Read Your Stat Card: Take a moment to read any special abilities your unit has. Special abilities can change the way the Ship works. Some units don't have any special abilities.

Who Goes First? Each player rolls two dice and adds them together. This is called an initiative roll. Whoever rolls higher gets to go second (reroll ties). In typical games, going second is better because you can move after you see where your opponent's units are going.

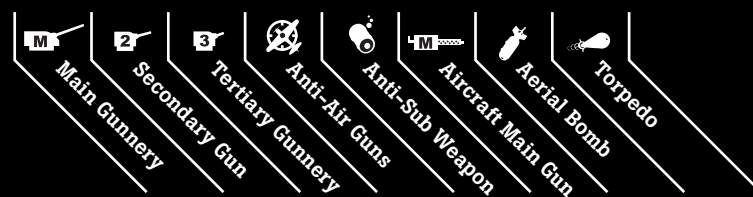
2. SURFACE ATTACK PHASE

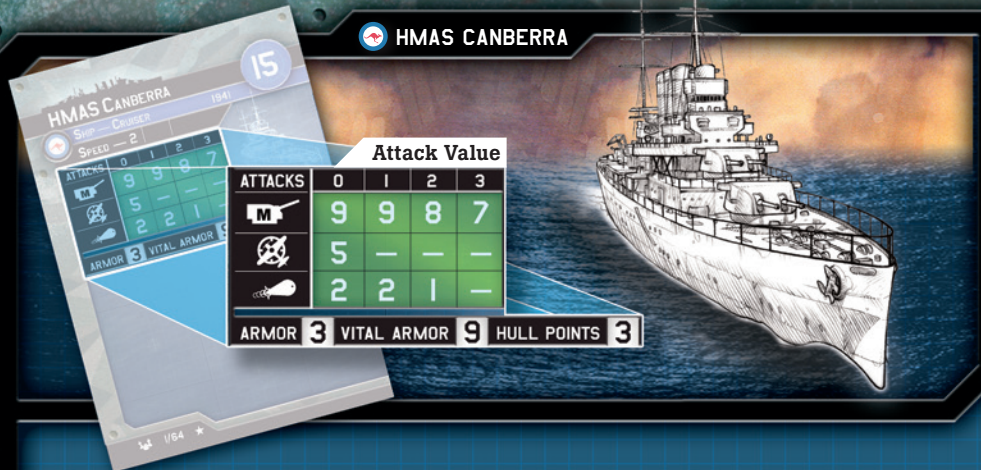
Each player's unit gets to fire on the other player's, using his or her Ship's Gunnery attack or attacks. The first player shoots first, and then the second player shoots. However, damage isn't assigned until the end of the phase. Even if the first player's attack would destroy the second player's unit, the second player still gets to shoot back.

When you make a Gunnery attack, follow these steps.

Which Attack Entry? Each Ship has Gunnery and Anti-air attack values. Some Ships have multiple Gunnery attack values, an Anti-Submarine Warfare (ASW) attack value, and/or a Torpedo attack value. These values are used for attacking different types of targets with different types of attacks. Since you're making a Gunnery attack against an enemy Ship, start with the attack entry for your Ship's Main Gunnery attack. If you have more than one Gunnery attack, go ahead and make those attacks too. If you're the first player, you make all of your Gunnery attacks for the turn before your opponent goes.

WEAPONS ICONS





3. TORPEDO ATTACK PHASE

After Gunnery attacks take effect, surviving units can make Torpedo attacks. Not all units have a Torpedo attack, so make sure you check your unit's attack chart to see if it does. Just as in the Surface Attack phase, the first player shoots first and the second player shoots second. Damage isn't assigned until the end of the phase.

When your unit makes a Torpedo attack, follow these steps.

Which Attack Entry? Find your unit's Torpedo attack value. If the attack chart doesn't have a Torpedo entry, your unit doesn't have a Torpedo attack.

Attack Value: Look at the value for your unit's Torpedo attack. You'll see that the value is different for attacks at a range of 0, 1, 2, or 3 sectors. Since the Ships are 1 sector away from each other, use the range-1 Torpedo attack value.

Attack Roll: Roll a number of dice equal to your unit's range-1 Torpedo attack value.

Successes: Each 6 you roll with your unit's Torpedo attack scores one Torpedo hit. Each Torpedo hit deals 2 points of hull damage, although some units may have special abilities that increase or decrease Torpedo damage. Find the "2 Damage" counters and place one face down next to the affected unit for each Torpedo hit you rolled.

End of Torpedo Attack Phase: After both players have rolled their Torpedo attacks, flip all damage counters face up and apply each one's effects. If both units survived, go to the next turn.

Attack Value: Look at the value for your Ship's Gunnery attack. You'll see that the value is different for attacks at a range of 0, 1, 2, or 3 sectors. Since the units are in separate but adjacent sectors, they are 1 sector away from each other. So, use the range-1 Gunnery attack value.

Attack Roll: Roll a number of dice equal to your Ship's range-1 Gunnery attack value against the enemy Ship. If you need to roll more than eight dice, just roll some of the dice twice.

Successes: For each roll of 4 or 5 you get, you score one success. For each roll of 6 you get, you score two successes. Count your successes. For example, if you roll six dice and they come up 2, 2, 3, 4, 4, 6, you get four successes.

Compare Successes to Armor: Now, look at the enemy Ship's armor and vital armor ratings. Compare the number of successes you scored with your Gunnery attack to those ratings.

Miss: If the number of successes you rolled is lower than the target's armor rating, your attack missed and inflicted no damage.

Damaged: If the number of successes you rolled is equal to or greater than the target's armor rating, your attack hits. Find a "1 Damage" counter and place it face down next to the affected unit.

Destroyed: If the number of successes you rolled is equal to or greater than the target's vital armor rating, the attack destroyed the target. Find a Destroyed counter and place it face up next to the affected unit.

End of Surface Attack Phase: After both players have rolled all their Gunnery attacks, flip all the damage counters face up and apply each one's effects. (See Effects of Damage, below.) If both units survived and at least one has a Torpedo attack, go on to the Torpedo Attack phase.

EFFECTS OF DAMAGE

Depending on how your and your opponent's units fared against the Gunnery and Torpedo attacks, your Ships will be in one of four basic conditions.

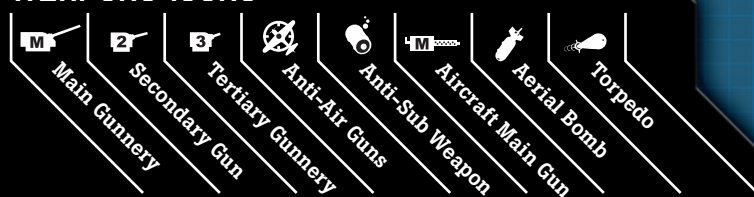
Undamaged: Your opponent's attacks missed.

Damaged: Your unit sustained damage. A Ship can withstand damage equal to its hull points before it's destroyed. For example, if your Ship has 3 hull points, it has to be damaged three times before it's destroyed. A damaged Ship suffers no penalties other than losing a hull point, unless it's actually crippled or destroyed. However, some units may lose certain special abilities when they become damaged. You keep track of this by leaving the face-up Damage counters on or next to the ship.

Crippled: Your opponent's attacks reduced your Ship to only 1 hull point remaining. For example, if your Ship has 3 hull points, it's crippled when it has been damaged twice. A crippled Ship suffers several penalties. Reduce its armor, vital armor, and speed rating, and its Torpedo attack value each by 1 (to a minimum of 1). You also no longer score successes on an attack roll of 4 when making Gunnery, Anti-air, or ASW attacks with the crippled Ship.

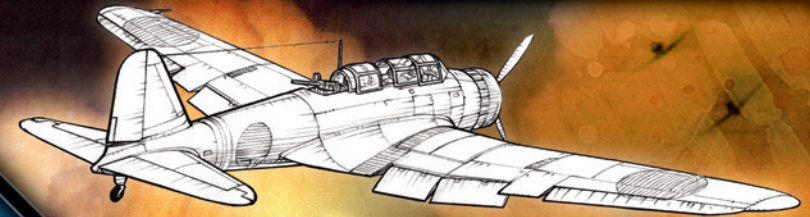
Destroyed: Your opponent's attacks reduced your Ship to 0 hull points, or a single attack equaled or exceeded your Ship's vital armor. Your Ship has been destroyed.

WEAPONS ICONS



4. NEXT TURN

Each player rolls two dice again to see who goes first. Continue the engagement with a new Surface Attack phase and a new Torpedo Attack phase. Keep on fighting until one Ship or the other is destroyed. It's possible that you and your opponent destroy each other's units in the same attack phase, in which case the player who destroyed the Ship with the highest cost is the winner.



Aircraft: When using Aircraft, you must add four phases to the game, consisting of an Air Mission phase, an Air Defense phase, an Air Attack phase, and an Air Return phase. (See the rulebook for the full Sequence of Play.)

In the Air Mission phase, which occurs right after both players move their units, both players take turns placing Aircraft in sectors with enemy units, starting with the first player. During the Air Defense phase, units with an Antiair attack may fire on enemy Aircraft in their sector. Each unit can make one Antiair attack per turn. Then, in the Air Attack phase, Aircraft may attack enemy Ships and Submarines, using ASW, Bomb, Gunnery, or Torpedo attacks. For most Aircraft to attack, they must be in the same sector as the unit they're attacking. The Air Return phase is when you take your Aircraft off the battle map, simulating their return to a land base or Carrier.

Aircraft don't get damaged, but they can get aborted or destroyed. If an Antiair attack scores successes at least equal to the Aircraft's armor rating, its attack is aborted, though it still may make its own Antiair attack. If this happens, place a face-up Aborted counter beside the affected Aircraft.

An Antiair attack must get successes equal to or greater than that Aircraft's vital armor rating to destroy it. If this happens, place a face-up Destroyed counter beside the affected unit. Apply the effects of Destroyed and Aborted counters at the end of the Air Defense phase.

MORE BATTLES

After your first fight, you can try other one-on-one fights or small battles with a few units on each side.

Movement: The Sea Movement phase takes place right after the initiative roll. A unit can move a number of sectors each turn equal to its speed. The first player moves all of his or her units first, and then the second player moves all of his or her units. Aircraft have a speed of "A" because you can place an Aircraft on any sector on the map each turn.

Stacking: Each player can have only two Ships, one Submarine, and four Aircraft in a single sector. Your opponent's units don't count against the stacking limit for your units. If Ships are in the same sector, those Ships are at range 0 from each other.

Different Ranges: If you place your units at different ranges, they fight differently. Make sure you refer to the correct range for your attacks. For example, if your unit is making a Main Gunnery attack against an enemy Ship that's 2 sectors away from it, use the third column on your unit's Main Gunnery attack chart entry.

Submarines: Submarines are hard to attack. A unit can only attack an enemy Submarine if it has an ASW attack value or a special ability to do so. You'll notice that ASW attacks are always range 0, so a unit must be in the same sector as a Submarine to attack that Submarine. ASW attacks work like Gunnery attacks.

YOUR FIRST FLEETS

Each **Axis & Allies™ Naval Miniatures** Starter Set contains at least three Axis and three Allied units. However, the two forces are rarely of equal strength in a given Starter Set. To create a fair battle from a Starter Set, compare the costs of your Axis units to those of your Allied units. Use all the miniatures of the side whose cost total is lower. For the other side, set aside miniatures as necessary to get as close as possible to the lower total without going below that total.

If you collect more miniatures, you will be able to build standard-sized fleets. A fleet whose units total 100 points or less is suitable for the standard scenario (see the Rulebook page 33).

EXPANDING THE GAME

When you're ready to use the expanded rules and learn about fleet construction and how to play different scenarios, look at the rulebook.

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