

THE **Axis & Allies** CAMPAIGN GAME
MINIATURES

BATTLE TICKET

GAME DATE - 1943

BATTLE LOCATION: MALAITA

ATTACKER - ~~X~~ JAPAN USA

VS.

POINTS: 50 VS. 50

DEFENDER - ~~X~~ USA JAPAN

COMMAND DECISIONS:



EACH PLAYER CHOOSE 1 OPTION (DEFENDER PICKS FIRST):

- 1. MAP
- 2. MOVE THE OBJECTIVE 2 HEXES ANY DIRECTION INTO COVER
- 3. CHOOSE SIDE
- 4. BOTH SIDES GET 12 POINTS OF REINFORCEMENTS ON TURN 4
- 5. AIR SUPPORT AND DEFENDER PLACES AN AIRFIELD

REFER TO THE BATTLE TICKET RULES FOR CLARIFICATION OF THESE OPTIONS.

ATTACKER POINTS

SOLDIER - 25
WILD - 25

TOTAL - 50

DEFENDER POINTS

SOLDIER - 42
WILD - 8

TOTAL - 50

RULES FOR STANDARD ASSAULT

1. USE STANDARD VICTORY CONDITIONS.
2. UNITS MAY NOT RETREAT OFF THEIR SIDE OF THE MAP.
3. IF THE MAP CONFIGURATION DOESN'T DENOTE THE LOCATION OF THE OBJECTIVE, PLACE IT IN COVER CLOSEST TO THE CENTER.
4. THE JAPANESE SNLF CAPTAIN GAINS THE SPOTTER ABILITY.
5. JAPANESE PLAYERS CAN ARM ZEROS WITH 1 BOMB EACH. BOMBS COST 2 POINTS. FOR BOMBS USE THE SAME STATS AS BOMBS FOR THE AMERICAN CORSAIR.

RULES FOR AIR SUPPORT AND AIRFIELDS:

IF AIR SUPPORT WAS CHOSEN BOTH PLAYERS ROLL 2D6 AT THE BEGINING OF THE FLIGHT PHASE. IF A PLAYERS ROLL IS EQUAL TO OR LESS THAN THE CURRENT TURN NUMBER THEN THAT PLAYER RECIEVES A FREE AIRCRAFT FOR THAT TURN ONLY.

PLAYERS THAT RECIEVE AN AIRFIELD PLACE IT IN THE SETUP AREA. FRIENDLY UNCONTESTED AIRFIELDS AUTOMATICLY REMOVE DISRUPTION FROM AIRCRAFT AND CONTROLLING PLAYERS RECIEVE A -1 TO THEIR AIR SUPPORT ROLLS. IF AN ENEMY UNIT IS ON OR ADJAGENT TO AN AIRFIELD THAT AIRFIELD IS CONSIDERED CONTESTED.

VEHICLES & TROOPS PROHIBITED IN BUILDS:

JAPAN: ALL VEHICLES

USA: PARATROOPERS, M8 GREYHOUND, ALL TANKS AND TANK DESTROYERS.

