

THE **Axis & Allies** CAMPAIGN GAME
MINIATURES

BATTLE TICKET

GAME DATE - 1943

BATTLE LOCATION: SANTA ISABEL

ATTACKER - JAPAN ~~X~~ USA

VS.

POINTS: 50 VS. 50

DEFENDER - USA ~~X~~ 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 - 6
WILD - 44

TOTAL - 50

DEFENDER POINTS

SOLDIER - 29
WILD - 21

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.
6. BOTH PLAYERS CAN BUY OFF-SHORE BOMBARDMENT, COSTS 6 WILD POINTS. ONCE PER GAME, BEFORE THE INITIATIVE PHASE, ROLL A 1D6 AGAINST EACH NON-ADJACENT ENEMY UNIT. IF A 6 IS ROLL AUTOMATICALLY PLACE A FACE UP DISRUPTION MARKER ON THE EFFECTED UNIT.

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 ADJACENT 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.

