

Axis & Allies & Zombies

Game Phases

1. Play a Zombie Card pg.13 (mandatory).

- Draw Top Card of Zombie Deck
- Play Primary Action on Card
- Current Player Plays *Desperate Measures* on card

2. Zombies Attack pg.14 (mandatory).

- Current Player checks their territories for Zombies
- Roll a **Z-Die** for **each Zombie** in a territory
- On a **D** result remove 1 combat unit
- If **Infantry** unit removed, add a new Zombie



3. Zombies Capture Territories pg.14 (mandatory).

- Territories that contain Only Zombies become Zombie Controlled
- Adjust IPC values of Previous Controller / Zombies

Note: Industrial Complexes

Zombies only capture these spaces if
Zombies > IPC value of territory



4. Combat Move pg.15-17

- Units must End movement in a Hostile Space

Unless: Tanks Blitzing pg.17 or pg.30

Sea Units in Amphibious Assault pg.16

Sea Unit Escape pg.16

Attacking Zombies in Friendly Territory

- Enemy Submarine/Transport doesn't block move
- **Air Units** must reserve some Move Value to land in current friendly territory in Non-combat move phase

5. Conduct Combat & Capture Territories pg.18-23

a. Amphibious Assault: resolve each amphibious assault announced during the Combat Move phase.

- 1. Sea Combat:** If enemy defenders present. (hostile sea)
 - If only defending sub/transports, May do sea combat ?
 - Transports Cannot Attack on their own pg.30

Conduct Sea Combat using *General Combat* rules.

- all sea/air units present must participate in the battle.

Note: Each **attacking air unit** can participate in either sea battle or land battle; it cannot do both. (remain in combat until phase 6)

- 2. Shore Bombardment:** If **no** Sea Combat, Battleships may each fire once against enemy territory land units. (≤ 4)

- Infantry Casualties become Zombies, others are removed
- Enemy units do not fire back pg.27

- 3. Land Combat:** If no sea battle or sea zone cleared of all enemy units (but transports and submerged subs) **and** If attacker has surviving land units committed.

Conduct Land Combat using the *General Combat* rules.

Retreats: Keep the attacking overland and seaborne land units separate. *Attacking Seaborne units cannot retreat.*

b. General Combat: pg.19-23 (see back)

1. Place Units on the Battle Board
2. Submarine Surprise Strike/Submerge (sea battles only)
3. Zombies Bite
4. Attacking Units Fire
5. Defending Units Fire
6. Generate Zombies
7. Remove Non-infantry Casualties
8. Press/Cease Attack or Retreat
9. Conclude Combat and Capture Territory



6. Non-Combat Move pg.24

Move Units that did not move in Combat Move phase or participate in combat.

**Air units that Combat moved must land now*

Stranded defending Fighters: May move up 1 space to land on friendly territory/carrier otherwise are destroyed

Land Units: Move into/through any Friendly Territory Including friendly territory with Zombies.

Air Units: Must land in any Territory that was Friendly at the Start of turn (*Appendix A pg.26*)

A Fighter may land in Sea zone with Friendly carrier with available space. Both must end move in same zone.

Sea Unit: Move into/through any Friendly Sea Zone

Submarines: May move through/into hostile sea zones but must end its move when entering a sea zone containing an enemy destroyer.

Transports: May move to friendly coastal territories and load/offload cargo if they did not load, move, offload, or were involved in combat during Combat Move or Conduct Combat phase



7. Purchase New Units pg.25

Purchase units and mobilise them in Territories with eligible industrial complexes and adjacent sea zones.

- Each eligible industrial complex can mobilise only as many units as IPC value of the territory containing it including units mobilised in adjacent sea zones



- Recruitment Centers can only mobilise infantry



- Sea units may mobilise in a hostile sea zone

- Fighters may mobilise on adjacent own powers aircraft carriers

- Land units cannot mobilise on transports

An **Eligible industrial complex** is one that you have controlled since the start of your turn.

- You cannot use industrial complex that you captured this turn.

- You cannot use an industrial complex controlled by a friendly (or enemy) power

8. Collect Income - IPC pg.25 (mandatory).

- Collect IPC indicated by your control marker on the national Production Chart.

- If your powers capital is under an enemy power's control, you cannot collect income.

- A power cannot lend or give IPCs to another power



*** Next Powers turn or Check Victory ***

General Combat pg.19-23

1. Place Units on the Battle Board pg.20

- Place all Battling units in the territory (and zombies) on the Battle board in their appropriate sections.

2. Submarine Surprise Strike/Submerge (sea battles only)

- Attacking and Defending Subs may choose to make a *Surprise Strike* or *Submerge* IF no opposing destroyer

Submerge: Removed sub from the battle board and return it to the game board in the contested sea zone. pg.20
They are removed from the rest of this sea battle.

Surprise Strike: Each attacking submarine rolls one die, scoring a hit on a roll of 2 or less. Then each defending submarine rolls one die, scoring a hit on a roll of 1. pg.20
- Remove all Sea Unit casualties.

* *Transports only can be casualties if there's no other eligible units*

* *Subs cannot hit air units*

* *Subs that 'Surprise Strike' cannot fire again in the same round*

3. Zombies Bite pg.21

If Zombies are present in the battle

- For each Zombie roll a Z-Die

- Each **A** result is an **Attacker** casualty

- Each **D** result is a **Defender** casualty

* *Zombies cannot 'Bite' Air Units (no air casualties allowed)*



4. Attacking Units Fire pg.21

- **Attacker** rolls one die for each attacking unit (not subs that *Surprise Strike/Submerge*)
- Roll for units with same Attack value at the same time
- Unit scores a hit if you roll its Attack value or less.

- **Defender** chooses one defending unit for each hit
- Move chosen defending unit behind the casualty line

* *Air units cannot hit Subs unless friendly Destroyer present*

* *submarines cannot hit air units*

* *Transports only can only be hit if there's no other eligible units*

- Excess hits are assigned to zombie units
- a 6 result is a **Zombie Hit**, remove a zombie if any



5. Defending Units Fire pg.21

- **Defender** rolls one die for each defending unit (not subs that *Surprise Strike/Submerge*)
- Roll for units with same defence value at the same time
- Unit scores a hit if you roll its Defence value or less.

- **Attacker** chooses one attacking unit for each hit
- Move chosen attacking unit behind the casualty line

* *Air units cannot hit Subs unless friendly Destroyer present*

* *submarines cannot hit air units*

* *Transports only can only be hit if there's no other eligible units*

- Excess hits are assigned to zombie units
- a 6 result is a **Zombie Hit**, remove a zombie if any



6. Generate Zombies pg.21

- Remove any infantry units behind the casualty lines
- Replace each with a zombie into the zombie column

7. Remove Non-infantry Casualties pg.21

- Remove from play all remaining units (Attacker, Defender, and Zombie) that are behind the casualty lines

* Take note of any changes that may affect following combat rounds. eg: *destroyer abilities and such*

8. Press/Cease Attack or Retreat pg.22 - Chose -

Press Attack: Continue fighting Combat rounds (2-7) until the Attacker/Defender is Eliminated or Attacker Retreats.

* *Attacking force of just air units may initiate combat against a force of only zombies, but they must retreat after the first round.*

Cease Attack: If **Defender is Eliminated** and there are Zombies still on the board and Attacker has land units they may continue attacking the zombies or cease the combat.

- If **Attacker is Eliminated** the Defender ceases combat even if there are still zombies on the board.

Retreat: The Attacker (not Defender) may retreat if there are enemy units remaining to retreat from.

* *attacker may never retreat from just zombies*

To Retreat: Move all attacking units to a single adjacent friendly space that at least one of the original attacking units moved from. In case of sea units, that space must have been friendly at the start of the turn.

- All land/sea units must retreat together to the same space regardless of where they came from. (land-land sea-sea)

- **Air units** stay, they complete their retreat move during the non-combat Move phase same as a successful battle.

9. Conclude Combat and Capture Territory pg.23

Capture Territory: If you Win combat in an enemy side territory (Axis/Allies) and have units there you take control of it, even if a zombie/s remains. (Place a marker)

* *Sea units cannot capture (Stay at sea)*

* *Air units cannot capture (move out in Non-Combat move)*

Industrial Complexes now belongs to your side. You cannot mobilise new units there until your next turn.

- Adjust the national production levels of both powers

Liberate Territory: If the territory was originally controlled by another power on your side (Axis/Allies):

- The **Original** controller regains the territory, Not you.

- Adjust those power's national production levels.

- Any industrial complex reverts to the original controller

* *If the Original Controller's capital is in enemy hands, you capture the territory instead. Same as normal capture until the original controller's capital is liberated then it is liberated too (back to Original owner).*

Capitals Capture:



Same rules as for Capturing a Territory

In addition: you also collect all unspent IPCs from **Original** controller of the **Captured Capital**.

- Collect IPCs even if own capital is in enemy hands

- If captured by **Zombies**, instead returned IPC to bank

- Original controller cannot collect IPC and purchase new units. *They Skip Phase 7&8 until capital is liberated.*

- You don't collect unspent IPCs from friendly powers if you liberate their capital.

Liberate or Capture Zombie Territory: (partisan)

- Immediately mobilise a **free** infantry unit in the territory.

This infantry belongs to the power that captured/liberated the territory, regardless of the original controller.

Neutral Territories pg.11

* You cannot attack, move through, or fly over these territories



Untill: a **Zombie Outbreak** occurs in them (card effect), Then they are treated like a normal territory except they have No Original controller.

