



THE GAME

Rocketmen™: *Axis of Evil* is a fast and furious game of spaceship combat between two or more players, who battle for the resources of an asteroid belt and ultimately for the fate of the entire solar system. Players collect ships and crew to build customizable fleets, and then they gather resources during the game to add more ships to their fleets. These rules describe the two-player version of the game; optional rules can be found online at www.wizkidsgames.com.

Game Pack Contents

Each Game Pack contains 6 plastic styrene cards (2 ship cards and 2 base cards, or 1 ship card and 1 Fighter squadron and their base cards; 1 crew card; and 1 resource card), 2 cardboard ship data cards, 1 cardboard asteroid, 1 six-sided die (d6), and these rules.

Winning the Game

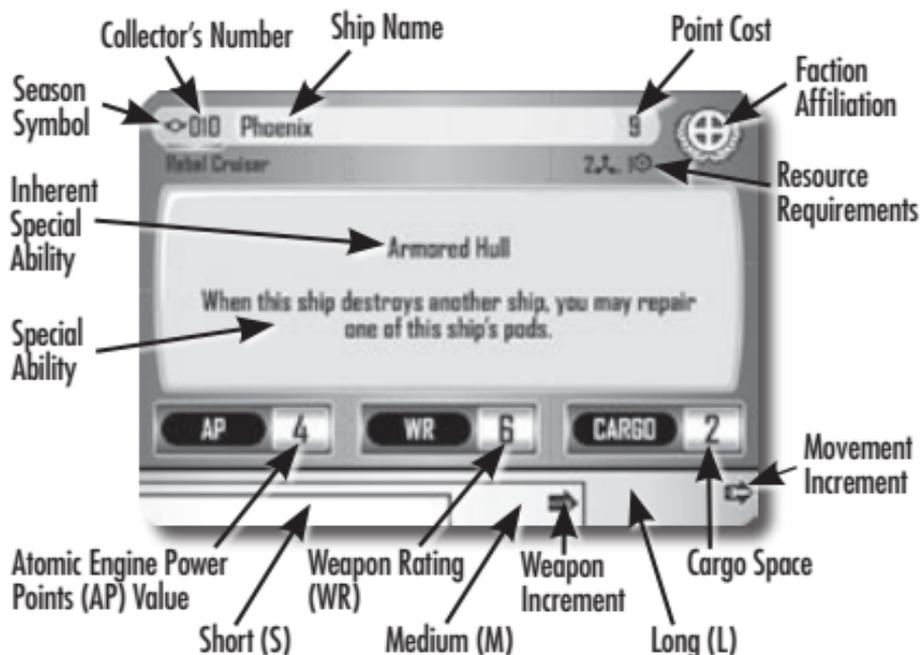
The first player to capture his or her opponent's home base, or to destroy all of the ships in his or her opponent's active fleet, wins.

SHIPS

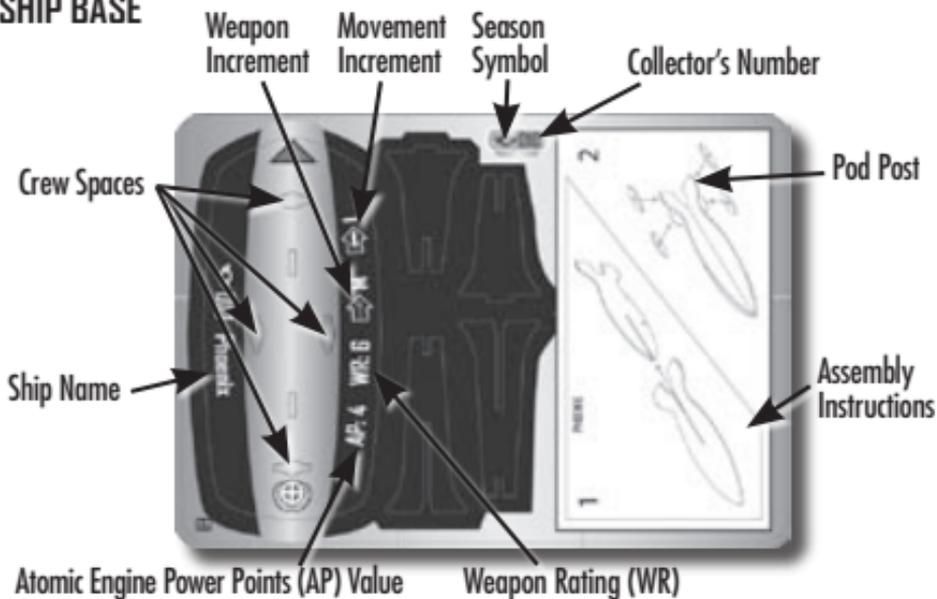
Each ship is composed of the pieces used to construct the ship itself and the ship's base and stand. Carefully punch out the ship's pieces one at a time and construct it by following the assembly instructions printed on its base card. Ship pieces can be inserted back into their cards for storage in trading card sleeves. After punching out pieces, some thin plastic pegs might remain attached to the card. Break off these pegs if they interfere with reinserting the ship pieces after play.

All the information needed to play a ship is printed on its data card and base.

SHIP DATA CARD



SHIP BASE



SHIP TYPES

Rocketmen: *Axis of Evil* introduces four ship types: Fighters, Rocketships, Cruisers, and Space Stations. Each type has an inherent special ability. The name of this inherent special ability is printed on the ship's data card, and the rule for it appears beneath the description of the ship's type, below. A ship may also have an additional special ability (see "Special Abilities," p. 6).

Fighters

Fighters are small ships that come in squadrons of two or more ships. A squadron's special ability applies to each Fighter in the squadron. Fighters have the Evasive Maneuvers inherent special ability.

Evasive Maneuvers. Once per turn when this ship is the target of a successful attack, you may roll two d6. On a combined result of 7 or higher, the attack fails instead.

Once a Fighter has used Evasive Maneuvers on a turn, tilt it on its base to remind you that it cannot use that inherent special ability again that turn. At the beginning of your next turn, return the ship to its normal position.

Rocketships

Rocketships are the foundation of your fleet. Rocketships have the Extended Range inherent special ability.

Extended Range. When this ship attacks, it may spend 1 AP to extend its weapon increment by one for that attack. For each increment by which the attack is extended, this ship gets +1 to its weapon rating for that attack.

For example, if a ship has a weapon increment of M, when attacking you could spend 1 AP to extend its weapon increment to 2M, 2 AP to extend its weapon increment to 3M, and so on.

Cruisers

Cruisers are the heavy capital ships of your fleet. Cruisers have the Armored Hull inherent special ability.

Armored Hull. When this ship is attacked, the attacker gets +1 to its weapon rating for that attack.

Space Stations

A Space Station is a large, immovable, and heavily defended ship that you can use as a home base instead of an asteroid (see "Setup," p. 8). A Space Station has the qualities of both a ship and a home base, so follow the rules for both, as they apply. Space Stations have the Base Defense inherent ability.

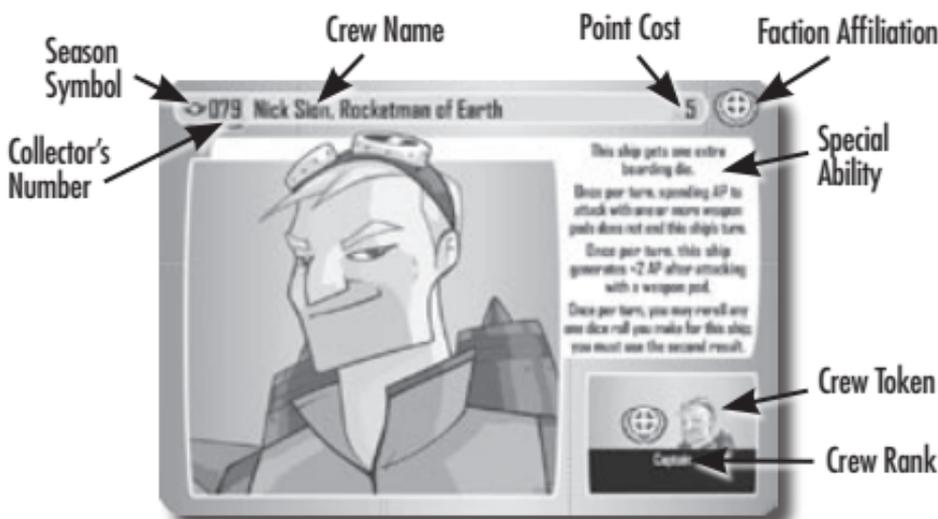
Base Defense. Each time this ship is the target of a successful attack, you may roll two d6. On a combined result of 9 or higher, the attack fails instead.

CREW

Using crew in the game is optional; that is, you may build a fleet composed only of ships. Using crew, however, provides additional special abilities to the ships to which they are assigned, and they also help their ships during boarding maneuvers (see "Boarding," p. 14).

Each crew card contains one or more paddle-shaped representations (called tokens) of the crew on that card, which you punch out and insert into a ship's base. A crew card also doubles as its data card, and it is printed with all the information you need to play that crew.

CREW DATA CARD



IMPORTANT GAME CONCEPTS

Here are some general game concepts important to the **Rocketmen** rules.

ATOMIC ENGINE POWER POINTS (AP)

Each turn, each ship in your active fleet (see “Build Your Fleet,” p. 7) generates a number of AP equal to its AP value. How you choose to spend your ship’s AP determines what your ship does each turn.

Once a ship spends at least 1 AP on your turn, you must finish spending that ship’s AP before another ship in your active fleet may spend AP. You do not have to spend all the AP that a ship generates each turn. Unspent AP do not accumulate from turn to turn. AP cannot be transferred between ships.

AUTOMATIC EFFECTS

An automatic effect occurs immediately, according to the rule or special ability that triggered it. An automatic effect requires no AP.

COALITIONS

There are two **Rocketmen** coalitions: the Alliance of Free Planets and the Axis of Evil. Some game effects depend on which coalition a ship or crew is affiliated with. From season to season, the factions affiliated with a particular coalition may change, and the rules for each season will list which factions are currently affiliated with which coalition. The following faction-coalition affiliations are in effect with the **Rocketmen: Axis of Evil** season:

- **Alliance of Free Planets:** Mercury ♀, Rebels ⊕, and Venus ♀
- **Axis of Evil:** Legion of Terra ☼ and Mars ♂

CONTROLLER

The player whose fleet a ship belongs to is the ship’s controller.

FRIENDLY AND OPPOSING

Friendly ships and crew are those in your active fleet that you control in the game. Opposing ships and crew are those in the active fleet of your opponent that he or she controls in the game.

MEASURING INCREMENTS

When measuring distances for moving or attacking, use the lengths (called increments) printed on each ship data card (S=short, M=medium, L=long). When moving, measure from the front of the ship's base. When attacking another ship, measure from any part of the attacker's base to any part of the target's base. You can measure distance at any time.

OBJECTS

An object is any game piece in the play area (e.g., an asteroid, a ship, a home base, a microid, etc.), excluding dice. When any part of two or more objects are touching, they are in contact. Space Stations and asteroids are large objects. All other objects are small objects.

Destroying objects. When a game effect "destroys" a game piece, remove that game piece from the play area. Unless a rule or special ability says otherwise, that game piece cannot be used again in the current game.

RESOURCES

There are three resource types: Titanium , Newtonium , and Carbon-7 . A resource not on an asteroid or a ship is called a microid. You use resources to add reserve ships to your active fleet.

RULE OF 2 AND 12

When making an attack roll, a natural 12 (two 6s on two d6) always succeeds, and a natural 2 (two 1s on two d6) always fails. Damage dealt from a natural 12 attack roll cannot be prevented by any means. The Rule of 2 and 12 is never superseded by any game rule or special ability.

SPECIAL ABILITIES

Special abilities, printed on ship and crew data cards, allow ships and crew to have special effects on the game. Special abilities are exceptions to all game rules — except the Rule of 2 and 12.

URNS

When a rule or special ability says "once per turn," it means only on one of your turns, unless specifically noted otherwise.

BUILD YOUR FLEET

Each ship and crew has a point cost associated with it. Players create active fleets using a combination of ships and crew whose combined point costs total 30 or fewer points. Players may build fleets using ships affiliated with different coalitions.

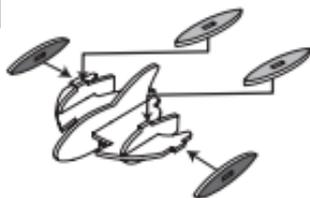
Reserve fleet. Each player may also create a reserve fleet using a combination of ships and crew whose point costs total 30 or fewer points. This reserve fleet remains out of the play area until the proper resources are collected to bring them into the game as part of the active fleet. A reserve fleet doesn't have to be brought into play all at once.

ASSIGN PODS TO SHIPS

Each ship must be assigned a number of pods equal to its number of pod posts. Once you choose which pods you will assign to your ship, insert them onto the ship's pod posts. **Rocketmen:** *Axis of Evil* introduces two pod types: Arc Laser and Shield.

Arc Laser (weapon). An Arc Laser weapon pod allows a ship to attack other ships. If a ship doesn't have at least one weapon pod, it cannot attack.

Shield (defense). A Shield pod helps a ship avoid being dealt damage from attacks. An attacker gets +1 to its weapon rating for each Shield pod assigned to its target. In addition, Shields help a ship prevent most collision damage (see "Collisions," p. 13) and from being boarded.



Assign pods to each of your ships.

ASSIGN CREW

A ship may be assigned crew up to its number of crew spaces. In order to be assigned to a ship, a crew must share that ship's faction affiliation. A ship with no faction affiliation may be assigned any crew. Assign a crew to one of your ships by inserting its token into the base of the ship. Crew may use their special abilities only on ships to which they are assigned.

Rank. Each crew token is printed with a rank describing the kinds of special abilities that crew possesses. Crew that share one or more ranks may not be assigned to the same ship.

Venusian Foreign Legion. Crew from the Venusian Foreign Legion faction (♃) may be assigned to any ship that is affiliated with the same coalition as Venus.

Unassigned crew. You may place a crew token on an asteroid home base (see “Setup,” below) instead of on a ship. That crew is unassigned and cannot use its special abilities, though it can help repel boarding waves.

Transferring crew. If one of your ships is docked with another one of your ships (or home base), crew may automatically transfer between them, within the limit of each ship’s available crew spaces. When a crew transfers to a ship, it is assigned to that ship. When a crew transfers to an asteroid home base, it is unassigned.

SETUP

Find a flat play area about 3-feet by 3-feet square. Each player chooses a side of the play area directly opposite the other. Punch out three asteroids from their cards. If you don’t have enough asteroids, use similarly sized objects to represent them.

Contribute resources. Each player brings three of each type of resource (three Titanium, three Newtonium, and three Carbon-7) plus one starting resource of his or her choice. Place 18 resources (all resources except each player’s starting resource) face down into a pile and randomize them.

Determine the first player. Each player rolls two d6. The player with the highest result is the first player. The other player is the second player. Reroll ties.

Place the rogue asteroid. The first player places an asteroid in the center of the play area. This asteroid is called the rogue asteroid.

Scatter resources. The first player randomly chooses six resources from the pile and drops them from a height of 1 foot directly over the rogue asteroid. If any resource leaves the play area, destroy it. Place any resource that lands in contact with the rogue asteroid face down on the rogue asteroid. Players look at any face-up resources, and then the second player turns them all face down where they landed.

The second player then randomly chooses six resources from the pile and scatters them just as the first player did. Players look at any face-up resources, and then the first player turns them all face down where they landed.

Place the remaining six unscattered resources face down on the rogue asteroid.

Microids. When play begins, any resource not on the rogue asteroid or a home base is called a microid. Ships interact with microids as described in these rules.

Place your home base. Each player then places one of the two remaining two asteroids in the middle of the play area in front of him or her, one L increment from his or her edge of the play area; the asteroid nearest a player is that player's home base. Each player then places his or her starting resource face down on his or her home base.

Place your active fleet. Place each ship in your active fleet so that each is touching your home base; no part of the ships may overlap.

SPACE STATIONS AS HOME BASES

Space Stations may be purchased as part of your active or reserve fleet. If a Space Station is purchased as part of your active fleet, place it instead of an asteroid as your home base. If a Space Station comes into play from your reserve fleet, remove your asteroid home base from the play area and put the Space Station in its place. Any ship that was docked at the asteroid home base is automatically docked at the Space Station. All crew and resources on the asteroid home base are automatically transferred to the Space Station. You may assign those crew to the Space Station, up to its crew space limit. Any other crew are unassigned crew.

PLAY THE GAME

Rocketmen is played in a series of alternating turns, with the first player taking the first turn. On each of your turns, each of your ships may perform the following tasks: maneuvering, attacking, and mining. The only limit to how much one of your ships can do per turn is the number of AP it has available to it.

Once all of the first player's ships have had a chance to use their AP, it becomes the turn of the second player.

MANEUVERING

There are four basic ways to maneuver a ship: move, rotate, avoid, and dock. A ship may combine these maneuvers in any order.

Move

For each 1 AP a ship spends, it can move one increment equal to its movement increment (the increment on its ship data card printed with the ➡ symbol). The ship may move in a straight line only in the direction it is facing (indicated by the red ▲ symbol on its base). Measure movement from the front of the ship's base.

Rotate

Spend 1 AP to orient the front of a ship in a new direction. It costs 0 AP to rotate a docked ship.

Avoid

If a ship's move would cause any part of it to come into contact with an object, the ship may spend 1 AP to continue the ship's movement increment through the object without consequence. If the ship is still in contact with the object after that movement increment, it may continue spending 1 AP (in addition to the 1 AP spent to move) for each movement increment during which it is in contact with the object.

If a ship does not, or is unable to, avoid an object (or dock at it; see "Dock," below), its movement ends when it comes into contact with the object, and a collision occurs (see "Collisions," p. 13).

Dock

When a ship comes into contact with an object, it may spend 1 AP to dock at the object. If you do not dock a ship at an object (or avoid it) on the turn the ship comes into contact with that object, a collision occurs.

You cannot dock at an opposing ship if it has any Shield pods. Docked ships cannot attack each other. See "Mining" (p. 12) and "Boarding" (p. 14) for information on how to use docking in the game.

ATTACKING

A ship that uses a weapon pod to attack another ship is the attacker; the ship being attacked is the target. You may not attack a ship you control.

You must spend 1 AP for each weapon pod you choose to attack with. Each weapon pod can attack only once per turn.

Once a ship spends AP to attack with one or more of its weapon pods, its turn ends when it stops spending AP to attack.

Weapon Range

A ship can attack in any direction, at a range equal to or less than its weapon increment (the increment on its ship data card printed with the \Rightarrow symbol). Measure weapon range in a straight line from any point on the attacker's base to any point on the target's base.

Blocked attacks. When you measure weapon range, if the attack passes through a large object, the attack is blocked and cannot be made.

Weapon Ratings and Attack Rolls

To attack, roll two d6 (this is called the attack roll). The combined result of the attack roll must equal or exceed the attacker's weapon rating in order to succeed.

Make an attack roll for each weapon pod used to attack, remembering to factor in any modifiers granted by these rules or a special ability. Apply any damage to the target before it is attacked again.

For example, a Rocketship with a weapon rating of 7 attacks a ship with two Shield pods. The attacker is too far away, so it must spend 1 AP to extend its weapon increment by one. The attacker gets the following modifiers to its weapon rating: +1 for each of the target's Shield pods and +1 for extending its weapon increment by one. Now the attacker's weapon rating is 10 ($7 + 1 + 1 + 1 = 10$), and that attack roll must equal or exceed 10 in order to succeed.

Damaging Ships

Each attack that succeeds against a target deals 1 damage, which destroys one of the target's pods, chosen by the target's controller. The target's controller chooses one pod and removes it from the game. If a ship has no pods, it is destroyed when an attack succeeds against it, as are any resources or crew aboard it.

Rolling doubles on the attack roll. If a successful attack roll comes up doubles (two 6s, two 5s, etc.) against a target with no Shield pods, the attack also destroys one of the target's crew, chosen by the target's controller.

MINING

You gain resources by mining them from the rogue asteroid or by loading microids, and then bringing them back to your home base. Each resource aboard a ship takes up one cargo space.

Mining the Rogue Asteroid

If one of your ships is docked with the rogue asteroid at the beginning of your turn, it may automatically mine the asteroid; it may do nothing else that turn.

Mining roll. Roll one d6 for each available cargo space. Roll each die separately, and resolve one mining roll before resolving the next; the result of the mining roll is called the mining result.

On a mining result of 1–3, you randomly choose that number of resources from the asteroid, look at them, and then load them face-down on your ship's data card, up to the limit of the ship's cargo space. On a mining result of 4–6, you don't mine any resources for that die. In addition, on a result of 6, you must also randomly destroy one resource on the asteroid.

Mining Microids

If your ship is docked with a microid, and you have available cargo space, you can spend 1 AP to load it. A ship is no longer docked with a microid after it loads it.

If other microids are in contact with the microid you load, you may load as many of them as your ship has available cargo spaces.

Unloading Resources on Your Home Base

Dock your ship with your home base and spend 1 AP to unload all resources onto it.

BRINGING RESERVE SHIPS INTO PLAY

If you've unloaded enough resources on your home base, you may use them to bring ships in your reserve fleet into play.

Each ship has specific resource requirements printed on its data card. If a ship is in your reserve fleet, those are the resources required to make that ship part of your active fleet. Once you have resources on your home base equal to

a reserve ship's resource requirements, you may put the ship into play docked at your home base by destroying those resources.

Before a reserve ship comes into play, you may assign reserve crew to that ship, up to the ship's crew space limit. You must also assign pods to the ship, up to its pod post limit. A reserve ship cannot spend AP the turn it comes into play.

ADVANCED MANEUVERS

COLLISIONS

If a ship comes into contact with an object and does not avoid it or dock at it, a collision occurs, and the ship's movement ends for the turn. If your ship would collide with more than one object simultaneously, you choose which one it collides with.

Collisions and Shield pods. A ship with at least one Shield pod is not damaged by collisions with small objects; however, see "Large Object Collisions," p. 14.

Microid Collisions

If a ship without a Shield pod collides with a microid, the ship is dealt 1 damage.

Ship Collisions

When ships (not including Space Stations) collide, the ship that moved and caused the collision is the attacker; the other ship is the target. A collision between two ships may damage both ships simultaneously:

- If the target doesn't have at least one Shield pod, the attacker's controller rolls two d6. On a combined result of 7 or higher, the controller has two options: 1) Deal 1 damage to the target or 2) choose and destroy a pod from the attacker to deal 2 damage to the target.
- If the attacker doesn't have at least one Shield pod, the target's controller rolls two d6. On a combined result of 7 or higher, deal 1 damage to the attacker.

If neither ship is destroyed after the collision resolves, and the target has no Shield pods, the ships automatically become docked.

Large Object Collisions

When an attacker collides with a large object (including Space Stations), it is dealt 2 damage. If the attacker is not destroyed by the collision, it automatically becomes docked with the large object.

BOARDING

If a ship becomes docked with another ship or a home base, it can spend 1 AP to board that ship or home base. The ship spending the AP to board is the attacker, and the ship or home base being boarded is the target.

A ship involved in a boarding maneuver can do nothing else, and it may not voluntarily end the boarding maneuver. It may be attacked by ships not involved in a boarding maneuver. Once a ship wins a boarding maneuver, it may spend its AP that turn as normal.

Boarding waves. Boarding maneuvers may consist of several waves occurring over several turns, with each wave lasting one turn and involving the rolling of multiple dice.

Boarding Ships

Resolve a boarding wave between ships (including Space Stations) using the following steps, in order:

1. The attacker's and target's controllers determine the number of boarding dice each of their ships get:
 - a. One for the ship
 - b. One for each of the ship's pods
 - c. One for each of the ship's crew (assigned and unassigned)
 - d. Per applicable ship or crew special abilities
2. Both players roll their boarding dice simultaneously.
3. Each player chooses the die he or she rolled that achieved the highest result, and then they compare those against each other. The player with the lower die result chooses and destroys one of his or her ship's pods or crew. If that ship then has no pods or crew, the boarding maneuver ends, and that ship is captured (see "Capturing," p. 15). If two compared dice are tied, no pods or crew are destroyed for that comparison.

4. If both players rolled more than one die, repeat Step 3 for each next highest die result, until one player has no more dice to compare or one player's ship is captured. The ship that isn't captured wins the boarding maneuver.
5. If both ships have pods or crew remaining after Steps 1–4 resolve, the attacker must spend 1 AP each turn to repeat Steps 1–4, until one ship is captured.

Boarding Asteroid Home Bases

For boarding waves involving an asteroid home base, use the steps above, with the following exceptions:

- When determining boarding dice (Step 1), an asteroid home base gets four base boarding dice, plus one additional boarding die for each unassigned crew on it.
- When comparing boarding dice (Step 3), for each lower result of the asteroid home base, its controller either chooses and destroys one crew or permanently removes one base boarding die from that boarding maneuver.
- If more than one boarding wave is necessary (Step 5), recalculate boarding dice for the asteroid home base at the beginning of each wave, taking into account destroyed crew and/or removed base boarding dice.
- The asteroid home base is captured when it has no crew and no base boarding dice.

Capturing

Automatically destroy all crew on a captured ship. The attacker may automatically load resources from the captured ship, up to its available cargo space. If you don't choose to salvage the captured ship (see "Salvaging," below), destroy it.

Salvaging

If you don't destroy it, a captured ship becomes a salvaged ship; the ship that captured it is the capturer. Remove the salvaged ship from the play area and place its data card beneath the capturer's data card; if the salvaged ship is a Fighter, use its base card instead. After a ship becomes a capturer, it may not load any resources until it unloads the salvaged ship at its home base.

When a capturer docks with its home base, the salvaged ship is automatically unloaded; place its data card next to your home base. When you spend resources to build a ship in your reserve fleet, an unloaded salvaged ship can count as any one resource listed as a resource requirement on its data card. If you use the salvaged ship as a resource, destroy it.

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