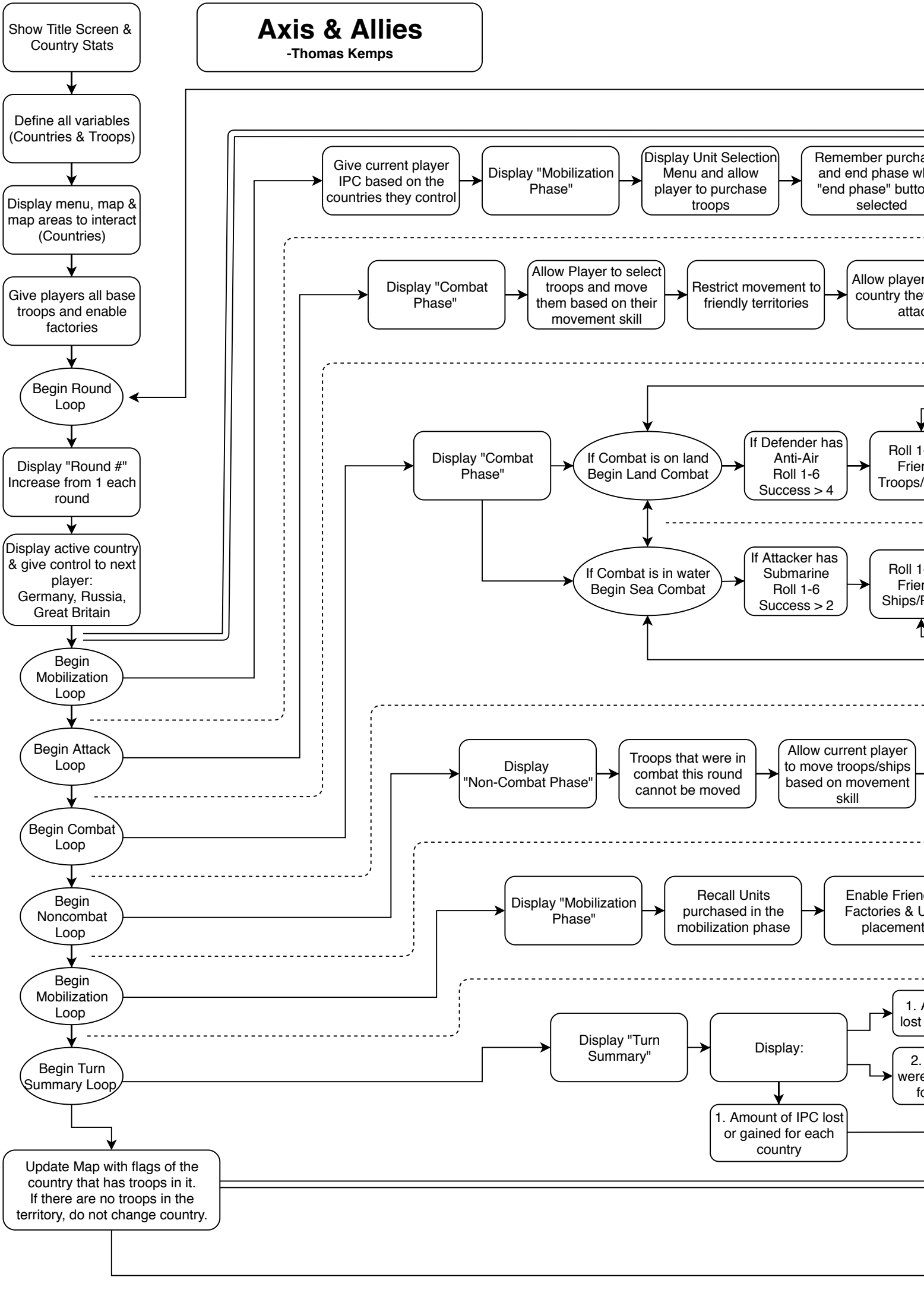
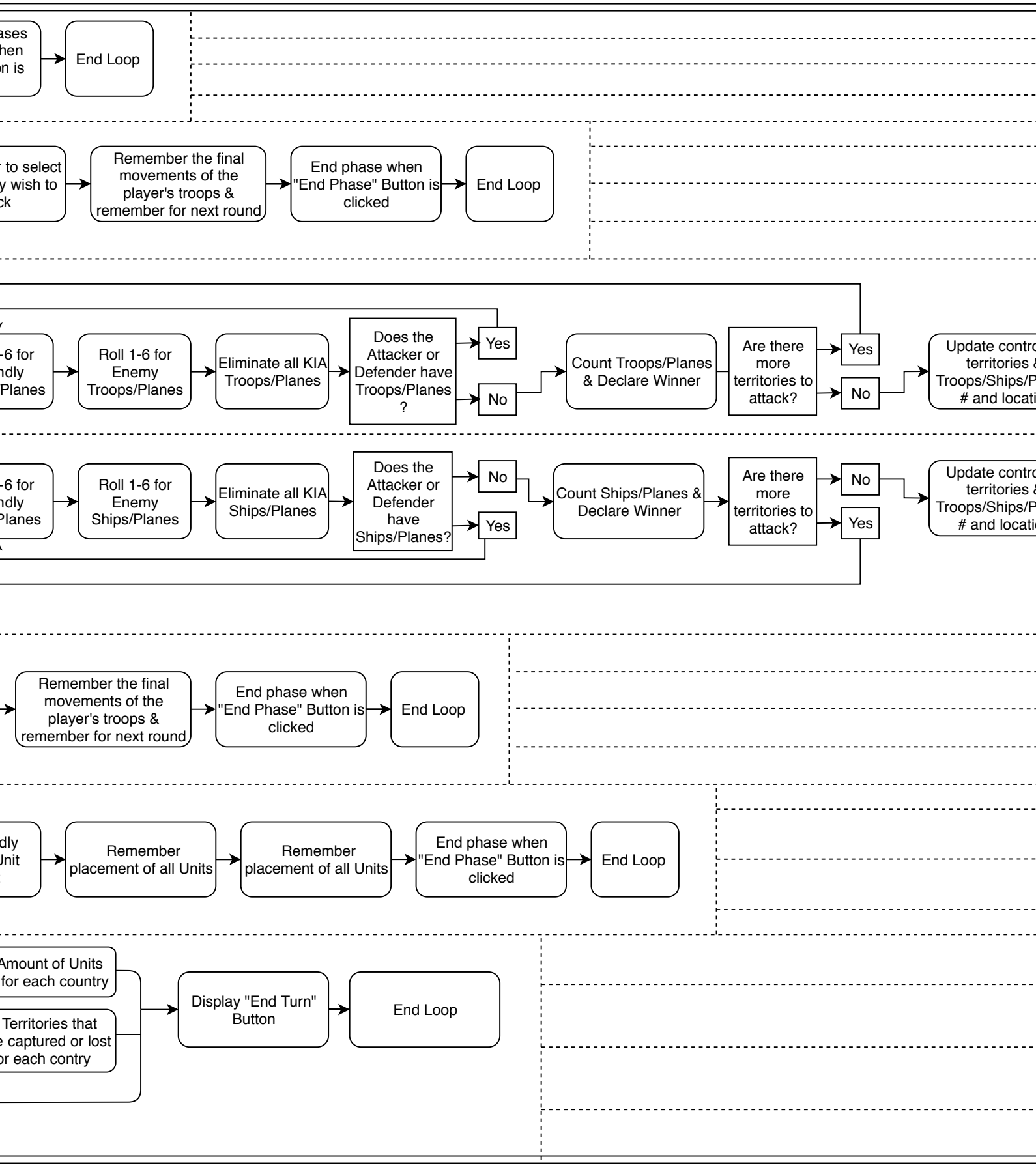
Axis & Allies

-Thomas Kemps

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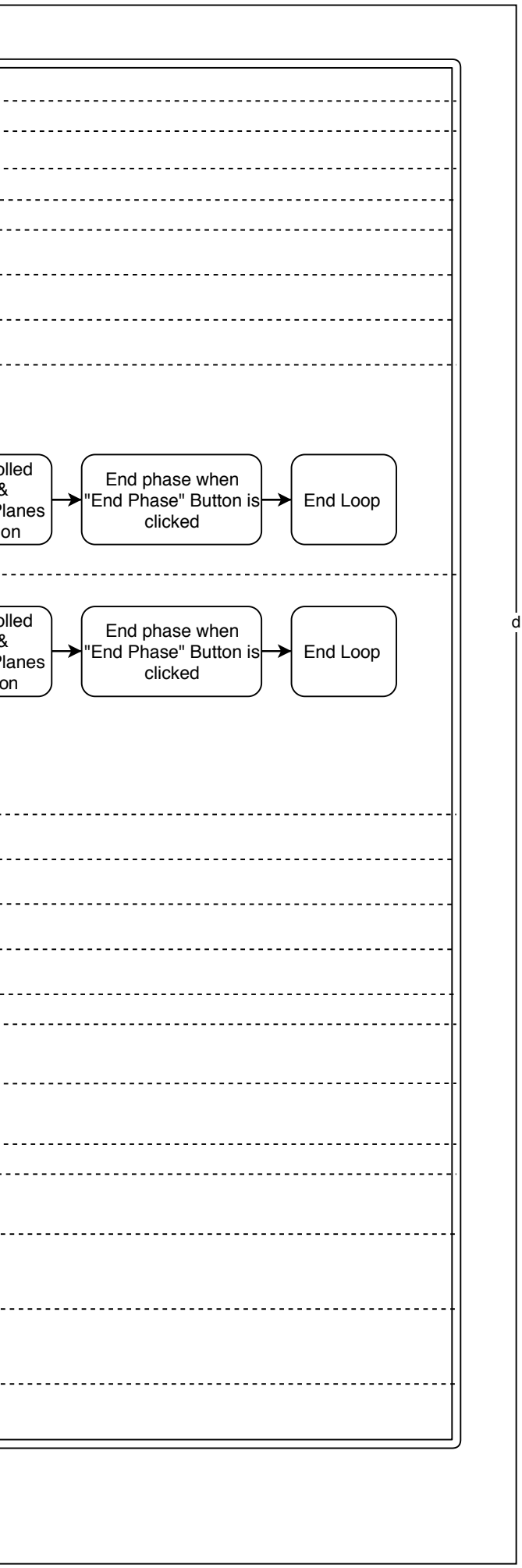
n is
End Loop
to select
y wish to
ck
Remember the final movements of the player's troops & remember for next round
End phase when "End Phase" Button is clicked
End Loop
-6 for
ndly
Planes
Roll 1-6 for Enemy Troops/Planes
Eliminate all KIA Troops/Planes
Does the Attacker or Defender have Troops/Planes ?
Yes
No
Count Troops/Planes & Declare Winner
Are there more territories to attack?
Yes
No
Update contro
territories &
Troops/Ships/P
and locati
-6 for
ndly
Planes
Roll 1-6 for Enemy Ships/Planes
Eliminate all KIA Ships/Planes
Does the Attacker or Defender have Ships/Planes?
No
Yes
Count Ships/Planes & Declare Winner
Are there more territories to attack?
No
Yes
Update contro
territories &
Troops/Ships/P
and locati
Remember the final movements of the player's troops & remember for next round
End phase when "End Phase" Button is clicked
End Loop
dly
Unit
Remember placement of all Units
Remember placement of all Units
End phase when "End Phase" Button is clicked
End Loop
Amount of Units
for each country
Territories that
e captured or lost
or each contry
Display "End Turn" Button
End Loop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&
Planes
on
End phase when "End Phase" Button is clicked
End Loop
olled
&
Planes
on
End phase when "End Phase" Button is clicked
End Loop