

**EASTERN FRONT
1941-1945**

Axis & Allies[®]

MINIATURES

**EARLY WAR
1939-1941**

MINIATURES BATTLEFEST RULES 2011

These are the rules for the Axis & Allies Miniatures Battlefest with no other expanded rules being used other than what is listed below. All clarifications for game play from Avalon Hill site are in effect as well:

Army Rules:

- One must bring a 500 point Axis & 500 point allied army to the table but will only play one of them. If for whatever reason there would only be two players on one side, those 2 players would have to make up the difference for the remaining 500 points in like nationality units. Extra time will be given to the team to assemble the additional 500 points, if need be.
- Maps: 3" maps to be selected randomly by judge before event. Total of 6 maps will be used.
- 1,500 pt. Army for both sides, Axis and Allies. Each side may have 3 players each providing a 500 pt. army of the same side. No mixed armies of allies and axis units per side.
- 10 like units limit including obstacles.
- NO platoons or single nation bonus.
- Revised (updated cards) required. If a card has been revised (has a service bar), only the latest version of that card may be used.
- Stacking: Only 3 units per hex per army. Only one of these six units can be a vehicle. Stacking limit applies at the end of each unit's movement. There is no over stacking. In case of unloading causing an over stacked situation, the unloading unit displaces one hex into a non-enemy occupied hex.
- One (!) hero per every 250 points in an army.
- A minimum of 200 points of your 500 pts army shall be 5 units or less. (that means big, large tanks)

If any one has trouble obtaining the new cards or accessing the rules clarifications prior to tourney play, this information will be gone over and given out before tournament play begins, but is in effect for play.

Determining Sides:

Unless there is a strong objection (i.e. someone has traveled a long distance to play others they normally don't play and end up getting paired against their buddies) sides will be determined randomly by dice rolls. Each player will roll two dice, the highest three will be the Allies and the lowest three the Axis. Ties are re-rolled until sides are determined.

Determining Who Goes First:

All 6 Players Roll Dice: (with initiative bonus): high roll picks whether to go first or defer to another spot in the order. Then all others highest to lowest choose their position (spot) in game play order. Once an order of play has been established, each player goes in order of their selected spot (1st through 6th) (Ex. All roll for initiative. Highest winner chooses 1st and goes first. Second highest choose to defer to third, so then third highest roll chooses the 4th slot. Then 4th highest takes spot number 2 still left available. Then 5th and 6th fall in line to round out the initiatives. Once the order for that round has been selected that is the order in which each player will go for that round. All successive rounds will be determined in the same manner by re-rolling for initiative.

Game Duration: 3 hour limit with no round limit. There will be no objectives except to kill your opponents. During game play, each player must keep track of who kills what for final victory tally on that team.

Victory Conditions: The team that has killed the most units/points goes the Spoils and the player on the winning side with the most Kills will Be claimed the victor. Team Tiebreakers: (for 1st, 2nd and 3rd place):

1. Most Units Killed.
2. Most points Killed
3. Largest Unit Killed
4. Most plane points that survive



Army Errors: If after the first roll of the dice or at any time during game play, one side or the other has realized that there is an error in the amount of units and/or points allocated to ones army, that army will be left as is. So is life in war. War is not fair so, making sure your armies are legal before play begins is critical. The judge will have all final decisions on all rulings.

ENJOY & HAVE FUN!