

**EASTERN FRONT  
1941-1945**

# Axis & Allies<sup>®</sup>

MINIATURES

**EARLY WAR  
1939-1941**

## TOURNAMENT RULES 2011

This Axis & Allies Mini's tournament will be a Swiss Qualifying Formatted tournament with no other expanded rules being used other than what is listed below. Each qualifying round, all players will play each other once depending on how many are in each qualifying round and the top players will advance to the semi-finals and finals on Saturday and Sunday. All clarifications from Avalon Hill site are in effect:

### Army Rules:

- a. Maps: 3" maps, different configuration each round, no repeats
- b. 200 pts. Army (only one army either Axis or Allies). 20 –units limit including obstacles.
- c. NO platoons or single nation bonus.
- d. Revised (updated cards) required. If a card has been revised (has a service bar), only the latest version of that card may be used.
- e. 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.
- f. One (1) hero per army.
- g. Due to time constraints, there is a limit of 20 dice per person at the table and the Ammo Dump unit is prohibited.
- h. And to clarify, no other expanded rules being used other than what is listed below. (i.e. no overwatch, grazing fire, etc.)

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.

### Starting the Game:

Players Roll Dice: (with initiative bonus): high roll picks side, and then chooses one:

- a. Set up first and have initiative on first turn or
- b. Set up second and give initiative on first turn to opponent

**Game Duration:** 1 hour limit per game; if time limit is reached during play, play ends at the end of turn in progress. Victory is determined as if that turn were turn 10.

### Victory Conditions:

Turn 7-control of objective Zone, after that, sudden death – if one player has control of objective at end of turn 8, 9 or 10, that player wins. If both players control on turn 10:



### Tiebreakers:

1. Most point in objective zone.
2. Most points remaining on the board.
3. Most enemy points killed
4. Coin Flip



**Dice Rolling:** Because dice are part of this game, using your own dice for rolling is permitted; however, you must let your opponent use any dice you bring to the table. If any complaints about dice rolling occur during play, a judge's decision will be made on each game individually. Slow play or stalling is prohibited and reporting such play is encouraged. If stalling is encountered, it may result in disqualification as determined by the judge.....Have fun and enjoy!