

**EASTERN FRONT  
1941-1945**

# Axis & Allies<sup>®</sup>

MINIATURES

**EARLY WAR  
1939-1941**

## LEAGUE RULES GEN CON 2011

This Axis & Allies Mini's LEAGUE will be a Swiss Qualifying Formatted event with no other expanded rules being used other than what is listed below. Each player will receive: **1 starter box and 2 boosters** to create your army. You may trade with others in the LEAGUE only and you may NOT use outside pieces for this event. All armies must be registered with the Judges to be made legal.

All players will play all others in the league at least once. At the end of the 2 days, the top 4 players with the best overall record will playoff in a SE round to determine the over LEAGUE winner. All clarifications from Avalon Hill site are in effect:

### Army Rules:

- Maps: 3" maps, Judges will give you maps to use for the LEAGUE play.
- 100 pts. Army (only one army either Axis or Allies).
- NO platoons or single nation bonus.
- Must use cards out of the box from which the mini came from.
- 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 (1) hero per army.
- Due to time constraints, there is a limit of 20 dice per person at the table and the Ammo Dump unit is prohibited.
- And to clarify, no other expanded rules being used other than what is listed below. (i.e. no overwatch, grazing fire, etc.)

### Starting the Game:

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

- Set up first and have initiative on first turn or
- 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:

- Most point in objective zone.
- Most points remaining on the board.
- Most enemy points killed
- 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!