

Axis & Allies® Spring Gathering XI

EVENT SCHEDULE LISTING, updated 2-26-2013



Listed below are the SCHEDULED events that will be run at the **Spring Gathering XI**. Please Note: If a particular event is NOT listed, that does NOT mean that particular game will not be played and/or additional games of the same will NOT be played as well, just that pre-registration for that event or more of the same type of games were not included in the event listings. ***(Please note, all event times and listings are subject to change based on volunteer scheduling and player registration!)***

Casual Play Events

Casual play events are events that one may sign up to schedule an opponent at a given time. This is not guaranteed. Also, the particular event number may fill up. If this happens you will be notified and a pick up a game would be the next alternative.

Event #-Game

☐ 01-Global 1942: 9 am. (6 total slots available)

This registration is for a casual game of AA Global 1942, Alpha +3 Rules. This event will run All day. New Larry Harris 1942 game start. Rules provided. Please bring copy of games.

☐ 02-Global 1940: 8:30 am. (6 total slots available)

This registration is for a casual game of AA Global 1940, Alpha +3 Rules. This event will run All day. Please bring copy of games.

☐ 03-AA 1914: 10am & 2pm (8 total slots available for either event time)

This registration is for the NEW Axis & Allies 1914 WWI version of the game.

☐ 04-AA50: 9am.

This registration is for a casual game of AA50. Game Board will be provided but must have experience playing AA50.

☐ 05-NON-AA: 10am. (start time – runs all day)

This registration is for all casual games of Non-AA types (i.e. **Settlers, Game of Thrones, Revolution, 7 Wonders, Lord's of Waterdeep**, etc.) Games may start any time after 8:00am. Bring the game(s) you like to play. This event is for everyone especially for the wives of the avid AA fan that doesn't particularly like playing AA. Please specify which game and what time you would like to play and we will find you an opponent!

☐ 06-Commanders & Tactics: 12pm-5pm (5 slots available)

This registration is for, Greg Smorey's, low-luck card driven WWII game that takes place in the Northwestern Hemisphere of the world during WWII. This game is currently being designed and this event is a playtest session. Rules will be given at event.



Axis & Allies® Spring Gathering XI

Events Page #2 Awards will be provided to the winner of all the games listed below:
(pre-registration strongly suggested.)

- **07-Angels 20: “Battle of Britain” Bomber Escort Scenario. 9am.** (4 total slots available)
This registration is for the new Angels 20 Miniatures, Bomber Escort Scenario based official rulebook rules for the same. Bring your own Angels 20 Miniatures for both sides. *(Up to 150 pts. of Axis planes and 210 pts. of Allied planes)*. German Ju 88's Bombers will be provided. Rules explained at event.
- **08-Angels 20: “Battle for Berlin” Bomber Escort Scenario: 12pm.** (4 total slots available)
This registration is for the new Angels 20 Miniatures, Bomber Escort Scenario based official rulebook rules for the same. Bring your own Angels 20 Miniatures for both sides. *(Up to 255 pts. of Axis planes and 175 pts. of Allied planes)*. US B-17 Bombers will be provided. Rules explained at event.
- **09-AA 1942 2nd Ed. Tournament: 7pm, Friday at Art of War** (up to 16 players/ 8 teams Max.)
This will be a 3 round Single Elimination Event. Victory conditions will be based on; Most VC wins. Bid for sides. 4 hour 45 minute/game. Please bring a copy of the game. Top player/teams will receive prizes.
- **10-AA Mini's Tournament: 9:30 am. (6 slots available)**
Standard tournament rules apply and will be available before tournament play begins. Please bring your own 200 pt minis/armies for both sides. Top teams will receive prizes.
- **11-War at Sea: 12 Noon. Battlefest**
This registration is for AA WAS Battlefest. 750 pt. fleets for both sides, Axis vs. Allies. Each side may have up to 3 players each providing a 250 pt. fleet of the same alliance. You may mix only fleets of allied nations. (i.e. UK, US etc. or Germany, Japan etc.) Rules explained at event.
- **12-AA Miniatures Battlefest; Mega Battle: 3pm.**
This registration is for AA land mini's large-scale war. Bring all your mini's for this 1500-point 3 player armies/side event. Axis vs. Allies sides determined randomly. Top two players on winning side with the most points/units left at end of play wins prize. 20 single unit limit. Only 1 hero per/250 pts.

