



Land Miniatures Event Rules

We will determine the extent of the Axis & Allies Mini's Event once we know how many players will be participating. For the most part, it will be a Swiss event where everyone plays a minimum of 3 games with no other expanded rules being used other than what is listed below. 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 over watch, grazing fire, etc.)



If anyone has trouble obtaining the new cards or accessing the rules clarifications prior to tourney play, just use the best available information. This is intended to be a casual event.

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, see tiebreakers below:

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.

Tournament Expectations: This event is supposed to be a fun and casual tournament event. Please treat it as such. Be patient and courteous to your opponent regardless of their level of play...Have fun and enjoy!