



AA MINI'S TOURNAMENT ORIGINS – 2009

This AA Mini's tournament will be a single elimination tournament with no other expanded rules being used other than what is listed below. All clarifications from Avalon hill site are in effect.

Rules & Verifications:

A. Maps: 3" maps, different configuration each round, no repeats

B. 200 pts. One army (either all Axis or all Allies): 20-unit limit (including obstacles). Due to present confusion about minefield, no minefields are permitted.

C. Single nation bonus points allowed no platoons.

1. US & Germany 200pts.
2. UK & USSR 210pts.
3. All others 220 pts.

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 2 units per hex per army. Only one of these four units can be a vehicle. Stacking limit applies at the end of each unit's movement.

F. One (1) hero per army.

If anyone 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 in effect for play.

Starting the Game:

1. Players Roll Dice (with initiative bonus): high roll picks side, then chooses one.
2. Set up first and have initiative on first turn.
3. 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 enemy points killed
2. Most point on board
3. Most points in objective zone
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. Also, if any complaints about dice rolling occur during play, a judge's decision will be made on each game individually. Also, slow play or stalling may result in disqualification as determined by judge.

Have fun and enjoy!