

# AXIS & ALLIES™ MINIATURES DCI FLOOR RULES

Effective September 16, 2005

## Introduction

The *Axis & Allies Miniatures DCI™ Floor Rules* and the *Axis & Allies Miniatures Advanced Rules* should be read and understood by all players wishing to compete in sanctioned events. All DCI members participating in DCI-sanctioned **Axis & Allies Miniatures** events must abide by these rules.

Two other documents—the *DCI Universal Tournament Rules (UTR)* and the *DCI Penalty Guidelines*—are used by organizers and judges who wish to further understand the details of how sanctioned events are to be organized and run, and to understand how judging for DCI events should work. These documents can be found at [www.thedci.com/docs](http://www.thedci.com/docs)

**Appendix A:** Changes from previous versions

**Appendix B:** Definition of terms

## 600. GENERAL AXIS & ALLIES MINIATURES TOURNAMENT RULES

### 601. Format Categories

The **DCI** sanctions the following formats:

#### *Constructed*

- 100-Point Constructed
- 200-Point Constructed

#### *Limited*

- 80-Point Sealed

### 602. Ratings Categories

The **DCI** provides the following ratings categories:

- **Constructed:** includes all constructed formats
- **Limited:** includes all limited formats

DCI Ratings and Rankings for all sanctioned games can be viewed at [www.thedci.com](http://www.thedci.com)

### 603. Necessary Tournament Materials

Players must bring the following items to participate:

- All four battle maps.
- At least eight (8) 6-sided die (d6). Dice must not be especially large or small.
- Tokens or pen and paper for clearly tracking damage on units.
- Correct units and corresponding stat cards for constructed events.

**604. Authorized Units and Stat Cards**

All **Axis & Allies Miniatures** units released by Wizards of the Coast, Inc. are legal for tournament play. Players must have the official corresponding stat cards for all registered miniatures. Players using multiples of the same unit need only one copy of the official stat card for those units, but still must provide a clear method for all players to readily know the status of each individual unit. Players must make their stat cards available to opponents or tournament officials upon request.

Stat cards are interpreted using the official *Axis & Allies Miniatures Advanced Rules* and Official Errata. Errata can be found at: <http://www.wizards.com/default.asp?x=ah/aa/welcome>

**Conversions**

Conversions (customization of miniatures) are allowed in DCI-sanctioned **Axis & Allies Miniatures** tournaments, but must adhere to the following rules:

- The base miniature (the miniature being converted) must be an **Axis & Allies Miniature**.
- Base miniatures must remain easily identifiable. A player must be able to tell what each unit is on first glance at the battlefield.
- Additional equipment (including weaponry) may not be added to a miniature if that equipment is not represented on the unit's stat card. For example, a player may not add a flamethrower to a Churchill Mk. VII that doesn't have a flamethrower attack.

**605. New Releases**

**Axis & Allies Miniatures** are allowed in both DCI-sanctioned Constructed and Limited tournaments as soon as they are published in a set. Prerelease miniatures and promo miniatures are not allowed in sanctioned play unless they are a part of a set that has been released.

**606. Participation Minimums**

A minimum of **four** people must participate in an **Axis & Allies Miniatures** DCI-sanctioned event. If this minimum is not met, the event is no longer considered DCI-sanctioned, and will not be included in DCI ratings. If participation minimums are not met for any DCI-sanctioned event, the tournament organizer must report the event as cancelled.

**610. AXIS & ALLIES MINIATURES TOURNAMENT MECHANICS**

**611. Match Structure**

**Axis & Allies Miniatures** matches consist of one game per match. Match results are reported to the *DCI* for inclusion in the worldwide ratings.

**612. Match Time Limits**

Sixty minutes are recommended for each tournament round of Constructed or Limited tournaments.

**613. Army Registration**

A player must register his or her army, recording all units to be used, before the start of the first round of play. In constructed tournaments, players may not change their army during the tournament. In Limited tournaments, players may only change their army if a new set of sealed product is opened.

**614. Pregame Procedures and Who Plays First**

1. Players begin the pregame procedure by revealing their armies to each other.
2. A player rolls a d6 to determine which battle-map configuration and objective is to be fought over. These are found in the *Axis and Allies Miniatures Advanced Rules* booklet.
3. Players roll to determine who will deploy their army first. The winner of this roll deploys all of his or her units according to the setup rules, then the other player deploys all of his or her units according to the setup rules.
4. The person that deployed his or her army first then chooses who will play first.

**615. Tournament Play Procedures**

Players must follow these procedures and etiquette during play:

**Start Location**

When counting out movement for a miniature, players should leave the miniature in its starting place until the final position of the miniature is chosen. Alternately, players may mark the starting location of a miniature with a token.

**Unit Activation**

Players must indicate which units have been activated in one of two ways:

1. Turn the stat card of an activated unit 90 degrees
2. Place a token or bead on the stat cards of units that have been activated.

**Hit Counters and Effects**

Destruction, damage, and disruption must be clearly tracked on the stat card or next to the miniature. Players may use hit counters (they must be distinct from other types of counters or dice used in the game), pen and paper, or mark directly on the stat card itself to keep track of all miniature status.

**Destroyed Units**

Destroyed units and their corresponding stat cards should be set aside from the play area.

**616. End-of-Match Procedure**

A match ends when:

1. a player meets the victory condition, or
2. the match time limit runs out, or
3. no side takes damage or makes an attack roll for 5 complete rounds.

If a match ends before a player meets the victory condition, players complete the current round. At the end of that round, the player who scored the most victory points the winner. Players score victory points by destroying opposition units. All destroyed units count their unit points value as victory points.

If both players have an equal number of victory points add in the values of disrupted units as destroyed.

If both players still have the same number of victory points the following tiebreakers are used:<

1. The player whose unit is occupying the objective hex is the winner.
2. If units from both players' armies occupy the objective hex, the player that owns the highest-cost unit in the objective hex wins the match.
3. If no units occupy the objective hex then the player with the closest unit to the hex wins

If the players are still tied, the match is considered a double-loss (no match points are awarded).

## **620. RULES FOR CONSTRUCTED TOURNAMENTS**

### **621. Army Construction**

Players must follow the construction rules as stated in the *Axis & Allies Miniatures Advanced Rules*.

Armies may not contain more points than the limit specified by the format category (they may contain less).

Armies may not contain more than one 'hero'.

### **622. Constructed Scenarios**

#### ***Standard Scenario***

**Victory:** A player wins the game following the standard victory conditions outlined in the *Axis & Allies Miniatures Advanced Rules*.

**Note:** If players have the same number of victory points after turn 7, additional rounds are played until the tie is broken, or match time runs out (see Section 616).

## **630. RULES FOR LIMITED TOURNAMENTS**

### **631. Limited Scenarios**

***Standard Scenario*** – see description in Section 622.

## **632. RULES FOR LIMITED TOURNAMENTS**

### **Tournament Setup**

Once players are seated, tournament officials provide each player with

- 1) One Starter Set and one Booster Pack, or
- 2) Two Booster Packs

Each player must receive the same product. **Example:** If a player receives a *Base Set* Starter Set and a *Set II* Booster, all players must receive a *Base Set* Starter Set and a *Set II* Booster.

### **Limited Army Construction and Registration**

Once all players receive their sealed product, they will have 20 minutes to build and register their armies from the product provided.

Armies may not contain more points than the limit specified by the format category. Currently, all Sealed armies are limited to 80 points (they may contain less).

There are still restrictions in the Sealed format. Players may use any units they receive in their sealed product for their army but must build either an Axis army or an Allies army.

If players receive a Starter Set as part of the construction, players may use battle maps ONLY from those Starter Sets.

## APPENDIX A—CHANGES FROM PREVIOUS VERSIONS

Addition of Hero limitation for Constructed Army builds. See 621.

## APPENDIX B—DEFINITION OF TERMS

**Constructed:** A tournament in which players bring their own armies. Armies are built from a large pool of miniatures, depending on the exact format.

**DCI:** Organization dedicated to developing and maintaining tournament structures for trading card and miniatures games. Formerly an acronym for Duelists' Convocation International, the name is now simply the DCI.

**Judge:** Someone making sure the tournament is run fairly and efficiently.

**Limited:** A tournament in which players build their armies from miniatures they open or draft during the tournament.

**Match:** A game or series of games between two players or teams that determines a winner. In **Axis & Allies Miniatures**, there is one game per match.

**Tournament Organizer:** The person responsible for where and when the tournament happens. This person is also responsible for sending the results to the DCI so that players' ratings are updated appropriately.

**Rating:** A numeric value published by the DCI that indicates a player's past performance in DCI-sanctioned tournaments.

**Single Elimination:** A competition structure that eliminates players after one match loss. It may be necessary to award byes in the first round to create a situation in which there will be only two undefeated participants playing off in the last round of the event.

**Swiss Rounds:** Competition structure that allows players to participate in every round of the tournament. Single-elimination final rounds may follow Swiss rounds in some tournaments.

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