



1941 TOURNAMENT RULES

This is a 3 round Single Elimination (SE) tournament for one or two player teams. The event will start Saturday morning and runs for 2 rounds on Saturday (up to 6 hours for both rounds) with the finals being on Sunday morning 9am.

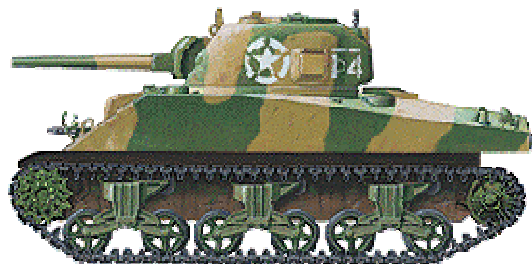
- All games have a time limit of **2 hours and 45 minutes**. (See [END TIME](#) rules handout for details not part of this page)
- Tournament play is based on **1941 and Revision based on Errata by Larry Harris**.
- **Set-Up Changes:** **US:** 17 IPC's: **USSR:** + 3 infantry to Russia, **US:** +1 infantry to NW China & 1 destroyer sea zone 11
- **Determining Sides:** To determine who plays what side, roll two dice. The higher of the two chooses what side they would like to play.
- This is a **Novice** Tournament: This tournament is **intended** for novice players of the Axis & Allies game. It is intended for those that have only played 1941 or any version of Axis & Allies only a few times and that have never played in an Axis & Allies Tournament.

Victory Conditions (How the War is Won):

1. **If the Allies control either Berlin or Tokyo at the end of the Japanese players' turn, the Allies Win.**
2. **If the Axis Controls either Washington or London at the end of the United States Players' turn, the Axis Win.**
3. **If neither side has captured a capital within the time allotted, the side with the most combined IPC's wins the game. The game begins with the Allies having a total IPC value of 36. The Axis start the game with 21. That means the Axis have to gain 29 or more IPC's at the end of regulation time to win the game.**

Event Tardiness: If during any tournament round, a team (both members) are tardy for the start of their next game by more than **15 minutes** of the designated start time for that round, this will cause forfeiture in the game and disqualification from the SE event.

Dice Rolling: The game comes with a base set of dice. Using your own dice for rolling to speed up play is permitted. You **must** let your opponent use any dice you bring to the table. Please, don't let dice rolling become a problem in any game...Good Luck!



A good plan today is better than a perfect plan tomorrow. - General George S. Patton