



## 1942 (2<sup>ND</sup> EDITION) TOURNAMENT RULES

This is a 4 round Single Elimination (SE) tournament for one or two player teams. The event will start Saturday morning and run all day on Saturday with the finals being on Sunday morning. Time (TBD).

- All games have a time limit of 3 hours and 45 minutes. (See [END TIME rules handout for details not part of this page](#))
- Tournament play is based on **1942 2<sup>nd</sup> Edition Rulebook/Game Board & Errata by Larry Harris**.
- The Bidding System used will be an **OPEN** bid for sides. (See below for details on Bidding)

### **Victory Conditions:**

1. If your side controls **3 or more total Victory Cities** than it started with (**9 for the Axis & 10 for the Allies**) at the end of a complete round of play (after the completion of the US turn) you win the war.
2. If neither side has obtained the 3+ VC's within the time frame allotted, an IPC Victory with bonuses for VC's at the end of regulation time must be calculated to determine the winner. The Axis start with (171) vs. the Allies (192) total IPC's.

Total all the territories one side is up & down w/ victory point bonuses below for the final IPC value. The side with the greater IPC value...WINS!  
The Axis needs to capture a min. of 11 IPC's w/bonuses to win. Ex:(the Axis start the game with 71 IPC's +100 bonus = 171. They gain 15 IPC's and lose 4 total for the game. (171 +15- 4(11)=182) The Axis Win!

### **Victory City Bonuses:**

Each city has an IPC value associated with it. The amount of IPC bonus points is added to the original IPC total. (Example:) Washington has a starting IPC value of 12. It has a 20 IPC bonus as noted below, giving it a total IPC value of 32: (12+20=32) Listed below are the bonuses for each Victory City (VC):

**Washington-20; Moscow-20; Berlin-20; Rome-20; Tokyo-20; London-20  
Calcutta-15; Shanghai-15; Paris-15; Lennigrad-10; Manila-10; Honolulu-10; Los Angeles-0**

### **Bidding:**

The actual bid will be for a number of IPC's that the one side will grant, from the bank, to the other before the start of the game. This number of IPC's may be used to buy game pieces only! You may not save the money or use it for the purchase of Industrial Technology and/or Complexes. Once the bid number has been determined, the side receiving the bid will make their purchase and place all bid pieces on the game board in territories/sea zones in which they occupy at the start of the game. You may NOT mix the bid units purchased for one country with units of an allied country. Also, units may not be placed in Neutral Countries.

To determine who starts the bidding, both sides will roll two dice. The winner, the higher number, chooses whether to start the bidding or defer. Whoever starts the bid, must announce what side they wish to play (Axis or Allies) and issue a **positive** bid (**minimum 1 IPC**). If your opponent takes the bid at 1 IPC then obviously, they wanted to play the other side and the 1 IPC is lost. If they choose to increase the bid, then the bidding will continue until one side accepts the bid IPC value and buys units accordingly.

**(Example of Bidding:)** Team A vs. Team B: Team A wins the coin toss and elects to defer their bid. Team B starts the bidding and announces that they would like to be the Allies, hence, giving money to the Axis. They start the bid at "5" IPC's; next, Team A bids "7"; Team B bids "8"; Team A stops the bidding at "8" and takes the Axis. Team A now has 8 imaginary IPC's to purchase units and place them on the game board in territories/sea zones which they occupy with units before play. In the above scenario, that would be the Axis. After placement of these units, the game then starts as usual. Remember any bid money left over is gone...

### **1942 2<sup>nd</sup> Edition Rulebook Clarifications & Errata:**

- Armor cost 6 IPC's not 5 IPC's
- Hawaii/Honolulu is a **VICTORY CITY**. This is different from the Original Version and is NOT noted in the rulebook as such.
- The Optional rule for Interceptors will NOT be used.
- The Black Sea is **OPEN** to transports and naval ships including subs.
- Transports are not permitted to offload land units for an amphibious assault in a sea zone containing 1 or more enemy subs unless at least one warship is present belonging to the attacking power at the end of the combat move phase.
- During an amphibious assault, keep the attacking overland and sea borne land units separated. The attacking sea borne units cannot retreat!
- All overland land units and aircraft participating in an amphibious assault, may retreat after each round of combat if the attacker so chooses.
- All Industrial Complexes have "built-in" AA guns not designated on the game board as pieces.
- AAA (Antiaircraft Artillery): 1. May NOT move during combat phase 2. May only defend when air units are attacking the territory AAA's are in 3. May NOT fire at planes passing overhead during any phase 4. Each AAA may only fire at, up to 3 aircraft and only once in the 1<sup>st</sup> round of combat.

**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!



*"The best luck of all is the luck you make for yourself - MacArthur"*