



1942 (2ND 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 2nd Edition Rulebook and game board.**
- The Bidding System used will be an **OPEN** bid for sides. (See below for details on Bidding)

Victory Conditions:

1. 9VC (must be held to the end of the US turn regardless of what the overall IPC total is for either side) or:
2. IPC Victory; with bonuses for VC's at the end of regulation time. (See below for VC bonuses).
3. The IPC Bonus System used to determine the final results for games not reaching 9VC within the game time frame **DOES NOT** take into consideration the differential in IPC's with bonuses between the Axis (170) and the Allies (181). You must do so regarding your play and bid.

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 a 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...

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; Los Angeles-0**

Winning the Game: At the end of regulation time, if neither side has obtained the 9VC condition; total all the territories each side owns with the victory point bonuses above for the final IPC value+bonuses. The side with the greater IPC value...**WINS!** **The Axis needs to capture a min. of 6 IPC to win.**

Operation Manual (OM) Tournament Rules Clarifications:

- Armor cost 6 IPC's not 5 IPC's
- Hawaii is **NOT** a victory city. This is marked incorrectly on the board
- 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 attaching 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): May NOT move during combat phase and may only defend when air units are attacking the territory AAA's are in.
- AAA (Antiaircraft Artillery): May NOT fire at planes passing overhead and may only fire at, up to 3 aircraft only in the first round of combat, once.

Conceding a Game: If for whatever reason a team chooses not to play a game, and/or concedes before a winner may be determined in any one game, the team gaining the victory will be awarded 251 VP for their total and the team conceding 100.

Event Tardiness: If during any tournament round, a team (both members) are tardy for their 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. Note: Per the OM/LHTR, **"Units with the same attack value are ALL rolled for at the same time."** Any questions, please ask the Judges....
"The best luck of all is the luck you make for yourself – MacArthur" *Good Luck!*

