



Anniversary Edition Back Draw Tournament

This tournament is intended for either those that, either, lost in Round 1 of the Main AA50 tournament or less experienced players of the AA50 game. A max. of 4 teams will play in a mini Single Elimination (SE) tournament for one or two player teams. The tournament will start on Saturday morning and end in the evening of the same day. All other tournaments rules for AA50 apply. See below.

- All games will have a time limit of **5 hours and 45 minutes**. (see **END TIME** rules for how to end games within time frame allotted.)
- Game play is based on the AA50 Rulebook with the errata (see below) for clarifications.
- **National Objectives/Bonus Income** and **Technology** will **NOT** be used for this event.
- The **1942** scenario will be used at set up.
- The bidding system used will be an OPEN bid for sides (see below).

Victory Conditions:

1. The side controlling the **most Victory Cities (VC)** at the end of regulation play **wins** (*must be held at the end of the US turn*).
2. If both sides own the same number of VC's (i.e. 9 to 9); the side with the **highest total IPC** value of controlled countries wins. **Axis win IPC ties**.
3. **IPC Calculation (if Necessary)** China is NOT included in the starting IPC total for the Allies. These territories will count as 1 IPC value for each one controlled by the **AXIS ONLY**. The game starts with a (non-Chinese) IPC value of Allies 93 vs. Axis 78. At the end of regulation play, first calculate the non-Chinese IPC total for each side then add 1 IPC to the Axis total for each Chinese territory they control. (Ex: the game ends with an IPC value count without Chinese territories of 88 Allies vs. 83 Allies but the Axis control 5 Chinese territories. The final count is 88 vs. 88. **THE AXIS WIN!**)

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. 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 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** or **Chinese Territories**.

To determine who starts the bidding, both sides roll a die. 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 countries, which are currently occupied, by allied, LIKE 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...

Official Errata/Rule Clarification:

- If China controls an odd number of territories at the beginning of its turn; the number of infantry it receives is rounded down. (**1 Chinese Territory equals no new infantry for that turn.**)
- New Chinese units may not be placed in a territory that already contains three or more Chinese units (including the Flying Tigers fighter).
- The Chinese fighter (the Flying Tigers) can NOT attack units in territories or sea zones outside China. It can NOT leave China, even temporarily.
- Transports do NOT roll combat dice. As a result, they will never hit anything. They must rely on combat units for protection.
- Transports that retreat from a sea battle with other ships may NOT unload during the non-combat phase of a turn.
- **Fighter Escorts and Interceptors.** Fighters can participate in strategic bombing raids. Attacking fighters may escort and protect the bombers, and they can originate from any territory, range permitting. Any or all defending fighters based in a territory that is strategically bombed can participate in the defense as well. The fighters have an attack value of **1** and a defense value of **2**, and the bombers have no attack value. In addition, the combat lasts for only **one round**. After the battle, any surviving bombers proceed to carry out the raid as normal. Fighters participating as either an escort or a defender cannot participate in other battles during that turn. Defending interceptors must return to their original territory. If that territory is captured, the fighters may move one space to land in a friendly territory or on a friendly aircraft carrier. This movement occurs after all of the attacker's combats have been resolved and before the attacker's Non-combat Move phase begins. If no such landing space is available, the fighters are lost.

END TIME RULE: See "End Time" Rule Handout, on how game will end within the time constraints of the event. *Good Luck & Have fun!*



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