



## D-DAY TOURNAMENT RULES

### RULES:

This tournament will be a single elimination tournament; one or two member teams only. This tournament is limited to a maximum of 32 players (16 teams). We will play a total of four rounds with the finals TBD. This is an all day event. If you continue to win, you will play all day.

- **To determine sides: There will be an OPEN bid for the Axis/Germany.** (See "bidding" rules below).
- All games will last no longer than 2:45 minutes.
- No *stalling* (slow play). If this occurs, it may result in ***Disqualification***.
- The Judges will make any rule clarifications during play. All decisions are final.
- **Tactics** and **Order** Cards will be used only. **NO Fortune cards!**

### BIDDING:

The actual bid will be for a number of I.P.C.'s (based on AA Revised IPC values) that the Axis will give the Allies (**US and UK**) before the start of the game. Even though there are no IPC's in the game, this IPC value is an imaginary loan from the bank. This number of I.P.C.'s may be used to buy land units only. You may not purchase air support. Once the bid number has been determined, the Allies will make their purchase and place all pieces on the game board in either **beachhead** boxes or **airborne** drop zones. The total number of units in the beachhead boxes and airdrop zones may exceed the silhouette maximum for the bid units placed in these zones for turn one only. Airdrop zones may not have armor placed in them as a bid, only infantry. To determine who starts the bidding, one team will flip a coin, and the winner chooses whether to start the bidding or defer. **If any team wishes to be the Allies without a bid, so be it!** If both teams want to play the Allies, they must roll a dice to see who chooses what sides.

### 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 at "3" I.P.C.'s; next, Team A bids "5"; Team B bids "6"; Team A bids "9"; Team B stops the bidding at "9" and takes the Allies. Team B now has 9 I.P.C.'s to purchase units and place them on the game board in beachhead boxes or airborne drop zones. Again, no armor may be placed in the airborne drop zones with your build, only infantry. After placement of these units, the game then starts as usual. (US may have all the money, UK may have all the money or you may split it between the two any way you want.)

**-Bid Units;** because the game comes with a set number of pieces, you may use pieces from another Axis and Allies game for the bid placement of units but you must keep track of these units so that they do not get mixed in with the original units for set-up.

### D-Day Rules Clarifications.

- ◆ Each artillery fires at one air unit on each order.
- ◆ When playing the Axis, both team members play as a team, one country.
- ◆ Paratroopers are locked in combat when they land. They cannot move until the zones they're in are cleared of German units.
- ◆ A blockhouse does NOT count as part of a zone's stacking limit.

### Dice Rolling:

The game comes with a base set of dice. Using your own dice for rolling to speed up the game is permitted. You must let your opponent use any dice you bring to the game. Also, if any complaints about dice rolling occur during play, a judge's decision will be made on each game individually. You may roll from a cup and/or in a box, but NO rolling one or two dice at a time, only when applicable...

### WINNER:

In D-Day, a team must meet the game victory conditions of having gained control of **ALL THREE** cities and hold them for one turn before turn 10 is completed. The side that achieves this is the winner! If the game has not completed 10 turns in the allotted time frame and the Allies do NOT have control of all three cities, Germany wins.

GOOD LUCK!