



Anniversary Edition Tournament/Game Rules

In this tournament, two-player teams compete in one or more qualifying rounds, after which the top 8 teams advance to single elimination (SE) play. There is no maximum number of players for each qualifying round just as long as there is an even number of players for each game, so GEN ERICS are welcome. **Each team must bring a copy of the game.** Basic tournament rules will be addressed before play begins. The 8 teams who won their games with the highest **Victory City totals** during the qualifying rounds will advance to SE play on Saturday (for Tie Breakers, see Victory Conditions 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** will **NOT** be used for this event.
- **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).
- Fighter Escorts and Interceptors will be used for Bombing Raids as part of the Official Errata/Rule Clarifications. (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. 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 would be 88 vs. 88. THE AXIS WIN!
4. There will be **NO IPC** Bonuses (as in Revised/1942) used to determine the final Victory Conditions for games.

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. (see AA Clarification Sheet for more details)

END TIME RULE: (See End Time Rule Handout) this is 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

