

Axis & Allies

“END TIME” RULE GUIDE

The “End Time” Rule Guide was created several years ago when we began to run into problems with AA players trying to “game” the Time Limits on AA tournament games. The “SPIRIT” of these rules is to not create an exact, black and white rule for when tournament games should end, but a guide for players to make their own decisions on how long a game should be played and to what end should determine the winner(s) of that particular game within the time constraints given.

This rule guide applies to Axis & Allies Classic 2nd Ed., 1942 2nd Ed. Anniversary Ed. (AA50), 1914 & G42 games to determine how each game should end within the tournament/event time constraints.

End Time Rules (see summary in Table 1)

- Regulation Play – All games **should** be finished within Regulation Play Time Limit. No game **should** end in the middle of a game round of play.
- Stoppage Time – At the end of Regulation Play in all tournament games, **15 minutes of Stoppage Time** will be added **IF NECESSARY** for teams to finish out the last round—that is, to play to the end of the last power’s turn (for example, to the end of the U.S. turn in 1942 2nd Ed.).
- Minimum Round Limit – All games should reach the minimum number of rounds listed in Table 1, **though more rounds are always encouraged**. If your game is not on this pace, you may be playing too slow and could be warned (see **Stalling Rules** below).
- Time Notifications – Judges will notify the players when there are 60 minutes, 45 minutes, and 30 minutes left in Regulation Play. Depending on the game variant and which power’s turn it is at these times, either the current round is the last or one more round **could** be played (see **Last Round Rules** below). **However, it is up to players of that particular game, not the judges, to make the decision whether or not to start a new round or complete the last round of play within the time constraints.**

Table 1. GAME END TIME RULES SUMMARY				
Axis & Allies Game Variant	Regulation Play Time Limit	Stoppage Time	Minimum Round Limit	Should Not Start a Round w/Less Than*
Classic 2 nd Ed.	3 hours, 45 minutes	15 minutes	5-6	30 minutes
1942 2 nd Ed.	4 hours, 45 minutes	15 minutes	6-7	30 minutes
1914 & AA50	5 hours, 45 minutes	15 minutes	6-7	45 minutes
Global 1942 (G42)	7 hours, 45 minutes	15 minutes	7-8	60 minutes

* left in Regulation Play

Last Round Rule Guide

- With 60 minutes left in Regulation Play:
 - G42:** The CURRENT ROUND IS THE LAST ROUND. Players should not start another round with less than 60 minutes left in Regulation Play!
 - All other variants:** Continue playing.
- With 45 minutes left in Regulation Play:
 - Classic and 1942 2nd Ed.:** if the game is in the **middle** of a round or later, if you COULD finish the game round within the next **10-15 minutes** or so, you should consider this being your last round. The middle of the round means, you are at the end of UK’s or a later power’s turn. If it is on Russia’s or Germany’s turn, the CURRENT ROUND SHOULD BE YOUR LAST ROUND.
 - 1914 & AA50:** the current round is the last round. 1914 & AA50 players cannot start a new round w/less than **45 minutes** left in Regulation Play!
 - G42:** the current round is the last round. G42 players should not start a new round w/less than **60 minutes** left in Regulation Play!
- With 30 minutes left in Regulation Play:
 - All:** the CURRENT ROUND should be the last ROUND.
 - No games should start a new round with less than 30 minutes left in Regulation Play **UNLESS ANOTHER ROUND OF GAME PLAY CAN BE COMPLETED and IS WARRANTED BY THE AID OF FAST PLAY FOR 1 ADDITION, FINAL ROUND OF PLAY.**

Expired Time Rules

- At the end of Regulation Play, IF NECESSARY, players have 15 minutes of Stoppage Time to finish out the last round.
- At the end of Stoppage Time, the GAME ENDS immediately, even if players, for whatever reason, have not finished the game to the end of the last power’s turn. At that point, **whichever side controls the most Victory Points (VP) based on the games victory conditions, is the winner! If there is a tie, see specific rules for tiebreakers.**

Stalling Rules

- If any player or team is playing too slowly or stalling to try to reduce the number of rounds played in order to win, their opponent may complain to the judges, and a warning will be issued.
- If stalling continues, and the opponent lodges a second complaint, the judges will watch the game for a period of time to determine whether the slow player/team is in fact stalling.
- If judges rule that stalling has occurred, then the offending player/team will be disqualified from the event and their opponent will be ruled the winner of that game.
- What is stalling?** Stalling is considered any play that takes more time than usual to do combat movement, roll dice and finish non-combat moves. In all cases, one must remember this is a tournament. Planning and strategy should be done **mostly before** your turn and only counter strategy discussions should be occurring on your turn for time constraint purposes.
- NEVER AND IN NO CIRCUMSTANCE IS FAST PLAY TO GET MORE ROUNDS IN CONSIDERED STALLING OR TRYING TO GAME THE GAME. THIS IS THE INTENTION OF WHY THESE RULES WERE CREATED! Play as much and as many rounds as possible without having to set round limits on games!**

Electronic Devices

- No electronic devices including phones, are permitted for assistance with any Axis & Allies Tournament play games.

