



GLOBAL 1940 GAME RULES

These are the Axis & Allies Global 1940 (G40) Tournament Rules. This is a Single Elimination (SE) tournament. Both the Pacific and Europe 1940 games are required to play the Global 1940 game. G40 is designed for 2-6 players but is best played by 4-6 players, each side having up to 3 players. Teams play as one for each side. If 2 or more players are playing on one side, all players on the winning team advance. **No team may switch or add players at any time during the tournament but may end with fewer players than it started with. (someone had to drop out).**

- All games have a maximum time limit of **11 hours 45 minutes**.
- Game play is based on **the official Global 1940: Alpha +3 Larry Harris Rules**.
- Bid to determine sides. (see bidding below).
- **END TIME** Rules will be in effect to end all games.
- **REGULATION PLAY** is considered at the end of turn one complete turn (all countries have gone).
- **No electronic devices of ANY KIND (including phones) are permitted for game play assistance.**
- **NO's = National Objectives are part of the game and must be used; VC = Victory Cities**

Victory Conditions:

1. The Allies win the game by controlling Berlin, Rome, and Tokyo for a complete round of play, as long as they control an Allied capital (Washington, London, Paris, or Moscow) at the end of that round.
2. The Axis wins by controlling either any 8 victory cities on the Europe map or any 6 victory cities on the Pacific map for a complete round of play, as long as they control an Axis capital (Berlin, Rome, or Tokyo) at the end of that round.
3. If by the end of 12 hours, there is no VC win, IPC's must be counted to determine the victor: If Axis have a total of **125 IPC** or more they win (this does **NOT** include NO's or in hand cash), if not, the Allies win.

Bidding:

The actual bid will be for an imaginary number of IPC's that the one side will grant to the other before the start of the game. No IPC's will change hands. 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. Bid units may never be placed in **Neutral 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 IPC's 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...

Game Breaks: Due to the length of the allotted time frame in which to play G40, team members may choose to take several breaks during the day. **However, any game left unattended is the responsibility of all players at that game board and not the GM.** If, by chance any piece(s) would be moved or claimed that something was not in the same place when one leaves the game board, all game players must deal with it accordingly and play on as the board is.

END TIME RULE: (See End Time Rule Handout). This is how game will end within the time constraints of the event.

ENJOY, HAVE FUN & WE WILL CHECK BACK WITH YOU IN ABOUT 10 HOURS!

