



GLOBAL 1942 (G42 2nd Ed.) TOURNAMENT RULES

There will be 2 qualifying rounds (QR) on Thursday and Friday where up to 8 teams will compete for, 4 spots which lead into a Single Elimination (SE) bracket on Saturday. Both the Pacific and Europe 1940 games are required to play the Global 1942 game. G42 is designed for 2-6 players but is best played by 4-6 players, each side having up to 1-3 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 from that side than it started with. (someone had to drop out).**

- All games have a maximum time limit of **7 hours 45 minutes**.
- Game play is based on **the official Global 1942 2nd Ed. Rules by Larry Harris.** (see handout and setup changes)
- 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. Axis win by controlling 8 VCs in Europe or 6 VCs in the Pacific for a complete round of play (ending with the next turn of the Axis power that captured the final required city) and control at least one Axis capital (Berlin, Rome, or Tokyo) at the end of that round.

Allies win by controlling Berlin, Rome, and Tokyo for a complete round of play (ending with the next turn of the Allied power that captured the third capital) and control at least one Allied capital (Washington, London, Paris, or Moscow) at the end of that round.

2. If by the end of 8 hours, no one has achieved the victory conditions above, IPC's must be counted to determine the victor. The Axis must have a total of **125 IPC** to win (this does **NOT** include NO's or in hand cash), if not, the Allies win.

The new turn order for G42 should be:

1. Soviet Union 2. Japan 3. United States 4. China 5. Germany 6. UK 7. Italy 8. ANZAC 9. France

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 G42, team members may choose to take several breaks during the game. **However, any game left unattended is the responsibility of all players at that game board and not he 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 6 HOURS!

