



1942 (2ND ED.) TOURNAMENT RULES ©

This is an Single Elimination (SE) 3 round tournament for one or two player teams. Max players for event = 16. The event will begin on Friday and runs all day on Saturday with the finals being Saturday Afternoon. The start of each round is predicated on when the current round finishes!

- All games have a time limit of **4 hours and 45 minutes**. (See [END TIME](#) rules handout for details not part of this page)
- Tournament play is based on **1942 2nd Edition Rulebook/Game Board & Errata by Larry Harris**.
- The Bidding System used will be an **OPEN** bid for sides. (See below for details on Bidding)

Victory Conditions:

1. If your side controls **3 or more total Victory Cities** than it started with (**9 for the Axis & 10 for the Allies**) at the end of a complete round of play (after the completion of the US turn) you win the war.
2. If neither side has obtained the 3+ VC's within the time frame allotted, the side with the most VC (Victory Cities wins) since there are 13 VC; there cannot be a tie. So take this into consideration when bidding.

NEW SET-UP Changes: **UK: 1) Add 1 DD to SZ 7. 2) Move Cruiser from SZ 14 to 13. 3) Add 2 Inf. To India (total now 5).**
Germany: 1) Move German Bomber in Berlin to Ukraine 2) Remove 1 German Sub from SZ 5.

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 or use it for the purchase of Industrial Technology and/or Complexes. 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 in which 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 Countries.

To determine who starts the bidding, both sides will roll two dice. 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 territories/sea zones which they occupy with 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...

1942 2nd Edition Rulebook Clarifications & Errata:

- Armor cost 6 IPC's not 5 IPC's
- Hawaii/Honolulu is a **VICTORY CITY**. This is different from the Original Version and is NOT noted in the rulebook as such.
- The Optional rule for Interceptors will NOT be used.
- The Black Sea is **OPEN** to transports and naval ships including subs.
- Transports are not permitted to offload land units for an amphibious assault in a sea zone containing 1 or more enemy subs unless at least one warship is present belonging to the attacking power at the end of the combat move phase.
- During amphibious assaults, keep the attacking overland & sea borne land units separated. The attacking sea borne units cannot retreat!
- All overland land units and aircraft participating in an amphibious assault, may retreat after each round of combat if the attacker so chooses.
- All Industrial Complexes have "built-in" AA guns not designated on the game board as pieces.
- **AAA (Antiaircraft Artillery):** 1. May NOT move during combat phase. 2. May only defend when air units are attacking the territory the AAA's are in. 3. May NOT fire at planes passing overhead during any phase. 4. Each AAA may only fire at, up to 3 aircraft and **only once in the 1st round of combat.** 5. **Lone AAA gun(s) (in territory with no other units) have no defense value and if attacked are removed from play after firing (if applicable) if any attacking units survive.**

Event Tardiness: If during any tournament round, **a team (both members) are tardy** for the start of the next designated game time by more than **15 minutes**, this will cause forfeiture in the game and disqualification from the 1942 2nd Ed. event!

Dice Rolling: The game comes with a base set of dice. Using your own dice for rolling to speed up play is permitted. You **must** let your opponent use any dice you bring to the table. Please, don't let dice rolling become a problem in any game...Good Luck!



"The best luck of all is the luck you make for yourself" – MacArthur

(These rules were created by Greg Smorey (with input from Larry Harris) and are copy righted and used by permission only) last Updated 6/6/2022