



1942 REVISED TOURNAMENT RULES[©]

This is a: 3 round Swiss, 3 round single elimination two player team tournament. starting on **Friday 6pm**. There will be three rounds of play in which teams will be paired randomly in the first round. For the second and third rounds, players are matched with opponents of like records (as much as is possible). Within each record group (2-0 vs. 2-0, etc.), the game match-ups are determined by pairing the highest ranked player against the lowest ranked player (then the second highest vs. the second lowest, etc.) based on the same criteria used for advancement to the SE play. The top eight teams from Swiss play advance to the **Single Elimination bracket** on Saturday evening. The finals will be Sunday morning. This is an all weekend event. All teams are guaranteed a minimum of three games. Prizes will be awarded to the top three teams in the tourney.

- All games have a time limit of 3 hours and 45 minutes. (See **END TIME** rules for details)
- Tournament play is based on **the Operations Manual (OM) with Larry Harris' Tournament Rules (LHTR)** for clarification.
- No appendix 3 optional rules will be used.
- The Bidding System used will be an **OPEN** bid for sides. (See below for details on Bidding)
- Tiebreakers for Swiss play:

1. **Head-to-Head records** 2. **Total IPC's gained w/bonuses for all games played.** (See **IPC Victory Condition Chart**)

Victory Conditions:

1. 9VC (*must be held to the end of the US turn regardless of what the overall IPC total is for either side*) or:
2. IPC Victory; with bonuses for VC's at the end of regulation time. (See below for VC bonuses).
3. The IPC Bonus System used to determine the final results for games not reaching 9VC within the game time frame, **DO NOT** take into consideration the differential in IPC's with bonuses between the Axis (170) and the Allies (181). You must do so regarding your play and bid.

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 a 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 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 no Industrial Tech. rolls, and any bid money left over is gone...

Victory City Bonuses:

Each city has an IPC value associated with it. The amount of IPC bonus points is added to the original IPC total. (Example:) Washington has a starting IPC value of 12. It has a 20 IPC bonus as noted below, giving it a total IPC value of 32: (12+20=32) Listed below are the bonuses for each Victory City (VC):

**Washington-20; Moscow-20; Berlin-20; Rome-20; Tokyo-20; London-20
Calcutta-15; Shanghai-15; Paris-15; Lennigrad-10; Manila-10; Los Angeles-0**

Winning the Game: At the end of regulation time, if neither side has obtained the 9VC condition; total all the territories each side owns with the victory point bonuses above for the final IPC value+bonuses count. The side with the greater IPC value...WINS! **The Axis needs to capture a min. of 6 IPC to win.**

Operation Manual (OM) Tournament Rules Clarifications:

- Because the SZ surrounding Panama is two sea zones; it takes 1 movement to pass through the canal.
- Your weapons development becomes effective during **Phase 6: Mobilize New Units** of your turn phase.
- AA guns do NOT fire during non-combat phase at passing aircraft.
- Aircraft flying over more than one AA gun in the combat movement phase, each aircraft is fired at for each AA gun one passes over.
- A transport in a hostile sea zone may NOT offload units unless the enemy units consist only of submerged submarines.
- All amphibious assaults for all land units are to the death. Air support may retreat after one full round of combat.
- Subs: IF THE ATTACKER HAS NOT RETREATED, defending subs may retreat during this step by submerging. They may not submerge if enemy destroyers are present in the sea zone.
- Transports that retreat from a sea battle may NOT unload during the non-combat phase of a turn.
- Aircraft may be used as casualties for off shore bombardment from Battleships per LHTR.

END TIME RULE: (See End Time Rule Handout)

Conceding a Game:

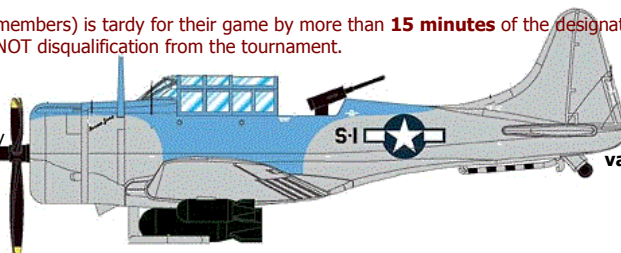
If for whatever reason a team chooses not to play a game, and/or concedes before a winner may be determined in any one game, the team gaining the victory will be awarded 251 VP for their total and the team conceding 100.

Team Tardiness

If during any tournament round, a team (both members) is tardy for their game by more than **15 minutes** of the designated start time for that round, this will cause forfeiture in the game round for that team but NOT disqualification from the tournament.

Dice Rolling:

The game comes with a base set of dice. Using permitted, you **must** let your opponent use any OM/LHTR, "**Units with the same attack time.**" Any questions, please ask the Judges...



your own dice for rolling to speed up play is dice you bring to the table. Note: Per the value are **ALL** rolled for at the same .Good Luck!

Rules updated 5/10/2021:

(These rules were created by Greg Smorey and Larry Harris for tournament play, are copy righted and used by permission only)