



Axis & Allies & ZOMBIES



AXIS & ALLIES ZOMBIES TOURNAMENT RULES

This is a Single Elimination (SE) Tournament for 1 or 2 player team(s). Depending on how many players register for the tournament will determine how many rounds the event will run. The start of the following round is predicated on when the current round finishes! Axis & Allies Rules will not be taught for this event.



- All games have a time limit of **2 hours and 45 minutes including set up time.** (see [End Time Guide](#))
- Tournament play is based on 1st Edition Rulebook & Errata by Scott Van Essen/Greg Smorey.
- The Bidding System used will be an OPEN bid for sides. (See [below for details on Bidding](#))
- The judges will make any rules judgement or clarifications during play. All judges' decisions are final.

Set-up and Game Changes:





Zombie Deck/Cards: Remove all but 2 of the "Escalation" Cards from the deck before play begins. Whenever a "Escalation" Card is drawn, and after all cards are played this turn, the remaining text will now read: "**Remove this card from the game. Do not shuffle the discard pile back into the deck.**" After the "Escalation" cards is drawn, you may not draw the other card as one of the next 2 cards. If so, draw 2 more cards, play those cards and then reshuffle the 2nd "Escalation" that was drawn as the 1st or 2nd card, back into the deck.

New Technology Chart:

① Add 1 Infantry ② Add 1 Artillery ③ Add 1 Tank ④ Add 1 Fighter ⑤ Dead Napper Convoys ⑥ **Zombie Mind Control Rays.** 

On a roll 1-4, add that unit to any 1 of your IC's you currently own. Fighters placed in this manor may not be placed on CV's.

Victory Conditions:

-  Your side wins if you capture one of your opponent's capitals while holding all of yours until the end of a complete round of play.
-  If a capital has not been captured within game time is called, the side with the most **NON-ZOMBIE controlled** territory's wins.
-  If tied with the same number of NON-Zombie controlled territory's the side with the highest IPC value of zombie-Free territories wins.
-  **Zombie Apocalypse:** If the zombies control 17 IPCs of territories at the end of a round, the zombies take over the world and each power takes 1 more turn. At the end of the next round, the side that controls the greatest IPC value of ZOMBIE-FREE territories wins!

Bidding: The actual bid will be for a number of imaginary IPC's that one side will grant to the other before the start of the game. This number of IPC's may be used to buy game pieces only! 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 have units occupying those territories 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 2 IPC's). Remember any bid money left over is gone...

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 Zombie Tournament!

Dice Rolling: The game comes with a special 6-sided Zombie dice. You must use these dice in all cases if there are Zombies present in any territory. If there are no Zombies in a territory you are attacking and no infantry units, you may use regular 6-sided dice but if so, you must let your opponent use the same dice.

