



## Tournament FTF “**Bidding**” and how it works! “Axis” or “Allies”?



Bidding is the process by which teams determine, before the game begins, who is going to play what side, Axis or Allies. If teams agree beforehand that they want to play opposite sides, then no “Bidding” is required.

How Bidding works: The Bidding process is an IPC bid for the side (Axis or Allies) you want to play in that particular version by means of giving your opponent the opportunity to purchase a few extra game pieces to play the other side. Again, before the game begins!

The actual bid will be for a number of imaginary IPC’s that the 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! 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 prefer to play (Axis or Allies) and are setting the preference for the remainder of the bid. So, the starting bid must be a minimum 3 IPC’s. They can either choose to accept the bid and play the other side or they may choose to increase the bid. Bidding will continue back and forth until one side accepts the IPC bid value offered and buys units accordingly for the other side.

Example of Bidding: Team **A** vs. Team **B**: Team **A** wins the die roll and elects to defer their bid. Team **B** starts the bidding and announces that they would like to be the Allies, hence, giving money (IPC’s) to the Axis to purchase units. Team **B** starts the bidding 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** the game begins. After placement of these units, the game then starts as usual. Remember any bid money not used in the purchasing of units is gone and may NOT be saved!

“Average” Bids for Each Game:

- **1942 2<sup>nd</sup> Ed** = 3-8 (this is with the new and current set up revision)
- **Global** = G41 typically is to the Allies, usually around 12-15 IPC.  
G42 usually goes to Axis 5-8 IPC’s?
- **Anniversary Ed. (AA50)** = 5-8 IPC’s (never more than 2 units).
- **Classic 2nd Ed.** = 79 IPC’s (remember, this is bidding down from Axis Victory Total of 84.)