



Axis & Allies



CLASSIC 2nd EDITION TOURNAMENT RULES ©

This will be a Single Elimination (SE) one/two member team tournament. The event will begin on **Thursday**. All subsequent rounds will take place **both Friday and Saturday** unless otherwise determined by the GM. If you win, please return for the next round the following day! If you cannot, please notify the GM!

- All games will last no longer than **4 hours**. (see end time rule sheet)
- No stalling (slow play). If this occurs, it may result in forfeiture.
- There are NO round limitations! Games should reach a min. of rd 5 within 4 hours, if NOT you are playing too slow!
- The judges will make any rule clarifications during play. All decisions are final.
- The bidding system will be an OPEN bid for the Allies. (see bidding below)
- **Russia Restricted Turn One.** (Russia is not permitted to attack during their turn 1)
- **Before the start of the game, the Axis will be granted 9 IPC's to buy units to place before play begins.** (see below)

BIDDING:

The actual bid will be for a number of IPC's that the Allies will allow the Axis to win with an IPC victory. This number of IPC's is bid down from the original victory conditions of 84 IPC's. **(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 "we will take the Allies and give the Axis "83" IPC's for victory conditions; next, Team A bids "82"; Team B bids "80"; Team A bids "79"; Team B stops the bidding at "79" and takes the Axis. Team B must now gain at least 79 IPC's by the rounds end of that turn to win the game.

IPC Bonus to the AXIS: Before the start of the game, the Axis, either Japan or Germany or a combination of both will be granted 9 imaginary IPC's to purchase units and place them on the game board in countries, which are currently occupied, by friendly units before play. After placement of these units, the game then starts as usual. (Germany may have all the money, Japan may have all the money or you may split it between the two countries any way you want, but no Industrial Tech. rolls, NO mixing of units in allied countries and any money left over is gone.)

Rule Clarifications: (remember these are different from the Revised Rules)

(All rule clarifications are from 2nd edition rules and/or the 1991 Rule Clarification supplement):

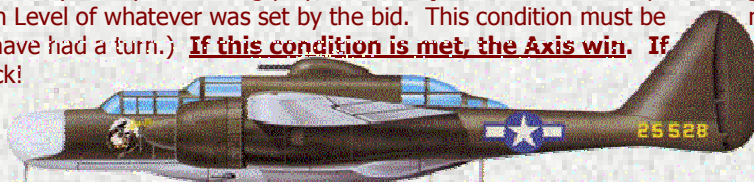
- AA guns do NOT fire during non-combat phase at passing aircraft
- Once a transport drops a unit or units off in ONE country its move is over. This is NOT "Bridging."
- (See page 16 of the Second Edition rule book for Bridging verification as well as the 1991 rule supplement.)
- Subs can only retreat, NOT submerge.
- The Northern Canada sea zone is adjacent to the Western Canada Land territory.
- You may NOT keep a battleship out of a sea battle so it can take part in an amphibious assault.
- All amphibious assaults are to the death including air support.
- Unnamed islands like Sicily cannot be landed on.
- Because the water surrounding Panama is two sea zones, it takes 1 movement to pass through the canal.
- The blow-up boxes on the lower right side of the game board cannot be moved on or off from adjacent sea zones. For example, the sea zone surrounding New Zealand is adjacent to the two sea zones surrounding Peru and Argentina/Chile on the lower left side of the board -- not to the blow-up boxes!
- Important; you can add additional chips or control markers but you CANNOT add more plastic units! Therefore, the number of groups of units you have is limited to the original amount of pieces the game comes with. (Ex; you may have only three-bomber groups/country. The same applies with Complexes and AA guns. Only 12 each may be used.)

Dice Rolling:

The game comes with a base set of dice. Using your own dice for rolling to speed up the game is permitted. You must let your opponent use any dice you bring to the game. You may roll from a cup and/or in a box, but NO rolling one or two dice at a time, only when applicable...any questions, please ask the Judges.

Victory Conditions:

By the end of regulation play (4 hours) or anytime during play, the **Axis powers MUST** conquer enough territories to have a **COMBINED** National Production Level of whatever was set by the bid. This condition must be met and held at the end of a round of play (all 5 countries have had a turn.) **If this condition is met, the Axis win. If this condition is NOT met, the Allies win!** Good Luck!



Last Update: 6/6/2018 (These rules were created by Greg Smorey and are copy righted and used by permission only)