GLOBAL 1942 (G42 2ⁿᵈ Ed.) TOURNAMENT RULES©

This is a 2 round Single Elimination (SE) tourney designed for 1-3 player teams. Teams play as one for each side. Since the event is **SOLD OUT**, **all event spots will be filled**. What this means if you come to the event as a 2-player team, a 3ʳᵈ player will be assigned to your team before play begins.

- All games have a max. time limit of **8 hours 45 minutes**

- Game play is based on **the official Global 1942 2ⁿᵈ Ed. Rules by Larry Harris**. (See handout and setup changes)

- Bid to determine who plays what side. (See bidding below).

- **END TIME** Rules will be in effect to end all games, with **NO Round Limits**)

- **REGULATION PLAY** is considered at the end of turn one complete turn (all countries have gone).

- No electronic devices of ANY KIND (including phones) are permitted for game play assistance.

- **NO's = National Objectives are part of the game and must be used; VC = Victory Cities**

Victory Conditions:

1. Axis win by controlling 8 VCs in Europe or 6 VCs in the Pacific for a complete round of play (ending with the next turn of the Axis power that captured the final required city) and control at least one Axis capital (Berlin, Rome, or Tokyo) at the end of that round.

Allies win by controlling Berlin, Rome, and Tokyo for a complete round of play (ending with the next turn of the Allied power that captured the third capital) and control at least one Allied capital (Washington, London, Paris, or Moscow) at the end of that round.

2. If by the end game time and no one has achieved the victory conditions above, IPC's must be counted to determine the victor. The Axis must have a total of **125 IPC** to win (this does **NOT** include NO's or in hand cash), if not, **the Allies win**.

Ending a Game: Please see "**End Time Rules Guide**" for details. The game ends when either of the Victory Conditions are met within the time frame given above. **A minimum of 7 rounds of play is strongly encouraged.** Also, please do not stop after playing 7 game rounds if there is ample time on the clock to play another game round.   By all means play. If a side is playing to slow, please notify the judges and that side will be given a warning to speed up play! **All judges' decisions are final.**

Turn order for G42:
1. Soviet Union 2. Japan 3. United States 4. China 5. Germany 6. UK 7. Italy 8. ANZAC 9. France

**Bidding:** (*How to determine who plays which side before game play begins!*)
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! You may not save the money or use it for the purchase of Industrial Technology and/or Complexes. The **side** (not just one country) receiving the bid will make their purchase and place bid piece(s) on the game board in territories/sea zones in which that side occupies at the start of the game. This includes allied units that begin the game within a territory or sea zone that has friendly allied units in the initial set up. 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, (if tied re-roll) 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**). **Remember any bid money not used as part of the purchasing of units is lost!**

Game Breaks: Due to the length of the allotted time frame in which to play G42, team members may choose to take several breaks during the game. **However, any game left unattended is the responsibility of all players at that game board and not the GM's.**

END TIME RULE: (See End Time Rule Handout). This is how game will end within the time constraints of the event.

ENJOY, HAVE FUN!
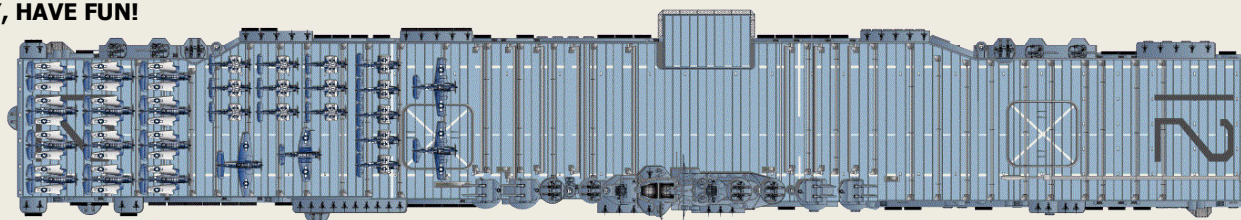
Global 1942 2nd Edition Tournament Rules Clarifications: (in alphabetical order)

▪ In G'42 tournament play, **ALL** countries are at war from the onset of the game, **Russia & US may attack freely** turn 1.

▪ **AA Gun Rule:** Ignore 1st Edition AA gun rules; AA guns in 2nd Edition are actual units that can be taken as casualties. They never change ownership.

▪ **Airbases**: You do not need an air base to defend against a bombing run. How many planes can defend? As many planes as you have available in that territory can defend against bombing run.

▪ **Asia Territories**: Can you clarify the status of territories in eastern Asia? Some players are confused by the Nationalist China logos overlaying territories that are bordered to look like Japanese home (or starting) territories. While Japan begins the game in possession and occupation of (moving North-to-South) Kwangsi, Kiangsi, Kiangsu, Shantung, Jehol, and Manchuria, these are Chinese home territories. Japan can only build minor industrial complexes in these territories; if the territories are reconquered by Japan or liberated by another Ally, the complex is removed from the board. Japan can build a major industrial complex in Korea because it is an original territory to Japan. If it exchanges control, any industrial complex will remain on the board.

▪ **British Europe**: **Any original UK Europe** territory including Cyprus or British Guiana whose monetary value is zero, counts towards the loss of bonus income.

 "China" can move into only its marked territories except for two exceptions: Burma & Kwangtung (Hong Kong). If territories are liberated, it does not control them unless India (British capital city for the East) has fallen.

 "China's Fighter" cannot attack outside its original territories, Burma, or Kwangtung, therefore it cannot be used to strike Japanese territories or sea units to ultimately land back in Chinese territory.

▪ **Convoy Disruption**: If two or more nations are convoy disrupting a sea zone, they all roll together. Each enemy country does not get a chance to roll individually to disrupt trade, thus greatly improving the odds of inflicting economic damage.

▪ **Industrial Complexes (Minor):** Only repaired minor industrial complexes may be upgrade to major complexes. You can pay for the repair and upgrade simultaneously, e.g., 20 IPCs + what amount of damage in IPCS.

▪ **Japan CANNOT** build a major complex in Manchuria – only a minor one. They CAN build one in Korea though. There are only a handful of places on the map where a major complex can be built – Korea is one – Romania another.

▪ **Kamikaze: Order vs Declaring** Scramble, How does this work: Declare Scramble, and then Kamikaze, then actual battle happens? Scrambling is determined before any die are rolled, Kamikaze's are like first strike in a combat and can be active any point the defender chooses?
▪ Kamikaze Rules in the rulebook are located in the Pacific 1940 2nd Edition rule book, page 16. (*Exception: Kamikaze's **may** target transports, can be used for both **attacks and on defense** and cannot be used until turn 4+*)

▪ **Map:** The 1st Edition Map allowed Sea Zone 6 to connect with Manchuria--it does not and this has been corrected visually on the 2nd Edition maps. Regardless of the map, this rule applies universally.

▪ **Technology**: We **do not** use technology in any AA tournament. It lends itself to too much random and out of the ordinary gameplay.

▪ **Pacts:** If the US lands in Korea/Manchuria, can Russian reinforce or does that negate the Mongolia pact? The rules state that Russia cannot ATTACK either of those places or the pact will be negated, but nothing prevents them from reinforcing allies in those areas.

▪ **Planes**: Can a plane land on just-built aircraft carrier? Yes. However: Planes cannot fly over impassable areas, like the Himalayas, Saharan Desert, or inactivated neutrals.

▪ **Transports:** Can a transport pick up from multiple land areas? Yes, they can pick up, move (or not), pick up again, move again, and drop off. But once they drop off their turn is over.