



GLOBAL 1942 (G42 2nd Ed.) TOURNAMENT RULES -SG

The Spring Gathering Global Tournament is a 2 round Single Elimination (SE) event for up to 12 players, max. 3 per side. Teams play as one for each side. **All event spots will be filled if possible. What this means if 12 players come to play but you only came with a 2 player team, a player will be assigned to your team as the 3rd on your side.**

- All games have a max. time limit of **7 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 sides. (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: (see full description of "Bidding" on [handout](#))

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. 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 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!

(Updated: February, 2019)

