



1942 (2ND ED.) WORLD CHAMPIONSHIP TOURNAMENT RULES ©

This is a Single Elimination (SE) tournament for up to 64 total players consisting of (32) one or two player teams. Play begins at 9 am on Friday and concludes with the Final on Sunday at 8 am.

- All games have a time limit of **4 hours and 45 minutes**. (See [END TIME](#) rules handout for details not part of this page)
- Tournament play is based on **1942 2nd Edition Rulebook** by Renegade games.
- An **OPEN "Bidding"** System will be used to determine who plays what side. (See below for details on "Bidding")

Victory Conditions:

1. If your side controls **3 or more total Victory Cities** than it started with (**9 for the Axis & 10 for the Allies**) at the end of a complete round of play (after the completion of the US turn) you win the war.
2. If neither side has obtained the 3+ VC's within the time frame allotted, the side with the most VC (**Victory Cities** wins) since there are 13 VC; there cannot be a tie. So take this into consideration when "bidding."

SET-UP Changes: UK: 1) Add 1 DD to SZ 7. 2) Move Cruiser from SZ 14 to 13. 3) Add 2 Inf. To India (total now 5). Germany: 1) Move German Bomber in Berlin to Ukraine 2) Remove 1 German Sub from SZ 5.

Bidding: (*this is how you will determine who plays what side!*)

The actual bid will be for a number of IPC's that the one team/side will grant, from the bank, 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. Bid 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**). If your opponent takes the bid at 1 IPC then obviously, they wanted to play the other side the starting bid was made for and the 1 IPC is lost. If they choose to increase the bid, then the bidding will continue until one side accepts the bid IPC value and buys units accordingly.

(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 and announces that they would like to be the Allies, hence, giving money to the Axis. They start the bid 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 play. In the above scenario, that would be the Axis. After placement of these units, the game then starts as usual. Remember any bid money left over is gone...

1942 2nd Edition Rulebook - Clarifications & Errata:

- **Armor cost 6 IPC's** not 5 IPC's
- Hawaii/Honolulu is a **VICTORY CITY**. This is different from the Original Version and is NOT noted in the rulebook as such.
- The Optional rule for Interceptors will NOT be used.
- The Black Sea is **OPEN** to transports and naval ships including subs.
- Transports are not permitted to offload land units for an amphibious assault in a sea zone containing 1 or more enemy subs unless at least one warship is present belonging to the attacking power at the end of the combat move phase.
- During amphibious assaults, keep the attacking overland & sea borne land units separated. The attacking sea borne units cannot retreat!
- All overland land units & aircraft partaking in an amphibious assault, may retreat after each round of combat if the attacker so chooses.
- All Industrial Complexes have "built-in" AA guns not designated on the game board as pieces.
- **AAA (Antiaircraft Artillery):** 1. May NOT move during combat phase. 2. May only defend when air units are attacking the territory the AAA's are in. 3. May NOT fire at planes passing overhead during any phase. 4. Each AAA may only fire at, up to 3 aircraft and **only once in the 1st round of combat.** 5. **Lone AAA gun(s) (in territory with no other units) have no defense value and if attacked are removed from play after firing (if applicable) if any attacking units survive.**

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 1942 2nd Ed. event!

Dice Rolling: The game comes with a base set of dice. Using your own dice for rolling to speed up play is permitted. You **must** let your opponent use any dice you bring to the table. Please, don't let dice rolling become a problem in any game...Good Luck!



"The best luck of all is the luck you make for yourself" – MacArthur

(These rules were created by Greg Smorey (with input from Larry Harris) and are copy righted and used by permission only) Last Updated 6/6/2023



**RENEGADE
GAME STUDIOS**



1942 2ND Ed. World Championship Tournament Rules

V1.0 by Renegade Game Studios & Greg Smorey

This document is used in conjunction with the Axis & Allies 1942 2nd Ed. Rulebook when running the game in a tournament environment. The adjustments and rule changes found here supersede some rules in the original OTB rulebook.

Tournament Roles and Player Etiquette

Tournament Organizer (TO)/Event Organizer (EO) - GM

The TO is responsible for the overall planning and execution of a tournament. For smaller events, the TO may also function as the Head Judge.

Judge (and Head Judge)

A Head Judge is required for every tournament, while Judges are optional, especially for small tournaments. Both are required to be very knowledgeable of the game and tournament rules. They monitor the tournament for rules infractions and respond to player questions. When there is a rules infraction or sportsmanship issue, whether discovered by the players or by a judge, there will be an opportunity for the players involved to resolve the situation amongst themselves. If they are unable, or prefer a judge to do so, the judge will rule on the situation. Players may always request that the Head Judge review any ruling, but the Head Judge's ruling is final.

Player

Anyone playing in the Axis & Allies World Championship is a player. Players must bring all required components (if necessary) to participate, must observe the rules of the game, and demonstrate sportsmanlike conduct at all times.

Spectator

Anyone at an event that is not a player is a spectator. Additionally, players when not actively participating in a game are Spectators. Spectators must never interfere with an ongoing game. If a spectator observes a rules violation or other issue, they must bring it to the attention of a Judge, Head Judge, or TO.

Player Conduct

Participants are required to behave in a respectful manner during a tournament. If players have a dispute during a competition and cannot resolve it by themselves, they must call for a judge to resolve it. All rule interpretations during a tournament are The Head Judge's responsibility. In addition to the Tournament Rules, all venue policies on behavior, dress, and other topics must be followed.

Players are expected to behave in a mature and considerate manner and to play within the rules and not abuse them. This prohibits intentionally delaying a game for time, bullying, placing cards, tokens, or other components with excessive force, inappropriate behavior, treating an opponent with a lack of courtesy or respect, cheating, etc. Collusion among players to manipulate scoring is expressly forbidden, and all players must play to win. If players witness unsporting conduct (including but not limited to slow play, collusion, or disrespectful behavior), they must alert a judge. The organizer, at their sole discretion, may assign a game loss and/or remove players from the tournament for unsporting conduct, and may report the incident to Renegade Games Studios for further action when required.

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 tournament.

Dice Rolling

The game comes with a base set of dice. Using your own dice for rolling to help speed up play is permitted. However, you must let your opponent use any dice you bring to the table for tournament play.



Tournament GAME "END TIME" GUIDE[©]

The Game "End Time" Guide was created to aide players in determining how to complete the last round of play within the time limits for that particular Axis & Allies tournament game. The spirit of this "Guide" is to **not create an EXACT rule** for when games should end. Nor were they created for players trying to game the games time system in order to give themselves an advantage in determination of who the winner is as it relates to the outcome of a game.

•This guide applies to these Axis & Allies tournament games: **Classic 2nd Ed., 1942 2nd Ed. Anniversary Ed. (AA50), 1914 & Global '42.**

"End Time" Suggested Guidelines (see summary in Table 1)

- Regulation Play** = Regulation Play Time Limit (see chart below). No game **should** end in the middle of a game round.
- Stoppage Time** – At the end of **Regulation Play** in all tournament games listed in the chart below, a **15 minutes of Stoppage Time** will be added (**IF NECESSARY**) for teams to finish out the last round—that is, to play to the end of the last power's turn (for example, to the end of the U.S. turn in the case of 1942 2nd Ed.).
- Minimum Round Limit** – Is a guide to help players know how many game rounds should be played for that particular game as listed in Table.
 - Playing as many rounds as possible is strongly encouraged.** If your game is not on this pace, you may be playing too slow. (see **Stalling/Slow Play Rules**).
- Time Notifications** – Judges will notify the players when there are approximately: 60 minutes, 45 minutes, and 30 minutes left in Regulation Play. Depending on the game variant and which power's turn it is when the time is announced, it should be determined **by the players (NOT THE JUDGES)** if this will be the last game round or not. **The key is, if another game round can truly be played after 30 minute warning + the 15 minute Stoppage Time, then by all means, PLAY one more round.**

Table 1. GAME "END TIME" Guide Summary				
Axis & Allies Game Variant	Regulation Play Time Limit	Stoppage Time	Minimum Round Limit	Should Not Start a Round w/Less Than*
Classic 2 nd Ed.	3 hours, 45 minutes	15 minutes	5-6	30 minutes
1942 2 nd Ed.	4 hours, 45 minutes	15 minutes	6-7	30 minutes
1914 & AA50	5 hours, 45 minutes	15 minutes	6-7	45 minutes
Global 1942 (G42)	8 hours, 45 minutes	15 minutes	7-8	60 minutes

*remaining in Regulation Play, **UNLESS** you all agree to finish 1 more round within the given time remaining by the Judges clock including the "Stoppage Time"!

Last Round Rule "Guide"

- All Games:** As noted above regarding the remaining time for each game, players should take into consideration the CURRENT ROUND should be the last ROUND and players are strongly recommended to consider, NOT starting a new round with less than 30 minutes left in regulation play **UNLESS ANOTHER FULL ROUND OF GAME PLAY CAN BE COMPLETED** within the time frame given by the judges + 15 minutes of "stoppage time" and **agree upon by all players.**
- ◇ If at any point during the game, both sides **DISAGREE** on what game round the game should end, all players must come to an agreement at some point before the game ends without wasting precious time & must notify the judges, **in writing**, to you're agreed upon game end time.

Regulation Play Expired Time Rules

- At the end of **Regulation Play**, and the **15 minutes of Stoppage Time** has expired to finish out the last round of play, the GAME ENDS immediately even if players have **not finished** the game to the end of the last power's turn. At that point, **whichever side controls the most Victory Points (VP) based on the games victory conditions, is the winner!** If there is a tie, see specific rules for tiebreakers for that particular game.

Stalling/Slow Play Rules

- What is stalling?** Stalling is considered any play that takes more time than usual to do combat movement, roll dice and finish non-combat moves. In all cases, one must remember this is a tournament. **Planning and strategy should be done mostly before your turn** and only counter strategy discussions should be occurring on your turn for time constraint purposes.
- NEVER AND under any CIRCUMSTANCE IS playing faster TO GET MORE ROUNDS IN CONSIDERED STALLING OR TRYING TO GAME THE GAME. THIS IS THE INTENTION OF WHY This GUIDE Was Created! Play as much and as many rounds as possible without having to set round limits on games!** If you feel a team is playing too slow, please notify the judges and a warning may be given to the team to speed up their play!

Electronic Devices: • **No electronic devices including phones, are permitted for assistance with any Axis & Allies Tournament play games.**

Event Tardiness: If at the start of any tournament round, a team (all members) is tardy for the start of the next designated game time (as set by the judges) by more than **15 minutes**, this will cause automatic concession in the game and possible elimination from the event! **Good Luck!**

