



GLOBAL 1942 (G42 2nd Ed.) TOURNAMENT RULES

Depending on the number of players for the event, we will determine the extent of the tournament and whether or not there will be 1 round or 2 rounds of game play. Regardless, here are the event rules:

- All games have a maximum 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 and more details on bidding handout).
- **END TIME** Rules will be in effect to end all games.
- **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 of 8 hours, 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.

3. **7 rounds of play strongly encouraged:** What this means is, you should be able to get a full 7 game turns in within the allotted time frame, if not, you are playing way to **SLOW!**:

No stalling (slow play)! If this occurs, it may result in forfeiture. We are aware that this is a long game, but if any side deliberately slows game play to try and ensure victory, the judges will need to be notified of the possibility of slow play. The side will be warned and if not corrected before games end, may end in disqualification. **This will ultimately be the judge's decision and are 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:

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 left over is gone...

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.**

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

ENJOY, HAVE FUN!

