



# Axis & Allies®



## REVISED - 2004 EDITION: TOURNAMENT RULES

This is an Single Elimination (SE) tournament is for one or two player teams. The event will begin on Friday and will runs into Friday and Saturday depending on how many player/teams we have in all. The start of each subsequent round is predicated on when the current round finishes and there is available table space! Please check with Judges to verify next round starting time.

- All games will last no longer than 3 hours and 45 minutes. (+ 15 minute stoppage time. See **END TIME** rules)
- Slow play is not permitted due to unfamiliarity with the game rules. You should get a minimum of 5 game rounds in.
- Tournament Play is based on the **Operations Manual (OM)** and **Larry Harry Tournament Rules (LHTR)** for clarification.
- NO appendix 3 optional rules will be used.
- The bidding system used will be an **OPEN** bid for sides. (see below)

### **Victory Conditions:**

1. 9VC (must be held to the end of the US turn regardless of what the overall IPC total is for either side) or:
2. IPC Victory; with bonuses for VC's at the end of regulation time. (See below for VC bonuses).
3. The IPC Bonus System used to determine the final results for games not reaching 9VC within the game time frame, **DOES NOT** take into consideration the differential in IPC's with bonuses between the Axis (170) and the Allies (181). You must do so regarding your style of play and your bid.

### **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...

### **Victory City Bonuses:**

Each city has an IPC value associated with it. The amount of IPC bonus points are added to the original IPC total. (Example:) Washington has a starting IPC value of 12. It has a 20 IPC bonus as noted below, giving it a total IPC value of 32: (12+20=32) Listed below are the bonuses for each Victory City (VC):\*NO change from 2005 rules of the same!

**Washinton-20; Moscow-20; Berlin-20; Rome-20; Tokyo-20; London-20  
Calcutta-15; Shangi-15; Paris-15; Lennigrad-10; Manila-10 \*Los Angeles-0**

At the end of regulation time, if neither side has obtained the 9VC condition; total all the territories each side owns with the victory point bonuses above for the final IPC value. The side with the greater IPC value...WINS! **The Axis need to capture a min. of 6 IPC's to win.**

### **Operation Manual (OM) Tournament Rules Clarifications:**

- Your weapons development becomes effective during **Phase 6: Mobilize New Units** of your turn phase.
- A transport in a hostile sea zone may NOT offload units unless the enemy units consist only of submerged submarines.
- All amphibious assaults for all land units are to the death. Air support may retreat after one full round of combat.
- Subs: IF THE ATTACKER HAS NOT RETREATED, defending subs may retreat during this step by submerging. They many not submerge if enemy destroyers are present in the sea zone.
- Transports that retreat from a sea battle may NOT unload during the non-combat phase of a turn.
- Aircraft may be used as casualties for off shore bombardment from Battleships per LHTR.

### **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. You may roll from a cup and/or in a box, but NO rolling one or two dice at a time unless applicable. Note: Per the OM/LHTR, **"Units with the same attack value are ALL rolled for at the same time."** Any questions or concerns, please ask the Judges! Good Luck...



(Revised Rules Updated: February 14, 2019)