

Axis & Allies GUADALCANAL

GAME PLAY/TOURNAMENT RULES

This tournament will be a single elimination, single player tournament. The tournament is limited to a maximum of 16 players. There will be a maximum of four rounds including the finals being the same night with the possibility of the final flexing based on player availability.

- To determine sides: either agree on what side one wishes to play or if you can not decide on which side to play, a dice role will do. High dice wins.
- All games will last no longer than 3 hours. There will be a 15-minute stoppage play to finalize moves and for tiebreaker play. (See below for Tiebreakers)
- The Judges will make any rule clarifications during play. All decisions are final.

Guadalcanal Rules & Clarifications:

- ◆ One cannot move and then load transports and destroyers; Load first, move second.
- ◆ Naval units do not need to be present in a sea zone for artillery to fire into adjacent zones.
- ◆ Fighters and Bombers are ALWAYS considered to be in the air during combat, even if they have not moved.
- ◆ Transports can be loaded from more than one land zone as long as the transport has not moved yet.
- ◆ A battleship adjacent to two different island zones with friendly land units on each may exert its land attack influence on both island zones to determine control of the island.
- ◆ In naval combat, a hit with a roll of 1 means the ATTACKER decides which specific unit of the appropriate type is hit. A hit with a roll of 2 means that the DEFENDER makes this choice.
- ◆ Only Air and Naval units can attack an airfield. Land units are used to capture them only.
- ◆ If a destroyer is hit in combat, even if it is only damaged, any cargo on the destroyer is lost.
- ◆ Naval hits are applied to UNDAMAGED units first, before damaged units.
- ◆ Sub combat – when moving and declaring attacks with your subs, ALL attacks must be declared (against what ships and how many subs) before any dice are rolled.
- ◆ Errata: The correct reinforcement scheme is that each player gets 10 reinforcement points, plus 4 additional points per island they control. (This is different from the printed rules)
- ◆ Neither sea or air units can cross a border between sea zones that has a "no" symbol on it.
- ◆ Air units may move *through* a space that contains enemy air units to the space beyond.
- ◆ You may unload two units and/or supply tokens on a single transport onto two different islands.
- ◆ You may move units onto your opponent's Base Card

Dice Rolling:

The game comes with a battle box and 12, 6-sided dice. You must use the battle box and the dice the game came with. It is important that when rolling the dice your opponent has a clear chance to see the results and read them from the box. If there are any complaints about dice rolling during play, a judge's decision will be made on each game individually. But in general, dice rolling should not be a problem.

DETERMINING A WINNER:

In Guadalcanal, the first side to reach 15 victory points wins. You earn victory points (VP) by controlling airfields and destroying capital ships (battleships and aircraft carriers). If either side has NOT reached the Victory Point total of 15 within regulation play (3 hours and 15 minutes) and/or the game is tied after the 15 VP total has been achieved, a tiebreaker system will be used to determine the Winner. Tiebreakers will be determined as follows and in order:

1. Total # of islands controlled
2. Total # of undamaged airfields controlled
3. Total # of undamaged Capital ships (Battleships/Aircraft carriers) controlled

The tiebreakers are added to the final VP's (in order per above list) and the side with the most VP wins. If the third tiebreaker is used and still no winner may be determined, judge's decisions will be made on the winner! Any questions, please ask the judges.

- Have Fun and Good Luck!

