



Anniversary Edition Tournament/Game Rules

This is a qualifying round for a casual play event for a two-player team with a maximum of 8 players for each qualifying round. Little to no experience is needed to play AA50, just some basic knowledge of Axis and Allies terminology. Basic tournament rules will be addressed before play begins. The winners of each game will qualify for single elimination (SE) play on Saturday. Prizes will be awarded to the top teams in this event.

- All games will have a time limit of 5 hours and 45 minutes. (see END TIME rules for how to end games within time frame allotted.)
- Game play is based on the AA50 Rulebook with the errata (see below) for clarifications.
- **No National Objectives/Bonus Income** will be used.
- Technology will be used as described in the official Rulebook with the revision, as noted below, for **Heavy Bombers**.
- The **1942** scenario will be used at set up.
- The bidding system used will be an OPEN bid for sides (see below). This is critical as applied to Victory Conditions.
- Fighter Escorts and Interceptors will be used for Bombing Raids as part of the Official Errata/Rule Clarifications. (see below)

Victory Conditions:

1. The side controlling the most Victory Cities (VC) at the end of regulation play wins (*must be held at the end of the US turn*).
2. If both sides own the same number of VC's (i.e. 9 to 9); then the side with the highest total IPC value of controlled countries wins.
3. China is NOT included in the starting IPC total for the Allies. These territories will count as 1 IPC value for each one controlled by the AXIS ONLY. The game starts with a (non-Chinese) IPC value of Allies 93 vs. Axis 78. At the end of regulation play, first calculate the non-Chinese IPC total for each side then add 1 IPC to the Axis total for each Chinese territory they control. If the Axis IPC total exceeds or TIES the Allies IPC total, the Axis win! (Ex: the game ends with an IPC value count without Chinese territories of 88 Allies vs. 83 Allies but the Axis control 5 Chinese territories. The final count would be 88 vs. 88. THE AXIS WIN!)
4. There will be NO IPC Bonuses (as in Revised) used to determine the final Victory Conditions for games.

Bidding:

The actual bid will be for a number of IPC's that the one 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. Also, units may not be placed in Neutral Countries.

To determine who starts the bidding, both sides will roll a 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 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 countries, which are currently occupied, by allied, LIKE units before play. In the above scenario, that would be the Axis. After placement of these units, the game then starts as usual. Remember no Industrial Tech. rolls, and any bid money left over is gone...

Official Errata/Rule Clarification:

- Germany's starting IPC's should be 37.
- Breakthrough Chart 1 – Rockets: The following sentence should be added: "In each turn, only one AA gun per territory may launch rockets, and each industrial complex can be attacked by only one rocket launcher."
- If China controls an odd number of territories at the beginning of its turn; the number of infantry it receives rounded is rounded down. If China controls only one territory, it gets no new infantry.
- New Chinese units may not be placed in a territory that already contains three or more units. Allied units do not count, so only territories that already contain three or more Chinese units (including the Flying Tigers fighter) may not have new units placed in them.
- The Chinese fighter (the Flying Tigers) canNOT attack units in territories or sea zones outside China if it returns to Chin in the same turn. It canNOT leave China, even temporarily.
- Air units can only hit subs if there is a friendly destroyer on the battle board, otherwise hits made by air units must be applied to units other than submarines.
- Units in the same sea zone belonging to a power allied to the attacker never participate in a battle in any way. Only a destroyer belonging to the attacking power will cancel the *Submersible* and *Surprise Strike* abilities of defending submarines and allow attacking air units to hit them. Since all defending units in the sea zone participate in the battle, *any* defending destroyer will cancel these abilities of attacking subs and allow defending fighters to hit them, even if the destroyer and fighter belong to different powers.
- **Tech; Heavy Bombers.** These units will roll two dice for each bomber separately and take the better of the two. This will replace what is currently in the handbook.
- Transports do NOT roll combat dice. As a result, they will never hit anything. They must rely on combat units for protection. Transports may only be taken as casualties when there is no other choice. In other words, they can't be used as "cannon fodder". Combat units protect transports, not the other way around.
- Transports that retreat from a sea battle with other ships may NOT unload during the non-combat phase of a turn.
- **Fighter Escorts and Interceptors.** Fighters can participate in strategic bombing raids. Attacking fighters may escort and protect the bombers, and they can originate from any territory, range permitting. Any or all defending fighters based in a territory that is strategically bombed can participate in the defense as well. (see End Time/Errata Handout for details)

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

Game Note: Have fun! That is what we are here for. Even though this is considered a "tournament" per se, it is intended to be an event for all level of players so, take your time, ask questions, enjoy the game and have fun while doing so...Happy Gaming!

