



GAME END TIME RULES

These rules will be used for all Axis & Allies: Anniversary Ed. (AA50), Revised (AAR), 2nd Edition and the Masters Invitational Tournament (MIT) games to determine how each game should end within the tournament time constraints.

End Time Rules: (AAR & 2nd Ed.): All games shall be played within the 3:45 allotted to each game. Given an approximate time frame of 40 minutes per turn, it is clearly expected that you should be able to complete FIVE full rounds.

There will be a "**15 minute stoppage time**" play at the end of the official 3:45, IF NECESSARY. This time will be used so that teams may finish up their final moves if they have not already done so and to finalize the game ending on **US's** turn.

An announcement will be made with 45 minutes remaining. What this means is:

1) If, WITH forty-five minutes left and the game is in the middle of a round (UK or Japan), the NEXT ROUND WILL BE THE LAST ROUND. (i.e. you have one hour (45 min. + 15 min. of stoppage time) to complete the round you are in, and possibly the next round. **IF YOU SO CHOOSE!**

• Officially, you may **NOT** start another game round if there is less than **30 minutes** left in regulation play (this **DOES NOT** include Stoppage Time). This does, however, apply to a game that is at the end of US's turn within the thirty-minute warning.

• If for whatever reason, both teams choose to start another game round before the thirty minute warning period and does NOT finish (**US's turn**) when time is called, including stoppage time (3:45 + 15 min = 4 hours), the total IPC values with bonuses will be determined **AT WHATEVER POINT THE GAME IS IN.**

2) If, with 45 minutes left, you are at the beginning of the **USSR** turn, **THIS ROUND WILL BE YOUR TEAM'S LAST.** You may **NOT** start another round after the current round including Russia.

• The judges will notify all players when 1 hour is remaining in regulation play and when the **30-minute warning** begins. It is up to the individual teams to complete the last round of play within the time constraints, not the judges.

• With this rule in place, all games should still achieve at least a **5 round** game. If you do not, you are playing way to slow!

Masters Invitational Tournament (MIT) - GEN CON only:

All of the END TIME rules above apply. The only difference is that game duration is 4 hours and 45 minutes and all games should get to a minimum of 6 rounds. If not, again, you are playing too slow!

Masters participants should recognize that even if they finish 1-2 and thus are out of the Masters Tournament for the next year, consideration will be given to such teams for the 2009 Mega Tournament seeding as long as a team would not have dropped out after an 0-2 start.

Anniversary Edition (AA50):

All of the END TIME rules above apply, except:

1. Game duration is 5 hours and 45 minutes.
2. Approximate time frame for each round is 45 min. to 1 hour.
3. Officially one may NOT start another game round if there is less than **45 minutes** left in regulation play.
4. All games should get a minimum of 6 rounds if not 7 but no one will be warned regarding slow play at this time.

Conceding a Game (AAR/MIT)

If a team chooses to concede a game before game time is called and/or VC have been obtained by one side, for whatever reason; the final score of the game will be recorded as **251 VP for the winners; 100 VP for the losers**, regardless of what the final IPC count is, on the board, at the time.

Officially Errata/Rule Clarifications:

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 of the industrial complex. The number of fighters that will defend is decided after the attacker's Combat Movement phase is completed and before the Combat phase begins.

After antiaircraft fire is resolved against the attacking air units, if there are any defending fighters an air battle occurs between the attacking and defending air units. This combat is resolved in the same way as a normal combat, with a few exceptions. The fighters have an attack value of 1 (2 if the attacker has the Jet Power research breakthrough) and a defense value of 2, and the bombers have no attack value. In addition, the combat lasts for only one round. After the battle, any surviving bombers proceed to carry out the raid as normal. Fighters participating as either an escort or a defender cannot participate in other battles during that turn. Defending interceptors must return to their original territory. If that territory is captured, the fighters may move one space to land in a friendly territory or on a friendly aircraft carrier. This movement occurs after all of the attacker's combats have been resolved and before the attacker's Noncombat Move phase begins. If no such landing space is available, the fighters are lost.

