



From: **The Captain**

To: **Axis & Allies G40 Veteran players**

Ref No: **Tournament Rules Wiking-Con**

NOTICE TO PLAYERS

The *Axis & Allies Global 1940 HRE Tournament Rules Wiking-Con* is designed for players who play with the entire G40 HRE.

First, read through the entire *Axis & Allies Global 1940 House Rules Expansion* rulebook as well as all *Optional Rules*.

Secondly, study the *Exceptions & Notes* mentioned below.

Refer to the *Axis & Allies Global 1940 House Rules Expansion* rulebook for overall rules, unit profiles, Cost of All Units etc.

Note 1:

Axis & Allies players who have played 5 or more games with the A&A G40 HRE are considered *Veteran Players*.

Note 2:

The *Tournament Rules Wiking-Con* are also considered the base tournament rules for the ***A&A G40 HRE World Championship***.

TABLE OF CONTENTS

1.0	Special components & notes:	Page:
1.	Getting Started	6
2.	Winning The Game	11
3.	Cost Of All Units	11, 72
4.	Economy & National bonus	12, 71
5.	Counters & Markers	8-11, 60-63
6.	Weapons Development	14
7.	Fig. & Picture Examples	14

2.0 **Exception 1:** In Section II these units & rules are not included:

1. Increased Ship Building in the Pacific Theatre (Japan & USA)
2. German Atlantic Wall fortifications

3.0 **Exception 2:** In Section V (*Optional Rules*) these units & rules are not included:

1. German Volkssturm unit
2. German King Tiger Tank unit
3. Heavy Waffen-~~SS~~ Panzer unit
4. Rocket units
5. US Heavy Transport unit
6. German Type XXI U-Boat unit

4.0 **Exception 3:** The following *Optional Units & Rules* are included:

1. Combat Engineer unit
2. Waffen-~~SS~~ Assault Pioneer unit
3. FLAK Tower unit
4. Strict Neutral rules & units
5. Air Fleet Commander & Air Fleet
6. Waffen-~~SS~~ Panzer General unit
7. Elite Tank unit
8. Waffen-~~SS~~ Elite Panzer unit



© AXIS & ALLIES GLOBAL 1940 HRE TOURNAMENT RULES WIKING-CON
Danish Axis & Allies Association
2025