



WIKING - CON

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* are designed for players who are familiar with the entire G40 HRE – and has gained game experience with these rules.

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

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

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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 (<i>Optional Rules</i>) 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 <i>Optional Expansion Units & Rules</i> are included:	
1. Total Victory Expansion	
2. Combat Engineer unit	
3. Waffen- SS Assault Pioneer unit	
4. FLAK Tower unit	
5. Strict Neutral rules & units	
6. Air Fleet Commander & Air Fleet	
7. Waffen- SS Panzer General unit	
8. Elite Tank unit	
9. Waffen- SS Elite Panzer unit	
10. Self-propelled Artillery	
11. Self-propelled Anti Aircraft Artillery	
12. Atomic Bomb	



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