

Axis & Allies

NAVAL MINIATURES

Axis & Allies War at Sea Tournament Play Rules – ORIGINS 2009

This AA WAS tournament will be, depending on the number of entries, a round robin, straight 1 and done, or break the brackets in half and everyone will play both fleets in different brackets event. (Max 8 players)

-200 point Navy, must build a fleet for each side

Setting Up

Step 4: The first player selects either side of the map on which to deploy his fleet. Ignore the Player 1 and Player 2 setup area designations on the battle zone diagrams on pages 5 and 6.

If Aircraft are placed in the same sector as a Carrier, place them either on the Carrier model or touching it to indicate that they are based on that Carrier. The basing capacity of the Carrier must be observed. Also place a card matching each Aircraft unit beneath that Carrier's card. These cards remain stacked with the Carrier's card until the Air Return phase.

How to Win

Points can be scored in a third way:

- If your enemy has no Ships remaining in play, you score bonus points equal to the value of an objective marker in the scenario you're playing. Ignore Torpedo Boats. They don't count as Ships remaining in play for this victory condition.

Victory is determined only at the end of the turn, not at the instant when a player reaches 150 victory points.

Stacking

A unit can move through a sector that is stacked to its limit but can remain there only if there's room for it.

During the Air Return Phase, Aircraft based on Carriers can exceed the normal sector stacking limit of four Aircraft but must comply with the Carriers' basing limits.

Card Errata

U-66: This unit's speed should be 1, not 2.

F6F Hellcat: This unit's Vital Armor should be 9, not 10.

USS Hoel: This unit's Lay Smoke Screen ability should read as follows:

Lay Smoke Screen Instead of attacking during your Surface Attack step, this unit can make a local smoke screen. A sector containing a smoke screen blocks line of sight. A unit in a smoke screen has concealment. Remove the smoke screen at the end of the next turn.

USS John C. Butler: This unit's Lay Smoke Screen ability should read as follows:

Lay Smoke Screen Instead of attacking during your Surface Attack step, this unit can make a local smoke screen. A sector containing a smoke screen blocks line of sight. A unit in a smoke screen has concealment. Remove the smoke screen at the end of the next turn.

Dice Rolling: Because dice are part of this game, using your own dice for rolling is permitted; however, you must let your opponent use any dice you bring to the table. Also, if any complaints about dice rolling occur during play, a judge's decision will be made on each game individually. Also, slow play or stalling may result in disqualification as determine by judge.

Have fun and enjoy!

