

2016 FORUMINI "OPEN" WAR AT SEA TOURNAMENT AT ORIGINS

When: Saturday night, June 18th from 6:00 pm to 10:00 pm. We will have the tournament in the SmoreySwamp Axis & Allies HQ gaming area.

Cost: See ORIGINS event registration for cost.

Prizes: custom painted Shapeways miniatures to use with the new Forumini Fleet Expansion Deck, Litko tokens, and Forumini Fleet Expansion Decks & More..

Number of players: 24 max.

The Tournament Description:

This is a 3 round tournament. Each round will be 60 minutes long. If a game has not been completed in 60 minutes then the players will be allowed to finish the current turn. Winner of the game will be the player with the most victory points at the end of the turn. Tournament winner determined first by the player that wins the most rounds/games. If there is a tie then winner will be the player with the most total victory points totaled across all three rounds (among the players that tied for most wins.) Tournament ranking for the other players will also be number of rounds won and then total victory points.

The Game:

200 pt fleets. Bring one Axis and one Allied fleet. Allies are blue cards and the Axis are red cards. Neutral gray cards can play on either side. First player chooses fleet to play, side of map to deploy, and sets up first. Roll for map configuration from the new Rulebook. Daylight. Roll for weather/squalls. Advanced rules in effect. WotC/Forumini most recent official class limits in effect. Historical Fleet restrictions (nation limitations) are not in effect. No year restrictions. Six-hull battleships not allowed. There must be at least two destroyers in each fleet. The first Forumini Fleet Expansion deck 'First Strike/Team Poseidon' the second Forumini Fleet Expansion 'Infamy/Team Neptune' deck and the third Forumini Fleet Expansion 'Team Egir' cards are allowed this year. The fourth Forumini Fleet Expansion 'Team Kraken' deck will not be allowed this year. Proxy miniatures are allowed.

