



Axis & Allies

NAVAL MINIATURES



WAR AT SEA BATTLEFEST RULES

These are the rules for the Axis & Allies War At Sea Battlefest with no other expanded rules being used other than what is listed below. All clarifications for game play from Avalon Hill site are in effect as well:

Fleet Rules:

- One must bring a 250 point Axis & 250 point allied fleet to the table but will only play one of them. If for whatever reason there would only be two players on one side, those 2 players would have to make up the difference for the remaining 250 points in like nationality ships. Extra time will be given to the team to assemble the additional 250 points, if need be.
- Maps to be selected randomly by judge before event. Total maps will be based on number of players.
- 750 pt. Fleets for both sides, Axis vs. Allies. Each side may have 3 players each providing a 250 pt. fleet of the same side. No mixed armies of allies and axis ships per side.
- All Major Flagships/Capital Ship are Unique. (Only 1 per board.) & 5 like ship/airplane limit per every 250 points per player.

Determining Sides:

Unless there is a strong objection (i.e. someone has traveled a long distance to play others they normally don't play and end up getting paired against their buddies) sides will be determined randomly by dice rolls. Each player will roll two dice, the highest three will be the Allies and the lowest three the Axis. Ties are re-rolled until sides are determined.

Set Up & Objectives:

Set up is based on the normal set up rules but in this case, there will be 4 maps for a 4 player game and 6 for a 6 player game. Each player may bring One Island to the table to place on the game board. After determining play order, each player then, in turn, may choose to place 1 island on the game board in any legal space. Objectives may be placed at this time as well, in order. 2 Objectives per player maximum.

Initiative:

All 6 Players Roll Dice: (with initiative bonus from flagships and special abilities): high roll picks where to go in the order of 1 through 6. Then all others highest to lowest choose their position (spot) in game play order. Once an order of play has been established, each player goes in order of their selected spot (1st through 6th) (Ex. All roll for initiative. Highest winner chooses 6th and goes last. Second highest choose third, so then third highest roll chooses the 4th slot. Then 4th highest takes spot number 5 still left available. Then the 2nd and 1st spots fall in line to round out the initiatives. Once the order for that round has been selected that is the order in which each player will go for that round. All successive rounds will be determined in the same manner by re-rolling for initiative. Use your entire initiative bonus from flagships and special abilities when resolving ties.

Stacking

Stacking Limit in a Sector is now 3. 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. If your fleet contains more ships than can legally stack in your deployment area, you can "over stack" sectors. Ships must be spread as evenly as possible; no sector can contain three ships until every sector contains at least two, no sector can contain four until all contain at least three, and so on. By the end of your first Sea Movement phase, all of your ships must be positioned legally according to the stacking rules.

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.

Game Duration: 3 hour limit with no round limit. There will be no objectives except to kill your opponents. During game play, each player must keep track of who kills what for final victory tally on that team.

Victory Conditions: The team that has killed the most units/points goes the spoils and the player on the winning side with the most Points Killed will be claimed the victor. Team Tiebreakers: (for 1st, 2nd and 3rd place):

1. Most Points Killed & Objectives Held.
2. Most Units Killed
3. Largest Unit Killed
4. Most points that survive

Fleet Errors: If after the first roll of the dice or at any time during game play, one side or the other has realized that there is an error in the amount of units and/or points allocated to one's fleet, that fleet will be left as is. So is life in war. War is not fair so, making sure your fleets are legal before play begins is critical. The judge will have all final decisions on all rulings.

ENJOY & HAVE FUN!

