WAS LEAGUE RULES GEN CON

This Axis & Allies War At Sea Miniatures LEGAUE will be a Swiss Qualifying Formatted event with latest "Advance Rules" being used. Each player will receive: **1/2 starter box and 2 boosters** to create their Fleet. You may trade with others in the LEAGUE only and you may NOT use outside pieces and Forumini Cards for this event. All fleets must be registered with the Judges to be made legal and may only change units between rounds with units listed on your own registered fleet sheet.

All players will play as many games vs. other league players as possible throughout the 3 days. At the end of the 3 days, the top 4 players with the best overall records will play in a SE round to determine the over LEAGUE winner. **Tie Breakers: 1. Head-To-Head 2. Most Overall Points Killed for all games Played. 3. Roll the Dice.** All clarifications from Avalon Hill site are in effect:

Fleet Rules:
   a. One must design a 100 point all Axis or Allied fleet with the figures pulled or through trade with others in the league. During a match, you both may have Allied/Axis fleets. This is permissible.
   b. **All Major Flagships/Capital Ships on the Restricted list are <u>Unique</u>. Only 1 per board for your side only.**
   c. **2 airplane/Unit type limit** per player and **no more than 4** of any other ship NOT a Flag/Capital Ship.
   d. **<u>Game Duration</u>:** 1 hour limit with no round limit.

Set Up & Objectives:
Set up is based on the normal set up rules. Each player may bring 1 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.
<u>Objectives</u>: Objectives will be placed at this time at objective location on the maps. To control an objective sector, you must have one or more ships in the sector, and your opponent can't have any Ships in or adjacent to the sector. When you seize an objective sector, you score **50 points**. REMBMER-Submarines and Aircraft don't count for controlling objective sectors.

Initiative:
Flip a Coin. The winner sets up first. **First Player Deployment.** The first player picks one end of the battle map and deploys his or her fleet there. You can deploy your Ships anywhere in the row of sectors on your edge of the map. You can deploy your Submarines anywhere on your half of the map (the first five rows of sectors). You can't set up Ships or Submarines in a sector containing an island. You must place your Aircraft in the same sector as a Carrier (if you have one) or at the land airbase in your corner of the map. **Second Player Deployment.** The second player now deploys his or her fleet on the other side of the battle map.

Stacking
Stacking Limit in a Sector is 2. A unit can move through a sector that is stacked to its limit but can remain there only if there's room for it.

Victory Conditions: The first person to score 150 points wins! You score points in two ways:

- **When you destroy an enemy unit, you score points equal to the cost of the destroyed unit.**
- **When you seize an objective sector, you score 50 points. There are three objective sectors on the battle map.**

It's possible that both players might reach 150 points or more in the same turn. In that case, the player who achieves the higher score wins. If, at any time, your opponent has no units left at the end of a phase, the game ends and you win.

After every game played, <u>BOTH</u> players may add to their collection of units by reporting their results to a judge at the AAHQ and then rolling dice (2 for victory – 1 for a loss) to add additional units to their fleets. ALL UNITS received for this event are the players to keep!

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!