



Axis & Allies

NAVAL MINIATURES



WAS BATTLEFEST RULES

These are the rules for the Axis & Allies War At Sea Battlefest. The Standard and Advanced Rules as listed in the Revised Starter set WAS Rulebook will apply the exceptions listed below. All clarifications for game play from Avalon Hill site are in effect as well:

Fleet & Game Rules:

- Each side must bring a 750 pt. fleet to the table: 250 point Axis & 250 point Allied fleet/player, but will only play one side or the other. If for whatever reason there would only be 2 players on one side, those 2 players would have to make up the difference for the remaining 250 points in like nationality or neutral ships. Extra time will be given to assemble the additional 250 points, if need be.
- Each side may have a max. of 3 players. Each side must provide up to 750 pt. fleet equally for that side. You may mix only fleets of allied nations among each side. **Neutral** ships may be used for either side.
- Historical Fleet Restrictions: Ships with Class Limitations as posted on **December 3, 2011. Ships included on the list are restricted for the whole side, not just 250 points. (i.e. Only 3 Yorktown class CV's /side)**
- Forumini Rules and unit cards may **NOT** be used for this event. Only WotC/AH units and cards may be used.
- You may have no more than 25 units per 250 points of a side's fleet.**
- Game Duration:** 3 hour limit with no round limit. Players must finish the final turn within the 3 hour time limit.

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 among the players present. If you can't come to a consensus on what side to play, role dice!

Set Up & Objectives:

- The game will be played on 3 full sector maps. If there is a total of 3 or 2 players, 2 Sector maps may be used.
- Both Sides will come to the table with **2 Objectives** markers. Based on high dice roll, side 1 places an Objective marker in any middle sector of the board. Then, side 2 must place the second Objective in any open Sector at least two squares away from the previous placed Objective. Then Side 1 places the third in the same manner and Side 2 the last in any of the Sectors at least 2 squares away for any of the 3 previously placed Objectives.
- For this Major Battle Scenario, all **4 Objectives are worth 125 points** each and goes to the player (not the side) that takes that Objective.
- Each player may bring **One Island** to the table to place on the game board. Though NOT required. After determining play order, each player then, in turn, may choose to place 1 island on the game board in any legal space. REMEMBER-Submarines and Aircraft don't count for controlling objective sectors.

Initiative:

All Players Roll Dice: (with initiative bonus from flagships and units 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 for ships in a Sector is now 3 and for aircraft is now 5.** During the Air Return Phase, Aircraft based on Carriers can exceed the normal sector stacking limit of 5 Aircraft but must comply with the Carriers' basing limits. When deploying your fleet, you can "over stack" sectors in the deployment row. 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.

Victory Conditions: The team/side with the Most Points for **Units Killed + Objectives Captured** at the end of regulation play wins and the player on the winning side with the most Points for Units Killed & Objectives taken combined will be claimed the victor. Team Tiebreakers: (1st, 2nd and 3rd place): During game play, each player must keep track of who kills what for final victory tally on that team.

- 1. Most Points Killed & Objectives Taken.**
- 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!

