WAR AT SEA LEAGUE RULES

This Axis & Allies War At Sea Miniatures LEGAUE will be an event whereas each player may play as many 1 on 1 games of WAS with other players registered in the League over the course of the 3 days. The latest "**Advance Rules**" will be used.

●**Each player may bring their own 100 point Fleet, either Axis or Allies, not both, to the tournament**. All Fleets must meet Fleet restrictions noted below. **If you are not able to bring your own fleet, a starter fleet will be provided for you and is yours to keep.** Once your fleets have been registered, you may now trade with others in the LEAGUE only, and you may NOT use outside pieces and/or **Forumini Cards** for this event. All fleets must be registered with the Judges to be made legal and one may only change units between rounds with units listed on your own registered fleet card.

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 overall LEAGUE winner. **Tie Breakers: 1. Head-To-Head 2. Most Overall Points Killed for all games played.** All clarifications from Avalon Hill site are in effect:

Fleet Restrictions for Pre-Constructed starting fleets:
1. **100 point or less starting fleet.** They must be all Axis or Allied fleet (no mixing).
2. All cards/miniatures must be from a WotC Axis & Allies Naval Miniatures Set.
3. You may **NOT** include any units with a cost over **50 points and more than 5 Hull pts**.
4. You may **NOT** have more than 1 of any **unit or unit type**.

Game Rules for all games:
A. During any match, you both may have an Allied or Axis fleet vs. each other
B. Game Duration: 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.   **Objectives:** 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, BOTH 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 and (1) for a loss, to add additional units to their fleets. ALL UNITS received for game played and traded for, 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!