

War at Sea at Origins 2017  
Battle of Cape Sparviento  
Learn to play War at Sea



When:

*Saturday morning, June 17<sup>th</sup>, from 10:00 am to 1:00 pm.* We will have the game in the Axis & Allies gaming area.

Prizes:

*Custom painted Shapeways miniatures to use with the new Forumini Fleet Expansion Deck, Litko tokens, and Forumini Fleet Expansion Decks.*

The game:

Axis & Allies War At Sea: Battle of Cape Sparviento. This event is a team teaching, large scale event for novice or first time players. Game materials (map, ship miniatures, dice, etc.) will be provided for this learning event. Up to six players can be accommodated.

The setting:

On 27 November 1940, the Italian fleet attempted to intercept and stop a British convoy and its Royal Navy protection from reaching and resupplying the Island of Malta in the Mediterranean. Italian and British cruisers and battleships engaged in a running gun battle for almost an hour before both forces disengaged as neither side was able to obtain a significant advantage. This teaching game will use ships and a map setup that roughly represents this battle as an introduction to the mechanics of Axis & Allies Naval Miniature game.

