

# War at Sea Tournament at Origins 2017

## "The Channel Dash"

**When:** *Thursday Evening, June 15<sup>th</sup>, from 6:00 pm to 10:00 pm.* We will have the tournament in the SmoreySwamp Axis & Allies HQ gaming area.

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

**The tournament:** 3 round tournament. Each round will be 60 minutes long. If a game has not been completed in 60 minutes then the players will be allowed to finish the current turn. Winner of the game will be the player with the most victory points at the end of the turn. Tournament winner determined first by the player that wins the most rounds/games. If there is a tie then winner will be the player with the most total victory points totaled across all three rounds (among the players that tied for most wins.) The second place winner will also be number of rounds won and then total victory points. Third place etc will be determined the same way.

**The game:** It is the night of 11/12 February 1941. The Kriegsmarine has ordered the German battleships at Brest to return to home waters via the English Channel. The British are caught by surprise, but scramble to stop the German ships from reaching their destinations in Germany.

200 pt fleets. **1941 year limit on cards.** Hull 6 ships are not allowed. Bring one German Axis fleet build, and one British Allied fleet build. Roll for first player. First player chooses whether he wants to play Axis or Allies, and he has to setup first. Map configuration 2 from the new Rulebook will be used. The British will deploy on the open ocean end of the map. Advanced rules in effect. Roll for squalls. The first two turns of the game occur in Darkness, then the rest of the game is Daylight. . One ship from the British fleet may begin the game undeployed, along with up to one of your Cruisers -- Deploy them together on turn 2 or turn 3 at the end of the Air Return phase in any sector on your side of the map. One ship from the German fleet can choose up to two local or adjacent Ships, this unit and the chosen Ships can move one sector after both fleets are deployed. The latest WotC/Forumini Class limits will be in effect. German fleet builds may only consist of German units. British Fleets may only include United Kingdom units. Neutral and Installation cards may not be used. The first Forumini Fleet Expansion deck 'First Strike/Team Poseidon', the second Forumini Fleet Expansion 'Infamy/Team Neptune' deck, the third Forumini Fleet Expansion 'Team Ægir' cards and the fourth Forumini Fleet Expansion 'Team Kraken' cards are allowed this year. Proxy miniatures are allowed.

