

War at Sea Tournament at Origins 2017

Guadalcanal Battle in the Slot

When:

Friday Evening, June 16th starting at 6:00 pm to 10:00 pm. Tournament will be in the Axis & Allies gaming area.

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

The tournament:

Three 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 November, 1942 and the US Navy is struggling to keep the Marines on Guadalcanal supplied while preventing the IJN from doing the same. USN intercepts indicate the IJN is planning another night run down 'The Slot' to deliver supplies to Japanese forces while a covering cruiser force bombards the US Marine positions. The USN sends its cruiser and destroyer forces up the slot to intercept.

200 pt fleet, 1942 year limit on cards, Darkness rules in effect. Battleships and aircraft carriers not allowed. Bring one Japanese Axis fleet build, and one United States Allied fleet build. Roll for first player. First player chooses whether he wants to play Axis or Allies, the side of the map he wants, and he has to setup first. Use the 'Slot' map from the original Set I starter, or use an open ocean map with the following sectors designated as coastal: A1, B1, C1, D1, H1, I1, J1, K1, K2, E7, F8, G7, H8, I7, and K7. Sector B5 is an island. The battle will take place during Darkness using the Darkness rules as given on pages 45 and 46 of the second rulebook. Advanced rules in effect. Roll for squalls. The latest WotC/Forumini Class limits will be in effect. Japanese fleet builds must consist only of Japanese units. Allied fleets may include USN, Australian, and New Zealand units. Installation 'gray' cards may 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 Agir' cards and the fourth Forumini Fleet Expansion 'Team Kraken' cards are allowed this year. Proxy miniatures are allowed.

