

# WAR AT SEA TOURNAMENT AT ORIGINS 2016

## BATTLE FOR THE MEDITERRANEAN

**When:** Saturday, June 18<sup>th</sup> 1:00 pm to 5:00 pm. We will have the tournament in the SmoreySwamp Axis & Allies HQ gaming area.

**Cost:** See ORIGINS registration for cost.

**Prizes:** TBD

### **The tournament:**

This will be a 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.

### **Event Description:**

It is autumn of 1942. The Regia Marina has been ordered into the central Mediterranean with air cover from the Regia Aeronautica to provide distant cover for several important troop convoys headed for North Africa. The British have intercepted those orders and sent their Mediterranean Fleet to stop them.

**200 pt fleets. Bring one Italian Axis fleet build, and one British 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. Roll for map configuration from the new Rulebook. Each player will place one additional island card after rolling for the map configuration. Second player places his island card first. The battle will take place during Twilight 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. 1942 year limit on cards in effect. Both sides may use the Installation "gray" cards. There are no class limits on Installations. Italian fleet builds must consist of Italian units, and may include up to two German U-boats, and up to three German aircraft. British Fleets may include United Kingdom, Australian, New Zealand, Canadian, and Greek units. The first Forumini Fleet Expansion Deck 'First Strike/Team Poseidon', the second Forumini Fleet Expansion 'Infamy/Team Neptune' cards and the third Forumini Fleet Expansion 'Team Ægir' cards are allowed this year. The fourth Forumini Fleet Expansion 'Team Kraken' cards may not be used this year.

