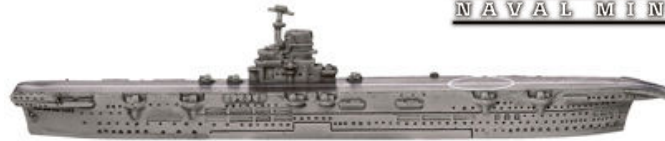


# LEARN TO PLAY: AXIS & ALLIES NAVAL MINIATURES: WAR AT SEA

## WAR AT SEA BATTLE OF CAPE SPARVIENTO



★ **When:** *Saturday morning, from 9 – 12 noon. We will have the event/game in the Axis & Allies SmoreySwamp gaming area.*

**Prizes:** for all that play in the event! ★

### The Game:

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.

**Battle of Cape Spartivento** - historical battle between the Royal Navy and Regia Marina 27 November 1940. All Units will be provided for both fleets. 300 points per side. The side that reaches 450 points at the end of a turn when adding destroyed/sunk units, captured objectives and captured secret objectives is the winner. Up to six players can play in this event.

### 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.

