● The Axis & Allies War at Sea League Tournament is an event where **you must bring 1 Axis and 1 Allied fleet of no more than 60 pts.** (but not combined*) If you can't bring your own 60 pt. fleet, one may be provided but there will only be a total of 4 of these fleets available to players without fleets.*

Your 60 point fleet requirements: 1. Minimum of 3 different type of units. 2. No duplicates of any one unit including air support. 3. **No Rare's.** **4. No single unit can be over 21 pts**. 5. WotC Units ONLY. 6. Banned Unit: **US, F6F-3 Hellcat – (Vital Armor 10)**

● You will then be provided with **40+ additional fleet points of random units** (either Axis or Allies not both). You will then combined your units with the 40 additional points. of units provided that will make up your starting fleet..

● **All fleets will need to be registered before the start of the event and you may only trade units with others in the tournament based on your starting fleets and what you earn during the tournament or through trades with others in playing in the tournament.**

● Once each player establishes their starting fleet, all players in the event may play as many 1 on 1 games of WAS with other players registered in the tourney during the allocated times for the tournament.

● The latest Axis & Allies War at Sea "**Advance Rules**" will be used.

● On Saturday, the top 8 players with the best overall records will play in a SE round bracket to determine the overall tournament winner.

Fleet and Game Rules:

▪ All Fleets must be **100 pts. or less** and constructed of all Axis or Allied units (not both).

▪ You may **NOT** interchange fleet units between games with any units outside the tournament and not listed on your fleet card.

▪ **TRADING between other players within the tournament is strongly encouraged. All unit trades must be registered at the HQ.**

▪ During a tournament game vs. any opponent, it is possible to play against the same fleet type of either Allied or Axis.

▪ **Game Duration**: 1 hour time limit, there is no limit on the number or rounds/turns.

Tournament Game Tie Breakers:

1.) Head-To-Head Record   2.) Most Overall Points you have killed (*cumulatively for all games played.)*

Setup & Objectives: Setup is based on the normal setup rules. Each player may bring 1 single sector Island to the table to place on the game board. Then place the three objectives in the center row two spaces away from each other. After determining play order, each player then, in turn, may choose to place 1 island on the game board in any legal space.

▪ **Darkness and Squalls will not be used.**

▪ **Objectives:** To control an objective sector, you must have one or more ships in the sector at the end of the **Air Return Phase** and your opponent can't have any ships in or adjacent to that sector. *REMEMBER-Submarines and Aircraft don't count for controlling or contesting objective sectors.* Units with NO SEA CONTROL cannot control a sector but CAN contest one. Once an Objective is controlled remove it from the map, each objective can only be scored once.

Initiative: Flip a Coin. The winner sets up first. **First Player Deployment.** Then **Second Player Deployment.**
Stacking: The stacking limit in a Sector is 2 Ships, 1 Submarine, and 2 aircraft per side.

Victory Conditions: The first person to score **150 points wins**! You score points by:
• **Destroying an enemy unit.** Score points equal to the cost of the unit destroyed.
• **Capturing an objective.** Score 50 points per objective; there are three objectives on the map.
• **Destroying your opponent's last surface ship** (all ship types that do not have the **NO SEA CONTROL** special Ability), you score 50 points.
• It is possible that **both** players can reach 150 points or more in the same turn. In that case, **the player with the higher score Wins!**

● After each game played, **BOTH** players may add to their fleets by reporting their results to the HQ. The winner of the match rolls 2 dice & chooses which unit he/she would like to add to their fleet based on the numbers rolled. The loser of the match rolls 1 dice and gets the unit rolled. Each player then records their new unit(s) on their fleets score card.

● +1/-1 Tokens: before play begins, all players receive 2 (+1,-1) tokens. These tokens can be used to effect the result of 1 dice rolled (+/-) when selecting new units. You may use more than 1 token at a time but once used, they cannot be used again. You may also trade tokens for units or units for tokes if you like, just make sure the trades are recorded on your Fleet Card.
● *ALL UNITS received as part of this tournament either won or traded for are yours to keep!*

Fleet Errors: If after the first roll of the dice or at any time during game play, one side or the other has realized that there is an error in the number of units and/or points allocated to one's fleet for that game, that fleet will be left as is. So is life in war. War is not fair so, making sure your fleets are legal before play begins is critical. All judges' decisions are final!   **ENJOY & HAVE FUN!**