



www.forumini.org
http://aaminis.myfastforum.org

Ranging Shots

TO PLAY, CREATE AND COMPETE
BY NEURALDREAM

HIGHLIGHTS IN THIS ISSUE

- World Rankings
- Naval Camo
- AAM Deathmatch
- WAS Defend the Lanes
- WAS Cold Steel

A brand new world ranking system, several sponsored tournaments everywhere in the world, a multitude of scenarios and innovative variants of AAM and WAS, as well as a jaw-dropping collection of miniature repaints, mods and scratchbuilds. Add to this the upcoming Angels 20 game and it becomes obvious that Avalon Hill's 2005 experiment of an affordable collectible miniatures game with simple rules was a

triumphant success. This issue has examples of all the reasons why the experiment succeeded.

I hope you enjoy it :).



AXIS & ALLIES MINIATURES RANKINGS BY VERGIUS

Nearly a month ago, we implemented a system of player ratings and rankings for all three games of Axis and Allies miniatures. At the present, we've received results from a few War At Sea tournaments, and the final results from those tournaments are published on the Axis and Allies website. Some of the information has been published on the forum, so my purpose here is to supplement that information with the background of the system we're using, and to walk through how an average tournament gets rated.

The goal of any rating system is to provide a way of ranking players based on performance. So the biggest key is your overall wins and losses. Win a lot of games, and especially tournaments, and your rating should remain high. Beyond that, your rating does not merely reflect how many wins and losses you have, but also the quality of your competition. A win against a higher rated player will be worth a lot of points, while a win against a lower rated player will not be worth very many points at all. Over the course of a 100 games, we expect player ratings to settle and eventually reflect their relative abilities. But I'd caution everyone that until we start to get a lot of games in the database, expect the ratings to fluctuate.

Our system is relatively simple. When a tournament is completed, we get a report from the tournament director which contains the forum names of the participants and

their final results in the tournament. All participants must be ranked from 1st to last, regardless of how many participants of similar scores. While it will not be uncommon to see a lot of players in the middle places with the same final scores of 2-2 in a four round tournament, the system does require that tournament director find some way of tie-breaking those scores.

All players will start with a basic rating of 1000. So a tournament report in the next week might have 4 unrated players ranked 1-4 in their final performance. In this case, the tournament winner will have a new rating of 1023. The second place finisher will have a rating of 1008. The third place finisher a rating of 992, and the fourth place finisher a rating of 977. The second and third place finisher might both go 1-1, but we require the tournament director to apply some system of tie-breaks so that those players have separate ranks.

At the beginning, we'll see a lot of results near 1000, but what happens a year from now as the ratings start to deviate from 1000? Let's say we get the same 4 player tournament as above, but the original ratings of the 4 finishers are: 1400, 800, 1000, 1200. The new ratings would be: 1405, 825, 999, 1171. The 1400 won the tournament, but everyone else was a lower rated player, so fewer points were available for him to gain. The second place finisher was the lowest rated player, so he sees the biggest improvement in rating. The 3rd place finisher did not vary

much from his original 1000 rating and performed remarkably close to expectation. Meanwhile, the fourth player, rated 1200, performed badly and lost 29 points. Not only did he come in last place, but he performed worse than 2 lower rated players.

How can players and tournament directors help ensure that the ratings are accurate?

One of the key rules of our rating system is that the tournament director must rank the players from first to last. And this rule has important implications in that tournaments with large numbers of players, and tournaments based on few games will tend to be wildly inaccurate and unfair to the players involved. For example, a single round elimination tournament with 16 players is going to do a great disservice to the players in the 9-16 ranking, simply because these players played only one game, played no games against each other, yet the tournament director is required to rank them 9th, 10th, and so on down to 16th. The player ranked 9th may end up with 40-80 rating points more than the player rated 16th, despite having no difference in performance. If you do get 16 players, a far better system is simply to break them into 4 player round robins. In fact, I'm not sure I can. Likewise, even a four round Swiss System tournament, a system that has the advantage of allowing all players to play four games, will tend to produce a lot of 2-2 results. In a large tournament, the first 2-2 player in the group and the last 2-2 player in the group may see a fairly wide rating swing, despite similar performances in the tournament. Thankfully, I do expect we'll see a lot of tournaments with 4-6 players, which should be optimal size for our rating system. I do not believe I can even begin to be exhaustive at this point, but I hope to

prompt further discussion on the forums among potential tournament directors, and players interested in how tournament types may impact their ratings.

In the meantime, the current World Rankings for War At Sea (latest update 29 August 2011, www.forumini.org):

	Name	Rating
1	PT-73	1068
2	Admiral Wannabee	1065
3	Slavic_dog	1053
4	12-7-Gamer	1052
5	HMS_Artemis	1038
6	JLAUTH	1037
7	BasicBob	1023
8	WASISFUN	1015
9	weedsrock2	1010
10	Ssomwm	1008
11	Tracker1833	1008
12	Craig	1007
13	RTBS	1000
14	Korsair	992
15	Hornblower	992
16	mnnorthstars	990
17	Cheese Fleet	985
18	IndySparky	977
19	I like WAS	970
20	defender390	962
21	swarbs	955
22	lhcrscot	947
23	CaptStrange	932

VOICES FROM THE COMMUNITY

"Hello all. I am honored to share a bit about myself in this issue of the forumini newsletter. To start off, I am Matthew Martine, aka, mmарfox. I am currently a 23 year old "super senior" in my last semester of undergrad at the University of Alabama at Birmingham (UAB). My major is in Marketing, but business is not the focus for my plans immediately following graduation. I am currently involved in the process to be accepted to the U.S. Marine Corps Officer Candidate School (OCS). This is my goal and my focus, and if all goes to plan, I will be going to USMC OCS in January of 2012.

I have always had a mind for strategy and tactics. While growing up, I could always be found playing with my toy soldiers, playing chess with my older brothers, or playing RISK with my father, brothers, and uncles.

I began playing Axis & Allies Miniatures in 2009 after finding it as a quicker alternative to the board game. I loved the look of the minis and the simplicity of the rules, and myself and my girlfriend at the time quickly became hooked. It was reminded me of a "big boy" version of the toy soldiers that I played with as a kid.

I discovered the forumini in late 2009, and I have enjoyed being a member of this community ever since. I am currently a moderator of the AAM Army Builds section and the AAM Clubhouse section. I am very active in the online gaming arena, and I am a proud member of Club USSR. If you ever are looking for an online game or any advice on an AAM build you may have, then I am happy to oblige."

mmарfox

“Well what to say about me, let’s see. I currently live in Austin, Texas where I teach art at the middle school level. I am married to a wonderful wife and have a five month baby girl. I am also a fine artist, with my main skill as a watercolor painter but I also have experience with sculpture, graphic design, leather working, wood working, and now scratch model building. I have lived in Texas for twenty years but have also lived in Rhode Island, New York, New Hampshire, and Alaska. My profile name is from going to Renaissance fairs which I normally prefer to go dressed in full chainmail armor and weaponry, hence the Sir.



I discovered the game last year when I bought the 2010 Starter Set and was instantly hooked (which drives my wife crazy but she is accepting of my nerdiness). I am of Danish decent, with my father and his family immigrating to the United States after the war. After doing some research I decided to create a small scratch built Danish fleet. I have since expanded to the other Scandinavian nations and now currently have about 60+ units, mostly scratch built. I am currently working on expanding my custom fleet creating more air and submarine units. I am also plan on continuing work on my German auxiliary aircraft carrier fleet and as well as a few new commissions for clients.



I have to say, I love Forumini and check it daily - especially the custom card section and the 101 (you guys are great!). This community makes this silly ‘plastic crack’ game all that more enjoyable and enriching what I had expected it to be when I picked up that starter over a year ago.”

Sir_Valentine

“Hi everyone my name is !@#\$\$%^&*()_who most of you know as angryhydraglisk. Let me tell you a little about myself. I have been interested in naval ships ever since I was little. I guess it leaves a big impression on the Navy when you are a child going through ships like USS Kitty Hawk, USS Lassalle and those Nimitz’s (AWESOME). It was by chance I came upon this game. I was wandering around my local bookstore and came across an original booster pack. It looked cool. I read the side of the box and saw it showed my favorite ship, the USS Enterprise (Battle 360 anyone?). Since it was a booster I figured it was a long shot but when I opened it up guess what! A USS Enterprise! Ever since then I have been addicted to this plasticrack known as W@S (but I can stop any time I want to...really...). Nowadays I spend my time building up my fleets, the IJN and RM. Once they are done I will rule all the seas and you will all bow to me. ALL OF YOU!!!”

AngryHydraglisk

“Hi, I’m Michael, known as P71 on the forum. I am retired from the US Coast Guard where I commissioned an 87’ Patrol Cutter and sailed it through the Panama Canal. I am currently a Vocational Rehabilitation Counselor and have many hobbies. In the winter I tend to play wargames, which was usually Warhammer 40K but in the last year I have switched over to War at Sea. I started in April of last year and have already completed all 5 sets and sold off most of my Warhammer stuff. I really like the historical aspects of WaS and the re-painting possibilities. I can’t wait for the DGBA! My summer hobby is currently in full swing, I am an amateur race car driver. I have two Oregon State Championships and I am on my way to a third one this year, all in different cars and classes. Right now I race a Porsche and I got my wife into racing this season as well. We have a really good time together, though she can’t wait for me to finish restoring my vintage 1973 AMC Javelin Trans Am (not to be confused with the Pontiac) so we won’t be in the same class anymore! Anyways, I am always up for an online game, or if you live in SW Washington / NW Oregon I also like playing in person. I live by SrgPoofy and angryhydraglisk, though I haven’t seen them since the winter (sorry fellas!). Thanks!”

P71

“Hello, my name is Wayne, or nrnstraswa here on the Forumini. I live in a small village called North Prairie, in Wisconsin. I work at a local gas station part time.

I got started collecting War at Sea in between Task Force and Flank Speed. I am primarily a modeler, making Modelling 101 my most frequented place on the Forumini. What started me on War at Sea was the USS Yorktown mini. I wanted a nice model of the ship, and found this one on EBay. So I bought it, and discovered there were lot more ships just like this one and thus I was hooked. After seeing all the talent that was coming from the Modelling section, I wanted to build a ship too. After some research and timid steps, I had made my first modification, turning the Jeremiah O’Brian miniature into the USS Langley, AV-3. This in turn, motivated me to building more ships, even venturing into the “what-if” side of the war. I have even built models for other members.

The photo below show my latest mod. It’s Alaska converted into a fictional sister of hers, the USS Puerto Rico, a carrier.”



nrnstraswa

NAVAL CAMOUFLAGE IN WWII

PART 1: INTRODUCTION AND BASE PAINT SCHEMES

BY WEEDS ROCK 2

At the start of World War I someone must have asked the question: "How do you take a 10,000 ton hunk of steel that is belching smoke and creating a bright white phosphorescent frame of water around it and make it disappear?" After



three decades of research and experimentation the answer was finally reached near the end of WWII. You don't. However, trial and error and sporadic attempts at controlled research discovered some useful principles for deception and reducing visibility. Although

paint is the most well-known tool for camouflage other tricks were also used. The use of electric lighting to counter-shade a vessel was used with success under very specific conditions. Altering the appearance of a ship by adding fake funnels or other structures was successfully used for deception. And of course the use of 'traditional' land type camouflage to cover ships in port or along coastlines was also employed. But hiding a ship at sea with the multitude of weather and ocean conditions that a ship encounters was a difficult task indeed.

Even the goals of ship camouflage took time to develop and no precise definition has ever been agreed upon. The most widely quoted definition comes from the United States Navy 'Handbook on Ship Camouflage (C&R-4), published in 1937. "Ship camouflage refers to modifying the appearance of a ship by paint, structural changes, artificial lighting and other expedients for the purpose of producing effects of low visibility, deception, or confusion. There is no precise definition of the term; it has been extended to cover a wide variety of topics. " Even today camouflage has been extended to 'stealth' technologies aimed at making ships invisible to electronic sensors instead of the human eye. But for ship modeling it is the wide and sometimes whacky world of paint camouflage that interests us most.

By the start of World War I most of the world's navies had transitioned from painting warships in white and buff to painting them light gray. It was recognized that this light neutral color and tone at least partially blended in with typical conditions at sea. Especially in the north Atlantic with its frequent dreary gray overcast days. World War I saw a lot of experimentation with the interaction of color, tone and light. The devastating early success of the U-boat campaign fueled an even more intense search for successful methods of camouflage. Many schemes were proposed by artists, scientists, and sailors and used on warships and merchant ships. It was soon realized that complete concealment of a ship at sea was not possible. Eventually three goals of ship camouflage emerged as stated in the USN description: concealment, confusion, and deception. Early camouflage experts discovered that less ambitious goals of reducing visibility under very specific weather conditions

(concealment), altering the appearance of a ship (deception), and creating confusion as to the course and speed of the ship - especially aimed at submarines - was possible with the proper use of paint color, tone, and pattern. The use of wildly high contrast 'dazzle' patterns of stark primary and pastel colors became very popular for merchant ships during the height of the U-boat campaign in WWI. Dazzle patterns were thought to make it much more difficult for U-boats looking through periscopes to calculate the course and speed of a ship. The effectiveness of dazzle camouflage was never conclusively proved. But the British Admiralty did conclude that dazzle schemes did not appear to increase losses, and the camouflage had the beneficial effect of improving the morale of the officers and crews of ships so painted. A 'placebo effect' for camouflage!



RMS Mauritania as a troopship in WWI - Protection or Placebo?

Ship camouflage research and development declined between the wars, but the USN in particular did establish a Camouflage Training School in 1920. The USN conducted an extensive series of camouflage tests off San Diego in the mid 30's and published the first comprehensive official document on ship camouflage. This document that was continually updated before and during WWII. The other navies of the world ignored the topic and thus entered the WWII without any formal policy or guidance on ship camouflage. Guidelines for ship camouflage were hastily created and many early schemes were 'one-off' designs devised by the ship captain and crew. At least a range of colors was specified by most navies to manage paint inventories. The Royal Navy was especially quick to experiment with ship camouflage and the first official recommendations appeared in 1940. However, these were 'recommendations' and ships captains retained 'discretion' to implement camouflage as they saw best. By mid 1944 the 'Admiralty Standard' schemes were finally established and became mandatory.

The Axis navies were similarly unprepared at the start of WWII. The Italians and Germans eventually created some camouflage guidelines. They mainly concentrated on camouflage schemes for their capital ships, but smaller ships were also painted using rather generalized guidelines.

As with the Allies a specific range of colors was created to control inventory and costs. The Imperial Japanese Navy believed paint camouflage was ineffective and did not use it on their warships with the exception of some ships used for the Aleutian campaign. Near the end of the war the IJN painted their carriers with deception patterns out of desperation. Of interest to ship modelers is the use of unique shades of gray used by the four main Japanese shipyards. Each shipyard used a unique formula for mixing the standardized pigments with the result that one could tell where a particular ship had its last refit by the color of gray it was wearing.

It is also important to note that none of the navies were very strict with the way ship camouflage patterns were applied. Even the USN was satisfied with 'good enough' even with the very specific Measure 32 patterns they created. This is not to imply that sailors were allowed to do a sloppy paint job! But the patterns did not have to match perfectly and the colors were frequently changed because of paint or pigment shortages. Pigments and paint also quickly degraded at sea so patterns were often difficult to see after long voyages. Blue pigment was (and still is) particularly prone to fading so blue colors became gray after a short period of time. Modelers are far more picky about their paint than the navies were in WWII!

Specific camouflage philosophy, colors, and patterns for each navy will be discussed in the next several issues of the newsletter. But to get you started with a consistent 'look and feel' here is a chart of the primary colors used by each of the major navies in WWII. I have matched these colors from Snyder & Short naval paint color chips to equivalent Vallejo paint colors. I chose Vallejo because they are well regarded, but mostly because they have a huge selection of colors so custom mixing is minimized. The matches are not always perfect, but probably closer than the ship crews often got them! I would welcome any feed back or suggestions on these color matches. The full document of all WWII naval color matches can be found in the Goldmine forum on the Forumini.

Next time - the Royal Navy!

BASIC WWII Naval Ship Colors

Royal Navy:

Hull and superstructure - 507 c light grey (Vallejo 990 + 919 mixed 1:3)
Steel decks - 507 a dark grey (Vallejo 816)
Wooden decks - natural or 507 a dark grey
Destroyer decks were covered with an anti-skid coating called Semtex
Semtex was ivory color (Vallejo 918) through 1942
Semtex was a 'forest green' (Vallejo 968) from 1943 until the end of the war

United States Navy:

USN Measure 13 - Haze Gray system (standard gray system)
Hull and superstructure - 5-H Haze Gray (Vallejo 905)
Steel and wooden decks - 1941 Deck Blue 20B (Vallejo 867)
USN Measure 22 two-tone was the most widely used camouflage pattern throughout the war.
Hull and superstructure: 5-N (Vallejo 816) from waterline to deepest part of main deck 5-H (Vallejo

905) above

Decks - Deck Blue 20B (867).

Marine Nationale and Vichy France:

Hull and superstructure - Early war light gray (Vallejo 990 + 919 Mixed 1:2)

Free French Navy:

Many used the USN colors 5-H Haze Gray and Deck Blue 20B after refit in the US. Some used USN Measure 22. Others used Royal Navy colors if refit in the UK.

Soviet Navy:

I have not been able to find any definitive information on the colors used by the Soviet navy. Photographs show the usual mix of light and dark grays with some rare photos of camouflage patterns that appear to be influenced by both the Kriegsmarine and the Royal Navy.

Regia Marina:

Hull and superstructure: Light Grey (Vallejo 990 + 919 mixed 1:1)
Steel decks: Dark Grey (Vallejo 867)
Forecastle: Red and white aircraft recognition stripes
Rosso (Vallejo 946 + 957 mixed 1:1)
White (Vallejo 951)

Kriegsmarine:

Standard colors are two-tone:
Hull: Hellgrau 51 for the hull (Vallejo 905)
Superstructure: Hellgrau 50 (Vallejo 990);
Metal decks are Dunkelgrau (PA305- Vallejo Panzer Aces paint) or Hellgrau 51 (Vallejo 905)

Imperial Japanese Navy:

Hull and superstructure:
Destroyers and smaller vessels were usually the Maizuru Naval shipyard:
Maizuru Naval Arsenal gray (Vallejo 903)
Other ships I will just pick the main shipyard at Yokosuka for now:
Yokosuka Naval Arsenal gray (Vallejo 869)
Decks:
Destroyers and cruisers had linoleum decks that were reddish-brown
Vallejo 985 + 87 Mixed 1:1
Metal decks: same color as the hull and superstructure
Wooden decking: natural color

Note: Painting wood decks is an entire subject in itself. But for a single color that 'does the job' I recommend Vallejo 819 (Iraqi Sand)

Selected references:

- Hreackmack, P. 1996. *The Painter's Guide to World War Two Naval Camouflage*. Clash of Arms Publishers, Inc. Phoenixville, PA 19460.
Raven, A. 2000. *Warship Perspectives, Camouflage Volume One: Royal Navy 1939-1941*. New York: WR Press Inc. 56 p.
Williams, D. 2001. *Naval Camouflage 1914-1945: A Complete Visual Reference*. Annapolis, MD: Naval Institute Press. 256 p.

A A M D E A T H M A T C H

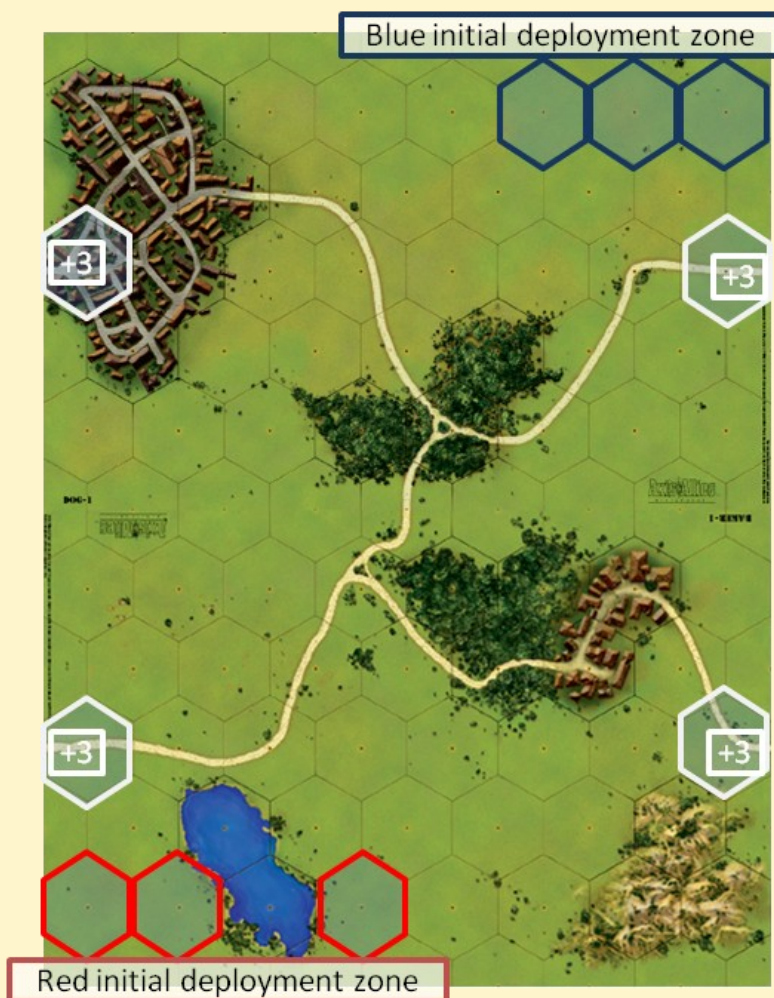
BY NEURAL DREAM

Use the Dog-1 and Baker-1 maps.

The two players start with 15 prestige points

You have control of a neutral (white) deployment zone if you have an infantry unit on it and there is no enemy unit on the same or an adjacent hex.

You cannot lose control of your initial deployment hexes.



At the end of each turn you get 3 prestige pts for each deployment hex you control (including 9 pts for the initial ones).

At the beginning of each turn, use prestige points to deploy new units on any of the deployment hexes you have control of.

Abide by stacking limits even for deployment

You can't use support units and the abilities PARATROOPER and GLIDERBORNE

You win if you have control of all four white hexes at the end of a turn.

A NEWBIE'S PERSPECTIVE OF WAS SHIPS BY HOOD

Hi, my username is Hood, but my real name is Ian. I live in Blackpool, UK, only a stone's throw away from the famous beach. I am a newbie and got into WAS end of May this year after deliberating for a while. My original intention was to use the miniatures for VAS but instead I got hooked into this and became a plastic addict. Without further ado here is my top 20 list based on my limited collection.

20. Bearn (pulled from a booster). Strange choice to some, I know, but it's my first ever carrier and I like the sculpt. Yes its slow 1 can be a pain but a carrier having torpedoes is nothing to be sneezed at.

19. Haguro (pulled from the started) My only worthwhile Japanese ship to date. I love the sculpt and that the turrets move but it is the stats that make this amazing; low cost, good gunnery, torpedo defence and the deadly LL.

18. HMS Saumarez (kindly donated). For a destroyer it's a pretty neat sculpt and not bendy like some of the others. Again, the stats and low cost are the main reasons it's here.

17. HMS Glorious (paid £8.00). My grandad's friend served on the real one. Very interesting sculpt and very useful for getting those pesky subs. I also love the name.

16. HMS Exeter (paid \$8.00). A lovely sculpt with revolving turrets and represents one of my favourite ships of all time. She performed admirably in my first game and that determination roll can come in handy.

15. HMS Illustrious (eBay haul). Again one of my favourite ships and again my grandad's friend served on her. Never thought I would get hold of her as she was in the out of print Task Force and I wanted her for her good review in the forum wiki.

14. HMS Belfast (paid £1.50). I have been on this wonderful old cruiser in London, and it's also a nice sculpt with good stats and Flagship 1.

13. Prinz Eugen (paid \$8.50). This was my first German heavy. A lovely sculpt with revolving turrets and excellent stats. Difficult to sink in my first battle.

12. Scharnhorst (paid \$9.50). My first German Battleship and one of my favourite KM ships. I love the History. The sculpt is good but stats should be the same as her sister with Torpedo Defense and that's what we house rule.

11. Aquila (pulled from a booster). I love the sculpt and the paint job and this is my favourite Italian unit. It has fairly good stats as well and has been used in my opponents fleet in two battles having been sunk once.

10. Admiral Graf Spee (traded). I love the history of this ship and again one of my KM favourites.

9. Graf Zeppelin (paid \$25.00). My second most expensive ship to date. The sculpt is amazing and is massive, with cruiser guns. I suspect this will get a lot of time on the gaming table in KM and Axis builds.

8. USS Massachusetts (trade). A rare expensive Task Force unit with excellent stats. A proper battleship

7. Richelieu. A beautiful ship. Very stylish and although I only played her once, she did a lot of damage to my opponent. Although set 1, any Forum member who does not have one should get one through purchase or trade.

6. USS Sarotaga (trade). My favourite US Carrier and a famous ship from the rare and out of print Task Force. Beautiful big sculpt with the cruiser guns. Amazing detail. If you only want one US Carrier, then get this one.

5. HMS Hood (kindly donated). Now you must be shocked. Why Hood ranks Hood only fifth? Well, I have only played her once and she only wrecked a defenseless carrier. She is a beautiful sculpt; one of the best battleships WotC has done and she is The Mighty Hood, my favourite ship. I just love this ship's history and her tragic end. Only 3 survivors out of all her crew. Must get her repainted.

4. HMS Warspite (paid £20.00). My most expensive ship to date. She is very rare and a Monty repaint to boot. But apart from that she has such a fascinating history and is my favourite Battleship of all time.

3. HMS Ark Royal (paid £18.98). Such a wonderful ship and again my grandad's friend served on her. My grandad and I made an Airfix kit of her when I was a kid. In WAS, it's a nice sculpt and a Cap-3 carrier; the only RN one. I also love the name. She is currently out of service, having a repaint.

2. HMS Rodney (kindly donated)

Although this will never win any award for beauty, there is no doubt she is the strongest British Battleship the Royal Navy currently has. She was awesome in my first ever game blowing my opponent away, despite her slow 1 that never affected me. I love her sculpt; quirky but nice and the biggest guns on a British ship.

1. HMS Repulse (paid \$8.50)

This was the second kit my grandad and I did together. Beautiful ship and sculpt. At 33 points, it has Torpedo defense, great gunnery, evade torpedoes and no Slow 1. I have had her in 2 games and she performed well. She got sunk in game 1, but was the star in game 2 as she ripped my opponent's KM Battlecruisers to shreds. Currently out of service, being repainted. I cannot wait to get her back.

Yes, my list has a Royal Navy dominance at the moment, but as I hopefully get more units this may change.

WAR AT SEA: DEFEND THE LANES

A NEW WAY TO PLAY WAR AT SEA

BY SWARBS

Defend the Sea-Lanes is not a specific scenario, but a WAS variant where objectives are scored differently than in a standard game. Instead of capturing objectives as in a standard game, each objective sector is a "Sea-Lane" and players earn points for occupying these vital routes. Each turn that a player occupies a Sea-Lane translates into Victory Points. Your opponent, in addition to claiming Sea-Lanes of their own, can contest the ones you control, severely reducing your haul of points.

Choose your fleet, set up, and play as in normal WAS. During each End of Turn phase, substitute the following procedure for scoring objectives. If you have a Ship in a Sea-Lane sector (marked by an objective token) you Control that Sea-Lane. If there are no local or adjacent enemy Ships, you score the full points for that Sea-Lane. A local or adjacent enemy ship can Contest a Sea-Lane, and you score only half the normal value. When a ship from each side occupies the same Sea-Lane, they both Control that Sea-Lane and Contest it from their opponent: each side scores points for that Sea-Lane at half the normal value. Sea-Lanes are never removed from the board, they yield points turn after turn. Total your Victory Points earned from sinking enemy ships and from Controlling Sea-Lanes on previous turns, adding in your Sea-Lane points from this turn. The first player to achieve the necessary Victory Point total is the winner.

The diagram to the right illustrates the middle column of the WAS map, with each white objective marker indicating a Sea-Lane. The Ajax Controls the uppermost Sea-Lane. Since there are no local or adjacent enemy Ships the Ajax secures full points. The U-66 is a Submarine, not a Ship, so it can neither Control the Sea-Lane, nor Contest it.

The middle Sea-Lane is playing host to a Ship from each player. The Allied player has a Rodney which Controls the Sea-Lane, though Tirpitz Contests, meaning the Allies claim only half the normal value. The Axis player has the same situation in reverse, so Tirpitz gains half points as well. In this case, both players score from the same Sea-Lane.

The Allies claim the bottom Sea-Lane as well. There is an adjacent Ship, however, the S-Boat in the island sector to



the North. This S-Boat contests the objective, halving the points earned by the Allied player.

Here's some nuts and bolts: Victory is achieved at the normal point levels from WAS. The full victory point value of each Sea-Lane is equal to one-tenth of this value. See the chart below for Sea-Lane values in some standard-size values.

No Sea-Control/Other SA's: Ships with the No Sea-Control SA cannot earn points from a Sea-Lane. They can, however, contest a Sea-Lane, reducing their opponent's points for that Sea-Lane by half. Any SA that keeps a Ship from taking an objective in a standard WAS game also keeps that ship from Controlling (and thus earning points from) a Sea-Lane.

Build Points	Victory Points to win	Points per uncontested Sea-Lane per turn	Points per contested Sea-Lane per turn
100	150	15	8
200	300	30	15
300	450	45	23
500	750	75	38

After you've given defending your Sea-Lanes a few tries, consider trying the following variants.

The Submarine Menace: To simulate the importance of Anti-Submarine Warfare in keeping the Sea-Lanes open, allow Local submarines to Contest Sea-Lanes. After all, the Sea-Lanes aren't open with a wolf-pack hiding below the surface. Make sure to bring plenty of ASW. Playing with this variant, the U-66 on the top Sea-Lane Contests the Sea-Lane, lowering the Victory Points gained by the Controlling Ajax.

Mosquito Fleet: If you find your opponent standing off the Sea-Lanes and picking off your fleet from afar, try this variant. Victory Points for each Sea-Lane are awarded to each and every Controlling ship. If a player has more than one Controlling ship on the same Sea-Lane, they can both score points. The bottom Sea-Lane in the diagram has two Allied Ships. In this variant, each of those Ships scores the points for this Contested Sea-Lane.

Please enjoy. Send your feedback from play-testing, or your questions, in a PM to Swarbs on the forumini. I look forward to hearing about your games.

1940 MEDITERRANEAN SCENARIO

BY TORMAN

When Italy went to war in June 1940, the Anglo/French and Italian fleets set out for battle. They failed to spot each other and returned to Port the only damage done on either side was HMS Calypso which was sunk by an Italian sub. Had they met it would have been one of the greatest battles in the Mediterranean.

Duration: **17 Turns**

The scenario is in daylight.

ITALY

Advance guard

CL 01 Alberto di Guissano (use Eugenio di Savoia)

CL 02 Alberico da Barbiano* (use Duca d'Aosta)

DD 03 Da Recco* (Use Luca Tarigo)

DD 17 Baleno* and DD 18 Folgore* (Use Ascari)

Cruiser screen

CA 03 Zara

CA 05 Fiume (use Zara)

CA 06 Gorizia

CL 11 Duca degli Abruzzi (use Garibaldi)

CL 12 Giuseppe Garibaldi

DD 07 Pessagno* and DD 10 Nicoloso de Recco* (use Luca Tarigo)

DD 19 Lampo* and DD20 Fulmine (use Ascari)

Main force

BB 01 Conte di Cavour (use Giulio Cesare)

BB 02 Giulio Cesare

CL 05 Luigi Cadorna (use Duca D' Aosta)

CL 06 Armando Diaz (use Eugenio di Savoia)

DD 02 Da Noli*, DD 06 Pancaldo*, DD08 Pidaletta*, DD11

Vivaldi* and DD12 Zeno* (use Luca Tarigo)

DD 13 Freccia*, DD 14 Dardo*, DD 15 Saetta*, DD 16 Strale* (use Ascari)

Italian Airforce

1x Sparviero

ALLIES

Recon force

CL 27 HMS Neptune (use Ajax ship with Leander card)

CL 28 HMS Orion (use Ajax)

DD 01 HMAS Stuart*, DD 35 HMS Dainty*, DD 37 HMS Decoy* (use Witte de With)

Cruiser force

CA 01 Dupleix and CA 02 Foch (use Suffren)

CA 03 Suffren

CL 01 Duguay-Trouin* (use La Motte Picquet)

CL 03 HMAS Sydney*

CL 38 HMS Gloucester (use Belfast)

DD 69 HMS Hasty and DD 71 HMS Hereward, (use Olga)

Main Force

BB 03 HMS Warspite*

BB 05 HMS Malaya* (use Warspite)

CVL 04 HMS Eagle* (carrying 1x Swordfish* and a small Sea Gladiator wing**; use Bearn)

CL 01 Caledon* (use USS Richmond with stats: 5/5/4/3 MG, 5 AA, 2/1/1/- Torps, Speed 2, and 3/8/3 hull)

CL 02 Calypso* (use USS Richmond with stats: 5/5/4/3 MG, 5 AA, 2/1/1/- Torps, Speed 2, and 3/8/3 hull)

CL 39 Liverpool (use Belfast)

DD 49 La Fortune* (use Le Terrible)

DD 53 Forbin and DD 56 Basque (use Milan)

DD 73 Hostile (use Olga)

DD 105 Mohawk (use Cossack)

DD 106 Nubian (use Nizam)

SETUP

The Italian advance guard and the British recon force set up in their respective sides. The Italian cruiser screen and the Allied Cruiser force enter the battle on turn 3. The Main forces enter on turn 5.

MAP

Double the normal map size both width and length. Long distance rules are in effect in this battle. There are no islands on the map. Five squalls should be on the map.

ITALIAN SPECIAL RULES

*All destroyers gain 1 torpedo dice at range 2 (2/2 torpedoes become 2/2/1 torpedoes and 2/1 torpedoes become 2/1/1).

*Alberico da Barbiano and Luigi Cadorna are worth 12 VPs.

* Once Set 6 is released, use Bande Nere for CL 01 Alberto di Guissano and CL 02 Alberico da Barbiano. Da Barbiano is then worth normal VPs.

* Cesare gets flag 2. No other Italian ships get flag modifiers.

ALLIED SPECIAL RULES

*For HMS Dainty, HMAS Stuart etc. make the torpedoes 2/1/1 and replace Protect Cripple with Close Escort.

*Remove Long shot 6 from HMS Valiant.

*Add Torpedo protection to HMS Valiant and HMS Warspite.

*The Swordfish gain determined attack. The Swordfish can attack before the main body of the British fleet is brought into battle but they get a rearming counter when they return to the carrier.

*Replace expert bomber with expert torpedoes on HMS Eagle. *HMS Eagle was very important target for the Italians. They earn double the normal victory points for sinking it. If Eagle is sunk, remove the Swordfish and the Sea Gladiators from the game but score no victory points for them; they have flown to a land base, but they still have to make the save to not be on the carrier.

*After Set 6 use ORP Dragon for unit and card HMS Calypso and HMS Caledon.

*Take seaplane attack off of Duguay-Trouin and replace it with excellent spotting.

*La Fortune is worth 8 VPs for sinking; not 9.

*HMAS Sydney is worth 13 VPs not 14.

*HMS Warspite gets Flag 2. No other ship in the British force has an Initiative modifier.

**Small Sea Gladiator wing uses Buffalo with stats: AA 4, MG 1, and

3/5/1 hull (It is worth 4 VPs). It has the SAs Nimble, Interceptor, and Small Squadron: "This unit ignores the effects of poor facilities but may not go beyond range 3 of its home ship and may not use expert dogfighter". In this case the Home ship is HMS Eagle (This is used to show the small number of Sea Gladiators carried by the Eagle.)

VICTORY CONDITIONS

If one side has both of its battleships crippled or sunk that side automatically loses. Note that if this happens to both sides on the same turn, the side with the greater number of battleships on the board wins. If they are still tied battle is a draw and ends that turn.

If after 17 turns neither side has sunk or crippled both of the opposing battleships, the player with the most victory points wins. You must have caused at least two hull points of damage on an enemy battleship to achieve victory. If it is a tie, no one wins.

WAR AT SEA: COLD STEEL

BY MONTY BURNS 1982

War At Sea: Cold Steel is a new Forum project covering the spectra of actual and hypothetical naval conflict between 1946 and 1990.

The rule set design and written by *Anrack Fett* is designed to capture the feel and the tactics of a Cold War naval engagement whilst remaining true to the 'beer and pretzels' premise that has made War At Sea such a success. Great care is being taken at all stages of development to ensure that the game is easy to play. Progress has been good, with a rule set, game cards and playtesting all being carried out within the projects dedicated subforum.

Initially focusing on the 1982 Falklands conflict between Great Britain and Argentina, the project is hoped to eventually expand to all NATO, Warsaw



Figure 1 A Harrier GR.3 of 3 Squadron Royal Air Force fires a salvo of SNEB rockets

Pact and non-aligned nations across five decades of tense military standoff.

Why The Falklands?

The Falklands War of 1982 had the widest variety of combat in a war since 1945. Attacks on troops, installations, enemy shipping, aircraft and submarines all occurred during this conflict; so it seemed a natural choice as a testbed for the new ruleset and subsequent playtesting. I confess to being more than a little biased towards this choice being British and having worked on some of the fine aircraft and weapon systems used in the conflict!

The Game

At its core, Cold Steel remains true to its War At Sea heritage. Units have stat cards, games are played on WAS style maps using squares to represent sectors of ocean. Ships and aircraft are assigned a point value to enable fair level match ups to take place. WAS players will no doubt be familiar with the units through flag bonuses, attack scores and special abilities.

There are a few differences between Cold Steel and War At Sea though; reflecting increased offensive capabilities of air and surface units and the leading role played in naval warfare by the guided missile and aircraft.

Gameplay

The standard Cold Steel sector represents a larger stretch of ocean than War At Sea. This gives most ship borne weapons a maximum range of 1 sector in the game. Ship types are loosely the same in Cold Steel as in War At Sea; you have cruisers, destroyers, aircraft carriers and submarines. However, what is (or will be) noticeable is the almost complete lack of battleships in the game. Large gun ships (bar the Iowa Class) were obsolete by the end of the Second World War, and most were scrapped by 1960. Many frigates and destroyers carried weapons equal in offensive capability to that of a world war two dreadnought. However, some battleships and big gun cruisers survived for many years after the end of the war; their large guns very useful in a shore bombardment or close quarter combat situations.

Aircraft play a huge role in Cold Steel; eclipsing even airpower in WAS. A squadron of jet aircraft armed



Figure 3 ARA General Belgrano sinking after being torpedoed by HMS Conqueror; to date the only warship sunk by a Nuclear Submarine in anger

with missiles are capable of severely damaging or sinking the largest of units in one turn. Submarines are a formidable threat to surface ships, especially the later nuclear powered 'hunter killers'. Players are advised to stock up on those ASW helicopters if they suspect they will be facing down subs!

Missiles are a huge part of Cold Steel combat; and extensive effort has gone into making the system easy to understand and learn, but sufficiently realistic to satisfy the purists. Work continues!

The Nuclear Weapons Question

The Falklands War of 1982 had the widest variety of combat in a war since 1945. Attacks on troops, installations, enemy shipping, aircraft and submarines all occurred during this conflict; so it seemed a natural choice as a testbed for the new ruleset and subsequent playtesting. I confess to being more than a little biased

towards this choice, being British and having worked on some of the fine aircraft and weapon systems used in the conflict!




Figure 4 Mutually Assured Destruction answers the question of nuclear weapon deployment in a tactical level wargame.

One of the big arguments against a Cold War wargame is the question of nuclear weapon deployment. Real life suggests that the threat of MAD (mutually assured destruction) and the escalating nature of modern military deployment meant that strategic nuclear weapons were rarely seen as a serious option during a conflict. However, smaller scale 'tactical' nuclear weapons could have been used to cause great damage within a small area. There has been a conscious decision to rule out the introduction of strategic nuclear weapons within the scope of the project, but leave the door open for tactical nuclear weapons at a later date. Whatever the outcome, nuclear capabilities need to be very carefully considered before introduction into a tactical level combat game and the game design team are painfully aware of this fact.

Current Status

With a fairly comprehensive ruleset and a decent number of cards, playtesting is quite far advanced. A quick glance in the Cold Steel Forum will see a number of issues being worked through at any one time. One thing that the game team are very keen to do is to avoid unnecessary complication of the rules; but this needs to be weighed carefully against achieving a decent level of realism – judge for yourself how successful we are! Once we have fleshed out the rules properly, errata the cards and carried out extensive playtesting; we will look into expanding the scope of the project to involve the Cold Wars two biggest protagonists; the US Navy and the Soviet Navy.

Thanks go out to Anrack Fett who was the founding father for the project, Babs, Zaarin7 and Piper for their extensive support in refining the ruleset, stats and



HMS BRISTOL

Type 82 Class

2

2

20



SPEED

1

CAPACITY (H)

1



1973 to 1991

	0	1
	6	4
	6	-
	3	-



Area Air Defence

Destroyer

	Ikara	1
	Sea Dart	1

ARMOUR

3

VITAL

9

HULL

3

Figure 5 A current format Cold Steel stat card; they retain the basic lineage of the Forummini Navies project, but sport a swanky camo colour scheme and extensively modified attack tables. SAs are still to be added to most units.



Figure 6 Chinook HC.1 'Bravo November' the only surviving Chinook from the sinking of Atlantic Conveyor. This aircraft still operates from RAF Odiham as part of Joint Helicopter Force (JHC)

sequence of play. There are others who I haven't mentioned by name who have provided valuable insight and support. I sincerely hope more forum members will come forward and assist and play the game as a lot of work has gone into it so far and it has real potential to be an excellent game.

So, feel free to stop by our little corner of the forum and get involved!
Exocets away!!



DANAUSSIE'S GOLDEN BATTLESHIP COMPETITION 2011

sponsored by **12-7-GAMES**

BY DANAUSSIE



Danaussie's Golden Battleships Awards is on again to dazzle and dazzle the forumini with amazing work by our team of modellers and artists at Modelling 101 – Naval. This event will run from the 1st of September until midnight (GMT) of December the 1st 2011.

In our inaugural event last year (2010) we saw an amazing participation by our members, which far exceeded expectations, during the course of the competition we received over 60 entries to all categories. This year we anticipate even greater participation with even more prizes up for grabs thanks to our sponsor 12-7 Games. 1st prize for each category will be the Danaussie Golden Battleship Trophy as well as 5 Set 6 Boosters, 2nd Place for each category will receive 2 Set 6 Booster Packs and 3rd Prize for each category will receive 1 Set 6 Booster Pack.

There will also be a new category in 2011, that of "Best Fleet/Taskforce or Airgroup" introduced to cater for the increased number of modellers and artists now beginning to assemble fully painted fleets. It is my belief that this will eventually become the competitions premier category in the years to come.

I would like to also acknowledge one of the Forumini's star members, "Reacher", for donating the wonderful "Golden Battleships" Trophies. Thanks Reacher, I'm looking for-

ward to seeing what he has in store for us in terms of Trophy design for this year's comp.

Conditions of Entry

'Danaussie's Golden Battleship Awards' are an annual Forumini event conducted for the purpose of encouraging artistic excellence in WaS miniatures painting and the creation of unique custom 1:1800 scale warships or 1:900 scale WWII aircraft.

The contest is expected to enhance participation and membership in the Forumini, and support the good sportsmanship and friendships that are the hallmark of our community.

Three independent categories:

Category 1. "Best Repaint": This category is for the best repaint of an official WotC Axis & Allies War at Sea miniature. Ship, Aircraft or Submarine.

Category 2. "Best Modification or Scratch Build": This Category is for the best Modification or Scratch Build of a War at Sea miniature or scratchbuilt 1:1800 Scale Warship (including submarines) or 1:900 scale aircraft.

Category 3. "Best Fleet /Taskforce or Airgroup": – This category has been created for entries of multiple units as a group entry, these entries may be either A Fleet, Taskforce or Airgroup.

Fleets/Taskforces – This Sub-Category is for multiple ship entries from a minimum of 3 surface units to an entire Fleet of models. This Category is largely open ended and restrictions in terms of aircraft scale will be relaxed.

A Fleet or Taskforce may have Modified Models (see criteria 9 for mods) or Scratch Built Models contained within them as long as they are 1/1800 in scale. Aircraft may be from 1/600 to 1/900 in scale if they are displayed with a Fleet of Taskforce. A close-up photograph of a portion of the Fleet or Taskforce must be provided in order to qualify for entry. Fleets and Taskforces must be nation specific or historical in nature in order to qualify for entry.

Airgroups – This sub-category is for entries of multiple Aircraft, from a squadron of aircraft to an entire airwing, entries must be 3 or more aircraft stands.

Mods and Scratch Built Aircraft may be entered as long as they meet Section 9 of the Criteria. Scale restrictions from 1/600 to 1/900 will be in place for all entries to this category. A close-up photograph of a section of the airgroup must be provided in order to qualify for entry.

General Rules

1. The contest is open to registered members of the Forumini as of the day prior to the closing date of the contest. 1st December 2011.
2. Entries for Category 1 & 2 are a single miniature of a ship, submarine, or aircraft. Category 3 - Is for Fleets/ Taskforces & Airgroups this is classified as for entries of 3 or more models as part of a Fleet/Taskforce or Airgroup, all entries are to be Nation Specific or Historical in nature and are to be fully painted, scratch builds and mods may be entered as part Fleets & Taskforces - See Section 9. Aircraft for this category must be from 1/600 to 1/900 in scale.
3. Entries must be the sole creation of the contestant.
4. Each contestant may submit up to three entries to the contest. They can be three in the same category, or three entries spread across multiple categories. But each contestant may only submit a total of three entries into the entire contest.
5. Entries must be posted on the Forumini website anytime before midnight December 1, Greenwich Mean Time.
6. Entries will be in the form of a photograph (up to three photos maximum) of the miniature.
7. Miniatures may be based, but the base will not be included in the judging criteria.
8. Repaint entries must be a single unmodified official WotC Axis & Allies naval miniature (ship, sub, or aircraft)
9. 'Mods' must be a custom modification of a single official WotC Axis & Allies naval miniature (ship, sub, or aircraft). At least 10% (approximation) of the miniature must be a unique alteration of the original sculpt. Judges will have final authority to determine if a mod has been sufficiently altered to qualify.
10. Scratchbuilds must be of a WWII era ship, submarine or aircraft. 'WWII era' is defined as the period extending from September 1939 until September 1945. Entries may be from any Axis, Allied, or neutral nation from that era.
11. Fantasy ships may be entered but must be a unit that was planned and must be of the era September 1939 until September 1945. Fantasy Ships must be 1/1800 in scale.

How to submit an entry

Three separate threads will be created on the Forumini Modelling 101 Naval subforum. One thread will be for repaints, one thread for mods/scratchbuilds, and one thread for Task Forces/Air Groups.

The contestant should post up to three photographs of the entry in a single post on the appropriate thread. The restriction of one photo per entry will be waived for contest entries only. When posting photographs you must include a caption for each photo that gives the name of miniature or group (USS Beautiful, Royal Navy Task Force, Regia Aeronautical Air Group, etc.).

It is also advised, but not required, that you briefly (one sentence) describe the photo (port side view, camouflage pattern if known, year represented, etc.).

Photos should be no larger than 800 x 600 pixels in size. You may submit your entry anytime before the deadline. You may also withdraw an entry any time prior to the deadline. But you may not resubmit the same entry (WotC sculpt or mod/scratchbuilt) after you decide to withdraw it from the

contest.

Entries that have been withdrawn before the deadline or that did not place in the current contest may be re-entered the following year.

Judging Criteria

All entries will be judged on the following criteria:

1. Quality of brushwork and detail painting
2. Subject difficulty
3. Overall artistic interpretation
4. Quality of sculpt and design for mods and scratchbuilds
5. Continuity among units will be a consideration for Task Forces/Air Groups.

Advice to all contestants

Pick a subject that will showcase your talent and style. Larger and more detailed miniatures are more likely to highlight your work than a small generic sculpt. You will really need to show your stuff if you choose the Type 13 subchaser as your subject!

The most critical aspect of your submission will be the quality of your photographs. The judges will not be able to determine very much if your miniature is poorly lit or out-of-focus. If you do not know how to photograph miniatures try to find a friend that can do it for you. There are also threads on the Forumini

describing techniques for photographing miniatures that can help you. Failing that, contact one of the adjudicators and we will see if we can find a volunteer photographer for you. However, you will need to complete your miniature well in advance if it has to be mailed to someone to be photographed.

Finally: **Have fun and good luck!**

Disclaimer:

All entries are the property of the contestant. The contestant grants the Forumini non-exclusive right to display the entry photographs on the Forumini web site. No other use of the photos will be made without permission of the contestant. All decisions are final. Plastic miniatures may be harmed in the running of this contest.

Weedsrock2 - DGBA Adjudicator

Finally I would like to wish all contestants the very best of luck, and remember that members involvement is paramount to the success and longevity of this competition, so get behind the modelling community and get involved, who knows maybe your entry will win the Golden Battleship in this year's competition. Thank you to our sponsors and to the modelling community and of course Forumini for allowing us to host this most excellent event. If competitors have any questions whatsoever in relation to the Competition please do not hesitate to post your question to Modelling 101 Naval DGBA Thread or PM me with your questions, I will be more than happy to answer any questions that you may have.

Thank you,

Danaussie (DGBA Competition Organizer)

WAR AT SEA SPONSORED TOURNAMENTS

PART I: WAS INVITATIONAL

sponsored by 

BY HERKY80

This is the first instalment of what should hopefully become a series of articles about the latest sponsored tournaments on the forum. I almost always seem to be involved in a War at Sea competition- be it a league, tournament or some other type of game. The summer months have been no exception with the WaS Invitational Tournament and the WaS Royal Rumble, both sponsored by 12-7 Games online vendor.

The War at Sea 2011 Invitational Tournament (<http://aaminis.myfastforum.org/ftopic25734-0-asc-0.php>) was a 16-player single elimination tourney held in July. My goal was to make it as basic, fair and standard as possible. The 'catch' was that participants had to be invited by a moderator. This invite system may seem biased concerning moderator's favorites or friends, but nobody seemed to complain. I asked moderators to nominate players who know the rules, know how to play online, are good players and are active enough not to slow down the tourney. All sixteen spots were filled in two days, which I think is a great response. The moderators did not let me down.

It was my intention to make the games 'standard'. But what does that mean? What is the 'basic' game? Although the WaS game was originally designed around 100 point games, I think with all the new units available, this has grown to 150 points, if not more. 200 point games are a nice medium balance. Not too big and not too small. Some players prefer larger games where strategy dictates the outcome, while some players like quick 100 point matches. I strongly believe that 200 point games are ideal for most tournaments because larger games move too slow and smaller games can be largely decided on fleet build luck.

I rolled to determine sides, setting up each game thread with the following participating nations: Germany 1942, Japan 1941, Italy, UK, US 1942 and France. There was a thread discussion about whether the USN should be 1941 or 1942. I originally selected 1941 but after holding a poll on the issue, which can be found here: <http://aaminis.myfastforum.org/about25764.html>, 32-11 in favor of USN 1942 made me change my mind. I probably should have stuck with 1941 considering the US won all six games they played in the tournament. The USN were represented in five of the eight round one games, and they won all of them against Italy twice, UK, Japan and France. But the

USN did not turn up again until the final match against Italy. I think most players would agree that USN 1941 is the more balanced option. I could have invoked a czar-type ruling and gone with 1941 despite the poll results, but I like democracy over dictatorship. Next time we'll do 1941.

A big thanks goes out to all participants for making this a very fast-moving tourney. Congrats to the top winners and firedstny for winning the whole thing! On an interesting side-note, word has it the championship game participants (sublime828 and firesdstny) live a few short miles apart!

Nation Performance:

Germany = 1/3 Win v Japan and Losses v Japan, UK
 Japan = 2 /7 Wins v Germany, France and Losses v US, UK, Germany, Italy, France
 UK = 3/4 Wins v France, Germany, Japan and Loss v US
 Italy = 1/5 Win v Japan and Losses v US x3 and France
 US = 6/6 Wins v Italy x3, Japan, UK, France
 France = 2/5 Wins v Italy, Japan and Losses to UK, US, Japan

Participant Performance:

Game 1: **US** (Asbestos) v Italy (Reacher)
 Game 2: **UK** (Vergilius) v **US** (Swished3)
 Game 3: France (Indy Sparky) v **UK** (firedstny)
 Game 4: **US** (Brigman) v Japan (Okie)
 Game 5: Germany (Turbocoupeturbo) v **Japan** (fredmiracle)
 Game 6: **US** (Da Judge) v France (Srgpoofy)
 Game 7: Italy (SWO_daddy) v **France** (sublime828)
 Game 8: Italy (Jaybird) v **US** (IJN Fuso)

Quarterfinals:

Q1: Germany (Asbestos) v **UK** (Swished3) on map 3
 Q2: **Japan** (firedstny) v France (Brigman) on map 3
 Q3: **UK** (fredmiracle) v Japan (Da Judge) on map 1
 Q4: **Germany** (sublime828) v Japan (IJN Fuso) on map 1

Semifinals:

S1: Japan (swished3) v **Italy** (firedstny)
 S2: Japan (fredmiracle) v **France** (sublime828)

Championship:

Italy (Sublime828) v **US** (firedstny)

WAR AT SEA SPONSORED TOURNAMENTS PART 2: ROYAL RUMBLE

sponsored by 

BY HERKY80

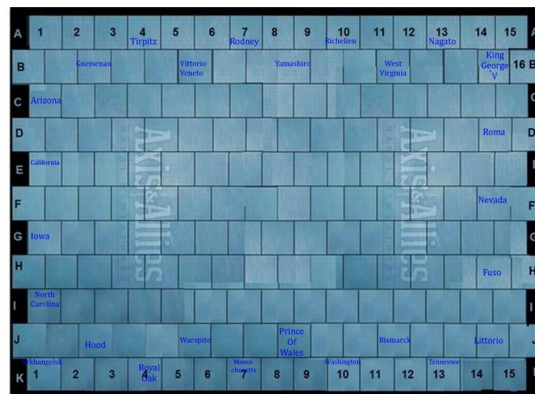
Let's get ready to rumble! Each player chose one battleship from the list below. The order of ship selection was based on how many posts each participant has made here at the forumini. Highest poster chooses first. Hull 6 battleships were reserved for administrators.

Available battleships and the order they were selected:

1. DaJudge - Massachusetts
2. Okie - Rodney
3. herky80 - Washington
4. IJN Fuso - Prince of Wales
5. Torpman - Richelieu
6. Anrack Fett - KGV
7. Swished3 - North Carolina
8. Indy Sparky - West Virginia
9. Jaybird - Nagato
10. Firedstny - Tirpitz
11. Flakstruk - Yamashiro
12. Joe - Warspite
13. P71 - Fuso
14. Rplume - Bismarck
15. Highball - Arizona
16. Shokaku - Gneisenau
17. Solomiranthus - Arkhangelsk
18. Juggernaut J - Hood
19. Rebel - Littorio
20. R.O.U.S. - Roma
21. Turbocoupturbo - Royal Oak
22. Mr. T - California
23. Hood - Tennessee
24. Muffinmad - Vittorio Veneto
25. Italyforever - Nevada
26. Raevski - Iowa

Movement: Once every other day, by PM to game moderator (herky80) the coordinates and the map is updated at approximately GMT 0001.

Starting locations were random.



Attack: Once every other day, by PM to game moderator (herky80) the ship, its target and number of dice. All dice rolls are made at once at approximately GMT 0001.

You can make alliances or friends or cease-fire agreements. Anything goes.

Last ship afloat wins.

It doesn't get any easier than this.

From a moderator's perspective it has been an interesting and fun battle to organize and watch (I also played the Washington, which sank the Bismarck, but was sunk in return). The dice gods have provided feast or famine with some great rolls and some not so great rolls. That's the luck of the dice though.

The game has been going on for a few weeks and at the writing of this article (August 26) we are down to nine ships. Check it out here: <http://aaminis.myfastforum.org/about26415.html>

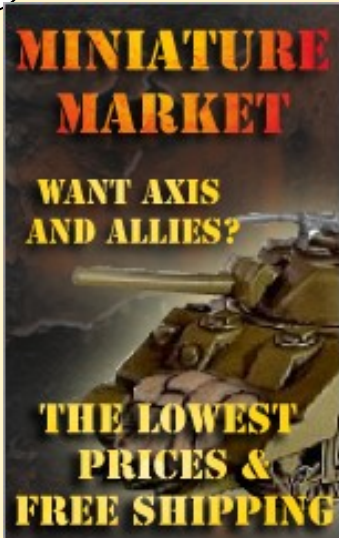
CAMPAIGN: GUADALCANAL

BY BIG RED ONE

Currently scheduled for launch on September 15th 2011, Big Red One will be hosting a Guadalcanal campaign. Strategic units will be labeled as real-life units, and this will be reflected in the Battle Tickets and possibly the Fleet Actions. The cost of strategic units and airfields will be increased to draw out the campaign and allow for more opportunities for the community to play the Tickets and Actions, and a new AAR format will help allow your targeting decisions on the tactical map to decide what units are destroyed on the strategic level. We hope you'll play some or all of the tickets in the coming months!



SPONSORED BY



Miniature Market is proud to support such an involved and active community. We will continue to appreciate this customer base and do what we can to make expanding the product lines easy and affordable.

www.miniaturemarket.com

Field Marshal Games is proud to sponsor the Axis & Allies forumini. FMG is committed to bringing the Axis & Allies community the best in accessories for the

miniatures and board games. Check out our site to see what we offer, including Combat Dice, Custom Dice Towers and more.

www.FieldMarshalGames.com



Zazzle is not a sponsor, but for each sale there is a small commission that goes to the foruminian designer of the product. Products include the ww2 airborne assault tie, buttons for every kind of achievement during an AAM or WAS game, hats, mugs, t-shirts depicting ww2 tanks, aircraft and ships, etc.

www.zazzle.com/forumini



12-7-Games is a proud sponsor of the forumini.

We are committed to the

Axis & Allies community by offering the broadest selection of AAM/W@S miniatures, including the hard to find, out-of-print miniatures. We recently added Field Marshall Games, Fantasy Flight and Avalanche Press board games and accessories to our growing list of items. Please visit our site to see what we offer at

<http://www.12-7-games.com>

CoolStuffInc.com, an appreciative sponsor of A&A Forumini. Singles ship for 99 cents and orders over \$100 ship free. Visit CoolStuffInc.com today!

www.CoolStuffInc.com



eBay is not a sponsor, but for each sale there is a small commission that goes to the forumini.

This seventh issue of the newsletter was compiled by NeuralDream

