



Admirals of the High Seas

Saturday, 24th March, 2007

Victory at Sea (C) 2006 Mongoose Publishing. All rights reserved. Reproduction of this work by any means without the written permission of the publisher is expressly forbidden. All significant art and text herein are copyrighted by Mongoose Publishing. No portion of this work may be reproduced in any form without written permission. This material is copyrighted under the copyright laws of the UK.



Victory at Sea Tournament Pack

Welcome to Admirals of the High Seas, the first official tournament for Victory at Sea, the game of naval battles in World War II. Even if you do not attend the tournament itself, you are welcome to use these rules as guidelines for your own tournaments at clubs and conventions.

Tournament Overview

Each entrant will compete in four games. After each game, you will record your results and inform the Tournament Co-ordinator before the next round of games is due to start. Your opponent in the first game of the tournament will be determined randomly. The three subsequent games will match players according to how well they did in their previous games, pairing off the two current highest scoring players with each other, then the next two highest scoring, and so on. However, you will never play the same opponent twice during the tournament.

Every game will be played on a clear 6' by 4' table. Players must provide all other materials for their games. You must also bring along a copy of Victory at Sea, as well as rules updates that are relevant to your fleet. Rules updates from our web site may be printed out.

You Will Need

You must bring the following items with you on the day of the tournament.

- Victory at Sea rulebook
- Your fleet, either as miniatures or counters
- Two copies of your Fleet Rosters
- This tournament pack
- Pen, paper and dice
- Tape Measure
- Some money for food, drink and a few new goodies from our office store!

Tournament Schedule (24/03/07)

Start	End	Schedule
9:00	9:30	Entry, Registration and Shopping!
9:30	11:15	First Game
11:25	13:10	Second Game
13:10	13:30	Lunch, Hassle Game Designers
13:30	15:15	Third Game
15:25	17:10	Fourth Game
17:10	17:30	Awards Ceremony
17:30	—	Doors Close

Winning and Losing

Throughout the tournament, you will earn points in various categories. The winner of the tournament will be the player with the most points overall. In the event of a tie, the player with the most Admiralship points will win.

Points will be earned as follows.

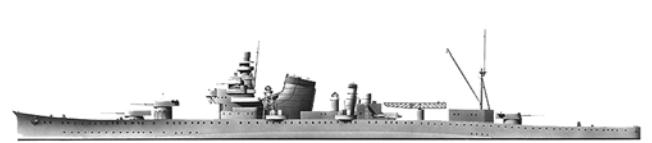
Admiralship

As you win more games throughout the tournament, you will gain Admiralship points, a reflection of your raw gaming ability. This will have the most effect on where you end up in the tournament rankings. Admiralship is scored as follows. The maximum possible score over the four games is 80 points.

Game Result	Victor	Vanquished
Draw	10	10
Win by less than 10 VPs	13	7
Win by 10 or more VPs	17	3
Fleet Annihilated *	20	0

** To achieve this, you must wipe out all of your opponent's surface vessels. Submersibles and aircraft need not count.*

You will be warned ten minutes before a game must end and from this point you must finish the game with the current turn. Victory Points will be calculated from this point as normal.





The Gentleman's Award

Things can get a little . . . tense during tournament games and it always pays to keep a cool head. To encourage this, players will rate each game according to how much they enjoyed it – after all, the whole point of the tournament is to have fun!

You will rate each game you play as Poor, Good or Great. If you do not rate any game, it will be assumed it was a Good one. For every Good game rating you gain throughout the tournament, you will earn 2 points. Every Great game earns you 5. A Poor game will earn you nothing but the added attention of the judges. . .

Please note that we will be keeping an eye on how players are marking each other throughout the tournament, so expect a judge to pull you to one side if you continually mark players either very well or very badly.

The maximum points available in this category is 20, though we expect every player to score at least 8. Remember, you are here to have fun!

Questions During Play

The whole point of the tournament is to play a few games, have fun and meet with other people who share a love of World War II naval combat. That said, even the most well mannered gamers can have a difference of opinion in what a rule actually means, especially when their fleet is at stake!

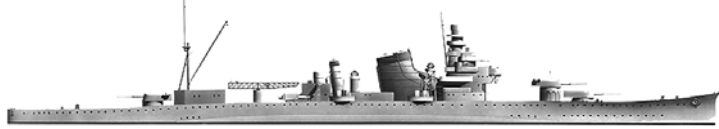
To avoid arguments, you are advised to consult the rulebooks during play. There is absolutely nothing wrong with politely asking your opponent to point out any given rule or statistic in order to make sure the game is being played according to the rules. If you can resolve any rules dispute between the two of you, both will enjoy the game a great deal more.

If you need to call a judge over to resolve a dispute, you are more than welcome. However, for good or ill, the judge's decision is final. Arguing with a judge is a Bad Idea.



Admirals of the High Seas





Tournament Fleets

Your fleet rosters (of which you must bring two clear and legible copies of each) must list every ship within your fleet and any additional items or options that you have selected.

You may have up to four fleet rosters (and, thus, four separate fleets), though they must all be drawn from the same fleet list, such as Royal Navy, Kriegsmarine, etc. Each fleet list must use the In Service dates listed and each battle played in the tournament uses the following In Service date – each fleet roster must only use ships that are of the listed In Service date or earlier.

First Battle: 1939 or earlier

Second Battle: 1940

Third Battle: 1942

Four Battle: 1945

Your fleet must obey the following restrictions.

- Each fleet will comprise five Fleet Allocation Points at Priority Level: Raid.
- You must have a painted miniature or counter for every ship in your fleet.
- Players must choose ships from Victory at Sea or Signs & Portents (don't forget to bring a print out if you are using Signs & Portents material). The

Russian fleet from Signs & Portents may be used, the Z-Plan fleet may not.

- You may spend a maximum of 1 Fleet Allocation Point on Submersibles and 1 Fleet Allocation Point on land-based aircraft (aircraft carriers are, of course, exempt from this).
- All ships have a Crew Quality score of 4.

Scenarios

At the start of every game, you and your opponent should roll one dice between you. On the roll of a 1-3, you will play the At All Costs scenario. On a 4-6, the scenario will be Victory at Sea.

For both scenarios, roll two dice. On a 5 or more on the first die, the battle will take place using the Bad Weather rules. On a 6 on the second die, the battle will take place using the Night Battle rules.

If Submersibles are deployed hidden, they may be placed anywhere on the table that is not inside your opponent's deployment zone.

Victory Points

Victory Points are earned in both scenarios as detailed on page 19 of the main rulebook.

