

## Official Campaign Game Rules for Sunday, 02 September 13

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*Note: This Campaign Game rule set currently contains no Special Scenario rules. That may change, and you will be notified if that happens.*

**Description:** This campaign game consists of two periods, each 60 minutes in length, separated by a one-hour intermission. Each fleet Admiral may call one “use it or lose it” 15-minute time-out during each of the two periods, and the call must be acknowledged by the CD.

Only 1:144 scale ship models of vessels that were accepted designs by any Navy between the calendar years of 1900 and 1946, and meet the requirements of the General Reference Sources described in Chapter II of the WWCC rulebook, may compete in this Axis vs Allies event. Each fleet will be comprised of ships that either did serve, or arguably would have served had they existed then, for either the Axis or Allied sides during WWII. Ships that belonged to a neutral nation or to a nation that had elements that fought for both sides, may be assigned to either side on the day of the event.

**General Game Play Rules:** A 60-minute campaign game period is played much like a general sortie, with a few important differences.

- During combat, skippers of any class of vessel may remove their ships only from their home port without penalty. Operators of shore batteries must wait until an official time-out or intermission before retrieving a shore battery for repair or rearming. Any ship legally removed from the pond may be patched at will.
- During an official time-out, skippers of any class of vessel or shore battery may remove their vessels from any location in the pond, without penalty.
- There is no time limit for port stays. The skipper may take as long as necessary to patch, repair, replace batteries, or perform any other maintenance desired, as long as such activities are not restricted by specific scenario rules that may be in play for the event.
- DNR, sunk, and surrendered vessels may re-join battle as soon as they are able. However, each DNR, sink or surrender is scored, so it is possible for one vessel to incur multiples of those penalties over the course of the game.
- Except during intermission or an official time out, each fleet must have at least one ship in play (floating outside of port) during the campaign game. If at any time during combat a fleet fails to have a ship in play, the CD will declare a launch foul, and give that fleet 60 seconds to launch a ship and sail it out of port, or incur a 100 point penalty. If the fleet has failed to get a ship in play within 5 minutes of the launch foul, that fleet forfeits the game.

- Single shot torpedo cruisers need not round a buoy before returning to port to rearm.

**First period:** The first period begins when commence-fire is called by the CD. At the end of the first period, cease fire will be called by the CD, and normal “end-of-sortie” rules apply, i.e., ships must return to port, either under their own power or pushed by a teammate’s ship, within 5 minutes, or be scored as a DNR.

**Intermission:** 60 minute period during which sunken or adrift vessels may be retrieved and patched.

**Second period:** The second period follows the same rules as the first. At the end of the second period, when cease fire is called by the CD, normal “end-of-sortie” rules apply, i.e., ships must return to port, either under their own power or pushed by a teammate’s ship, within 5 minutes, or be scored as a DNR.

**Scoring:** After the end of the second period, all scoring will be conducted using standard, end-of-sortie scoring practices, minus any exceptions described in the special scenario rules above. All other club rules not specifically addressed herein apply.