



Argothair the Juggernaut! He eats
your children!

*Brothers shall fight
and fell each other,
and sisters' sons
shall kinship stain.
Hard is it on earth,
with rampant whoredom;
Axe-time, sword-time,
shields are splintered.
Wind-time, wolf-time,
ere the world falls.
Nor ever shall men
each other spare.*



Canuck12 the Final Boss Heckler!
He laughs, you cry!

THE WINTER TERROR!

An A&A50 Tournament!

Alert! Wretched, dirty barbarians from the East and North are descending on the Bay Area! Can you defend your virginity honor against them? (Probably not...)

Address: 114 Meadow Lane, Orinda, CA

("You're going to fucking die!" someone said.)

RULES

1. A&A1941 scenario is the default scenario. However, the players may agree to play the 1942 scenario.
2. Dardanelles are closed.
3. Tech is **OFF**. But players may agree to turn on. If players cannot agree, the teams both roll 1d6, highest roller decides.
4. Air Combat before industrial raid is **ON**.
5. Players decide sides by bidding. Teams roll 1d6 and highest roller may decide to bid first for Allies.
6. Bid is for IPCs the Allied player(s) get before start of game that can be used to buy and place units for any Allied power on the board where existing Allied units already are exist, but only 1 per territory or sea zone.
7. If players choose the 1942 scenario, both sides receive 12 IPCs (on top of any bid) that they can use to place pre-start units under same conditions as the bid, with the Axis placing first.

VICTORY CONDITIONS

1. Team with most VCs at end of game wins.
2. Cairo is a VC.

GAME TIMES

The Tournament will consist of 8 teams, three rounds of single elimination games.

1. Round 1: Start time: 9am (or as soon thereafter.) End time: 3pm (last round of game must start before 3pm.)
2. Round 2: Start Time: Start time: 4pm (or as soon thereafter.) End time: 10pm (last round of game must start before 10pm. No Exceptions! Bitches!)
3. Round 3: Start Time: Sunday, whenever. No time limit.

First Battles

1. Canuck12 vs. Angel Avenging!
2. Karl S Slayer vs. Quincy et al.
3. Karl7 vs Big Bill D.
4. Argothair vs. Forrest, the Red Beard.

SECOND BATTLES

- Winners of Matches 1 and 2 face off.
- Winners of Matches 3 and 4 face off.
- Losers of Matches 1 and 2 face off.
- Losers of Matches 3 and 4 face off.

THIRD DAY "MEDAL" BATTLES

- Winners of the Winners day 1 matches for Gold
- Losers of the Winners day 1 matched for Silver
- Winners of losers day 1 matches for Bronze

