Wardroom 2025 Tournament Balance Suggestions

Games should be set to 1943 or earlier.

Points limit set to 1500 pts.

Only a maximum of 30 flights in total from all sources can be included in a players list.

Only 50% of the total number of flights allowed may be of a single role.

Fleets are to be picked from a single National Roster but can include up to 4 ships from the Civilian shipping roster as standard.

A minimum of ONE battleship must be chosen. (Note the Deutschland pre-dreadnought battleship aka Schleswig-Holstien does NOT count towards this minimum.)

No MTBs or Submarines may be included. *(Or any Riverine craft if the Tournament allows the Soviet Fleet supplement).*

Priority Levels are not utilised.

If using SHIPS costs then only the Hull cost (leading number in the points chart) is used for the Victory Points of a carrier, the additional cost is only used if all flights are destroyed and come to a lower amount, otherwise fight costs are awarded as normal

If a player concedes or is wiped out then the opponent is granted the full points limit even if their list is of a lower amount.

Proxying of ship classes is allowed, with weapon systems and type (ie Battleship, Cruiser etc) being correct for the ship appearing in the players list. A ship model may not be used for more than one class on the table. If ships without bases are used, then they count ½" from the hull as being the base for all rules interactions.

Proxy flights are to be on a (+/- 2mm) 25mm round base or similar shape.

Unless explicitly stated Tournament scale is deemed to be 1:1800 (Warlords official scale).

Additional nations (ABDA, Dutch & Soviets) & ships are permitted unless stated otherwise.

Full Wardroom Errata, including ship stat changes, are utilised unless stated otherwise.

Deep Deployment rules are NOT utilised.

Additional Flight Rules: Dogfights are always to be broken down to 1 v1 with any additional flight counting as engaged supporting flights (so cant fly off, cant be shot down but give +1 dogfight score)