



TOURNAMENT RULES

General: The ASLEU Main Tournament is a 5 rounds Swiss style tournament, with a fixed scenario list. The purpose of the fixed list is to encourage a higher level of play and preparation, so that players can study the scenarios in advance, and play faster.

Tournament format: The tournament is a 5 rounds swiss-style tournament. Swiss style means that in each round, you will play an opponent who has won/lost about the same number of games as you. When you play a match you will get 3 points for winning, 1 point for a draw and 0 for losing. For the first round the players will be paired according to their ASL ratings (based on the site www.asl-ratings.org).

If players are odd, one of the top players (again according to his/her rating) will gain a “bye” in round one. In subsequent rounds, the odd player gaining the bye is always the one at the bottom of the table.

After the first round, players are paired on basis of their scores, meaning that you will get to play an opponent who has (about) the same number of points that you have. Players who have won all their games are usually seeded among each other, unless odd for some reason. This pairing is repeated for each succeeding round. Nobody can play twice against the same opponent OR gain two “byes”. All players with the same points are matched in one pool, seeded accordingly to their ASL ratings.

If you choose to play in the mini tournaments you are no longer considered in the running for the main tournament.

Tournament Schedule: The Tournament starting time is 09:30 am Friday, there will be a late start available on Friday for those travelling on Friday. On Saturday and Sunday the starting time will be 09:00 am It's important that players in the main tournament start on time and finish rounds on time. Late show up to 15 minutes will give your opponent the opportunity to choose the scenario, up to 30 minutes and he/she will choose sides as well. After 30 minutes you lose the game. Reasonable reason for delay will be taken into account regarding these rules.

We let you know the exact schedule of each round along with scenario chosen.

Choosing which scenario to play:

The Scenario list will be online at the end of February.

There are two ways of choosing a scenario:

- 1) you could agree on one of the scenarios proposed for the round or in the reserve list
- 2) Both of you choose one of the scenarios which you will not play, and give the others a priority. Then there are 3 possible outcomes:
 - a) you have chosen to delete two different scenarios, and you play the remaining one;
 - b) you have deleted the same one, and chosen the same scenario as 1st priority, you play this one;

- c) you have deleted the same but chosen a different scenario as first priority, you roll a die to determine which scenario to play.

We are providing to each player planning a tournament booklet containing this Rules, all scenario cards proposed for the tournament and HIP Sheets.

Choosing which side to play

- 1) you could agree on which side to play;
- 2) you bid for which side to play, there are 2 possible bids for each side, either you bid 0A or 0D meaning you prefer to take the attacker of the defender but don't want to give any advantage to your opponent or you bid BalA or BalD meaning that you are giving to your opponent the balance in order to play your chosen side.
- 3) In case the scenario has an ABS (Australian Balance System) or another bid system, you choose the level of the bid and that is applied in order to get that side,

NOTE: the bids have effect ONLY if players choose the same side. If one player bids for the attacker and the other for defender, the balances offered are ignored and each player take the side he chose with no balance. If both players make the same bid they decide the matter with a dr and the loser of the dr gets to claim the Balance provision of the scenario for his side.

Rules: The tournament uses the official ASL Rules, 2nd. Edition. All official errata and known Q&A/clarifications are also applied, with the exceptions below:

ASLEU TSR 1

-Kindling is NA in all scenarios;

ASLEU TSR 2

- in case the OBA in the scenario chosen Pleva Rule is in play: Each red card/chit drawn as per C1.21 is mixed back into the pile, along with another red card/chit. Battery access is never lost due to drawing two red cards/chits. Extra card draw mechanics remain the same.

ASLEU TSR 3

- Vehicle crews are treated as SMC for Control Purposes.

Rolling the dice: Some kind of dice-rolling equipment is required. You can use a dice-cup, throw the dice into a glass, use a dice-tower, or throw the dice into a box or something similar. Whatever the method used, your opponent must be able to see the result at the same time that you are. Both players must agree on the dice used and dice rolling equipment or the matter will be resolved by the TD. Excessively noisy equipment may be disallowed at TD's discretion.

HIP Sheets: Players will be provided with HIP Sheets in order to write down secret stuff, HIP sheets are subject to TD inspection, we encourage you to show your HIP Sheet to your opponent during the game when needed.

Deciding games: If two players are unable to finish a game within the allotted time, they have to decide the outcome of the scenario, using one of these three methods in descending order:

- Mutual agreement, the players agree on a winner or a tie.
- Roll the dice! (players could also apply a DRM)

- the TDs decide the game: each player gets 3 minutes to give his assessment of the situation to the TDs, without the presence of other players, as well as explain how he is going to achieve the VCs. The TDs then will declare the result. Since we have experienced extremely slow play from part of some the participants we want to underlay the fact that slow play by one of the players will be definitely taken into account in determining the outcome of the match, We recommend that participants report if their opponent is particularly slow to play, as well as a set up is done too slowly, so that this can be taken into account.

Setting Up the Game and Time limits: In order to avoid unnecessary waste of time players should have a minimum grasp of scenarios, order of battle, set up and victory conditions (especially for the morning rounds which are the most time constrained), they are also strongly invited (plane travellers are of course exempted) to bring counters, for the scenarios they are planning to play, in order to reduce dead times to the minimum. Every delay has to be promptly communicated to the TDs and will be a factor in deciding a match unfinished within the allotted time.

If both players agree they can play without time limits on Friday night (Round 2) and Saturday night (round 4). Otherwise no game can continue beyond 01.00 AM.

We strongly suggest you prepare your defensive set-up in advance and write it on paper or print it by VASL, to reduce time spent for ALL scenarios you will not discard. Take note that slow play is a factor in determining the winner of a scenario in case you don't finish on time.

Chess clocks: unfortunately we have experienced the fact that slow play from some participants is ruining the tournament experience to normal and quick speed players, while pondering decisive moves and comparing different courses of action is a pleasure and a joy and must be respected when your opponent is at a turning point in a match, agonizing over the last MP of a our of sight and out of play AFV is just sloppy and embarrassing play style that is detrimental to your match and to the tournament in general. Slow players most of times get on with their slow moves because their opponents don't report to the TD for the most different reasons. The net result is that many matches must be adjudicated and the tournament flow is ruined. For these reasons at ASLEU there will be a chess clock on every table. **The use of the clock is mandatory.**

We want to make clear that there is no time limit on scenarios, nor there is any time allotment for either side. But, the final time you have used up will be a factor in determining the winner in case the TD must decide the winner.

Boards: ASLEU staff will provide enough boards for everyone. We use paper boards printed from VASL with all terrain modifications already applied. Their use is optional and both players must agree to use them.

Other ASL stuff: ASLEU is an international tournament and the majority of players are coming from abroad, some ASL stuff will be in place for your use, but you are encouraged to bring all the ASL stuff needed for the scenarios you plan to play. At the bare minimum bring your generic counters. Please note that nationalities have been reduced to 4 in order to minimise the stuff needed.

Determining the final rank in the tournament:

The winner of the tournament is the person who scores more points in the tournament. The final rank of all players is determined by their points at the end of the tournament. For players with equal scores, the following tiebreakers are used in the listed order:

- # 1) Outcome of the direct game between the players (if any); if > 2 players have the same score this tiebreaker is NA.
- # 2) Median Buchholtz coefficients (the sum of the final scores of your opponents in the tournament ignoring the best and the worst score); note that a "bye" still gives the winner for Buchholtz purpose at the end of tournament the points of the "virtual" player that has the average points of the best and of the worst player he has encountered (FRD).
- #3) round where the player lost his first game (the later the better).

If the tiebreaker is a tie as well, the two players in question share the same rank.

Prizes: There will be a prize for the winner, runner up and third placed, and special prize thanks to MMP publishing.

Tournament fee: *You will pay 50€ euros fee for this three day tournament and the "welcome kit" with a personalised badge, tournament scenarios, rules, and further useful info about the place .*

Supply and food: ADJACENT to the playing area there are the Hotel bars and restaurant with a special 20% discount rate for ASLEU players and friends. You can stay in the hotel or SEARCH the nearby hexes.

Latest info: For the latest information, please go to <https://www.fiw.it/european-asl-tournament/> the official website of the tournament. You may also want to check out the Italian ASL Forum, reachable from there or from www.openground.it , to left a comment in the Overseas Friend section. The mail for info requests : info@fiw.it .

Changes in the rules: The TDs can change these general rules before the tournament begins, if other necessities/problems arise in the organisation, or if some rules prove to be not useful/unsuccessful.

Tournament Directors: The TDs are: Enrico Catanzaro, Paolo Cariolato and Mario Aceto.

Event Director: Francesco Berucci