



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 game 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 subsequent 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 according 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 for those travelling on Friday. On Saturday and Sunday the starting time will be 09:00 am. However, on Sunday for those games whose players can possibly win the tournament the starting time will be earlier at 08:30.

It's important that players in the main tournament start 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 (this could be waived by the opponent, but in case of a game not finished on time, the late player will lose). Reasonable reasons for delay will be taken into account regarding these rules.

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

Choosing which scenario to play:

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

Each round has one fixed scenario

There is a reserve lists on which to choose in case you don't like the fixed scenario

This is the way to select the scenario:

- 1) both players agree to play any ASL scenario



- 2) both players secretly write down if they want to play the fixed scenario for the round;
- 3) if both players don't agree to play the fixed scenario for the round, the reserve list kicks in, in case just one player doesn't agree to play the fixed scenario the reserve list kicks in but the opponent is gonna choose sides:
 - a) if both players agree on one of the scenarios proposed in the reserve list go ahead and play that one;
 - b) cancel from the list any scenario played by the players during ASLEU 24, give the remaining scenarios on the list a priority. (from top to bottom - last choice is 1), sum up the priorities for each scenario the scenario with the most points will be played. There are 3 possible outcomes:
 - i) one scenario gets the most points and that will be played;
 - ii) two scenarios get the same points, roll a die and choose one of them
 - iii) there are no scenarios in the list, you will play the fixed scenario

We provide a tournament booklet containing these Rules, all scenario cards proposed for the tournament and HIP Sheet to each player attending

Choosing which side to play

- 1) you could agree on which side to play;
- 2) your opponent refused to play the fixed scenario, you choose which side to play with no advantage given;
- 3) you bid for which side to play: there are 2 possible bids for each side, either you bid OA or OD 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.
- 4) In case the scenario has bid system (Australian Balance System or another), 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/her 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.



Scenario Clarifications: any known clarifications and errata will be printed in the welcome kit

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. **In case one die does not lie perfectly flat OR one of the dice goes out of the tower, glass or whichever YOU RE-ROLL BOTH DICE.** Players are free to take different arrangements but this is how the tournament works.

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)

- in case the players do not agree or don't want to roll dice 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. 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 and time record: given the success during the last year ASLEU we are repeating the chess clock experience, 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 of adjudication by TDs.

Players are expected to punch the clock at the beginning of their own phase, stop the clock if any rule question arise, definitely punch the clock during their set up. **At the end of the match record the time spent by each player on the last page of the booklet** in order to let the TDs assess the match speed of other players.

The FIW has many chess clock, but definitely bring yours if you own one.

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 just 4 nationalities have been chosen in order to minimise the stuff needed (German, Japanese, American, British-CW).

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 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 a score 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 players in question share the same rank.

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

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: this year the location of the tournament is in the town of Fiumicino, very close to the Leonardo da Vinci international airport and not far from Rome which can be reached by the



Leonardo Express train from the airport terminal leaving every 15 minutes. The hotel has a shuttle service to the airport. The seaside resort offers multiple dining options within a few minutes walk from the hotel with excellent restaurants at all levels, as well as offering free and organized beaches for your companions. However, the hotel has prepared lunch packages that can be booked via the event registration form on the FIW website.

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 is: info@fiw.it , paolo@cariolato.com and marioaceto@alice.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: Paolo Cariolato and Mario Aceto .

IWC24 Event Director: Francesco Berucci