

2021 eASL OPEN

Welcome to the 2021 eASL OPEN. Have a great time playing the greatest tactical WWII board game ever created. If you encounter any problems please email me, the Tournament Director, David Goldman, at frango1000@sbcglobal.net and inform me of the problem. You can call me at (312) 504-1599. I am not a trained therapist so don't expect too much from me. All kidding aside, if you cannot resolve a problem quickly, it's hit or miss how fast you will get me to respond. The time zones involved in the tournament make it unlikely that I can resolve many rules dispute in a timely fashion.

TOURNAMENT FORMAT

1. All players participating in the tournament will be seeded. The returning players from last year with four or more wins will be seeded in their order of finish from last year. All other players will then be seeded at the Tournament Director's discretion.

2. There are six rounds of play. If there are more than 64 participants, I will add a seventh round. Games can use the scenario list provided (including the Any Scenario Selection).

Players will be paired by seed: the first round will see all even numbered seeds playing the odd numbered seed right above them (e.g., 2 plays 1, 16 plays 15, etc.). In subsequent rounds players will be paired by points, using the scoring method described below and original seed position will determine equal point pairings. The players with the highest scores will be paired together. If more than two players have the same score, then the two highest seeded players of those players with the same score will be paired off. No one will play the same opponent twice. For the first two rounds, if I am informed before the tournament starts that your regular opponent is in the tournament, I will seed you accordingly so you cannot be matched up in at least the first two rounds.

As this tournament has a wide variety of experienced and lesser experienced players, kindly inform me before the tournament start if you have played less than 50 VASL or FtF ASL games. Your starting seed will be against a player of equivalent experience.

3. A player will receive ten points for each victory. In addition, the victorious player will receive one additional point for each victory each vanquished opponent earns during the tournament (e.g., A beats B, who has a 3-1 record. A receives 13 points for that victory. If B wins two more games, A will receive 2 additional points for those wins).

4. The player with the highest point total at the end of the last round will be the 2021 eASL OPEN Champion. Any ties will be broken using the following tie-breakers: The first tie-breaker will be the added final points of all defeated opponents; the second tie-breaker will be the added final points of all victorious opponents. If a tie still results, the players will be declared co-champions and there will be no second place awarded. The same procedure will follow to determine the second, third and all subsequent finishes.

5. All matches will be reported by the TD to ROAR. Please do not report any game from this tournament to ROAR.

6. The registration fee will be divided as follows:

1st place \$100

2nd place \$50

3rd place \$25

For all additional funds, the balance will be given in \$10 increments to 4th through as many places as the funds last.

TOURNAMENT RULES

1. Use VASSAL 3.4.10 and VASL 6.6.1. Be sure your programs are up to date. **VASL setups may be provided (I'm still working on this)**. If in setting up you have used your own setups, any game played to conclusion with incorrect maps is a valid playing. If incorrect orders of battle are discovered, try to resolve the error, including if possible either starting over or starting an entirely different scenario. Checking orders of battle is the responsibility of both players! If it comes down to no agreement that rectifies the error, I will adjudicate the match if requested.

2. KIBITZING will not be tolerated: DO NOT comment or message or text or email or call or communicate in any fashion on any game in progress.

3. Use scenarios from the scenario list provided or use the Any Scenario option which allows you and your opponent to play any mutually agreed upon scenario, except a scenario you have already played in the tournament or any scenario from a subsequent round.

4. Completing your round on time is important. This is not a tournament for casual attendance.

Do not commit to this tournament unless you know that your schedule allows you to finish one game a week for six consecutive weeks. I try to include fairly lengthy scenarios in each round, but you can always by agreement select a shorter scenario. In the event a game is not completed on time, the Tournament Director will use his discretion to assign a winner for that match. If a player cannot complete a match for any reason, good or bad, and the other player was clearly available, the available player gets the win. All results must be submitted by each Monday 7:00 a.m. CDST. **Please, use the result spreadsheet and email for that round's as each round will be automatically identified in the subject email heading.**

Scenario selection and bids must be submitted by Tuesday, 7:00 p.m. CDST.

In the absence of any other agreed schedule, the scenario must be played to conclusion starting Saturday at 10:00 a.m. CDST.

All Times Below Are Central Daylight Savings Time

First Round: Match ups will be emailed by 7:00 p.m. Monday March 8.

Round ends Monday March 15, 7:00 a.m.

Second Round: Match ups will be emailed by 7:00 p.m. Monday March 15.

Round ends Monday March 22, 7:00 a.m.

Third Round: Match ups will be emailed by 7:00 p.m. Monday March 22.

Round ends Monday April 5, 7:00 a.m. (To account for Easter this round is longer).

Fourth Round: Match ups will be emailed by 7:00 p.m. Monday April 5.

Round ends Monday April 12, 7:00 a.m.

Fifth Round: Match ups will be emailed by 7:00 p.m. Monday April 12.

Round ends Monday April 19, 7:00 a.m.

Sixth Round: Match ups will be emailed by 7:00 p.m. Monday April 19.
Round ends Monday April 26, 7:00 a.m.

Seventh Round (if more than 64 participants): Match ups will be emailed by 7:00 p.m. Monday April 26.
Round ends Monday May 3, 7:00 a.m.

5. All HIP units and fortifications must be recorded prior to the start of play using the VASL delayed Notes option. Additionally, a copy of this information can be emailed to the Tournament Director. All written information is final once the first DR is made. If, at the game's end, someone is found to have placed a unit/fortification in the wrong spot, that player forfeits any victory (so please be careful in your setups and be sure you properly record them).

6. ASLRB V.2 will be in effect for all matches. Players may agree to a house rule before the start of the game. Any house rule used should be sent to me beforehand. **See the list of Mandatory Tournament rules.**

SCENARIO SELECTION

Each round has 4 scenarios with the additional "Any Scenario" available as a selection. Players by mutual agreement may select a scenario from any prior round. **A player may not play a scenario more than once in the tournament, not even by mutual agreement.** Under no circumstances may a player select a scenario from a future round.

Each round deliberately has one shorter less complex infantry only scenario.

I suggest that before picking a scenario, each player should inform his opponent which scenario(s) in that round he has previously played.

Players should come to an agreement on which scenario to play. Any method both players are satisfied to use to select a scenario to play is all right with me.

I really do not want to get involved in scenario selection but....

absent agreement to play a particular scenario, use the following method: both players choose three scenarios and your point bid from the Pleva Bidding System choices for that round in the order of preference (thus you can eliminate one scenario you don't like) and email the list and side preferred and bid to me. Once you have sent in your choices/side/bid, email your opponent that you have done so. After receiving your opponent's notice that his bids are in, then the second player can send his choices/side/bid to me and to his opponent. The first player forwards his original email I received to his opponent to verify that his choices/side/bid was sent prior to receipt of his opponent's s choices/side/bid.

If both players have chosen different scenarios for their first preference, and their second preferences match that second preference scenario is played with the higher bid getting that side. In case of ties (for example Player A selects scenario 1 as his first choice, scenario 2 as his second choice and scenario 3 as his third choice and player B selects scenario 3 as his first choice scenario 1 as his second choice and scenario 2 as his third choice) then roll to see which scenario and side is played with the balances chosen if the selections were not for the same side. If the die roll results in a scenario where both have selected the same side, then the higher bid gets that side. If the bids are the same, then another roll and the winner gets the side and gives the points bid.

The scenario selection/side/bid email to me must be received before 7:00 p.m. Tuesday. An email to your opponent with a cc to me should be sent to confirm to your opponent that the TD has your scenario selections. In the unlikely event only one player emails his selections to me by 7:00 p.m. Tuesday, that player will, in the

TD's discretion, either get his first choice scenario, side and bid or if circumstances warrant, be declared the winner.

I strongly urge you come to scenario selection/side/bid agreements.

Any Scenario Selection

By agreement, except for the listed scenarios in a subsequent round, **any scenario ever made** may be played in any round. **Important:** Before agreeing to an "Any Scenario Selection," both players **must disclose** if he has played the scenario and how many times.

If a scenario not on the list is selected, the scenario selected must be played with any agreed upon balance or modifications chosen before sides are selected.

The Pleva Bidding System

The bids are in points. You can bid no points and as much as 9 points. You can make a null bid meaning you don't have a preference for any of three scenarios and will play either side in any of those scenarios.

If a scenario has on the scenario list an added balance that balance is mandatory. **In those scenarios the bids are in addition to the mandatory tournament balance.**

Mandatory Tournament Rules

1. Pleva OBA* and Radio Rules**.
2. Only one bog DR when AFV's entering a wire hex (vehicle covered arc changes are not allowed to possibly eliminate wire).
3. No AFV abandonment unless immobilized or out of gas (exception HT's and Carriers).
4. No kindling.
5. An AFV that simultaneously goes CE and BFF in the same hex as the target must suffer any Defensive Fire as CE in the preceding hex it moved through before the BFF is rolled. In the event the CE is declared by a vehicle that starts its movement phase in the same hex with the target, the Defensive First Fire and the Bounding Fire occur simultaneously.
6. For vehicular mounted FT TK attempt vs an enemy AFV, the following TK DRM apply:
 - CASE A DRMs
 - Firer in Motion +2
 - Target in Motion +2
 - Concealed AFV +2
 - An original DR of 2 is always a Burn result and an original DR of 3 is always an Elim result if not already a Burn result.
7. MOL use versus empty hexes is NA.
8. Reverse Motion is allowed.
 - *Every time you draw a red card (including the first red card), put it back along with another red card. The battery is never lost due to drawing two red cards. Extra card draw mechanics remain the same.
 - **Radios repair on a 1-2 and a 6 will not X.

CONTACT LIST

I will send a contact list of all the players with email, phone, Skype and Discord information.

TOURNAMENT DIRECTOR

In order to assure that everyone has an opponent, the Tournament Director will play only when there are an odd number of players in a round. The Tournament Director is not eligible to win in the tournament but his points otherwise count.

That's it for now. Stay safe and have a great time!

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