

COUNTER ATTACK 2016

4 DECEMBER 2016
ROMEDEVILLE, ILLINOIS



ASL.WW2.ORG

CounterAttack 2016

When: 4 December 2016
13:00 start time
Where: The Sanctuary Church
1251 Windham Pkwy
Romeoville, IL 60446

Welcome to the CounterAttack ASL Tournament. Started in 2013 as a way to enhance the local ASL scene in the Chicagoland area, the event grew from the Northern Illinois ASL Group's (NIASL) annual game day and was created in the spirit of the Windy City Wargamers. It has been run as a one day tournament, and we continue this tradition in 2016.

Unfortunately our primary gaming venue fell through, and with the help of Chicago's Southwest Outpost (SWOP) we have put together an event to ensure we get a CounterAttack tournament on the books this year. Due to the limited timeframe we have for gameplay, we are hosting the main Counterattack tournament as an invitational event, with three top players in the area competing against the 2015 Champion for the title.

The good news is that if you are not part of the four man primary event, then you can still participate in open play, or be placed into a CounterAttack four man mini-tournament that will be run concurrently alongside the primary tournament, using the same scenarios. For those who are new to ASL, we are running a Starter Kit mini tournament as well.

If you have any question, comments, or contributions please the Tournament Director Otto Torriero (otto@ww2.org), and I'll do what I can to help.

Tournament Format

1. There will be two rounds of play. All games must be played using the scenario list provided. Players will be paired by the Tournament Director based upon their ASL experience.
2. Due to the size of the tournament, there will be no point system. Winners will advance to the next round and play other winners, and the defeated players will be matched up.
3. The player who wins two games will be declared winner of their tournament. This will apply to the CounterAttack 2016 main tournament, as well as any mini tournaments.

Tournament Rules

1. DRs and drs must be made into a container such as a glass, bowl, or dice tower. No box tops!
2. Rules disputes that cannot be resolved amicably should be directed to the Tournament Director (Otto Torriero) who will use all available material to resolve that dispute fairly. The TD's rulings are final, even (especially!) if later shown to be incorrect.
3. Do not comment on any in progress games.
4. Only scenarios from the scenario list provided can be used during the tournament.
5. If a match passes the allotted time per round, the game can be adjudicated at any time by the Tournament Director at his/her discretion.
6. All HIP units and fortifications must be recorded prior to the start of play on the back of the round result form (if both players have HIP units then use two forms). If desired, a copy of this information can be given 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 when placing units on board and when you write them down)
7. ASLRB V.2 will be in effect for all matches. Players wanting to use a house rule must agree to house rules before the start of the game. A house rule must be written down and initialed by both players. Otherwise the Tournament Director will adjudicate only from ASLRB V.2.

Scenario Selection

Each round has three scenarios. Players by mutual agreement may select a scenario from a prior round, but a player may not play a scenario more than once in the tournament. A player who plays a scenario more than once will automatically be credited with a loss for the second playing.

Both players will privately rank the three scenarios from that round in the order of preference. If their first pick is a match, then that scenario will be played. If both players have chosen different scenarios for their first preference, and their second preferences match, then that second preference scenario is played. If there are no matches then the scenario on both players' lists with the lowest combined preferences is chosen. In case of ties, then roll to see which scenario is played.

Side Determination

Players may elect to choose by DR or by mutual agreement which side they will play. Otherwise, both players secretly write down the side they prefer to play. If both players choose the same side then roll to see who gets that side, with the loser receiving the unwanted side and the provided balance (unless already given on the Tournament Scenario Sheet).

Primary tournament

Due to the short notice and limited window for game play, the main Counterattack tournament is an invitational event, with three top players in the area competing against the 2015 Champion for the title. This is the main tournament of the day, there will be just one primary tournament held.

Secondary Tournament(s)

If you are not in the Primary tournament bracket and would still like to participate in a Counterattack Tournament and, fear not! You can enter a four man mini tournament that will be held concurrently with the Primary bracket. We will be using the same rules, scenarios, & schedule as the primary bracket. As soon as we have four extra players confirmed we will hold a secondary mini tournament. If we get eight extra players, we can then hold two secondary mini tournaments. We will accommodate as many players are willing to enter secondary tournaments.

ASL Starter Kit Tournament(s)

If you are new to ASL and/or are not yet ready for full ASL, then you can compete in our ASL Starter Kit mini tournament. You can enter a four man mini tournament that will be held concurrently with the rest of the day's tournaments. We will be using the Starter Kit scenarios listed below in this document. Like the Secondary Tournaments, as soon as we have four players confirmed we will hold an ASLSK mini tournament. If we get eight extra players, we can then hold two ASLSK mini tournaments. We will accommodate as many players are willing to enter.

Registration

To register for this event, please send an email to otto@ww2.org. A \$5 donation at the door is appreciated.

Notes

Due to the venue change, the 2016 version of the Counterattack ASL Tournament is a mildly shorter version than originally planned. We are holding this event to ensure annual continuity of the

Tournament and to provide a beach head for our 2017 effort. We hope you can come by and roll some dice and have some fun.

Full ASL Tournament Scenarios

Round 1 **13:00 HRS**

Will to Fight...Eradicated [WCW 1]

Attacker: Polish Defender: German

ROAR (as of 11 Nov 2016): Polish 70 / German 75

Map Board: 12

Overlays: X7 Wd5 G4 G2 G1 X9

Strongpoint 11 [J46]

Attacker: Japanese Defender: Dutch

ROAR (as of 11 Nov 2016): Japanese 55 / Dutch 61

Map Boards: 2 35

Overlays: none

Rocket's Red Glare [G6]

Attacker: American Defender: German

ROAR (as of 11 Nov 2016): American 186 / German 170

Map Board: 3

Overlays: none

Round 2 **17:30 HRS**Friday the 13th [J59]

Attacker: German Defender: Russian

ROAR (as of 14 Nov 2016): German 119 / Russian 121

Map Board: 17

Overlays: none

By Ourselves [J41]

Attacker: Norwegian Defender: German

ROAR (as of 11 Nov 2016): Norwegian 100 / German 106

Map Boards: 18 22

Overlays: none

Hill 27 [HS15]

Attacker: Japanese Defender: American

ROAR (as of 11 Nov 2016): Japanese 30 / American 35

Map Board: 52

Overlays: Hi7

ASL Starter Kit Tournament Scenarios

Round 1 13:00 HRS

Retaking Vierville [S1] ASL Starter Kit # 1
 Attacker: German Defender: American
 ROAR (as of 17 Nov 2016): German 118 / American 164
 Map Board: y
 Overlays: none

War of the Rats [S2] ASL Starter Kit # 1
 Attacker: German Defender: Russian
 ROAR (as of 17 Nov 2016): German 127 / Russian 118
 Map Board: z
 Overlays: none

Clearing Colleville [S5] ASL Starter Kit # 1
 Attacker: American Defender: German
 ROAR (as of 17 Nov 2016): American 67 / German 56
 Map Board: y
 Overlays: none

Round 2 17:30 HRS

Over Open Sights [S12] ASL Starter Kit # 2
 Attacker: German Defender: American
 ROAR (as of 17 Nov 2016): German 33 / American 32
 Map Board: x
 Overlays: none

Hammer to the Teeth [S15] ASL Starter Kit # 2
 Attacker: German Defender: American
 ROAR (as of 17 Nov 2016): German 34 / American 42
 Map Board: w
 Overlays: none

Clash at Borisovka [S21] ASL Starter Kit # 3
 Attacker: Russian Defender: German (Russians get balance)
 ROAR (as of 17 Nov 2016): Russian 32 / German 53
 Map Boards: t v
 Overlays: none