

Tournament Rules

General: The SMCon Tournament is a 4 rounds Swiss style tournament, with a free scenario list. The main purpose of the tournament is to get together and encourage newer players to participate and become active on the conventions scene, the scenarios list is there only to give players an idea of well balanced and good scenarios so that players can study the scenarios in advance. Tournament is part of the ASL Italian Championship (Campionato Italiano di ASL)

Tournament format: The tournament is a 4 rounds free-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 wish, free means that you choose your opponent.

If players are odd, one 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 the 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. As before you can play who you wish, the only limit is that he/she as to have 3 or less points as you have. Nobody can play twice against the same opponent OR gain two “byes”.

Tournament Schedule: The Tournament starting time is 15:30 Friday, On Saturday and Sunday the starting time will be 09:30 am The idea is to play one/two rounds on Friday; one/two rounds on Saturday, final round on Sunday. There is no pressure, take your time, if you want to play a big scenario you can do it, if you want to dine out, go. Only requirement is to complete 3 games for the morning of Sunday and be ready for the 4th game on Sunday morning at 09:30 AM.

Choosing which scenario to play:

You can agree with your opponent on a scenario OR you can choose one from the list posted for the tournament.

If you cannot agree on the scenario roll 2 dice and play the corresponding scenario on the tournament list.

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.

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 takes 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.

NOTE: For the scenario of the “Operation Cobra” round the following SSR is used:

LIGHT BOCAGE: It is used to represent Bocage that is more restrictive than a Hedge but not as restrictive as standard Bocage. All rules for Bocage apply except as modified therein:

LOS: Light Bocage is a ½ Level Obstacle and does not create blind hexes. LOS along a hexspine exists just like a Wall/Hedge but with Bocage TEM.

MOVEMENT: Crossing a Light Bocage hexside costs infantry 1.5 MF + COT. Only fully-tracked vehicles may cross a Light Bocage hexside [*EXC: any vehicle may cross via a road or a Breach (B9.451)*] by expending ¼ MP allotment (FRU) + COT of the hex being entered. An AFV crossing a Light Bocage hexside cannot use Reverse-movement or carry Riders, and is subject to Underbelly Hits (D4.3), loss of Schuerzen (D11.2), and Bog check as it crosses the Light Bocage hexside (D8.2, in the hex being exited) [*EXC to all: if crossing a road or breach*].

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 need to have writing equipment 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 TD decides 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, they are also strongly invited 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.

We strongly suggest you prepare your defensive set-up in advance for the scenarios you want to play and write it on paper or print it by VASL,

Other ASL stuff: 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.

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) Buchholtz coefficients (the sum of the final scores of your opponents in the tournament); 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 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 ASGS.

Tournament fee: *You will pay 10€ euros fee for this three day tournament.*

Supply and food: ADJACENT to the playing area there are bars and restaurant. You can stay at Kursal or SEARCH the nearby hexes.

Latest info: For the latest information, please go to: <https://sanmarinogame.com/regolamenti-tornei/>, the official website of the tournament. You may also want to check out www.openground.it. The mail for info requests of the TD is: spuzziello64@gmail.com.

Changes in the rules: The TD 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 Director: The TD is Sergio Puzziello