

2026 eASL OPEN

Welcome to the 2026 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. 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.

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

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 unless specifically allowed in SSRs.
5. If ATTACKER declares CE and BFF attack simultaneously, the DEFENDER can attempt DFF vs. the CE AFV based on the preceding MP expenditure, before the ATTACKER can BFF.
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 usage against empty hexes is NA.

*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 and phones repair on a 1-2 and a 6 will not X.

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 the scenarios and will play either side, leaving the scenario choice and bid to your opponent. See the How To Bid Tab on the PBS sheet for examples.

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.**

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 seven rounds of play. Games can use the scenario list provided but opponents may go off list and play any mutually selected scenario. No player may play the same scenario twice in the tournament.

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. The original seed position will determine the order of opponents with equal points in rounds 2 through 7. 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. 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 2026 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 and third place. The ordering of all ties for 4th and all subsequent places is determined by a player's original seeding.

5. Prizes are as follows:

- 1st place \$100
- 2nd place \$50
- 3rd place \$25

TOURNAMENT RULES

1. It is suggested that you use the latest versions of VASL and VASSAL. **VASL setups, copies of the scenarios and any scenario special rules are provided by a Dropbox link to registrants.** Since I do all set ups, please check them carefully, I'm not perfect. Any errors you discover please let me know ASAP. I will periodically update the VASL setups in Dropbox. If you used your own setups, any game played to conclusion with any errors 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.

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

3. Use scenarios from the scenario list provided or choose any scenario your opponent to play any mutually agree upon (except a scenario you have already played in the tournament or any scenario from a subsequent tournament round).

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

It is important to stay in the tournament and play all the rounds. Your victory in a later round may give one of your prior opponents the win point he needed to receive prize money.

Do not commit to this tournament unless you know that your schedule allows you to finish one game every two weeks. I try to include both short and fairly lengthy scenarios in each round, but you can always by agreement select any scenario. In the event a game is not completed on time, the Tournament Director will 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 Monday 7:00 a.m. CST. **Please, use the result spreadsheet supplied for that round.**

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

In the absence of any other agreed schedule, the scenario must be played to conclusion starting the second Saturday at 10:00 a.m. CST (6:00 p.m. CST if one participant is in Asia/Australia, etc).

All Times Below Are Central Standard Time

First Round: Match ups will be emailed by 7:00 p.m. Monday, February 16.
Round ends Monday March 2, 7:00 a.m.

Second Round: Match ups will be emailed by 7:00 p.m. Monday, March 2.
Round ends Monday, March 16, 7:00 a.m.

Third Round: Match ups will be emailed by 7:00 p.m. Monday, March 16.
Round ends Monday, March 30, 7:00 a.m.

Fourth Round: Match ups will be emailed by 7:00 p.m. Monday, March 30.
Round ends Monday, April 13, 7:00 a.m.

Fifth Round: Match ups will be emailed by 7:00 p.m. Monday, April 13.
Round ends Monday, April 27, 7:00 a.m.

Sixth Round: Match ups will be emailed by 7:00 p.m. Monday, April 27.
Round ends Monday, May 11, 7:00 a.m.

Seventh Round: Match ups will be emailed by 7:00 p.m. Monday, May 11.
Round ends Monday, May 25, 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 may be emailed to the Tournament Director. All written information is final once the first DR is made.

6. Ask your opponent if they have considered all setup restrictions for HIP units before Setup. Verify the legal Setup of all non-HIP units before the game begins. Reset improperly placed units. If a player is found to have violated Setup restrictions after play has commenced, any illegally setup units are removed from play. This is meant to ensure a fair playing of the scenario chosen. It is not intended to be a method for unethical play. If you are aware of an error in the OB's or in your opponent's setup, you MUST make this error known to your opponent.

7. The most current official rule compilation by MMP is in effect for this tournament. Players may agree to a house rule before the start of the game. Any house rule used should be sent to the TD beforehand.

SCENARIO SELECTION

Each round has 5 scenarios. By mutual agreement **players may play any scenario ever published** and 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 player must 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 acceptable.

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 the side you prefer and your point bid from the Pleva Bidding System choices for that round in the order of preference (thus you can eliminate two scenarios you don't want to play). Email the list and side preferred and bid to the TD. Once you have sent in your choices/side/bids, 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 the TD and to his opponent. The first player forwards his original email the TD received to his opponent to verify that his choices/side/bids were sent prior to receipt of his opponent's s choices/side/bids.

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. If neither the first or second choices match but the third choices match, the third scenario is played. In case of ties (for example Player A selects scenario 1 as his first choice, scenario 2 as his second choice and player B selects scenario 2 as his first choice and scenario 1 as his second choice and their third choices are different scenarios) then roll to see which scenario and side is played with the balances chosen (from the first and second choices) 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/bids sent to the TD must be received before 7:00 p.m. Tuesday. An email to your opponent with a cc to the TD 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 the TD 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.

Any Scenario Ever Published Rules

By agreement, except for the listed scenarios in a subsequent round, **any scenario ever published** may be played in any round. **Important:** Before agreeing to an “Any Scenario Ever Published 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.

CONTACT LIST

I will send a contact list of all the players with email, phone, Microsoft Teams 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.

8/21/2025 V18