



BEHIND THE BEACHHEAD

ASL Team Tournament



10-12 May 2019 @ VICTORIACONN

The Behind the Beachhead Team ASL Tournament

The Behind the Beachhead (BtB) Team ASL Tournament will be a change from the standard ASL tournament format. The BtB Team ASL Tournament will involve three players joining up in a team to play against another team in a series of scenarios. The scenarios are played on custom designed hedgerow-heavy maps, with a force that is primarily infantry based (some AFVs and OBA are present) that is supported by machine-guns, guns, and mortars. Defenders can expect to use wire, mines, roadblocks, and fortified buildings to construct their strongpoints.

How does the Tournament Work?

The BtB Team ASL Tournament is played over three rounds. The length of time for each round is seven hours. In each round a series of three scenarios are played on a specific Axis of Advance, with each side accumulating Tournament Points (TP) during the scenarios. The tournament concludes at the end of the third round. The total number of TP won by each team is tallied up and the team with the most TP wins the Tournament.

TIMINGS

Friday 10 May

Session 1	0900 – 1600	Open Gaming
Session 2	1700 – 2400	Tournament Round 1

Saturday 11 May

Session 3	0900 – 1600	Tournament Round 2
Session 4	1700 – 2400	Tournament Round 3

} The Actual
Tournament

Sunday 12 May

Session 5	0900 – 1600	Open Gaming
Session 6	1200 – 1230	Awards Ceremony

Participants are to arrive at least 15 minutes before the session starts to allow for ample time to get settled.

The Open Gaming Session allows participants to play any ASL scenario, perhaps to warm up, or in the case of Session 5, to play one of the Tournament scenarios that you were unable to play during the tournament.

Playing the Tournament

Step 1: Choose Teams

Teams will consist of three players with the selection of the players done either randomly or players may choose their teammates. Ideally there will be an even number of teams participating in the BtB ASL Team Tournament. Teams will then select a Team Captain and a Team Name.

CAMPAIGN #1	
☆ American Team	⚔ German Team
1.	1.
2.	2.
3.	3.
Captain:	Captain:

Step 2: Choose Side to Play

Teams will be matched up and Team Captains will make a DR, with lower roll getting to choose the side (Germans or Americans) their team wants to play for the tournament.

Step 3: Choose an Axis of Advance

There are three Axes of Advance (each with three scenarios) to choose from. Each player is assigned an Axis of Advance to Attack or Defend on.

Axes of Advance	Scenario 1	Scenario 2	Scenario 3
1) Isigny	Road to Isigny	Hill 35	Supply Dump
2) Aure Valley	Across the Aure Valley	Half Its Mission	Thunder Along the Elle
3) Cerisy Forest	Going in Light	Weathering the Fire	Crossroads Showdown

In order to provide some variety; each player on the German Team will be assigned to a fixed Axis of Advance for all three rounds; however, each player on the American Team will shift Axis of Advances, playing a different Axis of Advance each round.

Step 4: Playing a Scenario

For each round, the paired players will set up to play the scenarios listed on their Axis of Advance. Each side has an “At Start” Force, (may or may not have) a Reserve/Reinforcement Force, and will have a Variable Force. The Variable Force will be secretly rolled for and added to the “At Start” Force or to a side’s Reserve/Reinforcement Force – the scenario card will give instructions in the Special Rules for the scenario.

The BtB tournament uses the official ASL 2nd Edition Rules, players are to consider and agree on ALL Optional rules before making scenario choices (E.g. IIFT, BI, PF usage etc...). Any variable scenario information (E.g. VCs, Bore Sighted hexes, etc...) will be written down on a side record for verification.

Set up:

- a) Players are to verify their opponent's OB and the orientation of the map before set up begins;
- b) Players are to ask their opponent if he has considered all set up restrictions for HIP units before set up;
- c) Verify the legal set up of all non-HIP units before the game begins. All HIP units will have their locations written on a side record for verification; and
- d) If a player has violated set up restrictions after play has commenced, any illegally set up units **WILL** be removed from play.

NOTE: these rules are meant to ensure a fair playing of the scenario. They are NOT intended to be a vehicle for unethical play. Please make sure that both players are aware of the OB and set up restrictions. If you are aware of an error in the OBs or in your opponent’s set up, you **MUST** make this error known to your opponent.

Rules Disputes: Any rules dispute should be:

- a) Resolved first by the players involved;
- b) If players cannot agree on a rule, the Tournament Director (TD) will decide on the rule in question; and
- c) Any decisions by the TD are final!

Kibitzing: to give unsolicited or unwanted advice; make unhelpful or idle comments, especially to someone playing a game – will not be tolerated! Absolutely no comments on any game in progress!

Dice: All dice will be 1/2” to 5/8” (12.5mm to 16mm) standard 6 sided ASL dice. Any worn or damaged dice will not be allowed in the tournament. Please have a good look at your dice, and if needed, replace them.

Rolling the Dice: Some kind of dice-rolling-equipment is required; you can use a:

- a) Dice-cup
- b) Dice-tower
- c) Box top
- d) Something similar

“Whatever the method used, your opponent must be able to see the result at the same time that you do”. There will be no free-range dice rolling on the maps/tables as space may be limited.

Sponsors:

A huge thanks goes out the number of companies that have provided gift certificates, scenario packs, dice, etc., as prizes for the BtB ASL Team Tournament. Please show your thanks for their support by making a purchase from them – and don’t forgot to mention the BtB ASL Team Tournament.

Tournament Goal:

Yes it is a competition and score is kept, but the Goal of the BtB ASL Tournament is to have **FUN!** Ask yourself, “*What can I do to make it fun?*”

Step 5: Record Result

At the end of each round, Team Captains are to submit their team’s score cards to the TD for tabulation.

Scoring

In each scenario, a side accumulates TP (negative totals are possible):

Tournament Points:	+5	to Scenario Winner
	+1	Point per 5 CVP (FRD) amassed
	-1	Point per 5 CVP (FRD) suffered
	+X/Y	Bonus Tournament Points
Bonus Tournament Points	X =	for unique strategic tasks accomplished during the scenario
	Y =	if a side concedes the scenario before the end of Turn 4, the winning side receives +1 TP per 5 CVP of the conceding side’s Order of Battle for the scenario

Players are to ensure to keep track of TP, 2s, 12s, ROF, & CC and turn in their Player Cards to their Team’s Captain.

Player: _____ Rating: _____ Team: _____

Side (Circle): German American Captain: _____

Scenario	Opponent	W-L	CVP Suffered	CVP Amassed	TP Bonus	TP	2	12	ROF	CC

Ending the Tournament

At the conclusion of the third round, the TP will be totalled and the side with the highest number TP wins the Behind the Beachhead Tournament. Consult the Victory Table to see how well your side did in the Tournament.



AMERICANS



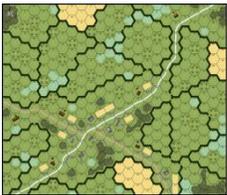
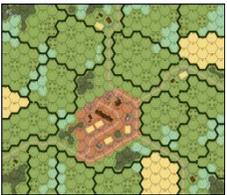
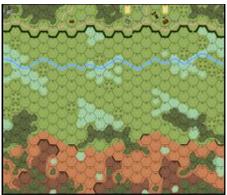
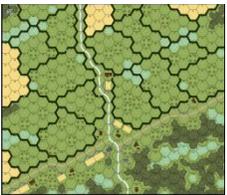
GERMANS

Tournament Points

<p>54+ [17+]*</p>	<p>STRATEGIC VICTORY Breaching the Atlantic Wall and breaking out the beachhead, the American V Corps' advance off the Omaha Beachhead cannot be stopped. The 1st, 2d, and 29th Infantry Divisions have demolished any and all of the German obstacles put in their way and the road to Saint-Lô lies open and unopposed.</p>	<p>STRATEGIC VICTORY The imposing fortifications of the Atlantic Wall and the tough defences behind the beachhead have stopped the Americans' divisions cold. German reinforcements from Brittany have arrived and preparations for a counterattack to push the Americans back into the English Channel are in the works.</p>
<p>26-53 [9-16]*</p>	<p>MAJOR VICTORY The American V Corps has grounded its way through the German defences of the Atlantic Wall and those behind the beachhead. The fighting was fierce but the goal was won through hard work and cooperation between Corps' Divisions. The road to Saint-Lô lies open.</p>	<p>MAJOR VICTORY The Atlantic Wall has been breached in places; however, the Germans defences behind the beachhead have managed to contain the Americans in their beachhead. With reinforcements from Brittany arriving daily, the holes in the line are being filled. Planning for a counterattack has begun in earnest.</p>
<p>≤ 25 [≤ 8]*</p>	<p>TACTICAL VICTORY The American V Corps has broken out of the beachhead and area behind the beachhead had proven to be a crucible. Every hedgerow had to be bought and paid with blood, sweat, and tears. But that sacrifice had finally allowed the drive for Saint-Lô to begin.</p>	<p>TACTICAL VICTORY The Americans have breached both the Atlantic Wall and the defences behind the beachhead, but time has been bought to prepare the next line of defence near Saint-Lô. Here the Americans' advance will be stopped.</p>

* TP requirement if only one Axis of Advance is used

AXES OF ADVANCE

Round 1	Isigny American 1  German 1	Aure Valley American 2  German 2	Cerisy Forest American 3  German 3	Round 1	
	American 3  German 1	American 1  German 2	American 2  German 3		Round 2
	American 2  German 1	American 3  German 2	American 1  German 3		



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