

Nor'Easter XI Scenario List

Main Tournament

Round 1:

DB48 Erstwhile Allies † (US balance)
SP144 One More Day of Freedom
J111 Prussia in Flames
SP123 The Badger's Breath †
122 Extracurricular Activity (Hungarian balance)

Round 2:

SP115 The Five Pound Prize †
SP140 Red Valentines
FrF12 The Fields of Black Gold †
SP137 The Bozsoki Relay (Russian balance)
SP143 The Battle For St Cloud

Round 3:

BRT1 The Hawk
J106 Marders, not Martyrs (German balance)
RPT10 Slovak Salvation
J21 Scobie Preserves (Partisan balance)
DB53 Hamburg on the Lovat

Round 4:

51 The Taking of Takrouna
HP25 Duropa Plantation (Allied balance)
J103 Lenin's Sons
GD-C Smoke the Kents (British balance)
RPT2 Kerepesi Cemetary †† (see suggested balance below)

Round 5:

E Hill 621 †
SP131 Pocket Panzers
FE118 Zaporozhe Island
PBP21 The Raiders on the Chaco (Paraguayan balance – B2)
DB35 A Hotly Contested Crossroads

Round 6:

AA13 South Rampart Fire
PBP25 First and Inches
HS25 Lambs Led to the Slaughter
J105 Borodino Train Station
FE116 Bad Neighbor Policy †

† See errata and clarifications on other side

†† RPT2 Kerepesi Cemetary (suggested balance)
– add a 347 to the Hungarian OOB

Saturday ASL Mini-Tournament

Round 1:

RPT1 Ferenc Jozef Barracks
35 Blazing Chariots
DB51 Dash for Mt Croce (American balance)

Round 2:

SP125 Nunshigum
DB54 Soldiers of the 62nd Army
J106 Marders, not Martyrs (German balance)

Round 3:

TT5 Commandos, not Supermen † (Japanese balance)
J102 Yelnya Bridgehead
DB56 Breakout from Stalingrad-I

Saturday ASL Starter Kit Mini-Tournament

Round 1:

S7 Prelude to Festung Brest
S2 War of the Rats
S16 Legio Patria Nostra (German balance)

Round 2:

S9 Ambitious Assault (Allied balance)
S3 Simple Equation
S17 Ridge Too Far

Round 3:

S5 Clearing Colleville
S10 Paper Army
S13 Priority Target

Saturday MOFO Tournament

Round 1:

OB8 Bloody Bobruisk
ASL119 Ancient Feud
DB16 Clearing Kamienka
J18 The Pinnacle
ESG3 Resistance at Paderborn

Round 2:

ASL74 Bloody Red Beach
CH21 A Ridge Too Far
TAC1 Dropping off at Maleme?

Round 3:

ASL115 Huns of Steel
ASL116 The Sixth Blow
ASL118 Downsizing the Uprising

Nor'Easter XI - Scenario Errata, Clarifications

Main Tournament

Round 1:

DB48 Erstwhile Allies: The setup area for the two Fascists half-squads should be 'on/between Hexrows BB-DD'.

SP123 The Badger's Breath: The MGs on the StuG IIIG should be $-/-/2^*$ instead of $3/5$.

Round 2:

SP115 The Five Pound Prize: The VCs state the Germans need to control ≥ 8 buildings ≤ 3 hexes from the stream on board 22. My question is regarding whether building k6-k7 is an eligible VC building since one hex (k6) is ≤ 3 hexes and the other (k7) is NOT.

A. Yes, it does count for VC purposes.

FrF12 The Fields of Black Gold: May Mopping Up (A12.153) be used to secure the 18P7 hill?

A: No. The 18P7 is considered a building for Control (A26.14) purposes only. Even though Mopping Up gains Control it also has other effects (such as revealing HIP), and thus cannot be used.

Round 5:

ASL E Hill 621: In the version appearing in *ASL Classic*, the Russian reinforcements shown as entering on Turn 3 should instead enter on Turn 5.

Round 6:

FE 116 Bad Neighbor Policy: Ignore the second SSR 2 and the Hungarian AT Gun is the 37mm Kanon PUV vz 37(t) Axis Minor Ordinance Note 51.

Sat ASL Mini-Tournament

Round 3:

TT5 Commandos, Not Supermen: Tactical Objective: Add ' \geq ' between "gain" and "7". Japanese OB: The HS are 1st Line.

Nor'Easter XI - Scenario Selection Procedure

In each round there is a list of five scenarios to pick from. For each round, pick your first, second, and third choices. You are encouraged to select the scenarios you want to play in each round before the tournament begins. Compare your choices with your opponent's. If there is only one match, you play that scenario. Otherwise you decide which of the matches you collectively ranked highest, in order of priority:

- Do your first choices match, or does only one scenario appear on both of your lists of choices? If so, play that scenario.
- Is one player's first choice the other's second choice? If so, play that scenario. If two scenarios fit this description, pick the one to play randomly.
- Do your second choices match? If so, play that scenario.
- Is one player's first choice the other's third choice? If so, play that scenario. If two or more scenarios fit this description, pick the one to play randomly.
- Is one player's second choice the other's third choice? If so, play that scenario. If two or more scenarios fit this description, pick the one to play randomly.
- Do your third choices match? If so, play that scenario.

Scenario selection priority in a simpler graphical format, with first choice on the left, last choice on the right:

1:1, 1:2, 2:2, 1:3, 2:3, 3:3

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