

Nor'Easter XII Scenario List

Main Tournament

Round 1:

AP18 Village of the Damned
RPT9 Shelling the Sivash †
DB52 Jungle Rats †
SP145 The Reluctant Tiger
FrF9 The Abbeville Bridgehead

Round 2:

DB59 Grind Them to Dust
VotG02 Russe! Drown in the Volga
CH37 Forgotten Years †
FrF14 Patton Breaks Loose
SP151 Bulanov Rebuked

Round 3:

G7 Bring up the Guns †
BC8 From Desert to Jungle
DB56 Breakout from Stalingrad-I
HP2 Lousy Crossroads
SP147 The Zebra Mission

Round 4:

DB60 Acorns in the Fire
CH32 The Kibbutz (Israeli balance – E2)
CH151 Race for Freedom
VotG11 A Dangerous Possibility
RBF28 Breakthrough †

Round 5:

VotG08 Hammer and Nail
VotG16 Under Murderous Fire
RPT3 Varosmajor Grange †
TT6 Fruit and Nuts
SP144 One More Day of Freedom †

Round 6:

DB49 Wetlet †
VotG14 Pavlov's House
AP19 Winter of Their Discontent
CH49 High Danger
SP138 Lacking Coordination

Saturday ASL Mini-Tournament

Round 1:

DB58 Vossenack Church †
VotG13 Escape from Komosol Park
FrF16 Last Orders (German balance)

Round 2:

FrF11 Rostov Redemption
TAC72 Combat for a Tower
CH41 Test of Nerves

Round 3:

SP14 The Green House †
TAC51 Strength Through Unity
VotG09 Eviction Notice

Valor of the Guards MoFo

Round 1 (Friday):

VotG05 The Specialists' House
VotG07 Storming the Station
VotG10 The Darkest Day

Round 2 (Saturday):

J??? Raid on Rodimtsev
VotG12 Siberian Shockwave
VotG17 On the Verge of Extinction

Round 3 (Sunday):

VotG06 Enter Dragan

Friday Armor Mini

Round 1

SP68 Foote-ing the Bill
W1 Traverse Right...fire!
83 An Uncommon Occurrence
OA4 Hell on Wheels
CH16 Out of Luck

Round 2

SP27 Sudden Fury
TAC33 Four Aces
T2 The Puma Prowls
35 Blazin' Chariots
CH58 Death Ride

† See errata and clarifications

Nor'Easter XII - Scenario Errata, Clarifications

Main Tournament

Round 1:

RPT9 Shelling the Sivash: The Russian non-partisan ELR is 4. Romanian setup instructions should read: "Elements of the Romanian 10th Infantry Division [ELR: 3] set up ≤ 4 hexes from 17Z7 **and/or** ≤ 3 hexes from 17S6".

DB52 Jungle Rats: Single-story stone houses with > 1 building depiction within a hex are considered huts.

Round 2:

CH37 Forgotten Years: The sand dunes are low.

Round 3:

G7 Bring Up the Guns: On the Wagon counter illustration, "M >6 1S/5PP" should be "T6 15PP" and there should be two stars (not one).

Round 4:

RBF28 Breakthrough: Romanian OB: Vz.38(t)A tanks should be LT vz.35(g), i.e. Axis Minor Vehicle Note 34. The T-4 Side/Rear AF is 3.

Round 5:

RPT3 Varosmajor Grange: As no SSR specifies otherwise, Hungarians do **NOT** have a broken morale higher than printed.

SP144 One More Day of Freedom: Delete the second sentence in Coordinating Instruction number 2.

Round 6:

DB49 Wetlet: TH Heroes may not be HIP, G1.422 is NA.

DB49 Wetlet Special Balance – delete one 238 and four concealment counters from the Japanese OOB.

Sat ASL Mini-Tournament

Round 1:

DB58 Vossenack Church: SSR 1 should read: "EC are Wet with no wind at start. Weather is Ground Snow (E3.72) and Overcast (E3.5). {EXC: A Wind Change DR of ≥ 10 will result in Falling Snow (E3.71) instead of rain, and the intensity may increase but never decrease.}"

Round 3:

SP14 The Green House: The American balance should read: "Exchange the Japanese HMG for a MMG."

Nor'Easter XII - 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

Starter Kit Tournament

Round 1:

S7 Prelude to Festung Brest

S2 War of the Rats

S21 Clash at Borisovka

Round 2:

S3 Simple Equation

S17 Ridge Too Far

S24 Sherman Marches West

Round 3:

S5 Clearing Colleville

S13 Priority Target

S20 Joseph 351