

## ASLOK XXVII – SEPTEMBER 30<sup>th</sup> – OCTOBER 7<sup>th</sup>, 2012 THE PLAYER'S FEST

WELCOME TO ASLOK 2012! The 27<sup>th</sup> installment of the longest running and biggest ASL tournament in all the world. As always there will be plenty of ASL wild men gaming at the ASLOK hotel as early as Saturday, September 29<sup>th</sup> (or even Friday) and continuing on for over a full week into the wee hours of Monday, October 8<sup>th</sup>!

**New for 2012:** "Big Game Hunters" service. For those looking to play a very large pre-arranged scenario or even a small CG at some point during ASLOK week sign up for the "Big Game Hunters" on the bottom of the pre-reg form and we'll put you in contact (radio or otherwise) with like minded individuals looking for something more extreme than the normal tourney fare. Just indicate which day(s) you'd like to get in a large game on the pre-reg form and we'll add you to a thread on Game Squad and/or an email list of potential opponents so you can arrange a scenario/CG and have everything setup prior to arrival. Play something big on Tuesday and then jump into the Wednesday minis or even go for a CG over several days of ASLOK – whatever suits you and your opponent. Also a late addition of a Festung Budapest 3 way mini featuring the new 3 player scenario At The Narrow Passage.

**Continuing in 2012:** The wonderful week long celebration of ASL that you've come to know and love as ASL Oktoberfest, or ASLOK to its friends. The Greater Cleveland Crew will again be running the show – Bret Hildebran organizing, "Wild Bill" on the night shift along with "Wrongway" and friends helping out. Mini opening round time limits (2PM finish or both opponents lose) return for another year as well as the AARP, Monster & Gor-Gor Variant Wednesday minis. The Holiday Inn Airport will also be returning for '12 and '13 (2013 dates will be OCT 6<sup>th</sup> thru OCT 13<sup>th</sup>). The Holiday Inn Airport was lauded again by attendees & as a result we've locked in a contract for another two years: low room rates (\$76 + tax), free 24 hour airport shuttle (w/local drop off), complimentary "enhanced" continental breakfast, a 20% discount at the hotel restaurant on food with a kitchen open thru 11 PM, and the 6<sup>th</sup> floor "Penthouse" convention space all to ourselves complete with a lounge reception area with TV and perhaps most importantly the cash bar. "Gor Gor's Heretical Variant" Mini & "Biggest Loser No More" returns yet again having moved into "traditional mini status" along w/ Godzilla, AARP & the legends: Night, Deluxe & Pacific. The ASL Starter Kit mini will return as will counting up to 2 Thursday mini wins for Grofaz, but still no mini losses. And be sure not to miss Dave Ginnard's incomparable hosting of the ASLOK picnic on the opening Sunday for the 6<sup>th</sup> year in a row. Last year featured Official "ASLOK Picnic" beer cozies, who knows what will be in store for this year?

ASLOK is THE PLAYER'S FEST, a festival of gaming and sportsmanship as much as it is a competitive tournament. Play is OPEN and uninhibited; many play just for the fun of it while others delve into the Big Weekend Tournament, THE GROFAZ, or sample a variety of minis.

ASLOK WEEK features at least 28 individual Tournaments (46 ran last year plus the World Cup) with plaques and cash awarded to all winners as well as to the top four places in the GROFAZ. At ASLOK the word is 'Do What Suits You'. You will find grognards, rookies, experts and average players alike. You will find comradeship, good gaming, interesting talk, some new materials and you are bound to learn and teach a few things at ASLOK. ENJOY!

### HOW ASLOK WORKS

Most games at ASLOK are "OPEN" games, played for the fun of it. Find any opponent and pick any scenario; this is the 'festival' of ASLOK, a celebration of a great game. The main tournament at ASLOK is THE GROFAZ, which begins Thursday. All players are automatically entered in the GROFAZ. Once out of GROFAZ contention, players continue with OPEN & MINI-Tournament action. MINIs are more structured than GROFAZ & OPEN gaming. These are single elimination events using AVALONCON style scenario selection. MANEUVERS is intended for new players to get their feet wet - guidance from an ASL pro is included. Early arrivals can battle for the "USA vs. WORLD CUP" which runs from arrival until Midnight Tuesday.

### AGENDA

**SATURDAY, SEPTEMBER 29<sup>th</sup> 2012:** The very early arrivals roll in. The Skyline Ballroom on the 6<sup>th</sup> floor will be available as a gaming location rally point for early World Cup/open gaming (likely including Friday if needed). Contact Bret Hildebran for early gunning.

**SUNDAY-TUESDAY, SEPTEMBER 30<sup>th</sup> thru OCTOBER 2<sup>nd</sup> 2012:** Early arrivals arrive w/play continuing in the Skyline Ballroom. Open play and USA vs WORLD CUP on Sunday (and earlier), Monday and Tuesday. Be sure to join us for the 6<sup>th</sup> Annual ASLOK Picnic hosted by Dave Ginnard – good eats & good times Sunday evening...

**WEDNESDAY, OCTOBER 3<sup>rd</sup> 2012:** At 8:00 AM, “Mark Nixon” MINI tournament action begins. Wednesday MINI’s begin at 8:00 AM sharp and do NOT apply towards GROFAZ [EXC: “Monster mini” finalists will start Grofaz 2-0 same as Thursday mini finalists]. Plenty of OPEN action is also available.

**THURSDAY, OCTOBER 4<sup>th</sup> 2012:** At 8:00 AM gunning begins in GROFAZ and Thursday THEME events where MINI-Tournaments all began. OPEN play continues. Wed. MINI-Tournament winners awarded around 6:00 PM. GROFAZ 2-0 contenders can sign-up for a GROFAZ FRIDAY MINI!

**FRIDAY, OCTOBER 5<sup>th</sup> 2012:** GROFAZ and OPEN gaming continue. Friday “Mark Nixon” MINI’s and **GROFAZ MINI’s** kick-off promptly at 8:00 AM. Awards presented to Thursday THEME Tournament winners around 6:00 PM.

**SATURDAY, OCTOBER 6<sup>th</sup> 2012:** More GROFAZ and OPEN gaming. At 8:00 AM more “Mark Nixon” MINI-Tournaments kick-off including an ASLSK mini. Awards made to Friday MINI-Tournament winners around 6:00 PM.

**SUNDAY, OCTOBER 7<sup>th</sup> 2012:** GROFAZ and OPEN gaming surge onward. Awards presented to Saturday MINI-Tournament winners as folks depart. Awards presented to GROFAZ winner, runner-up and other top finishers sometime Sunday. Congrat-'yawn'-lations guys!

**MONDAY, OCTOBER 8<sup>th</sup> 2012:** GROFAZ and OPEN gaming wrap-up. All out of the arena by noon. Many thanks, happy trails; see you in 2013 for ASLOK XXVIII!

### OPEN GAMING

OPEN play is THE RULE at ASLOK. Most games played are of the OPEN variety in which two players simply agree to play, select a scenario and determine balance/sides via any mutually agreed manner. It truly is as simple as that. Note that all games will be reported to AREA ([www.asl-area.org](http://www.asl-area.org)) unless the players indicate they “opt-out” on the P.I.S. Agreement to opt-out should be mutually made with the opponent prior to scenario start. Games are not reported to ROAR automatically, the players themselves should do ROAR updates.

### THE GROFAZ

The Big Weekend Tournament (THE GROFAZ) officially begins Thursday morning at 8:00 AM, although only two Thursday games can count towards GROFAZ. Thursday mini wins, up to two, count towards the Grofaz and any mini loss is considered a mulligan for Grofaz play. Players arriving Friday are also free to compete in GROFAZ, although their time burden will be more of a factor. Any players arriving fresh on the scene Saturday morning and hoping to seriously challenge for GROFAZ Championship must immediately report to the TD so we can determine if and how we can fit that hope into the developing competition; it may not be possible at that late stage, in which case participation in MINI-Tournaments will be recommended.

Players competing in GROFAZ must record their games on their P.I.S. and plan to play 8 games to win this event, (or the **sole** player who attains 7-0 or 6-0). GROFAZ contenders may play any one opponent only ONCE in a GROFAZ match, unless specifically permitted otherwise by the tournament director. There are no set starting times or "rounds" (EXC: optional Friday Grofaz Mini round #1 @ 8:00 AM Friday), although it is recommended players select scenarios and sleeping schedules which allow time to complete 4 or 5 games by Friday night and 6 or 7 by Saturday night, leaving only 1 or 2 more to play Sunday. For those in GROFAZ contention it is not wise to get too far ahead or behind this pace, and these individuals must remain in CC (Close Contact) with ASLOK TD's.

Players competing in GROFAZ who win their first games must play their second games vs. other GROFAZ winners; winners of two games must play other two-game winners and so forth. (Thus, 1-0 plays 1-0, 6-0 plays 6-0, 1-1 plays 1-1, 4-1 plays 4-1, etc.)

**FRIDAY GROFAZ MINI'S:** GROFAZ contenders who are 2-0 (**ONLY!**) can enter one of the special FRIDAY GROFAZ MINI events, competing in both GROFAZ and a Friday MINI concurrently. To ensure play in one of these events, players **MUST** report to the TD before 8:00 AM Friday, once they have attained a 2-0 GROFAZ record. See the ASLOK TD Thursday night once 2-0 to sign up for a Friday Grofaz mini.

**THE WINNER OF GROFAZ:** that player with the best record (probably undefeated) after 8 rounds, or that player who is the only one to reach 7-0 or 6-0. All ties will be resolved by: 1) previous head-to-head GROFAZ game, 2) a playoff game (only if time is available for both players), or 3) that tied player who played the toughest opponents [based on records **in that GROFAZ event** at the time they played – the ASLOK TD will be final judge of that elucidation, but here is how it works: if your opponents' total W/L record was 22-3 **when you played them** (.880 PCT) you would finish ahead of a player with like record whose opponents were 14-2 when he played them (.875 PCT)]. Cash prizes (to be determined, although usually \$200/1st, \$100/2nd, \$50/3rd and \$50/4th) and plaques will be awarded for at least the top four finishers.

## THURSDAY THEME MINI TOURNAMENTS

Eight unique three-round single elimination mini-tournaments, each based on a WWII THEME, will begin promptly at 8:00 AM Thursday. Each is open to 8 players. Sign up for these is based on first come, first served basis at pre-registration. Unlike OPEN play and GROFAZ, these THEMES are designed to begin promptly at 8:00 AM and to be completed Thursday. First round games must be completed by 2PM or both players will be eliminated. Scenario selection is AVALONCON style, with three choices available per round from which each player picks the two he would most like to play. Lists of scenarios will be available at least a week prior to the Thursday minis kicking off.

Because only two scenarios played Thursday can apply towards GROFAZ, the winner and runner-up of THEMES count two wins and no losses for GROFAZ, and may report immediately to the TD to arrange a **FRIDAY GROFAZ MINI** entry. (The theme mini winner will have actually won three scenarios, but does gain bragging rights, \$10 and a plaque for winning his THEME, and also gains one leg-up on the all-important third tie-breaker for GROFAZ, as he will have defeated opponents with combined 3-0 records in GROFAZ, whereas the THEME runner-up will have defeated opponents with only 1-0 record at this point.) Losers of round #1 can forget their one loss and losers of round #2 **count their win**, but drop their one loss. Thus, THEMES provide a chance to win a small event as well as to pile up some GROFAZ wins, all at no risk of suffering any GROFAZ losses. Losers of rounds #1 and #2 are free to immediately play up to 2 GROFAZ games on Thursday or jump into OPEN play. THEME winners and runners-up are finished with GROFAZ games for Thursday, but can still play OPEN games at their discretion.

## MANEUVERS – ASL-STARTER KIT FRIENDLY

INEXPERIENCED GAMERS! CLOSET ASLers! Played only a dozen games? Play only once a month? Get a rules refresher and warm-up your dice in action against other Green Sergeants before entering the Cauldron of ASLOK. Veteran ASLer on hand to offer Leader Direction with quick answers/reference (teaching & assistance, not handholding) to those pesky rules which Bog down your game.

Times for MANEUVERS are a bit flexible, although we expect them to occur both Tuesday and Friday after 6:30 PM; make sure to list your choice of day and time when you pre-register. Maneuvers will be **ASL-STARTER KIT** friendly!

## “MARK NIXON” MINI-TOURNAMENTS (WED – FRI – SAT – SUN)

Similar to Thursday THEME Tournaments in style, ASLOK “Mark Nixon” MINI-Tournaments are designed for those who prefer a small one day event, those arriving fresh on the scene Wednesday, Friday & Saturday plus those who find themselves knocked out of GROFAZ contention yet still Berserk for more tournament action. Events begin promptly at 8:00 AM, are 8 players each, three round, single elimination AVALONCON style events. Winners get \$10 and a plaque. Note – 1<sup>st</sup> round game must be completed by 2PM or both players are eliminated.

Except for FRIDAY GROFAZ MINI’s & WEDNESDAY “Monster Mini”, NON-THURSDAY MINI-TOURNAMENTS ARE NA FOR GROFAZ!!

## FRIDAY GROFAZ MINI’S

Friday Grofaz Minis allow GROFAZers to also compete in Friday Mini action. Only GROFAZers who are 2-0 by Friday 8:00 AM can compete. Sign-up starts Thursday; as soon as you attain 2-0 GROFAZ status you can sign-up. You will be paired with a 2-0 GROFAZer for a Friday morning showdown. Friday GROFAZ Minis count both for GROFAZ and for the single elimination GROFAZ Mini. The kicker? This guarantees you an 8:00 AM Friday GROFAZ start time! Minis are: **Best Of The Best** and **Best of 2012** (new scenarios released at/near ASLOK).

## USA vs. WORLD CUP

The World Cup is an informal event, which begins as soon as players arrive. US players vs. World players; everyone keeps track of their games vs. competing players & late Tuesday night the tally is final. A ten-year plaque records the winning team & final score. In ‘11 the World team defended their title for the 9<sup>th</sup> straight year, with a 39-

33 win over US forces. Beyond the glory of the roving “Cup”, MVP plaques & \$10 cash are awarded to the top player on each team. Hope springs eternal for 2012...

### ASLOK HOTEL INFO & PREREGISTRATION PROCEDURE

HOLIDAY INN AIRPORT [**5<sup>th</sup> year @Hotel**]

4181 W. 150<sup>th</sup> St.

CLEVELAND, OHIO 44135

216-252-7700 FAX: 216-252-3850

[www.holidayinn.com/cle-airport](http://www.holidayinn.com/cle-airport)

[Use group booking code “ASL” when calling or on-line @\$76]

- Make your hotel reservations directly with the Holiday Inn Airport. Rooms are \$76.00 per night and include an “enhanced” continental breakfast. Mention “ASLOK Oktoberfest Group Block Rate” for reduced rate. The hotel has fewer rooms than the prior location so make sure to reserve your room early. **Reduced rates end Sep. 21<sup>st</sup>**. Free airport shuttle!
- Before September 28<sup>th</sup>, 2012 send \$25.00 to Bret Hildebran to pre-register for ASLOK. It is \$30.00 after that date and at the door. All figures are in US dollars. To pay via PayPal go to the web site’s “Pre-Reg” page, including payment via Credit Card. Do make sure to email your mini choices if paying via PayPal.
- Specify T-shirt size and quantity if you want a souvenir T w/original Bill Sisler artwork: Medium, Large and EXTRA Large are \$10.00 each (smaller sizes, including Youth available by special request also \$10). Double-XL are \$13.00 each, Triple-XL are \$15.00 each. Quad-XL-Tall are \$18.00 each. T-shirts are available in numbers based on pre-reg sales; order now to make sure you don’t get shutout!
- Be sure to request Mini-Tourneys you would like to enter. You will be able to pre-register for only one per day, but give a rank priority each day to receive your topmost pick which is still open. Mini pre-reg will be closed when we fill the same number as last year – if there is demand at 8AM on mini day, we’ll open more.
- Include your full name, address, phone number and email. All pre-reg are confirmed via email.

Be sure to check out the ASLOK web page at: <http://www.aslok.org/> for who’s pre-registered, late changes, additions, etc. You may email Bret Hildebran at [damavs@windstream.net](mailto:damavs@windstream.net) if you have any questions.

**ASLOK XXVII - YEAR 2012 PRE-REGISTRATION FORM  
(TWO-PAGE FORM)**

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

CITY: \_\_\_\_\_ STATE/PROVINCE/COUNTRY: \_\_\_\_\_

POSTAL/ZIP CODE: \_\_\_\_\_

PHONE: \_\_\_\_\_ EMAIL: \_\_\_\_\_

**Make your check payable to: Bret Hildebran** and mail pre-registration and T-shirt funds to address below, OR pay via PayPal (see [www.aslok.org](http://www.aslok.org) "pre-reg" page for PayPal payment buttons) & register for minis via email:

BRET HILDEBRAN  
17810 GEAUGA LAKE RD  
CHAGRIN FALLS, OH 44023-2208  
EMAIL (preferred): [damavs@windstream.net](mailto:damavs@windstream.net)  
PHONE: 440-708-2356

<u>QTY</u>	<u>\$ SUBTOTALS</u>
PRE-REG: (\$25.00 EACH) _____	\$ _____

**T-SHIRTS**

SMALL/Youth: (\$10.00 EACH) _____ (please indicate size)	\$ _____
MEDIUM: (\$10.00 EACH) _____	\$ _____
LARGE: (\$10.00 EACH) _____	\$ _____
XL: (\$10.00 EACH) _____	\$ _____
XXL: (\$13.00 EACH) _____	\$ _____
XXXL: (\$15.00 EACH) _____	\$ _____
4XL-TALL: (\$18.00 EA) _____	\$ _____
<b>TOTAL AMOUNT:</b>	<b>\$ _____</b>

## “Mark Nixon” MINI & THURSDAY THEME TOURNAMENTS

(Rank your choices on each day: For example, 1=what you want, 2=next choice, 3, 4... etc. and then rank what you want the next day, and so on. Many of these will run more than once each day, based on demand. Note: 2 PM time limits for round 1 games – both players will be eliminated if time limit exceeded.

### WEDNESDAY Mark Nixon MINIs (10/3)

- \_\_\_ Godzilla King of the Monsters  
(Big scenarios – 2 day mini – finalists 2-0 for Grofaz)
- \_\_\_ AARP ASLers (50+ only please)
- \_\_\_ Der Kommissar’s In Town
- \_\_\_ Flame On! Sponsored by Zippo
- \_\_\_ The Emperor’s Finest
- \_\_\_ Gor-Gor Heretical Variant Mini  
(Special Pleva SSRs in play for all scenarios)

### THURSDAY THEMES (10/4)

- \_\_\_ Night
- \_\_\_ Deluxe
- \_\_\_ Pacific
- \_\_\_ Street Fighting Man
- \_\_\_ Festung Budapest
- \_\_\_ Rumble in the Rubble
- \_\_\_ Tincans & Poppuns
- \_\_\_ A Question of Balance (ABS)
- \_\_\_ LFT: Best of the Old & New

### FRIDAY Mark Nixon MINIs (10/5)

- \_\_\_ Rumble in the Jungle
- \_\_\_ Schwerpunkt #18 [2 runs]
- \_\_\_ Heavy Metal Lover
- \_\_\_ Battle for the Boot (Italy)
- \_\_\_ The Russians Are Coming!
- \_\_\_ Biggest Loser No More (non-mini winners lifetime only please)

### SATURDAY Mark Nixon MINIs (10/6)

- \_\_\_ Best New Artist (New designs)
- \_\_\_ Publish or Postpone (Pete Shelling Playtest)
- \_\_\_ Squad Bleeder III (fog of war)
- \_\_\_ Land of the Ice & Snow
- \_\_\_ Kamikazes of the Kunai (DC Heroes)
- \_\_\_ Young Guns (40 & under only please)
- \_\_\_ Going Postal! (FB 3 Player – 2 rounds)
- \_\_\_ ASL Starter Kit (ASLSK rules)

## MANEUVERS

TUESDAY (WHAT TIME?) \_\_\_\_\_ FRIDAY (WHAT TIME?) \_\_\_\_\_

### USA vs WORLD CUP

WORLD CUP play ends Tuesday October 2<sup>nd</sup>, enter by giving the day and time you plan to arrive at ASLOK. Also if you’re arriving before Sunday & looking for a game please indicate when you’re likely to be looking for a game so the local advance scouts can find you. Finally if you show up by Sunday (9/30) evening you can attend the 6<sup>th</sup> Annual ASLOK Picnic, incomparably hosted by Dave Ginnard – an event not to be missed!

**Planned Early Arrival Day & ~Time:** \_\_\_\_\_

### BIG GAME HUNTERS

Several players are interested in playing large pre-arranged scenarios (or even CGs) rather than the typical tourney fare. If you’re interested in a “Big Game” please enter which day(s) and the TDs will share your info either on Game Squad and/or via email to setup pre-arranged games with like-minded individuals.

**Big Game Availability:** \_\_\_\_\_