

Malaya Madmen 2019

ASIA PACIFIC ADVANCED SQUAD LEADER OPEN

26-28 July 2019



Introduction

This is the fourth edition of the Asia Pacific ASL Open tournament, the second having been held in Manila in 2016 and the latest being held in Siem Reap in 2017. We are proud to bring you another iteration in this series and hope you make new friends in a competitive environment, but one that everyone have a chance to share in the victories and fun.

Where: Republic of Singapore

We welcome all to [Singapore](#), the Lion City. A great location in the center of Southeast Asia with great hotels, restaurants and transportation.

The tournament will take place at [Swords and Stationary](#) conveniently [located in the Bishan region](#) (Central Area) of Singapore. We will have our own room in a gaming setting and there is good access to both restaurants, hotels and transportation. Their facility is part of a project to help children with disabilities through gaming, so helping them out is definitely a good cause and might get some kids interested in various desktop games and out of their phones!

When

The tournament will take place from Friday 26th July 2019 08:00 to Sunday 28th July 2019 15:00.

Who

Marketing and Sponsorship: Jackson Kwan

Recruitment: Aaron Cleavin

Tournament Director (TD): William Fleming

Scenario selection: Aaron Cleavin, William Fleming, Jackson Kwan, Alan Smee

Map production: William Fleming

Email us at: malayamadmen@letterboxes.org

What is the format?

Each round will have a predetermined scenario that is the default if either player prefers to play that scenario. In addition, there will be 5 optional scenarios, but we request that you do not replay the same scenario if possible. The scenario mix will be ETO and PTO featuring the Germans/Japanese vs the British/American/Russian forces. There will be no DTO as we just have too much rainfall here to support that type of play, but we have included one Korean scenario for those wanting to try something a little different.

The Malaya Madmen introduces a team format to the Asia ASL Open. The entire tournament will affect the team rankings and the tournament director will do his best to pair players on opposite teams if possible for the first 4 rounds. The individual champion should be determined by the end of round 4, but in the case a 5th round is required to determine the winner, the top two players will compete for the honor in Round 5.

Round 5 will be all team vs team play. The one exception could be if the individual champion is not determined at that point and both the top two remaining players are on the same team, which should be unlikely.

Basically, rounds 1-4 will determine the individual champion and set the stage for the final blow out round where the teams go for the glory of claiming the team prize on Sunday morning!

How do I join and what do I get?

You have to register via: <https://malayamadmen.wordpress.com> and make a payment to weflemi@hotmail.com (Will Fleming) via PayPal.

Registration will be effective only after receiving the payment of the tournament fee, which is USD 60.00 for payment on or prior to May 1st 2019, and USD 75.00 thereafter.

You should also order your T-shirt when registering so we can ensure the correct size and that you have your shirt for the action. T-shirts will run USD 20.00 and must be paid for by 01 May 2019. The design will be revealed in early 2019, so be sure to stay tuned!

Schedule and rules

Schedule

Optional: THURSDAY 25th

Visit to the local war sites, [Fort Siloso](#), [Kranji War Memorial/Cemetery](#), etc.

FRIDAY 26th

- 08:00 Start of Round 1
- 12:30 Lunch
- 13:30 Start of Round 2
- 18:30 Firm end time for the first night and ALL Games need to finish up at this time. Dinner and social for everyone at a nearby restaurant for those who wish to join. Rest and recovery for the weary and stories to tell for the victorious!

SATURDAY 27th

- 08:00 Start of Round 3
- 12:30 Lunch
- 13:30 Start of Round 4
- 18:30 Break
- 19:30 Games should target finishing up at this time, but no firm deadline to finish. Another open invite to people wanting to join for dinner and some socializing.

SUNDAY 28th

- 08:00 Start of Round 5 which is the group tournament finale!
- 13:00 Break
- 13:30 Lunch and awards ceremony. Fame and glory awaits!
- 15:30 Departure (or earlier as needed)

Seeding & Pairing (Rounds 1-4)

An Initial Tournament Ranking (“ITR”) will be determined based upon a players AREA ranking. Rankings will be judgmentally applied based upon playing experience for players with no AREA ranking. This will be adjusted slightly for any swaps on teams to ensure the first round is 100% team vs team and to get the competition started along with the individual tournament.

In each round after the first, players are seeded according to their current number of tournament wins (first), then points (second) and finally by their adjusted ITR.

Pairing is done within each seeding group where possible. A seeding group is defined as where all players have the same number of wins. Within each seeding group, the top half is paired to the bottom half, where possible.

No player will play the same opponent twice if at all possible. We will do our best to not match regular opponents, but such situations may arise due to the team structure or other reasons.

Round 5 (Sunday morning)

This will be the final round on Sunday and teams will be matched against each other in all cases. The TD will strive to prevent players matching against each other a second time, but it could arise as for this final round. We will try to match players of similar skill. Thus, one team could have a run and go 4-0 the final round and make up some serious ground. This is in order to ensure the group stage is still competitive even after the individual champion has been determined. In addition, everyone should have a competitive match and have a feeling they can contribute to their team's final score.

Team selection

Based upon their initial ranking (ITR), the participants will be split into 3 or 4 "Kampfgruppen" headed by the top player on each of the teams. Thus, the top 3 or 4 players (by ITR) will be the captains and be 'in command' of their team. Other players will be grouped with the captains based upon relative skill and to balance the teams out. Thus, the top player will most likely be paired with the lowest ranked player and so on.

Non-captain players will be allowed to adjust their team with a similar player on another team so as to allow a friendlier competition and to also minimize some regular opponents playing each other at the tournament. Say Captain #3 lives in the same town as player #13 who happens to be on his team. Player #13 could swap with player #14 if both captains and both players agree. This should be kept to a minimum and changes will not interfere with the beginning of round 1. This is not meant to 'stack' a team with talent, but just to reduce the chances of playing a regular opponent while at the tournament.

Final team score will be the total number of wins for that team divided by the number of players. Highest ranking team takes the prizes and tie breaker will go to the team who performed the best in round 5 and then by the lowest ranked captain winning the last tie-breaker. [For example, if team #1 and team #3 are tied in wins and wins/members, team#3 will be the overall winner.]

Scenario selection

Round		
1	J128	Opium Hill
2	HF04	Liehr Launches First
3	FrF98	Amerikanskaya Suka
4	DTF04	Death to Fascism
5	DB115	Mopping up Kobayashi

Alternatives (if both players agree, can be substituted for any round, but can be played only once by a player)

Suggested Round		
1	FrF51	Bite of the Bassotto
2	J189	Buckley's Block
3	OB14	Pursuing Kobayashi
4	CtR12	Bloodied at Wheeler
5	RPT141	Volunteers Became Scarce

Tournament scenario SSRs

- For OBA, if two Red chits are drawn as the first two draws, the second Red chit is considered a Black chit and also your final fire mission.
- Upon mutual agreement, players are encouraged to use the IIFT. Otherwise, the IFT will be used.

Bidding and Balancing (PBS used with permission)

Pleva Bidding System (“PBS”) procedure: IMPORTANT The bids represent the number of points worth of balance provisions they are willing to give up to their opponent to play that side. Each provision has a bid point value. If both players bid the same side then the higher bid gets that side. The OPPONENT decides which provisions will apply. For example, in Acts of Defiance, if player A bids R6 and player B bids R5, player A is the Russian and player B is the German. Player B then selects up to 6 points of balance provisions (in this case Player B selected B, C and D, but other combinations are possible). Any number of balance provisions can be selected, but each balance provision can only be selected once. If players bid opposite sides both players receive the results of the bid. In this case, both sides simultaneously secretly determine which PBS provisions will apply and then reveal them. If both players make the same bid, a DR is used to randomly decide which player gets which side.

J128 Opium Hill

ID	Bid Points	British won bid
A	1	Add one LMG to the Japanese OB.
B	1	Add one 237 half-squad to the Japanese OB.
C	2	In the VC, Replace “24 with 22” (MMP balance)
D	2	Add one DC to the Japanese OB.
E	3	Add one 448 squad to the Japanese OB.
ID	Bid Points	Japanese won bid
A	1	Add one LMG to the British OB.
B	1	The British do not suffer from Ammunition Shortage at any point. (delete SSR#3)
C	2	Exchange the MMG with a HMG in the British OB. (MMP balance)
D	2	Add one 447 squad to the British OB
E	3	Add one 458 squad to the British OB

HF4 Liehr Launches First

ID	Bid Points	Americans won bid
A	1	Increase the German SAN to 4
B	1	Add one DC to the German OB
C	2	Add one 2-3-8 to the German OB
D	2	Replace two 4-6-7s with 5-4-8s in the German OB
E	3	Replace the 9-1 with a 9-2 in the German OB
ID	Bid Points	Germans won bid
A	1	Increase the American SAN to 4
B	1	Add four concealment counters to the American at-start OB
C	2	Add one BAZ 45 to the American OB
D	2	Add one 3-4-7 to the American OB
E	3	Replace the 9-1 with a 9-2 in the American OB

FrF98 Amerikanskaya Suka

ID	Bid Points	Germans won bid
A	1	Increase the Russian SAN to 3
B	1	Add one LMG to the Russian at-start OB
C	2	Replace the 7-0 with an 8-1 in the Russian OB
D	2	Delete one 4-6-7 from the German OB
E	2	Replace the MMG with a 6FP HMG in the Russian OB
ID	Bid Points	Russians won bid
A	1	Increase the German SAN to 4
B	1	Delete the DC in the Russian OB
C	2	Add one 9-1 AL to the German Turn 1 reinforcements
D	2	Replace the 7-0 with an 8-1 in the German OB
E	3	Delete one 6-2-8 from the Russian OB

DTF-4 Death to Fascism

ID	Bid Points	Axis won bid
A	X	Add X(0.5) SWPP to the Russian SWPP in the OB*
ID	Bid Points	Russians won bid
A	X	Add X(0.5) SWPP to either Axis SWPP in the OB*

DB115 Mopping up Kobayashi

ID	Bid Points	Americans won bid
A	1	Exchange one striped 347 squad for a 447 squad in the Japanese OB
B	1	Exchange one striped 226 squad for a striped 237 squad in the Japanese OB
C	2	Replace the Japanese MMG with a 6 firepower HMG. (published balance)
D	2	Add a 237 half squad to the Japanese OB
E	3	Add a striped 347 squad to the Japanese OB
ID	Bid Points	Japanese won bid
A	1	Add a 346 half squad to the American OB
B	1	Exchange a 346 half squad for a 666 squad in the American OB
C	2	The Japanese suffer from Ammunition Shortages (published balance)
D	2	Add a 546 squad to the American OB
E	3	Add a 667 squad to the American OB

J189 Buckley's Block

ID	Bid Points	Americans won bid
A	1	Increase Japanese SAN to 3
B	1	Add a LMG to the Japanese OB
C	2	Delete SSR 2
D	2	Replace one 6-6-8 with a 3-4-8 in the American OB
E	3	Add Half a Game Turn
ID	Bid Points	Japanese won bid
A	1	Add three concealment counters to the American OB
B	1	Delete one LMG from the Japanese OB
C	2	Delete one dm MTR from the Japanese OB
D	2	Delete one DC from the Japanese OB
E	2	Add one 3-4-8 to the American OB

RPT141 Volunteers Became Scarce

ID	Bid Points	South Koreans won bid
A	1	Increase the North Korean SAN to 3
B	1	Add one DC to the North Korean OB
C	2	Add one 4-4-7 to the North Korean OB
D	2	Replace the 9-2 with a 9-1 in the South Korean OB
E	3	Add one 4-5-8 to the North Korean OB
ID	Bid Points	North Koreans won bid
A	1	Increase the South Korean SAN to 4
B	1	In the Mission change ">= 8" to ">= 9"
C	2	Add one 4-4-7 to the South Korean OB
D	2	Replace the HMG with a MMG in the North Korean OB
E	2	Add one BAZ 45 to the South Korean OB

FrF051 Bite of the Bassotto

ID	Bid Points	British won bid
A	1	Increase the German SAN from 4 to 5.
B	1	Add a 238 half squad to the German reinforcements entering on Turn 3.
C	2	The German player may exchange one LMG for a MMG. (published balance)
D	2	Add a 8-0 leader to the German OB (either on map or reinforcements)
E	3	Add a 548 squad to the German OB (either on map or reinforcements)
ID	Bid Points	Germans won bid
A	1	Decrease the German SAN to 2.
B	1	Add a 247 half squad to the New Zealander OB.
C	2	Delete the 9-1 Armor Leader from the German OB. (published balance)
D	2	Replace the New Zealander 8-0 leader with an 8-1 leader.
E	3	Add a 458 squad to the New Zealander OB.

CtR12 Bloodied at Wheeler

ID	Bid Points	Americans won bid
A	1	
B	1	
C	2	
D	2	
E	3	
ID	Bid Points	Japanese won bid
A	1	
B	1	
C	2	
D	2	
E	3	

OB14 Pursuing Kobayashi

ID	Bid Points	Americans won bid
A	1	Add one 237 half squad to the Japanese OB.
B	1	Replace one 336 squad with a 347 squad in the Japanese OB.
C	2	Exchange the MMG with a 6 FP HMG in the Japanese OB. (published balance)
D	2	The American units may not declare CX during the movement phase on Turn 1.
E	3	The Japanese on board forces do not set up CX.
ID	Bid Points	Japanese won bid
A	1	Replace two 666 squads with two 667 squads in the American OB.
B	1	Add a 346 half squad to the American OB.
C	2	The Japanese suffer from Ammunition Shortage. (published balance)
D	2	Add a 546 squad to the American OB.
E	2	Replace the 9-1 leader in the American OB with a 10-2 leader.

Tournament Rules

The following rules are to be applied:

- Tournament Scenarios must be completed by the end of the given time. Thus: **PLAY FAST!**
- In the event a tournament scenario cannot be concluded within the allowed time, the Tournament Director has sole discretion to declare a winner.
- Players who are more than 30 minutes late for a tournament round start time may forfeit their match.
- The Tournament Director is the final arbiter of all rules disputes (including by rolling a die). The Tournament Director may delegate adjudication of rules to others.
- The Tournament Director may play, but most likely only in the off chance there are 15 participants and a 16th is needed.

Venue Rules

Participants observe the following house rules:

- The tournament venue is a non-smoking environment;
- All furniture and fittings must be returned to their original positions at the end of the event ;
- The organizers and “Swords and Stationary” are not responsible for participant’s valuables, so mind your stuff;
- The organizers may exclude any participant from the premises for vandalism, disruptive or abusive behavior, or other inappropriate activity (but we all know that ASLers are gentlemen).

Etiquette

The Tournament Directors suggest the following:

- Shake hands with your opponent at start and conclusion of each round. Drink a beer as well, at start and at conclusion of each game. Call out your opponent’s SAN;
- Mobile phones should be set to silent mode. Mobile phone calls should be made outside the tournament room;

- Advise your opponent if you have previous experience with a scenario. Aim to have play underway within 40 minutes of round start. Agree with your opponent on a reasonable amount of setup time and stick to it. Leave the table during your opponent's setup.
- Help with setting and packing up. Help out with the marker counters while your opponent is moving/shooting. However, avoid touching your opponent's units; ask before inspecting a stack or moving units for a LOS check;
- Maintain your personal grooming in the CC of the tournament;
- Keep the tournament area tidy. Keep drinks in closed containers and/or off the tournament table!

Awards

The Asia Pacific Open ASL organizers will provide prizes/certificates. For each match you play you will score 3 points for winning, 1 point for a draw. Based on total scores, prizes will be given for 1st, 2nd and 3rd.

Draws in scoring will be resolved in favor of the initially higher-rated player. In addition to awards according to final position, a couple of other prizes will be awarded as determined at the end of the tournament.

Logistics

Travel to Singapore

Many international flights travel to Singapore and you should fly directly into Changi International Airport which is one of the top airports in the world in terms of speed and efficiency. Multiple airlines are available and we suggest using Singapore Airlines if the fares are similar. Budget options are available as well (Scoot, Air Asia, etc).

Please check with the VISA requirements for your particular country/nationality. Specific information can be found at the MOFA web site:

https://www.mfa.gov.sg/content/mfa/overseasmission/washington/visitor_information/Visa_and_Entry_Requirements.html

Airport to Venue

We recommend that attendees arrive on Thursday 27 (or earlier). We'll do our best in order to conclude the tournament early enough so that early departures (from 18:00 onwards) will be easily taken on Sunday.

From the airport to nearly anywhere downtown will take you from 15 to 30 minutes, depending on traffic and weather. There are multiple taxi stands at the airport or you can book via Grab (similar to Uber).

Getting around

Singapore has an excellent train service (the MRT) that will be able to handle most of your needs and is relatively cheap and very easy to use. The tournament venue will be between the Bishan MRT station and the Marymount MRT station on the Circle (yellow) line. More information can be found here:

https://en.wikipedia.org/wiki/Circle_MRT_line

We recommend booking a hotel with good access to a station if you wish to travel.

Taxi's are also an affordable and efficient option. Travel to the Bishan area will not be difficult unless you are located at the fringes of Singapore. If traveling by taxi, we recommend that you share rides with some of your fellows attending.

Tournament Venue

As stated before, we will be holding the tournament at "Swords and Stationary" in the Bishan region of Singapore. More information can be found here:

<https://swordsandstationery.com>

The address is: ONE PEMIMPIN, 1 PEMIMPIN DRIVE, #05-09, 576151

Security

Singapore is one of the safest countries in the world and you should anticipate no problems. It does however have some strange prohibitions such as smoking in certain areas and chewing gum. Behave as you would in any other country and you will have no problems.

You will be able to lock up your gaming supplies at the venue overnight, but we highly recommend keeping valuable items and of course your money with you when you leave.

Money

The local currency is Singaporean Dollars and there are many options at the airport to obtain local currency. Your hotel may also be able to assist you, but our recommendation is to enable your ATM for overseas use and simply withdraw cash as needed or simply use a Credit Card for making payments. Some cash is recommended if you want to try some of the cheap local food at the various food courts here.

HOTELS

The organizers are not travel agents. They can't manage the hotel reservation for you (they could just help).

Singapore has a wide range of hotel options available and we suggest you search for ones within your price range. The best would be to make arrangements with a friend at the same hotel, so you could share transportation and help make sure you both arrive on time for the start of each day.

Please contact us with any questions or concerns you have about booking a hotel. Let us know if you are looking for a buddy to share the costs with and we will do our best to put you in contact with someone in the same situation, but the best option might be to make the offer on the GameSquad forums or with your local group of players. Here are some suggestions however:

Fragrance Hotel

(Selegie or Bugis locations) About 45 minutes to the gaming location by train/walk, 15 minutes taxi.

<https://www.fragrancehotel.com/hotel/fragrance-hotel-selegie>

Arcadia Hotel (Little India)

About 45 minutes to the gaming location by train/walk, 15 minutes by taxi.

<https://au.hotels.com/ho573479/arcadia-hotel-singapore-singapore/>

ZEN Rooms Joo Chait (Gaylang)

Again, about 45 minutes to the gaming location by train/walk, 15 minutes by taxi

<https://www.zenrooms.com/hotel/14/zen-rooms-joo-chiat-singapore-6914>

Registration

The registration will be done via:

<https://malayamadmen.wordpress.com>

Your registration will only be considered valid once the registration fee is paid. Again, payment should be made to weflemi@hotmail.com (Will Fleming) by 01 May 2019 to get the early bird rate (\$60 USD).

Registration includes :

- An air conditioned and spacious venue
- drinking water
- Some printed scenario maps
- Trophies for the winners

When registering please include your :

- Given Name :
- Family Name
- Snail mail and email addresses

As soon as you know this information:

- The name of the hotel you will stay and its address
- Hotel phone Number
- Date of arrival : company and fly number
- Date of departure: company and fly number.

As previously written, the registration will be effective only after receiving the payment of the tournament fee, which raises from USD 60.00 for payment on/prior to 01 May 2019 to USD 75.00 thereafter. Payment should be made via PayPal to: weflemi@hotmail.com

T Shirt

You should also order your T-shirt when registering so we can ensure the correct size and that you have your shirt for the action. T-shirts are USD 20 each and must be paid for by 01 May 2019.

The T-shirt design will be displayed on the web site. Note that if you don't register by May 1st we can't guarantee you a t-shirt. Please specify size (S/M/L/XL/XXL)

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