

NASAMW Ancient and Medieval Events

Below is a short description of tournaments being put on by the North American Society of Ancient and Medieval Wargamers. For more information, please go to the NASAMW registration desk. An entry fee of \$5 for NASAMW members for all of Fall In, and an entry fee of \$5 per event for non-NASAMW members, is charged. These go for trophies and other expenses.

Armati at Fall In

There will be a Renaissance Armati II Matched Pairs Tournament using the following pairings:

Italian City States vs Italian City States (Italy was the school where armies and generals learned the new ways of warfare. You've got the best army money and politics allow but are you better?)

Spanish (Italian Wars) vs French (Italian Wars). Gonzalo and Gaston. The Spanish versus the French is whether organization can beat inspiration.

Spanish (16th C) vs Dutch (16th C). Can the Lower Deutsch win their Independence while wearing that pretty Orange? The Dutch are more flexible, but lighter, they have to hurt the Spaniards without being grasped and crushed by the Tercios.

Swiss vs Burgundian. "Charlie and the Steam Roller". Charles the Bold created the first modern army. He had all the plans to use combined arms to defeat any opponent. The Swiss are ruthlessly simple and direct. Can they crush the Burgundians before Charles superior firepower, armor and mobility can be brought to bear or will the complexity of his army prevent the Duke from having the right weapons system in the right place at the right time.

Austrian vs Ottoman (16th C). Can Christendom stand? Since 1396 the Turks have been taking Europe piece by piece. Each war teaches the Europeans something but not enough. Constantinople, Belgrade and Budapest have fallen in succession. The Turk will have Vienna next. Can the Austrians deploy their modern army to defeat the Asiatic colossus???

French Wars of Religion. Can Christendom stand against itself? Can Henry make up his mind? Which Henry is it, anyway.

All Armati (2nd Edition) Rules apply, except where specifically modified by this page or by the Armati/Advanced Armati (1st Edition) rules.

All Armati/Advanced Armati (1st Edition) rules from section 13 will be used, as will Advanced rule 16. subparagraph 9 (modified by Advanced Armati page 31).

Arquebus Missile drop-off is 6". Musket Missile drop-off is 9". All units, including SI, use these limits and not the generic 9" drop-off.

Armies will be bought from Advanced Armati (1st Edition) using 1st Edition costs and terrain purchase/Play Balance costs. Core plus 30 Bonus points.

Scale is 15mm Optimal.

Terrain placement will be per Armati (2nd Edition), terrain size per 1st Edition.

This is a War Flute sponsored tournament with the usual abundance of fun and opponents.

Mats, terrain, and screens will be provided by War Flute. Please bring your own dice.

Plaques will be provided by War Flute and NASAMW.

Current info can be found at: <http://warflute.org/ordo/viewtopic.php?p=6610#6610>>War Flute

GM: Leam Hall

Friday:

6:15pm-9pm

Round 1 starts at 6:15pm.

Saturday:

9:15am-9pm

Round 2: 9:15am, Round 2: 1:15pm, Round 3: 6:15pm.

Players, once paired up for a round, may adjust that round's schedule in any mutually agreeable manner that does not preclude a player being available for the next round.

DBA at Fall In

Players should bring their own terrain but some will be available; all battlefields are provided. Players must show up at events 15 minutes prior to the posted start time for assignments. Sign up for all events at the NASAMW registration desk.

POC: David Schlanger, buckynduke@comcast.net

Friday:

10am-6pm

Big Battle DBA Doubles

Up to 16 teams, 15mm, 5x2 boards, 3 rounds

Teams of two players will face off in BBDBA Swiss chess style tournament. Initial match-ups will be based on chronology. Only legal combinations of Big Battle armies from 2.2 rules army lists are eligible. Please see: <http://www.fanaticus.org/DBA/guides/NASAMWBigBattleDBA.html>

This site lists NASAMW rule modifications for Big Battle competitions.

GM: David Schlanger

Sponsor: NASAMW

7pm-11pm

DBA Theme Tournament "The Wrath of Khan" - The Mongol Invasion of the West

15mm, 30" board, 4 rounds

Special Rule: Mongol Scouting - High Aggression Roll lays out the terrain, representing the superior scouting and stuff that the Mongols did. But to keep it interesting, and keep all the battles from being identical, the low aggression roll can add one piece of terrain or substitute one piece of terrain, after the low roll places stuff. Terrain must still be legal after adding or substituting one piece.

"I am the Flail of God. If you had not committed great sins, God would not have sent a punishment like me upon You." - So spoke Genghis Khan to the few survivors in the central mosque of Bukhara, on the doorstep of the west. Players must provide their own armies from the Eligible Army List.

Allowable Armies:

Dar al-Islam group: II/58 Alan, III/70c Georgian, III/73a Seljuk Turks of Rum, III/73b Seljuk Turks Other, IV/2 Cilician Armenian, IV/6 Syrian, IV/17 Later Crusader, IV/24 Khwarizmian, IV/35 Mongol Conquest, IV/42 Islamic Persian, IV/45 Mamluk Egyptian, IV/46 Ilkhanid, IV/49 Anatolian Turkoman, IV/20 Ayyubid Egyptian.
European Group: III/32 Volga Bulgar, III/62b Early Polish, III/67b Early Hungarian, III/78 Early Russian, III/79

Cuman, IV/18 Lithuanian, IV/30 Teutonic Order, IV/44a Post-Mongol Russian, IV/35 Mongol Conquest, IV/47 Golden Horde, IV/27 Estonian, IV/28 Prussian, IV/25 Later Bulgar.

See: <http://www.wadbag.com/events/WrathofKhan/index.html>

GM: Mark Pozniak

Sponsor: WADBAG / NASAMW

11pm and beyond!

Midnight Madness

15mm, 24" boards, single elimination

Stay up all night playing DBA! Or lose early and go to bed at Midnight. Same tourney as seen at Cold Wars and Historicon every year. Each player brings a legal DBA 2.2 army.

GM: Dennis Frank

Sponsor: NASAMW

Saturday:

9am-1pm

HotT Open Tournament

25mm (players may bring other scale armies on 25mm bases), 3' square board, 4 rounds

Standard 24ap armies provided by players. Any army can be used, not just those in the book. Players may bring some elements such as DBA/DBM historicals and add some unusual types for additional flavor. Players may not change elements from game to game. Limited number of loaner armies available.

GM: Mike O'Neil

Sponsor: NASAMW

2pm-6pm

Historical Matched Pairs Tournament

Bring two armies of any matching scale, Board size as in book, 4 rounds

Each player brings a pair of armies that are listed as enemies. Each game one player provides the two armies and the other picks which one to use. The pair can be any scale mounted appropriately so players can offer 25mm, 15mm, 10mm, 6mm. Players use own armies twice and those of opponents twice. Limited loaner pairs available.

GM: David Kuijt

Sponsor: NASAMW

7pm-midnight

DBA Open

15mm, 30" square board, 4 rounds

This is the annual DBA Fall In! Open event. Each player brings a legal DBA 2.2 army.

GM: David Schlanger, Sponsor: NASAMW

DBM at Fall In

Friday:

11am-6pm

200 AP Mini Open

15mm

DBM 3.1. Irish terrain mods will be used. Two hour rounds on 48"x 30" tables. Two lists; both must be same year, region and general. 15:0 scoring.

Round 1: 11am; Round 2: 1:30pm; Round 3: 4pm.

GM: Jeff Zorn

7pm-11pm

400 AP Open

15mm

DBM 3.1. One list. 15:0 scoring. 6x4 table

Round 1: 7pm (Rounds 2-4 continue on Saturday)

GM: Jeff Zorn

Saturday:

9am-11pm

400 AP Open Continues

Round 2: 9am; Round 3: 2pm; Round 4: 7pm

9am-9:30pm

350 AP Open

25mm

DBM 3.1. One list. 15:0 scoring. 8x5 table. 3.5 hour rounds. CinC is free (no cost). At 3 hours, you must have 10 bounds minimum completed or 3 minute bounds until 10 bounds are completed.

GM: Doug Anderson

Warrior at Fall In

Players must check in 30 minutes prior to the listed start time. Special Rules:

360p deployment zone

Generals are 1 (Unreliable), 2 (Cautious), 3-4 (Bold), 5 (Special, player can accept bold or reroll on Special General's table), 6 (Rash). Special Table will be provided by GM.

GM: Phil Gardocki

Friday:

Noon-11pm

Warrior Mini Open, 1200 pt army, 3 hour rounds

15mm (25mm if six players have confirmed)

Round 1: Noon, Round 2: 4pm, Round 3: 8pm

Saturday:

9am-11pm

Warrior Open, 1600 pt army, 3.5 hour rounds
15mm (25mm if six players have confirmed)
Round 1: 9am, Round 2: 1:30pm, Round 3: 6pm

Renaissance Wargaming Society Events

Thursday:

7pm-11pm

The Battle of Lviv

Multi-player DBR game. Bring any sized 350 pts of Turks, Poles or whoever might ally with them. Enough lead for those without. This is a friendly game and is a great chance to learn DBR.

GM: Mike Kelley, mkelley2@comcast.net

Friday:

9am-10pm

25mm DBR Open

375 AP. Normal Scale. Two lists but no armies after 1660 or that have more than 8 Sh(S).

Round 1: 9am, Round 2: 1:30pm, Round 3: 7pm

GM: Bob Nedwich, nedwich@aol.com

9am-5pm

15mm DBR Mini Open

100 AP. Condensed Scale. One List, naval/artillery optional. No fortifications allowed. Generals cost base element plus 10 pts.

Round 1: 9am, Round 2: 11am, Round 3: 1pm, Round 4: 3pm

GM: Bob Nedwich, nedwich@aol.com

Saturday:

9am-10pm

25mm DBR Theme

The Ottoman Frontier (Ottomans and their foes from 1500-1700). Army list must be submitted in advance. A variant Transylvanian list will be in play and available from the GM.

300 AP Condensed Scale on 6' tables. One List

Round 1: 9am, Round 2: 1pm, Round 3: 7:30pm

GM: Bob Nedwich, nedwich@aol.com

9am-10pm

15mm DBR Open

400 AP Normal Scale. Two lists but no armies after 1660 or that have more than 8 Sh(S).

Round 1: 9am, Round 2: 1:30pm, Round 3: 7pm

GM: David Clarke, david.clarke@bt.com

Warhammer Ancients Battles Events

Friday:

4:30-10:30pm

WAB Doubles Tournament

25mm, 6x10 table

2000 pt list per player (4000 pts per side) must be provided to GM and opponent before Round 1. Army must include an army General.

Round 1: 4:30pm, Round 2: 8:00pm

Please bring a felt ground cloth and 2 terrain pieces (Trees or Palm Trees).

GM: Vince Salvato

Saturday:

8:30am-5:30pm

WAB Singles Tournament

Biblical, Classical, Open Divisions

25mm, 6x4 table

2000 pt list must be provided to GM and opponent before Round 1. Army must include an army General. No allies may be used.

Round 1: 8:30am, Round 2: Noon, Round 3: 2:15pm

GM: Don Effinger

Flames of War Events**Friday:**

Starting at 1:00pm

Up to 36 players.

Three rounds, 1500pts, Mid-War Version 2 rules Flames of War. Prizes for Best Overall General, Best Painted Army, Best Tactical Player, Best Sportsman, and other prizes will be provided by The Last Square and Battlefront. You may bring two variations for your army. For example, if you field a British tank company, you may bring two variations for that force, but each list must be based on the British tank company. The three scenarios to be played will have been announced prior to Fall In on the Flames of War webpage forum section and the NVI Flames of War Tournament webpage. Players should prepare their force for combat in all types of terrain: dense, mixed, urban, and open. All will be represented. Armies will be accepted up to the 36-player limit and a waiting list will be established if necessary based on submission date of your army list. If we don't reach 36 players in the sign-up period, we will also accept walk-up registrations 15 minutes prior to the tournament start at the convention.

Please send your OBs to Joe Moore (joemoore78@aol.com) by 6 Nov 06.

GM: Joe Moore