



TOURNAMENTS AT FALL IN! 2008

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 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.

DBA Events

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.
GM: Roland Fricke, rf123@cox.net

Thursday

8pm – 11pm

Auxilirama

15mm, 24" boards, 3 rounds

Please bring a 24" square board and terrain. Standard rules and normal tournament scoring to be used. Eligible armies must have a minimum of five auxilia elements.

Army lists are:

Book I: 4.(a,c); 6.(a,b); 7.(a); 8.(a);17.(a); 21.(a,b); 27.;30.(b); 31.; 34.; 35.(a,b,d);36.; 37.; 39.; 40.(a); 41.; 47.; 48.; 54.; 55.(e); 62.; 63.

Book II: 2.; 6.; 8.(a,c); 13.;14.;21.(a,b); 23.(c); 31.(a,f);34.;38.(a); 40.; 43.; 50.; 51.; 54.; 55.(a,b);59.; 83.(a).

Book III: 1.(a,c);9.;22.;23.; 26.; 27.;40.(c,d);46.; 54.;57.; 59.; 68.

Book IV: 5.(c); 39.(a,b); 40.;53.;60.;81.

GM: Rich Baier and Larry Chaben

Friday:

10am – 6pm

Big Battle DBA Doubles

15mm, 2x5 boards, 3 rounds

Pairs of players will face off in BBDBA Swiss chess style tournament. Please see:

<http://www.fanaticus.org/DBA/guides/NASAMWBigBattleDBA.html> for NASAMW rule

modifications for Big Battle competitions.

Initial pairings will be by matching historical periods where possible.

GM: David Schlanger

1pm – 5pm

Tewkesbury – Last Battle of the War of the Roses, 1471

25mm, armies provided

Yorkists take on the Lancasterians in the last battle of the War of the Roses. Lots of Knights, long-bowmen, pole arms, and even artillery. Large scale scenario battle with DBA. Beginners to the period or newbies to DBA are welcome. DBA is not just for tournaments, it is excellent for big participation battles too. Please register through the normal convention registration for this event.

GM: Bob Beattie

7pm – 11pm

The Hundred Years War

15mm, 30" board, 3 rounds

A theme event focusing on the Hundred Years War. Bring any eligible army that is an army or enemy of the Medieval French or HYW English. Special Rule: Dismounting may only occur on the first bound. (Not for free – the rules are used as normal, but you may only dismount on the first bound of the game.)

GM: Roland Fricke

Army lists are:

III/19c. Welsh
IV/ 4b. Feudal French
IV/13b. Medieval German
IV/16. Scots Common Army
IV/39ab. Navarrese
IV/57bc. Low Countries
IV/61. Italian Condotta
IV/62. 100 Years' War English
IV/64. Medieval French
IV/68ab. Medieval Spanish or Portuguese
IV/74. Free Company or Armagnac
IV/76. Early Burgundian
IV/79. Later Swiss
IV/82a. French Ordonnance

Saturday:

9am – 12pm

HotT Open

25mm, 3 rounds

Open to any 24 point HotT army.

GM: Mike O'Neil

9am – 12pm

Battle of Nieuw Spel:

An introductory multi-player game for De Bellis Napoleonicus (DBN), DBA-inspired rules for the Napoleonic period. The game will feature a hypothetical battle over a strategic Dutch crossroads circa 1815. Each player will field a 12 point army (15mm scale) representing the Allied or French forces converging on Waterloo. Some loaner armies available. Designed as a friendly scenario game to introduce 4-12 players to DBN.

GM: Chris Brantley

1pm – 5pm

TURKISH DELIGHT: THE RISE OF THE OTTOMANS

15mm, 30" boards, 4 rounds

A DBA Theme Tournament. Bring your own 15mm DBA army to fight for or against the Great Ottoman Sultan. Eligible armies include Ottomans IV 55 (a) and (b) and all of their enemies. There will be a special prize for the most successful Ottoman player.

GM: Mark Pozniak

Army lists are:

II/58. Alan
IV/ 2. Cilician Armenian
IV/13cd. Medieval German
IV/18. Lithuanian or Samogitian
IV/22. Serbian Empire
IV/25. Later Bulgar
IV/34. Trapezuntine Byzantine

IV/39c. Navarrese
IV 42 Islamic Persian
IV/43bc. Later Hungarian
IV/45. Mamluk Egyptian
IV/49. Anatolian Turkoman
IV/50. Palaiologan Byzantine
IV/51b. Morean Byzantine
IV/55ab. Ottoman
IV/56. Order of St John
IV/60. Catalan Company
IV/61. Italian Condotta
IV/65. Wallachian or Moldavian
IV/66. Later Polish.
IV/69. Albanian
IV/75. Timurid
IV/77. Black Sheep & White Sheep Turkoman

6pm – 11pm

The Peloponnesian War

30 inch boards, Campaign Style

It is 431 BC. A generation or two earlier mighty Persia learned a lesson, as it was humbled by the fractious city-states of Greece under the leadership of the army of Sparta and the navy of Athens. Turned back and defeated, it no longer attempts to extend its power over the tumultuous peninsula of the Peloponnese. Without an external enemy, the city-states of Greece turned back to their traditional pursuits – philosophy, looking down on non-Greeks, and making war upon neighboring city-states. Athens and Sparta created networks of alliances that gradually, inexorably, moved them towards terrible war. A war that would engulf the entire Greek-speaking world (which, to the Greeks, was basically everyone worth considering).

A campaign theme event. Players are assigned a city on the event map based on their army selection (see <http://www.fanaticus.org/discussion/showthread.php?t=7013> to sign up in advance). Conquer your neighbors and build an empire by acquiring them as vassals.

Sunday:

9am – 12pm

Rise and Fall of Hellenism Theme
(600 BC – 30 BC).

This theme tournament will cover armies and enemies of the most powerful movement in Western History, without which the very phrase "Western History" would have little meaning, from its origin in the city-states of Greece until the fall of the last of Kingdoms of Alexander's

Successors, the Ptolemies (Cleopatra) and the rise of the first Emperor of Rome.

Special Rule: The focus of this Theme only peripherally touches India, so for purposes of this Theme event only, the aggression of army II/3 Classical Indians is considered to be "2" instead of "0". No other changes.

GM: David Kuijt

Army Lists:

Book I:

6c, 7cd, 14e, 35cd, 36, 43ab, 47, 48, 50, 52abcdefghi, 53, 54, 55abcde, 56ab, 57ab, 58, 59, 60abc, 61ab, 62, 63

Book II:

1, 2, 3, 5abcdefghi, 6, 7, 8abc, 9, 10, 11, 12, 13, 14, 15, 16abcd, 17, 18abcde, 19abcd, 20abcd, 22abcdef, 23abc, 24, 25, 26, 27ab, 28abcd, 30abc, 31abcdefghij, 32, 33, 34, 35, 36ab, 37, 39abc, 40, 43, 44, 45abc, 46ab, 47abdefg, 48, 49, 50, 51, 52, 53, 54a

9am – 12pm

Resurgence of Europe Theme

(639 AD – 1500 AD)

This Theme tournament covers the simultaneous rise of the Feudal system and Islam, and their clash in Europe that gave rise to the Renaissance. The start point of this Theme is 639 AD, which marks two turning points in history: the establishment of the Carolingian Dynasty which came to dominate France, Germany, and northern Italy in despite of Byzantium, and the permanent establishment of the conquering Arabs in Syria and Egypt (also in despite of Byzantium) and the beginning of their expansion Westward, which eventually became the route by which the knowledge and ideas that triggered the Renaissance entered Europe.

Special Rule: Dismounting may only occur on the first bound. (Not for free – the rules are used as normal, but you may only dismount on the first bound of the game.)

GM: David Kuijt

Army lists are:

Book II:

54b, 55bc, 58, 62, 68b, 73, 81d, 82b

Book III:

1abc, 12, 13a, 14abc, 16, 17, 18, 19abc, 21ab, 24ab, 25b, 26ab, 27, 28, 29, 30ab, 31, 32, 33, 34ab, 35abc, 37, 40abcd, 43abc, 45ab, 46, 47, 48, 49, 50, 51, 52, 53, 57abc, 60, 62ab, 63ab, 64, 65, 67ab, 68, 69, 70abc, 71, 72ab, 73ab, 74, 75, 76, 77, 78, 79

Book IV:

1, 2, 3, 4ab, 5abc, 6, 7, 8, 13abcd, 16, 17, 18, 20, 21abc, 22, 23, 24, 25, 26, 27, 28, 30, 31, 32, 33, 34, 35, 38, 39abc, 41, 42, 43abc, 44ab, 45, 46, 47, 49, 50, 51lab, 54abcd, 55ab, 56ab, 57abc, 58, 60, 61, 62, 64abc, 65, 66, 67, 68ab, 69, 74, 75, 76, 77, 79, 80, 82ab, 83ab, 84

DBM Events

Friday:

11am – 6pm

200 AP DBM Mini Open

15mm, 3 rounds, one list

DBM 3.1. Two hour rounds on 48"x 30" tables. CinC cost is free. 15:0 scoring.

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

GM: Jeff Zorn

1 – 5pm

DBM Beginners' Game

Semi-historical battle for 4-6 players. Rules will be taught and armies provided.

GM: Howard West and Tim Halden

7 – 11pm Fri

400 AP DBM Open – Round 1

15mm, 4 rounds, one list or four (one army from each book)

DBM 3.1, 6x4 tables. 15:0 scoring.

GM: Rob Cunningham

Saturday

9am – 6pm;

400 AP DBM Open – Rounds 2 & 3

15mm, 4 rounds, one list or four (one army from each book)

DBM 3.1, 6x4 tables. 15:0 scoring.

Round 2: 9am – 1pm; Round 3: 2pm – 6pm

GM: Rob Cunningham

Sunday

8am – Noon;

400 AP DBM Open – Round 4

15mm, 4 rounds, One list or Four (one army from each book)

DBM 3.1, 6x4 tables. 15:0 scoring.

Round 4: 8am – Noon

GM: Rob Cunningham

Field of Glory Events

Friday:

UPDATED

9am – 9:30pm

Field of Glory Theme Mini-Tournament "Storm of Arrows"

650 points, only one list allowed. The Medieval Cypriot List from "Swords and Scimitar" will also be allowed with post 1300 AD options only. There will be a 15mm tournament for sure, and a 25mm tournament if enough players express interest. All players are encouraged to contact Bob Nedwich prior to Fall In to give him an idea of the numbers. If you are not arriving until after the first round starts you can still play as space and opponents permit.

3 rounds Friday 9am-12:30pm; 1:30pm-5pm; and 6pm-9:30pm

POC Bob Nedwich nedwich@aol.com

Saturday:

9am – 11pm

Open

15mm, 25mm if enough players express interest (contact Ethan below if you intend to play 25mm). 4 hour rounds.

One version of any list from any published FoG army list book.

Round 1: 9am; Round 2: 2pm; Round 3: 7pm

GM: Ethan Zorick (ezorick001@comcast.net)

Warrior Events

Players must check in 30 minutes prior to listed start time. **One list** (errata to 1 Jul 08). Order cards will be used. Climate and generals must be rolled. 2.0 hr rounds for Fast Warrior, 3.5 hr rounds for Open. Special Rules: Barbarian Foot Rules in effect. Rear zone 360p in 15mm Open. X-Rules 5.11 and 6.45 in use.

Friday:

Noon – 7pm

Fast Warrior Open, 15mm

Fast Warrior armies from Warrior Rulebook.

Round 1: Noon, Round 2: 2:30pm, Round 3: 5pm

GM: Eric Turner

7:30 – 11pm

Warrior Open, Round 1

1600 pt army, 3.5 hour rounds, 8x5 tables (25mm), 6x4 tables (15mm)

Round 1: 7:30pm

Special Rules for Open only:

-JLS-armed cav fights 1.5 ranks if charging, countercharging or pursuing.

-Armies with Army Standard and an option for a Sacred Standard may upgrade to the latter for free.

-SHC are 8 pts cheaper per element than listed.

-LI counts 1 scouting point per element if there are 4 or more terrain pieces in the Mini, 6 or more in the Open.

-General character of 5 can be Bold or reroll on Special General's table). Special General Table 1 Bleeder. General has a physical defect that makes him more prone to a catastrophe. In Hand to Hand, if the Bleeder's unit takes 2 CPF or more, and makes a unmodified melee roll of -2, -3, or -4, forces a catastrophe. In preparatory shooting, if the Bleeder's unit is takes 2 CPF and the missile fire die roll is +2 or higher, forces a catastrophe. 2 Inattentive. General is sick or wounded. General gets only 10 prompt points a turn. 3 Efficient General gets 20 prompt points 4 Brave, Generals unit is always adds an additional +1 in melee. (So a down 3 roll for a Regular B General is even.) 5 Inspirational. Unit with general is never uneasy. If the General is the CIC then all units within 120 paces are never uneasy. 6 Great. General is Efficient, Brave, and Inspirational.

GM: Eric Turner & Phil Gardocki

Saturday:

9am – 10pm

Warrior Open, Rounds 2 – 3

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

7pm – 11pm

Warrior Battles Playtest Demo

1000 pt army with modifications, 2 hour rounds.

See Warrior Forum for details and how to get playtest copy of the rules

Round 1: 7pm. Round 2 (if played): 9pm

GM: Jon Cleaves

Renaissance Wargaming Society Events

Friday:

10am – 2pm
Renaissance FoG
Try out a modification to extend Fields of Glory to the English Civil War with some additions for pike, shot and pistol.
This will be a multi-player playtest of the Battle of Marston Moor.
8 players.
Some understanding of FoG is a plus.
GM: Steve Roper (sroper@gmail.com)

Saturday:

9am – 9pm
15mm Open DBR 2.0
400 AP. Normal Scale. Two lists.
Round 1: 9am, Round 2: 2pm, Round 3: 7pm
Scoring per BHGS 32 pt system.
Special point values for this event:
Shot(S): 8 pts
Shot (F): 5 pts
Bd (F): 6 pts
GM: Steve Roper (sroper@gmail.com)

Warhammer Ancients Battles Events

Friday:

5pm – 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: 5pm, Round 2: 8pm
Please bring a felt ground cloth and 2 terrain pieces (Trees or Palm Trees).
GM: Adam Hughes (atom120@yahoo.com)

Saturday:

9am – 5:30pm
WAB Singles Tournament
Biblical, Classical, Open, Medieval 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: 9am, Round 2: Noon, Round 3: 2:15pm
GM: Adam Hughes (atom120@yahoo.com)

Flames of War Events

Friday:

Start Time: Noon.
Number of Players: 48 (paired into two-man teams)

The I-95 Gamers will host a Late War, Doubles Flames of War Tournament, Friday 7 November 2008.

Teams. Each team shall consist of two players, each deploying a 1000 point “company” list. The players must play the same nationality. Players may reassign up to 100 points to their partners. We have enough space for 48 players, firm.

Terrain and Game Play. Each game will be played on a standard 4’x6’ table. The terrain will be potentially very dense and/or snowy. Players may intermix their companies upon deployment and play them as they wish, so long as all rules for command and control are observed. Once a company from a doubles team is broken, all companies are considered to be broken for that team. As all boards will reflect actual locations and battles, players should expect to encounter special rules and events peculiar to those battles.

The tournament will begin at 1200 on Friday and go for three three-hour rounds. The scenarios are Fighting Withdrawal, Breakthrough and Free for All. On Saturday morning, the top four teams will begin a two-round elimination process until a winner is determined. The fourth and final scenario will be determined by mutual agreement of the top teams.

Prizes will be awarded for Best Generals, Best Sportsmen, and Best Painted Armies (by team).

Send your team rosters to Joe Moore at joemoore78@aol.com and copy John Desch at john.desch@dot.gov. You must have a doubles partner to qualify and make a firm commitment to attend the event. If your partner is subsequently unable to attend, you are responsible for replacing him/her. We will maintain a stand by list.

GM: Joe Moore and John Desch