

TOURNAMENTS AT COLD WARS 2020

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, the Renaissance Wargaming Society, the Northeast Wargaming Society and Flames of War. For more information, please go the NASAMW registration desk. An entry fee of \$5 for all players will grant you access to all NASAMW events for the weekend. You will also be a NASAMW member. The \$5 fee helps provide trophies and other expenses for all NASAMW events.

Art De La Guerre Events

Beginners welcome. Please RSVP:
Overall Coordinator: Dan Hazelbark (Hazelbark2005@yahoo.com)

Friday:

9am-8:30pm
15mm Open Doubles
300pts. Three 3-hour rounds.
Rules per page 76. Players will command 2 commands on their side of the table at deployment.
Rounds: 9am; 1:30pm; 5:15pm
GM: Kevin Swanson

1:30pm & 4:15pm
25mm Non-Tournament Pickup Games
No guarantee but a good chance of walk up game. Make this more likely by RSVP:
GM: Dan Hazelbark

Saturday:

9am-7pm
15mm Classical & Roman Era Theme
200pts. Three 2.5-hour rounds.
Lists 38-77, 82-115, 4 Cataphract limit.
Rounds: 9am; 1:30pm; 4:15pm
GM: Dan Hazelbark

9am-7pm
25mm Classical & Roman Era Theme
200pts. Three 2.5-hour rounds.
Lists 38-77, 82-115, 4 Cataphract limit.
Rounds: 9am; 1:30pm; 4:15pm
GM: Dennis Shorthouse

DBM Events

Version 3.2 rules and both editions of DBM and DBMM army list books will be used. Players using the DBMM lists must make sure to heed the DBM conversion rules on the last page of these books but may use any rear support specified in a list, whether normally allowed in DBM or not. Players should be able to produce a copy of their army list if requested. **Players need their own army, terrain**

and ground cloth. Sign up with GM at least 15 minutes prior to the designated start time. All games will end with a hard stop after 4 hours of play unless players agree otherwise. Scheduling will be on a first-come, ad hoc first-served basis so you can play as many games as you choose. Minimum of 4 games required to qualify for championship. Scoring will be on the 15-0 system with ties where there are no broken commands as 5-5. Single players and teams will be allowed.

GM: Rob Cunningham (rccun2@aol.com).

Friday & Saturday:

9am-11pm
15mm Open Tournament
Two versions of one list for Irregular CinCs, multiple versions for Regular CinCs.
400 AP; 4x6 tables.
Winner is player/team with highest average score over minimum of 4 games.

Triumph! Events

Sign-Up Sheets for all tournaments will be at the TRIUMPH! HQ Table. Events will be in the Lampeter room.

ALL of our events are new player friendly. When you arrive there will be plenty of people willing to help you learn how to play and help out with loaning an army for an event. Just ask!

Please show up to events at least 10 minutes prior to the posted start times to help the GM's get things organized quickly.

TRIUMPH! ancients and medieval wargaming rules are produced by Washington Grand Company. For more information, please visit us at: <http://www.wgcwar.com>

Rules used for TRIUMPH! events are available at <http://www.wargamevault.com> Army lists are available at <http://meshwesh.wgcwar.com/home>

TRIUMPH! events will be final PDF rules version or hard copy printed version 1.1

TRIUMPH! Coordinator: David Schlanger

Friday:

7 PM - 11 PM
15mm Triumph! Open tournament
Rules: TRIUMPH!
15mm, 4 rounds, Unlimited players, New players welcome! Loaner armies available.
Eligible armies must be comprised of 48 or fewer points of stands from any Triumph! army listed on Meshwesh.
<http://meshwesh.wgcwar.com>
GM: Jack Sheriff

Warrior Events

Players must check in 30 minutes prior to listed start time. **One list** from published army list books (see website for latest versions/errata); African Warrior, New World Theme and Roman Civil War Theme lists allowed. Generals must be rolled. Preset terrain. **All games 25mm.**

Special Rules: Barbarian Foot Rules in effect. X-Rules 2.512, 2.52/53, 5.11, 6.2, 8.6, 11.1 and 17.1/2 in use. Additional information at: www.fourhorsemenenterprises.com/forum.

GM: Scott Holder (scott@dauphinehotel.com)

Friday:

Noon-10pm

Mini Open

1200pts. 6x5 table. 2.5 hour rounds.

Round 1: Noon; Round 2: 3:30pm; Round 3: 7pm.

Saturday:

9am-11pm

British Isles in the Dark Ages Doubles Theme

2000 pts. 8x5 table. 4 hour rounds.

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

Battlefront Events

(Team Yankee & Flames of War)

Thursday:

6pm – 8pm.

World War III: Team Yankee Learn To Play

All materials provided. Beginners welcome.

The Battlefront staff will be demonstrating and teaching the new ruleset for Team Yankee 2.0

GMs: Battlefront Staff (chad.mcelhiney@battlefront.co.nz)

6pm – 9pm

World War III: Team Yankee Narrative Game

Limited availability of provided materials.

Even pairings of NATA and Warsaw Pact. Can the NATO convoy run the gauntles and get back to the safety of friendly lines?

GMs: Battlefront Staff (chad.mcelhiney@battlefront.co.nz)

Friday:

9:30am – 7:30pm.

Flames of War Mid War Tournament

100pts; One formation limit; three 2.5 hour rounds. Swiss pairings via BCP.

V4 Rules and valid army books. Lessons From The Front; Missions via More Missions Matrix.

Check in and briefing starts at 9:30am.

List submission deadline March 1st.

Round 1: 10am; Round 2: 1:30pm; Round 3: 4:30pm

GM: Brian Sullivan (Brian.Sullivan@battlefront.co.nz)

Saturday:

9:30am – 7:30pm.

World War III: Team Yankee Tournament

90pts; Max 2 formations from the same nationality; three 2.5 hour rounds. Swiss pairings via BCP.

Check in and briefing starts at 9:30am.

List submission deadline March 1st.

Round 1: 10am; Round 2: 1:30pm; Round 3: 4:30pm

GM: Brian Sullivan (Brian.Sullivan@battlefront.co.nz)

Other Tournaments

Middle-Earth Strategy Battle Game

Saturday

9:30am – 7pm;

600pts; Four 1.5-hour rounds.

\$10 entry fee.

Awards for 1-3rd places. Prizes for top finishers, peer-voted favorite army (evil and good), raffles, Last Place.

Round 1: 10am; Round 2: 12pm; Round 3: 2:30pm; Round 4: 4:30pm.

GMs: Marcus Abraitis, Tim deMarteleire

(Rockbottomhobbies@gmail.com).

Wargods Events

Saturday:

7pm-Midnight

Wargods of Aegyptus Campaign Night

25mm, 8' x 5' table

Come out and play in the Wargods of Aegyptus HMGS East Campaign! Each player can bring a 2000 pt warband containing a harbinger with Ka 1 + d3 and following all other rules for warband construction. Warbands can be chosen from Aegyptus, Olympus and Wendego. Warbands will be allowed to develop throughout the conventions.

GM: Adam Hughes

Sponsor: Crocodile Games

Bolt Action Events

Saturday:

9am – 8pm

Bolt Action Open Tournament

20 players; 28mm, 6x4 table, 1300pt; Three 2.5 hour rounds.

Please preregister with GM as space is limited to 20 players. You will get updates to army lists and allowances for unit specific info.

Check-in starts at 9:00AM.

Tables will represent European, Pacific, North African and Eastern theaters.

Armies can come from any Armies of Book or the main rule book. No Special Characters or Theater Selectors.

A list may consist of two platoons. If two platoons are taken, one may be an armored platoon. If you choose to take a two-platoon force, you MUST take a higher officer (Captain or Major) in your force.

No special rules. Will be using 2nd Ed as written. No painting requirement. If you are a new player, come with what you have. If you need a loaner, one German and one British army can be provided.

Prizes will be awarded for Best Allied, Axis and Minor Power General, Bad Day At War.

Round 1: 10 AM; Round 2: 1:30 PM; Round 3: 4:30 PM

GM: Mike Proctor (mikep18103@yahoo.com)

Epic Armageddon Events

Saturday:

9am – 8pm.

3000pt armies

NetEA Tourney Pack Rules

12 players; Three 2.5 hour rounds. 6' x 4' table.

Army selection and rules links:

www.tp.net-armageddon.org

Army generator:

<https://traitor-legion.appspot.com>

Registration starts at 8am. Entry fee \$10. Bring 3 copies of your army list, dice, tape measure, blast markers and objective counters. Register for Cold Wars, then email GM after registration with your name and army list.

Round 1: 9 AM; Round 2: 1 PM; Round 3: 5 PM

GM: Kalpesh Doshi (kalpeshrdoshi@gmail.com)

Warmaster Events

Friday:

9am – 9pm

2000pts Warmaster Revolution armies:

<http://wm-selector.appspot.com/>

Warmaster Revolution rules:

www.wm-revolution.com/articles/download.html

Discussion and additional info:

www.forum.specialist-arms.com/index.php?topic=9108

Bring copies of your army list.

Round 1: 9am; Round 2: 1pm; Round 3: 5pm

GM: Dave Susco (theepicgamer@gmail.com).

Kings of War

Saturday

8:45am – 4:30pm

Just For Fun Tourney

16 players; 6' x 4' tables; 3 rounds.

2000pt, 3rd Edition armies. Two lists.

Playing mats and terrain provided. Players bring dice, markers and rulers.

This is not an official tourney. Just for fun, laughs and bragging rights with your friends.

GM: John Mitchell & Cliff Brunken (johnmitchellx5@gmail.com).

Warhammer 40K

Saturday

9am – 7pm

ITC Tournament

2000pts; Battle-forged army with max of 3 detachments.

Three 2.5 hour rounds.

\$20 entry fee. Prizes to top finishers.

ITC rules and missions used. All current index, codex, FAQ and beta rules will be used. Players must bring the appropriate index/codex for all units in the army. Players must bring 2 copies of the army list to the tournament.

All models should be WYSIWYG. Some proxy units are allowed but GM may disallow such units at his discretion.

Round 1: 10am; Round 2: 1pm; Round 3: 4pm

GM: Jason Potavin (lose2gaming@gmail.com).

Blood and Plunder

Friday:

10am – 5:30pm

Hunt for the Sea Serpent

Sea Battle. 200pt list.

12 players.

Three 200pt sea battles, 1.5 hour rounds with 90 minute break for lunch/shopping. Lists taken from the core rulebook or No Peace Beyond the Line.

Firelock Quartermasters and GMs will help new players learn the game. If you want to play and do not have miniatures (or just need a ship for an army you have), contact GM to see if we can set you up with something.

Reserve a spot by emailing GM.

GMs: Tom Mullane, Tyler Stone, Glenn Van Meter (ndngtournaments@gmail.com).

Sponsor: Firelock Games

Saturday:

1:30pm – 6pm

Unleash the Dogs of War

20 players.

Three 100pt land battles, 1 hour rounds.

Lists taken from the core rulebook or No Peace Beyond the Line.

Firelock Quartermasters and GMs will help new players learn the game. If you want to play and do not have miniatures, contact GM to see if we can set you up with something.

Reserve a spot by emailing GM.

GM: Glenn Van Meter & Thomas Mullane (ndngtournaments@gmail.com).

Sponsor: Firelock Games