

TOURNAMENTS

NASAMW Ancient and Medieval Events

Below is a short description of the tournaments being put on by the North American Society for Ancient and Medieval Wargaming. A single entry fee of \$5 is charged and covers all events you play in. This goes for trophies and other event expenses.

Art de La Guerre

Thursday

15mm Mini Campaign

1pm-7:30pm

120pts. 1.15 hour rounds. Good learning event.

Lists limited to Medieval Europe (220-236). Loaners available.

Round 1: 1:30pm; Round 2: 3:00pm; Round 3: 4:30pm; Round 4: 6:00pm.

GM: Dennis Shorthouse

Friday

15mm Open

9am-7pm

200pts. 2.5 hour rounds. If tourney exceeds 18 players, it will be broken into 2 events based on time periods.

Round 1: 9:15am; Round 2: 1:30pm; Round 3: 4:15pm

GM: Dan Hazelbark (Hazelbark2005@yahoo.com)

25mm Silk Road Theme

9am-7pm

200pts. 2.5 hour rounds.

Army lists limited to: 78-81, 107-111, 116-124, 140, 141, 163-171, 200, 210-218, 254-266. Any allies must be chosen from the above eligible lists only.

Round 1: 9:15am; Round 2: 1:30pm; Round 3: 4:15pm

GM: Kurt Holmes

Saturday

15mm Silk Road Theme

9am-7pm

200pts. 2.5 hour rounds.

Army lists limited to: 78-81, 107-111, 116-124, 140, 141, 163-171, 200, 210-218, 254-266. Any allies must be chosen from the above eligible lists only.

Round 1: 9:15am; Round 2: 1:30pm; Round 3: 4:15pm

GM: Dan Hazelbark

15mm Beginner Learn to Play Non-Tournament

9am-7pm

200pts. 2.5 hour rounds.

Round 1: 9:15am; Round 2: 1:30pm; Round 3: 4:15pm

GM: Kris Snyder

25mm Pre-500 AD

9am-7pm

200pts. 2.5 hour rounds.

Round 1: 9:15am; Round 2: 1:30pm; Round 3: 4:15pm

GM: Joe Alberti

DBA

ALL of our events are new player friendly. If you show up, there are plenty of people willing to help you learn how to play and help out with loaning an army for an event. Just ask!

DBA events will be 3.0 version with latest FAQ updates.

All events are 15mm unless otherwise indicated and are limited to 8 players. Players should bring their own terrain but some communal terrain will be available; all battlefields are provided. Players must show up at events 10 minutes prior to the posted start time for assignments.

DBA Manager: Tom Thomas (tomandkate@aol.com)

Wednesday

Wimp Wars

7pm - 11pm

Armies must have a minimum of 6 LH or Ps (any combination).

GM: Tony Aguilar

Thursday

Armies and Enemies of China

9am - 1pm

Armies must be a Chinese army or an enemy.

GM: Luke Harbach

Littoral Nightmare

2pm - 6pm

All armies must be of a Littoral terrain type.

GM: Mitch Harbach

HISTORICON® 2019 Preliminary Tournaments List

Strength In Numbers

7pm - 11pm

All armies must have at least four elements with 5 or more figures on them (5/7Hd, 8Bw/Lb/Cb, 6Kn, 8Sp, 6Bd).

GM: Tony Aguilar

Friday

Battle of Hattin Big Battle Game

9am - 1pm

All armies and terrain provided.

GM: Don Harting

The Greatest General

2pm - 6pm

Players will take the role of a famous general. List of generals posted on the Fanaticus website.

GM: Luke Harbach

Enemy of my Enemy

7pm - 11pm

All armies eligible but must include at least one ally.

GM: Mitch Harbach

Saturday

The Crusades Campaign Game

9am - 3pm

Unique campaign game for up to 10 players.

GM: Don Harting

National Invitational

7pm - 12pm

Check in advance with GM for eligibility.

GM: Tom Thomas & Tony Aguilar

DBM

Version 3.2 rules and all editions of DBM and DBMM army list books may 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 must have the army list book present to show the list. Players need their own army, dice and equipment. Terrain will be preset. Check in with GM prior to 9am each day.

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

Friday & Saturday

15mm Open Singles Tournament

9am-11pm each day with flexible scheduling.

May 7, 2019

400pt armies; 2 versions of one list (all from same date, place, etc., except that an army with a regular CinC and at least one regular subgeneral can have as many versions of the list as desired. These must be ready to go before the start of the game and all from the same date/region/etc).

Play starts no early than 9am and all games must be finished by 11pm. Submit entries to GM for scheduling.

The 15-0 scoring system will be used. Tables will be determined randomly with no player playing twice on the same table if possible. Players will dice normally to determine weather and invader/defender. Defender will choose which side of the table to deploy on. Weather will be played unless both sides agree not to.

Players should limit their games to 4 hours maximum. Defender should be allowed to complete a last bound.

Champion determined by highest average score and a minimum of 4 games played. Ties broken on head-to-head competition. It is possible for a tie-breaker for the championship to be played Sunday morning.

Warrior

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 draft lists allowed. Generals must be rolled. Preset terrain.

Special Rules: Barbarian Foot rules and Deployment rules in effect. X-Rules 2.512, 2.52, 2.53, 5.11, 5.52, 6.2, 11.1, 17.1 and 17.2 in use. 8' x 5' tables; 3.5 hr rounds. Full listing of special rules, armies and deployment rules at: www.fourhorsemenenterprises.com/forum.

Thursday

Warrior National Championship Prelim

Noon – 8:30pm; 25mm, 1600 pts. Round 1: Noon; Round 2: 5:00pm.

GM: Scott Holder

Friday

Teutonic Knights Theme, 25mm

9am – 10pm; 1600 pts. At least 700 pts of D class troops.

Round 1: 9am; Round 2: 1:30pm; Round 3: 6pm. Eligible Armies list at Warrior table and at link above.

GM: Todd Kaeser

Saturday

Open, 25mm

9am – 10pm; 1600 pts.

HISTORICON® 2019 Preliminary Tournaments List

Note that this event might be merged into the Championship Finals.

Round 1: 9am; Round 2: 1:30pm; Round 3: 6pm.

Warrior National Championship Finals

Noon – 11pm; 25mm, By Invitation Only, 1600 pts.

Round 1: 9am; Round 2: 1:30pm; Round 3: 6pm.

GM: Scott Holder

TRIUMPH!

The TRIUMPH! tournaments listed here are presented as part of the North American Society of Ancient and Medieval Wargamers (NASAMW) program of events.

Sign-Up Sheets for all events will be in the TRIUMPH! area of the Tournament room. Please check in about 10 minutes before start of play.

ALL of our events are new player friendly. If you show up, there are plenty of people willing to help you learn how to play and help out with loaning an army for an event. Just ask!

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

The TRIUMPH! rules are available at <http://www.wargamevault.com>

The TRIUMPH! army list database Meshwesh is available at <http://meshwesh.wgcwar.com/home>

TRIUMPH! events will be the final pdf rules version, Grand TRIUMPH! will be rules version 0.2 or the latest available on the Washington Grand Company website.

TRIUMPH! Coordinator: Dave Schlanger

Please contact Washington Grand Company with any questions: washingtongrandcompany@gmail.com

Wednesday

Fall of Rome Theme

8pm - 11pm

Barbarians, political breakdown, economic collapse, mass migration, pillaging and plunder! Join us for this themed event celebrating the Fall of Rome.

15mm, 3 rounds, Unlimited players

Eligible armies must be comprised of 48 or fewer points of stands from a Triumph! army listed in the Fall of Rome thematic category on Meshwesh.

<http://meshwesh.wgcwar.com>

Some loaners available.

GM: Spencer Ginder

Thursday

Open

7 pm - 11 pm

15mm, 4 rounds, Unlimited players, New players welcome and 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: Rod Cain

Saturday

Grand TRIUMPH! - Doubles Challenge

9am– 6pm

Rules: Grand Triumph!

15mm, 3 rounds, unlimited teams of two players

There are few glories as glorious as doubles games, where you and a partner compete against another pair of players. Victory is that much sweeter with someone to share it with, and defeat with a partner can lead to blame casting, bitter recriminations, shattered friendships and divorce. What's not to like?!?

So come and participate in the Grand Triumph Doubles Challenge! Grand Triumph is a modification of the successful Triumph! fast-play game for ancients and medieval warfare, where two players on a side run a triple-size Triumph army (144 pts). Teams are responsible for bringing their own armies and terrain.

See the Triumph! online army lists at Meshwesh <http://meshwesh.wgcwar.com/home> for individual army lists. Use triple the army minimums and maximums if no ally is taken; if a single ally is taken use double the army list minimums and maximums for the main army and a full normal-sized army list for the ally. Teams are encouraged to sign up in advance on the TRIUMPH! forum. There is a long tradition in doubles tournaments of advance trash-talk, and we would like that tradition to continue into the glorious future.

We have set aside much of Saturday with plans for a lunch break. We hope this will be a day of fun for experienced Triumph players or a great opportunity to introduce a newer player to the game alongside experienced ones. All you need is to have your own legal army and preferably a partner. More details for Grand Triumph are on the Washington Grand Company website including the specific rules for 144 point games.

GM: David Schlanger

HISTORICON® 2019 Preliminary Tournaments List

Bronze Age Chariot MegaTheme Tournament

7pm - 11pm

Chariots! - Lords of the battlefield. Join us for this themed event celebrating the rise of the Chariot.

15mm, 3 rounds, Unlimited players

Eligible armies must be comprised of 48 or fewer points of stands from a Triumph! army listed in the Cradle of Civilization, Assyrian Empire, Chariot Supremacy, or Sea Peoples Invasions thematic categories on Meshwesh.

<http://meshwesh.wgcwar.com>

Some loaners available.

GM: David Schlanger

Please see our other events listed in the standard PEL (non-tournament section)

Other Tournaments

Flames of War (Battlefront)

Thursday

Mid-War Doubles

10am – 8pm

2 players per team; 170pts (swap 15). 2.5-hour rounds.

Version 4 Mid-War books. No more than 3 mines to start.

Soviets have no allies.

Round 1: 10:00am; Round 2: 1:30pm; Round 3: 4:00pm.

GM: David Griffin (david.griffin@battlefront.co.nz).

Saturday

Mid-War Nationals

8am – 7:30pm

V4 Mid-War; 109pts; Straight Swiss format

64 players; 2-hour rounds.

List submission deadline: 5 Jul 2019

Arrive by 8am for welcome and tournament briefing. All armies must be fully painted. Miniatures not fully painted will be pulled from the table prior to start.

Will use Battleplans in the More mission packet (www.team-yankee.com/Portals/0/Documents/MoreMissions2017/TYMor_eMissions.pdf). Players choose their stance and roll a die, then play the mission chosen.

Players must monitor the time and judges will announce time intervals throughout. Do not start a new turn if both players will not be able to finish that turn. They game should then be called if both players cannot finish the turn and calculate results. When time is called, the game ends immediately. New turns cannot be started. Slow play will be will be actively discouraged

and repeated offenses may result in loss of points and forfeited matches. Players are expected to complete their turns in 10-15 minutes.

Unit histories are not necessary.

You **must** sign up in advance and submit army lists to: usnationals@battlefront.co.nz. Third Party army list creation sites may be used as well as the generic army list spreadsheet located on the Flames of War website. All lists must include: player's full name, email address, club name (if applicable) army list being used (ex: Tank Company), book or site reference (ex: Overlord), type of company (tank, mechanized, infantry). Any list currently available on Forces of War can be used.

Scoring is Ver 4 points, 80% generalship, 20% sportsmanship, Draw Matchups Rankings, Victory Points, then Wins. Tiebreakers: Generalship, Number of Wins, Sporting, Strength of Schedule, Favorite Opponents votes, Rock/Paper/Scissors (best 2 out of 3).

Awards for Champion, 2nd & 3rd Place, Sportsman, Best Painted. Any players wishing to have armies judged for Best Painted will stage them after Round 2 in the designated area. All models must be from Battlefront Miniatures.

Tournament sign-up and list submission:

Round 1: 9am; Round 2: 11:30am; Round 3: 2:30pm; Round 4: 5pm.

GM: David Griffin (david.griffin@battlefront.co.nz).

Team Yankee (Battlefront)

Friday

North American Nationals

8am – 7:30pm

V4 Mid War, 93pts, Straight Swiss format.

64 players; 2-hour rounds.

List submission deadline: 5 Jul 2019

Arrive by 8am for welcome and tournament briefing. All armies must be fully painted. Miniatures not fully painted will be pulled from the table prior to start.

Will use Battleplans in the More mission packet (www.team-yankee.com/Portals/0/Documents/MoreMissions2017/TYMor_eMissions.pdf). Players choose their stance and roll a die, then play the mission chosen.

Players must monitor the time and judges will announce time intervals throughout. Do not start a new turn if both players will not be able to finish that turn. They game should then be called if both players cannot finish the turn and calculate results. When time is called, the game ends immediately. New turns cannot be started. Slow play will be will be actively discouraged and repeated offenses may result in loss of points and forfeited

HISTORICON® 2019 Preliminary Tournaments List

matches. Players are expected to complete their turns in 10-15 minutes.

Unit histories are not necessary.

You **must** sign up in advance and submit army lists to: usnationals@battlefront.co.nz. Third Party army list creation sites may be used as well as the generic army list spreadsheet located on the Flames of War website. All lists must include: player's full name, email address, club name (if applicable) army list being used (ex: Tank Company), book or site reference (ex: Overlord), type of company (tank, mechanized, infantry). Any list currently available on Forces of War can be used.

Scoring is Ver 4 points, 80% generalship, 20% sportsmanship, Draw Matchups Rankings, Victory Points, then Wins. Tiebreakers: Generalship, Number of Wins, Sporting, Strength of Schedule, Favorite Opponents votes, Rock/Paper/Scissors (best 2 out of 3).

Awards for Champion, 2nd & 3rd Place, Sportsman, Best Painted. Any players wishing to have armies judged for Best Painted will stage them after Round 2 in the designated area. All models must be from Battlefront Miniatures.

Tournament sign-up and list submission:

Round 1: 9am; Round 2: 11:30am; Round 3: 2:30pm; Round 4: 5pm.

GM: David Griffin (david.griffin@battlefront.co.nz).

Bolt Action

Friday:

9:00am – 7:00pm

28mm; 750pt lists; 4' x 4' tables; 2.5 hour rounds.

24 players max.

Check-in will be from 9-9:30am; first game at 10am. Preregister with GM to reserve a spot, receive updates and allowances for unit specific information.

Tables will represent European, Pacific, North African and Eastern European theaters. Prizes will be awarded for Best Allied, Axis and Minor Power generals, and Bad Day At War.

You may select a force of ONE reinforced INFANTRY platoon (no Theater Selectors). No vehicles with an armor value 8+. This force may come from the Core 2nd Edition Rule book or from one of the Armies of books following the standard platoon format in the Core Rulebook. Missions will be selected from the 2nd Edition core rule book. Expect tables of various terrain density and type.

2nd Edition Bolt Action Rules as written and the latest FAQ. There will be no painting requirement. If you are a new player,

come out with what you have assembled and give the game a try. If you need an army, GM should be able to supply one British or German army.

Round 1: 10:00am, Round 2: 1:00pm, Round 3: 3:30pm.

GM: Mike Proctor (mikep18103@yahoo.com)

Warhammer Historicals

Saturday

WAB 2 Tournament

10am – 5pm

3000pts.

Things will be different this year. Any valid army from AOA2 and Chariot Wars 2 including lists from AOA2 errata. The games will have scenarios with prizes for overall winner, best painted and most historical.

GM: Alex White and Ray Lairmore (boldos@frontiernet.net)

SAGA

Thursday

SAGA Ver 2

10am – 5:30pm

Come and create your own SAGA. A friendly, laid back tournament utilizing the latest version of SAGA rules and using all historical SAGA armies from the Age of Vikings, Age of Crusades and Age of Invasions. Also any official list from the Studio Tomahawk website.

6pt armies but less can be used with agreement from your opponent.

Loaner armies will also be available. Email GM with any questions.

GM: Jeff Wilttrout (jefritrout@msn.com).

Wargods

Saturday

7pm - Midnight; 8' x 5' table

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

GM: Adam Hughes (atom120@yahoo.com).

Sponsor: Crocodile Games.

HISTORICON® 2019 Preliminary Tournaments List

By Fire and Sword

Friday & Saturday

Task Force Level Tournament

12pm – 8pm

20 players; 4' x 4' table; 3-hour rounds.

Task Force level tourney with Swiss pairings. Total points will determine winner. Players will bring one list to use for the entire tournament. Prizes for 1st, 2nd Place and Best Painted.

Round 1 (Fri): 12:00pm; Round 2 (Fri): 3:30pm; Round 3 (Sat): 12:00pm; Round 4 (Sat): 3:30pm.

GMs: Karl Shanstrom and Konrad Sosinski (kshanstrom@gmail.com).

Sponsor: By Fire and Sword/Wargamer.

Field of Glory Napoleonic

Thursday

2nd Edition Tournament

12pm – 7pm

800pt armies; 15/18mm; 6x4 tables; 3.5 hour rounds

All armies must have at least three or more infantry units than cavalry units.

New army lists should be available. If not, use revisions found on the Facebook FOG Napoleonic discussion group.

Please submit lists to GM by 7 July. Loaner armies will be available so if you are new, contact GM in advance.

GM: Vince Solfronk (vsolfronk@bham.lib.al.us).

Blood and Plunder

Thursday

Friday

Plunder in the Jungle

11am – 4pm

100pt list of land forces. Three 1-hour rounds. Lists taken from the core rulebook or No Peace Beyond the Line. Contact GM in advance for loaner army availability.

GM: Mitch Reed (ndngtournaments@gmail.com)

Sponsor: Firelock Games.

Saturday

Blood on the High Seas

May 7, 2019

11ampm – 6pm

Seat Battle. 200pt list. Three 1.5-hour rounds.

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

Contact GM in advance for loaner army availability.

GM: Mitch Reed (ndngtournaments@gmail.com)

Sponsor: Firelock Games.

Middle-Earth Strategy Battle Game

Friday & Saturday

7pm – 7pm;

800pts; 4x4 tables; Four 2-hour rounds.

\$10 entry fee. List submission by 5 July.

Minimum of 3 models per army.

Teams of two. Teams do NOT play each other at tournament. End placing's determined by each team's score (combined games of each team member). Team's armies must either be historical or convenient allies (ally matrix in main rule book).

Awards for 1-3rd places. Prizes for top finishers, peer-voted favorite evil and good teams, raffles with 12-14 prizes.

Round 1 (Fri) 7pm; Round 2: 10am (Sat); Round 3 (Sat): 1pm; Round 4 (Sat): 4pm.

GMs: Ranier Lee, John McConnell, Sameer Abusoft (rainier.kory@yahoo.com).

Sponsors: Philly SBG & Rock Bottom Games

MORTEM ET GLORIAM

Thursday, Friday & Saturday

Thursday

MeG MAGNA demo.

10am-2pm

Learn how to play the small table variant for MORTEM ET GLORIAM.

GM: Dale Shanek (daleshanek@yahoo.com)

Friday

15mm Open (MeG MAGNA)

9am-7pm

6,000pts. 2.5 hour rounds. 4x3 ft table

Round 1: 9:15am; Round 2: 1:30pm; Round 3: 4:15pm

Beginner's welcome. Will have a few loaner armies available.

MeG MAGNA is a simple adaptation of the main MeG game.

GM: Dale Shanek (daleshanek@yahoo.com) PLEASE RSVP IF PLANNING TO ATTEND OR HAVE ANY QUESTIONS.

HISTORICON® 2019 Preliminary Tournaments List

Saturday

15mm Open (MEG)

9am-7pm

10,000pts. 2.5 hour rounds. 4x6 ft table

Round 1: 9:15am; Round 2: 1:30pm; Round 3: 4:15pm

GM: Dale Shanek (daleshanek@yahoo.com) PLEASE RSVP IF PLANNING TO ATTEND OR HAVE ANY QUESTIONS.