

TOURNAMENTS AT COLD WARS 2012

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 to the NASAMW registration desk. An entry fee of \$5 for NASAMW members for all of Cold Wars, and an entry fee of \$5 per event for non-NASAMW members, is charged. These go for trophies and other expenses.

DBA, HotT & DBxVariants at Cold Wars

Players should bring their own armies (unless event description notes that figures will be provided or that loaners will be available) as well as terrain (some terrain is available for communal use); 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 DBA registration table. Some online pre-registration is available for specific events where listed in the event details. Please contact David Schlanger with any questions: buckynduke@gmail.com

Special Cold Wars Rule Modification: Unless noted in a specific event description, all DBA events will allow dismounting in the first bound ONLY. All other rules related to dismounting remain the same.

The 2012 Manly Cup: The Long Island Bostwicks bring you The Manly Cup! This is an award that is designed to find and recognize those DBA players that are the absolute gutsiest. Those that always seem to make those moves that don't necessarily make sense, but adopt that "Go Big or Go Home" attitude. This "event" begins the first evening of the convention (Thursday, this year) and ends Saturday night. The player that has been recognized as making the most Manly (read "gutsy") moves throughout this period will be declared The Manliest Man (or woman!) of Cold Wars, and will be awarded the prestigious Manly Cup!

Thursday:

7pm-11pm
Horde Wars!
A Stooges Theme Event
15mm, 24" square board, 4 rounds.
This event requires DBA 2.2 armies with a minimum of one Horde element. There are special scoring rules if you have more than one horde element in your list and if the horde kills something besides another horde.
Special Rules: Hordes will not be quick killed by shooting, but will instead recoil.
GM: Larry Chaban and Rich Baier

Friday:

9am-6pm
BBDBA Doubles
15mm, 30" x 60" boards
Group Round and Final Match.
Eligible armies: Any BBDBA 2.2 army with legal allies.
Teams of two players face-off in Big Battle DBA games. Each team must bring own army and terrain. Initial historical matchups if possible, but it will depend on number of teams and specific armies chosen. Special rules: See NASAMW special rules for BBDBA found at: <http://www.fanaticus.org/DBA/guides/...BattleDBA.html>
GM: David Schlanger

1pm-5pm
League of Extraordinary Gentlemen
vs.
Invaders from Mars.
HotT Giant Scenario Battle
Figures provided, 10 players
Giant Battle Hordes of the Thing Game.
25mm figures provided.
10 players. 5' x 9' foot table.
Late 19th Century Giant Hordes of the Thing Game - "good" humans vs invaders from Mars (and some other evil types from earth).
GM: Bob Beattie

6:30pm-11pm
Pyramid Tourney in Pyramid Times (Collapse of 1200BC)
DBA Theme - Pyramid Variant
8 players, 3 Rounds
Scale 15mm, Boards - 30", 30"x60", 30"x120"

Players will sign up as one of the following armies

(one slot for each available):

SOUTH

- I/22b. New Kingdom Egyptian
- I/28. Sea-Peoples
- I/7b. Early Libyan
- I/6b. Early Bedouin OR I/27. Early Hebrew

NORTH

- I/24b. Hittite Empire
- I/28. Sea-Peoples
- I/20a. Ugaritic
- I/25a. Middle Assyrian OR I/20b. Syro-Canaanite Others

In the Pyramid Variant the first round is composed of 1v1 DBA battles.

After which the two players join forces in a doubles team 2v2 for the 2nd round.

Finally, the third round provides a large 4v4 Giant Battle DBA game.

The victor of each round serves as the C-in-C for the team in each later round.

Elements lost are NOT carried over from round to round.

Loaner armies for all 10 armies listed are available.

DBA rules for Raiders (3Bd) and Light Spear (3Sp) will be in effect.

GM: David Schlanger and David Kuijt (Two Davids)

7pm-11pm

25mm Open Tourney. 4' x 4' boards. 3-4 rounds.

Eligible armies: Any DBA 2.2 armies.

Loaner armies will be available.

GM: Roland Fricke

11pm - ???

Midnight Madness

15mm. 24" boards. Single elimination rounds.

Eligible armies: Any DBA 2.2 army.

GM: Rich Baier

Saturday:

9AM-1PM

DBA Matched Pairs

6mm/15mm - 30" square boards.

25mm/Hybrid(15mm figures on 25mm bases) - 4'x4' boards.

Hybrid loaner armies will be available for any interested players. This is your chance to try one out!

4 rounds.

Eligible armies: Pairs of historical enemy DBA 2.2 armies.

Players will use own pair of armies for two rounds and opponent pair of armies for two rounds.

GM: Alan Ferrency and JM Seman

1pm-5pm

HOTT Matched Pairs

4 Rounds

This event is the fantasy equivalent of the DBA matched pairs format. Players bring two 24 AP armies in the same scale which share a theme of the player's choice. You can bring Orcs vs Dwarves, Atreides vs Harkonnen, Christians vs Pagans, Empire vs Rebels or whatever pair your imagination can cook up. Published lists are welcome as are home brewed lists.

Players alternate being guests and hosts. Hosts offer guests their pick of the army pair and play the other army themselves.

Optimal pairs are balanced and should offer interesting challenges to both guests and hosts. Players are encouraged to test play their pairs in advance.

Note that this format allows both 15mm and 25mm pairs since armies are matched. With no published lists, players should provide two army lists to aid guests' selection of side.

Loaners are available. Just commit to playing on the fanatics discussion thread to get one.

GM: Terence McPartland

1pm-5pm

DBA Duplicate

4 Rounds

8 players

Two historical battles with each player taking all all sides of both games.

The battles will be Trojan War and Hussites vs Imperials with lots of vehicles!

GM: Bob Beattie

5pm-Midnight

DBA Campaign Theme

Omnia Pro Pecunia Facta Sunt!

(15th c. latin motto -- all things are done for money)

22 players

It is Northern Italy, 1415 AD. The wealthiest city states in Europe, nay, the World. But does wealth bring contentment? Not a bit -- it brings Pride, and Envy, and Avarice; it brings Warfare. And lots of money means lots of very, very capable mercenaries! The Condottieri were sought-after hirelings on short-term contracts, switching allegiance like newly-fired

hockey coaches. Empire beckons, and Immortal Glory, and Wealth beyond count. Announcing a Two Davids Campaign Theme for Cold Wars 2012: Condotta Chaos.

Advance signup is very strongly encouraged. You may sign up online at the following thread on the DBA Fanaticus bulletin board: <http://www.fanaticus.org/discussion/...ad.php?t=12073>

Powers are:

Venice (Tommaso Mocenigo, Doge of Venice)
Venetian Dalmatia
Verona
Aquilaia (Louis of Teck, Patriarch of Aquilaia)
Bergamo
Milan (Filippo Maria Visconti, Duke of Milan)
Savoy (Amadeus VIII, Count of Savoy and future anti-pope)
Genoa
Mantua (Gianfrancesco Gonzaga, Lord of Mantua)
Ferrara
Modena
Bologna
Florence (Niccolo da Tolentino)
Ancona (Guidantonio da Montefeltro, Duke of Urbino)
Spoleta
Siena (Niccolò Piccinino)
Naples (James II, Count of La Marche)
Papacy (Anti-Pope John XXIII)
Swiss Confederation (IV/79 Later Swiss)
Trent (Prince-Bishop George of Liechtenstein) (IV/13b Medieval German)
Styria (Ernest the Iron, Archduke of Inner Austria and Duke of Styria) (IV/13b Medieval German)
Hungary (King Sigismund) (IV/43c Later Hungarian)

The Swiss Confed will use an alternate list that better covers the army of the Swiss in that period, when they were making the transition from Halberds to Pikes: 1x 4Pk or 3/4Bd (Gen), 1x 2LH or 2Ps, 3x 4Pk, 5x 3Bd or 5x 4Bd, 2x 2Ps.

Trent and Styria use the Medieval German list, but no Pike option.

Pavisier rules for 8Bw and Raiders rules for 3Bd will be used; both have appeared in several previous Campaign Themes.

All Condotta Knights may dismount as 4Bd. All dismounting is at deployment ONLY. GM: David Kuijt and David Schlanger (Two Davids)

Sunday:

9AM-Noon
DBA - RRR
3-4 Rounds
A Return to DBA gaming on Sunday morning!
15mm, 30" boards.
Bring your own terrain.
Army list and rules on yahoo:
<http://games.groups.yahoo.com/group/...A-RRR%20Files/>
Please post on Fanaticus if you need a loaner:
<http://www.fanaticus.org/discussion/...ad.php?t=12074>
GM: Ron Giampapa

DBM at Cold Wars

Version 3.2 rules and both 2nd Edition 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 need their own army, terrain and ground cloth. Sign up at least 15 minutes prior to the designated start time. Sign up for all events at the NASAMW registration desk.

Thursday:

6:30-11:00pm
15mm Crusaders vs Muslims Multi-player (4-8) Game
DBM 3.2 Rules will be taught; familiarity with the DBX system helpful. Troops and terrain will be provided by the GMs. Players can march with the Crusaders as they attempt to liberate the Holy Land from the Muslim occupiers or attempt to drive out the invading infidels for the glory of Allah.
GMs: Howard West and Kevin Serafini (howard.west@siemens.com, kevin.serafini@gmail.com).

Friday:

9am-11pm
25mm Open Singles Tournament
Two versions of one list. 350 AP with 5x8 tables. Three 4-hour rounds. Hard stop. 15-0 scoring.
Round 1: 9am; Round 2: 2pm; Round 3: 7pm.

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

Saturday:

9am-11pm

15mm Open Team Tournament (2-4 players per team);

Two versions of one list. 500 AP with 5x8 tables. Three 4-hour rounds. Hard stop. 15-0 scoring.

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

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

Field of Glory at Cold Wars

25mm players are encouraged to bring a 15mm army as a backup. Please arrive at least 15 minutes, preferably earlier, before the start of the event to facilitate organizing.

GM: Marc Crotteau

(juvenileshark@yahoo.com).

Friday:

9am-11pm

Open

15/25mm.

15mm at 900 pts, 25mm at 800 pts. 25mm will be run assuming that enough players show up. 25mm will use a 40mm MU.

Round 1: 9am; Round 2: 2:30pm; Round 3: 7pm.

Saturday:

9am-11pm

Doubles

15/25mm.

Each team of two players brings two legal armies (one per player) at a maximum of 650 points per army. The two armies must each either be drawn from the same list, or one must be a permitted ally of the other. In any case, they must be from the same year. Prior to the tournament the team must select one player's list as the CinC for purposes of pre-battle initiative and terrain choices. Each player on a team will deploy their army quartiles at the same time. The game will be played on an 8x4 board.

The event will be played in 15mm and also in 25mm if enough players show up. 25mm will be run the same as 15mm, with the following changes: the board will be 8x5, 1 MU will = 40mm, each player will bring a 600 point army.

Round 1: 9am; Round 2: 2:30pm; Round 3: 7pm.

Warrior at Cold Wars

Players must check in 30 minutes prior to the listed start time. One list. Generals must be rolled. Preset terrain.

GM: Scott Holder

Special Rules: Barbarian Foot Rules in effect. X-Rules 5.11, 6.2, 11.1 and 17.1 in use. New Biblical and Dark Age Warrior lists allowed. Special deployment and infantry rules listed at: <http://www.fourhorsemenenterprises.com/forum/>

Friday:

Noon-10pm

Mini Open

1200 pt army, 15mm & 25mm, 4x4 table (15mm), 6x5 table (25mm). 2.5 hour rounds

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

Saturday:

9am-11pm

Doubles

2000 pt army, 15mm & 25mm, 6x4 table (15mm), 8x5 table (25mm). 4 hour rounds

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

**Renaissance Wargaming Society
Events**

Rules: Field of Glory Renaissance

Please RSVP to GM Bob Nedwich (Nedwich@aol.com)

Friday:

10am-9:30pm

15mm Open.

800 pts. Two lists allowed.

Round 1: 10am; Round 2: 2pm; Round 3: 6:30pm.

Saturday:

9am-9pm

15mm Baltic to Balkan Theme (Eastern European vs Turks and Tatars.

800 pts. Two lists allowed.

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

9am-9pm
15/25mm Trade and Treachery, 1500-1550 Theme.
Players can use either a 800 pt 15mm army or a 650 pt 25mm army (or switch between if you and your opponent have both).
Round 1: 9am; Round 2: 1pm; Round 3: 6pm.

Warhammer Historicals Events

A \$5 fee will be collected from each player for plaques and terrain costs for each tournament they participate in. Lists must be provided to GM and opponent before Round 1. All details at <http://www.wabnews.com>. Please arrive 15 minutes prior to the event start.

Friday:

8:30am-2pm
The Great War Singles Tournament
WW1 Early War Division
25mm, 6x4 table, 600 pt list.
Army must include a Battalion Command Group. You must have at least 3 platoons with associated Company Command Group(s). Army must be from the 1914 lists. Feel free to proxy Late War figures, but the army must conform to the 1914 lists. Your army may be supported by only one HMG. You may take up to 3 more Support choices, as long as none are duplicates of each other.
Please check the NEWS website for details
Round 1: 8:30am, Round 2: 11:30.
GM: Ralph Krebs and Gil Bates

4:30-10:30pm
WAB 2 Doubles Tournament
25mm, 8x5 table
2,000 pt list per player (4,000 pts per side) from any WAB supplement. Each team must include an Army General per each player's army.
Round 1: 4:30pm, Round 2: 8:00pm
GM: John Bianchi and Russ Etts

Saturday:

8:30am-6pm
WAB 2 Singles Tournament
Classical, Dark Ages, Chivalry Divisions
25mm, 6x4 table
Players must provide a 2,000 pt army from Classical Era, Dark Ages (formerly "Open") or Chivalry Era supplements.

Army must include an army General. No out-of-list allies may be used.
Round 1: 8:30am, Round 2: 11:00 am, Round 3: 2:15pm
Awards will be given for Sportsmanship, Generalship, Forlorn Hope and Painting.
GM: John Bianchi and Russ Etts

8:30am-2pm
WECW Singles Tournament
Open Divisions
25mm, 6x4 table, 1650 pt list.
Army must include an army General. No unlimited shot. No Grenadoes, Petards or Mortars. No Named Characters. There are the usual restrictions of training levels; please check the NEWS website for details. Covenantor forces must include a Minister.
Parliament forces must include an Agitator.
Round 1: 8:30am, Round 2: 11:30.
GM: Ralph Krebs and Gil Bates

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, Eastern Front Doubles Flames of War Tournament, Friday 9 March 2012.

Teams. Each team shall consist of two players, each deploying a 1000 point "company" list. Lists must come from the new Red Bear and Grey Wolf books (only). If players can show a historical basis for their forces, teams are allowed allies as referred to in the rules. For example, you could pair a Finn/German force if you can demonstrate the historical reference. Players may reassign up to 200 points to their partners. We have enough space for 48 players with an even split between Axis and Russian lists. We will observe a strict Red v. Blue play structure when assigning teams. Please watch the Flames of War website Forum for updates and clarifications.

This will be a "two-list" tournament with more specific information forthcoming as soon as we have had an opportunity to experience the books.

Terrain and Game Play. Each game will be played on a standard 4"x6" table. The terrain will be potentially very dense. 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. Players should expect to encounter special rules.

The tournament will begin at 1200 on Friday and go for three three-hour rounds. The scenarios and updates to our plans will be posted on the Flames of War Forum on a continual basis up until the event.

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

Wargods Events

Saturday:

8pm

Wargods of Aegyptus Campaign Night

25mm

Each player can bring a 1500 pt warband containing a harbinger with Ka 1 and following all other rules for warband construction. Olympus and Windego warbands are allowed. Warbands will be allowed to develop throughout the conventions.

GM: Adam Hughes

Sponsor: Crocodile Games