



# HISTORICON™

Historical Miniature Gaming's Biggest Summer Vacation! **2008**

## 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. For more information, please go to the NASAMW registration desk. An entry fee of \$5 for NASAMW members for all of HISTORICON, and an entry fee of \$5 per event for non-NASAMW members, is charged. These go for trophies and other event expenses. Only exception is for DBA Midnight Madness, because it is a single elimination event.

#### **DBA**

Sign-Up Sheets for all events will be at the DBA HQ Table in the Lampeter Room.

All events will use the 2.2 edition and armies in any 2.x version, unless otherwise noted. Unless otherwise noted, players will need to bring their own armies and terrain but some loaners may be provided. All battlefields are provided. Most events will have unlimited openings unless otherwise noted. *PLAYERS MUST SHOW UP AT EVENTS 15 MINUTES PRIOR TO THE POSTED START TIME FOR ASSIGNMENTS.*

The Theme for this convention is "Chariot Wars." Thus, in each open event, the highest ranked player with a Theme army will receive a special award. These armies are: I/1-9, I/11-12, I/15-22, I/24-31, I/34-35, I/37-46, I/50-51, I/53, I/60. Also, any Asian army of this time with a chariot will qualify.

Overall Event Manager: Bob Beattie

#### **Wednesday**

##### **Dismounting Army Wars, 15mm**

8 PM - Midnight; 4 rounds; GMs: Larry Chaban & Rich Baier

Eligible armies must have at least 2 dismounting elements. Scoring is standard NASAMW system with theme specific changes.

#### **Thursday**

##### **2000 Years of the Far East, 15mm**

9 AM - Noon; 30" boards; GM: Roland Fricke

Allowable Armies: I/13; I/14ab ; I/32; I/43; I/49; II/4; II/21; II/29; II/38; II/41; II/46; II/61; II/63; II/75; II/76; II/77; II/79; II/80d; III/6; III/7; III/9; III/11; III/15; III/20; III/23; III/36; III/39; III/42; III/44; III/54; III/55; III/56; III/59; III/61; III/66; IV/14; IV/15; IV/35; IV/40; IV/48; IV/52; IV/59; IV/73.

##### **Hordes of the Thing Open Event, 25mm**

1-5 PM; 3' x 3' table; 4 rounds; GMs: James Miller & Mike O'Neil

Standard 24AP army provided by player. Any army can be used, not just those in the book. Same army must be used for all rounds. Any scale figures are allowed on 25mm bases.

##### **Hannibal at the Gates, 218-203 BC, 15mm**

6-10:30 PM; GM: Mark Pozniak

Bring your own terrain. Allowable armies: I/47, II/8-9, II/11, II/31g,h,i, II/32-33, II/35, II/39 a-c, II/40.

##### **Midnite Madness, 15mm**

11 PM and on; 2' x 2' table; GM: Rich Baier

32 players in single elimination format. Players must bring own armies and terrain.

#### **Friday**

##### **Big Battle Doubles, 15mm**

9 AM - 6 PM; 2' x 5' table; GM: Dave Schlanger

Group Round Robin with Final Match. Pairs of players in Big Battle games. Players bring own armies and terrain. Special rules: NASAMW special rules for BBDBA event are found at: [www.fanaticus.org/DBA/guides/NASAMWBigBattleDBA.html](http://www.fanaticus.org/DBA/guides/NASAMWBigBattleDBA.html)

##### **Fortune's Favorites II: Sunny Spain, 15mm**

7-11 PM; GM: Jeff Caruso

Senate vs. the Triumvirate (plus Spanish Allies on each side). An open free for all. There will be one winner. Bring your own 15mm Marian and Ancient Spanish Armies only.

##### **The XXVmm Open, 25mm**

7-11 PM; 3'x3' table; GM: Rob Torres. Players bring own 25mm armies and terrain.

#### **Saturday**

##### **DBA National Invitational Championship – Preliminaries, 15mm**

9 AM - 1 PM; By Invitation Only; 3 rounds; GM: Bob Beattie

Qualifiers listed at the NASAMW site. DBA uses the same qualifier procedure as noted but has no ranking system.

<http://www.nasamw.org/NICT.htm>

##### **"Not the NICT" Tourney, Matched Pairs, 15mm**

9 AM - 1 PM; GM: Bob Beattie

For players who do not qualify for the NICT. Bring 2 armies (any scale) listed in the book as enemies. Players must provide appropriate terrain for each army and this is what is to be

used in the game. Players alternate using their armies; opponent selecting which he wants, and then reverse in next game, with different opponent, using the opponent's army and terrain.

### **Teen Tournament, 15mm**

2-6 PM; GM: Hank Drapalski

Friendly tournament for players under age 20. Some loaner armies will be available. People who are completely new to the game are welcome to this event.

### **Giant Scenario Battle, Spartacus, 15mm & 25mm**

2-6 PM; GM: Roland Fricke & Bob Beattie

2 games, one in 25mm with armies provided. One in 15mm, players must bring own army.

### **DBA NICT – Finals, 15mm**

7:30 PM – 12:30 PM; GM: Bob Beattie

Top 8 or 16 players in single elimination playoff.

### **The Scourging of the British Isles, 1000-1100 AD, 15mm**

7:30 PM – 12:30 PM; GM: Alan Spencer

Bring an army. Some armies provided. If there are more armies than slots or players, then a lottery to decide who will play. Allowable armies: Viking III/40b (2); Norse Irish III/46 (2); Welsh III/19A (1); Anglo-Dane (2); Pre-Feudal Scots III/45 (1); Norman III/51 (1); Western Frank III/51 (1); Scot Isles and Highlands III/77 (1); Leidang III/40c (1).

### **Giant Battle, Pydna, 168 BC, 15mm**

7:30 PM – 12:30 PM; GM: Mike Porter

Choose your side: The expansionist Romans, or the last Antigonid King: Perseus of Macedonia. Bring either II/33 Polybian Roman or II/35 Later Macedonian. Polybian players may bring one elephant element in addition to the standard list detailed in the rulebook (thus making the army 13 elements). No need to bring a camp, each side will only have one, and these will be provided. Some special deployment rules will be utilized, as will some BBDBA rules. Special event cards will be used to help the flow of the battle.

## **Sunday**

### **DBA Themes, 15mm**

9 AM - Noon; GM: Jonathan Miller

Players pick one of six different historical eras for standard tournament games. Historical eras are Biblical plus Stone Age, Pacific/Americas; Greek Classical (600-146 BC); Roman Classical (146 BC – 493 AD); Dark Ages Europe/Middle East/Western Steppes (493 AD – mid 11th century); Medieval Europe/Middle East/Western Steppes (mid 11th century on); Asia & E Steppes. List of eligible armies per era will be listed with the sign up sheet.

## **DBM**

All games will use DBM 3.1, 15:0 scoring. Hard stop rounds. 6'x4' tables for 15mm, 8'x5' for 25mm. One list. Players need to arrive at each event 15 minutes before the start time. GM: Doug Anderson.

## **Thursday**

### **Open, 15mm**

9 AM - 10:30 PM. 400 AP, 3.5 hr rounds. Round 1: 9 AM; Round 2: 1:30 PM; Round 3: 7 PM.

### **Mini Open, 15mm**

Noon - 10:30 PM. 200 AP, 48" x 30" table (15mm), 5'x 3' table (25mm). 2-hr rounds. Round 1: Noon; Round 2: 2:30 PM; Round 3: 6 PM; Round 4: 8:30 PM.

No cost for CinC element (i.e., it's free). Other generals as per normal 200pt tournament modifications. Lists normally allowed 2 sub-generals may have 1 sub and 1 internal ally-general, otherwise, Irish modifications will be used.

## **Friday**

### **Chariot Wars Theme, 15mm & 25mm**

9 AM - 11 PM; 400 AP (15mm), 350 AP (25mm). 3.5-hr rounds. Round 1: 9 AM; Round 2: 1:30 PM; Round 3: 7 PM.

Allowable armies: I/1-12, I/15-22, I/24-31, I/34-35, I/37-46, I/50-51, I/53, I/60.

## **Saturday**

### **DBM National Invitational Championship, 15mm & 25mm**

9 AM - 11 PM; By Invitation Only, 400 AP. 4-hr rounds. Round 1: 9 AM; Round 2: 2 PM; Round 3: 7 PM. May be combined with Open if required in either scale.

### **Open, 15mm & 25mm**

9 AM - 11 PM; 400 AP. 3.5-hr rounds. Round 1: 9 AM; Round 2: 1:30 PM; Round 3: 7 PM.

## **Fields of Glory**

Players must check in 15 minutes prior to listed start time. All games will be in 15mm & 25mm with the following caveat: if not enough players sign up for a particular event to allow a viable tournament the organizers reserve the right to cancel that event. 25mm events will be played on an 8x5 table using 40mm for a movement unit. All players, in both scales, are encouraged to contact Marc Crotteau at [juvenileshark@yahoo.com](mailto:juvenileshark@yahoo.com) in advance of HISTORICON to say which scale they are likely to play. GM: Marc Crotteau.

There will be prizes based on tournament results and for Best Presented Army.

## Thursday

### Mini Open, 15mm & 25mm: "Start with Starters"

Noon - 11 PM. Any starter army from published FoG books. 3-hr rounds. Round 1: Noon; Round 2: 4 PM; Round 3: 8 PM.

A learning event! Experienced players will be on hand to explain the game and answer rules questions.

## Friday

### "The Classical Era" Theme, 15mm & 25mm

9 AM - 11 PM; 800 pts for 15mm, 650 pts for 25mm. Round 1: 9 AM; Round 2: 2 PM; Round 3: 7 PM.

Allowable armies: Any from the Immortal Fire and Rise of Rome list books.

## Saturday

### Open, 15mm & 25mm

9 AM - 11 PM; 800 pts for 15mm, 650 pts for 25mm. Round 1: 9 AM; Round 2: 2 PM; Round 3: 7 PM.

Allowable armies: Any from any published FoW army list.

## Warrior

Players must check in 30 minutes prior to listed start time. *One list* (errata to 1 Jul 08), 6' x 4' tables for 15mm and 8' x 5' tables for 25mm Theme/Open; 4' x 4' for 15mm Mini. Order cards will be used. Climate and generals must be rolled. 2.5 hr rounds for Mini, 3.5 hr rounds for rest. Special Rules: Barbarian Foot Rules in effect. Rear zone 360p in 15mm. X-Rules 5.11 and 6.45 in use. GM: Scott Holder.

## Thursday

### Mini Open, 15mm

Noon - 9:30 PM; 1200 pts. Round 1: Noon; Round 2: 3:30 PM; Round 3: 7 PM.

### Warrior National Invitational Championship Preliminaries

Noon - 1 PM; 25mm, By Invitation Only, 1600 pts. Round 1: Noon; Round 2: 5:30 PM.

## Friday

### Chariot Wars Theme, 15mm & 25mm

9 AM - 11 PM; 1600 pts. Round 1: 9 AM; Round 2: 1:30 PM; Round 3: 7 PM.

Allowable Armies – Biblical Warrior (Apr 08 Edition): 1-27, 28 (no Lydian/Greek mercs; no more than 8E Median Skirmishers), 29, 30 (Must be Minnaian; no more than 8E Skythian/Cimmerian mercs), 31 (No more than 8E Cimmerian mercs), 32, 33 (No more than 8E Cimmerian mercs), 35 (No Saitic Egyptians, no Skythians), 36.

## Saturday

### Open, 15mm & 25mm

9 AM - 11 PM; 1600 pts. Round 1: 9 AM; Round 2: 1:30 PM; Round 3: 7 PM.

### Warrior National Invitational Championship Finals

Noon - 11 PM; 25mm, By Invitation Only, 1600 pts. Round 1: 9 AM; Round 2: 1:30 PM; Round 3: 7 PM.

## Renaissance Wargaming Society Events

The following tournaments will be run.

## Thursday

### Midday Madness Single Elimination Tourney, 25mm

1-6 PM; 100pt Condensed scale, 1 list, 1 hr Rounds, number dependent on participants. Preset terrain on 4' x 3' table. GM: Steve Roper.

Divide all min/max by 3 rounding up to nearest whole element, 40mm=50p movement scale. Special Rules: Naval and Artillery are optional, No fortifications allowed other than Fixed and Portable Obstacles, Generals cost 10pts more than their element type.

## Friday

### Doubles Open DBR 2.0, 25mm

9 AM - 10 PM; 450 AP up to 2 lists; Normal Scale; 5' x 8' table. Round 1: 9 AM; Round 2: 2 PM; Round 3: 7 PM. GM: Steve Roper.

Scoring and pairing per BHGS 32 pt system; Deployment no closer than 450p from side edge (to allow for 5' x 8' tables).

## Saturday

### Open DBR 2.0, 15mm

9 AM - 10 PM; 400 AP up to 2 lists; Normal Scale. Round 1: 9 AM; Round 2: 2 PM; Round 3: 7 PM. GM: Steve Roper.

Scoring and pairing per BHGS 32pt system.

### Condensed Scale Mini Open DBR 2.0, 25mm

9:30 AM - 6 PM; 250 AP; 1 list only; Normal Scale. Preset terrain on 6' x 4' table. Round 1: 9:30 AM; Round 2: 1 PM; Round 3: 3:30 PM. GM: Steve Roper.

Up to 2 generals (base element cost +10 pts for CinCs and Subs, +5 pts for Allied); Artillery/Naval elements optional; Use ½ of minimums and 2/3rds of maximums (fractions rounded up).

## North East Wargaming Society Events

There will be tournaments for both Warhammer Ancients Battles (WAB) and Warhammer English Civil War (WECW). Lists must be provided to GM and opponent before Round 1. Armies must include an Army General. Please go to [www.wabnews.com](http://www.wabnews.com) for more info.

### Thursday

#### **WAB Doubles, 25mm**

4:30-10:30 PM; 8' x 5' table, 2000 pt list per player (4000 pts per side). Round 1: 4:30 PM; Round 2: 7:30 PM. GM: Vince Salvato.

Please bring a felt ground cloth.

### Friday

#### **WAB Singles – Open All Divisions, 25mm**

8:30 AM - 6 PM; 6' x 4' table, 2000pt list. No allies may be used. Round 1: 8:30 AM; Round 2: Noon; Round 3: 2:15 PM. GM: Don Effinger.

### Saturday

#### **WAB ECW, 25mm**

10 AM - 6 PM; 6' x 4' table, 2000pt list. Round 1: 10 AM; Round 2: 1 PM. GM: Mike Bruck.

## Wargods Events

### Saturday

8 PM - Midnight; 8' x 5' table; GM: Adam Hughes. Sponsor: Crocodile Games.

Come out and play in the Wargods of Aegyptus HMGS East Campaign! Each player can bring a 1500pt warband containing a harbinger with Ka 1 and following all other rules for warband construction. Warbands will be allowed to develop throughout HMGS East conventions.