

Guns of August 2023

PEL

Friday

12-5PM

Game: **Seelow Heights 1945**

Game Master Quickfire Group

Table: 1

Game: Medieval Tournament 4-8 players. Crossed Lance's rules. 2-3 hours. Teen friendly. All goodly knights are invited to a tournament. Everyone will endeavor to prove themselves the best in 3 contests, the Joust, Archery, and the Grand Melee. His lordship will award the winner a golden trophy, a most magnificent prize.

Game Master: Robert Durst

Table 4

Game: What a Cowboy.

Game Master: Mark Haviland

Table 5

Game: **Ards Victor**

Game Master: Gordon Lawyer

Table 10

5-9PM

Game: **Seelow Heights 1945**

Game Master: Quickfire Group

Table 1

Game: Xenos Rampant

Game Master: Chuck Turnitsa/John Snelling

Table 3

Game: What a Cowboy.

Game Master: Mark Haviland

Table 5

Game: **Ards Victor**

Game Master: Gordon Lawyer

Table 10

Saturday

9AM-1PM

Game: Germantown

Game Master: Quickfire Group

Table 1

Game: **Chain of Command**

Game Master Richard Schwab

Table 3

Game: What a Cowboy.

Game Master: Mark Haviland

Table 5

Game: Virginia's Debut - Battle of Hampton Roads

Union spies report that the Rebel monster, Virginia, is preparing to sail out of Norfolk with intent on destroying the fleet in Hampton Roads. You must do your duty to the Union and turn the vile monster back to Norfolk or destroy her!

Rules: Dawn of Iron

Players: 4

Game Master: Patrick Woodard

Table 6

Game: **Bhoys**. 1850's in New York in the bloody sixth Ward. Times are hard. Nativists resent new Immigrants, particularly Irish Catholics, Protestant evangelists enter the neighborhood to proselytize and denounce the Pope in Rome protected by Nativist thugs and the police. Child snatching may occur to provide "opportunity" on Protestant farms in the flat, boring bits in the middle of the country. The Local residents will not tolerate this. Chaos ensues.

On Demand, Kid Friendly

Game Master: Chris Garcia

Table 9

Game: **Ards Victor**

Game Master: Gordon Lawyer

Table 10

1PM-5PM

Game: Commando Raid, WWII. Bolt Action

Game master: Quickfire Group

Table 1

Game: Heat Formula One

Game Master: Chuck Turnitsa

Table 3

Game: **Battle of Naupactus** of Naupactus (Corinthian Gulf) 429 BC. 2-4 players. Thalassa rules. 2-3 hours. Naupactus was an Athenian naval base, giving Athens access to the Peloponnesian peninsula. Corinth and the Peloponnesian League made a plan to capture the base and deny Athenian access to the area. Cnemus, the Corinthian admiral takes the initiative and races his fleet toward Naupactus, Phormio, the Athenian commander pushes his fleet to catch up and beat the Corinthians to the base. This scenario represents a small portion of the sea battle area. The rules focus on individual ship battles and tactics. Ramming, boarding, collisions, “drift”, catapults, ballista, archers, hoplites all have a part to play in this game.

Game Master: Robert Durst

Table 4

Game: What a Cowboy.

Game Master: Mark Haviland

Table 5

Game: Clone Wars: First Battle of Felucia

Jedi trapped on Felucia! Clones are surrounded by Droid forces. Their only hope is to escape on Republic gunships waiting to land on the embattled surface. Jedi cruisers have managed to blow a hole in the Droid defenses and have sent gunships to the rescue!

Rules: Modified Micro-Fubar

Players: 4

Game Master: Patrick Woodard

Table 6

Game: **Bhoys**. 1850's in New York in the Bloody 6th Ward. Times are hard. Nativists resent new Immigrants, particularly Irish Catholics, Protestant evangelists enter the neighborhood to proselytize and denounce the Pope in Rome protected by Nativist thugs and the police. Child snatching may occur to provide “opportunity” on Protestant farms in the flat, boring bits in the middle of the country. The Local residents will not tolerate this. Chaos ensues.

On Demand, Kid Friendly

Game Master: Chris Garcia

Table 9

Game: **Ards Victor**

Game Master: Gordon Lawyer

Table 10

5PM-9PM

Game: Danhammer: 15mm Fantasy

Game Master: Daniel Jackson

Table 1

Game: **Bhoys**. 1850's in New York in the Bloody 6th Ward. Times are hard. Nativists resent new Immigrants, particularly Irish Catholics; Protestant evangelists enter the neighborhood to proselitize and denounce the Pope in Rome protected by Nativist thugs and the police. Child snatching may occur to provide "opportunity" on Protestant farms in the flat, boring bits in the middle of the country. The Local residents will not tolerate this. Chaos ensues.

On Demand, Kid Friendly

Game Master: Chris Garcia

Table 9

Game: **Ards Victor**

Game Master: Gordon Lawyer

Table 10

Vendors:

John Snelling