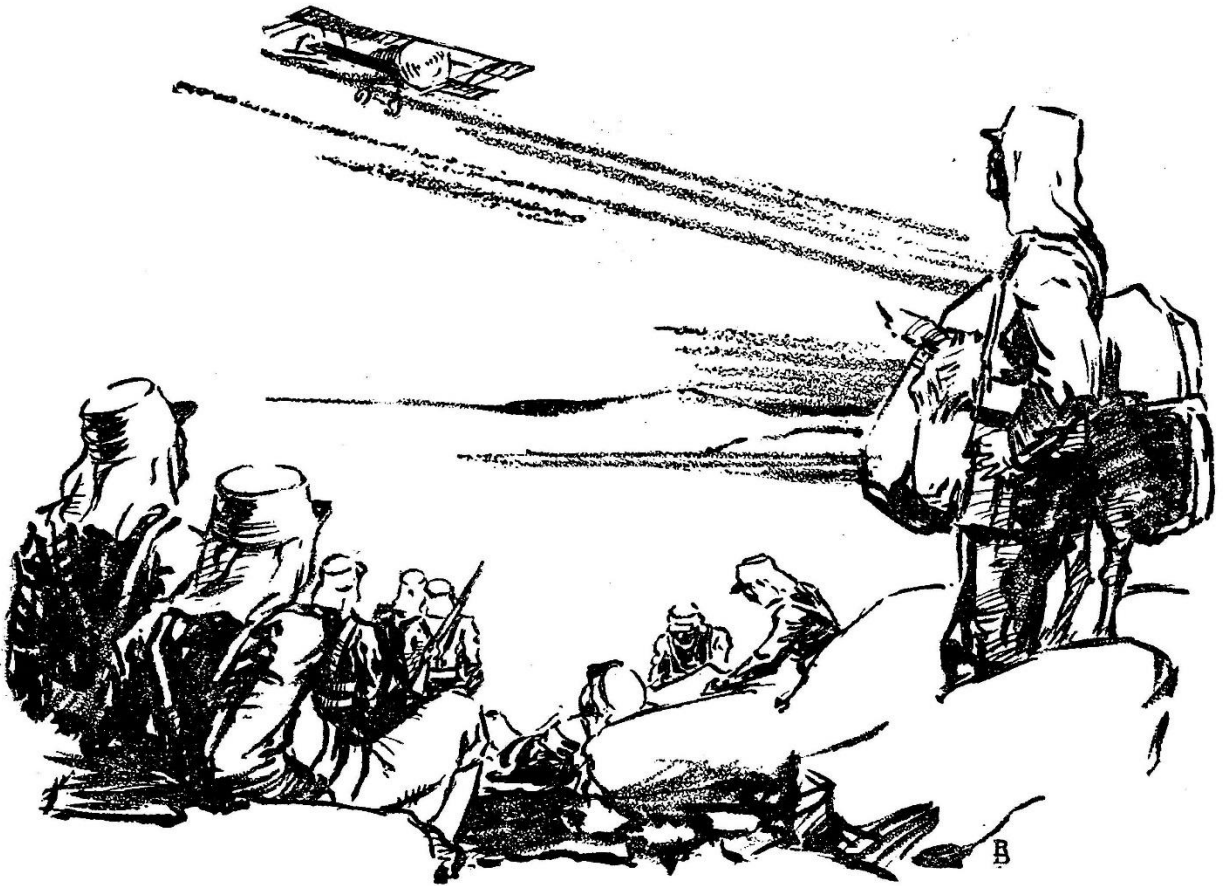


WILLIAMSBURG MUSTER 2019



**HIGH ADVENTURE
BETWEEN THE WARS 1919-39**

Convention Program/Game Directory

February 14-17, 2019

Hours of Operation

Thursday, February 14: 6:00pm – Midnight (unofficial)

Friday, February 15: Noon - Midnight

Saturday, February 16: 8:00am - Midnight

Sunday, February 17: 8:00am – 4:00pm

- Vendors are at their own discretion when to close up their “shop”.
- Gaming tables will remain open past Midnight, if there are games being played.
- Thursday hours are only for open gaming, and vendor setup.

Flea Market

This year’s convention will have an open flea market on Sunday morning, from 9am to noon. Individual tables will be free, on a first come first serve basis. The flea market will be in the Patriot Room (Downstairs), and those wishing to sell items in the flea market can enter at 8:30am to set up their tables.

Hobby Vendors

We would like to thank the vendors attending this event. Our convention would simply not be possible without their support.

BV Traders
Cotton Jim
Dad's Armies
Dragon's Hoard
Old Dominion Game Works
Phalanx Consortium
Pirate Pat
Rubicon Models
Silver Eagle Wargame Supplies
Thoroughbred Miniatures

Vendors are asked to open up their "shops" at Noon on Friday, and at 9:00am on Saturday and Sunday.

We may receive more vendors, and this list may be incomplete, but we will update it regularly.

Wargamer's Raffle

There are a number of items in the raffle each convention – these are provided by our vendors (and we are mightily grateful for their support), as well as by local gamers.

Each item will have a numbered container that you can put raffle tickets in. Each item will have one ticket pulled at a time, during the raffle which takes place Saturday evening at 5pm.

Wargamer's Hospitality Room

In room 105 of the hotel, the convention operates a Hospitality room – drinks and snacks are available for free. Donations to defray cost are accepted, but not required.

Convention Staff

Paul Crouch – Founder
Carl Sciscio – In Memory
Paul Crouch - Founder
Brian Compton - Founder

Jon Krigbaum - Founder
Justin Grabowski - Founder
Chuck Turnitsa - Founder
“Cotton” Jim Russell – Founder

Director, and Assistants

Stephen Preston
John Callahan
Scott Kidd

Flea Market Manager

James Curtis

Vendor Relations

Justin Grabowski

ODMS Meeting Recorder

Stephen Preston

Game Registrar

Chuck Turnitsa

ODMS President

Chuck Turnitsa

Registration Desk

Bill Phillips

Concession Room

Marcy Desmarais

Carol Wood

Charity Raffle

Jim Russell
Paul Crouch

Convention Staff are all members of Old Dominion Military Society, and the annual Director is elected by the club, to manage the effort.

First Timer's Guide

What if I . . .

Want to play a Miniatures Game – Check the program book for scheduled games, and shortly before the start time, come to the table and see if there is an open spot.

Want to play a Board Game – Find a game, or an opponent, or both in the Board Game area (or better, ask the attendants to recommend one), and one of the 804 Gamers Attendants will sit down and teach you how to play.

Shop the Venders – Please do! They have great things for sale, and unlike the Internet, you can actually take a look at it, and talk with a friendly representative about what you are interested. You'll make a friend, and you might get a game you can play this weekend

Play in a Tournament – Usually you have to get in touch with the tournament organizers before the event, but there is always room – so show up to the area the tournament will be in, shortly before it starts, and see if you can get in on the fun. There might be an Entry fee, usually to cover prizes.

Place a bid in the Auction – Buy a ticket from either the registration desk, or in the hospitality suite, and then KEEP ONE TICKET, and PUT ONE TICKET in the labeled bucket for the item you want to win. Drawing will be at Saturday, at 5:00pm.

Get a Drink or Snack – Come to the Hospitality Room at hotel room 105 and get what you like! Sodas, tea, water, chips, snacks, etc. We take donations, but the snacks and drinks are always free.

Play in the LARP – Live Action Role Playing Game – Ask the Registration desk where the HQ room for the LARP is. The theme is Modern Horror (based on the White Wolf Vampire and Werewolf games), set in Hampton Roads. It is called the Seven Cities LARP. The game staff will tell you if you can join, and what you have to do.

Miniatures Games

Miniatures games still remain the main category of games at our convention, not surprising since our convention was started as a Miniatures gaming convention, although we always intended to support all types of games.

Miniatures games, unlike board games, involve a great deal of planning and scheduling – mostly because they require a lot of thought by the Game Master, and also a significant amount of logistics work in getting the armies, terrain, rules – and doing setup. However, as most miniatures gamers will tell you – the results are definitely worth it!

Many of our games are friendly to newcomers – ask the game master, he will tell you if it is suitable as a “learning” game. The same policy goes for children gamers. Some games are happy to have them; others might not be as suitable.

Most of our schedule is full of miniatures games. We also have a number of miniatures tournaments going on.

Miniature Tournaments and Special Events

Bolt Action Doubles – Friday, all day; start at 9am. See Kalissa S. In the Jefferson Room

Bolt Action Singles – Saturday, all day; start at 8am. See Kalissa S. In the Jefferson Room

Flames of War – Saturday, all day, see James in the Patriot Room

Blood and Plunder – Saturday, all day, see Alfred in the Patriot Room

Ninth Age – Saturday, all day, see Todd in the Jefferson Room, Friday night.

Horus Heresy – Saturday, all day, Jefferson Room, see Ben on Friday for details

Modelling & Painting Competition – Saturday, start at noon In the Patriot Room, see Tim G.

Friday Events

FRI Morning (8-Noon)

US Civil War – “The Fog of Fair Oaks” Continues into the Afternoon – Brian Owens (Table TBA)

FRI Afternoon (1-5)

US Civil War Naval – “Hammerin’ Iron” Monitor vs. Virginia. Beginner game. – John Snelling (Table TBA)

WW2 Armor – “What a Tanker” 28mm Tanks – Bocage Country! – Justin Grabowski (Table TBA)

American War of Independence – “Marines in a Jersey Woods” General Washington leads US Marines – Don Carter (Table TBA)

The IRA Attacks – The Irish Republican Army attacks a RIC barracks. Kid Friendly Game, Rules will be taught – Chris Garcia (Table TBA) – Runs throughout by request

Matewan Massacre – The famous 1920 showdown from West Virginia, as a skirmish game. Kid Friendly Game, Rules will be taught – Chris Garcia (Table TBA) – Runs throughout by request

Dungeon Crawl! – Old school using Melee/Wizard rules from Metagaming – Starts at 2:30, Chris Brooks (Table TBA)

FRI Evening (6-10)

Fallout – “Wasteland Warfare” Miniatures based on the Computer Game– William Fleming (Table TBA)

Medieval Skirmish – 28mm Hundred Years War “Lion Rampant” – Michael Andrews (Table TBA)

Battletech: Total Warfare – “The Grinder” – Chuck Stocky (Table TBA)

Bolt Action – “Western Front Clash” - John Callahan (Table TBA)

Samurai Swords – Multi Player Medieval Japan Board Game – Tracy Johnson (Table TBA)

Renaissance – “The Lion and the Viper” Impetus II rules, Venice v. Milan 15mm – William Meissel (Table TBA)

WW2 Desert – “Flame in the Desert” Bolt Action 28mm – John Callahan, PhD (Table TBA)

WW2 Air – “A Game which will live in Infamy” Wings of Glory at Pearl Harbor – Peter Schweighofer (Table TBA)

1930s Pulp – “Hidalgo Fire” Lady Elaine at risk deep in the Jungle, Pulp Alley – Ron Carnegie (Table TBA)

Saturday Events

SAT Morning (8-Noon)

Age of Sail – Close Action “Winter Interception 1781” – Tracy Johnson (Table TBA)

28mm Ancients – Hail Caesar “Hail Alexander, Part Eight” – Glenn Gibson (Table TBA)

Napoleonic – Shako II “1809 Encounter in Bavaria” – Fred Levine (Table TBA)

WW2 Armor – “What a Tanker” 28mm Tanks – Bocage Country! – Justin Grabowski (Table TBA)

WW2 – Panzer Kids “Desert Skirmish” – Peter Schweighofer (Table TBA)

Fantasy – BattleMasters! Chaos v. Knights – Rob Eubanks (Table TBA)

American Civil War – 54mm Hudson Creek – Dan Pruitt (Table TBA)

The IRA Attacks – The Irish Republican Army attacks a RIC barracks. Kid Friendly Game, Rules will be taught – Chris Garcia (Table TBA) – Runs throughout by request

Matewan Massacre – The famous 1920 showdown from West Virginia, as a skirmish game. Kid Friendly Game, Rules will be taught – Chris Garcia (Table TBA) – Runs throughout by request

SAT Afternoon (1-5)

Age of Sail – “Limeys and Slimeys” 28mm Sailing Ships – Brian Whitaker (Table TBA)

The Adventurers – Temple of Horus Boardgame – Tim Grabowski (Table TBA)

Chain of Command - “Hedgerow Hell: Dying for St. Lo” – Justin Grabowski (Table TBA)

15mm WW1 – “Villers-Bretonneux” Mein Panzer WW1 – Kenny Noe (Table TBA)

Middle Earth – Rohirrim Patrol – Rohan v. Orcs – Peter Schweighofer (Table TBA)

3 Musketeers – 40mm Skirmish – “And One for All” – Stephen Preston (Table TBA)

World Powers – “World Powers of the 1930s” 1937 military, economic, diplomatic multi-player boardgame – Terry Jones (Table TBA)

Science Fiction – “Assault from Valedictions Valley” Several scenarios of Space Marines defending a Valley – Sam Hart (Table TBA)

Age of Sail – Close Action “Convoy Defense 1781” – Tracy Johnson (Table TBA)

Battletech – “Deadliest Mechforce” Kestrel Grenadiers v. Black Widow Company – Chuck Stocky (Table TBA)

Sniper – WW2 Skirmish game, loads of fun for any players – Jim Birdseye (Table TBA)

Dungeon Crawl! – Old school using Melee/Wizard rules from Metagaming – Starts at 2:30, Chris Brooks (Table TBA)

The IRA Attacks – The Irish Republican Army attacks a RIC barracks. Kid Friendly Game, Rules will be taught – Chris Garcia (Table TBA) – Runs throughout by request

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SAT Evening (6-10)

Medieval – War of the Roses “KingMaker 2nd Ed.” Boardgame – Tracy Johnson (Table TBA)

American War of Independence - “Battle of the Clouds 1777” 28mm AWI Battle of the Clouds – Mike Caras (Table DBA)

Fantasy – “Fantasy Flyers” Flying figures battle with each other – Dan Jackson (Table TBA)

BattleTech: Total Warfare – “Last Medium Mech Standing” – Chuck Stocky (Table TBA)

ACW Naval – “Hammerin’ Iron” James River Squadron – John Snelling (Table TBA)

28mm Napoleonic – Sharpe’s Practice – “Dealing with Bandits” – Michael MacNeill (Table TBA)

Battletech – “The Sacking of Misby Flats” Using Battletech:Alpha Strike rules – Jason Weiser (Table TBA)

Western Gunfight – “Shootout at Hidalgo Creek” – Gunfighter’s Ball – Ron Carnegie (Table TBA)

Gangsters – “You Dirty Rat!” 28mm Gangsters and Flatfoots in Old Chicago – Stephen Preston (Table TBA)

Sniper – WW2 Skirmish game, loads of fun for any players – Jim Birdseye (Table TBA)

Sunday Events

SUN Morning (8-Noon)

ACW Naval – “Hammerin’ Iron” New Orleans, and the CSS Louisiana – John Snelling (Table TBA)

WW2 Armor – “What a Tanker” 28mm Tanks – Bocage Country! – Justin Grabowski (Table TBA)

