

# Williamsburg Muster 2024



Preliminary Events Listing  
– 30 JAN 2024

## Meal Deals!



**Jolene's the in-hotel Bar & Grill will be open late and offering some awesome deals throughout the weekend including a buffet!**

**Astronomical Pancake House is right down the road from the hotel and will be offering 10% off your entire order all weekend - Just show your badge!**



**The Old City Barbeque Food Truck will be here on Saturday in the Parking Lot! Check them out and get some great, local BBQ**

# Zombicide! All weekend long!



James D., one of our resident Game Masters and Staff members will be running various versions of Zombicide on the ballroom stage all weekend! He is also our late-night events manager, so please see him for questions about late night gaming!

Jump in!



**ODMS Annual**



# **PAINTING** *Competition*

**Saturday, Feb 17th, 2024**

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**Enter any piece from 6mm to 54mm! Top winners earn a trophy  
and will be showcased on ODMS media!**

**More Info**

[www.odmsclub.com](http://www.odmsclub.com)

**Judges provided by the South Eastern Tabletop Gaming Organization (SETGO)**

## Vendors

- Silver Eagle
- Age of glory
- ODGW
- Gaddis Games
- BV traders
- Adora Belle's Armies
- Your Hobby Place
- Miniature building Authority.
- Waterloo Games
- Cotton Jim's Flags
- Dragon's Hoard
- Perky and Howard Miniatures
- Whitaker Miniatures

## Thursday Evening Events

While our main events all occur Friday to Sunday, we are open Thursday evening for pick up gaming.

In addition, two or three local game clubs meet yearly on Thursday at the convention. If you have some extra time, come down early and get some gaming in!

### Star Wars Legion Meetup!

*There will be a Star Wars Legion meetup on Thursday night at Muster. Just camaraderie and pick-up games.*



## Friday Morning Events

First Name	Last Name	Game Title	Day	Time	Size	Table
Timothy	Grabowski	Shadow of the Samurai 1571	Fri, Feb 16	Morning	5 x 6	4B
Simple samurai skirmish game in playtest and based on "Of Silence & Shadow". This game will use 28mm Samurai miniatures to create a basic, beer & pretzels samurai game. 4 players.						

## Friday Afternoon Events

Kenny	Noe	Can we get outta here?!?	Fri, Feb 16	Afternoon	5 x 6	4C
<p>Title: Can we get outta here?!?</p> <p>GM: Old Dominion GameWorks</p> <p>Length: 4 hrs, 8 players</p> <p>Sponsored by: Old Dominion GameWorks,</p> <p>Scale: 28mm</p> <p>Rules: Mein Zombie Rules</p> <p>Come play Mein Zombie!! Great game for all, 8 yrs old and up!! The Zombie Apocalypse is upon us! Join a band of survivors try and reach a safe extraction point. However, to get there they must travel through zombie territory and survive roaming hordes of zombies. The ever-present fear of being eaten alive or bitten and becoming a zombie yourself!</p> <p>No experience necessary. Quick play/learn rules. Under 12 if accompanied by an adult player.</p>						
Don	Carter	Wild West zombies	Fri, Feb 16	Afternoon	5x6	4D
<p>Mein Zombie 25mm an old prospector comes into a small Texas town, with his gold and some small colored rocks. After a few days people start to feel sick. You wake up to the sounds of screams and shooting. The town is full of Zombies You have to find a safe place while looking for other survivors</p>						
Jeffrey	LaRock	Alpha Strike	Fri, Feb 16	Afternoon	5x6	3D
<p>Opposing patrols from the Northwind Highlanders and the remnants of Clan Jade Falcon clash in an industrial district with its own defenses. What's lurking behind that building?</p>						
Will	Nesbitt	Naval Game	Fri, Feb 16	Afternoon	5 x 6	4B
Starting at 1:00. <i>No additional information.</i>						

Robert	Durst	Battle of Chippewa & Lundy's Lane 5-25 July 1814	Fri, Feb 16	Afternoon	5 x 6	3C
<p>The U.S. Army of the North is on the move again! The army is composed of 3 brigades, Brig. Gen. "Old Fuss &amp; Feathers" Winfield Scott commands one regular brigade, Ripley the other regular brigade, and Porter commands the militia and volunteers. All three have crossed into Canada and are determined to wrest control of the entire Niagara River valley from the British.</p> <p>The game will start with Chippewa. Depending on how long the battle goes (the original battle lasted less than an hour), we'll move on to Lundy's Lane. We'll be using Command and Colors rules. 4-6 players.</p>						
Jim	McWee	Escape From the Lake House	Fri, Feb 16	Afternoon	5 x 6	3A
<p>Rules: Don't Look Back Scale: 28mm Description: The weather is great, drinks are flowing, and the tunes are blaring, what a perfect night at the lake...taking a break from the party your group goes for a stroll returning a short time later only to discover all the guests have been brutally murdered! The killer is out there, stalking you, your only hope is to escape in your friend's car but where are the keys!?!?</p>						
John	Drye	Sened Station, Tunisia 1943	Fri, Feb 16	Afternoon	5 x 12	2A
<p>Command Decision 15mm WWII US engagement with Germans and Italians prior to Kasserine. Elements of US 1st Armor and 1st Infantry versus the Afrika Corps.</p>						
Richard	Jaekel	Battle of Williamsburg May 5, 1862	Fri, Feb 16	Afternoon	5 x 6	2B
<p>Pickett's Charge Rules - 15mm Following up the Confederate retreat from Yorktown, the Union division of Brig. Gen. Joseph Hooker encountered the Confederate rearguard of Maj. Gen. Longstreet near Williamsburg.</p>						
Chistian	Ovsenik	Sharps Prattice	Fri, Feb 16	Afternoon	5 x 6	1B
<p><i>No additional information.</i></p>						
Bill	Molyneaux	March or Die !	Fri, Feb 16	Aft / Eve	5 x 12	4A / 4A
<p>French Foreign Legion game in 54mm scale with over 500 figures a massive fort and town let alone a relive column coming to the rescue to the fort! Simple one page rules move big figures roll lots of dice. Bill and Derrick as GMs</p>						



# Friday Evening Events

Allen	Barton	Wars of Ozz	Fri, Feb 16	Evening	5 x 6	1A
<p>“The World of OZZ” 28mm Whim          Armies form as Munchkins and Quaddlings battle the forces of the Winkies and Gillikins, with many various and strange creatures, peoples and forces becoming involved in the Wars of Ozz. "Wars of Ozz" is an exciting set of rules written by Colonel. (retired) Buck Surdu, A mixture of history and fantasy with whole new people's. This is our land of Ozz, so do not expect to see Dorothy or Toto. Tired of the same old thing over and over, Napoleonics, orcs and dwarves?          Then keep keep an eye out for this exciting project!! Enough space for 4 players.</p>						
Stephen	Preston	A Very Uncivil Affair	Fri, Feb 16	Evening	5 x 6	2D
<p>Mud and Blood, 28mm World War I and the Arab Revolt          Lawrence of Arabia and his Arab Allies attack a Railroad Depot</p>						
Ron	Carnegie	Midnight at the Oasis	Fri, Feb 16	Evening	5 x 6	2B
David	Bonk	Great Northern War, 1705	Fri, Feb 16	Evening	5 x 12	6D
<p>In 1705 Peter the Great sent a large force of infantry and cavalry into Poland to assist the Saxons in their war with Charles XII of Sweden. Learning the Russians had established a base at the Polish town of Nowicki Charles ordered the capture of the town and destruction of the Russian base. Six players.</p>						
Richard	Schwab	6mm ACW	Fri, Feb 16	Evening	5x6	3B
<p>A Corp level ACW game, with brigades as maneuver units. The rules are a work in progress!</p>						
Mitch	Mitchell	Where's the Map?	Fri, Feb 16	Evening	5 x 6	3C
<p>Rules: WWII Assault          Scale: 28mm          Players: 6          Description: The Grain Elevator was built like a fortress with solid concrete walls. This became the site of the famous Stalingrad battle as a small group of Soviets soldiers held out against everything the Germans could throw at them, including flamethrowers, tanks and Stuka bombings. The Soviets held on even as the grain stores caught fire. The Germans had to clear the building floor-by-floor and room-by-room through the bombed-out debris. The two sides engaged in close quarter combat on alternate levels, even attacking each other through holes in the floor. Come choose a side and enjoy WWII wargaming at its best! Presented by The Jacksonville Garrison and Skirmish Game Con.</p>						

Ronald	Bingham	Kursk 1942 "What a Tanker"	Fri, Feb 16	Evening	5 x 12	2A
<p>Kursk 1942, Epic "What a Tanker" battle in Central Russia, July 1942. Players will command Tiger I, PzIIIs &amp; PzIVs, T-34s and SU76s. 10 players</p>						
Matt	DeWeese	Star Wars legion	Fri, Feb 16	Evening	5 x 6	1B
<p>Star Wars: Legion invites you to enter the ground battles of the Galactic Civil War as the commander of a unique army led with troopers, powerful vehicles, and iconic characters.</p>						
David	Wilson	Battle Of Nantwich January 25th, 1644	Fri, Feb 16	Evening	5 x 6	1C
<p>Peter Pig rules, Regiment of Foot 1st addition ECW 15mm up to 3 players. The royalist army under Sir Byron find a small Parliamentary Garrison at Nantwich and decide to attack before Lord Fairfax can react. Can the Royalist army push the Garrison out of the town before Fairfax arrives with reinforcement. There is only one way to find out, that with a push of the pike.</p>						
Chuck	Stocky	The Grinder	Fri, Feb 16	Evening	5 x 6	1D
<p>Battletech-Total Warfare All materials will be provided. This scenario is designed to appeal to all levels of skill but targeted to the interests of the inexperienced. The focus of the Grinder is to have fun, kill mechs and also to be killed. Winning is not important nor is trying to be the best. What is important is the enjoyment that is expressed by the players. This event runs until at least midnight. Walk ups are welcome from start to finish.</p>						
Jon	Lundberg	Advance on Pfalzburg	Fri, Feb 16	Evening	5 x 12	4C
<p>Franch and Bavarian Troops are fumbling towards each other in the opening stages of the Franco Prussian War. This is a meeting engagement that is NOT guaranteed to be an even match. React to evolving situation appropriately. Call for reinforcements if needed. 28mm figures using heavily modified Sword and the Flame</p>						
Christian	Meador	The Last Voyage of the Monarch	Fri, Feb 16	Evening	5 x 12	3D / 3E
<p>A Starship Captains game set in the Aliens universe. The colony ship Monarch mutinied against Seegson corporation and disappeared into the Blight six months ago. It has returned but is not answering hails. Now starships from Weyland Yutani, the Tyrell Corporation, the Colonial Marshalls and the Colonial Marines are converging on the ship to answer the mystery of what happened on the Last Voyage of the Monarch.  Uses the Captain's Chair rules set (homebrew), rules will be taught.</p>						

# Saturday Morning Events

David	Bonk	Great Northern War, 1705	Sat, Feb 17	Morning	5 x 12	6D
<p>In 1705 Peter the Great sent a large force of infantry and cavalry into Poland to assist the Saxons in their war with Charles XII of Sweden. Learning the Russians had established a base at the Polish town of Nowicki Charles ordered the capture of the town and destruction of the Russian base. Six players.</p>						
Keith	Wytttenbach	Battle of Tamai - 1884	Sat, Feb 17	Morning	5 x 12	4A
<p>Battle of Tamai – Sudan - 13 March 1884            The British Field Force is confronted by a colonial adversary that did not conveniently present themselves to be shot down by superior firepower. In order to force a battle, the British will have to draw them out. Take command of either the British or Dervish forces and help determine the outcome of this battle. This battle will be “up close and personal” using 28mm figures. Rules are easy and will be taught. Children under 12 welcome with an accompanying adult.            Players: 6-8            Rules: Battles for Empire II            Scale: 28mm</p>						
Roger	Kennedy	Napoleon Columbia Block	Sat, Feb 17	Morning	5 x 6	1C
<p>Napoleon is a Columbia block game featuring the Waterloo Campaign of 1815. The game allows for strategic movement and tactical battles all using the unique and very simple Columbia block gaming system. The game plays very quickly and with three armies you could have that many players, or just one Anglo-Allied player. Burden of attack is of course on the French. Game scale is operational with Divisional sized units.</p>						

Mitch	Mitchell	Enemy at the Granary	Sat, Feb 17	Morning	5 x 6	3C
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Rules: WWII Assault  
Scale: 28mm  
Players: 6  
Description: The Grain Elevator was built like a fortress with solid concrete walls. This became the site of the famous Stalingrad battle as a small group of Soviets soldiers held out against everything the Germans could throw at them, including flamethrowers, tanks and Stuka bombings. The Soviets held on even as the grain stores caught fire. The Germans had to clear the building floor-by-floor and room-by-room through the bombed-out debris. The two sides engaged in close quarter combat on alternate levels, even attacking each other through holes in the floor. Come choose a side and enjoy WWII wargaming at it's best! Presented by The Jacksonville Garrison and Skirmish Game Con.

Chuck	Stocky	The Battle of Yavin	Sat, Feb 17	Morning	5 x 6	1D
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X-Wing 2.5  
With the Death Star quickly approaching the secret base on Yavin IV, Rebel pilots launched an attack on the imperial battle station in a desperate bid to save the Rebellion. Harried by laser fire from the Death Star's towers and pursued by Imperial pilots led by Darth Vader Himself, the Rebels' target is an exhaust port only two meters wide.

Tim	Grabowski	Anglo-Cherokee War 1760	Sat, Feb 17	Morning	5 x 6	3A
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Skirmish level game focuses on Governor Lyttleton's declaration of War on the Cherokee. Continue the trend of hollow victory over the Cherokee or change history and create a native people's victory!

Rules - Rebels and Patriots: Wargaming Rules for North America: Colonies to Civil War.

2 Players (multiple rounds)

Don	Carter	Wild West Zombies 2	Sat, Feb 17	Morning	5 x 6	4D
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Mein Zombie 25mm An old prospector comes into a small Texas town, with his gold and some small colored rocks. After a few days people start to feel sick. You wake up to the sounds of screams and shooting. The town is full of Zombies You have to find a safe place while looking for other survivors (same game as Friday afternoon)

Will	Nesbitt	Fantasy Battle	Sat, Feb 17	Morning	5 x 6	4B
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*Starts at 9am. No further description.*

William	Bradford	Legions Imperialis	Sat, Feb 17	Morning	5 x 6	3B
Demo Games of Legions Imperialis, Games Workshop, 8mm. Currently expecting 2 to 4 players.						
Robert	Durst	Battle of Trent's Reach 23 January 1865	Sat, Feb 17	Morning	5 x 6	3D
The James River Squadron, pride of the Confederate States Navy is attempting the breakthrough the U.S. James River blockading force, reach City Point bombarding the docks and warehouses holding the supplies for the Union Army besieging Richmond and maybe disrupt the headquarters of U.S. Grant. The squadron held the largest concentration of ironclads the Confederacy ever had; CSS Fredericksburg, Virginia II, Richmond, and several other supporting vessels. The Union had the Onondaga, a double turret monitor, some large gunboats, shore gun batteries, river obstructions and mines to keep the Confederates from their objective. The squadron is starting their run down the river in the early hours of the day, while it is still dark. Can they make it through the defense without being detected?						
We'll be using the Portable Ironclad War-game rules. 4-6 players.						
Jon	Lundberg	Summoning in Pfalzburg	Sat, Feb 17	Morning	5 x 12	4C
A sleepy town in Alsace is a cauldron of Occult activity. A Portal appeared and creatures poured forth. A mysterious Doctor has been conducting experiments in the woods. Teams of various factions have showed up to shut things down or acquire the secrets for themselves. 28mm Fist full of Lead						
Richard	Jaekel	Battle of Williamsburg May 5, 1862	Sat, Feb 17	Morning	5 x 6	2B
Pickett's Charge Rules - 15mm Following up the Confederate retreat from Yorktown, the Union division of Brig. Gen. Joseph Hooker encountered the Confederate rearguard of Maj. Gen. Longstreet near Williamsburg.						
Chris	Borucki	Two Fisted in the Wilderness	Sat, Feb 17	Morning	5 x 6	7B
<i>No further information.</i>						
Joshua	Rowe	The Battle of Guilford Courthouse	Sat, Feb 17	Mor / Aft	5 x 6	3E / 3E
The battle that ended the 1781 Southern Campaign of the American War of Independence. 10mm figures using the rules Live Free or Die.						

# Saturday Afternoon Events

David	Wilson	Hold the Bridge!	Sat, Feb 17	Afternoon	5 x 6	3D
<p>Peter Pig rules, Regiment of Foot 1st addition            ECW 15mm up to 3 players.            The royalist army under Sir Byron found a small Parliamentary Garrison at Nantwich and decide to attack before Lord Fairfax can react. Can the Royalist army push the Garrison out of the town before Fairfax arrives with reinforcement. There is only one way to find out, that with a push of the pike.</p>						
Kenny	Noe	Bloody Crossroads	Sat, Feb 17	Afternoon	5 x 12	4C
<p>Title: Bloody Crossroads            GM: Kenny Noe            Length: 3 hrs, 6 players            Sponsor: Old Dominion Game Works            Scale: Modern 12mm            Rules: Mein Panzer Core Rules</p> <p>Fight in the hot Sinai desert as the Israeli forces plowing west toward the canal are suddenly opposed by a surprising stout resistance of Egyptian forces. It's day two of the Six Day War and anything can happen!!</p> <p>No experience necessary. Quick play/learn rules. Under 12 if accompanied by an adult player.</p>						
Chuck	Stocky	Mercenary Showdown	Sat, Feb 17	Afternoon	5 x 6	1D
<p>Battletech- Total Warfare            Wolf's Dragoons will step forward to play the winner of the previous Mercenary Showdown played at Convivial. Join the challenger or champion to further their fortune in the merc games.</p>						

Howard	Meissel	The battle of Gitschin June 29th 1866	Sat, Feb 17	Afternoon	5 x 6	3C
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The Austro-Prussian War of 1866 proved to be both a strategic and tactical disaster for Austria. In mid-June Prussian armies passed over the Riesen Mountains and descended on Bohemia. The Prussian infantry was armed with rapid firing Dreyse "needle guns" and the Austrians responded by using unsuitable "stosstaktiks" resulting in heavy Austrian losses. At the Battle of Gitschin an Austrian Corps supported by Saxon allies attempted to hold the town in order to prevent a junction of two Prussian armies. However, a then unknown change in Austrian strategic plans made the battle unnecessary. While not an Austrian victory it was a hard-fought battle resulting in casualties that were nearly even. The game master may inject some "what if" factors into the game to keep the players on their toes and produce an alternate outcome.

Sponsored by Tidewater Historical Wargamers: 4 to 6 players 2 to 3 hours using modified Bloody Big Battles rules.

Michael	Kelley	Battle of Bennington 1777	Sat, Feb 17	Afternoon	5x6	4A
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Scale 28mm

Rules Black Powder

Brunswick Dragoons try the stave off defeat against Rebel Militia and the Green Mountain Boys.

Jon	Watson	Another Night on Endor	Sat, Feb 17	Afternoon	5 x 6	1B
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Stormtroopers on a long-range foot patrol when the sky lights up in a titanic explosion. Cut off from Imperial forces, the patrol must make its way back to base. But night is falling, and the trees just started speaking Ewok...

Peter	Schweighofer	Hungry Orcs!	Sat, Feb 17	Afternoon	5 x 6	1C
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Orcs are on the march from Isengard to Helm's Deep...and they're hungry! A foraging party comes upon Wulfric's farm and tries making off with the livestock. A Rohirrim patrol led by King Theoden's nephew Eomer sees smoke from the burning farmhouse and rides to the rescue. Rules taught. Wargaming beginners welcome, curious grognards encouraged. Kid-friendly game. Uses Osprey's Dragon Rampant rules and 54mm miniatures.

Greg	Pooler	Stalingrad What a Tanker	Sat, Feb 17	Afternoon	5 x 12	2A
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Battle over 12 feet of city reduced to rubble! Teams of Soviet and German tank commanders deploy their forces to attempt to capture and hold key objectives throughout the bombed-out remains of Stalingrad. Players must balance offensive and defensive tactics to achieve them objectives in the ruins of the once great city! 10 Players, 13+, participants eligible for raffle prizes!

Jeffrey	LaRock	Redcoats and Tomahawks	Sat, Feb 17	Afternoon	5x6	3B
Shawnee warriors collide with Wayne's Legion of the United States in the winter before Fallen Timbers. If you go down to the woods today...						
JC	Lira	The Aristeia of Hector	Sat, Feb 17	Afternoon	5 x 6	2B
While Achilles sulks in his tent, Hector of Troy attempts to overcome the ramparts of the Greek camp and set the invaders' ships ablaze!						
28mm scale, modified of Gods and Mortals rule set.						
Justin	Grabowski	Crossroads at Normandy	Sat, Feb 17	Afternoon	5 x 6	3A
28mm WWII skirmish using the One-Hour Skirmish Rules. Up to 5 players.						
Robert	Durst	Earth Republic vs. Star Confederation	Sat, Feb 17	Afternoon	5 x 6	4B
This will be a scenario from the book series "Rise of the Republic". Earth has developed FTL travel and is now venturing far beyond our solar system, unfortunately we run straight into an expanding military confederation of 7 alien species. Soon, Earth is leading the fight to free the human and alien worlds in the galaxy. This will be an engagement of opposing fleets in our solar system or another far away.						
2-4 players. Combination of "Starfighter" and "Battleship Galaxies" rules. Large 6' x 4' star map						
Peter	Panzeri	Axis & Allies	Sat, Feb 17	Afternoon	5 x 12	6A / 7A
<i>No further information.</i>						
Patrick	Berkebile	Pour La Patrie	Sat, Feb 17	Afternoon	5 x 6	7B
<i>No further information.</i>						
Chris	Brooks	Raid the Rails, Kill the Iron Horse	Sat, Feb 17	Aft / Eve	5 x 12	2C / 2C
Brother Against Brother, 54mm Set in the aftermath of the battle of Vera Cruz, Mexican Imperial forces attempt to raid an American crew attempting to rebuild the rail line to Mexico City. An all arms affair in one of the many small battles during the fictional Second Mexican American War. 4 -6 players, 2-3 hours						



# Saturday Evening Events

Michael	Pooler	Stalingrad Hail of Fire	Sat, Feb 17	Evening	5 x 12	2A
<p>Battle over 12 feet of city reduced to rubble! Teams of Soviet and German commanders deploy their forces to attempt to capture and hold key objectives throughout the bombed-out remains of Stalingrad. Players must balance offensive and defensive tactics to achieve them. objectives, while their troops try to survive the chaos of artillery and airstrikes in the ruins of the once great city! 8 Players, 13+, participants eligible for raffle prizes!</p>						
Stephen	Preston	A Very Uncivil Affair the Younger	Sat, Feb 17	Evening	5 x 12	4C
<p>Federal and Confederate Troops clash somewhere in Virginia sometime in 1863....</p>						
Dave	Allnutt	Not again! The Rescue of Ann Darrow Redux....	Sat, Feb 17	Evening	5 x 6	3A
<p>Hard to believe, but Ann Darrow has managed to Get captured by King Kong yet again. This will be another expedition into the jungle two find and rescue a.m., as well as capture King Kong. Can your group of adventurers be the heroes? Who knows, maybe you'll find a monkey... (For those of you that played last time, there will be a few new twists...)</p>						
Sean	Conlon	Speeder Bike Racing	Sat, Feb 17	Evening	5 x 12	2C
<p>15mm Sci Fi - House Rules 8 people for 4 hours</p> <p>The Bantha 500 Speeder Bike Invitational, Presented by Yorbaa the Hutt, from sunny, scenic Mos Vegas. Swoop through streets and canyons to be the race winner! No rules lawyers, disgruntled people, or children under 16 please.</p>						
Mike	Bryne	Red Counter Attaxk	Sat, Feb 17	Evening	5 x 6	2C
<p><i>No further information.</i></p>						

Peter	Schweighofer	South Pacific Patrol	Sat, Feb 17	Evening	5 x 6	4B
Solomon Islands, January 1943 – Japanese naval forces send transports and destroyers to reinforce troops desperately fighting American Marines on Guadalcanal. American PT boats patrol in an attempt to intercept them. Learn the Gridded Naval Wargames rules commanding a ship during a daylight cruise, then undertake a mission under cover of night. Rules taught, ship captains of all experience levels welcome. 8 players.						
Ron	Bingham	Waterloo Maximus	Sat, Feb 17	Evening	5 x 12	4A
Chariot Race for the glory of Rome! 28mm Chariot race based on the old Avalon Hill Circus Maximus chariot board game.  Up to 10 charioteers						
Bob	Vance	Nap Bolt Action Fantasy	Sat, Feb 17	M Aft Ev	5 x 12	2C
<i>No further information.</i>						
Patrick	Woodard	A Devil of a Whippin' - The Battle of Cowpens	Sat, Feb 17	M Aft Ev	5 x 6	2D
On January 17, 1781, Daniel Morgan dealt a humiliating defeat to one of the most elite and feared commanders during the American Revolution, Col. Banastre Tarleton. The news of Tarleton's defeat at the hands of these untrained American farmers angered Cornwallis so intently that he snapped his saber in two as Tarleton gave his report. Cornwallis vowed to chase Morgan and Greene "to the end of the world" and began the Race to the Dan. Can you deal the same crushing defeat that occurred historically and preserve the army for the coming campaign in the Carolinas?  No. of players: 4 Rules: Live Free or Die Game time: 4 hours						

## Sunday Events

*Most tables will be open and available on Sunday!*

# Flea MARKET

SUNDAY



**18 FEBRUARY, 2024**

**9:00AM TO 11:00AM**

**BALL ROOM**

**BRING YOUR PILE OF SHAME TO SELL**

# Warhammer: The Horus Heresy

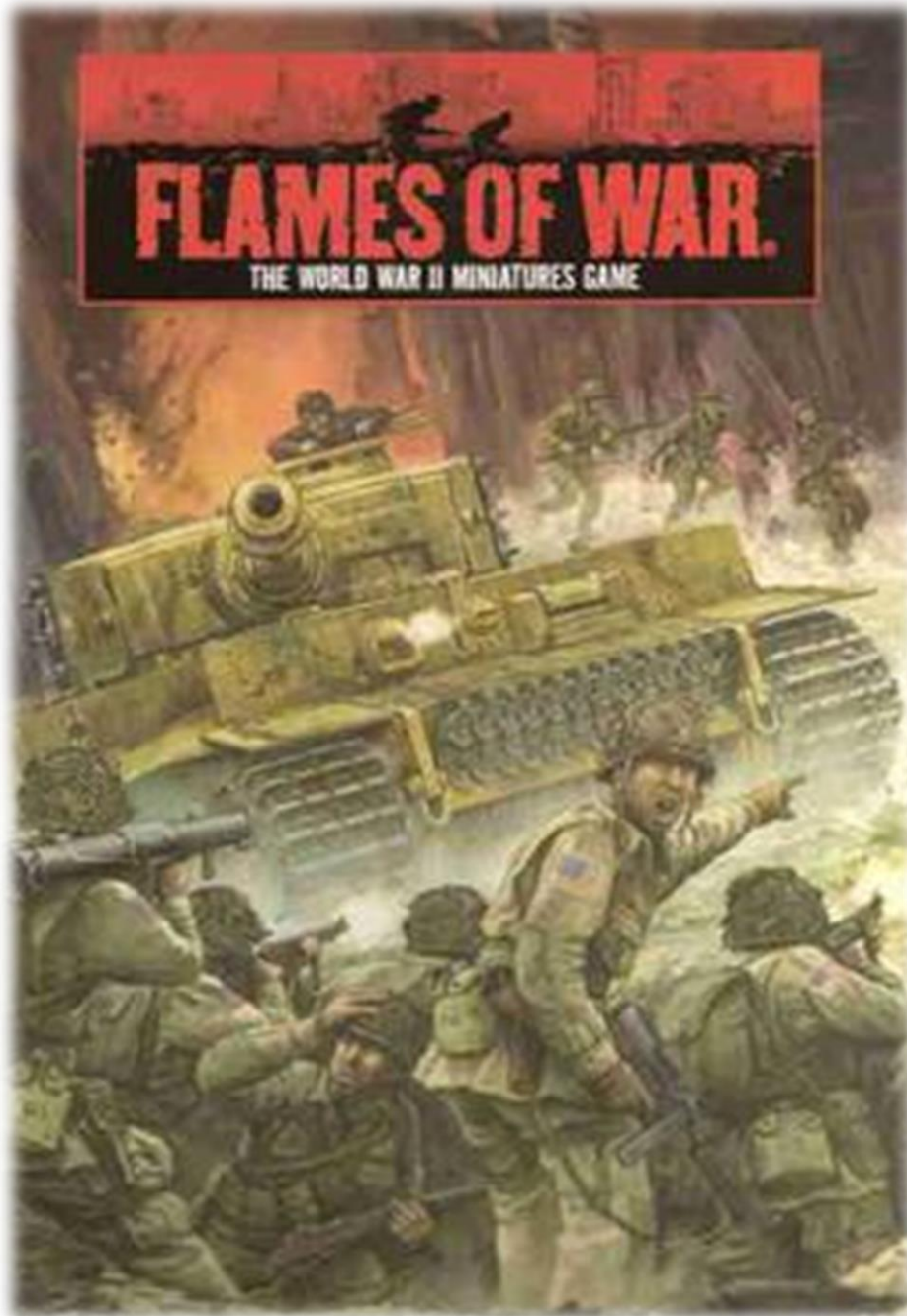
By: Hampton Roads Heresy

*Saturday 17<sup>th</sup>, 2024*



# Flames of War Tournament

Friday & Sunday 16<sup>th</sup> & 17<sup>th</sup>, 2024



# Bolt Action Tournament

*Saturday 17<sup>th</sup>, 2024*

