

## Friday Morning 9 – 1PM

**Table 3B** Marvel Universe using the amazing 40mm models by Atomic Mass Games. Marvel Crisis Protocol is a skirmish game where you can play as some of your favorite Marvel characters in a cooperative, competitive, or narrative scenario.

**Table 3D** The Battle of Wyse Fork of March 1865 was in Kinston, NC while the Confederates needed to stop the Union army's advance into North Carolina. Confederate General Hoke leads a massive flank attack on the Union army similarly to a Jackson style attack! This is a 54mm massive game with Donald Featherstone Rules.

**Table 2C Fontenoy 1745**-We'll be using the Black Powder rules and Wofun Games 18mm acrylic miniatures. Come and join the fun.

## Friday Afternoon 2 - 6

**Table 1B: Harad Goes Raiding** - Harad infiltrated an army into the southern portion of Mirkwood. From there the Haradrim have sent out a raiding party. It ambushed a caravan of dwarves, taking hostages, gold, and an Arkenstone. A large force of dwarves and men from Dale have caught up to the raiders. It is rumored they have some ogres and help is coming. 2-4 players. Dragon Rampant rules. 28mm scale.

**Table 1C: Warhammer Buries Gold**- The Imperial fleet of Karl Franz has acquired a map showing the location of a buried treasure. Spies have informed the admiral of Bretonnian fleet and it has put to sea in pursuit. Unfortunately the map was not very accurate and the island must be searched for the gold. Victory is determined by enemies sunk or captured, and extra battle honours for the admiral who escapes with the treasure. Up to 4 players, no experience required, all materials are provided.

**Table 1E: Bishops go to War** –

**Table 2A: Alternate Trenton 1776**- We all know Washington crossed the Delaware River and surprised the Hessians at Trenton. But what if the Hessians had even 30 minutes warning of the American attack? Could the Hessians deploy and put up a better defense? What provisions might they be able to save? Come find out. Rules will be taught. Kids welcome with accompanying adult.

**Table 2B: Flick Fleet** - is a space combat dexterity game where you flick your ships into position and then flick dice at your opponent's ships to damage them.

**Table 2C: Albuera Spain 1811** - A Divisional level game to battle for the high ground near Albuera, Spain, May 16, 1811. Up to 7 players will each command a Brigade in an "Soldiers of Napoleon" game. SoN is an exciting Card activated Napoleonic game system.

**Table 2D: Battle of Outlands** - Theme game; 15mm; Regimental Fire and Fury; 6 players; 3.5 hours  
the Hessians deploy and put up a better defense? What provisions might they be able to save? Come find out. Rules will be taught. Kids welcome with accompanying adult.

**Table 3B: Marvel Crises** - 2-3 People join in to defeat a villain of the Marvel Universe using the amazing 40mm models by Atomic Mass Games. Is a skirmish game where you can play as some of your favorite marvel characters in a cooperative, competitive, or narrative scenario.

**Table 3C: ( Ultra Modern Combat) Defense of Burgertown** - US Army Rangers and Russian VDV clash over the iconic American burger chain during a hypothetical invasion of the US, inspired by the Call of Duty Modern Warfare series.

## Friday Evening 7 – 11PM

**Table 1A; The Grinder** - All materials will be provided. This scenario is designed to appeal to all skill levels but targeted to the interests of the inexperienced. The focus of the Grinder is to have fun, kill mechs, and be killed. Winning is not important, nor is trying to be the best. What is important is the enjoyment that the players express. This event runs until at least midnight. Walk-ups are welcome from start to finish.

**Table 1C / 1D: Showdown in Somalia** -

**Table 1E: Revolting Town** -

**Table 1G: Sabang 1942** - The Japanese have captured Kalidjati airfield on Java. The Dutch Mobile Unit launches a counterattack against Colonel Shoji's HQ in the town of Sabang on the way to retake the airport. 28mm using Chain of Command. 5 players.

**Table 2B: Action at Gloucester Point** -

**Table 2C: Mayhem in Nicaragua** - It is 1930 as a US Marine detachment tries to control a small Nicaraguan town. Mayhem erupts as bandits, rebels, nationalists, and US forces all vie for supremacy in the region. 28mm Home Grown rules.

**Table 2D: Napoleonics**

**Table 2E:**

**Table 2F:**

**Table 3A: Occupy the Island** - 15 MM Greeks and Persians will fight it out on Triremes and ashore for the islands' most precious commodity in the Aegean, fresh water. My Galley Sally Rules / Men of Bronze

**Table 3B: SETCO** -2-3 People join in to defeat a villain of the Marvel Universe using the amazing 40mm models by Atomic Mass Games. Is a skirmish game where you can play as some of your favorite marvel characters in a cooperative, competitive, or narrative scenario.

**Table 3C: (Team- Yankee) Highway** - 15mm WW3 using Battlefront's Team Yanked rules. Soviet First Echelon forces engage an entrenched US Mechanized Company. Scenario intended to be used for demo games or open play.

**Table 3D: Nagashino** - The mighty Takeda clan, renowned for their fearsome cavalry charges, lays siege to Nagashino Castle, aiming to crush the alliance between Nobunaga and Ieyasu before reinforcements arrive. Takeda Katsuyori's forces must break through swiftly or face annihilation. Opposing them stands a deadly defensive line of arquebusiers, protected by wooden palisades, ready to unleash a relentless storm of gunfire.

**Might and Mettle Rules:** Designed for quick decision-making and fluid gameplay, these rules allow both veterans and newcomers to dive into the action with ease.

**Historical Flavor:** Special mechanics for Takeda cavalry charges, arquebus volleys, and fortified defenses ensure an immersive recreation of this iconic battle.

**Fast-Paced Fun:** The game is built for engagement and excitement, with a streamlined setup and a playtime of under three hours.

## Saturday Morning 9 – 1PM

**Table 1A; Aurigan Convey Raid** - All materials will be provided. This scenario is designed to appeal to all skill levels but targeted to the interests of the inexperienced. The focus of the Grinder is to have fun, kill mechs, and be killed. Winning is not important, nor is trying to be the best. What is important is the enjoyment that the players express. This event runs until at least midnight. Walk-ups are welcome from start to finish.

**Table 1B: Warhammer Treasure Fleet**- A Dwarven treasure fleet is returning home, groaning under the weight of gold in its hold. High Elf spies have found out the fleet's course and the High Elves have been dispatched to intercept it. The treasure fleet must fight its way through or the Dwarfs will face disgrace on their return home. Up to four players will team up to control two fleets for this raging sea battle in the World of Warhammer! No experience required, all materials are provided.

**Table 1C: Advance on St. Manvieu** -

**Table 1D; Coruna (1809) Part 1**- Merle's division arrived and drove off the British pickets. Then Mermet's division arrived, extending the French position on the left. The British began the attack on the opposite heights.

**Table 1E: Bishop goes to War** –

**1G; Battle of River Platte:** Ajax, Achilles, and Exeter have found the Graff Spee, pocket battleship. Each player will take one of the ships. 1/2400, Rules Tide of War, Surface Engagements Atlantic

**Table 2A: Battle of New Guinea**- A trial of my new air to air combat rules called Boom and Zoom. The rules abstract movement to allow the player to focus on the decision making during air combat. At the beginning of their turn each player rolls 6 dice to determine their "hand" for the turn. Each plane is a plane but the US air fly in pairs.

This second scenario will pit P-40s trying to intercept Vals on a bombing mission. Will the transport be saved??

**Table 2B: Flick Fleet** - FlickFleet is a space combat dexterity game where you flick your ships into position and then flick dice at your opponent's ships to damage them.

**Table 2C: Town vs Crown** - The time for talk is over. The town has risen against the weight of the crown's rule, fueled by frustration over taxation, corruption, and royal decrees. Armed with makeshift weapons, barricades, and sheer determination, the rebels have rallied their militia and a smattering of sympathetic nobles to their cause. But the Crown will not allow this defiance to spread—its forces, led by disciplined knights and backed by an abundance of heavy cavalry, march to crush the rebellion and restore order.

**Scenario Overview:**

**The Town:** With strength in numbers and the advantage of familiar streets and defensive fortifications, the town militia seeks to protect key positions and repel the royal assault long enough for reinforcements to arrive.

**The Crown:** Boasting the might of trained soldiers and powerful cavalry, the royal forces aim to sweep through the town's defenses, eliminate the leaders of the rebellion, and reclaim control.

**Key Questions:**

Can the Town hold the line, using the narrow streets and barricades to neutralize the Crown's heavy cavalry?

Will the Crown break through and demonstrate the unyielding authority of the throne?

**Gameplay Features:**

**Might & Mettle Rules:** Designed for fast-paced and engaging battles, the rules emphasize streamlined decision-making and epic moments, perfect for both newcomers and veterans.

**Dynamic Objectives:**

Town rebels must hold key locations: the market square, the town hall, and the defensive gates. The Crown must capture these locations or rout the militia before reinforcements arrive.

**Special Units and Features:**

**Town Militia:** While poorly equipped, the militia is resourceful and benefits from terrain familiarity. **Bonuses** for barricade defense and fighting in narrow streets.

**Peasant Levy:** High in numbers but prone to morale breaks, they can bolster defenses if led by nobles.

**Noble Allies:** Skilled fighters who can inspire nearby units to stand firm.

**Crown Knights:** Heavy cavalry with the power to deliver devastating charges, particularly in open spaces.

**Royal Infantry:** Disciplined and versatile, capable of holding the line or breaching defenses. Natural advantages for the town rebels, these features funnel and slow the Crown's forces, neutralizing some of their cavalry's power.

**Table 2D: American Civil War –**

**Table 2E: Bolt Action Tournament –**

**Table 2F: Bolt Action Tournament –**

**Table 2G: Bolt Action Tournament –**

**Table 3A: battle of Tolosa-**

**Table3B: SETCO-**

**Table 3C: Battle of Plum Point May 10 1862** - A squadron of ironclad gunboats, "Pook's" Turtles", are guarding several mortar rafts, that have been tasked with firing on Ft. Pillow and forcing its surrender. The Confederate River Defense Force with several steam rams are intent

on destroying the rafts and sinking the gunboats. 2-4 players. Portable Ironclad Rules. 1/600 scale

### Table 3D: Clash at Casteluna (Hundred Years War) - Blood and Crowns 28mm

The year is 1372, and the Hundred Years' War rages across France. Southern France, a region of fertile lands and strategic towns, is now the site of another brutal confrontation. Outside the castle of Castelune, nestled near a once-thriving town, two opposing forces prepare for battle

On one side stands an English alliance, bolstered by seasoned archers and battle-hardened knights, and supported by a contingent of Spanish mercenaries, seeking to maintain their foothold in the region. Across the field, a determined French force, with the strength of chivalry and pride, is aided by their own Spanish allies, ready to fight for honor and control of the region.

The town of Castelune, once a peaceful stronghold, is now the focus of an epic battle where strategies will clash, alliances will be tested, and the fate of southern France may hang in the balance.

Scenario Overview: Players will take command of two English armies, each fielding knights, longbowmen, and infantry, alongside their Spanish allies. Their goal is to capture the town and the castle's strategic strongholds while holding off the French assault. On the opposing side, two French armies, reinforced by their own Spanish allies, will attempt to break the English defense and reclaim Castelune for the Crown of France.

### Table 3E: War of Oz -

### Table 3F: MBA-

### Table 3G: Bolt Action-

## Saturday Afternoon 2 – 6PM

### Table 1A: Mercenary Showdown - Battletech: Total Warfare 1:285

In this game, we pit The Northwind Highlanders against the Grey Death Legion in a fight to find out which merc unit will come out on top.

**Table 1C: Wildcats & Zeros**-Wildcats and Zeros in the Slot will be using a new set of unpublished rules called Boom and Zoom. Instead of focusing on inches or hexes B&Z has you focusing on tactics and opportunities. Each player rolls six dice to determine their "hand" for the turn.

The US will need to fly in pairs to offset the Zero's abilities while the Japanese will need to exploit their maneuverability and firepower to win. Who will control the slot today?

### Table 1D: Coruna 1809 (Part 2)- Rules: Shako II Scale: 10 mm

Marshal Soult tried to turn the British right flank, trapping them against the sea. Moore stationed himself at the Pivotal spot in the line to ensure that his beleaguered troops withstood any assault. General Moore was killed, but his army was able to embark safely.

Table 1E: Gentlemanly Uprising –

Table 1F:

Table 1G:

Table 2A: Battle of New Guinea (Part 2) - A trial of my new air to air combat rules called Boom and Zoom. The rules abstract movement to allow the player to focus on the decision making during air combat. At the beginning of their turn each player rolls 6 dice to determine their "hand" for the turn. Each plane is a plane but the US air fly in pairs.

This second scenario will pit P-40s trying to intercept Vals on a bombing mission. Will the transport be saved??

Table 2B: Mad Dogs & Englishman -The Silver bayonet: A game of Napoleonic horror. TSB is a 28mm skirmish game where players will play the part of an elite team of soldiers defending the young republic against a new threat. Deep in the ancient forest of Huelgoat the English have unleashed an ancient evil.

Table 2C: Hessians & Highlanders vs Rebels -LIVE FREE OR DIE 28MM (AWI)

Table 2D: Dungeon Crawl –

Table 2E: Bolt Action Tournament –

Table 2F: Bolt Action Tournament –

Table 2G: Bolt Action Tournament –

Table 3A: Battle of Las Navas de Tolosa-

Table 3B:

Table 3D:

Table 3E: Fire in the Sky-

Table 3G: Bolt Action Tournament –

## Saturday Evening 7PM - Whenever

Table 1A: Grand Melee - For the Grand Melee, each player chooses an official Mech using the Clan technology base; no Inner Sphere BattleMechs (including mixed Tech) are allowed. the MechWarrior skills are assigned using the gunnery/piloting table. Players are encouraged to bring a record sheet for their favorite official mech but mechs will be on hand for walk-ups. Skills will be determined by BV 2.0.

Table 1B: Sherman Marches North-

Table 1C: Wildcats & Zeros-Wildcats and Zeros in the Slot will be using a new set of unpublished rules called Boom and Zoom. Instead of focusing on inches or hexes B&Z has you focusing on tactics and opportunities. Each player rolls six dice to determine their "hand" for the turn.

The US will need to fly in pairs to offset the Zero's abilities while the Japanese will need to exploit their maneuverability and firepower to win. Who will control the slot today?

Table 1D: Save Ampstead –

Table 1E; Revolting Town-

Table 1F: Battle of Green Springs 1781-

Table 2B: Sand & Blood –

Table 2C: **Waterloo Maximus** - Come race in the infamous Waterloo Maximus for the Glory of Rome. A fun-fast paced 28mm chariot game based on the Avalon Hill "Circus Maximus" board game. Up to 10 Charioteers can race!

Table 3A: Battle of Las Navas de Tolosa-

Table 3C: Moby Dick

Table 3D: Gangsters-