

2010 Guns of August Convention Events Listing

This year we have another group of excellent games and events available for the Gamers at **Guns of August** to enjoy. As more games get submitted before the convention, they will be added to this Events Listing. Enjoy the show!

Convention Hours

Friday, August 13 - Noon until after midnight

Saturday, August 14 - 8am until after midnight

Sunday, August 15 - 8am until 5 pm

Gaming tables open through out, open gaming spaces will be available (see schedule).

Vendors open from at Noon on Friday, and 9am on Saturday and Sunday.

Tournaments

Flames of War - Saturday, beginning at 9am (Patriot Ballroom - T1-T0)

Warhammer Ancients - Friday beginning at Noon (Washington Room - TT01-TT10)

DBA - Sunday Morning, 9am to Noon (Patriot Ballroom - Table J)

Boardgames

Boardgaming is permitted wherever there is space (check the schedule). The Richardson room is dedicated to boardgaming, and has a few events scheduled in it over the weekend. Boardgames donated by our Sponsors will be available in the Hospitality Suite (Hotel Room 101) to borrow and play. Please return the games for the enjoyment by others. A list of boardgames that are scheduled to be played is at the end of this document.

Friday Afternoon Events

August 13

1pm until 5pm

Game Title: Prelude to Hell: Dying in the Hedgerows

GM Name: Justin Grabowski

Game Number: TBA

Table Number: TBA

Game Description: It is the second week of June 1944, an American infantry company and armor support, are tasked with liberating a small French village and securing a bridge in the Calvados district of Normandy. This will be one of the first units thrust into the nightmare of the hedgerows. Waiting for the Americans is a well-entrenched German force with some armor support of its own.

Number of Players: 3-5 players

Genre: Historical Miniatures (WW2)

Scale: 15mm

Ruleset: Blitzkrieg Commander II

Game Title: You Sank My Battleship!

GM Name: Kenny Noe (Old Dominion Game Works)

Game Number: TBA

Table Number: TBA

Game Description: This is a game designed to teach the rules for GQIII. Each player will receive a battleship with one goal... Sink everyone else. Last Man Standing wins! Simple... Yea, right!!

Number of Players: As many as I have Battleships!

Genre: Historical Miniatures

Scale: 1/1800

Ruleset: General Quarters III

Game Title: The Corner of some Foreign Field

GM Name: Chuck Turnitsa

Game Number: TBA

Table Number: TBA

Game Description: The scenario unfolds as a British division is attempting to defend crossroads in German farm country against two French divisions moving to secure the area. Prussian allies in the area are determined to come to the aid of their British allies, but when will they arrive, and from where? 1813 Napoleonic warfare game, set in a "what if" timeline, during the liberation of Germany.

Number of Players: 4

Genre: Historical Miniatures

Scale: 15mm

Ruleset: Napoleonic Wargaming (Neil Thomas)

Game Title: **Bloody St. Lo**

GM Name: Andrew Franke (Ravensworth Press)

Game Number: TBA

Table Number: TBA

Game Description: Street combat in St.Lo using the new Joe & Fritz Ruleset of skirmish level combat. Fast fun and easy. New players welcome. The scene of some of the bloodiest urban combat on the Western Front.

Number of Players: 6

Genre: Historical Miniatures

Scale: 54mm

Ruleset: Joe & Fritz

Game Title: **Mein Panzer Demo - WWII**

GM Name: Tu Tran (ODGW)

Game Number: TBA

Table Number: TBA

Game Description: This is a walk up demo of the Mein Panzer Core Rules system. Any one can walk up and learn how to play the game!! It takes less than 5 minutes to learn how to move, shoot and kill tanks. Come over and learn this fast fun game from the Staff at Old Dominion GameWorks

Number of Players: -

Genre: Historical Miniatures

Scale: 1/285

Ruleset: Mein Panzer Core Rules

Game Title: **Desperate Resolve**

GM Name: Curt Daniels

Game Number: TBA

Table Number: TBA

Game Description: Date: 25 June 1941, 0900 hours

Location: About 10 kilometers south of Grodno.

As the German mechanized forces continued their drive to the east, the Soviet 29th Tank Division persisted in its attacks against German infantry that was moving to close off the Bialystock pocket.

Forces from the 29th Tank Division, low on fuel and ammunition, assaulted positions held by the 256th Infantry Division. While the German 256th Infantry Division had some time to prepare, it had little in the way of reserves as it was being pressed hard on its right flank by the entire Soviet 6th Mechanized Corps

Number of Players: 6

Genre: Historical Miniatures

Scale: 15mm

Ruleset: Fireball Forward

Notes: Friday Afternoon 1-5, also Sunday Morning

Game Title: Axis and Allies Naval Miniatures

GM Name: John Snelling (Cotton Jim Flags)

Game Number: TBA

Table Number: TBA

Game Description: Come learn the game, and play as long as you like! This fun naval wargame from Avalon Hill/Hasbro is really a lot of fun, and can give reasonable results for WWII surface actions.

Aircraft and submarines play a role as well.

Number of Players: -

Genre: Historical Miniatures

Scale: Approx 1:2400

Ruleset: Axis and Allies Naval Miniatures

Friday Evening Events

August 13

6pm - 10pm

Game Title: **WW2 Pacific in 28mm**

GM Name: Cliff Creech (ODMS)

Game Number: TBA

Table Number: TBA

Game Description: Set in the Guadalcanal campaign of September 1942, this scenario calls for a USMC rifle platoon to silence a Japanese bunker in a bend of the Matanikau river.

Number of Players: 4

Genre: Historical Miniatures (WW2)

Scale: 28mm

Ruleset: Go for Broke, WW2 Skirmish

Game Title: **Battle of Britain**

GM Name: Richard Schwab

Game Number: TBA

Table Number: TBA

Game Description: Come defend Britain in it`s darkest hour. Or come attack it during it`s weakest. Take your side fly a Spitfire or Hurricane against Me-109 and Me-110. Plus bombers don`t the JU-88`s, Ju-87`s and the HE-111`s

We will be using 1:144 scale planes and the Litko base system.

Number of Players: Up to 18

Genre: Historical Miniatures (WW2)

Scale: 1:144

Ruleset: Wings of War Dawn of WW2

Game Title: **The Grinder**

GM Name: Chuck Stocky (BV Traders)

Game Number: TBA

Table Number: TBA

Game Description: What is the Grinder?

The grinder has been developed to offer a simple and extremely fun game of Classic Battletech for everyone to enjoy. 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 in the grinder nor is trying to be the best. What is important is the enjoyment output that is expressed by the players. This game will run all evening; walk-ups are welcome at any time.

Number of Players: Open

Genre: Sci Fi (BattleTech)

Scale: 1:285 (Micro)

Ruleset: Classic BattleTech

Game Title: Shootout in The Young West

GM Name: Daniel Jackson

Game Number: TBA

Table Number: TBA

Game Description: Something's not right in the town of Gully Wash, NM. Why are there Mexicans camped outside of town? Who are all these foreigners moving through town? Why are the Chinese laborers so agitated? Why is the undertaker loading up on coffins? All these questions will be answered...

Number of Players: 10+

Genre: Historical Miniatures

Scale: 25mm

Ruleset: Home Brew

Game Title: Jagd Das Fiend – Western Front

GM Name: Mike Brom (and the Cape Fear Historical Gaming Society)

Game Number: TBA

Table Number: TBA

Game Description: Germans vs. U.S. Americans push through France, and encounter German rear guard units at a small village.

Number of Players: 4-6

Genre: Historical Miniatures

Scale: 25mm-28mm

Ruleset: Jagd Das Fiend

Game Title: Battle of Havana Harbor

GM Name: John Davis

Game Number: TBA

Table Number: TBA

Game Description: The Maine didn't sink, but that doesn't stop the US from wanting a war and they got one. However, the Spanish weren't so unprepared or unsupported as you might think. The European countries and Japan have sent squadrons to Havana to "ensure" the safety of their delegations. Exactly who is going to be fighting who is up in the air. Either way a great pre-WW1 naval battle is going to happen. The ships used will be 1/1000 Houston model ships that you normally need a basketball court to play on. Highly detailed and correctly painted to the period. This will be the first time these rules have been played at a convention.

Number of Players: 4+

Genre: Historical Miniatures (naval)

Scale: 1:1000

Ruleset: Navies of Empire

Game Title: Israeli Counterattack

GM Name: Scott Kidd

Game Number: TBA

Table Number: TBA

Game Description: Israeli forces drive across the Syrian Frontier

Number of Players: 4-8

Genre: Historical Miniatures

Scale: Microarmor

Ruleset: Cold War Commander

Game Title: A Personal Invitation and Escort for Achmed “The Terrifying Terrorist”

GM Name: Robert R. Vance

Game Number: TBA

Table Number: TBA

Game Description: Join a special operations team on a mission to capture and extract a high value terrorist leader (Achmed the 'Terrifying Terrorist') from a not so friendly village in a place far far away. If your chose, you can be those nasty bad guys that we all hear about that want to keep Achmed at home. You may even play Achemd and see how successful you are at escaping and regaining your freedom back.

Fast moving game with many options to keep all players engaged by close to simultaneous movement and ambush rules loaded with surprises.

Number of Players: 8

Genre: Historical Miniatures

Scale: 28mm

Ruleset: Strike Eagle Silent Ops

Notes: Players must be 16 or older please

Game Title: The Royal Navy

GM Name: Tracy Johnson and Jacob Rice (Tidewater Area Naval Gamers)

Game Number: TBA

Table Number: TBA

Game Description: WWI action using a classic boardgame from the 80s. 600 yards/hex, simultaneous plotted movement, plays a lot like a miniatures game.

Number of Players:

Genre: Historical Boardgame

Saturday Morning Events

August 14

8am - Noon

Game Title: **Battle of McDowell, 1862**

GM Name: Cliff Creech (ODMS)

Game Number: TBA

Table Number: TBA

Game Description: Battle of McDowell - May 8, 1861 - Some historians disregard Stonewall Jackson's defeat at Kernstown, and view McDowell as the beginning of the Valley Campaign. On the tactical level, the Union achieved a draw - they surprised Jackson, seized the initiative and inflicted heavier casualties, but failed to drive the Rebels from their position. On the strategic level, the withdrawal of the U.S. army was an important victory for the South.

Number of Players: 4

Genre: Historical Miniatures - ACW

Scale: 15mm

Ruleset: Neil Thomas ACW

Game Title: **Introduction to Warhammer**

GM Name: Edward Kilday

Game Number: TBA

Table Number: TBA

Game Description: This is a 1500 point introduction to warhammer. Two to four gamers will play a scenario of warhammer with painted miniatures and scenery.

Number of Players: 2-4

Genre: Fantasy Miniatures

Scale: 28mm

Ruleset: Warhammer Fantasy Battle

Game Title: **Battle of Britain**

GM Name: Richard Schwab

Game Number: TBA

Table Number: TBA

Game Description: Come defend Britain in it's darkest hour. Or come attack it during it's weakest. Take your side fly a Spitfire or Hurricane against Me-109 and Me-110. Plus bombers don't the JU-88's, Ju-87's and the HE-111's

We will be using 1:144 scale planes and the Litko base system.

Number of Players: Up to 18

Genre: Historical Miniatures (WW2)

Scale: 1:144

Ruleset: Wings of War Dawn of WW2

Game Title: **Annihilating the Jaguar**

GM Name: Chuck Stocky (BV Traders)

Game Number: TBA

Table Number: TBA

Game Description: The Star League's Task Force Serpent has invaded Huntress, The home world of Clan Smoke Jaguar. Their aim: exterminate the Jaguar Military. The clan warriors fight not for their lives but the lives of their very clan.

Number of Players: Open

Genre: Sci Fi

Scale: 1:285 (Micro)

Ruleset: BattleTech

Notes: Game starts at 10:00

Game Title: **Battle of Cape Finisterre**

GM Name: Tom Black

Game Number: TBA

Table Number: TBA

Game Description: In the Battle of Cape Finisterre (22 July 1805) off Galicia, Spain, the In the Battle of Cape Finisterre (22 July 1805) off Galicia, Spain, the British fleet under Admiral Calder fought an indecisive naval battle against the Combined Franco-Spanish fleets who were returning from the West Indies. Calder failed to prevent the junction of Villeneuve

Number of Players: 6

Genre: Historical Miniatures

Scale: 1/2000

Ruleset: Rum and Biscuits (beer and pretzels homebrew)

Game Title: **Napoleon goes to Balkania**

GM Name: E. Ackerman, C. Croswhite, C. West

Game Number: TBA

Table Number: TBA

Game Description: Sometime After 1796, the nobles and nations of Balkania met in a garden. In accord with tradition, they were to pick a plant to symbolize each side of a looming conflict, for Napoleon was moving east. No one was to be neutral in Balkanian Lands, for it was not their way.

Sadly the Rose Garden was booked solid for weddings years in advance. The Japanese Garden was spoken for as well. Grumbling, soon-to-be warring parties had to meet in the Gourd Garden, and choose. "Pick, and no backsies," said the Paepal legate, and one by one they did.

Will the Kingdom of Three Sicilies meet Paepal forces in sanguinary conflict? Will Mexican troops arrive to help their chosen allies, whoever they may be? Will everybody pick the same gourd, as happened in 1388? What will Napoleon do?

Number of Players: 2+

Genre: Historical Miniatures (fictional nations)

Scale: 54mm

Ruleset: V&B, RtG variant

Game Title: The Emperor Returns

GM Name: Dan Conley and the Quickfire Group

Game Number: TBA

Table Number: TBA

Game Description: The Emperor Returns: A Napoleonic offering by the Quickfire Group: The Congress of Vienna is over, and the victors of the Napoleonic Wars are busy bickering about the new order in Europe. Napoleon has waited for the end of the Congress to return, and finds a Europe in turmoil. After a rapid buildup, its back to war, first target, the Allied Armies in Belgium! Join the Quickfire Group for an operational and tactical examination of a war that could easily have been. Each player will run a full division, with openings for senior command as well. Find the enemy. Issue your orders. Strike! Times: Operational briefing at 1000 on Saturday, game to run until 6PM or when the last commander cries uncle! Massive sized Napoleonic game. Each play commands a Division, with very fast play rules (actions are decisive). Operational level movement and scenario surprises. Room for everyone.

Number of Players: up to 20+

Genre: Napoleonic Miniatures

Scale: 15mm

Ruleset: Quickfire Napoleonics

Notes: This game starts at 10:00am, and will last until 6:00pm.

Game Title: 1918

GM Name: Tracy Johnson and Jacob Rice

Game Number: TBA

Table Number: TBA

Game Description: **1918** recreates on a divisional scale the first German offensive on the Western Front in that year. This was the first German offensive in France since 1915 (Verdun), and is generally considered the last, and best, chance of a German victory in World War I. (from the publisher, SPI)

Genre: Historical Boardgame

Game Title: Race

GM Name: Tu Tran (ODGW)

Game Number: TBA

Table Number: TBA

Game Description: The Russians and Germans have fought to a standstill on the Eastern front. Both sides are limited to light tanks because of a lack of fuel. One lone fuel dump resides in the territory. Each side strives to retrieve enough fuel to power their heavy tanks. Race to the fuel yard, get fuel, and bring your heavy tanks to the fight.

Rules taught, beginners welcome.

Number of Players: 6

Genre: Historical Miniatures (WWII)

Scale: 12mm

Ruleset: Mein Panzer

Notes: This game will start at 10am and last until 2pm (4 hours)

Game Title: Green Hell: A road to St. Lo

GM Name: Justin Grabowski (ODMS)

Game Number: TBA

Table Number: TBA

Game Description: An American platoon with some help from armor must break-through the Normandy bocage and capture a crossroads. Hiding in ambush amongst the Norman hedgerows is a small German detachment that supports an anti-tank gun which covers a road to St. Lo, the American objective.

Number of Players: 3-5

Genre: Historical Miniatures

Scale: 25mm

Ruleset: Go for Broke

Saturday Afternoon Events

August 14

1pm - 5pm

Game Title: **Battle of the Granicus River**

GM Name: Matt Kirkhart

Game Number: TBA

Table Number: TBA

Game Description: Come take command of the invading Macedonians of Alexander the Great or the defending Persian Satraps in a game based on the first of Alexander the Great's land battles against the Persian Empire. Will Alexander and his army take the first steps to winning Asia or will the Persian Satraps send this upstart back to Macedonia with his tail between his legs?

Number of Players: 6

Genre: Historical Miniatures (Ancients)

Scale: 25mm

Ruleset: Modified Joseph Morschauser's Shock Period Rules

Note: Game is played with handmade wooden miniatures constructed from spools, caps, toothpicks and other common items fully painted to look like whimsical versions of their historical counterparts.

Rules are taught and game is kid friendly.

Game Title: **Aerodrome 1.1**

GM Name: Joseph Paulchell

Game Number: TBA

Table Number: TBA

Game Description: Aerodrome is a fast paced and simple flying game in which two teams of pilots plot and maneuver their aircraft to attempt to shoot down their opponents and achieve mission objectives. The game uses 1/72nd scale World War I model aircraft on telescoping antenna to give the game three dimensional movements. The game is very simple with rules and maneuver taught in about 10 minutes. Points are awarded for damage done and aerial victories, with the top rated pilot winning the game. One game of 4 hours usually allows for three missions, so shot down players can reenter.

Number of Players: 8-10

Genre: Historical Miniatures (WW1)

Scale: 1/72nd

Ruleset: Aerodrome 1.1

Game Title: **Of Black Widows and Ghost Bears**

GM Name: BV Traders

Game Number: TBA

Table Number: TBA

Game Description: In the aftermath of destroying a Blakist force, The Black Widows are in desperate need of salvage. The Ghost Bears were also in on the kill and they ravenously scour the field for any piece of Word of Blake technology. The dispute over the salvage comes to heavy metal blows.

Number of Players: Open

Genre: Sci Fi

Scale: 1:285 (Micro)

Ruleset: BattleTech

Notes: Game starts at 2:00

Game Title: Firestorm Armada Demo Game

GM Name: BV Traders

Game Number: TBA

Table Number: TBA

Game Description: An introduction to the hottest new starship fleet action game. Take control of the marauding Dindrenzi Federation ships or a fleet of a race in the Kurak Alliance defending their holdings.

Number of Players: Open

Genre: Sci Fi

Scale: 1:3000 (starships)

Ruleset: Firestorm Armada

Notes: Game starts at 2:00

Game Title: The Emperor Returns

GM Name: Dan Conley and the Quickfire Group

Game Number: TBA

Table Number: TBA

Game Description: The Emperor Returns: A Napoleonic offering by the Quickfire Group: The Congress of Vienna is over, and the victors of the Napoleonic Wars are busy bickering about the new order in Europe. Napoleon has waited for the end of the Congress to return, and finds a Europe in turmoil. After a rapid buildup, its back to war, first target, the Allied Armies in Belgium! Join the Quickfire Group for an operational and tactical examination of a war that could easily have been. Each player will run a full division, with openings for senior command as well. Find the enemy. Issue your orders. Strike! Times: Operational briefing at 1000 on Saturday, game to run until 6PM or when the last commander cries uncle! Massive sized Napoleonic game. Each play commands a Division, with very fast play rules (actions are decisive). Operational level movement and scenario surprises. Room for everyone.

Number of Players: up to 20+

Genre: Napoleonic Miniatures

Scale: 15mm

Ruleset: Quickfire Napoleonics

Notes: This game is continued from the morning, and will last until 6pm.

Game Title: Battle of The China Sea

GM Name: John Davis

Game Number: TBA

Table Number: TBA

Game Description: You think the Japanese and Russians had problems. Britain and Germany have both expanded their Western Pacific Squadrons with battleships as diplomatic moves are not settling the China question. As well the former Port Arthur looks very tempting, but you still have the Japanese to deal with. See what a naval battle would look like without dreadnaughts. 1/1000 scale Houston ships will be used for this battle.

Number of Players: 4+

Genre: Historical Miniatures (naval)

Scale: 1:1000

Ruleset: Navies of Empire

Game Title: **Kelley's Farm**

GM Name: Mike Kelley

Game Number: TBA

Table Number: TBA

Game Description: American Revolutionary Forces meet the British near a small farm. This is an American War of Independence game designed to introduce the Black Powder rule set.

Number of Players: 8

Genre: Historical Miniatures

Scale: 28mm

Ruleset: Black Powder

Game Title: **Two Days in September - Chickamauga**

GM Name: Paul Crouch

Game Number: TBA

Table Number: TBA

Game Description: Action lifted from the Battle of Chickamauga. Details to follow...

Number of Players: 2+

Genre: Historical Miniatures (ACW)

Scale: 15mm

Ruleset: Carnage and Glory (computer assisted rules)

Game Title: **Operation Kadesh - Battle of Bi'r Gifgafa Nov2, 1956**

GM Name: Kenny Noe – Old Dominion Game Works

Game Number: TBA

Table Number: TBA

Game Description: Nov 2nd, 1956 – Israel 7th Armored Division, 79th and 82nd Armored Brigades are racing toward the Suez Canal at great speed. All obstacles are either swiftly overcome or bypassed so follow on forces can mop up. Israeli tankers are in the newest addition the IDF tank fleet – The secret M50 Super Sherman. Many battles have already tested this Israeli armored fist during the first hours of this war. The goal is to get to the Suez and capture the Sinai. Newly acquired Egyptian T-34/85 and SU-100 from the Egyptian 4th Division, 1st and 2nd Armored Brigades are racing west to reinforce an field artillery outpost where their armored and infantry brothers await the enemy in the eastern Sinai. What happens when these two mighty forces collide in the open terrain around an isolated oasis in the hot and desolate Sinai? Come and re-fight one of the last battles where the mighty M4 Sherman and T-34/85 slug it out against each other. Command your armor units in battle where the Cold War boils out to all out war, Israel vs Egypt!! Play Mein Panzer Core rules with a post WWII flair.

Number of Players: 6

Genre: Historical Miniatures (Modern Warfare)

Scale: 10/12mm

Ruleset: Mein Panzer Core Rules

Game Title: Wings of War

GM Name: Daryl Thornwall

Game Number: TBA

Table Number: TBA

Game Description: Will run several games with or without the optional altitude rules depending on who shows up and what they want to do. Beginning scenario will start with each side having an observation balloon to be protected with AA GUNS, Small Arms Fire from Trenches, AA Machine Guns, Barrages, and Fighter A/C. The German side will have a 2:1 ratio in fighters with incendiary bullets versus the Allied side with up to two Nieuport 16's armed with two sets of rockets each for balloon busting!

Number of Players: 2-20

Genre: Historical Miniatures

Scale: 1:144

Ruleset: Wings of War

Notes: Nonstop fun approx 1-5

Game Title: Axis and Allies Naval Miniatures

GM Name: John Snelling (Cotton Jim Flags)

Game Number: TBA

Table Number: TBA

Game Description: Come learn the game, and play as long as you like! This fun naval wargame from Avalon Hill/Hasbro is really a lot of fun, and can give reasonable results for WWII surface actions. Aircraft and submarines play a role as well.

Number of Players: -

Genre: Historical Miniatures

Scale: Approx 1:2400

Ruleset: Axis and Allies Naval Miniatures

Game Title: Axis and Allies, Double Blind

GM Name: Tracy Johnson and Jacob Rice

Game Number: TBA

Table Number: TBA

Game Description: It is classic Axis and Allies with a big twist. The game will be played Double Blind, by players separated from each other, and assisted by a referee staff with radios. Neither side will know what the composition or location of enemy forces on the map is. Lots of fun.

Number of Players – 2-5

Genre: Historical Boardgame

Notes: For more info see: <http://grogard.com/variants1/aablind.txt>

Saturday Evening Events

August 14

6pm - ??

Game Title: **WW2 Pacific in 28mm**

GM Name: Cliff Creech (ODMS)

Game Number: TBA

Table Number: TBA

Game Description: Set in the Guadalcanal campaign of September 1942, this scenario calls for a USMC rifle platoon to silence a Japanese bunker in a bend of the Matanikau river.

Number of Players: 4

Genre: Historical Miniatures (WW2)

Scale: 28mm

Ruleset: Go for Broke, WW2 Skirmish

Game Title: **Battle of Issus**

GM Name: Matt Kirkhart

Game Number: TBA

Table Number: TBA

Game Description: Issus was the first battle that pitted Alexander the Great's Macedonian juggernaut against a Persian Army commanded on the field by King Darius. Lead Alexander's army or take the reins of Darius's Persian force and play a game based on the battle that many historians think Darius should have won.

Number of Players: 6

Genre: Historical Miniatures (Ancients)

Scale: 25mm

Ruleset: Modified Joseph Morschauser's Shock Period Rules

Note: Game is played with handmade wooden miniatures constructed from spools, caps, toothpicks and other common items fully painted to look like whimsical versions of their historical counterparts.

Rules are taught and game is kid friendly.

Game Title: **The Peach Orchard**

GM Name: Ed Mohrmann

Game Number: TBA

Table Number: TBA

Game Description: An ACW game of a portion of the Gettysburg battle. Confederate and Union forces battle to control the Peach Orchard.

Number of Players:

Genre: Historical Miniatures (ACW)

Scale: 28mm

Ruleset: A Glint of Bayonets

Game Title: Battle of Cape Finisterre

GM Name: Tom Black

Game Number: TBA

Table Number: TBA

Game Description: In the Battle of Cape Finisterre (22 July 1805) off Galicia, Spain, the British fleet under Admiral Calder fought an indecisive naval battle against the Combined Franco-Spanish fleets who were returning from the West Indies. Calder failed to prevent the junction of Villeneuve

Number of Players: 6

Genre: Historical Miniatures

Scale: 1/2000

Ruleset: Rum and Biscuits (beer and pretzels homebrew)

Game Title: Jagd Das Fiend – Stalingrad

GM Name: Mike Brom (and the Cape Fear Historical Gaming Society)

Game Number: TBA

Table Number: TBA

Game Description: Germans vs. Soviets. Russians counter attack German units advancing on Stalingrad.

Number of Players: 4-6

Genre: Historical Miniatures

Scale: 25mm-28mm

Ruleset: Jagd Das Fiend

Game Title: With Friends like These

GM Name: Chuck Turnitsa

Game Number: TBA

Table Number: TBA

Game Description: Early action in the Sudan. A mixed Anglo-Egyptian force will take on some disjointed Mahdist forces. On both sides, coordination with your allies will be as hard, or harder than striking against the enemy! Should be fun...

Number of Players: 6

Genre: Historical Miniatures

Scale: 28mm

Ruleset: The Sword and the Flame

Notes: This game will not start until approx. 8:00pm

Game Title: **August on Mars**

GM Name: Carl West

Game Number: TBA

Table Number: TBA

Game Description: It used to be that the Martians had it all their own way when it came to the invading business. but, you know, irritate Earth and Venus, and see what happens...

No, really, come see what happens. Martian walkers and militia, Earthican tanks, halftracks, and artillery on the burning cold underoxygenated sands of Mars, at the best Guns of August convention in Williamsburg, VA, ever.

Number of Players: 6

Genre: Historical(?) miniatures

Scale:

Ruleset: Home Grown

Game Title: **Last Assault Mech Standing**

GM Name: Chuck Stocky (BV Traders)

Game Number: TBA

Table Number: TBA

Game Description: In this free for all game, pick an 80 ton to 100 ton mech. Mechs must be canon and cannot include advanced or experimental tech. divide its bv 2.0 by 600 and round up. The result is your piloting for the mech. Subtract one from the piloting to get your gunnery.

The last mech standing wins. Assault mechs below 1k bv 2.0 will have 0 gunnery and 1piloting.

Number of Players: Open

Genre: Sci Fi (BattleTech)

Scale: 1:285 (Micro)

Ruleset: Classic BattleTech

Game Title: **Diplomacy!**

GM Name: Tracy Johnson and Jacob Rice

Game Number: TBA

Table Number: TBA

Game Description: The Avalon Hill classic game of treaties, deception and political maneuvering. Bring a pen and wear body armor. This one is sure to involve some backstabbing.

Number of Players: 3-7

Genre: Historical Boardgame

Sunday Morning Events

August 15

8am - 12pm

Game Title: **Battle of McDowell, Alternative**

GM Name: Cliff Creech (ODMS)

Game Number: TBA

Table Number: TBA

Game Description: Battle of McDowell - May 8, 1861 - Some historians disregard Stonewall Jackson's defeat at Kernstown, and view McDowell as the beginning of the Valley Campaign. On the tactical level, the Union achieved a draw - they surprised Jackson, seized the initiative and inflicted heavier casualties, but failed to drive the Rebels from their position. On the strategic level, the withdrawal of the U.S. army was an important victory for the South. Note in this alternative version of the historical battle, the South will be attacking (reversing the roles)

Number of Players: 4

Genre: Historical Miniatures - ACW

Scale: 15mm

Ruleset: Neil Thomas ACW

Game Title: **The Nutcracker**

GM Name: Ed Mohrmann (TSS)

Game Number: TBA

Table Number: TBA

Game Description: Following their narrow victory at Wogemuth's Farm, the Austro-Prussians suffered an equally narrow defeat at Pfaffenkirk. Napoleon has sundered the two armies by driving a wedge between them. Of course, this means that the French are, almost, surrounded. Can the Alliance crush the Emperor's forces or will Le Tondu prove victorious ?

Number of Players: Up to 12

Genre: Historical Miniatures (Napoleonics)

Scale: 28/30mm

Ruleset: Before I Was a Marshal, I Was a Grenadier

Notes: Game is designed for a 6'x 12' table, and will use about 2,000 figures. Although 'Game Length' is set at 4 hours, it will probably start after 9 and run into the afternoon session.

Game Title: **Jagd Das Fiend – German Attack**

GM Name: Mike Brom (and the Cape Fear Historical Gaming Society)

Game Number: TBA

Table Number: TBA

Game Description: Germans vs. U.S. Germans counter attack advancing U.S. forces.

Number of Players: 4-6

Genre: Historical Miniatures

Scale: 25mm-28mm

Ruleset: Jagd Das Fiend

Game Title: Desperate Resolve

GM Name: Curt Daniels

Game Number: TBA

Table Number: TBA

Game Description: Date: 25 June 1941, 0900 hours

Location: About 10 kilometers south of Grodno.

As the German mechanized forces continued their drive to the east, the Soviet 29th Tank Division persisted in its attacks against German infantry that was moving to close off the Bialystock pocket. Forces from the 29th Tank Division, low on fuel and ammunition, assaulted positions held by the 256th Infantry Division. While the German 256th Infantry Division had some time to prepare, it had little in the way of reserves as it was being pressed hard on its right flank by the entire Soviet 6th Mechanized Corps

Number of Players: 6

Genre: Historical Miniatures

Scale: 15mm

Ruleset: Fireball Forward

Notes: Friday Afternoon 1-5, also Sunday Morning 8-12

Game Title: Fire in the Valley

GM Name: Chuck Turnitsa

Game Number: TBA

Table Number: TBA

Game Description: The Hoffhandel River Valley is attacked once again. Two Divisions from the Verde Army have been left in the valley to defend the bridges have taken up defensive positions. A return of their adversary, the Army of Schwartz, is seeking revenge, setting the scene for a game between these two in a fictional Napoleonic setting. Forces from the Verde Army very closely resemble those of the Kingdom of Italy, and the Army of Schwartz appears to be very close to the 1813 Prussian Army. A fun game!

Number of Players: 4

Genre: Historical Miniatures

Scale: 15mm

Ruleset: Napoleonic Wargaming (Neil Thomas)

Sunday Afternoon Events

August 15

1pm - 5pm

Game Title:

GM Name:

Game Number: TBA

Table Number: TBA

Game Description:

Number of Players:

Genre:

Scale:

Ruleset:

Boardgames Planned by the Boardgaming Staff and Others

David and John (the Boardgaming Staff) have already identified the following as games that they will have, and plan to set up for play during the convention:

- Paths of Glory
- They Shall Not Pass
- Cruiser Warfare
- Red Russia
- Diplomacy

In addition, there will be a number of Euro (or Family-Strategy) games will be available, in either the Boardgaming Room, or in the Convention Hospitality Suite. These include:

- Ticket to Ride (many variants)
- Carcassonne (many variants)
- Settlers of Catan
- Apples to Apples
- Alhambra (regular and the dice game)

Finally, the usual play of heavier strategy games in the evening at the convention will most likely go on. This is often by miniatures gamers, who are looking for some more fun at night, but with boardgames. These will include:

- Steam
- Power Grid
- Agricola
- Memoir 44
- Battle Lore
- Pillars of the Earth

If there is something you would like to play, or see offered, just write to any of the contacts. The boardgaming room staff are David and John:

David davidseletyn@cox.net

John venti.john@yahoo.com

Or you can write to the Convention Director for questions about the gaming library in the Convention Suite, or evening gaming:

Chuck cturnitsa@yahoo.com