

WILLIAMSBURG MUSTER 2017

MAY 26-28 * WILLIAMSBURG, VIRGINIA

PRELIMINARY EVENT LISTING

(LAST UPDATED, MAY 15, 2017)

PRESENTED BY HAMPTON ROADS GAMERS

<http://hamptonroadsgamers.org/>

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Welcome

Williamsburg Muster will be featuring gaming in three broad areas this year – Miniatures Gaming, Boardgaming, and Roleplaying Games. We used to support RPGs at earlier conventions, but never really had space to do it right. Our Boardgaming support is mostly in the form of having the TAGS club come and maintain a very nice games library for players (lots of open gaming in the Boardgaming area), but also a few events (Friday Night Catan Tournament, Saturday Night Ticket to Ride Tournament, many other tournaments).

We are in a new hotel this year, for the first time, with a ton of space, nice places to eat, and a very comfortable setting. We hope you like it. Play games, and enjoy the weekend!

Friday Morning

GM Name*: Tracy Johnson

GM Email*: tmjva23664@gmail.com

Club or Vendor: Peninsula Over On Northside, Tidewater Area Naval Gamers (POONTANG)

Website: <http://invent3k.openmpe.com/empire/>

Game Title*: Enter the Spanish: Lion vs. Spanish Frigates

Description: By 1798 France had lost any chance to challenge Britain, but she coerced her neighbors to join. First the Netherlands, in 1795 then Spain in 1796. While the Spanish had numbers, they were nowhere near the British in quality. While the Spanish Navy had good officers, the crews were filled with unskilled landsmen. To no surprise, Spanish performance during the Napoleonic era was a series of failures. After the Spanish disaster of Cape St. Vincent, their frigate squadrons continued their patrols and once such squadron encountered the 64-gun Ship of the Line "Lion" off Cartagena during the Summer of 1798. This battle depicts four Spanish frigates versus a Royal Navy ship of the line. Historically one Spanish frigate had already lost her main topmast and instead of running away the Spanish squadron gave battle. Even so, they failed to cooperate and eventually disengaged at long range. That one Spanish frigate was eventually captured, at a loss of 52 Spaniards and 2 British wounded.

Ruleset: Close Action Classic

Number of Players: Five

Friday Afternoon

GM Name*: Terry Jones

GM Email*: terryleejones@cox.net

Website: <http://meetup.com/world-powers-of-the-1930s/>

Game Title*: World Powers of the 1930s

Description: In this strategy game each player is the leader of a major country in 1937. The players formulate their goals for the game, then negotiate with other leaders to see if they can achieve those goals by forming alliances, trade agreements, non-aggression pacts, etc.; avoiding actions that might prompt embargoes against them; taking actions that expand their territorial control; and shifting their power to defend or attack territories. Secret diplomatic notes are passed between players. All play is simultaneous (there are no turns) so the game proceeds rapidly, about 10-15 minutes per year. If a player loses his capital, he or she is out of the game. (That player may be able to take over as leader of another country and continue playing.) Players self-access their performance at the end of the game by seeing how well they accomplished their goals. Conflicts are resolved through dice rolls. There can be multiple winners and/or losers in each game.

Ruleset: Announced before each game.

Number of Players: 3 - 9

Table Size: Large Round

GM Name*: Tracy Johnson

GM Email*: tmjva23664@gmail.com

Club or Vendor: Peninsula over on Northside Tidewater Area Naval Gamers (POONTANG)

Website: <http://invent3k.openmpe.com/empire/>

Game Title*: Hatfields vs. McCoys

Description: Quote from rules: "A Family Game of Whiskey Swilling, Inbreeding, and Good ol' Fashioned Killing!" Humorous game adapted from the Competitive Edge magazine #13 (c. 1998)

Ruleset: Hatfields vs. McCoys

Number of Players: 2 (Teams) you guessed it, Hatfields vs. McCoys

Table Size: 5' x 6'

GM Name*: Brian Whitaker

GM Email*: behitaker@erols.com

Club or Vendor: 540-842-9418

Game Title*: Buccaneer Wars

Description: 28mm pirate action on the high seas. Think Geena Davis at her finest, or Errol Flynn if you are so inclined that way. This is a close and board, hack and slash game. Last pirate standing wins.

Ruleset: Buccaneer Wars

Number of Players: 6

Table Size: 6' x 10'

Friday Evening

GM Name*: richard schwab

GM Email*: richardschwab1@verizon.net

Game Title*: Daylight Bombing Over Europe 1

Description: The USAAF starts it's campaign of strategic daylight bombing. Come fly a bomber or fly escort. Beware of the defenders though!

Ruleset: DOW/WOG

Number of Players: 16

Table Size: 5' x 12'

GM Name*: Jamie Bergman

GM Email*: jamiebergman@hotmail.com

Club or Vendor: Petersen Games

Website: <http://petersengames.com/>

Game Title*: Cthulhu Wars

Description: The Old Ones have risen. Monsters walk the Earth. Humanity is finished but the struggle continues. Which Great Old One will rule the ruins of Earth? Now, you take charge! Cthulhu Wars is a fast-moving strategy game about the end of the world. You take part of various monstrous aliens seeking to dominate the world. You can play as Great Cthulhu himself, or you can take charge of the other factions, such as the slither hordes of the Crawling Chaos, or the insane minions of the Yellow Sign.

Number of Players: 3 to 8

Table Size: 6' x 10'

GM Name*: Chuck Stocky

GM Email*: metalcarnage@cavtel.net

Club or Vendor: BV Traders

Game Title*: The Grinder

Description:

What is the Grinder? The Grinder has been developed to offer a simple and extremely fun game of Battletech for everyone to enjoy. This scenario is designed to appeal to all levels of skill, but targeted for the interests of the inexperienced. The focus of the Grinder is to have fun, kill mechs and to also 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, for it's this output that sells the game of BT. All materials provided and walk-ups welcome anytime during the event.

Ruleset: Battletech: Total Warfare

Number of Players: 10

Table Size: 6' x 10'

GM Name*: Ron Carnegie

GM Email*: r.carnegie@verizon.net

Club or Vendor: Williamsburg Legati

Website: <https://williamsburglegati.wordpress.com/>

Game Title*: Lawrence of Arabia!

Description: T.E. Lawrence leads his Arab Allies and some Commonwealth Troops in a nighttime raid of a Station outpost on the Hijaz Railway.

Ruleset: Chain of Command

Number of Players: 4

Table Size: 5' x 6'

GM Name*: John Snelling

GM Email*: johnsnelling@live.com

Club or Vendor: ODMS

Game Title*: Bloody April 1917

Description: Refight one of the bloodiest months in WW1 air warfare. April 1917, the Germans unleash their Albatros D.III Jastas, the British fight back with a variety of aircraft.

Ruleset: Wing of Glory

Number of Players: up to 15

Table Size: 5' x 6'

GM Name*: Terry Jones

GM Email*: terryleejones@cox.net

Website: <http://meetup.com/world-powers-of-the-1930s/>

Game Title*: World Powers of the 1930s

Description: As Friday Afternoon

Ruleset: Announced before each game.

Number of Players: 3 - 9

Table Size: Large Round

GM Name*: Michael Andrews

GM Email*: andrewsmj1@outlook.com

Club or Vendor: richmond leisure society

Game Title*: Battle of Patay

Description: June 18, 1429: The French army, under command of Jeanne d'Arc, pursues a retreating English force led by John Fastolf, in the hopes of catching them before they have a chance to prepare their infamous defensive formations and bring their longbows to bear. Will the Maid of Orleans catch them in time? Or will English arrows once again rain death upon the sons of France?

Ruleset: Hail Caesar

Number of Players: 6

Table Size: 6' x 10'

GM Name*: Chris Bennett

GM Email*: info@thephalanxconsortium.com

Club or Vendor: The Phalanx Consortium/The Williamsburg Legati

Website: www.thephalanxconsortium.com

Game Title*: Attack on Port Toamasina

Description: The nation of Sudarika has launched an invasion of the island nation of Madagasikara. As part of the invasion force Sudafrika Commandos must secure the port entrance so that the forces hidden aboard can begin the process of off loading vehicles and heavy equipment stowed aboard. The commandos must overcome the Madagasikara Gendarmerie protecting the port. 28mm Modern Warfare
Ruleset: Skirmish Sangin
Number of Players: 5
Table Size: 5' x 6'

GM Name*: David Luff
GM Email*: dluff20164@yahoo.com
Club or Vendor: Northern Virginia Gamers
Game Title*: On To Berlin '45

Description: On the outskirts of Berlin word of advancing Soviet forces have caused panic to the defending Volkssturm, last seen fleeing. The Wehrmacht must send in reinforcements that is now defenseless. It's a race to see the bridges, can they be defended or will the Soviet steamroller continue on?
Ruleset: Bolt Action
Number of Players: 4
Table Size: 5' x 6'

GM Name*: John Wade & Red Farris
Game Title*: A New Hope
Description: The classic X-Wing battle, over the surface of the death star. This is the battle in, and around the trench. The players have to remember key moments from the movie, and will have to take them into account during the game, in order to maximize their chances for success. A great version of the X-Wing game.
This will repeat at various times throughout the weekend.
Ruleset: X-Wing
Number of Players: Variable
Table Size: 5' x 6'

Saturday Morning

GM Name*: Richard Schwab

GM Email*: richardschwab1@verizon.net

Game Title*: Daylight Bombing Over Europe 2

Description: Better planes and larger formations continue the bombing campaign! Take the bombers to the targets, or escort them keep an eye out for the fighters!

Ruleset: DOW/WOG

Number of Players: 16

Table Size: 5' x 12'

GM Name*: Alfred Collins

GM Email*: Gray.collins@yahoo.com

Club or Vendor: Major Objectives

Game Title*: Sails of Glory

Description: Help Captain Rawlings defeat the French fleet and rescue the beautiful spy Leigh Pemberty. Sail of Glory rules, modified for Captain Rawlings mission

Ruleset: Sail of Glory

Number of Players: 6

Table Size: 5' x 6'

GM Name*: Jamie Bergman

GM Email*: jamiebergman@hotmail.com

Club or Vendor: Petersen Games

Website: <http://petersengames.com/>

Game Title*: Orcs Must Die (Order Edition)

Description: The award winning game Orcs Must Die! has at last made its way to the table top! Orcs Must Die! The Board Game dares you to preserve your stronghold besieged by orcs. You have traps & weapons galore, and can team up with your friends to obliterate the nasty orcs and their grotesque allies. Robot Entertainment has joined forces with award-winning designer Sandy Petersen to create Orcs Must Die! The Board Game. Orcs Must Die! The Board Game has been designed for the tabletop environment. It includes scores of great plastic figures of all your favorite heroes, plus hordes of orcs, crossbow orcs, kobolds, gnolls, trolls, ogres, and more. Build an exciting fortress using our tile-based system, then watch as swarms of baddies plunge through your defenses to abolish your Rift.

Number of Players: 2 to 4

Table Size: 6' x 10'

GM Name*: Chuck Stocky

GM Email*: metalcarnage@cavtel.net

Club or Vendor: BV Traders

Website: <http://www.bvtraders.com>

Game Title*: Martial Olympiad: Cavalry in the Caucasus

Description: Black Widows vs Comstar in 3064. This contest tests the mobile hard hitting potential of the combatants.

Ruleset: Battletech: Total Warfare

Number of Players: 12

Table Size: 6' x 10'

GM Name*: Daniel Jackson

GM Email*: danjac224@yahoo.com

Club or Vendor: Quick Fire

Game Title*: Battle of Five Armies

Description: The epic climax to The Hobbit. Massed 15mm armies battle for control of Smaug's stolen treasure. Based on the book by JRR Tolkein, (no trolls, giant worms, airborne Beorn, or heliograph). Just a wizard, some heroes, and hundreds of Dwarves, Elves, Humans, Wolves, and Orcs.

Ruleset: Home grown

Number of Players: 6 plus

Table Size: 6' x 10'

GM Name*: Chris Brooks

GM Email*: brooksharp@comcast.net

Game Title*: Honor and Glory

Description: A large scale open field skirmish between a huge force of 90mm Knights (more than 100 per side). Come test your skill and luck on the field of battle. Kids under 12 allowed with playing adult.

Ruleset: Tactica Medieval Skirmish

Number of Players: Up to 6

Table Size: 6' x 10'

GM Name*: Jim Birdseye

GM Email*: jbirdseye000@comcast.net

Club or Vendor: Augusta Gamers

Game Title*: Just keep your head down!

Description: Italy 1943, The Americans are slogging their way North and the Germans are slowing the advance. Snipers make every step a potential last step.

Ruleset: Snipers

Number of Players: 3-5

Table Size: 6' x 10'

GM Name*: Terry Jones

GM Email*: terryleejones@cox.net

Website: <http://meetup.com/world-powers-of-the-1930s/>

Game Title*: World Powers of the 1930s

Description: As Friday Afternoon

Ruleset: Announced before each game.

Number of Players: 3 - 9
Table Size: Large Round

GM Name*: Tracy Johnson
GM Email*: tmjva23664@gmail.com
Club or Vendor: Peninsula over on Northside Tidewater Area Naval Gamers (POONTANG)
Website: <http://invent3k.openmpe.com/empire/>
Game Title*: Monte Christi - 1780
Description: Le Motte Piquet vs. Cornwallis off Haiti. Four French SoLs vs Three British. "You can always beat a Frenchman if you fight him long enough" - Cornwallis. If no quorum of 7 Players will choose a lesser scenario.
Ruleset: Close Action Classic
Number of Players: 7

GM Name*: Glenn Gibson
GM Email*: mekinock@hotmail.com
Club or Vendor: Richmond Leisure Society
Game Title*: 332 B.C. - Hail Caesar - Hail Alexander, Part Six
Description: An Imperial Roman legion has been thrown back in time by strange Celtic magicks, and has encountered Alexander's army... The Roman legion is fresh from their victory west of the Jordan, and are trying to get to Acca (Acre) and then on to Roma. Now they march through the Tirtsa Valley, west of the river, where danger and Alexander's army awaits.
Ruleset: Hail Caesar, by Warlord Games
Number of Players: 6
Table Size: 6' x 10'

GM Name*: Glenn Gibson
GM Email*: mekinock@hotmail.com
Club or Vendor: Richmond Leisure Society
Game Title*: SAGA: Bring and Battle
Description: Bring Your Warband and fight a skirmish worthy of a Saga. Terrain will be set up for three SAGA games at once. This SAGA table will be available from 10 a.m. to 6 p.m., so come by whenever you want and battle. Also, there will be a sign-up sheet for folks who want to reserve a time to battle later in the day. Time-slots are 10 am - Noon, Noon - 2 pm, 2 pm - 4pm, and 4 pm - 6 pm. But you can come by anytime space is available.
Ruleset: SAGA Dark Ages Skirmish
Number of Players: 2-6
Table Size: 5' x 12'

GM Name*: Paul Knight

GM Email*: timelineke@gmail.com

Game Title*: Battle of Kandahar

Description: Fought in Sept. 1880. Can you get rid of the infidels once and for all or can you be the ultimate hero and save your motherland. Famous Hollywood characters will abound as well as steampunk elements.

Ruleset: modified sky galleons of mars

Number of Players: 4 or more children over 12 and women welcome

Table Size: 6' x 10'

Saturday Afternoon

GM Name*: Rob Eubanks

GM Email*: robeubanks@comcast.net

Club or Vendor: ODMS

Game Title*: Team Yankee...by dawn's early light.

Description: If you've read the book, you'll know the scene...a cool, foggy dawn, nervous US troops have spent years waiting for the call that finally came. Team Yankee has taken up positions on a wooded ridge, overlooking a valley with a critical road junction that the advancing Soviets want as they rush into West Germany in the opening days of the cold war gone hot. Early 1980s micro armor combat.

Ruleset: Fist Full of Tows III

Number of Players: 6

Table Size: 6' x 10'

GM Name*: Eric Ackermann

GM Email*: acker.eric@outlook.com

Game Title*: "Where, O Where is the French Army Now?"

Description: In May 1859, does the road to victory and La Gloire for Napoleon III lie through Montebello or Palestro? Montebello is on the Voghera route used by Uncle Napoleon in his famous campaigns. Military glory won in the footsteps of the first Napoleon will boost his nephew's shaky imperial regime. However, the route is obvious, and the Austrians are probably concentrated there. Palestro offers a less glamorous alternative to flank the Austrian position blocking the Voghera route, and join with the main Piedmont-Sardinian Army. Which route will Napoleon III choose?

Ruleset: Volley and Bayonet: Road to Glory in the Age of Napoleon III. Includes period modifications for the 1859 Franco-Austrian War, or the Second War for Italian Independence.

Number of Players: 4 to 6

Table Size: 5' x 12'

GM Name*: Jamie Bergman

GM Email*: jamiebergman@hotmail.com

Club or Vendor: Petersen Games

Website: <http://petersengames.com/>

Game Title*: Orcs Must Die (Unchained Edition)

Description: As Saturday Morning listing.

Number of Players: 2 to 4

Table Size: 6' x 10'

GM Name*: Bill Aguiar

GM Email*: bill@chroniclesthegame.com

Club or Vendor: Happy Gorilla Games

Website: <http://chroniclesthegame.com/>

Game Title*: Chronicles: The Game

Description: Demos of a exciting new fantasy miniatures game!

Ruleset: Chronicles
Number of Players:
Table Size: 5' x 6'

GM Name*: Quinn Hart
GM Email*: qpatrickh2000@gmail.com
Game Title*: Corner and Destroy!

Description: A Large force of Orcs and Evil Men have crossed the Anduin and is threatening Osgiliath's fragile supply line! A detachment of warriors from the beleaguered city, including all of the cavalry, are dispatched to hunt down and eliminate this large thorn in their side. The marauders are soon located at their camp next to the river by some crafty rangers, but destroying cornered beasts like that is easier said than done...

Ruleset: War of the Ring
Number of Players: 2-6
Table Size: 5' x 12'

GM Name*: Terry Jones
GM Email*: terryleejones@cox.net
Website: <http://meetup.com/world-powers-of-the-1930s/>

Game Title*: World Powers of the 1930s

Description: As Friday Afternoon
Ruleset: Announced before each game.
Number of Players: 3 - 9
Table Size: Large Round

GM Name*: Tracy Johnson
GM Email*: tmjva23664@gmail.com
Game Title*: Axis & Allies Double Blind

Description: Axis & Allies as you have never played it before. (Well maybe if you have been to other Williamsbur Musters.) Two teams of players with access to one of two maps. The enemy has the other, and you don't know where they are. 5 players, 2 GMs, two tables 5' x 6'

Ruleset: Axis & Allies Milton Bradley Version
Number of Players: 5
Table Size: Other (detail in Notes)

GM Name*: Bob Watts
GM Email*: rbwatts27@hotmail.com
Game Title*: Ben Hur!

Description: Relive the days of ancient chariot racing in Ben Hur! Massive chariot game using 28mm minis and the classic "Circus Maximus" rules. Two lap races, games run as long as there are players. Bring nothing but a nasty attitude and a will to win.

Ruleset: Circus Maximus
Number of Players: 8
Table Size: 5' x 12'

GM Name*: Ben King

GM Email*: twokings2kings@gmail.com

Game Title*: 4 Feathers too Far

Description: Prior to the Battle of Omdurman a British Patrol has been ordered to report enemy movements and report them by making contact with a gunboat on the Nile. The Dervishes are determined to prevent them from doing so. This a one on one skirmish game with plenty of action. The dervishes are initially in hidden positions but the British also have a couple of surprises.

Ruleset: March and Fight of Die (playtest)

Number of Players: 4-12

Table Size: 6' x 10'

GM Name*: Chris Bennett

GM Email*: info@thephalanxconsortium.com

Club or Vendor: The Phalanx Consortium/The Williamsburg Legati

Website: www.thephalanxconsortium.com

Game Title*: Attack on Port Toamasina

Description: Second Round of game started on Friday Evening (see description there).

Ruleset: Skirmish Sangin

Number of Players: 5

Table Size: 5' x 6'

GM Name*: Ron Carnegie

GM Email*: r.carnegie@verizon.net

Club or Vendor: Williamsburg Legati

Website: <https://williamsburglegati.wordpress.com/>

Game Title*: The Beat: The Set Up

Description: DI Skelton and his investigative team have gained valuable information from a snout regarding a security van blag by one of the Green Dock criminal firms. Can they nick the villains? The Beat is 7TV's gritty 1970s London detective programme filled with danger and excitement. 7TV is a skirmish miniatures games based on cult television mostly of the 60s and 70s.

Ruleset: 7TV

Number of Players: 4

Table Size: 5' x 6'

GM Name*: Brian Whitaker

GM Email*: bwhitaker@erols.com

Club or Vendor: 540-842-9418

Game Title*: Buccaneer Wars

Description: 28mm pirate action of the high seas. (same as Fridays game.)

Ruleset: Buccaneer Wars

Number of Players: 6
Table Size: 6' x 10'

GM Name*: Glenn Gibson

GM Email*: mekinock@hotmail.com

Club or Vendor: Richmond Leisure Society

Game Title*: ECW: The Battle of Brentford, Nov 12, 1642

Description: RLS presents the first scenario from the new Pike & Shotte English Civil War supplement "To Kill a King." After the Battle of Edgehill three weeks earlier, the King's Army headed down the Thames Valley. They quickly took Banbury and Oxford as they approached London. Prince Rupert was ordered to storm the town and take the vital crossing at Brentford. We'll be using the new army lists and rules, including combined units. The supplement including this scenario was written by Charles Singleton.

Ruleset: Warlord Games' Pike & Shotte, ECW Supplement

Number of Players: 6

Table Size: 6' x 10'

GM Name*: Stuart Jarman

GM Email*: skjarman2000@yahoo.com

Club or Vendor: Valley Miniatures Confederation

Game Title*: Duel over the trenches

Description: WWI Air combat using Wings of Glory, miniatures and simplified altitude rules

Ruleset: Wings of Gory WWI

Number of Players: 6

Table Size: 5' x 12'

Saturday Evening

GM Name*: Chuck Turnitsa

GM Email*: cturnitsa@gmail.com

Club or Vendor: ODMS

Website: <http://odms.blogspot.com/>

Game Title*: The Commissioner of Abu Lini

Description: TSATF action in the Sudan, in 28mm. British and Egyptian soldiers attempt to secure the Khedive's Commissioner, in the deadly Basalt Lava valley at Abu Lini. Can they rescue the politician and his retinue before the tribesmen of the Mahdi attack? Will they escape? Can the British ever survive this scenario?

Ruleset: The Sword and the Flame 20th Anniv.

Number of Players: 6

Table Size: 5' x 12'

GM Name*: Brandon Fraley

GM Email*: brandon@shindigpictures.com

Website: <http://www.retroboom.com>

Game Title*: Hail Of Fire - Hedgerow Hell

Description: Battle across the French countryside as British and American forces try to take a German controlled village. Company level. New players welcome and rules are fast playing! Raffle prize for participants!

Ruleset: Hail Of Fire

Number of Players: 8

Table Size: 5' x 12'

GM Name*: Jamie Bergman

GM Email*: jamiebergman@hotmail.com

Club or Vendor: Petersen Games

Website: <http://petersengames.com/>

Game Title*: Dicastein

Description: Dicastein! is a great new dice game in which you are a mad doctor, collection and stitching together body parts to build monsters. But the body parts aren't just condemned criminals or disease victims – you are after nothing less than the best! You are digging up the world's most infamous monsters, and piecing them together for an Ultimate Creation!!

Number of Players: 2 to 4

Table Size: 6' x 10'

GM Name*: Chuck Stocky

GM Email*: metalcarnage@cavtel.net

Club or Vendor: BV Traders

Website: <http://www.bvtraders.com>

Game Title*: Grand Melee

Description: The Clan free for all. Choose a clan mech, the more powerful the mech the worse the pilot's skills. The last mech surviving wins.

Ruleset: Battletech: Total Warfare

Number of Players: 12
Table Size: 6' x 10'

GM Name*: Ron Carnegie
GM Email*: r.carnegie@verizon.net
Club or Vendor: the Williamsburg Legati
Website: <https://williamsburglegati.wordpress.com/>
Game Title*: Department X: The Sticky Wicket
Description: Hugo Solomon must protect an important foreign dignitary from the evil plans of the mysterious SHIVA organization. Department X is 7TV's fictional Spyfi programme of adventure, intrigue and world domination. 7TV is Crooked Dice's miniature skirmish game based upon cult TV of the '60s and '70s.
Ruleset: 7TV
Number of Players: 4
Table Size: 5' x 6'

GM Name*: Terry Jones
GM Email*: terryleejones@cox.net
Website: <http://meetup.com/world-powers-of-the-1930s/>
Game Title*: World Powers of the 1930s
Description: As Friday Afternoon
Ruleset: Announced before each game.
Number of Players: 3 - 9
Table Size: Large Round

GM Name*: Tracy Johnson
GM Email*: tmjva23664@gmail.com
Website: <http://invent3k.openmpe.com/empire/http://>
Game Title*: Axis & Allies Double Blind
Description: Axis & Allies as you have never played it before. (Well maybe if you have been to other Williamsbur Musters.) Two teams of players with access to one of two maps. The enemy has the other, and you don't know where they are. 5 players, 2 GMs, two tables 5' x 6'
Ruleset: Axis & Allies Milton Bradley Version
Number of Players: 5

Sunday Morning

GM Name*: Jamie Bergman

GM Email*: jamiebergman@hotmail.com

Club or Vendor: Petersen Games

Website: <http://petersengames.com/>

Game Title*: Cthulhu Wars

Description: As Friday Evening.

Number of Players: 3 to 8

Table Size: 6' x 10'

GM Name*: Terry Jones

GM Email*: terryleejones@cox.net

Website: <http://meetup.com/world-powers-of-the-1930s/>

Game Title*: World Powers of the 1930s

Description: As Friday Afternoon

Ruleset: Announced before each game.

Number of Players: 3 - 9

Table Size: Large Round

GM Name*: Brandon Fraley

GM Email*: brandon@shindigpictures.com

Website: <http://www.retroboom.com>

Game Title*: Hail Of Fire - Hedgerow Hell

Description: Battle across the French countryside as British and American forces try to take a German controlled village. Company level. New players welcome and rules are fast playing!

Raffle prize for participants!

Ruleset: Hail Of Fire

Number of Players: 8

Table Size: 5' x 12'

GM Name*: JC Lira

GM Email*: s0n0fzeus@hotmail.com

Game Title*: Battle of Gaugamela 28mm

Description: A Macedonian/Greek army challenges the Achaemenid Persian Empire for dominance in Asia Minor.

Ruleset: Hail Caesar

Number of Players: 4

Table Size: 5' x 6'

Miniatures Tournaments

Flames of War will be at the show, in the hands of I-95 Gamers, and they are running a Saturday Tournament.

I95 Gamers, and Williamsburg Muster are proud to present a Flames of War Tournament!

This three-round Tournament takes place Saturday with **85** point Mid-War armies.

The cost of the tournament will have a **\$10** entry fee which will go towards the prizes.

Missions will be from the new missions, rolled by TO. Scoring will be based on “Wins” and then points.

Please reserve a slot as soon as you can by e-mailing James Best Jr at jamesmbest@yahoo.com

Please be sure to indicate the nationality of your force. All miniature manufacturers are welcome.

9th Age – This will be the 4th Annual Colonial Carnage – will be at the show, in the hands of Todd Wiatt.

This time we are using the **1.3** edition rules by **THE 9TH AGE** fantasy battle system.

This is a fan recreation of the old Warhammer Fantasy Battle system. This tournament will be unusual as it will be a team based event pitting teams of four players’ vs. each other in round. Each team will have to choose **4,500** points of four different races and be flexible enough to take on anything.

This is a five round event with three games on Saturday May 27th and two games on Sunday May 28th plus an awards ceremony. We’ll have great people, tables, terrain, and prizes! Hope to see you there.

Any questions about this Tournament should be directed to [Todd Wiatt](#)

More information about [9th Age](#) and register for the tournament:

<http://www.the-ninth-age.com/index.php?thread/21424-memorial-day-mayhem/>

SAGA – Friday starting at 9:30, 3 rounds, see the website for all the details (basically, 6 pt warband, except no Revenants or Arabs, with awards for painting and modeling)!

<http://hamptonroadsgamers.org/blog.html#saga>

Boardgaming Events

Cthulhu Wars – Run by Jamie Bergman, for Petersen Games. See the Friday Evening, and Sunday Morning Game Event Listing for description

Orcs Must Die! - Run by Jamie Bergman, for Petersen Games. See the Saturday Morning and Afternoon Game Event Listing for periods

Dicenstein - Run by Jamie Bergman, for Petersen Games. See the Saturday Evening Game Event Listing for periods

Axis and Allies Doubleblind – Tracy Johnson’s great game! See Saturday Evening Game Event listing.

Kingmaker! – The Avalon Hill classic. Looking for a full set of players, Friday night after dinner (starting at 8:00) and going until there is only one Royal left standing. Who wins? Why, Shakespeare, of course!

World Powers of the 1930s – Terry Jones’ game, see Friday Afternoon Game Event listing for description.

Catan Tournament – Friday Evening, 3 Rounds, up to 16 players. First Round winners determine seating for the Second Round; Then a Third Championship Round with winners of the Second Round.

Star Wars: Imperial Assault – Friday Evening, 7-10:30, Sponsored by Atlantis Games. See the website for more details: <http://hamptonroadsgamers.org/blog.html#swia>

Ticket to Ride – Saturday Evening, 3 Rounds, up to 15 players. First Round winners determine seating for the Second Round; Then a Third Championship Round with winners of the Second Round.

Star Wars: X-Wing Tournament – Saturday Afternoon, 11-3:30, Sponsored by Atlantis Games. See the website for more details: <http://hamptonroadsgamers.org/blog.html#xwg>

Star Wars: Armada Tournament – Saturday Evening, 5-9:30pm, Sponsored by Atlantis Games. See the website for more details: <http://hamptonroadsgamers.org/blog.html#arm>

Game of Thrones LCG – Sunday Afternoon, 11-2:30, Sponsored by Atlantis Games. See the website for more details: <http://hamptonroadsgamers.org/blog.html#got>

Roleplaying Game Listing

We have a large space dedicated to RPGs this year, both planned events and open gaming space.

Listing follows, we are using Warhorn for our RPG organization. Special Thanks to Michael Meunier for helping out with that system. More events coming – MAGMA Gamers, Project Crusader, AD&D, etc etc

See the Warhorn Site for details on each of the scenarios/modules listed below:

<https://warhorn.net/events/williamsburg-muster>

Friday RPG Events

3:00pm House of Harmonious Wisdom (Pathfinder Society)

3:00pm Champion's Chalice, Pt 1: Blazing Dangerous Trails (Pathfinder Society)

3:00pm The Distinguished Society, Pt. 1 (Marvel Super Heroes)

5:00pm Dark Passages – The Séance

7:00pm Find the Dreaming Archmage (Pathfinder)

8:00pm To Die Alone (D&D 5th Edition)

8:00pm The Guns of Navar, Chapters 1&2 (Star Wars FATE)

8:30pm We B4 Goblins (Pathfinder Society)

8:30pm Treacherous Waves (Pathfinder Society)

8:30pm 2017 D&D Exclusive Module (Grant Ellis)

Saturday RPG Events

9:00am Hell's Rebels, Pt 1: In Hell's Bright Shadow (Pathfinder Society)

9:00am In Plain Sight (D&D 5th Edition)

9:00am The Guns of Navar, pt. 1 (Star Wars FATE)

9:00am The Distinguished Society Chapter 3 (Marvel Super Heroes)

11:00am We Be Goblins! (Pathfinder Society)

11:00am Treacherous Waves (Pathfinder Society)

2:00pm To Die Alone (D&D 5th Edition)
2:00pm The Distinguished Society Chapter 4 (Marvel Super Heroes)
4:00pm Honor's Echo (Pathfinder Society)
7:00pm We Be Goblins Too! (Pathfinder Society)
7:00pm The Confirmation (Pathfinder Society)
8:00pm In Plain Sight (D&D 5th Edition)
8:00pm The Distinguished Society Chapter 5 (Marvel Super Heroes)
8:00pm Primeval (Dark Passages)

Sunday RPG Events

9:00am The Distinguished Society Chapter 4 (Marvel Super Heroes)
9:00am Shadow of a Doubt (Dark Passages)
10:00am We Be Goblins Free! (Pathfinder Society)
10:00am The Wounded Wisp (Pathfinder Society)