

Williamsburg Muster 2018



Preliminary Event Listing

As of February 2, 2018

(more games to be added, up until Feb 10)

Friday Events (pg 2), Saturday Events (pg 6), Sunday Events (pg 13)

Friday Events

SAGA: Swords of the Frontier

Glenn Gibson

"The Richmond Leisure Society presents a terrain filled table featuring three battlefields that will be available from noon Friday until late night Saturday. If there is enough interest, there will be a narrative campaign over the weekend."

Noon

AH Russian Campaign Tourney – Round One

Tracy Johnson

"This will be a single elimination Tournament of the Avalon Hill classic "Russian Campaign" using 3rd edition rules. Each pair of Players agree to their own scenario, and if by some fickle finger of fate they decide on the Campaign Scenario, sudden death rules apply. (The one-turn game option from page 7 of the rules will not be allowed.)

This is the first round, eight players are required to run four games. If less than eight players are in attendance, this round will be pared down to four players, double elimination.

There will be a \$20 cash award for the winners of this first round.

Game length is six hours. If the game is not over by end time it will be considered a draw.

In case of a draw, no prize will be awarded and advancement to the next round will be determined by lot or gentleman's agreement."

Noon

World Powers of the 1930s

Terry Jones

"The game starts in 1937. Each of 3-9 players is the leader of one of the major powers--Great Britain, France, Germany, USSR, Italy, USA, Japan, and China. Knowing some world history, geography, and politics enhances the enjoyment of the game, but is not essential. Each game is different. Players set their own goals, negotiate for alliances, trade agreement, treaties, etc. then take action. Secret diplomatic notes are exchanged between leaders. Players can sign up for a preferred leader and/or time slot beforehand."

1:00pm

“Where Walls Fail Men Must Serve...”

Quinn Hart

“Games Workshop War of the Ring. 28mm.

A vitally important Gondorian outpost near the junction of the Limlight and Anduin rivers is in grave danger from a combined army lead by a pair of brutal great orcs. Boromir has gathered as many men as possible from both Rohan and Gondor to break the enemy advance. Just hours before the clash, two regiments of Galadrim Elves arrive un-looked for from the north, but will it be enough to stem the oncoming black horde?”

1:00pm

Test of Honor I

John Snelling

“25mm Samurai skirmish game. A light hearted Hollywoodish game for those that like to laugh at their blunders and mishaps. No very serious gamers please because it will disappoint you. “

1:00pm

The Grinder

Chuck Stocky

“Rules: Battletech Total Warfare

Scale:1/285

6 PM-Midnight

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.”

1:00pm

Buccaneer Wars

Brian Whitaker

“All kinds of pirates and pirate hunters. Captain your own ship and sail the high seas. Cabin boys and girls welcome.”

1:00pm

The 100 Hour War

Richard Schwab

“In 1969 El Salvador and Honduras went to war over emigration and Football {Soccer}. P-51`s vs Corsairs while the C-47`s go on bombing mission.

WOW/WOG using 144 planes. “

1:00pm

Berlin '45

David Luff

"Bolt Action

28mm

German forces must fill the gap created by retreating Volksturm troops in face of the Soviets. Can German forces slow the steamroller while responding to the fuhrer bunker?"

4:00pm

Christmas Truce Football

Alex Hoover

"Game varies in time...probably can run 2 in a 4 hour slot. We are willing to fill 2 slots during the weekend and one for the kids con space.

Q.I.L.S. rules - 28mm - During the first Christmas of WWI the British and Germans called a truce. The combatants met exchanged Christmas wishes and engaged in a friendly game of football in No Man's Land. Players will take the role of footballers and try to score points for their country without breaking the truce with too much rough housing."

5:00pm

Battle of Monongahela

Paul Knight

July 9, 1775 French and Indians vs British and colonials. 15mm

5:00pm

Battle of Lobositz

Stephen Preston

"1756 - First major clash of the Seven Years War. Frederick leaves after the failed cavalry attack but Marshal Keith (a Scot) wins the day with the superb Prussian Infantry."

6:00pm

Golden Age of Air Racing

Vincent Stella and Chris Burnett

"Rules: Full Throttle (Play Test Version)

Scale: 1/100 (Approx.)

Number of Players: 6

Player Age: All ages welcome though children under 12 must be accompanied by an adult

Description: The late 1920's and into the 1930's is considered the Golden Age of Air Racing since there were so many colorful and unique planes and pilots that raced around a course in search of fame and fortune. Wild and beautiful airplanes like the stubby little Gee Bee or the larger Mystery Ship as it was called, are still recognizable today. Well in this fun and easy game you get to fly one of these planes around a preset course in hopes of winning the race. Yet, it's not without peril as you can run your engine too hard and cause it blow up or even collide with another airplane. And so, if you think you're both lucky and have the skills to win, then grab your goggles, strap on your leather helmet and join the race. No matter whether you win or lose, we're all going to have fun. "

7:00pm

Blood on the Streets

Chris Garcia

“Gangs of Rome, 28mm, Dominus battle Biggus Dickus on the streets of Ancient Rome... “

7:00pm

Hated Spy

Ron Carnegie

“Simcoe's Rangers have captured a rebel spy and are holding him at James' Plantation near Portsmouth.

Can Captain Weeks and his Rebel militia save him?

Sharp Practice 2, 28mm American Revolution. “

7:00pm

Saturday Events

329 BC - Hail Caesar: Hail Alexander, Part Sept

Glenn Gibson

"The Richmond Leisure Society presents 28 mm Warlord Games' Hail Caesar. An Imperial Roman legion has been thrown back in time by strange Celtic magicks, and has encountered Alexander's army... After barely escaping destruction west of the Jordan River, the Lost Roman legion has been marching through Eastern Palestine, trying to get to Acca (Acre) and then on to Roma, and home. Up ahead, more valleys and dangers loom."

9:00am

Blood and Plunder: The Temple Raid

Art Kenney

"Rules: Blood and Plunder

Scale: 28mm

Players: 2-8

The French privateers under Capitaine Philippe La Blanc are racing against the Brethren under Captain Cyril Connolly to be the first to claim the treasures that surely lie in a recently discovered ancient temple. Come take command of a pirate force and lead your men to glory and treasure.

Suitable for players ages 12 and up. Rules will be taught. All figures will be provided, do not bring your own."

10:00am

SAGA: Swords of the Frontier

Glenn Gibson

"The Richmond Leisure Society presents a terrain filled table featuring three battlefields that will be available from noon Friday until late night Saturday. If there is enough interest, there will be a narrative campaign over the weekend."

10:00am

Pacific War-Bolt Action

John Callahan

"WW2, Marines versus Japanese. Vast amounts of fun"

10:00am

AH Russian Campaign Tourney - Round Two

Tracy Johnson

"This will be round two of a single elimination Tournament of the Avalon Hill classic "Russian Campaign" using 3rd edition rules. Each pair of Players agree to their own scenario, and if by some fickle finger of fate they decide on the Campaign Scenario, sudden death rules apply. (The one-turn game option from page 7 of the rules will not be allowed.)

This is the second round, the four winners of round one shall compete in round two. (Or it may change to double elimination due to lack of Players in round one.)

There will be a \$40 cash prize for the winners of this second round. (At winner's discretion one of the games may be taken as a prize in lieu of the cash award.)

Game length is six hours. If the game is not over by end time it will be considered a draw.

In case of a draw, no prize will be awarded and advancement to the next round will be determined by lot or gentleman's agreement."

10:00am

X-Wing Miniatures Demo/open play

Chuck Stocky

"Interested in learning Star Wars X-Wing Miniatures? this is a great opportunity to learn. Have a list and want a game? drop by the table and prepare for battle."

10:00am

Angels in the green hell

William Warner

"The Chaco War was the first major Latin American conflict in which aircraft were used. This aerial war carried a large human and materiel cost. This game will be aerial combat between the Bolivian air force and the Paraguayan air services. Using 1/144 scale aircraft and Wings of Glory rules"

10:00am

Panzer Kids Desert Skirmish

Peter Schweighofer

"German and British tanks battle for control of a Tunisian village using the Panzer Kids beginner-friendly World War II rules. Maneuver 15mm-scale British and German tanks around oases and buildings to destroy enemy tanks and win the day. Drop in to learn the rules and fight a quick skirmish or stick around to try some of the optional rules to add depth to your game experience. Wargaming beginners welcome. Kid-friendly game; ideal for players 7-12 years old."

10:00am

Knights Bash

Chris Brooks

“Rules Tactica Skirmish

90mm Knights

Knights and men-at-arms face off across an open field. Easy to learn skirmish rules.

Room for up to six players. Under 10 with an adult please. Games will start at 11 and 12:15.”

11:00am

Introduction to Picketts Charge

Richard Schwab

“Come try David Browns Divisional level ACW rules using 10mm figures.”

12:00pm

The Fall of Arcadia

Chris Garcia

“It is the last battle of the Time War. The Daleks have broken through the sky trenches of Arcadia on Gallifrey. Time Lord Soldiers make their final stand. DR Who Exterminate Miniatures Game, 28mm. Kid orientated.”

12:00pm

Battle of Tankersley Moor, English Civil War

Glenn Gibson

“The Richmond Leisure Society, in partnership with the Wargaming Association of Richmond (WAR) present, in glorious 25-28 mm scale, miniature soldiers mostly by Hinchliffe, Essex, and Wargames Foundry in combat in old England.

‘My Lord sent a considerable party into the West of Yorkshire, where they met with 2000 of the enemy’s forces, taken out of their several garrisons in those parts, to execute some design upon a moor called Tankersly Moor, and there fought them, and routed them; many were slain, and some taken prisoners.’ - Duchess of Newcastle.

The mustering of Parliamentarian forces on the moor alerted the Royalist Barnsley Garrison, and now reinforced with Royalist Troops from Wakefield, they march on Tankersley Moor”

12:00pm

Hornblower meets sharp

Michael MacNeill

“Sharp practice II HORNBLOWER & SHARPE must take a semaphore tower and destroy it! “

1:00pm

Eagles of Empire Demo Games

Douglas Craig

“Come experience unit-level skirmish wargaming in the Franco-Prussian war with "Eagles of Empire", an easy-to-play miniatures game featuring a brand new line of beautifully sculpted realistically proportioned miniatures.

Each demo should take about an hour to play and can accommodate four players, two on the French side (French Line, Francs-Tireurs irregulars), and two on the German Confederation side (Prussian Line, Bavarian Line). “

1:00pm

Vichy's Last Charge

Peter Schweighofer

“Nov. 9, 1942 -- As American forces sweep across Algeria in Operation Torch, a squadron of French tanks still loyal to Vichy France (allied with Germany) sorties from its desert outpost to try recapturing a vital airfield in Allied hands. Hearing of this move, the Americans send a force of tanks and self-propelled guns to intercept the French and protect the airfield. The game uses 6mm-scale French and American tanks with the Panzer Kids beginner-friendly World War II rules. Wargaming beginners welcome. Rules taught. Kid-friendly game; ideal for players 7-12 years old, but everyone welcome.:

1:00pm

Limeys and Slimeys

Brian Whitaker

“Sail the high seas as a pirate or pirate hunter. 28mm Cabin boys and girls welcome. Limeys and Slimeys modified.”

1:00pm

The Liberation of Germany, 1813

Chuck Turnitsa

“A battle between France and some of her many enemies (the Sixth Coalition consisted of Russia, Prussia, Austria and Sweden, and were later joined by Saxony, Bavaria, and Württemberg) in the 1813 campaign. This will be a fictional battle but may involve some interesting pre-battle maneuver to secure a more favorable position. The goal here is to introduce new players to the Napoleonic period, and to have a fun game. Rules will be Neil Thomas' Napoleonic Wargaming, and are suitable for newcomers to the period. Gamers under 13 are welcome with an adult partner.”

2:00pm

Christmas Truce Football

Alex Hoover

“Game varies in time...probably can run 2 in a 4-hour slot. We are willing to fill 2 slots during the weekend and one for the kid's con space.

Q.I.L.S. rules - 28mm - During the first Christmas of WWI the British and Germans called a truce. The combatants met exchanged Christmas wishes and engaged in a friendly game of football in No Man's Land. Players will take the role of footballers and try to score points for their country without breaking the truce with too much rough housing.”

2:00pm

Armistice Day 1918

Chris Garcia

“American Forces repel a Bolshevik attack in North Russia. Through the Blood and the Mud, 28mm. Kid orientated.”

2:00pm

Test of Honor II

John Snelling

“25mm Samurai skirmish game. A light hearted Hollywoodish game for those that like to laugh at their blunders and mishaps. No very serious gamers please because it will disappoint you. “

2:00pm

Deadliest Mech Command

Chuck Stocky

“Rules: Battletech Total Warfare

Wolf’s Dragoons have been one of the most noteworthy elite mercenary units since they made their debut in the Fourth Succession War. The Kestrel Grenadiers are an elite Davion command with a long and distinguished history. In this battle, choose a side and prepare for epic combat.”

2:00pm

Battel of Port Layote

William Warner

“Nov 8, 1942 after the opration torch landings the Americans send a recon force of M3 Stuarts towards port Layote Morocco. They encounter a unit of French Vichy Renault tanks and a classical light tanks battle ensues. Using the the WW2 Angriff rules...fight for survival!”

2:00pm

Hue 1968

Chris Garcia

“Marines fight the North Vietnamese in Hue 1968 during the Tet Offensive. 20mm, House rules. Kid Friendly. Will run Saturday and Sunday”

2:00pm

Battle of Verneuil

Michael Andrews

“August 17, 1424. The Hundred years war between France and England rages on, but with the Death of Henry V, John, Duke of Bedford must continue the war effort, and hold English possessions in Normandy. France, after the disaster at Agincourt, is in need of soldiers, and their old allies from Scotland rise to the occasion. After taking back the city of Verneuil, the Franco-Scottish alliance must repel Bedford’s attack. We will use the Hail Caesar rule set by Warlord games, with 28mm miniatures. “

4:00pm

Battle of Britain

Richard Schwab

"Come fly a Hurricane or Spitfire against Luftwaffe`s best! 144 scale action using WOW/WOG ."

4:00pm

AH Russian Campaign Tourney - Round Three

Tracy Johnson

"This will be the final round of a single elimination Tournament of the Avalon Hill classic "Russian Campaign" using 3rd edition rules. Each pair of Players agree to their own scenario, and if by some fickle finger of fate, they decide on the Campaign Scenario, sudden death rules apply. (The one-turn game option from page 7 of the rules will not be allowed.)

This is the third and last round, the two players shall be from the winners of the second round.

There will be a \$80 cash award for the winners of this last round. (Yes, that means if you win all three rounds, you can possibly end up with \$140.)

Game length is six hours. However, since this is the last game, it may continue on over-time until the bitter end, or by gentleman`s agreement.

In case of a draw, the prize will be split between the two participants."

5:00pm

Battle of Mill Springs

Paul Knight

"January 19,1862. USA vs CSA. Can the confederate superior numbers secure Kentucky for the confederacy or will General Thomas once again shoe his mettle."

5:00pm

Knights of the Sky

Stephen Preston

"WW1 Air Combat - biplanes, bullets and balloons - jousting over the trenches, 1918."

6:00pm

Rawlings and Pemberthy

Gray Collins

"Sails of Glory game rules (with slight modification)."

6:00pm

For King and Country

Joe Burgess

"War of Spanish Succession 6mm figures

Player issues orders. Dice controls results.

A quick, action packed, no idea of what will happen next. Proves the statement " with the first shot, the plan becomes obsolete."

6:00pm

Juggernaut

Chuck Stocky

“All players start out in a mech that totals 2k BV or less including skills. Once a player makes a kill they will score 1 point become the Juggernaut which is a mech that totals 4k BV or less. As the Juggernaut each time it kills a 2k mech, the Juggernaut scores 1 point. If one of the 2k mechs scores a kill on the Juggernaut, they get 2 points and become the Juggernaut. The player with the highest score wins.”

7:00pm

Crash Course

Ron Carnegie

7TV Inch-High Spyfy by Crooked Dice. 28mm

There has been a terrible accident and one of Department X's agents appears to be a victim, but when help arrives so do the agents of SHIVA. Perhaps this wasn't an accident after all.”

7:00pm

Flodden Field

Chuck Turnitsa

It is 1513, and a new king (Henry VIII) sits on the throne of England. The Kingdom of Scotland, under king James IV, has invaded northern England. Henry was in England, so the English army was commanded by the Earl of Suffolk. The French had given the Scots a gift consisting of weapons, mostly pikes, which James armed his men with. That was a mistake, as the better-quality Scots troops were not trained in the use of pikes, and the battlefield was not suitable. In this refigt, some things will be changed to give James IV a better chance of conquering northern England. Fought in 15mm using Neil Thomas' Pike and Shot rules – suitable for newcomers to the period.

7:00pm

Sunday Events

Test of Honour Training Skirmishes

Mike Malake

“Learn the Warlord 28mm skirmish game Test of Honour. The game is set in the Sengoku Period of Japan. Your hero samurai and his small warband will fight swift and bloody battles against rival clans. Two players at a time will pair off and learn the game by fighting a skirmish against each other. Games will run continuously.”

10:00am

Warhammer 30K: The Horus Heresy: Open Play

Jesse Ervin

“28mm sci-fi wargame.”

10:00am

Hue 1968

Chris Garcia

“Marines fight the North Vietnamese in Hue 1968 during the Tet Offensive. 20mm, House rules. Kid Friendly. Will run Saturday and Sunday.”

12:00pm

46 A.D. - XI CLAUDIA PIA FIDELIS: PHRYGIAN TROUBLE

Glenn Gibson

“RLS presents an epic game of 28 mm Warlord Games’ Hail Caesar.

In the shadow of Mount Didymus the XI CLAUDIA PIA FIDELIS Early Imperial Roman legion has found itself confronted in the wastes of Asia Minor by a menacing horde of GALATIAN CELTS. These Celts from central Anatolia have been joined by PHRYGIAN AMAZONS and GREEK HOPLITES to smash Roman expansion. This is, of course a fictional scenario for a Sunday afternoon. Come play one last wargame before heading home.”

12:00pm

Blood on the Streets

Chris Garcia

“Gangs of Rome, 28mm, Dominus battle Biggus Dickus on the streets of Ancient Rome... “

1:00pm