

Wargamers Reunion 2018

Gaming Event List as of 10/25/18

ALL SESSIONS

OPEN FLEA MARKET

Grab a table, set out your goodies and sell, sell, sell! Or browse through the merchandise as you look for those treasures you just can't live without. Whatever your pleasure, it's all there waiting for you. Participation is included in the cost of admission. All proceeds go in the seller's pocket!

Pick-Up Gaming

For your gaming pleasure, tables will be available all weekend for pick-up games of whatever you might want to play. If you have something you'd like to bring for one of those ***“as long as we're here why don't we play a game of this”*** moments, there'll be tables where you can set up your stuff and play to your heart's content! We'll also have several board games available for those so inclined. Generic sign-up sheets will be made available at the registration desk for game masters to use at their convenience.

SESSION 1 (Friday Afternoon)

Gunza Blazin'

Ever get the urge to mosey on over to the saloon, have a shot or two of redeye and get into a high stakes poker game? Perhaps you'd like to put a tin star on your chest and make sure the streets are safe for all the good townfolk. Or maybe you'd rather ride into town with your gunza blazin' and make a "withdrawal" from the local bank. Well Partner, now's your chance. Gavin Gossett is bringing us his Wild West set-up featuring 32mm miniatures and his own set of fast playing, easy-to-learn rules called.....what else?.....**Gunza Blazin'**. Players each take charge of a group of Wild West characters with their own objectives to complete by the end of the game. You may be playing Lawmen, Outlaws, Banditos or rough and rowdy Cow-Pokes. But no matter who you are, you won't be bored! So iffin' you got a hankerin' for some adventure, just strap on your hawg-leg, grab your handy-dandy book of "horse-opera" lingo and join ol' Gavin as he shows us how the west was won!

Target for Tonight

Put on your flight suit, crew up your Lancaster and take-off into the European night sky to deliver some presents to Herr Hitler. Mike Peccolo presents this game of WWII aerial combat using 1:600 scale planes and Donald Featherstone's "**Air Warfare**", a simple set of rules that allows anyone to take part in the action. Will you be able to make it to your destination, bomb the right target and make it back to base? Come join the action and find out. There'll be room for up to 10 players.

SESSION 2 (Friday Night)

The Battle of Azanulbizar

The War of the Dwarves and Orcs had begun six years earlier when Azog the Orc, Chieftain of Moria, captured the Dwarven Lord Thrór outside the entrance to his lair. Azog slew and decapitated him, branding his name on the severed head. He threw the remains from the gate knowing Thrór's travelling companion Nar would find them. Azog called out, telling him to spread the word among the Dwarves that an Orc now ruled in Moria. Upon receiving the news of Thrór's fate, his son Thráin II was filled with a righteous fury. He gathered a great army of Dwarves and began to systematically sack all the Orc strongholds in the Misty Mountains until only Moria was left. There, the surviving Orcs gathered to Azog awaiting the final confrontation. And now the day has come. The Dwarves, drawn up into battle lines before the eastern gate, glare at the Orcs over the rims of their shields and listen to their vulgar jeers as they await the order to begin their assault. Finally, with horns blaring and their war cries ringing from the hills, the Dwarves surge forward to end this once and for all! Join Bryant Williams as he presents this battle set in the world of J.R.R. Tolkien using 28mm figures and his own set of rules called "**Warfare in the Third Age**". With room for up to 7 players, there'll be plenty of revenge, honor and glory to go around!

The Battle of Spring Hill - Nov 29, 1864

General John Bell Hood was mad as hell! After brilliantly maneuvering his army behind the retreating Federals, he was ready to occupy the important road junction at Spring Hill to cut off the Union IV Corps headed to Nashville and complete its destruction. Cleburne's' lead division, however, was unsupported which led to a critical 3 hour delay. At 4pm, the confident gray line finally surged forward. Wagner's bluecoat division, defending the Pike and Spring Hill itself, was waiting. Bob Moon makes his triumphant return to the Reunion with this outstanding game set during the American Civil War using "**Brigade Fire & Fury**" rules and 40mm figures. Up to 7 players will be able to participate in this action. Children less than 16 years of age must be accompanied by a playing adult. Whether you fight for the Blue or the Gray, the final outcome will be in your hands. So steel your nerves, grab your musket and march to the field of battle.

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The Road to Richmond is a Hard Road to Travel

It's late in the war and the Union high command has decided to march on the Confederate capital.....for the umpteenth time. For whatever reason, they think the time is right for this strategic master stroke. Unfortunately, the gallant boys in gray have other ideas. Come join Pete Mancini as he brings us this action set in the last stages of the American Civil War, using "**The Devil to Pay**" 2nd edition rules and 28mm figures, as up to 6 players take part in this struggle for battlefield dominance. Will you attempt to storm Richmond and bring the rebels to bay or will you defend poor old Jeff Davis from a humiliating dragging through the streets by sending those blue bellies back to Yankeedom? The choice is yours.

Gaslands

Come join William Bowers as he showcases Osprey Game's new rules for post-apocalyptic vehicular mayhem known as. With fast and cinematic rules, "**Gaslands**" is designed to be played with toy cars allowing players to control small fleets of armed vehicles in battles for resources, dominance and survival as they shoot, ram, skid and loot their way through the ruins and wreckage of a burnt-out Earth. With rules for multiple vehicle types from motorbikes to big rigs, varied special weapons and accessories including oil slicks, caltrops and nitro boosters, and a host of options for scenarios, environmental conditions, crew and campaigns, games can be tailored to fit any version of an anarchic future.

As the Crows Gather

Jarl Athaern slowly leads his men through the early morning fog. The cold, damp air plasters hair to skin beneath their helmets and muffles all sound as they slog towards their objective. The Romano Brits have often raided Athaern's lands but now the sword is in the other hand. Arturo the Chaste and his men will soon find themselves in circumstances quite different from what they are used to. Providing, that is, that the Jarl and his men can take and hold the villages to the south. Walt Harris brings us this small unit action set during the Dark Ages using 28mm figures and his own custom game system he calls "**A Plunderin' We Go!**" Up to 6 players, with a single overall commander per side, will lead their troops in a struggle for supremacy on the battlefield. Will Athaern be able to crush his foes and send them packing or will he be beaten back like his brethren before him, having to consolidate his forces to hold what he can? The outcome, my friend, is in the hands of the gods and the strength of your axe.

SESSION 3 (Saturday Morning)

The Battle of Spring Hill - Nov 29, 1864

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Assault on Seelow Heights

In the early hours of April 16, 1945 the Soviet attack against the German defenses around the city of Seelow began with a massive bombardment by thousands of artillery pieces and Katyushas. Well before dawn, the 1st Belorussian Front attacked across the Oder River. Swampy ground proved to be a great hindrance and a German counter-barrage caused heavy casualties. But despite these initial set-backs, the Soviet troops continued to advance in accordance with their plan. By nightfall of the second day, the 45th Guards Tank Brigade had finally been able to move forward due to the tenacity of their comrades. Soon, however, they began to encounter stiff resistance in the form of Panzer and Panzerjager elements from the 56th Panzer Corps. Will it be enough to stem the tide or will the Russian assault sweep on into Berlin? Join Bryant Williams as he brings us this exciting WWII game of armored conflict using the easy-to-learn, fun-to-play "**What a Tanker**" rules and 1/35th scale vehicles. Up to 6 players will find out, first hand, about the trials and tribulations facing a tank commander on the front line. Will you be able to make the crucial decisions under fire that will lead your crew to victory? There's only one way to find out. Climb in, button up and roll into action.

Convoy: Hunt and Kill

The convoy is now sailing out in the "air gap" which means it's too far from land to have aircraft patrols. So now it's up to the escort vessels to protect their charges. But lurking there, somewhere out in the grey Atlantic, are the U-boats. Sliding along just below the surface of the water they wait. They search for an opening and when the opportunity presents itself, they strike! Join Mike Peccolo as he brings us this exciting WWII naval action using **"Grey Wolves at Dusk"** rules and 1/2400 scale ships. Up to 6 players will test their metal as either an escort captain or commander of a U-boat. Have you got what it takes to bring your ships safely into port? Or perhaps you prefer the thrill of the chase. Either way, the time has come to fulfil your destiny.

878 Vikings

Lord, protect us from the Northmen! Andrew Shadel presents this exciting board game in which two to four players take on the roles of the invading Vikings or the English nobles who are trying to withstand the invasion. Viking players control the Norse freemen and the fearless Viking shock troops known as Berserkers. The English control the King's Housecarls, the landholding Thegn noblemen as well as the Fyrd, peasant militia units that rise up to defend their cities when attacked. The players on each side must work together to coordinate their strategies and achieve victory. The English start the game controlling all of England but then the Viking players invade from the sea and strike deep into English territory! When it's all said and done, the team controlling the most cities wins the game. Will you be fearless invaders or faithful defenders? The choice is yours!

SESSION 4 (Saturday Afternoon)

It's Good to be the King of the Pirates

Avast there, ye lubbers, and listen to a tale of adventure, excitement and the bravest men what ever sailed under the Jolly Roger! A rousing tale of two great pirate fleets what met in these very waters to settle a score. But better yet, why don't ye come join Cap'n David Raybin and experience the excitement firsthand! He'll be a bringin' us all the fast and furious action of a battle in open waters using large and fully rigged 28 mm Pirate ships and a set of bucket-o'-dice rules based on Bob Duncan's **"Gunboat Diplomacy"**. With room for up to 6 would-be skippers there'll be plenty of action for everyone. So climb aboard, me hearties, and raise the colors. Aarrgh, it's gonna be cutlasses and canons, broadsides and boarding hooks all around.

Armor Action - February, 1945

It's a cold winter day as the US 3rd Armored Division advances along the muddy backroads of the German countryside. Their objective is the important road junction at the village of Elsdorf. And although the civilians have left, Heavy Panzer Battalion 301 has not. The now deserted village has been prepared for defense by the Germans including a few big surprises waiting for the Americans within the hamlet. Can the US tankers clear the town or will the stalwart defenders be able to hold them off? Join in the fun as Keith Jordan brings us this late WWII armor scenario for 4 to 9 players using the exciting new **"What a Tanker"** rules and 15mm miniatures. Will you be able to complete your mission while trying to survive round after round of hard-hitting, up close and personal armored combat? Come roll the dice, choose your course of action and find out for yourself.

Tale of Two Cities

The French forces are grinding away, pushing their British foes back foot-by-foot, mile-by-mile. The British are now simply trying to get their troops safely away and hoping to hold the French advance off at least for the day. The French, however, are becoming more aggressive in their efforts as Napoleon is anxious to drive the English army into the sea and end this once and for all! Walt Harris brings us this exciting game of Napoleonic combat using “**Over the Hills**” rules and 28mm miniatures. Up to 6 players will command their forces to see who will win the day. So whether it’s red coat or blue, King or Emperor, there’ll be plenty of action for everyone!

Descent: Journeys in the Dark

Join Andrew Shadel as he leads you on a journey to explore deep, dark dungeons in search of treasure and adventure. Up to four players will assume the roles of heroes, each with a wide assortment of adventuring skills and abilities. The heroes will try to conquer the dungeon, seize its many treasures and achieve various other objectives. But to achieve their goals and emerge victorious, cooperation will be a must. For standing against them is the Overlord. And the Overlord's only objective is to use all the means at his disposal.....from deadly traps to ferocious monsters.....to kill the heroes. So if you're strong of spirit and brave of heart, then strap on your armor, draw your weapons and sharpen your wits. The dungeon awaits you!

Frostgrave: The Ghost Archipelago

A vast island chain covered in the ruins of ancient civilizations, the Archipelago appears every few centuries far out in the southern ocean. At such times pirates, adventurers, wizards and legendary heroes all descend upon the islands in the hopes of finding lost riches and powerful artefacts. It is only the bravest, however, who venture into the islands for they are filled with cannibals, snake-men and poisonous water-beasts. Join Williams Bowers as he takes up to 4 players on an epic adventure where they command small, handpicked teams of spell casters, rogues and treasure hunters exploring the ever-shifting labyrinth of the Ghost Archipelago. Using the same rules system as Frostgrave, this game features heroes performing nigh-impossible feats of strength and agility, powerful spells from five schools of magic, a host of soldier types, mystical treasures and encounters with the indigenous creatures of the isles.

SESSION 5 (Saturday Night)

The Battle of Henry Hill/1st Bull Run

Generals Irvin McDowell and P.G.T. Beauregard face off in this re-fight of the first battle of Bull Run. The Confederates are attempting to regroup on Henry Hill having been forced from their positions on Matthews Hill. As the Union forces prepare for an assault, Brig. Gen. Thomas J. Jackson's Virginia Brigade, accompanied by Col. Wade Hampton and Col. J.E.B. Stuart's commands, come up in support of the disorganized Confederates. Will the Yankees be able to force the Confederates off the hill or will General Jackson once again earn his famous moniker. Mike Peccolo brings us this early battle of the American Civil War using easy-to-learn and fun-to-play rules from Junior General and 25mm figures. Up to 10 players will be able to join in the action and decide who will earn the victory.

The War Wagon

Gold is heavy. Lordy, is it heavy. But imagine a whole dang wagon full of the stuff. And that's just what you've got on your mind. There's an armored stage coach heading this way just full of the stuff and you want to take it for yourself. But you need to capture the stage coach intact so it's gonna take some planning. And if that weren't enough to put grey hairs in your beard, turns out them blue coats from the 7th Cavalry aren't really interested in seeing you get your grubby little hands on their payroll. Then there's the fellers inside of the wagon and they ain't too keen on a sharing that gold with you, neither. Join Pete Mancini as he presents this Wild West action using his own **"I'm Your Huckleberry"** rules and 28mm figures. Up to 6 players will face off against cavalry, an armored wagon thundering across the plain and a Gatling gun! It's almost enough to make a feller go straight.....almost.

Avant, Soldats de France

The British picket leaned his back against the tree, enjoying the afternoon sun. Now that the rains had subsided, guard duty wasn't so bad. It was late enough in the year that the bugs weren't bothersome but not so late as to be chilly. Yes, it was a perfect day for guard duty. Listening to the peaceful sounds of the forest wafting on the autumn breeze he was blissfully unaware of the soft rustle of leaves made by the passing of many pairs of moccasins. Mike Coggins presents this French and Indian War action using **"Scalplack"** rules and 28mm miniatures. Up to 8 players will assume command of French, British or Indian forces as they battle for control of a British outpost located on the frontier. Will the British be able to hold off the attack or will the French and their Native American allies win the day? Come join Mr. Coggins and find out.

SESSION 6 (Sunday morning)

Pick-Up Gaming

For your gaming pleasure, tables will be available all weekend for pick-up games of whatever you might want to play. If you have something you'd like to bring for one of those ***"as long as we're here why don't we play a game of this"*** moments, there'll be tables where you can set up your stuff and play to your heart's content! We'll also have several board games available for those so inclined. Generic sign-up sheets will be made available at the registration desk for game masters to use at their convenience.