

ID	Table	Game Name	Game Master Name	Number of Players	Notes or Special Requests	Players	Alrernates
F1-1	1	Battle of the Waxhaws Aug 1780	Robert MCCASKILL, DVM	4	LTC Banaster Tarleton and his British Legion catch u the 6h Virginia Continentals. Can COL Bufford get his baggage and artillery off and repel the British? Or will it be another massacre? Carnage and Glory II rules.	Mason Cress	
						Cliff Creech	
						Jon Lundberg	
						Jerome Bennett	
F1-2	2	GUARDS	Lee Gaddis	4	Historical gaming using the GUARDS rule system. by Gaddis Gaming	Steven Paine	
						Nick Harris	
						Austin Matthews	

ID	Table	Game Name	Game Master Name	Number of Players	Notes or Special Requests	Players	Alternates
F2-1	4	BLKOUT	Brandon Ragsdale	8	A fast-paced, easy-to-learn tactical battle, where victory is typically clinched within 30 minutes. Multiple concurrent games.	Steven Paine	
						Nick Harris	
F2-2	3	Test of Honour	Jim Casey	4	A peaceful day in Japan on a lonely road...until a group of Ikkō-ikki (priests) meet up with peasant rebels. The rebels (probably drunk) started to taunt the sohei until it was decided to teach them a lesson in manners. Set during the Sengoku period of Japan. Players command small forces of miniatures, typically centered around a hero character, in battles involving tactical combat and choices that can test the concept of "honor".	Carter Hansen	
						Jon Lundberg	
F2-4	5	Roman Chariot Race	Chris Pagano	9	A simple fast-play chariot racing game using 20mm figures on a 12 foot board.		
F2-5	12	Friedland 1807	Henry Campau	8	Russians defending against French and Poles in the climactic battle as Napoleon has beaten the Austrians (1805), the Prussians (1806), and now finishing off the Russians (1807). 15mm figures using Epic Command and Colors rules:		
F2-6	2	GUARDS	Lee Gaddis	4	Historical gaming using the GUARDS rule system. by Gaddis Gaming		
						Cliff Creech	
						Steven McCabe	
						Mac McCabe	

F2-9	6	Eastern Front Tank Battle	Mancave Brotherhood of Gaming - Wes Ware	8	Germans & Russians square off for head to to head action. Each player will have 2-tanks. Will you and your comrades be able to outmaneuver and destroy the enemy tanks before they get to you? What a Tanker by Too Fat Lardies rules.		
F2-10	14	Banzai	Ronald Holden	7	A desperate dawn assault by Imperial Japanese against defending U.S. Marines. Neither side appears to be willing to withdraw. 54mm miniatures and home-grown simple rules make for an especially vivid scenario.	Tom Fisher	
F2-11	15	Trench Crusade	Jerry Frazee	4	Trench Crusade! A skirmish-scale tabletop miniatures game set in a horrifying alternate timeline of WW1 A big game for four players.	Bill Koff Austin Matthews	
F2-12	7	Life of Brion('s Legion) or How I came to love Space AT&T	Gary Harris	5	3029 battle between Brion's Legion mech outfit versus the 12th Deneb Light Cavalry of House Davion. Battle being a loose term for a rout. Can the Legion make it to the Comstar site and safety, or will they be run down and destroyed? Battletech - Alpha Strike rules.	Jerome Bennett Chris Miller	

ID	Table	Game Name	Game Master Name	Number of Players	Notes or Special Requests	Players	Alternates		
F3-1	12	Attack on CCA, Battle of Arracourt	Kim Allman	6	WW II ETO. 0800 hours, 19 September 1944 Arracourt, Lorraine, France. Having run up against stiff resistance from the US 2nd Mechanized Cavalry Group at Lunéville, the 111th Panzer Brigade fell back and decided to go around the Americans and make for the thinly defended Combat Command A (CCA) headquartered in the town of Arracourt. Heavy fog had grounded US air support, and the 5th Panzer Division command hoped to use the bad weather to overrun American defenses with superior numbers. The Germans had numerical superiority; however, the tank crews were inexperienced. The US 4th Armored Division were veterans who had fought throughout the North Africa and Normandy campaigns. Bolt Action rules.	Austin Matthews			
F3-2	4	BLKOUT	Brandon Ragsdale	8	A fast-paced, easy-to-learn tactical battle, where victory is typically clinched within 30 minutes. Multiple concurrent games.	Richard "Tuna" Fortuna Drew Skinner Jerry Hampton Chris Miller		1	Chris Miller
F3-3	14	Space and Glory	Jim Brokaw	4	Alien spaceships in a free-for-all battle. Each player commands a fleet.				
F3-4	3	The Hunted	Tom Fisher	7	A squad of Marines has been ordered to Centurion V (a jungle planet) to recover a lost data core. Little do they know they are being hunted by a Predator that likes to kill for fun! Come join the action to see who wins the day.	John Knox			
F3-5	15	Assault on Langoan Airfield	Chris Hughes	4	Japanese airdrop onto Langoan on the Dutch East Indies island of Celebes, January 11, 1942. It was the first of the few Japanese airborne operations of the war. Chain of Command rules.	Jim Casey			
F3-6	6	Gunfight on the Express	Jon Lundberg	10	Gunfight on a fast moving train packed with characters straight out of Hollywood. Modified Fistful of Lead rules and a variety of missions on the train. Fistful of Lead rules.	Bill Koff Jerome Bennett Steven Paine Nick Harris			
F3-7	16	USMC in Nicaragua. 1926	Charles Kadlec	8	Rules "With Ole Gimlet Eye" 25mm, US Marines vs Sandanistas.				

F3-8	2	GUARDS	Lee Gaddis	4	Historical gaming using the GUARDS rule system. by Gaddis Gaming				
F3-10	7	480BC Battle of Salamis	Mancave Brotherhood of Gaming - Clifford Creech	9	Trireme rules	Cliff Creech			
						Henry Campau			
						Chris Pagano			
						Mac McCabe			
F3-12	11	Battletech - Classic	Zach Torrence	6	Official Grinder event, or scenario games, varying from Succession Wars through Clan Invasion, up through IIClan era.				
F3-13	1	Battle of Chatterton Hill, October 28, 1776	David Bonk	6	In late October 1776 British forces followed the retreating American army to White Plains New York where General George Washington deployed his Continental forces. Both American and British commanders understood the importance of occupying Chatterton Hill on the extreme right of the American lines. On October 28 a mixed force of British and Hessian troops attempted to capture Chatterton Hill. We'll refight the battle using 28mm figures and the Carnage and Glory computer moderated rules	Bob McCaskill			

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S1-1	12	Attack on CCA, Battle of Arracourt	Kim Allman	6	WW II ETO. 0800 hours, 19 September 1944 Arracourt, Loraine, France. Having run up against stiff resistance from the US 2nd Mechanized Cavalry Group at Lunéville, the 111th Panzer Brigade fell back and decided to go around the Americans and make for the thinly defended Combat Command A (CCA) headquartered in the town of Arracourt. Heavy fog had grounded US air support, and the 5th Panzer Division command hoped to use the bad weather to overrun American defenses with superior numbers. The Germans had numerical superiority; however, the tank crews were inexperienced. The US 4th Armored Division were veterans who had fought throughout the North Africa and Normandy campaigns. Bolt Action rules.	Jason MirosovichJ3 Lillian Mirosovich	
S1-2	2	Shattered Crown	Gaddis Gaming	4	WWI rules featuring the Harlem Hellfighters		
S1-3	5	ACW naval game	Jim Brokaw	6	A Union fleet of wooden gunboats and monitors must suppress blockade running by destroying several captured Union transports which are being used to bring supplies to the Confederacy. Confederate defenses include wooden gunboats, ironclads, shore batteries, torpedo boats and, other infernal devices. Custom rules, 10mm.		
S1-4	8	Fly, Fight, Win: Honcho	Jim Casey	4	The Korean air war is heating up (1952ish). A RB-29 (reconnaissance version) developed engine trouble while on mission. A flight of F-86 Sabres is escorting the plane back to base. The North Koreans (along with Russians) REALLY want to get the equipment onboard for intel. To achieve this Mig-15s are on route.		
S1-5	3	Hook's Farm	Tom Fisher	7	Four squads of Colonial Marines defend the ruins of Hook's Farm against wave after wave of Orks (welcom to Ork's Drift). Can the marines hold out until help arrives? Come join the action to find out.	Ben Nobles	
S1-6	15	Assault on Langoan Airfield	Chris Hughes	4	Japanese airdrop onto Langoan on the Dutch East Indies island of Celebes, January 11, 1942. It was the first of the few Japanese airborne operations of the war.Chain of Command rules.	Jon Lundberg Andy Turlington	
					North Carolina Coast. With Charleston firmly in Patriot hands and the Royal	Henry Campau Bill Koff	

Two sessions S1-7 and S2-8	9	The Cape Fear Landing, Autumn 1778	Nick Giannaras	8	Navy unable to force the harbor, General Henry Clinton has ordered a secondary landing at the mouth of the Cape Fear River near Brunswick Town. A mixed British force of regulars, Loyalist provincials, and light dragoons has put ashore with orders to push inland, secure a depot at Cross Creek (modern Fayetteville), and open a supply corridor to Cornwallis's scattered southern Tory allies. A Patriot spy network — likely operating through Wilmington — has given the Continental command roughly 36 hours' warning. Brigadier General William Smallwood moves to intercept before the British can consolidate their beachhead. General d'Armee 2 rules.	Alex Brown	
						Richard Kachelriess	
						Brian Clohesy	
						Steven Hancock	
						Tony Hancock	
S1-9	11	Battletech - Classic	Zach Torrence	6	Official Grinder event, or scenario games, varying from Succession Wars through Clan Invasion, up through IIClan era.	Steven Paine	
						Nick Harris	
						Drew Skinner	
						Jerry Hampton	
						Chris Miller	
S1-11	7	What a Tanker	Cliff Creech	8	What a Tanker from TooFatLardies, Eastern Front Tank Battle. Germans & Russians square off for head to to head action. Each player will have 2-tanks. Will you and your comrades be able to outmaneuver and destroy the enemy tanks before they get to you?	John Knox	
						Boris Khazin	
S1-12	6	Foodfight	Ronald Holden	6	High school students at a local high school participate in a 'Survivor' type game where gamers control factions trying to be the "last man" standing. A simple, fun 'beer and pretzel' game for young and old. Simple rules for gamers of all ages.		
S1-13	14	Shako II	Steven McCabe	10+	The Battle of Corunna, January 16th 1809. Late 1808, the British under Sir John Moore land in Portugal and march into Spain to support the Spanish uprising against the French. Unfortunately, Napoleon had other ideas, and broke the Spanish line. In hearing this, Moore knows that Napoleon will now turn his full attention on the small British Army, and decides on a full retreat to Corunna to get his army to embark on the British naval ships. A winter retreat and pursuit become a nightmare for both forces. They meet in Corunna, with some British officers arguing to surrender to the French, but Moore has other ideas. Will you be the British and hold off the French so your forces can escape or will you be the French, determined to punish the British army once and for all! There will be battle and there will be blood.	Jerome Bennett	
						Steven McCabe	
						Sean O'Neill	

S1-14 Continues all day	1	Battle of Zossen	Bob McCaskill	8	French cavalry corp encounter Russian/Prussian force in the vicinity of Zossen. It is possible that a French infantry core will march to the sound of the guns. This is a Carnage and Glory for a scenario set within a campaign under the On Campaign system.	Bob McCaskill	
						David Bonk	
						Russell Rawson	
						Steve Raynor	
						Lyle Bickley	

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						Sean O'Neill	
						Andy Turlington	
S2-2	2	Shattered Crown	Gaddis Gaming	4	WWI rules featuring the Harlem Hellfighters		
S2-3	4	BLKOUT	Brandon Ragsdale	8	A fast-paced, easy-to-learn tactical battle, where victory is typically clinched within 30 minutes. Multiple concurrent games.	Miguel Torres	
						Steven Paine	
						Nick Harris	
S2-4	5	Bolt Action Training Camp	Kalissa Skibicki	6	Enlist Today! WWII Bolt Action Training Camp. Step onto the battlefields of Bolt Action by Warlord Games and learn the rules in a hands-on, action-packed introduction to World War II tabletop warfare. This learn-to-play event is designed for new recruits and curious commanders who want to experience fast-paced WWII combat using detailed 28mm miniatures. You'll command infantry squads, support weapons, and armored tanks as you maneuver across the battlefield, issue orders, and roll for initiative using the game's unique order dice system. Bolt Action rules.	Boris Khazin	
S2-5	3	Attack of the Flaming Floaters!	Bill Koff	4	Royal Navy ships lie at anchor in a cove, protected by shore batteries. But Blackbeard and Stede Bonnet sail in for a surprise attack at dawn, accompanied by a pair of fire ships. Mayhem in the Caribbean for four discriminating gamers, aged 15 and up. Oak and Iron rules.		
S2-6	10	Rorke's Drift	Chris Pagano	6	"Don't swear boys, and shoot 'em!" Follow Chaplain Smith's advice or lead a Zulu impi in defense of your homeland. It's a refight of the famous battle of Rorke's Drift. While beginners are welcome, this game is designed for those with some knowledge of the Zulu war. Not suitable for young kids. Black Powder Anglo-Zulu Wars rules.	Carter Hansen	
						John Knox	

S2-7	11	Battletech - Classic	Zach Torrence	6	Official Grinder event, or scenario games, varying from Succession Wars through Clan Invasion, up through IIClan era.	Chris Miller	
Two sessions S2-8 and S1-7	9	The Cape Fear Landing, Autumn 1778	Nick Giannaras	8	North Carolina Coast. With Charleston firmly in Patriot hands and the Royal Navy unable to force the harbor, General Henry Clinton has ordered a secondary landing at the mouth of the Cape Fear River near Brunswick Town. A mixed British force of regulars, Loyalist provincials, and light dragoons has put ashore with orders to push inland, secure a depot at Cross Creek (modern Fayetteville), and open a supply corridor to Cornwallis's scattered southern Tory allies. A Patriot spy network — likely operating through Wilmington — has given the Continental command roughly 36 hours' warning. Brigadier General William Smallwood moves to intercept before the British can consolidate their beachhead. General d'Armee 2 rules.	Henry Campau	
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S2-9	14	What a Tanker	Mancave Brotherhood of Gaming -Wes Ware	8	Eastern Front Tank Battle. Germans & Russians square off for head to head action. Each player will have 2-tanks. Will you and your comrades be able to outmaneuver and destroy the enemy tanks before they get to you?	Steven McCabe	
						Mac McCabe	
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S2-10	6	Banzai	Ronald Holden	7	A desperate dawn assault by Imperial Japanese against defending U.S. Marines. Neither side appears to be willing to withdraw. 54mm miniatures and home-grown simple rules make for an especially vivid scenario. I can accommodate up to seven players and the rules are manageable by even younger players.		
S2-11	15	Trench Crusade	Jerry Frazee	4	Trench Crusade! A skirmish-scale tabletop miniatures game set in a horrifying alternate timeline of WW1 A big game for four players.	Jerome Bennett	
						Ben Nobles	
						Drew Skinner	
						Jerry Hampton	

S2-12	7	Commands and Colors	Charles Cabell	8	Commands and colors ancients epic format	Henry Campau	
						Alex Brown	
						Jason Mirosavich	
						Lillian Mirosavich	
S2-13	8	Life of Brion('s Legion) or How I came to love Space AT&T	Gary Harris	5	3029 battle between Brion's Legion mech outfit versus the 12th Deneb Light Cavalry of House Davion. Battle being a loose term for a rout. Can the Legion make it to the Comstar site and safety, or will they be run down and destroyed? BattleTech Alpha Strike rules.		
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S3-4	10	Roman Chariot Race	Chris Pagano	9	A simple fast-play chariot racing game using 20mm figures on a 12 foot board.	Carter Hansen Cliff Creech Jon Lundberg Bill Koff John Knox Jason Mirosavich Lillian Mirosavich	
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es all day	CC	Battle of Zossen	DDP mechanism	✓	Carnage and Glory for a scenario set within a campaign under the On Campaign system.	Lyle Bickley	