



Enfilade 2008 Preliminary Event List

April 16, 2008 (Edited to reduce page count on April 22, 2008)

Note: T1, T2, etc... are not table assignments. There are 28 standard size tables available in each period. This enables me to count and track the number of tables/events scheduled for each period.

If you are running multiple events in multiple/adjacent periods you will get the same table so you don't have to move your stuff.

If you are a dealer and you are hosting an event you will get a table near your booth. Specific table assignments will be made as at a later time.

Allan Dyer - Enfilade Event Coordinator

Tournaments & Events

1.

Flames of War- Hall of Heroes Tournament- Regional Qualifier by The Game Matrix

Saturday, May 24th 9am Start 30 Players

This is a Regional Qualification tournament for the Battlefront USA US National Flames of War Tournament at HMGS East's Historicon 2008 Convention. This is the next installment in the Hall of Heroes tournament series. See www.thegamematrix.com/HOH.html for more details about the Hall of Heroes. The winner of this event will earn a spot at the Flames of War Nationals to be held at Historicon as well as having his name added to the Hall of Heroes plaque! Additional great prizes have been generously donated by Battlefront. Entry fee for this tournament is admission to the convention, 15 games, each being 4x6. So 90' of table or 2 rows of 45'.

2.

Warhammer Fantasy Battle Tournament by The Game Matrix

This is the Hall of Heroes Tournament.

It starts immediately after the FOW tournament Saturday.

3.

The Enfilade Open DBA Tournament by The Game Matrix

This is the Hall of Heroes Tournament. It starts at 10 AM on Sunday.

15mm Ancients – De Bellis Antiquitatis (DBA)

24 Players

Six 8-foot tables.

Choose any 15mm DBA army you like for this open tournament. No unpainted armies please. Four rounds, no elimination, Swiss pairing. Standard NASAMW scoring. Prizes include bobbleheads and a painted DBA army! Winner gets his or her name on the Hall of Heroes plaque at The Game Matrix, Tacoma. Top finishers qualify for the NICT-DBA Invitational at Historicon. Basic familiarity with DBA rules is strongly recommended. Loaner armies and terrain available.

4.

ASL at Enfilade by Sam Belcher

Sam and Friends are back to play ASL at Enfilade. They plan on playing and assisting the 3DASL put on by Dianne Spangler and Action Terrain. There will also be three tables to play traditional ASL board games in the main room.

Friday Period 1 - 2 PM to 6 PM

FR1-T1,2- 3D ASL by Dianne and Larry Spangler

15mm, 25mm

12 Players

Come play ASL Starter Kit rules with miniatures including 88's at Zon in 25mm. Fast-paced WWII action; beginners welcome, no experience necessary, just a willingness to have fun. This is a large event on a 16 foot long table and is being hosted in every period.

FR1-T3,4- Thunderboats! Pick up by Kevin Smyth and Dave Schueler

6 players or more.

Table Size 5 X 16

Have fun racing hydroplanes, honing your skills for the Enfilade Cup to follow in the evening session. Learn how to build your boats and develop strategies for winning racing. Fun for beginners and those with experience.

FR1-T5,6 - The Battle of Borodino by James Kyler

Napoleonic Wars 1812

Rules; Cest La Guerre

15mm Napoleonics

10 Players

Table size 6x8

This is the introductory game. The full version of Borodino will start at 5:30.

A confrontation between the French Invaders and the Czar's forces before Borodino. The rules can be used for team play. Each player commands a brigade of troops. Can the Russians prevent the Invaders from breaking through and exiting the table? The French commanders will attempt to sweep the feeble defenders away and exit the battle area toward Borodino.

Please bring a Ruler or other measuring device

FR1 – T7,8 - Austerlitz Set Up Period by Jeroen Koopman

Napoleons Battles

5 Players

Table Size 5x16

The battle of Austerlitz, 1805. Some skill level and knowledge of the game system is very helpful. All items provided. There will be some different twists used in the game to keep players guessing.

This event Starts Friday Period 2.

FR1-T9 - A Fistful of Chickens by Michael Koznarsky

25mm English Civil War Skrimish

“Once Upon a Time in the West Country” Skrimish rules (modified)

8 Players

Table size (circle one): 6x8

The hamlet of Digby Green is beset by Royalists, Parliamentarians, the local March Warden and one very angry ram (who killed someone last year and is still upset!) It is every man (or ram) for himself in this free for all grab for fame and glory. Please bring your sense of humour again!

FR1-DBA “HUSSITE WARS” BY GARY POMEROYQ & THE NORTHWEST ANCIENTS GAMERS (NAGS)

HISTORICAL PERIOD: **MEDIEVAL**

RULES SYSTEM USED: **DBA ANCIENTS -- “DE BELLIS ANTIQUITATIS”**

SIZE OR TYPE OF MINIATURES: **15MM**

NUMBER OF PLAYERS: **8-12**

Launch the Reformation and revolutionize Medieval warfare with low-budget, "Wagonberg" tactics. Matched-pairs, team-tourney format. (Details TBD.) Armies and terrain provided or use your own. Basic familiarity with DBA required. Prizes! Top finishers qualify for the NICT – DBA Invitational at Historicon.

FR1-T10 - Starship Combat by Monday Knight Productions

Rules: Galactic Nights Starships

This will be run in almost every period

One table, 8 players

FR1-T11 - COLONEL KLINK'S LAST STAND by MITCH BERDINKA

15mm COLONIAL

THE SWORD AND THE FLAME 15mm

8 Players

6x8 table

Colonel Klink had taken a small scouting force out to explore the road ahead to Peking and has managed to get himself surrounded by a large force of Boxers. Colonel Smith is leading a relief force to rescue him, but finds his way blocked by Regular Chinese with artillery support. Allies must rescue Colonel Klink and save as many of his force as possible. Players of any experience level are welcome. Rules are simple and quick to learn. A fun game with resolution depending on the Boxers being able to get their units to charge home. Voted best game for Period 3 at Enfilade 2005. Great game for beginners.

This event is repeats in Sunday Period 1. This event is tentative for this period.

FR1-T12 - Peking in Flames by Andy Hooper

Historical Period: Early 20th Century

DBA-Humberside Extension 25mm

6 Players

Table Size: 5x8

Boxer Rebels and defiant Chinese regulars clash with American, European and Japanese troops during the 1900 siege of Peking. The popular fast-play DBA game system is adapted to the early 20th Century with the Humberside Extension. Rules. No experience necessary, all materials provided.

FR1-T13 - Upcoming event by Chris Bauermeister

Chris is going to run an event this period but is not sure which one

1. Another round of my WWI armored steeplechase game. I'll be doing a playtest on April's game day - tanks are limited, so if you're interested, please let me know.

2. A 1/1250 pick-up predread naval game - I've got enough ships to accomodate whoever shows up.

3. A victorian Sci-Fi scenario (Venus, 1889).

Any preferences folks? Chris

FR1 – T14 – Curse You Red Baron!! by Michael J. Clinton

The Great War

Watch Your Six - basic rules 1/72 WWI Aircraft

8 Players

Table Size 6' x 8'

Watch Your Six!! Is a new set of rules designed to fight the big dog fights of the Great War. These sessions will pit 6 Fokker Triplanes against 6 Sopwith Camels. Each player will control two aircraft. Game time typically runs about 90 minutes for this number of aircraft. So two games will be played; the first starting at 2 p.m. and the second starting at 4 p.m.

FR1 – T15- Red Actions by Henry Thompson

Red Actions

15mm

4 Players

Table Size 5x8

Rules download is free at: <http://perfectcaptain.50megs.com/redactions.html>

Company level rules by Perfect Captain. The white forces will be defending a village and the supply depot on the main railroad to Moscow. The Reds need push back these white dupes of the International Gangsters.

Players will need their lucky dice (D6) and measuring devices and everything else will be provided.

FR1 – T16- Battle of Hedgeley Moor by Lloyd Bowler & David Mebust

BLOODY BARONS BY THE RFCM GROUP

WARS OF THE ROSES, 15MM

UP TO 6

5x8 table

Edward IV Consolidates Yorkist Power, the Battle of Hedgeley Moor – April 25, 1464

Several defeats over the past three years have soured the Lancastrian cause. Support from the Scotts and French have not been enough to turn the tide in their favor. Now Yorkist forces, under the command of John Neville, Lord Montague are escorting Scottish Ambassadors interested in negotiations with Edward IV at York. Furious at this turn of events the Lancastrians plan to ambush this Yorkist army. Sir Ralph Gray Percy together with Lords Hungerford and Roos lead a Lancastrian army which is under the overall command of Henry Beaufort, the Duke of Somerset. Please join us as we present the Battle of Hedgeley Moor. All supplies provided no experience necessary. Player enthusiasm is required!

FR1 – T17- The War Game World War II by John Edwards

Board Game

It's Axis and Allies on steroids. In the wake of the events of Pearl Harbor, America has been attacked, and the Germans are rampaging across Europe in this massive, strategy-level game for World War Two. Featuring over 400 plastic figures depicting soldiers, tanks, ships, planes, guns, and factories, The War Game: World War II comes complete with a 36x72-inch map board, dice, playing charts, chips, and a rulebook. Fantastically large 3' X 6' game board enough pieces for all the babies in china to choke in (we lost count at 500) (no children were hurt in the production of this game... yet) basic rule book battle board, 12 sided dice, chips, and 1942 setup & war production charts for Germany, Italy, U.S.S.R., U.K., France, Japan, U.S.A., and China.

For a review go to: <http://www.boardgamegeek.com/game/30876>

This is the first period of a two period event.

FR1 – T18 - Board Games – Sword of Rome

The hosts of the Dragonflight convention at the end of August and Seattle Metro Gamers are hosting board games. They are bringing a large assortment of games to demo and play. The Sword of Rome is the latest in GMT Games' acclaimed line of Card-Driven Games (CDG). The game enables up to four players to recreate the climatic struggles among the peoples of Italy and Sicily, Romans, or Gauls will dominate the western Mediterranean and with it earn the right to vie for control of the known world? Through a unique adaptation of the event-card system, players can also take on the roles of additional contenders such as Gallic tribes from across the Alps or the mighty naval power of Carthage. You will command the great figures of the age: Rome's military savior Marcus Furius Camillus; Syracusan tyrant Agathocles, who dared to assault Carthage itself; or Pyrrhus of Epirus, the adventurer king who sought to unite the western Greeks.

This event repeats of Friday period 2.

Fr1 – T19 - Lions, Mammoths, and Bears, ohmy! by Mike Garcia

Prehistoric, 28mm

Tooth and Claw

4 Players

Table size 6x8.

Players take on the role of stone age hunters as they go in pursuit of some of the most dangerous creatures of all time – the monsters of the early age of mammals and the giants of the ice age.

This event repeats Friday period 2.

Fr1 – T20 - Battle for Crump's Landing by Norris Hazelton

15MM ACW

Fire&Fury rules

4 Players

In the early stages of the Shiloh Campaign General Bragg tried to effect a link-up with General Polk to attack two isolated Union divisions under General Sherman and General Hurlbut. The link-up never happened and the rest is history. The Battle for Crump's Landing explores what might have happened had the Confederates managed to make that linkage.

Friday Period 2 - 7 PM to 11 PM

FR2 - T1,2 - 3D ASL by Dianne and Larry Spangler

15mm, 25mm

12 Players

Come play ASL Starter Kit rules with miniatures including 88's at Zon in 25mm. Fast-paced WWII action; beginners welcome, no experience necessary, just a willingness to have fun. This is a large event on a 16 foot long table and is being hosted in every period.

FR2 – T3,4 - Thunderboats! The Enfilade Cup by Kevin Smyth and Dave Schueler

2 tables, Six players or more.

Table size 5 X 16

Yes we're racing for the cup, and maybe even more. Guts and glory in every turn, roostertails everywhere and battling sponson to sponson.

FR2 – T5,6 - The Battle of Borodino by James Kyler

Napoleonic Wars 1812

Rules; Cest La Guerre

15mm Napoleonics

12 Players

Table size 6x16

Battle of Borodino, 1812 By James Kyler and Friends. A Classic confrontation between the Russians and the French, using the new rules developed by James and playtested over this spring. All players in the game will receive a copy of the rules to take home. The game is in 15mm, anyone wishing to bring Russian troops from their collections are welcome, due that what the author is bringing, the French at this time outnumber the Russians 2 to 1. Battle of Borodino is basically a 1 to 1 fight. James Kyler will supply the game aids, dice, and casualty caps for the battle.

Players should bring a ruler and or a yardstick.

FR2 – T7,8 - Austerlitz by Jeroen Koopman

Napoleons Battles

5 Players

Table Size 5x16

The battle of Austerlitz, 1805. Some skill level and knowledge of the game system is very helpful. All items provided. There will be some different twists used in the game to keep players guessing.

This Event will Take Friday Evening and All Day Saturday.

FR2 – T9,10 - Saxon Shores Naval Clash (in 4th Century AD) by Eric Hotz

1/300 Ancient Naval (Ancient Roman Naval)

Players

Table size 5x16

SCALE: 1/300th

Saxon Shores Naval Clash (in the late 4th Century AD). Romans vs the Franks/Saxons off the shore of Britain.

FR2 – T11,12 – Battle of Kursk by The Game Matrix

World War II

Flames of War, 15mm

6x10 Table, 12 players.

Recreate the largest tank battle of WWII. This game will involve over 170 vehicles from the German and Soviet armies.

FR2 – T13 - Heavy Hitters - Super Galactic Dreadnaught Duel by Monday Knight Productions

8 players

Galactic Knights - Heavy Hitters

Forget all those little ships, they just get in the way! Time to bring out the big boys to play. Every player starts the game with a clean-up but unpainted Super Galactic Dreadnaught (provided by MKP) and an unmarred record sheet. Last players standing takes his ship home with him.

FR2 – T14 - Bait and Bounce by Michael J. Clinton

The Great War

Watch Your Six - basic rules 1/72 WWI Aircraft

8 Players

Table Size 6' x 8'

Watch Your Six!! Is a new set of rules designed to fight the big dog fights of the Great War. During the Great War, each side attempted to entice the other into unfavorable situations by offering a flight of aircraft as "bait". If the enemy took the bait, another flight of aircraft would attack from a position of advantage and bounce the unsuspecting enemy aircraft. Sometimes things got a little more complicated as a series of aircraft would enter the fray, one after the other. This is an open game. If you get shot down you are allowed to re-enter the game as often as desired. We will be flying Spad XII's and Fokker D-7's.

FR2 – T15 - "A Meeting at Mannheim" by Sven Lugar

Polemos War of Spanish Succession (www.Baccus6mm.com)

1704 - War of Spanish Succession

6mm miniatures

6 players

Table size 5x8

Open to beginners as well as experienced Polemos system players. The scenario is a meeting engagement is during Marlborough's rapid march to the Danube & history at Blenheim. A force of British & Danish troops is guarding the flank of the advancing army as it struggles to cross the Rhine river. French General Villeroi has sent a French-Bavarian force to disrupt the crossing. We will be using a quick play version of the rules making it fast to learn.

FR2 – T16 - Operation Hatsukaze by Adrian Nelsen and Dan Proctor

Rules system: Stargrunt II

15mm Sci Fi

4 Players

Table size: 6x8

The first part of the raid went well. Japanese Corporate Mercenaries, working for a manufacturing cartel, attacked a Federal Stats Europa research facility on New Marseilles. The laboratory attack was supposed to be a low risk operation. A strike force was dropped just after dusk a few kilometers from the facility. They made their way to the refinery, overpowered a small defense force, destroyed the buildings, and made their way towards the extraction point. That's when the plan collapsed. Unknown to the mercenaries, a battalion of FSE mechanized infantry was moved into the area overnight. Whether or not this was a coincidence has yet to be determined. The Japanese proceeded to their primary extraction point, only to be told by reconnaissance craft that the landing zone had been overrun by FSE troops. The mercenaries rushed to the secondary landing site. There they wait for a quick extraction by VTOL aircraft to rendezvous their Dropship while FSE forces bear down on them.

FR2 – T17 - The Battle of Tudela by Kevin Burke

Napoleonic Wars - The Spanish Ulcer

Shako 20mm

8 Players

Table size 6x8

The Battle of Tudela – Spain 1808: After his victory at Baylen in the summer of 1808 the Spanish general Castanos had his flags display the legend “The Victors over the victors of Austerlitz.” But the French army at Baylen was composed largely of second line units. In November 1808 Castanos had his chance to hold the line against Marshal Lannes and a force of French veterans. No experience necessary – all supplies provided.

FR2 – T18 - Zulu's by Bill Vanderpool

Colonial Period

Rules: Imperialism

15mm

8 Players

Bill Vanderpool

Come refight the Zulu wars. Event descriptions will be here soon.

FR2 – T19 - Rearguard 1809 Wes Rogers

Napoleonics, French vs. Austrians

Sound The Charge, 15mm, 1:20

Table size 6x8

8 Players

It is end of April 1809> The southern wing of the divided Austrian army, in retreat towards Austria, has left a strong rearguard to slow the triumphant French flood. The French must capture two of three key objectives within a set time or the Austrian main army will be able to reorganize. 20 units per side, fast moving battalion level game suitable for beginners to this most colorful and absorbing period of history.

This event repeats Saturday Period 1.

FR2 – T20 - Roma o Morto! By Andy Hooper

Historical Period: Mid-19th Century

DBA-Humberside Extension 25mm

Scale and Type of Miniatures: 15mm Rank & File and Old Glory conversions

4 players – or more

Table Size: 5x8

In this battle from the wars of Italian unification, Giuseppe Garibaldi defies the Pope and Napoleon III during his 1867 campaign to take Rome. The popular fast-play DBA game system is adapted to the rifle and saber era with the Humberside Extension Rules. A set piece battle for 2-4 players , with multiple plays likely. No experience necessary, all materials provided..

FR2 – T21 - Starmada by Bill Nitsche

Klingon vs Federation using Starmada.

FR2 – T22 - Wings of War in Miniatures by Colin Wilson

WWII

6 Players

The Luftwaffe attacks Flying Fortresses over Germany. How many B17's will make it through. This is the popular wings of war air combat game using miniatures

FR2 – T23 – Rorke's Drift By Henry Thompson

Colonial January 22-23, 1874

Rules are fairly simple

15mm

7 players

Table Size: 6x8

All the players will be the British defending Rorke's Drift from 4000 Zulus. The Zulu's will continue to attack until all of the defenders are wiped out or "what?" Eleven Victoria Crosses were awarded to the defenders of Rorke's Drift, could you be one of those? It's 140 against only 4000 Zulu's The most famous quote of this battle way by Sergeant Henry Gallagher "Here they come, as thick as grass and as black as thunder!"

FR2 – T24 – Quest for the Golden Monkey by Ed Teixeira

Pulp Adventures – in between wars

All Things Fantastic – Two Hour Wargames

28mm

6 Players

Natives! Dancing Girls! Nazis! Monkeys! Volcanoes! Okay, maybe not a volcano, but be ready for fun. High adventure in the low Pacific – Welcome aboard! No experience needed. – Two Hour Wargames – All Things Fantastic Variant.

This Event Repeats Period 3 Saturday.

FR2 – T25- The War Game World War II by John Edwards

Board Game

It's Axis and Allies on steroids. In the wake of the events of Pearl Harbor, America has been attacked, and the Germans are rampaging across Europe in this massive, strategy-level game for World War Two. Featuring over 400 plastic figures depicting soldiers, tanks, ships, planes, guns, and factories, The War Game: World War II comes complete with a 36x72-inch map board, dice, playing charts, chips, and a rulebook.

Fantastically large 3' X 6' game board enough pieces for all the babies in china to choke in (we lost count at 500)(no children were hurt in the production of this game... yet)

basic rule book battle board, 12 sided dice, chips, and 1942 setup & war production charts for Germany, Italy, U.S.S.R., U.K., France, Japan, U.S.A., and China.

For a review go to: <http://www.boardgamegeek.com/game/30876>

This is the second period of a two period event.

Fr2 – T26 - Lions, Mammoths, and Bears, ohmy! by Mike Garcia

Prehistoric, 28mm

Tooth and Claw

4 Players

Table size 6x8.

Players take on the role of stone age hunters as they go in pursuit of some of the most dangerous creatures of all time – the monsters of the early age of mammals and the giants of the ice age.

This event repeats Friday priod 2.

Fr2 – T27 - Fort Courage by Norris Hazelton

French and Indian War, 25mm

The Sword and the Flame

8 Players

A French force of Indians, Colonial Marines, French Regulars, Coureurs de Bois, attempt to turn back a British relief expedition of Regulars, Bateau-men, and Colonial Militia. As the FIW ebbed and flowed according to the fortunes of war quite often a force could be isolated in a remote frontier fort. There only hope to avoid being killed, captured, scalped, or all three was the constant flow of supplies from the colonial governments, and the Crown's desire to assert authority in a particular area. Fortunately for the defenders of Fort Courage the Crown chooses to assert authority and the column is on it's way.

FR2 – T28 - Board Games

The hosts of the Dragonflight convention at the end of August and Seattle Metro Gamers are hosting board games. They are bringing a large assortment of games to demo and play. They are playing Sword of Rome Friday period one. At 7:00 they'll either start another game that night or play something else until midnight. The Sword of Rome is the latest in GMT Games' acclaimed line of Card-Driven Games (CDG). The game enables up to four players to recreate the climatic struggles among the peoples of Italy and Sicily, Romans, or Gauls will dominate the western Mediterranean and with it earn the right to vie for control of the known world? Through a unique adaptation of the event-card system, players can also take on the roles of additional contenders such as Gallic tribes from across the Alps or the mighty naval power of Carthage. You will command the great figures of the age: Rome's military savior Marcus Furius Camillus; Syracusan tyrant Agathocles, who dared to assault Carthage itself; or Pyrrhus of Epirus, the adventurer king who sought to unite the western Greeks.

This is a repeat of Friday period 1.

**FR2 DBA - "DBA CAN-AM" PAUL HANNAH & THE NORTHWEST ANCIENTS GAMERS (NAGS)
ANCIENT**

"DE BELLIS ANTIQUITATIS" (DBA)

15MM

UP TO 16 (8 CANUCKS & 8 YANKS)

DBA Area plus one extra table

It is Canada vs. USA in this team-tourney on an "Armies of the Americas" theme. Any painted DBA North or South American army is eligible. Multi-round format; no elimination; standard NASAMW scoring. Basic familiarity with DBA required. Loaner armies and terrain are available, if needed. Prizes! Top finishers qualify for the NICT at Historicon 2008.

FR2 - Balloon Racing in La Bele Epoch by John McEwan

This event is not on a table. It starts at the Riveresco booth and races around the room.

Victorian Science Fiction 1890's

Balloon Racing in La Bele Epoch Beta Test Set

Scale or type of miniatures: 1/64th scale

8 Players

Adventure, glory, and the thrill of cheating your way to victory, lie before our valiant aeronauts in the first Annual Paris to Niece Peddle Balloon Race. Competitors from all over the globe are gathering. Entries from Germany, United States, France, Mexico, Italy and even as far away as China are arriving. Join us and become one of our aeronauts! Overcome unpredictable winds. Battle the dreaded thundercloud. Beware the sabotage and outrageous cheating of your fellow fame seekers, rattle brained royalty, dopy dilatants, and underhanded minions.

This game is a racing game with some aspects of role playing.

The rules are beta test rules from Reviresco. Players opinions and suggestions to improve the test set of rules will be solicited. All items required for game play will be supplied by Reviresco.

The game is designed to play on the floor so no table will be required. The balloons move through three dimensions on 6 foot high flight stands. Each stand has a 8" square base. The race will begin in front of the Reviresco booth and proceed down the aisle around the outside edge of the playing area.

Saturday Period 1 - 9 AM to 1 PM

SA1 – T1,2 - 3D ASL by Dianne and Larry Spangler

15mm, 25mm

12 Players

Come play ASL Starter Kit rules with miniatures including 88' s at Zon in 25mm. Fast-paced WWII action; beginners welcome, no experience necessary, just a willingness to have fun. This is a large event on a 16 foot long table and is being hosted in every period.

SA1 – T3,4 - Battle off Massalia (49 BC) by Eric Hotz

Ancient Naval (Ancient Roman Naval)

6 Players

SCALE: 1/300th

Julius Caesar has ordered his admiral, Decimus Brutus, to ensure that his supply ships get through to his troops Greece. Pompey has ordered his admiral, Nasidius, to cut off all supplies intended for Caesar's army. A naval clash was inevitable.

SA1 – T5,6 - Austerlitz by Jeroen Koopman

Napoleons Battles

5 Players

Table Size 5x16

The battle of Austerlitz, 1805. Some skill level and knowledge of the game system is very helpful. All items provided. There will be some different twists used in the game to keep players guessing.

This Event will Take Friday Evening and All Day Saturday.

SA1 – T7,8 - The Last Train to Smolensk by Bruce Meyer

Russian Civil War

Modified Heroes of the Soviet Union - 25mm

12 Players

8x10 table

This a large event. Reds vs. Whites vs. Partisans vs. Interventionists. Convention friendly rules with lots of eye candy. Knowledge of Russian folksongs helpful.

SA1 – T9 - Wings of the Pacific Northwest by Monday Knight Productions

Bag the Hun

8 players

“What if” encounter between with Japanese Sub-launched floatplanes over the coast range. Pearl Harbor finds the US Carriers destroyed and the Americans scrambling to find suitable replacements. Therefore, the Los Angeles (Yes, the THAT Los Angeles) has been brought out of mothballs and is being put back into commission from Tillamook Air Field. The Japanese have gotten wind the some new American weapon here and sent what they could to destroy it in a surprise attack. Since the Japanese carriers do not have the operational range to get to the PNW coast, they do the best with what they can, Mavis Flyboats escorted by E14 Glens. The Americans can not do much better on short noticed and have standard a reserve unit consisting of F3F Bi-Planes and P-26 Fighters to defend the area. So, come join in the fun of playing those odd planes no one ever sees on a table.

SA1 – T10 - Hollywood Meets the Pyramids by M. David Preston

Blownaparts Battalions

15mm Napoleonics

8 Players

Napoleon meets Muhammed Bey at the Pyramids as written by Hollywood

This event repeats period 1 Sunday

SA1 – T11 – Battle of Falmouth, Virginia, 1942 by James Kyler

8 Players WWII Skirmish

25/28mm Disposable Heroes

Table size 6x8

A German force of infantry, some armored vehicles will assault the Confederate town of Falmouth Virginia in 1942. This is part of a campaign based on a series of Harry Turtledove novels where the Confederacy is still around as late as 1944. The game campaign is using a map of the battle of Fredericksburg (1862). The Yankees are allied with the Germans. The CSA are allied with the UK, France and the Soviet Union. This is just one of the battles of the Campaign we are currently running in Oregon.

This is the first period of a two period event

SA1 – T12 - Edson's Ridge on Guadalcanal by Dean Halley

20mm Lock n' Load Miniature version

4 players

This is a game of squad level combat that simulates the Battle of Edson's Ridge on Guadalcanal in September of 1942. The rules used are a miniature version of the board game called Lock n' Load. Beginners are welcome as Lock N' Load takes 10 minutes to learn.

This event may repeat period 3 Saturday

SA1 – T13 - Early Morning Attack on Sherman's Division by Daryl Nichols

Period: American Civil War

Micro Force: American Civil War (10mm GHQ Models)

6 Players, table: 6 x 8

Shiloh, Tennessee, April 6th, 1862. A bold dawn attack by the Confederates on then Brig. General Sherman's 5th Division.

SA1 – T14 - The Battle of Froeschwiller by Kevin Burke

Franco-Prussian War

They Died for Glory 15mm

8 Players

Table size 6x8

The Prussian Fifth Corps has to attack French entrenched on a ridge among woods and vineyards. Perhaps the Prussians 80 gun battery can help. No experience necessary – all supplies provided.

SA1 – T15 - Man-Eaters of Tsavo by Steve Winter

Period: Victorian

Rules: Shadows in the Jungle, 28mm

Players: 8

Table: 5x8

Who's hunting who on the African Savannah? Great white hunters (and some Masai) test their mettle against the most dangerous game on four legs: lions, elephants, rhinos, and the fearsome cape buffalo. Death comes quickly on the savannah, so expect lots of excursions and variations. The hunt will get more dangerous, possibly even prehistoric, as the game goes on.

SA1 – T16 - Zulu's by Bill Vanderpool

Colonial Period

Rules: Imperialism

15mm

8 Players

Bill Vanderpool

Come re-fight the Zulu wars. Event descriptions will be here soon.

SA1 – T17 - Starships Everywhere by Allan Dyer

Handful of Dice Starship Combat

Fire and Fury

10 Players

Table size 6x8

How many starships can you put on a table and wipe out in a four hour period? The answer is hundreds. It's fast, it's brutal, and there is no paperwork to track hits. Come take a squadron or two and roll a Handful of Dice

SA1 – T18 - Thunderbolt Strike! By Dave Schueler

Historical Period: World War 2, Air

Rules System: Mustangs

Scale: 1/300

Number of Players: 6

Table size: 6x8

Description: The Luftwaffe has opened up a new satellite airfield and the Eight Air Force brass doesn't like it! A force of P-47 Thunderbolt fighter-bombers is being assembled to encourage the Germans to close the airfield, but will it be enough? The Germans must balance their limited resources between airfield defense and intercepting American heavy bombers. There will be lots of choices for both sides.

SA1 – T19 - Rearguard 1809 Wes Rogers

Napoleonic, French vs. Austrians

Sound The Charge, 15mm, 1:20

Table size 6x8

8 Players

It is end of April 1809. The southern wing of the divided Austrian army, in retreat towards Austria, has left a strong rearguard to slow the triumphant French flood. The French must capture two of three key objectives within a set time or the Austrian main army will be able to reorganize. 20 units per side, fast moving battalion level game suitable for beginners to this most colorful and absorbing period of history.

This event is a repeat of Friday Period 2.

SA1 – T20 - Ming Chinese Collect Tribute From Samurai Castle By Don Hanson, Matt Robertson, and Bud Robertson

Muromachi Period 1334-1447

Rules system used: One on One

Miniatures: 25mm

12 Players

The Ming Chinese attack a Japanese Samurai castle as retribution for not paying tribute. Rulers & Dice are provided. Players should bring the attitude of having fun.

This event repeats Saturday Period 3.

SA1 – T21 - Battle of Steghofen by Bruce Bretthauer/Jeff Cox

Napoleonics
Little Big Battles 6mm
6 Players
Table Size 5x8

Battle of Steghofen - Germany, 1796. The Austrian army in Germany is converging on a French position from two directions. The French have to hold them off, possibly even outfight them. This game will feature two battles raging on opposite ends of the table, at the same time. Success in each battle will count toward the victory conditions. Rules will be taught. Some vague knowledge of Napoleonics might be helpful, but is not required.

SA1 – T22- Take cover behind that dead cow! by Damond Crump

Rules: Patrol
WWII
25mm, squad skirmish

Players: 4

Lead your squad on a combat patrol in the bocage of France. Fast paced, realistic, bloody skirmish. A campaign system that takes our squad of rugged veterans and green fodder through the endless action for patrolling on a WW2 front.

SA1 – T23 - The War Game World War II by John Edwards

Board Game

It's Axis and Allies on steroids.

In the wake of the events of Pearl Harbor, America has been attacked, and the Germans are rampaging across Europe in this massive, strategy-level game for World War Two. Featuring over 400 plastic figures depicting soldiers, tanks, ships, planes, guns, and factories, The War Game: World War II comes complete with a 36x72-inch map board, dice, playing charts, chips, and a rulebook. Basic rule book, battle board, 12 sided dice, chips, and 1942 setup & war production charts for Germany, Italy, U.S.S.R., U.K., France, Japan, U.S.A., and China.

For a review go to: <http://www.boardgamegeek.com/game/30876>

This is the first period of a two period event.

SA1 – T24 - Board Games – Here I Stand

The hosts of the Dragonflight convention at the end of August and Seattle Metro Gamers are hosting board games. They are bringing a large assortment of games to demo and play. Here I Stand: Wars of the Reformation 1517-1555 is the first game in over 25 years to cover the political and religious conflicts of early 16th Century Europe. Few realize that the greatest feats of Martin Luther, Jean Calvin, Ignatius Loyola, Henry VIII, Charles V, Francis I, Suleiman the Magnificent, Ferdinand Magellan, Hernando Cortes, and Nicolaus Copernicus all fall within this narrow 40-year period of history. This game covers all the action of the period using a unique card-driven game system that models both the political and religious conflicts of the period on a single point-to-point map.

This is the first period of a two period game.

SA1 – DBA - “THE RISE & FALL OF ROME” by DAVID KUIJT & THE NORTHWEST ANCIENTS GAMERS

ANCIENT

“DE BELLIS ANTIQUITATIS” (DBA)

15MM

14 Players

It's Rome vs. the Barbarians in this event, hosted by NAGS' special guest, David Kujit. Refight seven classic battles in Roman history, such as Carrhae, Teutoberger Wald & Adrianople. All armies & terrain provided. Basic familiarity with DBA required. Multi-round, scenario-based tourney. Standard NASAMW scoring. Event will span 2 periods, but will take a civilized break for lunch, and end about 4pm. Prizes! --Ancient Roman coins for ALL players. Top finishers qualify for the NICT – DBA Invitational at Historicon. More info & pictures at:

<http://www.wadbag.com/events/RiseFallRome/index.html>

This is the first period of a two period event

Saturday Period 2 - 2 PM to 6 PM

SA2 – T1,2 - 3D ASL by Dianne and Larry Spangler

15mm, 25mm

12 Players

Come play ASL Starter Kit rules with miniatures including 88's at Zon in 25mm. Fast-paced WWII action; beginners welcome, no experience necessary, just a willingness to have fun. This is a large event on a 16 foot long table and is being hosted in every period.

SA2 – T3,4 - The Wars of the the Kartoonian Circle

by Dick Larsen and Gary Williams

Rules: The Steadfast Toy Soldier in 35mm

8 Players, 5' x 10' table

We will be fighting one of the many battles of the Kartoonian Circle.

SA2 – T5,6 - Rome vs Carthage (First Punic War) by Eric Hotz

Ancient Naval (Ancient Roman Naval)

6 Players

SCALE: 1/300th

Roman warships, Quinqueremes, Quadremes and Triremes, while escorting a group of supply ships, are attacked by a force of Carthaginian Quinqueremes.

SA2 – T7,8 - Curse of the Jade Buddha by Bob Murch

1930's 'Pulp Era'

Pulp Figures/Rugged Adventures Rules

28mm scale

6 players

10x8 table

A motley assortment of adventurers arrive in the seedy and dangerous port of China Station to vie for the secret treasure of the legendary Jade Buddha. www.pulpfigures.com

SA2 – T9,10- Raid on Remonville by Michael J. Clinton

The Great War

Watch Your Six - advanced rules - 1/72 WWI Aircraft

17 Players

Table Size 16' x 6'

Two tables

This extremely popular scenario will be played yet again (but for the first time using the Watch Your Six!! Advanced rules). The raid on Remonville, October of 1918, was certainly the largest dog fight that involved American Aircraft in the Great War. A flight of Salmson 2A2 bombers, escorted by Spad XIII's, must run a gauntlet of Fokker D-VII's en route to bombing the rail yards at Remonville. Each player will control two aircraft. This game has run 5 to 7 hours in the past. Please be on time. In order to play this scenario to completion, it needs to start on time and move right along. If you are not on time, your position may be given to someone else. This may be the last time I run this scenario. I have doubled the number of player positions for this game and we should have a number of assistants to help move things along. There may be openings for the second period but don't count on it. I have yet to have someone leave this game once they start it.

This is the first period of a two period game.

SA2 – T11,12 - Austerlitz by Jeroen Koopman

Napoleons Battles

5 Players

Table Size 5x16

The battle of Austerlitz, 1805. Some skill level and knowledge of the game system is very helpful. All items provided. There will be some different twists used in the game to keep players guessing.

This Event will Take Friday Evening and All Day Saturday.

SA2 – T13 - Last Voyage of the “Condor” by Gil Fussell

WWII Naval

Action Stations 1/600

8 Players

6x8 table

A German freighter with captured Allied codes is making a run to occupied France. A Squadron of S-Goats is providing escort. Several Allied squadrons are moving to intercept; who will stop the “Condor”? No experience needed; all materials provided.

This event repeats Sunday at 2:00 during open gaming.

SA2 – T14 – Dogfight by The Game Matrix

World War I

Wings of War

16 Players

This is a fast playing World War I dogfight. Come see how many you can shoot down. This is the popular wings of war air combat game using miniatures.

SA2 – T15 – Desperado by Monday Knight Productions

Armati (3rd Edition)

8 Players

Table: 6 x 8

In a classic Ancient Armies clash, Romans vs. Greeks battle it out. Each side will consist of two core plus seventy-five point armies. Each player will have a general to use of the board.

SA2 – T16 - Disposable Heroes by James Kyler

8 Players WWII Skirmish

25/28mm Disposable Heroes

Table size 6x8

A German force of infantry, some armored vehicles will assault the Confederate town of Falmouth Virginia in 1942. This is part of a campaign based on a series of Harry Turtledove novels where the Confederacy is still around as late as 1944. The game campaign is using a map of the battle of Fredericksburg (1862). The Yankees are allied with the Germans. The CSA are allied with the UK, France and the Soviet Union. This is just one of the battles of the Campaign we are currently running in Oregon.

This is the first period of a two period event

SA2 – T17 - Just Hold Up Your Heads, Boys, and Three Fires: The Battle of Cowpens by Kevin Smyth

Rules: Tarleton’s Quarter– a Fire and Fury derivative

8 players.

Table Size 8 X 6

The decisive battle in South Carolina that turned the tide against the British in the Southern campaign of 1781.

SA2 -T18 - Battle of Cuervo Jose, October 13, 1937 by Bruce Smith

Battle of Cuervo Jose, October 13, 1937

Interwar Period, 20mm Home Grown Rules

6 Players Table size 6x8

In 1936, Leon Trotsky was granted asylum in Mexico. At the time, Mexico had a Communist Party, but it was divided into volatile Stalinist and Anti-Stalinist factions. On October, 13 1937, Trotsky with his force of volunteers pulled their train into the Mexican village of Cuervo Jose, the last stop on their Anti-Stalinist and tour. Stalinists had intelligence that Trotsky would be in Cuervo Jose on the 13th of October and alerted Joseph Stalin who secretly sent a Soviet force to Mexico to deal with this menace in Cuervo Jose. Franco the Nationalist (Fascist) leader in Spain who is fighting a civil war in his country against pro communist forces (Republicans) asks Hitler to send German volunteers to Mexican soil to attempt to cleanse the soil of Communist contamination. The newest recruits of the Abraham Lincoln Brigade (Americans) that were headed to Spain to fight for the Republican cause are diverted to Mexico to eradicate any Fascist elements that may try to intercede. The small Mexican Army contingent located in the village of Cuervo Jose has heard that something is brewing, but has no idea what. The civilian population of Cuervo Jose has put together a militia, but whose side will they fight for? Which side will you join? Will the Red Scare spread? Will Fascism take hold or will the Mexican Government keep it sovereignty? Come join and have fun and help determine the outcome. This wargame is intended to be wargamer friendly and easy to play. It is open to anyone (beginners to experts) wanting to have a fun time wargaming. Constant complainers or "this rule set says" players need not apply. Game master reserves the right to dismiss any gamer from the table he seems necessary. Children players must be accompanied by an adult and tape measures are required by players who sign up for this game.

SA2 – T19 - The Battle of Mokra, Poland by Daryl Nichols

WWII

Micro Armor the Game (GHQ Models), 1/285 (6mm)

4 Players, Table: 6 x 8

September 1st, 1939. The gallant Polish Wolynska Cavalry supported by the "Smialy" Armored Train holds the village of Mokra against the tanks and grenadiers of the German 4th Panzer Division.

SA2 – T20 - Armored Steeplechase by Chris Bauermeister

WWI 25mm

Rules system used: Homegrown

Scale or type of miniatures: 25mm

6 Players

Table size 5x16

Players will command their choice of WWI tank in a head-to-head challenge along parallel obstacle courses. What danger lurks in the pock-marked battlefield ahead? What objectives wait to be crushed by your iron assault?

SA2 – T21 - The Sunken Road at Antietam by Allan Dyer

American Civil War, 15mm

Fire and Fury

5 Players

Table size 5x8

Can the Yankees take the Sunken Road and smash through to take Lee's headquarters? Do the Reb's have enough bullets and rifles to shoot the Yankees down as they come over the hill? This was the North's best chance to end the war early. Can you do it?

SA2 – T22 - King Botuve's Mines by Steve Winter

Period: Victorian Colonial

Rules: The Sword in Africa

Scale: 28mm

Players: 6

Table: 5x8

Time: Sat 2-6

The Heart of Africa, 1885: It's bad enough when the Europeans talk as if they own all of Africa. When they act that way, too, it's unbearable.

Now they've sneaked in and opened a mine on King Botuve's land without even asking permission. Yet he can't just murder them as they deserve; the Europeans are touchy about that. Teaching them who's in charge calls for a sharp spear guided by a deft hand.

SA2 – T23 - Zulu's by Bill Vanderpool

Colonial Period

Rules: Imperialism, 15mm

8 Players

Come refight the Zulu wars. Event descriptions will be here soon.

SA2 – T24 – Here I Stand - Board Game

The hosts of the Dragonflight convention at the end of August and Seattle Metro Gamers are hosting board games. They are bringing a large assortment of games to demo and play.

Here I Stand: Wars of the Reformation 1517-1555 is the first game in over 25 years to cover the political and religious conflicts of early 16th Century Europe. Few realize that the greatest feats of Martin Luther, Jean Calvin, Ignatius Loyola, Henry VIII, Charles V, Francis I, Suleiman the Magnificent, Ferdinand Magellan, Hernando Cortes, and Nicolaus Copernicus all fall within this narrow 40-year period of history. This game covers all the action of the period using a unique card-driven game system that models both the political and religious conflicts of the period on a single point-to-point map.

This is the second period of a two period game.

SA2 – T25 – “Dogfight” by Chuck Hamack

Bag the Hun fast play WWII air Combat rules

1/300 miniatures

8 players (Beginners welcome)

Each player will be running 4 or more aircraft with the aircraft chosen by the players. We can do some play testing for some of the new rules for "Bag the Hun" version two if everyone is willing.

This event repeats in Saturday Period 3.

SA2 – T26- The War Game World War II by John Edwards

Board Game

It's Axis and Allies on steroids.

In the wake of the events of Pearl Harbor, America has been attacked, and the Germans are rampaging across Europe in this massive, strategy-level game for World War Two.

Featuring over 400 plastic figures depicting soldiers, tanks, ships, planes, guns, and factories, The War Game: World War II comes complete with a 36x72-inch map board, dice, playing charts, chips, and a rulebook. Basic rule book, battle board, 12 sided dice, chips, and 1942 setup & war production charts for Germany, Italy, U.S.S.R., U.K., France, Japan, U.S.A., and China.

For a review go to: <http://www.boardgamegeek.com/game/30876>

This is the second period of a two period event.

SA2 – Upstairs – Battle of Kursk by The Game Matrix

World War II

Flames of War, 15mm

6x10 Table, 12 players.

Recreate the largest tank battle of WWII. This game will involve over 170 vehicles from the German and Soviet armies.

This event will be run in the State Room – upstairs off the lobby.

SA2 – DBA - “THE RISE & FALL OF ROME” by DAVID KUIJT & THE NORTHWEST ANCIENTS GAMERS

ANCIENT “DE BELLIS ANTIQUITATIS” (DBA)

15MM

14 Players

It's Rome vs. the Barbarians in this event, hosted by NAGS' special guest, David Kuijt.

Refight seven classic battles in Roman history, such as Carrhae, Teutoberger Wald & Adrianople.

All armies & terrain provided. Basic familiarity with DBA required. Multi-round, scenario-based tourney. Standard NASAMW scoring. Event will span 2 periods, but will take a civilized break for lunch, and end about 4pm. Prizes! --Ancient Roman coins for ALL players. Top finishers qualify for the NICT – DBA Invitational at Historicon.

More info & pictures at <http://www.wadbag.com/events/RiseFallRome/index.html>

This is the second period of a two period event

SA2 - Balloon Racing in La Bele Epoch by John McEwan

This event is not on a table. It starts at the Riveresco booth and races around the room.

Victorian Science Fiction 1890's

Balloon Racing in La Bele Epoch Beta Test Set

Scale or type of miniatures: 1/64th scale

8 Players

Adventure, glory, and the thrill of cheating your way to victory, lie before our valiant aeronauts in the first Annual Paris to Niece Peddle Balloon Race. Competitors from all over the globe are gathering. Entries from Germany, United States, France, Mexico, Italy and even as far away as China are arriving. Join us and become one of our aeronauts! Overcome unpredictable winds. Battle the dreaded thundercloud. Beware the sabotage and outrageous cheating of your fellow fame seekers, rattle brained royalty, dopy dilatants, and underhanded minions.

This game is a racing game with some aspects of role playing.

The rules are beta test rules from Reviresco. Players opinions and suggestions to improve the test set of rules will be solicited. All items required for game play will be supplied by Reviresco.

The game is designed to play on the floor so no table will be required. The balloons move through three dimensions on 6 foot high flight stands. Each stand has a 8" square base. The race will begin in front of the Reviresco booth and proceed down the aisle around the outside edge of the playing area

Saturday Period 3 - 7 PM to 11 PM

SA3 – T1,2 - 3D ASL by Dianne and Larry Spangler

15mm, 25mm

12 Players

Come play ASL Starter Kit rules with miniatures including 88' s at Zon in 25mm. Fast-paced WWII action; beginners welcome, no experience necessary, just a willingness to have fun. This is a large event on a 16 foot long table and is being hosted in every period.

SA3 – T3,4 - Minimus Glutus Returns by Mitch Berdinka

Ancients, Romans vs Ponts

Tactica II 15mm

8 Players 5x16 table

2 Tables

After having been badly beaten by the Ponts at the Battle of Discordium, the indomitable Minimus Glutus raises another army and sails off to the eastern reaches of the Empire to try again to bring Pontus under Roman rule. Two Legions and supporting troops match swords & pilum against the phalanxes and cataphracts of Pontus and Armenia. If you liked Tactica, you will love Tactica II. These are play test rules from Arty Conliffe, which may be released this year. While maintaining the feel of the original rules much has been simplified. And the points system makes it easier for players to get into the period without having to obtain a large number of figures. There will be plenty of skirmishers, impetuous Warbands, lots of light infantry and cavalry, pesky horse archers, and even a few scythe chariots to liven things up. At last years Enfilade the Romans lost. See if you can lead your brave legionares to victory.

SA3 – T5,6 - Octavian vs Mark Anthony by Eric Hotz

Ancient Naval (Ancient Roman Naval)

6 Players

SCALE: 1/300th

Octavian has captured several of Mark Anthony's supply ships and now it is Mark Anthony's turn to recapture the vessels. This is a 'what if' scenario.

SA3 – T7,8 - Austerlitz by Jeroen Koopman

Napoleons Battles

5 Players

Table Size 5x16

The battle of Austerlitz, 1805. Some skill level and knowledge of the game system is very helpful. All items provided. There will be some different twists used in the game to keep players guessing.

This Event will Take Friday Evening and All Day Saturday.

SA3 – T9,10 - Raid on Remonville by Michael J. Clinton (continued)

The Great War

Watch Your Six - advanced rules - 1/72 WWI Aircraft

17 Players

Table Size 16' x 6'

This extremely popular scenario will be played yet again (but for the first time using the Watch Your Six!! Advanced rules). The raid on Remonville, October of 1918, was certainly the biggest dog fight that involved American Aircraft in WWI. A flight of Salmson 2A2 bombers, being escorted by Spad XIII's, must run a gauntlet of Fokker D-7's en route to bombing the rail yards at Remonville. Each player will control two aircraft. Warning: This game has run 5 to 7 hours in the past (we will take a 30 min break for lunch). If you need to leave early, let me know, there are some positions that are more vulnerable than others. Please be on time. This game needs to start on time and move right along to reach a conclusion. I have almost doubled the number of player positions for this game. Just the same, there always seems to be quite a bit of interest in this scenario.

This is the second period of a two period game.

SA3 – T11 - Slapton Sands by Gil Fussell

WWII Naval

Action Stations 1/600

8 Players

6x8 tables

Training prior to D-Day, German S-Boats got in among an exercise and sank 3LST's causing over 700 allied deaths. Each player will command several S-Boats or escorts. No experience needed, all material provided.

This event repeats Sunday Period 1.

SA3 – T12- Armati 3rd Edition by Monday Knight Production

8 Players

Table: 6 x 8

In a classic Ancient Armies clash, Romans vs. Greeks battle it out. Each side will consist of two core plus seventy-five point armies. Each player will have a general to use of the board.

SA3 – T13 - Pinned Like Rats in a Hole

Rorkes Drift by Lawrence Bateman and Gil Fussell III

25mm Zulu War 1879

Sword and the Flame Variant

6 Players

Do you have what it takes to win the Victoria Cross? Are you a newly promoted officer or a combat hardened enlisted soldier? Come command the defenders of Rorkes Drift. We will have hordes of Zulus to attack our 2x5 foot Rorkes Drift Compound.

This event repeats at 2 PM Sunday

SA3 – T14 - Battle of Torgau by Bruce McFarlane

Seven Years War

DBA-HX (DBA - HUMBERSIDE EXTENSIONS)

15mm DBA

6 Players

Fight the historical Battle of Torgau (1760), using the DBA Humberside Extensions.

Enjoy a multi-corps game that plays to a decisive conclusion in under three hours.

Non-tourney, multi-player game.

Armies and terrain provided.

Basic DBA familiarity recommended.

Bruce is coming all the way from Edmonton, Alberta to host this game. Fight the historical Battle of Torgau (1760) using the DBA-Humberside Extension rules. Enjoy a multi-corps game that lays to a decisive conclusion in under three hours. Non-tourney, multi-player game. Armies and terrain provided. Basic DBA familiarity and experience recommended.

SA3 – T15 - Nazi Spearhead at Kursk by Allan Dyer

WWII Micro Armor

Rules: Handful of Dice

5 Players

The 1st SS Division was the military force that the entire German army was measured against. After a week of fighting 20 hours a day they had broken through the final line of fortifications and they were 20km away from encircling the Soviet army at Kursk. They had 67 armored vehicles and two regiments of infantry and morale was high. They ate breakfast and then completely wiped out a Soviet airborne regiment before 6am. Then the Guards Tank Army counterattacked with over 600 tanks and seemingly endless waves of infantry. Armor is represented on a one to one scale. Yes, that's over 600 tanks, and it will be completed in one time period.

Prizes awarded to the winners.

This event repeats Sunday first period.

SA3 – T16 - The Sword and the Flame on Mars by The Red Captains

8 Players

Table Size 8 X 6

SA3 – T17 - Circus Maximus by Ken Cassidy

Up to 14 Players

Two tables

Chariot Racing at its finest! Put on your best 'Ben Hur' toga and join the fun! Lots of chariots available, no experience needed.

SA3 – T18 - King Botuve's Crown by Steve Winter

Period: Victorian Colonial

Rules: The Sword in Africa

Scale: 28mm

Players: 6

Table: 5x8

The Heart of Africa, 1885: King Botuve resists European encroachment with tact and force. Angered by the king's refusal to submit, imperialists attacked his royal kraal and drove Botuve into the forest. He's not about to give up now without a fight. While the invaders lounged in Botuve's home, ate his livestock, and drank his pombe, the king regrouped his warriors and prepared for a counterattack. It's time to throw these rascals out and reclaim the leopard robe.

SA3 – T19 - Zulu's by Bill Vanderpool

Colonial Period

Rules: Imperialism

15mm

8 Players

Bill Vanderpool

Come refight the Zulu wars. Event descriptions will be here soon.

SA3 – T20 – A Probing Assault by Terry Sawchenko

American Civil War

Stars N Bars, 15mm

6 Players

It was an action that did not warrant even a mention in the annals of history. Just one of many small scale encounters of the war. A reconnaissance probe by a few brigades of Union "Blue Bellies" meets a garrison of southerners at a creek crossing. Ultimate goal – the securing of the wooden bridge, essential for both sides for the transportation of supplies. A simple fast play game (compared to my others) Stars N Bars has each player commanding a brigade.

SA3 – T21 - Board Games

The hosts of the Dragonflight convention at the end of August and Seattle Metro Gamers are hosting board games. They are bringing a large assortment of games to demo and play.

SA3 – T22 – Quest for the Golden Monkey by Ed Teixeira

Pulp Adventures – in between wars

All Things Fantastic – Two Hour Wargames

28mm

6 Players

Natives! Dancing Girls! Nazis! Monkeys! Volcanoes! Okay, maybe not a volcano, but be ready for fun. High adventure in the low Pacific – Welcome aboard! No experience needed. – Two Hour Wargames – All Things Fantastic Variant.

This Event Repeats Period 3 Saturday.

SA3 – T23 – "Dogfight" by Chuck Hamack

Bag the Hun fast play WWII air Combat rules

1/300 miniatures

8 players (Beginners welcome)

Each player will be running 4 or more aircraft with the aircraft chosen by the players. We can do some play testing for some of the new rules for "Bag the Hun" version two if everyone is willing.

This event is a repeat of Saturday Period 2.

SA3 – T24 - Ming Chinese Collect Tribute From Samurai Castle by Don Hanson, Matt Robertson, and Bud Robertson

Muromachi Period 1334-1447

Rules system used: One on One

Miniatures: 25mm

12 Players

The Ming Chinese attack a Japanese Samurai castle as retribution for not paying tribute.

Rulers & Dice are provided.

Players should bring the attitude of having fun.

This event is a repeat of Saturday Period 1.

SA3 – T25- The Long Goodbye by Jeff Cox

Dutch Wars - 1672

Rules system used: King's War

Scale or type of miniatures: 15mm

8 Players

6x8 table

Set in the opening phase of the Dutch War, Turenne advances North into Holland with overwhelming strength. The Dutch put up a weak rear guard on the Yssel River. This scenario supposes that the Dutch had made a better effort to slow or stop the strung out French advance. Players will find the game easy to learn and fun to play, with simple mechanics. King's War has been a favorite at Enfilade many times. Rules will be taught, all are welcome.

SA3 – T26- Axis and Allies Series Gaming by John Edwards

Board Game

Depending on interest we'll play one of the Axis and Allies series games, which includes The War Game World War II – Small Table

SA3 – T26- The Race to Amsterdam by Jeff Cox

Dutch Wars - 1672

Rules: King's War, 15mm

10 Players

6x8 Table

Set in the opening phase of the Dutch War, Turenne advances North into Holland with overwhelming strength. The Dutch put up a weak rear guard on the Yssel river. This scenario supposes that the Dutch had made a better effort to slow or stop the strung out French advance. Players will find the game easy to learn and fun to play, with simple mechanics. King's War has been a favorite at Enfilade many times. Rules will be taught, all are welcome.

SA3 - DBA - GO EAST, YOUNG ROMAN by Terry Griner

DBA 15mm

8 players.

“Relaxed, non-tourney games featuring the armies and enemies of the eastern Roman Empire , circa 200-400 AD. Games last about 45 minutes. Play one game or several. No experience necessary – we' ll gladly show you the basics. All armies and gaming materials provided, but feel free to bring your own army.”

Sunday Period 1 - 10 AM to 2 PM

SU1 – T1,2 - 3D ASL by Dianne and Larry Spangler

15mm, 25mm

12 Players

Come play ASL Starter Kit rules with miniatures including 88' s at Zon in 25mm. Fast-paced WWII action; beginners welcome, no experience necessary, just a willingness to have fun. This is a large event on a 16 foot long table and is being hosted in every period.

SU1 – T3,4 - Jutteland Pacific by Monday Knight Productions

Seekrieg IV - Pacific

Players: 8 to 26 (Yes, 26) nobody will be turned away

Table: 6x16

Jutteland. "What If" Scenario. US Carriers are destroyed at Pearl Harbor leaving the US Pacific fleet to face the Japanese surface fleet.

Continuation of Wings of the Pacific Northwest, same fictitious timeline, this time the Plan Orange battle the Japanese planned has come true in mid-1942. All the smaller forces have to be stripped away from the two main battlelines and now they clash somewhere near the international date line. Eight Japanese Battleships led by Yamato and Musashi and accompanied by the four Kongo Class Battlecruisers met the Fourteen US Battleships that were at sea during the attack on Pearl Harbor (plus what could be brought into the area since December). Be prepared for lots of teeth-nashing and whining as these monsters of the sea clash!

This is a two period event.

SU1 – T5,6 - A Bridge Too Far (135 AD) by Eric Hotz

Ancient Naval (Ancient Roman Naval)

6 Players

SCALE: 1/300th

Roman Rhine fleet vs Barbarians on the Rhine: The Triboci tribe is rebelling and the Roman Legions are effectively putting down the revolt. However, rumors have surfaced that the Hermunduri Tribe is attempting to support their rebellion by building a bridge across the Rhine in hopes of sending men and supplies in support of the Triboci. The Roman Rhine fleet has been ordered to destroy this bridge. Not an easy objective since the enemy controls both the East and West side of the Rhine river.

SU1 – T7- Slapton Sands by Gil Fussell

WWII Naval

Action Stations 1/600

8 Players

6x8 table

Training prior to D-Day, German S-Boats got in among an exercise and sank 3LST's causing over 700 allied deaths. Each player will command several S-Boats or escorts. No experience needed, all material provided.

This event is a repeat of Saturday Period 3.

SU1 – T8 - Painting Competition by Michael Koznarsky

Paint your ships, DBA armies or mounted knights! Yes, Enfilade will have another painting competition where attendees can enter their favorite painted armies, figures and vehicles in 12 different categories: Aircraft, Engines of war (e.g. catapults, ballista, etc.), Foot (small scale), Foot (large scale), Horse (small scale), Horse (large scale), Naval, Open, Vehicles, Vingette (small scale), Vingette (large scale) and Youth (age 12 and under). Winners in these categories are voted upon by selected judges. A special award, voted on by the Enfilade attendees themselves, is awarded to the “Gamer’s Choice”. Small scale = 20mm and smaller, large scale 25mm and larger. All foot and horse categories must have a minimum of 10 figures each. In an attempt to offer objective measures to a subjective evaluation, the painting competition judges (and I will need at least 2 more judges!) will assess the painted miniatures by evaluating criteria such as the painted face/skin, clothing/equipment and appropriate color selection (on a 1-5 scale), basing and overall impression (1-3) and anything special that catches or “grabs” the judges’ eyes. Last year four separate judges scored each category individually and then compared their results. Several categories were very difficult to come up with the final winners!

Entry in the 2008 Enfilade Painting Competition is free to every convention attendee and will be held, this year, on Sunday. There is no cost to enter and multiple entries may be made. Each winner earns an Enfilade plaque decorated with the current year and exclusive “Larry Leadhead” illustration. Good luck – I will see you at Enfilade!

SU1 – T9 - Hollywood Meets the Pyramids by M. David Preston

Blownaparts Battalions

15mm Napoleonics

8 Players

Napoleon meets Muhammed Bey at the Pyramids as written by Hollywood

This event is a repeat of period 1 Saturday

SU1 – T10 - Battle of Calabria 07/09/1940 by James Kyler

WWII Naval Fleet Action

Set Condition Zebra

1/2400 scale WWII Ships

12 Players

Table size 6x8

This is an encounter between the Italian Fleet of 1941 and the British Mediterranean Fleet. The game master will provide ships from his collections to be in the game. Airplanes will be included in the game. Players may want to bring tape measures with them and D6 dice.

These rules are simple, quick, and fun to play. This will be the fourth time that I have game mastered a game using these rules at Enfilade.

SU1 – T11-14 - The Enfilade Open DBA Tournament by The Game Matrix

This is the Hall of Heroes Tournament. It starts at 10 AM on Sunday.

15mm Ancients – De Bellis Antiquitatis

24 Players

Six 8-foot tables.

Choose any 15mm DBA army you like for this open tournament. Choose any painted DBA army. Four rounds, no elimination, Swiss pairing. Standard NASAMW scoring. Prizes include bobbleheads and a painted DBA army! Winner gets his or her name on the Hall of Heroes plaque at The Game Matrix, Tacoma. Top finishers qualify for the NICT-DBA Invitational at Historicon. Basic familiarity with DBA rules is strongly recommended. Loaner armies and terrain available.

SU1 – T15 - Nazi Spearhead at Kursk by Allan Dyer

WWII Micro Armor

Rules: Handful of Dice

5 Players

The 1st SS Division was the military force that the entire German army was measured against. After a week of fighting 20 hours a day they had broken through the final line of fortifications and they were 20km away from encircling the Soviet army at Kursk. They had 67 armored vehicles and two regiments of infantry and morale was high. They ate breakfast and then completely wiped out a Soviet airborne regiment before 6am. Then the Guards Tank Army counterattacked with over 600 tanks and seemingly endless waves of infantry. Armor is represented on a one to one scale. Yes, that's over 600 tanks, and it will be completed in one time period.

Prizes awarded to the winners.

This event is a repeat of Saturday period three.

SU1 – T16 - Straits of Messina by Kevin Smythe

Action Stations 1/600 Coastal Combat

Table size 6x8

8 Players

Allied coastal forces interfere with German efforts to evacuate their troops from Sicily.

SU1 – T17 – Soviet Bridgehead by Jeroen Koopman

WWII

GHQ, 15mm

6 Players

Table Size 5x8

Soviet Bridgehead, Magnuszew Poland, 1944. The Soviets attempt to cross the Vistula River and establish a Bridgehead on the west side. The Germans must limit the Soviet advance and counter-attack to push the Soviets back. All items provided and a little experience of the rules needed.

This event will be further defined.

SU1 – T18 - Swashbuckler by Steve Winter

Period: 17th Century

Rules: Savage Heroes

Scale: 25mm

Players: 8

Table: 5x8 (4x4 would do)

Time: Sun 10-2

Pirates, swashbucklers, bravos, gentlemen adventurers, and ne'er-do-wells 'have at thee' in a classic Hollywood tavern brawl. Their weapons are not just rapiers, daggers, and cutlasses but pitchers of ale, platters of food, chairs, tables, rugs, and anything else that's not nailed down. Sunday morning is the perfect time to drop in at the Luminous Toad Inn -- where the Cardinal's Guard is never welcome!

SU1 – T19 - Zulu's by Bill Vanderpool

Colonial Period

Rules: Imperialism

15mm

8 Players

Bill Vanderpool

Come refight the Zulu wars. Event descriptions will be here soon.

SU1 – T20 - COLONEL KLINK' S LAST STAND by MITCH BERDINKA

15mm COLONIAL

THE SWORD AND THE FLAME 15mm

8 Players

6x8 table

Colonel Klink had taken a small scouting force out to explore the road ahead to Peking and has to managed to get himself surrounded by a large force of Boxers. Colonel Smith is leading a relief force to rescue him, but finds his way blocked by Regular Chinese with artillery support. Allies must rescue Colonel Klink and save as many of his force as possible. Players of any experience level are welcome. Rules are simple and quick to learn. A fun game with resolution depending on the Boxers being able to get their units to charge home.

Voted best game for Period 3 at Enfilade 2005. Great game for beginners.

This event is a repeat of Friday Period 1.

SU1 – T21 – The Bloody Hills of Peleliu by Bruce Meyer

World War II Pacific Theater

Simplified Arc of Fire

8 Players

5x8

In the bloodies fighting of the Pacific war the USMC must pry the Japanese defenders from their cave defenses to sere the island.

Sponsored by Brigade Games & Company B

SU1 – T22- The Battle of Holowczyn War by Lloyd Bowler & David Mebust

The Great Northern War

GÄPÄ 2

6MM

6 Players

Charles XII eyes Moscow – The Invasion of Russia, 1708,
The Battle of Holowczyn

In a bold move the Swedish king, Charles XII invades Russia. In late fall 1707 the Swedish army crosses the Drut and Dnieper rivers moving generally towards Moscow. The spring of 1708 finds the Swedish army moving easterly outmaneuvering and skirmishing with Russian forces keeping them in confusion as to the exact Swedish plan or main route of attack. On June 30, 1708 the Swedish army is on the banks of the Uabich River in a position to cross between the Russian main army to their north and a minor army to their south. Charles pauses the army as Swedish troops gather and make ready for the coming attack. In the pre dawn of July 4, 1708 the Swedish army crosses the river, forms up for battle and promptly attacks the southern most camp of the Russian main army. Please join us as we present the Battle of Holowczyn. All supplies provided no experience necessary. Player enthusiasm is required!

SU1 – T23 - Axis and Allies Series Gaming

by John Edwards

Board Game

Depending on interest we'll play one of the Axis and Allies series games, which includes The War Game World War II.

SU1 - Balloon Racing in La Bele Epoch by John McEwan

This event is not on a table. It starts at the Riveresco booth and races around the room.

Victorian Science Fiction 1890's

Balloon Racing in La Bele Epoch Beta Test Set

Scale or type of miniatures: 1/64th scale

8 Players

Adventure, glory, and the thrill of cheating your way to victory, lie before our valiant aeronauts in the first Annual Paris to Niece Peddle Balloon Race. Competitors from all over the globe are gathering. Entries from Germany, United States, France, Mexico, Italy and even as far away as China are arriving. Join us and become one of our aeronauts! Overcome unpredictable winds. Battle the dreaded thundercloud. Beware the sabotage and outrageous cheating of your fellow fame seekers, rattle brained royalty, dopy dilatants, and underhanded minions.

This game is a racing game with some aspects of role playing.

The rules are beta test rules from Reviresco. Players opinions and suggestions to improve the test set of rules will be solicited. All items required for game play will be supplied by Reviresco.

The game is designed to play on the floor so no table will be required. The balloons move through three dimensions on 6 foot high flight stands. Each stand has a 8" square base. The race will begin in front of the Reviresco booth and proceed down the aisle around the outside edge of the playing area.

Sunday Open Tables until 5 PM

SU Open - 3D ASL by Dianne and Larry Spangler

15mm, 25mm

12 Players

Come play ASL Starter Kit rules with miniatures including 88' s at Zon in 25mm. Fast-paced WWII action; beginners welcome, no experience necessary, just a willingness to have fun. This is a large event on a 16 foot long table and is being hosted in every period.

SU Open - Jutteland Pacific by Monday Knight Productions

Seekrieg IV - Pacific

Players: 2 to 26 (Yes, 26)

Table: 6x16

Jutteland. "What If" Scenario. US Carriers are destroyed at Pearl Harbor leaving the US Pacific fleet to face the Japanese surface fleet. Continuation of Wings of the Pacific Northwest, same fictitious timeline, this time the Plan Orange battle the Japanese planned has come true in mid-1942. All the smaller forces have to be stripped away from the two main battlelines and now they clash somewhere near the international date line. Eight Japanese Battleships led by Yamato and Musashi and accompanied by the four Kongo Class Battlecruisers met the Fourteen US Battleships that were at sea during the attack on Pearl Harbor (plus what could be brought into the area since December). Be prepared for lots of teeth-nashing and whining as these monsters of the sea clash!

This is a the second period of a two period event.

SU Open - Pinned Like Rats in a Hole

Rorkes Drift by Lawrence Bateman and Gil Fussell III

25mm Zulu War 1879

Sword and the Flame Variant

6 Players

Do you have what it takes to win the Victoria Cross? Are you a newly promoted officer or a combat hardened enlisted soldier? Come command the defenders of Rorkes Drift. We will have hordes of Zulus to attack our 2x5 foot Rorkes Drift Compound.

This event is a repeat of Saturday Period 3

SU Open - Field of Glory by Chris Rivers

Romans vs Gauls

8 Players

Two 5x8 tables

Come play the new rule set by Richard Bodley Scott, the co-author of DBM. The game will be multiple players per side. There are provisions for a second game if there are enough players. Total newbies and seasoned veterans are welcome to join.

SU Open - Last Voyage of the "Condor" by Gil Fussell

WWII Naval

Action Stations 1/600

8 Players

6x8

A German freighter with captured Allied codes is making a run to occupied France. A Squadron of S-Goats is providing escort. Several Allied squadrons are moving to intercept; who will stop the "Condor"? No experience needed; all materials provided.

This event is a repeat of Saturday period 2.

SU Open - Axis and Allies Series Gaming by John Edwards

Board Game

Depending on interest we'll play one of the Axis and Allies series games, which includes The War Game World War II.