

# **ENFILADE! 2009**

**The Annual Gaming Convention of the  
Northwest Historical Miniatures Gaming Society (NHMGS)**

## **PRELIMINARY EVENTS LIST (PEL)**

(5.7.09)

## Time Slot A: Friday Afternoon, May 22

### FR1-1 Midway, a Mini-Campaign

Friday 2:00 PM to 11:00 PM

10 players: Set Condition Zebra using 1/2400 Ships and Airplanes

Table Size 6x8

Presented by James Kyler

*This is a mini-campaign based on the Battle of Midway, 6 to 7 scenarios grouped together with a last fictitious battle. 1/2400 Axis and Allies miniature ships will be used in the campaign. Players need to keep track of damage for the final naval action.*

***This is the first period of a two period event.***

### FR1-2,3 A Fistful of Peroghi

Friday 2:00 PM to 6:00PM

9 Players

Table Size 6x16

Presented by Michael Koznarsky

*The cast of characters (and blood thirsty ram) has moved from Digby Green to Prowincja Wasyl on the Polish plains. Along with mercenaries from Central Europe there will be Winged Hussars, Haiduks and wild Cossacks (and the usual crazed livestock). All are descending on the partially built hamlet of Lesikeiwiczka in a grab and take free for all. A sense of humor or humorski is helpful.*

### FR1-4 Flight Training – Great War Aviation

Friday 2:00 PM to 6:00 PM

12 players: Watch Your Six using 1/72 Airplanes

Table Size 6x8

Presented by Michael Clinton

*Watch your six is a new set of rules designed to fight the big dogfights of the Great War. If you plan to play in the Soissons mega-game or are just curious about this rules set please stop by for a demonstration. Flight School Scenarios are quick and will show you the basics of Watch Your Six! In an hour or two. I'll be happy to start a new flight school at any time. Good Luck, smooth flying, and Watch Your Six!*

### FR1-5 Axis and Allies Command Center

Friday 2:00 PM to Sunday 5:00 PM

8 players: Axis and Allies

Table Size x8

Presented by John Edwards

*Have you played all of the new Axis and Allies Games? Here is your chance. They're all here and ready to play. I will have at least 2 copies of Axis and Allies 50th Anniversary Edition, Axis and Allies 2007 (the most up to date version of Revised), and The War Game World War II (The Biggest Axis and Allies Game I have often referred to as A & A on steroids). In addition I will have some Xeno Games stuff and some alternate rules versions of Axis & Allies I have been working on. Feel free to bring any Axis and Allies*

*Type Game to play at Enfilade at the Command Center. Priority Order for games played will be 50th Anniversary Edition, The War Game World War II, 2007 Game (latest version of Revised), Alternate Rules Game (Global), Xeno Games (Global), other Multi Player (Global), Other Multi Player (Non Global), Battle of the Bulge, Guadalcanal, D-Day, others.*

***This event will run for the entire convention***

### **FR1-6 Bad day in the Bocage**

Friday 2:00 PM to 6:00 PM

6 players: House Rules

Table Size x8

Presented by Randy Miles

*Americans and Germans square off in the bocage of Normandy after D-Day.*

### **FR1-7 Border Skirmish in the Dark Ages**

Friday 2:00 PM to 6:00 PM

4 players: Warhammer Ancient Battles (WAB): Shield Wall

Table Size 5x8

Presented by Dan Proctor and the PuyallupWargamers

*The Vikings invade Wales! Ever wonder about Warhammer Ancient Battles? Learn the fundamentals in this friendly learning game.*

### **FR1-8 Cattle Raid**

Friday 2:00 PM to 6:00 PM

**Younger players welcome/Under 12**

8 Players: Imperialism (Modified), 15mm

Table Size 5x8

Presented by Bill Vanderpool

*Imperial troops go looking for Zulu cattle. And find them - and the Zulus. Can they make it back or do the Zulus get wash their spears?*

### **FR1-9 Waltzing Matilda Setup**

Friday 2:00 PM to 6:00 PM

8 Players: Arc of Fire, modified

Table Size 5x8

Presented by Bruce A Meyer

***Set up period for Friday Evening Event.***

### **FR1-10 The Viking Run**

Friday 2:00 PM to 6:00 PM

18 Players: Viking Run, 25mm

Dark Ages Skirmish

Presented by Lloyd Bowler

*So you've gone 'i-viking', on a raid. You surprised those dirty Saxon dogs and now it's time to get back to the ship! How fast can you run, especially with all that tempting loot lying about? Of course the Saxons have a hateful grudge against you and it wouldn't be*

*wise to be standing on the beach watching your boat sail away! This is as light hearted as a game concerning robbery and mayhem can get. No experience needed, just a sense of humor.*

### **FR1-11 Pulp Figures presents Curse of the Jade Buddah**

Friday 2:00 PM to 6:00 PM

6 Players: Rugged Adventures

28mm Pulp Figures

Presented by Bob Murch

*A light-hearted romp through China Station and the surrounding jungle with an ever shifting cavalcade of back-stabbing and double dealing in seedy back alleys and steaming jungle. Not a serious 'win or lose' game. Knowledge of old movies and the 'plups' add to the enjoyment. Funny accents a must.*

### **FR1-12,13 Circus Maximus**

Friday 2:00 PM to 6:00 PM

**Younger players welcome/Under 12**

14 Players: Circus Maximus

Table size 6x16

Presented by Ken Cassady

*The Circus is back in town. Run your horses into the ground, bash your carts to smithereens and whip your drivers until they fall out of their cart. Or maybe do it to the other guys. Just come and have fun.*

### **FR1-14 The Little Muddy**

Friday 2:00 PM to 6:00 PM

6 Players: Fire & Fury

American Civil War, 15mm

Table size 6x8 - Table O

Presented by Norris Hazelton

*Sponsored by The Panzer Depot. After two months of moving about in search of water and each other, Rosecrans Union army and Braggs Confederate army, both precariously low on water, find a water source. Unfortunately they happen to find the same low muddy stream. Battle commences in the morning and each army must win the fight or face a long two day retreat, with the winner snipping at your backside.*

### **FR1 - DBA Matinee DBA**

Friday 2:00 PM to 6:00 PM

8 players: De Bellis Antiquitatis (DBA)

Presented by Terry Griner

*No need to sign up, just stop by after you have registered and join us in pick up games that last 30-45 minutes. All game materials supplied. Eight armies to choose from - or bring your own.*

## **Time Slot B: Friday Evening, May 22**

### **FR2-1 Midway, a Mini-Campaign**

Friday 2:00 PM to 11:00 PM

10 players: Set Condition Zebra using 1/2400 Ships and Airplanes

Table Size x8

Presented by James Kyler

*This is a mini-campaign based on the Battle of Midway, 6 to 7 scenarios grouped together with a last fictitious battle. 1/2400 Axis and Allies miniature ships will be used in the campaign. Players need to keep track of damage for the final naval action.*

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

### **FR2-2 Axis and Allies Command Center**

Friday 2:00 PM to Sunday 5:00 PM

8 players: Axis and Allies

Table Size 6x8

Presented by John Edwards

*Have you played all of the new Axis and Allies Games? Here is your chance. They're all here and ready to play. I will have at least 2 copies of Axis and Allies 50th Anniversary Edition, Axis and Allies 2007 (the most up to date version of Revised), and The War Game World War II (The Biggest Axis and Allies Game I have often referred to as A & A on steroids). In addition I will have some Xeno Games stuff and some alternate rules versions of Axis & Allies I have been working on. Feel free to bring any Axis and Allies Type Game to play at Enfilade at the Command Center. Priority Order for games played will be 50th Anniversary Edition, The War Game World War II, 2007 Game (latest version of Revised), Alternate Rules Game (Global), Xeno Games (Global), other Multi Player (Global), Other Multi Player (Non Global), Battle of the Bulge, Guadalcanal, D-Day, others.*

***This event will run for the entire convention***

### **FR2-3,4 Advanced Squad Leader**

Friday 7:00 PM to 11:00 PM

6 players: Advanced Squad Leader (ASL) Starter Kit Rules

Table Size 5x16

Presented by Larry Spangler

*Have fun playing WWII scenarios using ASL starter kit rules. No experience necessary. Fast-paced action! All materials & dice provided.*

### **FR2-5 Austerlitz 1805**

Friday 7:00 PM to Saturday 11:00PM

5 players: Napoleon's Battles, 1st Ed. (Modified)

Table Size 5x8

Presented by Jeroen Koopman

*This runs Friday evening through all day Saturday, five players needed with some experience of the rules requested.*

### **FR2-6 Waltzing Matilda**

Friday 7:00 PM to 11:00 PM

8 players: Arc of Fire (Modified) using 28mm miniatures

Table Size 5x8  
Presented by Bruce A. Meyer

*World War II Pacific Theater. 5x8 table. Australian troops mopping up Japanese defenders in Papua New Guinea encounter bitter resistance. No rules experience necessary. Some knowledge of Japanese suicide charges helpful.*

### **FR2-7 First Aquarian Contact**

Friday 7:00 PM to 11:00PM  
6 players: Galactic Knights from Monday Knight Productions  
Table Size x8  
Presented by William Thompson

*Along the border of known space the TTFN and EIF have located a ship of an unknown type. All that is known is that it is of a new race, known as the Aquarians. There are two problems with the situation: one, the ship is unpowered and drifting in space. Two (and more importantly), it has drifted into an asteroid belt. Now both fleets are fighting each other and dodging asteroids in an attempt to capture the ship for further research.*

### **FR2-8 After Kursk**

Friday 7:00 PM to 11:00PM  
8 players: Kampfgruppe Commander using 15mm miniatures  
Table Size 6x8  
Presented by David Sullivan

*German and Russian forces clash in a meeting engagement near Kiev in the fall of 1943.*

### **FR2-9 Various Boardgames**

Friday 7:00 PM to Sunday 5:00 PM  
8 players: various board games  
Table Size 6x8  
Presented by Ralph Shelton / Metro Seattle Gamers

*Various boardgames hosted by Metro Seattle Gamers*

### **FR2-11 Dare to Fly the Demon's Run**

Friday 7:00 PM to 11:00PM  
6 players: Starmada Rules from Majestic 12 Games  
Table Size 6x8  
Presented by Bill Nitsche

*The Demon's Run - an unusual patch of space filled with small black holes, odd space/time fluctuations and radiation fields - the best place in the galaxy for starship racing! Each player will pilot a racing starship using the most recent edition of Starmada with a simple vector system. Collect as many beacons as you can while avoiding automated missile systems, the lasers from your opponents or being sucked down a black hole! Extra heats will be run as time allows. All materials provided. Special thanks to Ninja Magic for providing prizes for this event.*

### **FR2-12,13 Can-Am Cup**

Friday 7:00 PM to 11:00PM

16 players: Thunderboats! Rules using 2" Hydroplane Miniatures

Table Size 5x8, two tables

Presented by Kevin Smyth, Dave Schueler, and Ray Sams

*Thunderboats - a down and dirty cup race between Canadians and Americans. Guaranteed two heats of racing with 6-8 finalists in a Canadian-American grudge match. Plan for some deck-to-deck drama as the best racers from north and south of the border prove who can push the envelope and finish a winner.*

### **FR2-14 Speed Painting Competition**

Friday 7:00 PM to Saturday 11:00 PM

10 participants: Painting Competition sponsored by Monday Knight Productions

Table Size 5x8

Presented by William M. Thompson

*Each Participant will get one hour to paint a pre-primed (grey) figure OR a pre-primed grey building using paints and brushes supplied by Monday Knight Productions, all you need is your talent. All entries will be judged on the following categories: Best Figure, Best Building, Most Creative Figure, Most Creative Building, and Best Overall. Judging will be done by Enfilade! attendees on Sunday. Prizes will be awarded and each participant gets to keep what they paint, if they can pick it up on Sunday after the judging takes place. Yes, you can enter the competition in each category, and you get an hour for each painting project.*

### **FR2-15 Chelmsford Finds the Zulus**

Friday 7:00 PM to 11:00 PM

**Younger players welcome/Under 12**

8 Players: Imperialism (Modified), 15mm

Table Size 5x8

Presented by Bill Vanderpool

*Chelmsford finds the Zulus on the reconnaissance to right side and must fight them to get back to camp at Isandlwana. This is a what-if fight. Chelmsford went to find the Zulus with half his command and missed the Battle of Isandlwana. In this game he finds them. Can you find them or not? Come have fun.*

### **FR2-16 III Pang Assault**

Friday 7:00 PM to 11:00 PM

4 players: Command Horizon Rules using Baccus 6mm miniatures

Table Size 5x8

Presented by Sven Lugar

*Falkenberg's 42nd Legion fights a holding action against Neo-Commie troops in the III Pang a couple of centuries from now. Mixed Infantry and grav-vehicles, with air support in the not too distant future. It uses the Baccus 6mm Command Horizon rules available for free on-line at <http://www.commandhorizon.com/>. Familiarizing yourself with the rules ahead of time is encouraged.*

### **FR2-17 Sharpe's Underwear (Napoleonic Skirmish)**

Friday 7:00 PM to 11:00 PM

8 players: Sharp Practice Rules from TooFatLardies, 25mm miniatures

Table Size 6x8

Presented by Mitchell Berdinka

*Captain Sharpe must return to the Cala de Mierda, in order to rescue the Sacred Undergarments of Saint Facundus and turn them over to the Spanish who accompany him. A beautiful partisan girl, Rosarita, will show him where they are hidden in the chapel. Major Pierre Dufos of the French Imperial intelligence Service, however, has set a trap for the indefatigable Mr. Sharpe. Join this fast action game using the new Skirmish Rules from TooFatLardies.*

### **FR2-18 Kashgar October 1920**

Friday 7:00 PM to 11:00 PM

The Great War by Warhammer Historicals

4 Players: 28mm Copplestone Miniatures

Table Size 6x8

Presented by Chris Craft

*Sponsored by The Panzer Depot. The Bolsheviks are on the move. Warlord Chang Fu has moved his forces to counter. The remnants of Col. Dartov's whites are in the middle. Archeologist Montana Smith has made a rare and valuable discovery. Throw in some pissed off local tribesman lead by Ajar El Halam and there is bound to be a shot fired in anger.*

### **FR2-19 Guadalcanal: Zero vs Wildcat**

Friday 7:00 PM to 11:00 PM

Check Your Six!

10 Players: WWII Air, 1/300

Table Size 6x8

Presented by The Game Matrix

*Take flight with the Cactus Air Force to defend Henderson Field or join the Imperial Army and take back the island for the Emperor! We will play a portion of the Guadalcanal: The Cactus Air Force campaign in this period. The campaign features a series of air combat scenarios as well as abstract rules for sea and ground actions to recreate this dynamic time in WWII. All players welcome, no knowledge of rules required.*

### **FR2-20 Battle of Brunanburgh**

Friday 7:00 PM to 11:00 PM

Homebrew

3 Players: 15mm Dark Ages

Table Size 5x8

Presented by Mike Garcia

*It's Pagan Brit versus Anglo Saxon. The year is 937 AD and the Saxon King and his brother must stop an invasion force of Strathclyde Brits, Scots, and Norse Vikings. Who will prevail?*

## **FR2-21 The Road to Arnhem**

Friday 7:00 PM to 11:00 PM

Disposable Hero's

WWII, 28mm

5 Players

Table Size 4x6

Presented by Thomas J. Moore and the White Rock Gamers

*The Road to Arnhem has been blocked by an Ad Hoc group of German Fallschirmjager and other troops. The 101st Airborne supported by some Guards Armour need to clear out this interruption to the flow of men and materiel.*

## **FR2 - DBA - The Normans in Italy , 1043 AD**

Friday 7:00 PM to 11:00 PM

8 players: De Bellis Antiquitatis (DBA)

Historical Period: Medieval

Presented by Andy Hooper

*Brief description of event: The struggle for Italy in the 11th Century, fought out with the fast-play DBA rules system. This five-year campaign will use a new Bid Card system for determining battles, allowing for simultaneous fights by all 8 players. Armies and boards provided, familiarity with DBA is helpful, but not necessary.*

## **Time Slot C: Saturday Morning, May 23**

### **SA1-1-3 Battle of Borodino**

Saturday 9:00 AM to 11:00 PM

18 players: C'est La Guerre Rules using 15mm Napoleonics

Table Size 6x24

Presented by James Kyler

*This is a large event on a 6x24 table. The massive confrontation between the French under Napoleon against the Russians outside Moscow at the fortified line of Borodino. This is the re-fight of the battle held last year. Wargamers are encouraged to bring their own miniatures for play, mainly Russians. Since the French Troops owned by Ray Funk outnumber the Russians owned by the game master 3 to 1. Players do not have to be in the game more than 2 periods. The Grand Redoubt and various towns will be in the fight. The cavalry clash to the south will be played out as well. Rules will be given to the players as take home prizes "*

### **SA1-4 Axis and Allies Command Center**

Friday 2:00 PM to Sunday 5:00 PM

8 players: Axis and Allies

Table Size 6x8

Presented by John Edwards

*Have you played all of the new Axis and Allies Games? Here is your chance. They're all here and ready to play. I will have at least 2 copies of Axis and Allies 50th Anniversary Edition, Axis and Allies 2007 (the most up to date version of Revised), and The War Game World War II (The Biggest Axis and Allies Game I have often referred to as A & A on steroids). In addition I will have some Xeno Games stuff and some alternate rules versions of Axis & Allies I have been working on. Feel free to bring any Axis and Allies Type Game to play at Enfilade at the Command Center. Priority Order for games played will be 50th Anniversary Edition, The War Game World War II, 2007 Game (latest version of Revised), Alternate Rules Game (Global), Xeno Games (Global), other Multi Player (Global), Other Multi Player (Non Global), Battle of the Bulge, Guadalcanal, D-Day, others.*

***This event will run for the entire convention***

### **SA1-5 No Rest at the Resort**

Sat 9:00 AM to 1:00 PM

4 players: GHQ Micro-Armour (The Game) Rules, Wehrmacht '47 Supplement

Table Size 5x8

Presented by Sven Lugar

*1947 What-If Russo-Finnish War. Finnish/American forces clash with Germans in a meeting engagement from GHQ's Wehrmacht '47 Supplement. Game will include models from GHQ's new Wehrmacht '47 line.*

### **SA1-6 Tsushima Straights**

Saturday 9:00 AM to 1:00 PM

8 players: SeeKrieg IV Rules

Table Size 5x8

Presented by William Thompson

*Once again the Japanese Navy waits in ambush for the Russians. Two battle lines join in one of the most famous naval battles in history.*

### **SA1-7 Speed Painting Competition**

Friday 7:00 PM to Saturday 11:00 PM

10 participants: Painting Competition sponsored by Monday Knight Productions

Table Size 5x8

Presented by William M. Thompson

*Each Participant will get one hour to paint a pre-primed (grey) free OR a pre-primed grey building using paints and brushes supplied by Monday Knight Productions, all you need is your talent. All entries will be judged on the following categories: Best Figure, Best Building, Most Creative Figure, Most Creative Building, and Best Overall. Judging will be done by Enfilade! attendees on Sunday. Prizes will be awarded and each participant gets to keep what they paint, if they can pick it up on Sunday after the judging takes place. Yes, you can enter the competition in each category, and you get an hour for each painting project.*

### **SA1-8 Battle of Santiago, 1898**

Saturday 9:00 AM to 1:00 PM

5 players: Fire When Ready, Gridley (predreadnought naval) using 1/2400 scale miniatures

Table Size 6x8

Presented by Dave Schueler

*For the last month the American Atlantic and Flying Squadrons have been maintaining the blockade Admiral Cervera's Spanish cruiser squadron in Santiago harbor. The American ships have been shifting into and out of blockade positions as needed to keep the ships fully provisioned, while Cervera has been hoping for bad weather or some other event to scatter the American fleet. Now with American land forces closing in on the city, Cervera has decided he must attempt to break out of the blockade if he was going to save any of his fleet. This game will offer options (good and bad) for both sides as they prepare for battle. Can the Americans repeat history or will the Spanish get away this time? This game will use 1/2400 scale miniatures.*

### **SA1-9 City Wide Killing Spree**

Saturday 9:00 AM to 1:00 PM

6 players: All Things Zombie 2 (ATZ 2) by TwoHourWargames

Table Size 5x8

Presented by William Werts

*KNBC News: "We have reports that there is an unexplained occurrence of violence on the east side of the city on Cyprus Island. So far the rest of the city doesn't appear to be affected. It appears ordinary citizens are randomly attacking each other in a violent and brutal manner. It has been suggested that maybe there has been some kind of chemical spill or virus that is affecting everyone. Police are asking everyone to stay in their homes until order can be restored. If you are currently in the Cyprus Island district, make your way as quickly as possible to 9th street bridge to exit the island so the authorities can restore order and begin an investigation." You find yourself out in the city when you*

*here the news broadcast either by a radio and city official vehicle loud speaker. You are not near any form of immediate transportation. You know you must cross the river to either catch public transit or get to your car to get home. What do you do?*

### **SA1-10,11 – WW2 Air Combat – near Malta**

Saturday 9:00 to 1:00 PM

6 players: Check Your Six! Rules Skirmish Campaigns

Table Size 6x16

Presented by John Westra

*An Italian bombing raid to Malta runs into some rough weather ... Hurricanes! ;-)*

### **SA1-12 The Hunt for Sheik dan Gottam**

Saturday 9:00 AM to 1:00 PM

7 Players: Crusaders, 25mm

Righteous Knights

Presented by David Preston

*All players will be competing to rescue the princess and gain treasure by any gaming means.*

### **SA1-13 Assault on Poissons Fétides sur la Mer**

Saturday 9:00 AM to 1:00 PM

6 Players: Patrol: WWII

Damond Crump

Lawrence Bateman and Damond Crump

*American Paratroopers of the 82nd A/B land and move to take their D Day objectives at Poissons Fétides sur la Mer. Do you have what it takes to lead your paratroops and win before the landings begin? Everything needed to play will be supplied.*

### **SA1-14 Java Sea**

Saturday 9:00 AM to 1:00 PM

6 Players: General Quarters 3

WWII Naval, 1/2400

Mark Serafin

*Sponsored by The Panzer Depot Japanese and American ships clash in the Java Sea.*

### **SA1-15-19 Flames of War National Qualifier Tournament**

Saturday 9:00 AM to 4:00 PM

The Game Matrix

20 Players: 15mm WWII

Presented by Chris L Ewick

*This event runs from 9:AM to 4:00 PM. 1750 points of Mid War for this National Qualifier tournament. Great prize support by Battlefront Miniatures and The Game Matrix. This tournament will be 3 rounds and the winners will be featured on The Game Matrix's Hall of Heroes board and website. Players do not need to forward their army lists prior to event day.*

### **SA1-20 Austerlitz 1805**

Friday 7:00 PM to Saturday 11:00PM

5 players: Napoleon's Battles, 1st Ed. (Modified)

Table Size 5x8

Presented by Jeroen Koopman

*This runs Friday evening through all day Saturday, five players needed with some experience of the rules requested.*

### **SA1-21 Pickett's Charge**

8 Players: Fire and Fury

15mm Civil War

Table Size: 6 feet by 8 feet

Presented by Allan Dyer

*This is a great event for learning Fire and Fury. It's a straight up the hill at full speed to break the Yankee line and win the Battle of Gettysburg. There will be multiple set ups of the charge, as it only takes one person on each side to play this. It is short enough that you have enough time to do two charges, playing both sides*

### **SA1-22 Von Kettle Moves Up Country**

Saturday 9:00 AM to 1:00 PM

**Younger players welcome/Under 12**

8 Players: Imperialism (Modified), 15mm

Table Size 6x8

Presented by Bill Vanderpool

*Von Kettle leads a column of international troops to the relief Eshowe. Can you get through or are there too many Zulus*

### **SA1-23 Roman Seas**

Saturday 9:00 AM to 1:00 PM

8 Players: Roman Seas

Table Size 6x8

Presented by Eric Hotz

*Caesar vs Pompey: Pompey is attempting to starve out Caesar's land forces. Caesar can only be resupplied by sea. Caesar's situation is critical: supplies must get through.*

### **SA1-24 King Phillips War**

Saturday 9:00 AM to 1:00 PM

8 Players: Black Powder Battles

Early Colonial, 28mm

Table Size 6x8

Presented by Gary L. Griess

*Skirmish level battle set during the period of King Phillips War, 1675, New Entgland. Raid on Wapamog Village.*

### **SA1-25 Hill 192**

Saturday 9:00 AM to 1:00 PM

6 Players: Axis and Allies Miniatures

WWII

Table Size 5x8

Presented by Steve Winter

*In July 1944, American forces were still grinding their way toward St. Lo. Hill 192, solidly held by the 3d Parachute Division, was a key German strongpoint stalling the advance of First Army. On July 11, US 2d Division clawed its way up the hill, field by field. Ferocious, fast-playing, platoon-level combat.*

### **SA1-26 Battle of Spicheren**

Saturday 9:00 AM to 1:00 PM

8 Players: They Died for Glory

Franco Prussian War, 15mm

WWII

Table Size 5x8

Presented by Kevin Burke

*An early war battle. French General Frossard, left exposed by the inept muddlings of the Imperial staff, withdraws his divisions to some defensible heights.*

*German Major General von Kamecke receives permission to pursue what he believes is a French rear guard with his 14th division. He finds he is engaged with a full corps. Luckily for him the sounds of battle draw elements of two other divisions into the battle and a fierce battle for the heights and adjoining factories ensues.*

*All supplies are provided. Room for 8 players. No knowledge of the rules required.*

### **SA1-DBA The Power and Glory**

Saturday 9:00 AM to 1:00 PM

8 players: De Bellis Antiquitatis (DBA) Rules

Presented by Terry Griner

*Choose to lead either Roman or Barbarian armies and fight 4 scenarios based on famous ancient battles. First prize is an unpainted Essex Marian Roman army. All game materials and armies supplied.*

### **SA1-Under 12 - Wings of War 'Paint' and Fly**

Saturday 9:00 AM to 1:00 PM

**Younger players welcome/Under 12**

8 players: Wings of War (WOW)

Under 12 Table

Presented by Christopher Bauermeister

*This is an introduction to WOW intended for younger players. We will begin with a demonstration of modifying WoW aircraft and then dogfight with our new custom planes.*

## **Time Slot D: Saturday Afternoon, May 23**

### **SA2-1-3 Battle of Borodino**

Saturday 9:00 AM to 11:00 PM

18 players: C'est La Guerre Rules using 15mm Napoleonics

Table Size 6x24

Presented by James Kyler

*This is a large event on a 6x24 table. The massive confrontation between the French under Napoleon against the Russians outside Moscow at the fortified line of Borodino. This is the re-fight of the battle held last year. Wargamers are encouraged to bring their own miniatures for play, mainly Russians. Since the French Troops owned by Ray Funk outnumber the Russians owned by the game master 3 to 1. Players do not have to be in the game more than 2 periods. The Grand Redoubt and various towns will be in the fight. The cavalry clash to the south will be played out as well. Rules will be given to the players as take home prizes "*

### **SA2-4 Austerlitz 1805**

Friday 7:00 PM to Saturday 11:00PM

5 players: Napoleon's Battles, 1st Ed. (Modified)

Table Size 5x8

Presented by Jeroen Koopman

*This runs Friday evening through all day Saturday, five players needed with some experience of the rules requested.*

### **SA2-5,6 - 3D Advanced Squad Leader (ASL)**

Saturday 2:00 PM to 6:00 PM

6 players: Advanced Squad Leader (ASL) Starter Kit Rules, Open Scale - 6, 15, or 28mm

Table Size 6x16

Presented by Larry Spangler

*Have fun playing WWII scenarios using ASL starter kit rules. No experience necessary. Fast-paced action! All materials & dice provided.*

### **SA2-7 Battle of the Teutoburg Forest**

Saturday 2:00 PM to 6:00 PM

4 players: Pig Wars Variant using Ancients 28mm

Table Size 6x8

Presented by Mike Garcia

*The trap sprung by Arminius on the unprepared Romans will destroy three legions. Can a Tribune effectively organize those cohorts isolated with him and break out? Or will he and his men suffer the same fate as their comrades?*

### **SA2-8 Axis and Allies Command Center**

Friday 2:00 PM to Sunday 5:00 PM

8 players: Axis and Allies

Table Size 6x8

Presented by John Edwards

*Have you played all of the new Axis and Allies Games? Here is your chance. They're all here and ready to play. I will have at least 2 copies of Axis and Allies 50th Anniversary Edition, Axis and Allies 2007 (the most up to date version of Revised), and The War Game World War II (The Biggest Axis and Allies Game I have often referred to as A & A on steroids). In addition I will have some Xeno Games stuff and some alternate rules versions of Axis & Allies I have been working on. Feel free to bring any Axis and Allies Type Game to play at Enfilade at the Command Center. Priority Order for games played will be 50th Anniversary Edition, The War Game World War II, 2007 Game (latest version of Revised), Alternate Rules Game (Global), Xeno Games (Global), other Multi Player (Global), Other Multi Player (Non Global), Battle of the Bulge, Guadalcanal, D-Day, others.*

***This event will run for the entire convention***

### **SA2-9 Roman Seas**

Saturday 2:00 PM to 6:00 PM

8 Players: Roman Seas

Table Size 6x8

Presented by Eric Hotz

*Caesar vs Pompey: Pompey is attempting to starve out Caesar's land forces. Caesar can only be resupplied by sea. Caesar's situation is critical: supplies must get through.*

### **SA2-9 The Battle of Savage's Station**

Saturday 2:00 PM to 6:00 PM

4 players: Polemos "On They Came" American Civil War (ACW) Rules using Baccus 6mm

Table Size 5x8

Presented by Sven Lugar & Robert Miller

*American Civil War. The Battle of Savages Station- June 29, 1862.*

### **SA2-10 Speed Painting Competition**

Friday 7:00 PM to Saturday 11:00 PM

10 participants: Painting Competition sponsored by Monday Knight Productions

Table Size 5x8

Presented by William M. Thompson

*Each Participant will get one hour to paint a pre-primed (grey) free OR a pre-primed grey building using paints and brushes supplied by Monday Knight Productions, all you need is your talent. All entries will be judged on the following categories: Best Figure, Best Building, Most Creative Figure, Most Creative Building, and Best Overall. Judging will be done by Enfilade! attendees on Sunday. Prizes will be awarded and each participant gets to keep what they paint, if they can pick it up on Sunday after the judging takes place. Yes, you can enter the competition in each category, and you get an hour for each painting project.*

### **SA2-11 Desperado**

Saturday 2:00 PM to 6:00 PM

10 players: Desperado IV Rules from Monday Knight Productions

Table Size 6x8

Presented by William Thompson

*KR and Jan Rohan perform their magic again with another encounter in the Old West. It*

*is guaranteed this scenario will contain great scenery and interesting characters. Exact scenario details are still being planned.*

### **SA2-12 Action Off Bastia**

Saturday 2:00 PM to 6:00 PM

6 players: Action Stations (WWII Coastal Forces)

Table Size 6x8

Presented by Dave Schueler and Kevin Smyth

*Operating from the new base at Bastia on the island of Corsica, British and U.S. coastal forces have been harassing German convoys along the coast of Italy. The Germans have decided to mount an operation against the Allied base to stop (or at least slow down) the Allied attacks. The Germans get to choose the type of operation they want to use to deal with the base and select a force for the operation from a limited pool of ships. The Allies need to defend their base, while still mounting raids against the German convoys. Who will make the best decisions? Join in and find out! "*

### **SA2-13 The Battle of Trowbridge - 19 June 1938**

Saturday 2:00 PM to 6:00PM

6 players: 1938: A Very British Civil War Sourcebook, Solway Craft and Miniatures

Table Size 6x8

Presented by Bruce Smith

*Edward VIII did not abdicate and caused a constitutional crisis leading to a civil war. The new pro fascist prime minister appointed by the king allows his British Union of Fascists (BUF's) party to raise and import military units that seek to control all of Great Britain . The city of Trowbridge in Wiltshire , England is occupied by the Trowbridge Socialist Workers Party (TWSP) a pro socialist/communist party and mutineers from the Royal Navy. Go on the attack with the BUF forces and try and eradicate socialism/communism from Trowbridge or take the side of the many factory workers of the TWSP and Royal Navy mutineers and hold Trowbridge for the glory of the party. This is a wargame using 15mm miniatures*

### **SA2-14 Pirates Everywhere**

Saturday 2:00 PM to 6:00PM

9 Players: The Sword on the Main

The Golden Age of Piracy

Table Size 6x8

Presented by Gary Williams

*Converging on the ile de la d'or Granoville (Island of the golden frog) are five Caribbean pirate Ships, one Barbary pirate ship, another mysterious pirate ship, a representative of his most Catholic Majesty's Spanish Government, and the local hungry inhabitants. He what has the most gold at the end - wins!*

### **SA2-15,16 Pulp Figures presents Curse of the Jade Buddah**

Saturday 2:00 PM to 6:00PM

6 Players: Rugged Adventures

28mm Plup Figures

Table size 8x10

Bob Murch

A light-hearted romp through China Station and the surrounding jungle with an ever shifting cavalcade of back-stabbing and double dealing in seedy back alleys and steaming jungle. Not a serious 'win or lose' game. Knowledge of old movies and the 'plups' add to the enjoyment. Funny accents a must.

### **SA2-17 Field of Glory**

Saturday 2:00 PM to 6:00PM

4 Players: Field of Glory

15mm Ancients

Saturday 9:00 AM to 4:00 PM

Table size 6x8

Presented by David S Sullivan

Sponsored by The Panzer Depot A standard 800 pt game. Sassanid Persians vs Late Imperial Romans.

### **SA2-18-22 Flames of War National Qualifier Tournament**

Saturday 9:00 AM to 4:00 PM

20 Players: 15mm WWII

Presented by The Game Matrix

*1750 points of Mid War for this National Qualifier tournament. Great prize support by Battlefront Miniatures and The Game Matrix. This tournament will be 3 rounds and the winners will be featured on The Game Matrix's Hall of Heroes board and website. Players do not need to forward their army lists prior to event day.*

***This event runs from 9:AM to 4:00 PM.***

### **SA2 Warhammer Fantasy Battles Tournament**

Saturday 5:00 PM to 11:00 PM

20 Players: 24mm

Held at the same tables as the FOW Tournament

Presented by The Game Matrix

*Players should bring their painted 2000 point armies to play in this event. Great prize support by Games Workshop and The Game Matrix. This tournament will be 3 rounds and the winners will be featured on The Game Matrix's Hall of Heroes board and website. Players do not need to forward their army lists prior to event day.*

***This event runs from 5:00 PM to 11:00 PM.***

### **SA2-23 Kursk!**

Saturday 2:00 PM to 6:00PM

12 Players: Flames of War, WWII 15mm

Table Size 6x8

Presented by The Game Matrix

*Recreate the battle of Kursk with this massive tank battle. We'll put over 100 tanks on the field for this convention favorite. This game is great for players of all experience levels.*

### **SA2-24 Battle of Stones River**

Saturday 2:00 PM to 11:00PM

5 Players: Fire and Fury

15mm Civil War

Table Size: 6 feet by 8 feet

Presented by Allan Dyer

*The Battle of Stones River or Second Battle of Murfreesboro (in the South, simply the Battle of Murfreesboro), was fought from December 31, 1862, to January 2, 1863, in Middle Tennessee, as the culmination of the Stones River Campaign in the Western Theater of the American Civil War. Of the major battles of the Civil War, Stones River had the highest percentage of casualties on both sides. Although the battle itself was inconclusive, the Union Army's repulse of two Confederate attacks and the subsequent Confederate withdrawal were a much-needed boost to Union morale after the defeat at the Battle of Fredericksburg, and it dashed Confederate aspirations for control of Middle Tennessee.*

***This is the first period of a two period event.***

### **SA2-25 Lancers to the Front**

Saturday 2:00 PM to 6:00 PM

**Younger players welcome/Under 12**

8 players: Modified CLA

Table Size 6x8

Presented by Bill Vanderpool

*Cavalry patrol runs into a trap. Can the Zulus spring their trap? Will the cavalry get away? Come have some fun*

### **SA2-26 von Lettow-Vorbecks Cross Border**

Saturday 2:00 PM to 6:00 PM

8 players: Imperialism (Modified), 15mm

Table Size 5x8

Presented by Mark Waddington

*It's 1915 and the commander of the German forces in East Africa, von Lettow-Vorbeck has concluded that he does not have enough forces to challenge the British East African forces to the north and survive. He decides that the best use of his small army is to tie up as many of the British empires troops as possible by conducting small sharp attacks and causing as much damage as he can. During the last year he has won several small battles and has sent a series of raids across the border to tear up and derail much of the British colonies train system. Over time his actions forced the British in Europe to send thousands of troops to Africa that were badly needed in Europe and Palestine. (Over the course of the war a few thousand men tied up several hundred thousand British Empire troops. Von Lettow-Vorbecks guerilla campaign lasted for the whole war. He was never caught and he and a few faithful soldiers were still fighting when the war officially ended in Europe and the rest of the world. He returned to Germany a national hero. This game recreates one of those raids made by the Germans in 1915.*

### **SA2-27 Advance to Seret River – Eastern front (Aug 8th, 1942)**

**This is the first period of a two period event.**

Saturday 2:00 PM to 11:00 PM

5 players: Command Decision – Modified

WWII Micro Armor

Table Size 4x6  
Presented by Ted Stroman

*Elements of the 4th Panzer Division are to take & hold the Seret bridge leading eastwards. However, the supporting Panzer Grenadier Regiment that is to follow have been delayed due to supply problems, only a smaller motorized infantry unit is there to give them support. The Russians too have determined that this bridge cannot be lost to the Germans, this advance must be challenged!*

*The 177th Soviet tank battalion has been alerted, and the KV crews are convinced that the German tanks can be dealt with... But the Panzer III crews are jovial too, their unit has extra punch!*

*Player experience with Command Decision is an asset, but not a requirement.*

**This is the first period of a two period event**

### **SA2-28 Action at Blaise Bridge**

Saturday 2:00 PM to 6:00 PM

4 Players: Age of Reason

Table Size 5x8

Presented by Bill Norton

*French and British in the Seven Years War.*

### **SA2-29 Normandy Breakout**

Saturday 2:00 PM to 6:00 PM

6 Players: Axis and Allies Miniatures

WWII

Table Size 5x8

Presented by Steve Winter

*Just beyond the D-Day beaches lay Normandy's hedgerows, where Allied and German troops were ground to pieces in the bloodiest combat of the Western Front. Try your hand at the "one squad, one tank, one field" tactics of the U.S. Ferocious, fast-playing, platoon-level combat.*

### **SA2-Under 12 - Gryphon's Napoleonic Wargame**

Sunday 10:00 AM to 2:00 PM

6 Player Napoleonic

6x8 Table

Presented by Gryphon and Ken Cassady

*This 25mm Napoleonic battle between French and Austrian is designed for younger crowd. One page Napoleonic rule set that include all the charts to play this game. Run by my son Gryphon (9) with a bit of my help. Come play and bring your dad.*

## **Time Slot E: Saturday Evening, May 23**

### **SA3-1-3 Battle of Borodino**

Saturday 7:00 PM to 11:00PM

18 players: C'est La Guerre Rules using 15mm Napoleonics

Table Size 6x24

Presented by James Kyler

*This is a large event on a 6x24 table. The massive confrontation between the French under Napoleon against the Russians outside Moscow at the fortified line of Borodino. This is the re-fight of the battle held last year. Wargamers are encouraged to bring their own miniatures for play, mainly Russians. Since the French Troops owned by Ray Funk outnumbers the Russians owned by the game master 3 to 1. Players do not have to be in the game more than 2 periods. The Grand Redoubt and various towns will be in the fight. The cavalry clash to the south will be played out as well. Rules will be given to the players as take home prizes "*

### **SA3-4 Austerlitz 1805**

Friday 7:00 PM to Saturday 11:00PM

5 players: Napoleon's Battles, 1st Ed. (Modified)

Table Size 5x8

Presented by Jeroen Koopman

*This runs Friday evening through all day Saturday, five players needed with some experience of the rules requested.*

### **SA3-5,6 Battle of Prokhorovka, July 12, 1943**

Saturday 7:00 PM to 11:00 PM

10 players: Advanced Panzer Tactics (APT) Rules using 1:285 Micro Armor

Table Size 8x10

Presented by Ray Austin

*This is a historical simulation of the Battle of Prokhorovka where the German 1st Panzer Grenadier Division met elements of the Russian 5th Guards Tank Army in the valley southwest of the village of Prokhorova during one of the battles of Kursk. This has been accepted as the largest tank battle in recorded history. The simulation is played at the platoon level where one model equals one platoon of vehicles and one inch equals 100 yards of distance. One infantry stand equals one platoon and one anti-tank gun equals one battery (three to four guns, depending on the nationality). The terrain is an award winning 3-D sculptured replica of the historical terrain and measures six by eight feet. Technically the battle was a draw and the Germans only lost nine tanks. Yet this battle proved to be a strategic turning point in the war.*

### **SA3-7 Kursk by Air**

Saturday 7:00 PM to 11:00 PM

10 players: Bag the Hun Rules by TooFatLardies

Table Size 6x8

Presented by William Thompson

*Everyone has heard of the tank battle of Kursk. Now experience the combat that took place above the battlefield. Russian Yaks and LaGGs fight to protect their ground attack Il-2s and SB-2s while the Germans protect their Stukas and He-111's with Fw-190 and Me-109s. Join the fray as each side tries to destroy as many ground targets as possible in four hours.*

### **SA3-8 Axis and Allies Command Center**

Saturday 7:00 PM to 11:00PM

8 players: Axis and Allies

Table Size 6x8

Presented by John Edwards

*Have you played all of the new Axis and Allies Games? Here is your chance. They're all here and ready to play. I will have at least 2 copies of Axis and Allies 50th Anniversary Edition, Axis and Allies 2007 (the most up to date version of Revised), and The War Game World War II (The Biggest Axis and Allies Game I have often referred to as A & A on steroids). In addition I will have some Xeno Games stuff and some alternate rules versions of Axis & Allies I have been working on. Feel free to bring any Axis and Allies Type Game to play at Enfilade at the Command Center. Priority Order for games played will be 50th Anniversary Edition, The War Game World War II, 2007 Game (latest version of Revised), Alternate Rules Game (Global), Xeno Games (Global), other Multi Player (Global), Other Multi Player (Non Global), Battle of the Bulge, Guadalcanal, D-Day, others.*

***This event will run for the entire convention***

### **SA3-9 Battle of Grunwald 1410 – Fall of the Teutonic Knights**

Saturday 7:00 PM to 11:00PM

6 players: Field of Glory (FoG) by Osprey/Slitherine

Table Size 6x8

Presented by Chris Rivers

*Recreation of the Battle of Grunwald (better known as The Battle of Tannenburg). The combined army of Poland and Lithuania defeated the Teutonic Order, effectively ending the Order's power in the region. Beginners to experienced players are welcome, tape measures, dice, miniatures are provided. The rules are Field of Glory, but they are slightly modified for this scenario.*

### **SA3-10+ Arrest Captain Meriwether and his Followers**

Saturday 7:00 PM to 11:00PM

8 players: Black Powder Battles by Two Hour Wargames

Table size 10x5 or 12x5

Presented by Kevin Smyth

*After 20 years of tension over New Orleans and the Floridas, Spain was devastated by the sale of Louisiana to the United States. Fearing the Lewis and Clark expedition was aimed at a future invasion of New Mexico, Spain detached not one but two military expeditions to turn back or arrest the members of the Corps of Discovery. Though both of the Spanish missions missed Lewis and Clark, you have the opportunity to play out what might have happened if the two groups had met.*

### **SA3-11 Speed Painting Competition**

Friday 7:00 PM to Saturday 11:00 PM

10 participants: Painting Competition sponsored by Monday Knight Productions

Table Size 5x8

Presented by William M. Thompson

*Each Participant will get one hour to paint a pre-primed (grey) free OR a pre-primed grey building using paints and brushes supplied by Monday Knight Productions, all you need is your talent. All entries will be judged on the following categories: Best Figure, Best Building, Most Creative Figure, Most Creative Building, and Best Overall. Judging will be done by Enfilade! attendees on Sunday. Prizes will be awarded and each participant gets to keep what they paint, if they can pick it up on Sunday after the judging takes place. Yes, you can enter the competition in each category, and you get an hour for each painting project.*

### **SA3-12,13 Venus behoert Uns!**

Saturday 7:00 PM to 11:00 PM

12 players: The Sword and The Flame Rules - on Mars

Table Size 5x16

Presented by Christopher Bauermeister

*The colonial powers of earth seek to suppress and control an uprising of the reptilian natives of Venus. This is the same game system as has been used by the Red Captains for Mars games in the past, though the swampy jungles of Venus offer an altogether nastier opponent. Watch out for ambushes.*

### **SA3-14 The Dead Walk**

Saturday 7:00 PM to 11:00PM

6 players: All Things Zombie 2 (ATZ 2) by TwoHourWargames

Table Size 5x8

Presented by William Werts

*Newsflash 4:00 PM: "The Dead Walk." KNBC News: "Just in from city authorities! It has been determined that the spree of violent attacks are being conducted by people that are already dead. They seem to be ravaging their victims, biting and gnawing on them. There has not been any information as to how this could be happening. But the numbers of attackers appears to be increasing. The police are not allowing anyone to leave the city as the threat has now crossed the bridges and into the heart of Chesterville. They intend to setup a quarantine to contain the problem here and attempt to find a resolution to stop what ever the cause is. People are urged to make their way to West side of town by the Gainesborough Mall where the National Guard is setting up a safe zone for those citizens needing protection. Once across the river, you see a helo landing at a broadcasting building a few blocks away. You figure that will probably be the only way to get out of the city before it's completely cut off from the rest of the world. But getting there might be harder than you think.*

### **SA3-15 Battle of Rhode Island**

Saturday 7:00 PM to 11:00PM

6 Players: From Lexington to Yorktown

American Revolution, 28mm

Presented by Wesley Rogers

On August 29, 1778 a British force advancing north from Newport tried to turn Sullivan's retreat from Rhode Island (Aquidneck Is.) into a rout. In the day-long battle the Americans held off the British attacks. Can they repeat their victory or will General Pigot capture an entire American army? Two-page rules suitable for beginners.

### **SA3-16 Fight at the Cross-Roads**

Saturday 7:00 PM to 11:00PM

4 Players: Fields of Honour (JRIII modified)

Napoleonic Wars, 1815

Presented by Dennis Chin

*British Forces run into French forces on a farmer's field in southern Belgium. They will have to fight desperately to hold the cross-roads when the French funnel more reinforcements into the battlefield with each successive turn.*

### **SA3-17 Take out or Dine in**

Saturday 7:00 PM to 11:00PM

4 Players: Tooth and claw

28mm Pulp

Presented by Mike Garcia

*Prehistoric hunting parties track and kill some of the most ferocious prehistoric mammals of all time. Beware you could be tossed or mauled right out of the game.*

### **SA3-18-22 Warhammer Fantasy Battles Tournament**

Saturday 5:00 PM to 11:00 PM

20 Players: 24mm

Held at the same tables as the FOW Tournament

Presented by The Game Matrix

***This event runs from 500 PM to 11:00 PM.** Players should bring their painted 2000 point armies to play in this event. Great prize support by Games Workshop and The Game Matrix. This tournament will be 3 rounds and the winners will be featured on The Game Matrix's Hall of Heroes board and website. Players do not need to forward their army lists prior to event day.*

### **SA3-23 Battle of Stones River**

Saturday 2:00 PM to 11:00PM

5 Players: Fire and Fury

15mm Civil War

Table Size: 6 feet by 8 feet

Presented by Allan Dyer

*The Battle of Stones River or Second Battle of Murfreesboro (in the South, simply the Battle of Murfreesboro), was fought from December 31, 1862, to January 2, 1863, in Middle Tennessee, as the culmination of the Stones River Campaign in the Western Theater of the American Civil War. Of the major battles of the Civil War, Stones River had the highest percentage of casualties on both sides. Although the battle itself was inconclusive, the Union Army's repulse of two Confederate attacks and the subsequent Confederate withdrawal were a much-needed boost to Union morale after the defeat at the Battle of Fredericksburg, and it dashed Confederate aspirations for control of Middle Tennessee.*

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

### **SA3-24 Zulus Everywhere**

Saturday 7:00 PM to 11:00PM

**Younger players welcome/Under 12**

8 players: Imperialism (Modified), 15mm

Table Size 6x8

Presented by Bill Vanderpool

*Zulu's everywhere. Come have some fun*

### **SA3-25,26 Circus Maximus**

Saturday 7:00 PM to 11:00PM

14 Players: Circus Maximus

Table size 6x16

Presented by Ken Cassady

*The Circus is back in town. Run your horses into the ground, bash your carts to smithereens and whip your drivers until they fall out of their cart. Or maybe do it to the other guys. Just come and have fun.*

### **SA3-27 Advance to Seret River – Eastern front (Aug 8th, 1942)**

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

Saturday 2:00 PM to 11:00 PM

5 players: Command Decision – Modified

WWII Micro Armor

Table Size 4x6

Presented by Ted Stroman

*Elements of the 4th Panzer Division are to take & hold the Seret bridge leading eastwards. However, the supporting Panzer Grenadier Regiment that is to follow have been delayed due to supply problems, only a smaller motorized infantry unit is there to give them support. The Russians too have determined that this bridge cannot be lost to the Germans, this advance must be challenged!*

*The 177th Soviet tank battalion has been alerted, and the KV crews are convinced that the German tanks can be dealt with... But the Panzer III crews are jovial too, their unit has extra punch!*

*Player experience with Command Decision is an asset, but not a requirement.*

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

### **SA3-28 Gunfight at the No Name Saloon**

Saturday 7:00 PM to 11:00PM

5 players: Rules with No Name

Wild West, 25mm

Table Size 6x8 – Table O

Presented by Jerry Tyler

*Sponsored by The Panzer Depot. Lawmen arrive to break up a bar room brawl at the No Named Saloon.*

### **SA3-29\* Swashbuckler**

Saturday 7:00 PM to 11:00PM

8 players: Savage Worlds

Pirates

Table Size 2.5x8 – Table O

Presented by Steve Winter

*Pirates, swashbucklers, bravos, gentlemen adventurers, and ne'er-do-wells 'have at thee' in a classic Three Musketeers 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. It's just another Saturday evening at the Luminous Toad Inn.*

### **SA3 – DBA – DBA in the Age of Rifles**

Saturday 7:00 PM to 11:00PM

8 players: DBA Humberside Extension

Historical Period: Victorian Age

Presented by Andy Hooper

*Four different battles of the Victorian Age, presented with the Humberside Extension of the popular DBA rules system. All materials provided. Familiarity with DBA helpful, but not necessary. Players will refight four battles of the mid-19th Century, each with a one-hour time limit. Battles include Palo Alto (1846), Eupatoria (1855), Iuka (1862), and Mentana (1867).*

## Time Slot F: Sunday Morning, May 24

### **SU1-1,2 Soissons, July 18, 1918**

Sunday 10:00 AM to 5:00 PM

20 players: Watch Your Six! Rules using 1/72 miniatures, Great War Aviation

Table Size 6x16

Presented by Michael Clinton

*Historically the German aviators were caught off guard when the Americans and Moroccans launched the Soissons counter-offensive. This was fortunate because a foul-up left the relatively green American Air Service as the only aviation units assigned to support the offensive. This scenario explores what might have happened if the German air units in the area possessed the flexibility to respond to the Allied counter-attack. Each player will control two aircraft and there's a lot to choose from. A German Schlasta will attempt to disrupt advancing American artillery; Salmsons will attempt to fly a visual reconnaissance mission; and Nieuport 28's Spad XII's, Fokker D-7's, and Albatri will joust to obtain air superiority. Can the cocky Americans protect their doughboys from the elite but war-weary Germans?*

### **SU1-3,4 3D Advanced Squad Leader (ASL)**

Sunday 10:00 AM to 2:00 PM

6 players: Advanced Squad Leader (ASL) Starter Kit Rules, Open Scale - 6, 15, or 28mm

Table Size 5x16

Presented by Larry Spangler

*Have fun playing WWII scenarios using ASL starter kit rules. No experience necessary. Fast-paced action! All materials & dice provided.*

### **SU1-5 Axis and Allies Command Center**

Friday 2:00 PM to Sunday 5:00 PM

8 players: Axis and Allies

Table Size 6x8

Presented by John Edwards

*Have you played all of the new Axis and Allies Games? Here is your chance. They're all here and ready to play. I will have at least 2 copies of Axis and Allies 50th Anniversary Edition, Axis and Allies 2007 (the most up to date version of Revised), and The War Game World War II (The Biggest Axis and Allies Game I have often referred to as A & A on steroids). In addition I will have some Xeno Games stuff and some alternate rules versions of Axis & Allies I have been working on. Feel free to bring any Axis and Allies Type Game to play at Enfilade at the Command Center. Priority Order for games played will be 50th Anniversary Edition, The War Game World War II, 2007 Game (latest version of Revised), Alternate Rules Game (Global), Xeno Games (Global), other Multi Player (Global), Other Multi Player (Non Global), Battle of the Bulge, Guadalcanal, D-Day, others.*

***This event will run for the entire convention***

### **SU1-6,7 Casey Jones**

Sun 10:00 AM to 5:00 PM

12 players: Smert Parazitam (Death to the Parasites!) Rules, Russian Civil War, 28mm

Table Size 5x16

Presented by Bruce A. Meyer

*The railroad junction outside Omsk is key to White Russian Strategy. The Reds are marshaling their forces for an attack. Where are those reinforcements and supplies? Who are those partisans anyway? Is that an airship? Who ate my perrogies? No rules experience necessary; Players are invited to bring troops for the game. Please contact me at: [Invictus2004@comcast.net](mailto:Invictus2004@comcast.net)*

### **SU1-8 Cantigny '48**

Sun 10:00 AM to 2:00 PM

4 players: GHQ Micro-Armour (The Game) Rules

Table Size 5x8

Presented by Daryl Nichols

*1948: What-If extended WWII in Europe. US 1st Division versus Panzers in another meeting engagement from GHQ's Wehrmacht '47 Supplement. Game will include models from GHQ's new Wehrmacht '47 line.*

### **SU1-9 Carnivoran Hunting Party**

Sun 10:00 AM to 2:00 PM

6 players: Galactic Knight Rules by Monday Knight Productions

Table Size 6x8

Presented by William Thompson

*Four clans of Carnivorans pounce a TTFN mixed civilian and military convoy. The Carnvorans must disable and capture as many ships as possible or, failing that, leave no one alive to tell the tale. The TTFN must protect the civilian vessels as all costs and take as many Carnivorans with you as possible (Oh, and yes, the TTFN are outnumbered.)*

### **SU1-10 Hannibal and the Punic Wars**

Sun 10:00 AM to 2:00 PM

4 players: Warhammer Ancient Battles (WAB) using 28mm miniatures

Table Size 5x8

Presented by Adrian Nelson, Dan Proctor, and the PuyallupWargamers

*Hannibal and the Punic Wars by Adrian Nelsen and Dan Proctor*

### **SU1-11,12 Burning Washington: The Battle of Bladensburg**

Sunday 10:00 AM to 5:00 PM

8 players: "Redcoats and Gray Jackets," an unpublished Fire and Fury Rules Variant

Table Size 7-1/2x8

Presented by Kevin Smyth and Doug Hamm ([kgsmyth@comcast.net](mailto:kgsmyth@comcast.net))

*The British, though long a presence on the Chesapeake, are now reinforced with Peninsular veterans. Admiral Cockburn, the British commander in the region, ever mindful that the Americans began this war with a cowardly invasion of Canada, is anxious to use his new weapon to burn the American capital. President James Madison, beset by bickering between his Secretary of War and his political commander*

*in the field has left his wife to pack the White House valuables, just in case, and is joining Secretary of State James Monroe in the field. Maybe they can help with the deployment of the thousands of militia flocking to Bladensburg to oppose the British advance. "*

### **SU1-13 Block Boardgames**

Sunday 10:00 AM to 5:00 PM

8 players: Command and Colors Ancients & others by GMT Games and Columbia Games

Table Size 5x8

Presented by David Sullivan

*Open play with GMT Games' Command & Colors Ancients (all expansions) and selected Columbia Games block games: Texas Glory, Liberty, Athens and Sparta, Crusader Rex, Hammer of the Scots.*

### **SU1-14 An Alliance of Convenience**

Sunday 10:00 AM to 2:00 PM

6 players: Starmada Rules from Majestic 12 Games

Table Size 6x8

Presented by Bill Nitsche

*End Enfilade right with some colorful "pew-pew" action. Each player will run a squadron representing a particular species with their own technology, design philosophy, tactics and perspective. Your opponents and allies may have a view on winning different than you think. All materials provided.*

### **SU1-15 Speed Painting Judging**

Sunday 10:00 AM to 2:00PM

8 participants

Table Size 5x8

Presented by William M. Thompson

*Each Attendee of Enfilade! on Sunday will be given the opportunity to judge the speed painting competition. Prizes will be awarded at 1 PM and what you paint can be picked up after that. You do not have to be present to win, but you must be present if you want to take home what you painted.*

### **SU1-16,17 STRATEGIKON II: The Chronicles of Minimus Gluteus**

Sunday 10:00 AM to 2:00 PM

8 players: Tactica II Ancients Rules

Table Size 8x10

Presented by Arty Conliffe & Mitchell Berdinka

*Ponts vs. Romans in a quick moving game using the soon to be published revision to the Tactica Rules by Arty Conliffe. Two whole Legions take on an array of Phalanxes, Scythed Chariots, Cataphracts and Barbarians. Mechanics are easy to learn with lots of dice rolling. Tension builds as it's a race to see whose army will break first.*

### **SU1-18,19 - The Guns of Cameroon**

Sunday 10:00 AM to 5:00 PM

7 players: The Sword and The Flame (Modified) Rules using 28mm miniatures.

Table Size 6x16

Presented by Jeff Wilbanks and Randy Miles

*British and French expedition in German Cameroon to attack and destroy the guns defending the port. 28mm gunboat and askaris provided.*

### **SU1-20 Teeth and Fins**

Sunday 10:00 AM to 2:00 PM

4 players: Variant of Tooth and Claw Rules using 25mm Pulp miniatures

Table Size 5x8

Presented by Mike Garcia

*Victorian deep-sea divers comb the bottom of the Bermuda Triangle in search of sunken treasure, all the while fighting off some of the most dangerous prehistoric sea reptiles of all time. Collect enough booty to win before being eaten.*

### **SU1-21 Martial Law - Containment**

Sunday 10:00 AM to 2:00 PM

6 players: All Things Zombie 2 (ATZ 2) Rules by Two Hour Wargames

Table Size 5x8

Presented by William Werts

*Newsflash 6:00 pm: "Martial Law - Containment." KNBC News: "The military has taken control. Martial Law has been established. All citizens are being retained to check for infection. Un-infected are being taken to camps outside the city for observation. No civilians are allowed on the streets. Failure to comply with military forces can result in arrest and possible aggressive force to contain the infection. Anyone found crossing the city barrier without military authorization will be shot on sight. Lethal force has been authorized by Presidential Order. You're near the broadcasting building after struggling for several blocks. Hopefully the pilot is still there. You may need to convince him to leave if he's unwilling. But by now you're desperate and need to get out!*

### **SU1-22 A Day in the Hundred Years War**

Sunday 10:00 AM to 2:00 PM

4 Players: Warhammer Ancient Battles

Warhammer Historical Wargames

Table size 5x8

Presented by Dean Motoyama & Puyallup (War)gamers

*28mm figures & terrain supplied; no experience necessary. You can bring & use your own D6 lucky dice if you want.*

### **SU1-23 Battle of Rhode Island**

Sunday 10:00 AM to 2:00 PM

6 Players: From Lexington to Yorktown

American Revolution, 28mm

Table size 6x8

Presented by Wesley Rogers

*On August 29, 1778 a British force advancing north from Newport tried to turn Sullivan's retreat from Rhode Island (Aquidneck Is.) into a rout. In the day-long battle the Americans held off the British attacks. Can they repeat their victory or will General Pigot capture an entire American army? Two-page rules suitable for beginners.*

### **SU1-24 The Long Serpent**

Sunday 10:00 AM to 2:00 PM

8 Players: Dark Ages – Viking Naval Warfare

The Long Serpent, 25mm

Table size 6x8

Presented by Lloyd Bowler

*Take the helm of a Snekja or Skuta and join the fight. Your crew could consist of berserkers, huscarles, leiclangr, archers, and of course you (a jarl). Steer into danger! Board enemy ships! Strike great blows! Chant your memorable oaths! Die well!*

### **SU1-25 Breaking the Blocade at Toulon**

Sunday 10:00 AM to 2:00 PM

4 Players: Napoleonic Wars – Naval, 1/180

Dennis Chin

Table size 5x8

Presented by Dennis Chin

*In 1804, the British fleet is blockading the French fleet in the port of Toulon in the Mediterranean. Finally the French admiral steels his nerve and moves his ships out to meet the British in combat. Fortunately for him the wind is neutral, but a dice roll for wind change on the next game turn can be disadvantageous for either party.*

### **SU1-26 Taiwan 2019**

Sunday 10:00 AM to 2:00 PM

6 Players: Near Future, 1/285

Cold War Commander

John Kennedy

*Sponsored by The Panzer Depot. In a surprise move, overnight, the Chinese 13th Airborne Corps has airlanded three divisions. One of these landings has taken place in the agricultural areas of Sinwu Township. Stunned, the Republic of China Army (Taiwan), struggles to mobilize its forces against the Chinese Invaders. The invaders must be constrained, as soon there is bound to be an amphibious assault against the Island. This event may extend past 2:00PM*

### **SU1-27 Zulus Looking For Some Fun**

Sunday 10:00 AM to 2:00 PM

**Younger players welcome/Under 12**

8 players: Imperialism (Modified), 25mm

Table Size 6x8

Presented by Bill Vanderpool

*Zulus on the move find a British column and attack. Can the British save themselves.*

### **SU1-28,29 Circus Maximus**

Sunday 10:00 AM to 2:00 PM

14 Players: Circus Maximus

Table size 6x16

Presented by Ken Cassady

*The Circus is back in town. Run your horses into the ground, bash your carts to smithereens and whip your drivers until they fall out of their cart. Or maybe do it to the other guys. Just come and have fun.*

### **SU1-30 Who's The Baddest of them all?**

Sunday 10:00 AM to 2:00 PM

6 Players: General Quarters 3, WWII

Table size 6x8

Presented by Gil Fussell

*One of the great "What If's" of WWII... if Halsey had sent the fast Battleships of TF34 to Samar when first reports came in, they would have arrived around the same time the Japanese were withdrawing. The most powerfull BB's in history could have settled the question of "Who's the baddest of them all"... The Iowa's of the U.S.N. or the Yamato's of the I.J.N. Beginners welcome, everything needed will be provided.*

### **SU1-31 Novosil junction (Poland) counter attack (March 26th, 1944)**

**This is the first period of a two period event.**

Sunday 10:00 AM to 5:00 PM

5 players: Command Decision - Modified

WWII Micro Armor

Table Size 4x6

Presented by Ted Stroman

*Scenario: Elements of the reinforced 12th Soviet Tank Corp is pushing North to take the Novosil airfield & junction. However Russian recon units confirm the presence of German AT guns supported by infantry. The Russian Commander also knows it is likely that they will face a counter attack. Reports indicate that there is a Panther battalion just 5 kilometers north of the junction.*

*The heroic Soviet tankers are now prepared to fight this formidable foe. They have been reinforced by a heavy ISU SP gun battery and this gives them great confidence in their mission.*

*Player experience with Command Decision is an asset, but not a requirement.*

**This is the first period of a two period event**

### **SU1-32\* Swashbuckler**

Saturday 7:00 PM to 11:00PM

8 players: Savage Worlds

Pirates

Table Size 2.5x8 - Table O

Presented by Steve Winter

*Pirates, swashbucklers, bravos, gentlemen adventurers, and ne'er-do-wells 'have at thee' in a classic Three Musketeers 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. It's just another Saturday evening at the Luminous Toad Inn.*

## **D.B.A. Enfilade Open Tournament**

Sunday 10:00 AM to 2:00 PM

D.B.A. v2

24 Players: The Game Matrix

*Bring any army, any period to this open tournament. No BUA's or rivers to be used. Players must keep the same option mix for all 3 rounds this tournament. This year, in the interest of not dragging late into the day, we will play 4 rounds of swiss pairing with the winner being the person with the highest point total at the end.*

## **SU1-Under 12 - Nato Tank Battle**

Sunday 10:00 AM to 2:00 PM

**Younger players welcome/Under 12**

8 Player Micro Armor

Presented by Allan Dyer

*It is American M1 tanks versus Soviet T72's. After the battle you get to take some tanks home with you.*

## Time Slot G: Sunday Afternoon, May 24

### **SU2-1 Great Space Race**

Sunday 2:00 PM to 5:00 PM

10 players: Galactic Knights Rules by Monday Knight Productions

Table Size x8

Presented by William Thompson

*Race stripped down DDs through an obstacle course of asteroids, gun platforms, and each other to be first to cross the finish line. Prizes to be awarded for the top finishers. Do you know how to work drift?*

### **SU2-2 Axis and Allies Command Center**

Friday 2:00 PM to Sunday 5:00 PM

8 players: Axis and Allies

Table Size 6x8

Presented by John Edwards

*Have you played all of the new Axis and Allies Games? Here is your chance. They're all here and ready to play. I will have at least 2 copies of Axis and Allies 50th Anniversary Edition, Axis and Allies 2007 (the most up to date version of Revised), and The War Game World War II (The Biggest Axis and Allies Game I have often referred to as A & A on steroids). In addition I will have some Xeno Games stuff and some alternate rules versions of Axis & Allies I have been working on. Feel free to bring any Axis and Allies Type Game to play at Enfilade at the Command Center. Priority Order for games played will be 50th Anniversary Edition, The War Game World War II, 2007 Game (latest version of Revised), Alternate Rules Game (Global), Xeno Games (Global), other Multi Player (Global), Other Multi Player (Non Global), Battle of the Bulge, Guadalcanal, D-Day, others.*

***This event will run for the entire convention***

### **SU2-3,4 Soissons, July 18, 1918**

Sunday 10:00 AM to 5:00 PM

20 players: Watch Your Six! Rules using 1/72 miniatures, Great War Aviation

Table Size 6x16

Presented by Michael Clinton

*Historically the German aviators were caught off guard when the Americans and Moroccans launched the Soissons counter-offensive. This was fortunate because a foul-up left the relatively green American Air Service as the only aviation units assigned to support the offensive. This scenario explores what might have happened if the German air units in the area possessed the flexibility to respond to the Allied counter-attack. Each player will control two aircraft and there's a lot to choose from. A German Schlasta will attempt to disrupt advancing American artillery; Salmsons will attempt to fly a visual reconnaissance mission; and Nieuport 28's Spad XII's, Fokker D-7's, and Albatri will joust to obtain air superiority. Can the cocky Americans protect their doughboys from the elite but war-weary Germans?*

### **SU1-5,6 Casey Jones**

Sun 10:00 AM to 5:00 PM

12 players: Smert Parazitam (Death to the Parasites!) Rules, Russian Civil War, 28mm

Table Size 5x16

Presented by Bruce A. Meyer

*The railroad junction outside Omsk is key to White Russian Strategy. The Reds are marshaling their forces for an attack. Where are those reinforcements and supplies? Who are those partisans anyway? Is that an airship? Who ate my perrogies? No rules experience necessary; Players are invited to bring troops for the game. Please contact me at: Invictus2004@comcast.net*

### **SU2-7,8 Burning Washington: The Battle of Bladensburg**

Sunday 10:00 AM to 5:00 PM

8 players: "Redcoats and Gray Jackets," an unpublished Fire and Fury Rules Variant

Table Size 7-1/2x8

Presented by Kevin Smyth and Doug Hamm (kgsmyth@comcast.net)

*The British, though long a presence on the Chesapeake, are now reinforced with Peninsular veterans. Admiral Cockburn, the British commander in the region, ever mindful that the Americans began this war with a cowardly invasion of Canada, is anxious to use his new weapon to burn the American capital. President James Madison, beset by bickering between his Secretary of War and his political commander in the field has left his wife to pack the White House valuables, just in case, and is joining Secretary of State James Monroe in the field. Maybe they can help with the deployment of the thousands of militia flocking to Bladensburg to oppose the British advance. "*

### **SU2-9,10 - The Guns of Cameroon**

Sunday 10:00 AM to 5:00 PM

7 players: The Sword and The Flame (Modified) Rules using 28mm miniatures.

Table Size 6x16

Presented by Jeff Wilbanks and Randy Miles

*British and French expedition in German Cameroon to attack and destroy the guns defending the port. 28mm gunboat and askaris provided.*

### **SU2-11 Block Boardgames**

Sunday 10:00 AM to 5:00 PM

8 players: Command and Colors Ancients & others by GMT Games and Columbia Games

Table Size 5x8

Presented by David Sullivan

### **SU2-12 Zulu Civil War**

Sunday 2:00 PM to 5:00 PM

**Younger players welcome/Under 12**

8 players: Imperialism (Modified), 25mm

Table Size 6x8

Presented by Bill Vanderpool

*Zulus fighting Zulus. Come have some fun.*

### **SU2-13 Novosil junction (Poland) counter attack (March 26th, 1944)**

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

Sunday 10:00 AM to 5:00 PM

5 players: Command Decision - Modified

WWII Micro Armor

Table Size 4x6

Presented by Ted Stroman

*Scenario: Elements of the reinforced 12th Soviet Tank Corp is pushing North to take the Novosil airfield & junction. However Russian recon units confirm the presence of German AT guns supported by infantry. The Russian Commander also knows it is likely that they will face a counter attack. Reports indicate that there is a Panther battalion just 5 kilometers north of the junction.*

*The heroic Soviet tankers are now prepared to fight this formidable foe. They have been reinforced by a heavy ISU SP gun battery and this gives them great confidence in their mission.*

*Player experience with Command Decision is an asset, but not a requirement.*

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

## **SU2-14,15 CLASSIC BATTLETECH**

Sunday 2:00 PM to 5:00 PM

12 players: Classic BattleTech

Table Size 10X8

Presented by Rob Lecocq

*UNWIND, RELAX, HAVE FUN, KILL SOMETHING. IN THIS SECOND ANNUAL GAME OF BATTLETECH NON TOURNEY MORE SURPRISES ARE IN STORE.*