

MILLENNIUMCON 2022

Texas' largest War-Gaming Convention

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Lone Star Historical Miniatures (LSHM)
MillenniumCon





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Welcome

Greetings and welcome to MillenniumCon. This is the 23rd year Lone Star Historical Miniatures has run a war-game convention in central Texas. We are glad you have attended and we hope you have a great experience. Please provide us feedback on how we can make the convention better in the future. Our goal is to have the absolute best event in Texas. We want to thank all those who are LSHM members, if you are not please stop by the front desk and join. We use your yearly dues (\$5) to promote the hobby, run events and provide support and prizes. We have some great vendors this year, a few old timers and some new ones. Please stop by and let them know how much you appreciate them attending, and most importantly let them know by spending some hobby money at their booth. Finally thanks to the Wingate Hotel who always treat us right, make sure you thank the staff. PLEASE PICK UP AFTER YOURSELF – Leave all areas clean. Now relax, enjoy the weekend and happy gaming.

LSHM and MillenniumCon Staff

Some Rules are in order to make the convention a safe and fun time for everyone. We ask that you abide by them or you may be asked to leave the convention site. We have had great success over the years and trust everyone will be courteous and respect each other. If for any reason there are any issues please see the front desk and a convention staff member will address the issue. Here are a few simple rules to ensure a fun weekend of gaming:

NEW: ALCOHOL ALLOWED: Since the Hotel does not have an operating Bar this year outside alcohol is allowed. You are limited to bringing in only 1 drink (glass, bottle, can) at a time – no six-packs, Cases or coolers allowed. See front desk staff for specifics.

NO SOLICITATION: There will be no unauthorized flea markets or individual sales in the public areas of the hotel. All selling of products and services is restricted to the dealer's room and those organizations that purchased vendor tables. Selling of retail goods must be done as a vendor by purchasing a table in the vendor area. Individuals wishing to sell their non-retail items may do so by reserving a flea market table for Sunday morning.

Convention Hours:

Thursday	1800 – 2200
Friday	0700 – 2400
Saturday	0700 – 2400
Sunday	0700 – 1600

Vendor Hours:

Friday	0900 – 1900
Saturday	0900 – 1900
Sunday	0900 – 1200



GAME MASTERS (GMs): GMs have the final say in their games or tournaments. The convention organizers will not involve themselves in rule disputes. However, GMs are required to treat all participants equally and fairly.

CONVENTION BADGES: Must be worn by all convention participants on the convention floor at all times. No one will be admitted or allowed to play in any game without one. Please display it so all can see.

PARTICIPANTS: You are expected to be courteous and respectful to other gamers, GMs and MillenniumCon staff. If you object to something that occurs within a game you are playing please tell your GM. If it cannot be resolved then come to the front desk and get one of the MillenniumCon staff to assist. There will be no vulgar language allowed, our event hosts many younger players so keep that in mind.

NO SMOKING ALLOWED: There will be no smoking allowed in any of the buildings or near the door ways. Smoking is permitted in designated areas or in the back parking lot.

NO UNIFORMS ALLOWED: Except for Active/Reserve military on duty, and on duty law enforcement. Hats and costumes are allowed at the discretion of the MillenniumCon staff.

NO WEAPONS ALLOWED: Except for law enforcement and security personnel.

PRIZES, TROPHIES AND AWARDS: Some games will have prizes awarded. This is entirely up to the GM and the rules they establish for their game/event/tournament.

FREE WI-FI available from the Hotel.

Lone Star Historical Miniatures (LSHM)

The LSHM gaming group is located throughout the state of Texas. We promote miniature war-gaming in both historical and non-historical genres. We are not dedicated to any one company, rule set, or game store. Join LSHM today! Visit us on our Face-Book page at:

<https://www.facebook.com/groups/lonestarhistoryminis/>

Thursday 1800 – 2200

Board Game

Guadalupe Room Table # 1: Axis and Allies

by *Alan Hayes*, Axis and Allies (Original version), 4 hrs, 5 players, No scale, Newcomers

Axis & Allies: Classic is a world war two version of Risk with much more detail incorporating land, air, and sea.

Bowie Room Table #1: Betrayal at House on the Hill

by *Kenneth Ramsey*, 4 hrs, 4 players, No scale, Newcomers
Imagine exploring a haunted house straight out of the 50s B horror movies. The creaking door. the collapsing floor, the door to nowhere. You are a part of this group. Going from room to room gathering items for the future a spear a revolver a crystal ball.. Then some one betrays you. They have their objectives and the rest have different objectives. Who will win, the betrayer or the party Come play to find out.

Guadalupe Room Table #2: Struggle of Empires

by *Chris Cassaday*, 4 hrs, 7 players, Other, Newcomers
Struggle of Empires is a game of shifting alliances as players recreate the various wars and battles fought between the European powers in the 18th Century. Build Armies and Navies, colonize the new world, improve your economy and expand your empire to win the game!

Demo Game

Travis Room Table #2: RivenStone Demonstration

by *William Martin*, Rivenstone, 4 hrs, 2 players, Other, Newcomers
This game demonstration is to introduce players to the new Broken Anvil Minatures game called " Rivenstone ". Rivenstone is a 1V1 miniatures wargame played on a 3'X 3' playing area with an average model count from about 8 models to 15 models using a proprietary dice system.

Ballroom Game

Ballroom Table #3: 1914

by *Pete Atack*, Great Escape Games, 4 hrs, Ballroom Game Location: Ball Room Table #3, 4 players, 15mm, Newcomers
Enjoy some WW1 mobile action before trenches took all the fun out of things! Each player will take command of a British or German Brigade (each brigade with have 3-4 battalions formed around bases representing company sized elements) during some of the opening battles of 1914 as the Germans seek to push around the British flank. Company website : <https://www.greatescapegames.co.uk/> Minis and other necessary items provided. Success will be celebrated. Failure will be mocked. :-)

Ballroom Table #5: Blood & Steel Demo

by *Edgar Pabon*, Blood & Steel, 4 hrs, Ballroom Game Location: Ball Room Table #5, 4 players, No signup needed, 28mm, Newcomers
Come try out the new game from the Firelock team. Blood & Steel is a skirmish game set in the Age of Victoria (1837-1901). It focuses on skirmish fighting down by pickets, patrols and raiders. Demo participants will learn the game from the rule authors.

Ballroom Table # 1: Blood and Rust Demo Event

by *JD Dibrell*, Blood and Rust, 4 hrs, Ballroom Game Location: Ball Room Table #1, 8 players, 28mm, Newcomers
Come and learn to play my game Blood and Rust. Take part in an epic run down the post-apoc highway where 2 gangs try to escort their vital stolen cargo out of no-man's land!

Ballroom Table # 2: Gladiator - Are You Not Entertained?

by *Richard Kropp*, Ludas Gladiatorius, 4 hrs, Ballroom Game Location: Ball Room Table #2, 6 players, 25mm, Newcomers
Gladiators! Enter the Colosseum for a set of trials involving team fights, all vs all, and vs dangerous beasts. We will play as many rounds as we can during the event time. Players are free to join in and leave between rounds as seats become available. Easy to learn and fun! Can you entertain and win over the Roman mob?

Ballroom Table # 4: Lion Rampant - The Messenger

by *Nick & Rodney Castro*, Lion Rampant, 4 hrs, Ballroom Game Location: Ball Room Table #4, 6 players, 28mm, Newcomers
You have been tasked with escorting a messenger from your lord's fortress to that of a nearby friendly city. . . Or . . . You have stumbled across the party escorting the messenger and deploy in a pincer movement to intercept them. . .

Ballroom Table # 6: Paradise Downs!

by *Blake Radetsky*, Home Brewed, 4 hrs, Ballroom Game Location: Ball Room Table #6, 12 players, No signup needed, 28mm, Newcomers
Paradise Downs horse racing. Join in the fun of "Running the Ponies" and help your horse to the finish line. Exciting horse racing, the more the merrier! Fast games so several races can be run in the time slot. Drop in anytime during the time slot and join the next race. Races take about 30 minutes so you can be on your way after your race or stay and play more.

Thursday 1800 – 2200

Continued

Miniatures Game

Llano Room Table #5 (HoTW): Ave Imperator, morituri te salutant

by *Joe Shaughnessy HoTW*, Arena Games, 4 hrs, Miniatures Game

Location: Li-5, 8 players, 28mm, Newcomers

Gladiatorial combat in the sands of the Colosseum. You are the owner of a notable ludus in Rome. Select your fighters from a list ranging from nimble barbarians to the heavily armored provocator. Will your gladiators victoriously bask in the roar of the crowd or will they be begging for mercy to avoid a killing blow?

Travis Room Table #4: BattleTech: AlphaStrike - Battle of Tukayyid

by *Matt Kibbe*, Battletech AlphaStrike, 4 hrs, 6 players, 6mm, Newcomers

On 1 May 3052, over twenty Galaxies from seven Clans clashed with twelve Armies of Com Star's Com Guards. For twenty-one days, one of the largest campaigns in Battle Mech warfare unfolded to decide the fate of the Inner Sphere. Take command of 5-10 Mechs and vehicles and play as either the invading Clans or defending Com Guards. Alpha Strike is more than just fast play BattleTech - it is BattleTech at scale. We will be playing with multiple formations for each player, utilizing combined arms and Multi-dimensional battlespace. Each player will have multiple assets to maneuver and fire.

Tech Room Tables #1-6: Bolt Action Tank War

by *Robert Williams*, Bolt Action, 4 hrs, 10 players, 28mm, Newcomers

1200 point Tank War using Bolt Action Tank War rules. Enjoy a friendly game of Tank War to kick off the convention and warm up those Bolt Action dice in preparation for the TEXAS CHAMPIONSHIP Bolt Action Tournament on Saturday.

Llano Room Table #1: BUG HUNT

by *Mike Wikan*, Bug Hunt, 4 hrs, 6 players, 28mm, Newcomers

The Company Lab at LV989 has gone silent. Looks like The Corps needs a few tough hombres to saddle up and check it out!

Bastrop Room Table #5: Catch that Drone

by *Scott Hendrickson*, Gated of Antares 2, 4 hrs, 6 players, 28mm, Newcomers

A surveyor drone has crashed on the planet's surface. Inside the memory core is valuable gate locations. All factions want it... who can retrieve it?

Llano Room Table #2: Halt at Stoumont

by *Rob Wubbenhorst*, Battlegroup, 4 hrs, 6 players, 15mm, Newcomers

Join the spearhead of Kampfgruppe Peiper on it's westward advance past Stoumont. Good introduction game to the Battlegroup rule system w/ infantry and armor in the snowy woods of the Ardennes.

Bowie Room Tables #3-4: Legendary Lore

by *John Anhauser*, Frostgrave, 4 hrs, 6 players, 28mm, Newcomers

Amidst the frozen ruins of an ancient city, wizards battle in the hopes of discovering the treasures of a fallen empire. Fun and prizes for all participants. Ages 12+ must be accompanied by an adult.

Bastrop Table #4: Operation Bug Tussle

by *Mack T Harrison*, Galactic Knights (starship combat), 4 hrs, 6 players, Other, Newcomers

During the invasion of the Entomalian Empire, Operation Bug Tussle was an unremarkable skirmish until unexpected allies showed up, making this the first battle of the Fourth Interstellar War to involve all of the Five Galactic Powers. Play as the Terrans, Entomalians, Avarians, Carnivorans, or Aquarians in this spaceship miniatures game using vector movement on a hex grid.

Llano Table #3: Operation: Cyclone

by *Brian Cottrell*, Dust Tactics (1st Edition), 4 hrs, 6 players, 28mm, Newcomers

The Americans and Germans are fighting for the world's largest deposit of the Vrill ore in the world! Watch the cold wastes of Antarctica turn red in this classic Weird WWII game!

Lobby Table #1: Shades of Borodino

by *S Wirth*, Basic Battles, 4 hrs, 6 players, Other, Newcomers

2mm Napoleonic. Micro encounter at Borodino. Brigade level. Each side will have a part of a corp. Easy to learn game system that precludes strategic planning. Brigades are already deployed into line formations and are moving forward into contact. Artillery is grouped into batteries and infantry and cavalry are in brigade size units.

Bastrop Room Table #1: Zombicide Black Plague

by *Roy Coats*, Zombicide, 4 hrs, 6 players, 28mm, Newcomers

This capital has been taken. People died by the thousands, but some areas remain unharmed. The Necromancers seem content to battle the nobility in the castle and leave the commoners corralled for when their zombie forces need ready reinforcements. A band of unlikely allies are joining together to fight back against the Zombie invasion. Will you join us in our fight?

Lobby Table #2: Zulu - The Defense of Rorke's Drift

by *David McCormick*, Black Powder, 4 hrs, Miniatures Game

Location: Lobby Tables #2, 6 players, 28mm, Some exp
Zulu - The Defense of Rorke's Drift. It's 1879 in southern Africa. Command the single company of British soldiers in a historically iconic battle against a horde of Zulus to defend an isolated outpost... OR be one of the Zulu leaders to take your fierce and determined warriors in coordinated attacks on the greatly outnumbered Brits. Can the amazing historical result stand or will it have a different ending? Come join the battle. Some experienced players with the game desired but inexperienced players welcome.

Friday 0900 – 1230

Board Game

Bowie Room Table #2 Here I Stand: 500th Anniversary Edition

by *Schuyler DuPree*, 8.5 hrs, 6 players, No scale, Newcomers
Join us for the Wars of the Reformation! We will be playing the full 1517 game and will be starting promptly at 9:00 in order to finish by 3:00... Bring snacks with you! Once you have signed up, email Schuyler at schuyler67@aol.com to receive your Power assignment. We'll see you in Renaissance Europe!

Tech Room Table #7 Rats in a Factory.

by *Randall "Randwulf" Wheat*, Memoir 44, 3.5 hrs, 6 players, No scale, Newcomers
Rats In A Factory By October 1942, Stalingrad had become a matter of personal prestige for both Stalin and Hitler, and the sole focal point of the Campaign in the East, above and beyond any strategic military consideration. In mid-October, the Luftwaffe intensified its efforts against the remaining Red Army positions holding the west bank. Memoir 44 uses the Commands and Colors game system

Demo Game

Llano Room Table #1 Freeblades Demo

by *Paul Trupia*, Freeblades, 3.5 hrs, 2 players, No signup needed, 28mm, Newcomers

This is a demo session for Freeblades. Players can learn the basics of Freeblades and get a feel for the rule set. Freeblades is a very affordable fantasy skirmish game set in the realm of Faelon. Receive your mandate from your Patron and set upon the world in this scenario-based game. 16 balanced factions range from the Koronnan Moonsworn (worshippers of the twin moons) to the Kuuzarik Forgers (battle-hardened dwarves) to the Traazorite Crusaders (think Romans on dinosaurs) and many more! The best part is that for competitive play there is NO META! This game system is truly balanced!

Travis Room Table #2 RivenStone Demonstration

by *William Martin*, Rivenstone, 3.5 hrs, 2 players, Other, Newcomers
his game demonstration is to introduce players to the new Broken Anvil Minatures game called " Rivenstone ". Rivenstone is a 1V1 32mm Heroic scale miniatures wargame played on a 3'X 3' playing area with an average model count from about 8 models to 15 models using a proprietary dice system.



Miniatures Game

Bowie Room Tables #3&4 All that Glitters...

by *John Anhaizer*, Frostgrave, 3.5 hrs, 6 players, 28mm, Newcomers
Amidst the frozen ruins of an ancient city, wizards battle in the hopes of discovering the treasures of a fallen empire. Fun and prizes for all participants. Ages 12+ must be accompanied by an adult.

Lobby Table #1 Asculum 285BC

by *Lloyd Eaker*, Mediterranean Empires, 3.5 hrs, Miniatures Game Location: Lobby Tables #1, 8 players, 28mm, Newcomers
One of the Pyrrhic victories. Macedonian style pikes versus early Republican Roman Legions.

Tech Room Tables #9&12 Austerlitz Part 1

by *Tom Lytle*, Quelle Affaire, 3.5 hrs, 6 players, 15mm, Newcomers
Replay of the Battle of Austerlitz! Can the Allies change history and defeat the Ogre in 1805?

Tech Room Table #1 Chain of Command - WW2 Platoon Skirmish

by *Thomas Frey (Oddball)*, Chain of Command, 8.5 hrs, 4 players, 1/72, Newcomers
Chain of Command(CoC) is platoon level skirmish game. This scenario is Germans vs British Paras. France, one week after D-Day, Bocage Country. Come test your nerves!

Tech Room Table #2 Conquest: Last Argument of Kings Demo Game

by *Charles Stampley*, Conquest: The Last Argument of Kings, 3.5 hrs, 6 players, No signup needed, Other, Newcomers
This will be a drop-in demo for the fantasy miniatures game Conquest: Last Argument of Kings. The models are slightly larger than 28mm--they are close to 38mm. I will have two armies set up and just run through the rules for anyone that is interested.

Guadalupe Room Table #1 Morale Napoleon

by *Justo Perez*, Two Hour Wargames, 3.5 hrs, 4 players, Other, Newcomers
Scenario Objective: Attacker must inflict at least 50% casualties and not sustain 30% casualties itself. Defender must remain on the field until reinforcements arrive. Expected arrival turn (end of game) occurs upon depletion of 27 time points with an attrition rate of -1d6 per turn. Scale: A single Regiment is represented by one or several Battalion rectangular blocks.

Llano Room Table #2 Nothings easy in Easy!

by *Brian Cottrell*, Battleground Weird WWII, 3.5 hrs, 6 players, 28mm, Newcomers
Rock and Easy have found themselves pinned down by enemy forces and are about to be overrunned, until Jeb Stuart's Haunted Tank and the Creature Commandos show up and level the playing field. But as always, things are never what they seem in this Weird WWII tour-de-force of classic Silver Age DC comic heroes. Join us and bring the stories by Kanigher, Kubert, Heath and so many more of our favorite comic personalities come to life on the tabletop battlefield. MAKE WAR NO MORE!!!



Friday 0900 – 1230 continued

Miniatures Game

Llano Room Table #5 Operation Battleaxe June 1941

by Alan Spencer HoTW, Rommel, 3.5 hrs, Miniatures Game Location: Li-5, 6 players, 6mm, Newcomers

North Africa campaign. The British Western Desert Force launches Operation Battleaxe in an attempt to relieve Tobruk. The first day was a moderate success. Can the WDF followup and defeat the Desert Fox? Rules will be per the rule book, with using some of the advanced/optional rules in the book. Rules will be taught.

Bastrop Room Table #5 Riot in the hab block

by Scott Hendrickson, Judge Dredd, 3.5 hrs, 6 players, 28mm, Newcomers

It's open warfare in the hab block, citi-Der, gangs, aliens, can the judges restore order?

Bastrop Room Tables #1&2 The Alamo Set-Up

by Calvin Kinzer, Orders and Actions, 3.5 hrs, 1 players, 15mm, Newcomers

This block will be used to set up the game.

Lobby Table #2 Zulu - The Defense of Rorke's Drift

by David McCormick, Black Powder, 3.5 hrs, Miniatures Game Location: Lobby Tables #2, 6 players, 28mm, Some exp
Zulu - The Defense of Rorke's Drift. It's 1879 in Southern Africa. Command the single company of British soldiers in a historically, iconic battle against a horde of Zulus to defend an isolated outpost...OR, be one of the Zulu leaders to take your fierce and determined warriors in coordinated attacks on the greatly outnumbered Brits. Can the amazing historical result stand or will it have a different ending? Come join the battle. Some experienced players with the game desired but inexperienced players' welcome.
Tourn

Tournament Game

Travis Room Tables #7 & #8 & #9 Anno Domini 1666

Tournament

by Adrian Mandzy, Anno Domini 1666, 8.5 hrs, 12 players, 28mm, Newcomers

Anno Domini 1666 is a swashbuckling miniature board game of intrigue and mystery, set in an alternative 17th century Vienna. Bring your own faction or you can pick one up at the show from our Warlord booth. For those new to the game, we will be running a short orientation and explaining the rules at the start of the session. Each player can play up to three games and the one who gains the most points wins. You will not be required to play the whole tournament - come learn to play, play 1-2-3 games as you feel like. This will be a very casual tournament play. Prizes will be provided for the winner and the best player. If you want to pick up a set of figures before the con, check out:

<https://www.wargamerus.com/shop/anno-domini-1666/11>

Friday 0900 - 1300 Ball Room Games

Ballroom Game

Ballroom Table #2 Revenge of Boothill

by Wayne Hill, Fistful of Lead, 4 hrs, Ballroom Game Location: Ball Room Table #5, 6 players, 28mm, Newcomers

Not sure how it has happened but the dead of Boothill have risen. Can Marshal Bill protect the citizens of Pecan Grove? Will Marshal Bill be able to destroy the zombie menace? Are there other citizens willing to help combat this menace or do they have their own agendas? One or two players will play zombies.

Ballroom Table #4 The 2nd Battle of Trafalgar - 1904

by Clayton Dougherty, Rise of Battleships, 4 hrs, Ballroom Game Location: Ball Room Table #4, 4 players, Other, Newcomers
Autumn 1904 - The British government has determined that the incident at Dogger Bank cannot go unpunished. Therefore, they have alerted the Mediterranean Fleet to intercept the Russian 2nd Pacific Squadron as it moves around the Iberian Peninsula to continue its voyage to relieve Port Arthur. This is a 'what if?' scenario using 1/2400 scale ships. 2 players will take command of the Russians and 2 will take the British squadron. Can the British stop the Russians in their tracks and avenge the Dogger Bank incident? Can the Russians force their way past the British? You decide!

Ballroom Table #3 THIS IS KOREA

by Jon Russell, Bolt Action, 4 hrs, Ballroom Game Location: Ball Room Table #3, 12 players, 28mm, Newcomers
Come Learn Bolt Action Korea (BAK) from one of the Authors! Everything is provided to allow you to explore this "Forgotten" time period in miniature wargaming.

Ballroom Table #5 Zulu attack

by Jack Macomber, Blood & Steel, 4 hrs, Ballroom Game Location: Ball Room Table #5, 6 players, 28mm, Newcomers
Blood & Steel is a skirmish level game set in the Victorian era. Players will be either British or Zulu and no experience is necessary. Players will generate missions randomly and secretly and then play out the game

Ballroom Table #1 Zulu Skirmish 2e

by Wayne Appleby, Zulu Skirmish 2e, 4 hrs, Ballroom Game Location: Ball Room Table #1, 8 players, 28mm, Newcomers
"Zulu, Skirmish" is all about you as a "Battalion Commander" or "Zulu Ibutho" directing your table top forces in small unit actions. The forces under your command consist of yourself and one or more subordinate company or impi commanders and their Units. We can accommodate 5 Zulu and 3 British players.



Friday 1400 - 1730

Board Game

Bowie Room Table #1 Betrayal at House on the Hill

by *Kenneth Ramsey*, 3.5 hrs, 4 players, No scale, Newcomers
Imagine exploring a haunted house straight out of the 50s B horror movies. The creaking door. the collapsing floor, the door to nowhere. You are a part of this group. Going from room to room gathering items for the future a spear a revolver a crystal ball.. Then some one betrays you. They have their objectives and the rest have different objectives. Who will win, the betrayer or the party Come play to find out.

Guadalupe Room Table #2 Horrified

by *Larry Suino*, 3.5 hrs, 5 players, 28mm, Newcomers
The stakes have been raised. Imagine living in a place so wretched that it's not plagued by one, two, or even three monsters — but seven of the most horrifying fiends! In this game, you'll come face to face with them all as you work together to rid the town of the maniacal or misunderstood creatures...before it's too late. All rules will be explained as needed.

Bowie Room Table #3 Merchant of Venus

by *W Andrew York*, 3.5 hrs, 6 players, No scale, Newcomers
Avalon Hill's classic space merchant game - pilot a slow freighter or fast scout while traveling from planet to planet acquiring and selling cultural commodities, buy deeds to factories or space stations and discover artifacts while out earning your opponents.

Tech Room Table #4 Shadows Over Normandie: Desert Wrath

by *Brian Cottrell*, Heroes of Normandie, 3.5 hrs, 4 players, No scale, Newcomers

The forces of the Black Sun are in search of ancient powers and relics to help turn around Nazi Germany's misfortunes across the globe. Will the Ally's Majestic and Section M be able to blunt this plan or will the followers of the crooked cross field mystical weapons of unimaginable horrors the allies have no defense against?

Demo Game

Lobby Table #3 Call of Glory #1

by *Paraic Mulgrew*, 3.5 hrs, 4 players, 28mm, Newcomers
Guns of Glory is a modern warfare themed tabletop game for two to four players that blends the exploration, scavenging, and last-person-standing survival of a battle royale game with skirmish-style wargaming. Soldiers start the game with minimal equipment and are placed on a battlefield where they navigate varied terrain, explore ruins, collect weapons, and plunder supply caches for armor, accessories and equipment. But time is of the essence! Soldiers must eliminate all the opposition while avoiding being trapped in the bombardment zone which is ever encroaching. The winner is the player who controls the last Soldier, or team, that is still alive.
(NOTE: I will also be running walk-up games, so please stop by and chat about this new Exciting game system - and pick up a copy of the rules signed by the author - me!!).



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Travis Room Table #2 RivenStone Demonstration #3

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Miniatures Game

Llano Room Table #4 A Belated Beheading

by *Spencer Miller*, Don't Look Back, 3.5 hrs, 6 players, 28mm, Newcomers

A group of friends have just finished their annual "Halloween Haunting" journey at a reported "haunted" carnival. Unfortunately their search has turned up fruitless and they are headed home. They found a cabin to stay at on the way, but are they there alone, or has some evil followed them home?

Tech Room Table #11 A kidnapping on Barsroom

by *Kenneth Hafer*, Talomar Tales, 3.5 hrs, 8 players, 28mm, Newcomers

Leh-ah, princess of Dusar, has been kidnapped by black pirates. During their escape, a lucky shot punctured a buoyancy tank, and they were forced to land in the midst of Wagoon, savage green men, who can be bought. Now they face the wrath of the fighting men on Dusar. Will they rescue the princess? Warning: all figures are Bronze Age Miniatures.



Friday 1400 – 1730

Continued

Bastrop Room Table #3 ATGM Defense

by *James Johnson*, The Zone - The cold war turns hot, 3.5 hrs, 4 players, 28mm, Newcomers

It's been 5 days since the start of the Third World War. The British Army of the Rhine is deep into their retrograde to their main line of defense on the river Weser. British 1st Corps units are being forced to stand with whatever they have in an attempt to slow the WARPAC's advance. In the North, the Soviet 20th Guards Army has been worn down, so the 9th Panzer Division of East Germany has been reoriented to pick up the lead. Outside one of the many the small West German towns, a Troop of Heavy ATGM armed Strikers joins forces with the remnants of an Infantry Platoon and local West German Police to form an Ad-Hoc Company to buy time for the continuing retreat of NATO. Attacking them are the Panzers and Panzer Grenadiers of the People's Army equipped with T-72B tanks and BMP-1 IFVs. Objective is to control at least 2 of the 3 objectives by the end of the game.

Tech Room Tables #9 & #12 Austerlitz Part 2

by *Marc Schneider*, Quelle Affaire, 3.5 hrs, 6 players, 15mm, Newcomers

Austerlitz replay part 2.

Tech Room Tables #2 & #3 Bolt Action Mid-Late War Game

by *Robert Williams*, Bolt Action, 3.5 hrs, 12 players, 28mm, Some exp

1000/750 Attacker defender points Bolt Action game, single platoon. This will be a large scale multi player game. Would prefer to have even division of Axis/Allies but we'll work with what we have available.

Llano Room Table #5 Capture and Hold the Farmhouse

by *John Prymuszewski* HoTW, FUBAR (Modified), 3.5 hrs, Miniatures Game Location: Li-5, 4 players, 28mm, Newcomers
You are to take a couple of squads to attack a farmhouse known to be in possession of the enemy. Mission: Capture the farm house with minimal casualties and hold it til reinforcements arrive.

Llano Room Table #2 ECW - Cavaliers and Roundheads

by *Rick Schofield*, Cavaliers and Roundheads, 3.5 hrs, 6 players, 15mm, Newcomers

Pike and Shot era - A meeting engagement during the English Civil War - Can the New Model Army carry the Day? Lots of 15mm colorful units waiting to engage. Will be using a simple but fun system from Gary Gygax - Cavaliers and Roundheads

Tech Room Table #5 It's Always Dark In The Zone

by *Mike Wikan*, Zona Alpha, 3.5 hrs, 8 players, 1/72, Newcomers
So, Stalker, it appears that the rumours of a Stolen Ukrainian Gold shipment are true! Don't let the Radiation, Zombies, Bloodsuckers or Bandits worry you, friend. I'm sure it will be a "Milk Run" as the Americans say...

Tech Room Table #7 Kill the Zeppelin !

by *Randall Wheat*, Knights over the trenches, 3.5 hrs, 8 players, 10mm, Newcomers

Defend the zeppelin to get it back across your lines, or destroy the big death balloon that has been raining bombs on London.

Tech Room Table #10 Micro Armor, WWII 1985 - Eastern Europe

by *Curtis Kitchens*, A Fistfull of Tows v3, 3.5 hrs, 4 players, 6mm, Newcomers

NOTE: This event could easily end before the full allotted time. If you want to get out early for dinner this may be for you. Scenario from Team Yankee "The counter attack". Twenty Six T-72s barrel down on a smaller but powerful American force. Tactical decision making is critical for both sides. If you just show up to roll dice you will get rolled.

Guadalupe Room Table #1 Morale Napoleon

by *Justo Perez*, Two Hour Wargames, 3.5 hrs, 4 players, Other, Newcomers

Scenario Objective: Attacker must inflict at least 50% casualties and not sustain 30% casualties itself. Defender must remain on the field until reinforcements arrive. Expected arrival turn (end of game) occurs upon depletion of 27 time points with an attrition rate of -1d6 per turn. Scale: A single Regiment is represented by one or several Battalion rectangular blocks.

Tech Room Table #1 North Africa 6mm (FoW)

by *Max Armas*, Flames of War, 3.5 hrs, 6 players, 6mm, Newcomers
Flames of War 6mm Africa is back! This will be a casual beginner game of US light tanks vs. Italian light tanks.

Bastrop Room Table #4 Sep '43: Air Raid Wewak Harbor

by *Ray Mitchell*, Wings of Glory WW2, 3.5 hrs, 9 players, Other, Newcomers

Scale: 1/200. The Imperial Japanese Army is urgently reinforcing their large base at Wewak, New Guinea via sea transport. The US 5th Army Air Force is tasked to destroy those transports. Victory points based on damaged/destroyed planes/vessels. Pilots gain skills with kills and successful bomb runs. Surviving pilots retain their skills.

Travis Room Table #4 Showdown at Alamocitos

by *Jeff Key*, Gunfighters Ball, 3.5 hrs, Miniatures Game Location: BallRoom table #6, 6 players, 28mm, Newcomers

A cinematic showdown along the lines of the Quick and the Dead. Each player will control the action of three would be pistoliers headed by historical characters such as Wyatt Earp, Johnny Ringo, Wes Harden, Bill Hickok or the fictional Yul Brenner and the Dame with No Name. One prize of a blister of Knuckleduster Miniatures will be awarded each session

Friday 1400 – 1730

Continued

Tech Room Table #8 Test of Resolve - Wars of the Roses
by *Rodney Castro*, Test of Resolve, 3.5 hrs, 6 players, 28mm, Newcomers The Wars of the Roses were fought from 1455 to 1487 between two rival branches of the House of Plantagenet: Lancaster and York. Test of Resolve is an elegant & straightforward set of rules which models the warfare in this period and uses only one d12 per side. The game plays out with a small deck of cards for each army; these cards are designed to introduce an innovative, realistic and exciting unpredictability to the game flow.

Bastrop Room Tables #1 & #2 The Alamo - Game
by *Calvin Kinzer*, Orders and Actions, 3.5 hrs, 6 players, 15mm, Newcomers A 1:1 scale representation with the actual numbers in the battle, 200 Tejanos vs. 1800 government troops, and played in a professionally painted Old Glory model which is one of the most accurate depictions of the 1836 appearance of the mission available. The rebels will certainly lose the battle, but they can win the game by causing enough casualties that it will delay Santa Anna's advance and inspire the people of the colonies to resist. Simple fast-play rules that are easy to learn. Come and either fight for El Presidente and Old Mexico, or go down fighting with Travis, Bowie and Crockett!

Lobby Table #1 The Battle of Dreux, December 19, 1562
by *Lloyd Eaker*, Mediterranean Empires, 3.5 hrs, Miniatures Game Location: Lobby Tables #1, 8 players, 28mm, Newcomers This is the First Battle of the French Wars of Religion. The chivalry of France on both Catholic and Protestant sides. With the Huguenots fielding German mercenaries: both reiters and landsknechts.

Lobby Table #2 The Road From Lexington 1775
by *Steve Miller*, The Men Who Would Be Kings 54mm, 3.5 hrs, Miniatures Game Location: Tech Room tables #4 & #7 \$ #10, 6 players, 54mm, Newcomers "The Lexington Incident" ignited the Patriot powder keg in the Boston area. The British are marching back to Boston. There are persistent rumors that Patriot militia is concentrating along the road to Boston. Your orders are to make a hasty and proper movement back along the King's Way to the North Bridge. Make it and there's a promotion for you. Fail? You're just a footnote in a future history text

Tech Room Table #6 The Stelae of Destiny
by *Richard Rodgers*, Mortal Gods Mythic, 3.5 hrs, 4 players, 28mm, Newcomers Might Zeus has scattered Stelae all over the Battlefield. Whichever Warband that collects the most shall rule the city of Corleus. Come out and play Mortal Gods, who will you lead the followers of Hera, Zeus or Hades.

Bastrop Room Table #5 Viking Raid
by *Scott Hendrickson*, Hail Caesar, 3.5 hrs, 4 players, 28mm, Newcomers
Title says it all - viking raiders must disembark, defeat the townsfolk before reinforcements can arrive...

Roleplaying Game

Guadalupe Room Table #4 Gloomhaven-Black Barrow
by *Michael McGrail*, Gloomhaven, 3.5 hrs, 4 players, Other, Newcomers Gloomhaven is a pre-programmed D & D-like fantasy boardgame. Characters will start at Level 2 and are pre-equipped and ready to go. The Lady Jekserah, tall, red, dripping with gold jewelry, has recruited you to retrieve some stolen papers. For mercs of your caliber, should be an easy job.

Friday 1500 – 1900

Ball Room Games

Ball Room Table #5 Blood & Steel Skirmish in Zululand
by *Edgar Pabon*, Blood & Steel, 4 hrs, Ballroom Game Location: Ball Room Table #5, 6 players, 28mm, Newcomers British and Zulu patrols run into each other sometime after Isandlwana. This is one of the games introducing the Lone Star folks to the new Blood & Steel rules by Firelock Games. The rules cover conflicts during the Victorian Era and focuses on small fights in the perimeter of the larger battles. This game is hosted by the authors.

Ball Room Table #4 Bloody Broadships (Napoleonic Naval)
by *Jeff Hunt*, Bloody Broadships, 4 hrs, Ballroom Game Location: BL-4, 12 players, Other, Newcomers Come captain 1:900 scale ship of the line in an epic battle on the high seas. The British and French will go at it again on the deep blue sea. Huge triple deck flag ships and mighty Ships of the Line engage in a battle for dominance of the High Seas. Will Napoleon finally get control of the oceans or will England save the day.

Ball Room Table #3 Boxer Action at Anting Station
by *Ray Kunstmanas*, modified The Men Who Would Be Kings, 4 hrs, Ballroom Game Location: Ball Room Table #2, 6 players, 15mm, Newcomers

It was supposed to be a 6-hour train ride. . . Summer 1900 in China, the Boxer Rebellion has erupted, and the Foreign Embassies in Peking are under siege. Admiral Seymour has quickly assembled an international rescue force from foreign navies on the coast. But after 4 days already, the entrained force is slowed by hostile peasants in the countryside and a Chinese army astride their path. Can it still punch through to Peking in time? Action in 15mm.



Friday 1500 – 1900

Ball Room Games

Ball Room Table #6 Omaha and Pointe du Hoc

by *Daniel T Shaw*, Brigadier General Commands, 4 hrs, Ballroom Game Location: Ball Room Table #6, 8 players, 6mm, Newcomers
Omaha beach was one of the tough fights of D-Day, not to mention US rangers climbing the cliffs. It could go either way. You'll have the historical troops available on both sides. Can you do better than history? Join the landing in the first session, the fight inland in the second session, or sign up for both.

Ball Room Table #2 Siege of Monopolis

by *Mack T Harrison*, Ogre/GEV, 4 hrs, Ballroom Game Location: Ball Room Table #2, 8 players, 6mm, Newcomers
Two years after the Great Plague, the peaceful City of Monopolis rises above the rubble of the Last War, a gleaming center of commerce and industry. But no peace lasts forever. Now invaders march to conquer the city while outnumbered defenders scramble to protect their home. This is a custom scenario for Ogre/GEV, using the official Ogre miniatures (and a few original units) on a large hex mat with 3-D terrain. Also, cruise missiles. With room for 8 players, you and your friends can aid in the defense of the besieged city--or help the invaders conquer it. Fight in the Siege of Monopolis!

Ball Room Table #1 Zulu Skirmish 2e Game #2

by *Wayne Appleby*, Zulu Skirmish 2e, 4 hrs, Ballroom Game Location: Ball Room Table #1, 8 players, 28mm, Newcomers
"Zulu, Skirmish" is all about you as a "Battalion Commander" or "Zulu Ibutho" directing your tabletop forces in small unit actions. The forces under your command consist of yourself and one or more subordinate company or impi commanders and their Units. We can accommodate 5 Zulu and 3 British players.



Friday 1900 – 2230

Board Game

Guadalupe Room Table #3 Red Alert - Space Fleet Warfare

by *Barry Brueggeman*, Command and Colors, 3.5 hrs, 8 players, No scale, Newcomers

Red Alert is the space battle version of the popular Command and Colors series, but with miniatures. The conflict between the Commonwealth and Confederation fleets is fast-paced and straightforward.

Guadalupe Room Table #1 the Thing Board Game

by *Yosef Bender*, It own rule set, 3.5 hrs, 6 players, 28mm, Newcomers

the Movie classic starring Kurt Russel can now be thematically played on this massive 2d board can you save humanity or are you the Thing assimilating other players Games last around 2hours and 15 minutes

Bowie Room Tables 1-4 Victory in the Pacific Tournament

by *Daniel Blumentritt*, Victory in the Pacific, 3.5 hrs, Board Game Location: Bowie Room, 16 players, No scale, Newcomers
Avalon Hill classic wargame VICTORY IN THE PACIFIC. All experience/skill levels welcome! GM will offer teaching games to newbies if desired, or you can jump in and learn as you go. 1 round each in time slots D through G: 7pm Friday; 9am, 2pm, & 7pm Saturday - games making it to the final turn may take closer to 4 or 4.5 hours. You may play whichever rounds you wish, as many or few as desired, dropping in or out whenever desired, as there is a separate sign-up for each time slot. Matches will be AREA-rated.



Friday 1900 - 2230

Continued

Demo Game

Lobby Table #3 Call of Glory #2

by *Paraic Mulgrew*, 3.5 hrs, 4 players, 28mm, Newcomers
Guns of Glory is a modern warfare themed tabletop game for two to four players that blends the exploration, scavenging, and last-person-standing survival of a battle royale game with skirmish-style wargaming. Soldiers start the game with minimal equipment and are placed on a battlefield where they navigate varied terrain, explore ruins, collect weapons, and plunder supply caches for armor, accessories and equipment. But time is of the essence! Soldiers must eliminate all the opposition while avoiding being trapped in the bombardment zone which is ever encroaching. The winner is the player who controls the last Soldier, or team, that is still alive. (NOTE: I will also be running walk-up games, so please stop by and chat about this new Exciting game system - and pick up a copy of the rules signed by the author - me!!).

Travis Room Tables #8 & #9 Learn to Play Triumph

by *Blake Radetsky*, Triumph!, 3.5 hrs, 8 players, No scale, Newcomers

Learn to play Triumph! a fast play Ancients and Medieval rules set. We will go through the basics of the game, roll some dice, curse the dice rolls and have a grand ole time. Everything is provided.

Miniatures Game

Bastrop Room Table #3 ATZ - End of Days

by *Justo Perez*, Two Hour Wargames, 3.5 hrs, 6 players, 28mm, Newcomers

Objective: Each player controls one character and maybe few Grunts from a random faction. What other faction/s will you favor or target? Each faction has a secrete objective and there is also an open objective for all factions. Resources are scant and Zombies are plentiful. The game ends when the horde arrives. It arrives upon depletion of 27 time points; at drawdown rate of - 1d6 per turn. Game over man!

Tech Room Table #12 Battle of Cape Spartivento

by *William Leaf*, Naval Thunder WWII, 3.5 hrs, 6 players, Other, Newcomers

British and Italian battle in the Med. 1:2400 scale. d10 and tape measures optional. GM has one set of each. 7 British ships vs 8 Italian.

Llano Room Table #1 Blood and Rust Demo Event

by *JD Dibrell*, Blood and Rust, 3.5 hrs, 8 players, 28mm, Newcomers

Come and learn to play my game Blood and Rust. Take part in an epic run down the post-apoc highway where 2 gangs try to escort their vital stolen cargo out of no-man's land!

Lobby Tables #1 & #2 Circus Maximvs

by *Michael Gomez*, Circus Maimvs, 3.5 hrs, Miniatures Game Location: Lobby Tables #1 and #2, 11 players, 25mm, Newcomers
Come one come all to the Circus.

Tech Room Table #10 Confrontation

by *Michael Miller*, Battlefleet Gothic: Expanded Revised Edition, 3.5 hrs, 6 players, Other, Newcomers

The Imperium of Man has many enemies. After months of fighting, a gap has appeared in the system's defensive perimeter. The time has come for the invading fleet to strike against the Imperial forces in the system. Using the Battlefleet Gothic: Expanded Revised Edition and 3D printed ships.

Tech Room Table #1 D-Day 6mm (FoW)

by *Max Armas*, Flames of War, 3.5 hrs, 6 players, 6mm, Some exp
A D-day experience, the amphibious assault! Players will assume control of a platoons as they try to repel the allies back into the sea or push the axis inland!

Board Room iClan War

by *Frank Crull*, Battletech, 3.5 hrs, Miniatures Game Location: Second floor Board Room, 16 players, Other, Some exp

See the Falcons and Wolves fight it out for Terra. Mechs and record sheets will be provided. May start around six with prep time.

Llano Room Table #5 Knights above the battlefield, WW1 air combat

by *Joe Shaughnessy* HoTW, Canvas Eagles, 3.5 hrs, Miniatures Game Location: Li-5, 8 players, 10mm, Newcomers

Fight for control of the skies, strafe the enemy in their trenches, and is that a Zeppelin off in the distance? While your compatriots on the ground slog through mud to control mere yards of ground, you fly above in a crisp clean uniform in a steed with wings. Who cares if your life is measured in weeks with a flaming fall from the sky in the end. Fly high! Fight hard! Leave a good looking corpse!

Llano Table #2 Mammoth Hunt

by *Steve Wooster*, home grown, 3.5 hrs, 6 players, 28mm, Newcomers
Time to hunt! The mammoth herds are on the move and winter is coming. Does your intrepid band of hunter-gatherers have what it takes to take on the mighty Woolly Mammoth, or any of the other wily and dangerous beasts inhabiting the plains? Rules will be taught, all ages are welcome

Llano Room Table #4 Mushroom Madness

by *Spencer Miller*, Moonstone, 3.5 hrs, 4 players, 28mm, Newcomers
The wizards have fallen into more gold than they can count. They are also in need of the ever precious moonstones that have blotted the land. You have a warband of 3 fighters consisting of various fairy tale creatures. Can you beat out the other warbands on the run for your treasure and pay day?

Travis Room Tables 1-3 Napoleon in Italy

by *Jim Dunnam*, Carnage & Glory II, 3.5 hrs, 8 players, 28mm, Newcomers
Computer moderated Napoleonic rules.

Bastrop Room Table #4 Platoon (Vietnam)

by *Richard Kropp*, Freakin' New Guy, 3.5 hrs, 4 players, 25mm, Newcomers
Sgt Barnes and Sgt Elias lead elements of the 25th Infantry Division on a search and destroy mission in South Vietnam near the Cambodian border. This is a cooperative play game with the players assuming the roles of the Americans.. The GM will run sneaky Charlie. I will teach the rules.

?

Friday 1900 - 2230 Continued

Guadalupe Room Table #2 Shades of Borodino

by *S Wirth*, Basic Battles, 3.5 hrs, 6 players, Other, Newcomers
2mm Napoleonic. Micro encounter at Borodino. Brigade level. Each side will have a part of a corp. Easy to learn game system that precludes strategic planning. Brigades are already deployed into line formations and are moving forward into contact. Artillery is grouped into batteries and infantry and cavalry are in brigade size units.

Bastrop Room Tables 1-2 The Alamo - Take Down

by *Calvin Kinzer*, Orders and Actions, 3.5 hrs, 1 players, 15mm, Newcomers

This block will be used if the game runs a bit long, and also to take down the game after it is over.

Bastrop Room Table #5 The God engines walk

by *Scott Hendrickson*, Adeptus Titanicus, 3.5 hrs, 6 players, Other, Newcomers

Learn to play Adeptus Titanicus... Titan on Titan combat in the Horus Heresy.

Tech Room Table #11 WW3 1975

by *HH Flather*, Fistful of TOWS 3, 3.5 hrs, 6 players, 15mm, Newcomers

You command a Soviet force as it attacks across the North German plain and are met by player, even you, leading the British Army of the Rhine.

Llano Room Table #3 Zombicide Black Plague

by *Roy Coats*, Zombicide, 3.5 hrs, 6 players, 28mm, Newcomers
This capital has been taken. People died by the thousands, but some areas remain unharmed. The Necromancers seem content to battle the nobility in the castle and leave the commoners corralled for when their zombie forces need ready reinforcements. A band of unlikely allies are joining together to fight back against the Zombie invasion. Will you join us in our fight?

Roleplaying Game

Guadalupe Room Table #4 Gloomhaven-Barrow Lair

by *Michael McGrail*, Gloomhaven, 3.5 hrs, 4 players, Other, Newcomers

Gloomhaven is a pre-programmed D & D-like fantasy boardgame. Characters will start at Level 2 and are pre-equipped and ready to go. The Lady Jekserah, tall, red, tail, hired you to retrieve some stolen papers. You've cleared the upper level of the barrow, but the Bandit Commander escaped to the lower level with the stolen papers. The undead were a bit of a surprise. Now it's time to finish the job and get paid.

Saturday 0900 - 1230

Board Game

Guadalupe Room Table #4 Band of Brothers Boot Camp

by *Barry Brueggeman*, Band of Brothers, 3.5 hrs, 4 players, No scale, Newcomers

Introduction to the Band of Brothers Board Game system. The WWII game system will be taught, and an introductory game played. Band of Brothers has a squad-based system with a good balance of realism and playability.

Guadalupe Room Table #3 Railroad Tycoon

by *Michael McGrail*, 3.5 hrs, 6 players, Other, Newcomers

It's the mid 1800's and America's railroads are growing. Lay track to connect cities and towns and deliver needed goods. Upgrade your locomotive for more speed. Complete the Western Link to the California gold fields. Become a Railroad Tycoon!

Bowie Room Tables 1-4 Victory in the Pacific Tournament

by *Daniel Blumentritt*, Victory in the Pacific, 3.5 hrs, Board Game Location: Bowie Room, 16 players, No scale, Newcomers
Avalon Hill classic wargame VICTORY IN THE PACIFIC. All experience/skill levels welcome! GM will offer teaching games to newbies if desired, or you can jump in and learn as you go. 1 round each in time slots D through G: 7pm Friday; 9am, 2pm, & 7pm Saturday - games making it to the final turn may take closer to 4 or 4.5 hours. You may play whichever rounds you wish, as many or few as desired, dropping in or out whenever desired, as there is a separate sign-up for each time slot. Matches will be AREA-rated.

Guadalupe Room Table #2 Zombicide 2nd Edition

Ghostbusters Game 1

by *Larry Suino*, Zombicide 2nd Edition, 3.5 hrs, 6 players, 28mm, Newcomers

Just when you think things couldn't get any worse than a Zombie Apocalypse along comes Gozer. Ole Gozer is once again attempting to open the portal between worlds and take over this zombie filled world. Presidents 44 and 45 got together and came up with a plan to stop both of these crisis. When coming out of retirement and needing some help "Who are you gonna call?" Enter the ghostbusters to save the day once again. This is the first mission in this series. All player experiences are welcome. Rules are easy to learn and only requirement is that you want to have fun.

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Saturday 0900 – 1230

Continued

Demo Game

Llano Room Table #1 Freeblades Demo

by *Paul Trupia*, Freeblades, 3.5 hrs, 2 players, No signup needed, 28mm, Newcomers

This is a demo session for Freeblades. Players can learn the basics of Freeblades and get a feel for the rule set. Freeblades is a very affordable fantasy skirmish game set in the realm of Faelon. Receive your mandate from your Patron and set upon the world in this scenario-based game. 16 balanced factions range from the Koronnan Moonsworn (worshippers of the twin moons) to the Kuuzarik Forgers (battle-hardened dwarves) to the Traazorite Crusaders (think Romans on dinosaurs) and many more! The best part is that for competitive play there is NO META! This game system is truly balanced!

Llano Room Table #2 Let's Play Blood & Steel: Victorian Skirmish

by *Bryce Percy*, Blood & Steel, 3.5 hrs, 4 players, 15mm, Newcomers

Volunteers for Mexico! We try out the new Blood & Steel Victorian era Skirmish rules from Firelock Games. Command US Regular Army, Texas Volunteers, or the Army of Santa Anna, including the dastardly/heroic San Patricios.

Miniatures Game

Bastrop Room Table #3 A Clash of Ironclads, ACW naval warfare

by *Curtis Kitchens*, A Game of Admirals, 3.5 hrs, 8 players, Other, Newcomers

A con favorite returns this year. I am proud to announce I will be working with Jeff Key to prepare and run a scenario at this year's con of Jeff's variant of A Game of Admirals - Civil War Naval Combat.

Lobby Tables 1 & 2 Aerodrome 1.1 Dawn Patrol

by *Mike Becnel*, Aerodrome 1.1, 3.5 hrs, Miniatures Game
Location: Lobby Tables #1 and #2, 12 players, No scale, Newcomers

Aerodrome is a WWI air combat game where each pilot plots his or her moves 3 at a time on a gorgeous wood control board. Each airplane is represented by a scale model airplane mounted on a telescoping pointer to simulate altitude. Rules will be taught. Bring your bling to show it off, but no advantages for prior awards. Many early war Allied and Axis aircraft added to the mix. These include Nieuport 11, Aviatik D1s and Phönix D1s.

HOLE IN THE WALL HOBBIES

Llano Room Tables #4 & #5 AH Midway in Miniatures

by *Alan Spencer HoTW*, AH Midway + Modifications, 3.5 hrs, Miniatures Game Location: Li-4 and Li-5, 6 players, Other, Some exp
Using the Avalon Hill rules for Midway, this game using miniatures will be the full fight of the Battle of Midway, June 3-5, 1942. Using 1/2400 scale ships, hidden movement, air strikes all players will have different command duties for their respective sides. Think playing the old game battleship - but the ships keep moving! Can you find the enemy before they find you? NOTICE!! All players must have read the "Battle Manual" for Midway prior to the game. PDF of the this manual available from Board Game Geeks site for free:

<https://boardgamegeek.com/boardgame/2250/midway/files>

Board Room Battletech Bloodname

by *Frank Crull*, Classic Battletech, 13.5 hrs, 8 players, 15mm, Some exp
Same as before.

Bastrop Room Table #4 BUG HUNT

by *Mike Wikan*, Bug Hunt, 3.5 hrs, 6 players, 28mm, Newcomers
The Company Lab at LV989 has gone silent. Looks like The Corps needs a few tough hombres to saddle up and check it out!

Board Room Classic Battletech Gunslinger and BT Open Tournaments

by *Frank Crull*, Classic Battletech, 13.5 hrs, 8 players, 15mm, Some exp
This event includes both the Gunslinger and Open Tournaments. The 2021 Classic BattleTech Gunslinger Tournament is a single-elimination tournament and is a warm up to the Open Tournament. The 2021 Classic BattleTech Open Tournament is a two round tournament. Both tournaments will be fought using the Total Warfare rules.

Bastrop Room Table #5 Gold and Gunfire

by *Wayne Hill*, Fistful of Lead, 3.5 hrs, 6 players, 28mm, Newcomers
Baby Face Fenster the lone surviving member of the Fenster-Fennigan gang. Fenster is the only one that knows where the location of the last payroll he and his ganged robbed. Tomorrow he is being sent to the territorial prison. Fenster has sent word that he will share his loot with anyone that can break him out of the local jail.

Llano Room Table #3 Lion Rampant - The Convoy

by *Nick & Rodney Castro*, Lion Rampant, 3.5 hrs, 6 players, 28mm, Newcomers

You are escorting a small convoy of pack mules from the borders of your lord's lands to the main city. . . Or. . . You lie in wait to ambush the convoy. . . You REALLY want to get your hands on those mules!

Guadalupe Room Table #1 Morale Napoleon

by *Justo Perez*, Two Hour Wargames, 3.5 hrs, 4 players, Other, Newcomers

Scenario Objective: Attacker must inflict at least 50% casualties and not sustain 30% casualties itself. Defender must remain on the field until reinforcements arrive. Expected arrival turn (end of game) occurs upon depletion of 27 time points with an attrition rate of -1d6 per turn. Scale: A single Regiment is represented by one or several Battalion rectangular blocks.



Saturday 0900 – 1230 Continued

Bastrop Room Table #1 Raid on Downly Green

by *Faron Bell*, Fistful of Lead Might & Melee, 3.5 hrs, 6 players, 28mm, Newcomers

Situation: Circa Late 9th century Britain, a prosperous village called “Downly Green,” has caught the attention of a number of competing local warbands. The village has recently come into possession of a mystical figure called the “Seer” and a cache of tribute associated with her. Local Warbands converge on the village, each searching for treasure and mystical knowledge. Each player will control a small group of figures making up their warband. Semi- Historical late Dark Age setting mixed with a very Light Fantasy element.

Bastrop Room Table #2 Retreat from Moscow

by *Jim Dunnam*, Modified Muskets & Tomahawks II, 3.5 hrs, 6 players, Other, Newcomers

In the midst of cossacks, angry peasants and the natural elements, a rearguard column of French attempt to reach the Berezina River. Skirmish game using 40mm figures of Napoleon's Retreat from Moscow. Rules will be taught, but players can email GM to obtain advance copy of the rules.

Tournament Game

Tech Room Tables 1-12 Bolt Action Mid-Late War Tournament

by *Robert Williams*, Bolt Action, 13.5 hrs, Tournament Game
Location: Tech Room tables 1-12, 24 players, 28mm, Newcomers
This Will be a 3 game tournament - players will play all three games. - Keep in mind this is an all day Saturday event. By signing up for this game time slot you are signing up for all three games. Lists are from Armies of Books and do not include Campaign Books or lists. Army lists will be submitted NLT 1 November to: robert.williams@swri.org
Two lists of 1250 and 750 pts. Three scenarios consisting of two attacker defender and one objectives meeting engagement of 1250 pts. Attacker in one scenario will become defender in second scenario. Then Swiss pairing will be used for last round.

Travis Room Tables 1-9 Texas MESBG Championship 2022

by *Joseph Salvador II*, Middle Earth Strategy Battle Game, 13.5 hrs, Tournament Game Location: Travis Room tables 1-9, 18 players, 28mm, Some exp

This event is a 600 point MESBG tournament. There will be 3 rounds for all players, and a 4th round for the top 4 players. 1st Round will begin at 9:30. Additional details can be found at <https://fb.me/e/1UXJzSjau> or by emailing grgsvlldr@gmail.com

Saturday 0900 – 1300 Ball Room Games

Ball Room Table #4 Bloody Broadships (Napoleonic Naval)

by *Jeff Hunt*, Bloody Broadships, 4 hrs, Ballroom Game Location: BL-4, 12 players, Other, Newcomers

Come captain 1:900 scale ship of the line in an epic battle on the high seas. The British and French will go at it again on the deep blue sea. Huge triple deck flag ships and mighty Ships of the Line engage in a battle for dominance of the High Seas. Will Napoleon finally get control of the oceans or will England save the day.

Ball Room Table #3 ECW - Cavaliers and Roundheads

by *Rick Schofield*, Cavaliers and Roundheads, 4 hrs, Ballroom Game Location: Ball Room Table #3, 6 players, 15mm, Newcomers

Pike and Shot era - A meeting engagement during the English Civil War - Can the New Model Army carry the Day? Lots of 15mm colorful units waiting to engage. Will be using a simple but fun system from Gary Gyax - Cavaliers and Roundheads

Ball Room Table #6 Omaha and Pointe du Hoc (Part 2)

by *Daniel Shaw*, Brigadier General Commands, 4 hrs, Ballroom Game Location: Ball Room Table #6, 6 players, 6mm, Newcomers
Omaha beach was one of the tough fights of D-Day, not to mention US rangers climbing the cliffs. It could go either way. You'll have the historical troops available on both sides. Can you do better than history? Join the landing in the first session, the fight inland in the second session, or sign up for both.

Ball Room Table #5 The Second Battle of Kiev (WWII)

by *Scott Davis*, Quick-Fire!, 4 hrs, Ballroom Game Location: Ball Room Table #5, 8 players, 15mm, Newcomers
The Second Battle of Kiev was a part of a much wider Soviet offensive in Ukraine known as the Battle of the Dnieper involving three strategic operations by the Soviet Red Army and one operational counterattack by the Wehrmacht, which took place between 3 November and 22 December 1943.

Ball Room Table #2 Ultracombat Modern Skirmish Demo

by *Pete Attack*, Ultracombat Modern Rules, 4 hrs, Ballroom Game Location: Ball Room Table #2, 4 players, 28mm, Newcomers
Opposing forces have been reported in sector - but where exactly? Using Squad Level Rules, each player will command a rifle squad (2 Fireteams and a Squad Leader) and attempt to gain key terrain to facilitate future combat operations. Everything is provided so just show up with your best excuses for terrible die rolling!

Ball Room Table #1 Zulu Skirmish 2e Game #3

by *Wayne Appleby*, Zulu Skirmish 2e, 4 hrs, Ballroom Game Location: Ball Room Table #1, 8 players, 28mm, Newcomers
“Zulu, Skirmish” is all about you as a “Battalion Commander” or “Zulu Ibutho” directing your table top forces in small unit actions. The forces under your command consist of yourself and one or more subordinate company or impi commanders and their Units. We can accommodate 5 Zulu and 3 British players.

Saturday 1400 - 1730

Board Game

Guadalupe Room Table #1 the Thing Board Game

by *Yosef Bender*, It own rule set, 3.5 hrs, 6 players, 28mm, Newcomers

this is based on the 2011 movie the Thing that takes us to the Norwegian outpost that finds the Alein barred in the ice please watch the movie, so you know what to do

Bowie Room Tables #1-4 Victory in the Pacific Tournament

by *Daniel Blumentritt*, Victory in the Pacific, 3.5 hrs, Board Game Location: Bowie Room, 16 players, No scale, Newcomers

Avalon Hill classic wargame VICTORY IN THE PACIFIC. All experience/skill levels welcome! GM will offer teaching games to newbies if desired, or you can jump in and learn as you go. 1 round each in time slots D through G: 7pm Friday; 9am, 2pm, & 7pm Saturday - games making it to the final turn may take closer to 4 or 4.5 hours. You may play whichever rounds you wish, as many or few as desired, dropping in or out whenever desired, as there is a separate sign-up for each time slot. Matches will be AREA-rated.

Guadalupe Room Table #2 Zombicide 2nd Edition Ghostbusters Game 2

by *Larry Suino*, Zombicide 2nd Edition, 3.5 hrs, 6 players, 28mm, Newcomers

Just when you think things couldn't get any worse than a Zombie Apocalypse along comes Gozer. Ole Gozer is once again attempting to open the portal between worlds and take over this zombie filled world. Presidents 44 and 45 got together and came up with a plan to stop both of these crisis. When coming out of retirement and needing some help "Who are you gonna call?" Enter the ghostbusters to save the day once again. This is the second mission in this series. All player experiences are welcome. Rules are easy to learn and only requirement is that you want to have fun.

Demo Game

Lobby Table #3 Call of Glory Game #3

by *Paraic Mulgrew*, 3.5 hrs, 4 players, 28mm, Newcomers

Guns of Glory is a modern warfare themed tabletop game for two to four players that blends the exploration, scavenging, and last-person-standing survival of a battle royale game with skirmish-style wargaming. Soldiers start the game with minimal equipment and are placed on a battlefield where they navigate varied terrain, explore ruins, collect weapons, and plunder supply caches for armor, accessories and equipment. But time is of the essence! Soldiers must eliminate all the opposition while avoiding being trapped in the bombardment zone which is ever encroaching. The winner is the player who controls the last Soldier, or team, that is still alive. (NOTE: I will also be running walk-up games, so please stop by and chat about this new Exciting game system - and pick up a copy of the rules signed by the author - me!!).

Miniatures Game

Bastrop Room Table #5 2nd Battle of Newbury

by *Scott Hendrickson*, Pike & Shotte - To Kill a King, 3.5 hrs, 6 players, 28mm, Newcomers

The King is facing a fight on 2 fronts. Can you keep the 2 Parliamentary forces from joining?

Llano Room Table #4 August 1985: Alsfeld Hell

by *Alexander Kirk*, Fist Full Of Tows, 3.5 hrs, 7 players, 6mm, Newcomers

World War 3 across the inner German border. A US Army Mech Brigade races to prevent a reinforced Soviet BMP Motor Rifle Regiment from crossing the Schwalm river at Alsfeld. Game uses a simplified set of FFT3 rules.

Llano Room Table #3 Battle for Henry's Ford

by *Michael Miller*, "Long Rifle", 3.5 hrs, 6 players, 54mm, Newcomers

A French & Indian War skirmish to control a vital ford using 1/32nd scale plastic figures in the style of the classic Marx playset toy soldiers.

Bastrop Room Table #3 Battle of Heligoland Bight (What if) WWI

by *William Leaf*, Naval Thunder WWI, 3.5 hrs, 8 players, Other, Newcomers

UK Destroyer sweep of Heligoland Bight escalates to a BC action.

1:1500 scale d10 and tape measures optional. GM has one set each. 4 DD flotillas, 6 CL, 2 AC each side. 3 German BC vs 4 UK BC.

Bastrop Room Table #4 Battle of Phillora, IndoPak War 65'

by *David Robinson*, Seven Days to the River Rhine, 3.5 hrs, 4 players, 10mm, Newcomers

In 1965 the Indian army counter attacked Pakistan at Phillora. Despite the Pakistan Army having more technologically advanced tanks, the Indian army won the day in what was later referred to as the largest tank battle since the end of WW2. This game will use a slightly modified Seven Days to the River Rhine ruleset. It will not be a direct simulation but a fun game to roll some dice and blow up some tanks.

Llano Room Table #5 Black Seas: Battle of Lake Erie

by *Tom Castanos*, Warlord Games Black Seas, 3.5 hrs, 4 players, Other, Newcomers

Join Heart of Texas Wargamers and the Anything But a One podcast for warfare on the high...er..lakes! Who needs gaudy ships of the line when you can have sloops and brigs! We will recreate Great Lakes naval battles with a game based on the Battle of Lake Erie in 1813. We will use Warlord Games Black Seas as the rule set.

Llano Room Table #2 Blood and Rust Rig Raid

by *JD Dibrell*, Blood and Rust, 3.5 hrs, 8 players, 28mm, Newcomers

Come and learn to play my game Blood and Rust. Join other players to try and take out the rig before it escapes. Will you side with them or will it be a free-for-all? You choose.

Lobby Tables 1 & 2 Circus Maximvs

by *Michael Gomez*, Circus Maimvs, 3.5 hrs, Miniatures Game Location: Lobby Tables #1 and #2, 11 players, 25mm, Newcomers
Come on come all to the Circus.

Saturday 1400 – 1730 Continued

Guadalupe Room Table #3 Innocuous Incantations

by *John Anhaizer*, Frostgrave, 3.5 hrs, 6 players, 25mm, Newcomers

Amidst the frozen ruins of an ancient city, wizards battle in the hopes of discovering the treasures of a fallen empire. Fun and prizes for all participants. Ages 12+ must be accompanied by an adult.

Bastrop Room Table #2 Mice and Mystics: The Grapes of Rats

by *Ray Mitchell*, Mice and Mystics, 3.5 hrs, 5 players, No scale, Newcomers

The mouse heroes must enter the castle again to discover the plans of evil Queen Vanestra. But the turncoat Captain Vurst stands in their way. Come play and shape the outcome before time runs out! Young gamers 8 and up welcome.

Bastrop Room Table #1 Raid on Downly Green

by *Faron Bell*, Fistful of Lead Might & Melee, 3.5 hrs, 6 players, 28mm, Newcomers

Situation: Circa Late 9th century Britain, a prosperous village called “Downly Green,” has caught the attention of a number of competing local warbands. The village has recently come into possession of a mystical figure called the “Seer” and a cache of tribute associated with her. Local Warbands converge on the village, each searching for treasure and mystical knowledge. Each player will control a small group of figures making up their warband. Semi- Historical late Dark Age setting mixed with a very Light Fantasy element.

Llano Room Table #1 The Patriot

by *Braden Kropp*, FUBAR, 3.5 hrs, 4 players, 15mm, Newcomers

The fall of Charleston to the British has dealt a serious blow to the American cause. However, militia groups led by Col. Benjamin Martin and Maj. Jean Villeneuve using guerrilla tactics has kept Gen. Cornwallis and Col. Tavington in the Carolinas longer than they anticipated. Now one final engagement will decide the fate of the nation. I will teach the rules. New players are welcome.

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Saturday 1500 – 1900 Ball Room Games

Ball Room Table #2 ACW Battle of Bull Run - Henry House Hill

by *William Monterosso*, Epic ACW, 4 hrs, Ballroom Game Location: Ball Room Table #2, 4 players, 15mm, Newcomers

The Battle of Bull Run was the first major battle of the Civil War. The struggle for Henry Hill was the back-and-forth climax of the battle. It generated the nickname for Thomas “Stonewall” Jackson and woke up the nation to the nature of the bloody war to come. All models and tools will be provided, but if you own Epic ACW models and want to bring your own, contact Will Monterosso via email @ william.monterosso@gmail.com or text @ (512) 496-1730.

Ball Room Table #3 Darkest Africa - Protecting Commerce

by *Robert Gravenor*, The Sword in African - Sword and the Flame variant, 4 hrs, 6 players, 28mm, Newcomers

The mighty Zamboni are massing to destroy a newly opened tin mine in the wilds west of the Zambezi. If the mine is not protected and saved, certain financial stocks in London may plunge and with them the current administration. A barricade has been erected around the mine with a stout group of cleaned limbed members of the Empire with a batch of local allies waiting for that first rush of demons to make their appearance. Can the relief column make it in time or will there be more unexpected guests for dinner.

Ball Room Table #6 Showdown at Alamocitos

by *Jeff Key*, Gunfighters Ball, 4 hrs, Ballroom Game Location:

BallRoom table #6, 6 players, No scale, Newcomers

A cinematic showdown along the lines of the Quick and the Dead. Each player will control the action of three would be pistoliers headed by historical characters such as Wyatt Earp, Johnny Ringo, Wes Harden, Bill Hickok or the fictional Yul Brenner and the Dame with No Name. One prize of a blister of Knuckleduster Miniatures will be awarded each session.

Ball Room Table #5 The Second Battle of Kiev (WWII)

by *Scott Davis*, Quick-Fire!, 4 hrs, Ballroom Game Location: Ball Room Table #5, 8 players, 15mm, Newcomers

The Second Battle of Kiev was a part of a much wider Soviet offensive in Ukraine known as the Battle of the Dnieper involving three strategic operations by the Soviet Red Army and one operational counterattack by the Wehrmacht, which took place between 3 November and 22 December 1943.

Ball Room Table #1 Zulu Skirmish 2e Game #4

by *Wayne Appleby*, Zulu Skirmish 2e, 4 hrs, Ballroom Game Location: Ball Room Table #1, 8 players, 28mm, Newcomers

“Zulu, Skirmish” is all about you as a “Battalion Commander” or “Zulu Ibutho” directing your table top forces in small unit actions. The forces under your command consist of yourself and one or more subordinate company or impi commanders and their Units.

Saturday 1900 - 2230



Board Game

Bowie Room Tables 1-4 Victory in the Pacific Tournament

by *Daniel Blumentritt*, Victory in the Pacific, 3.5 hrs, Board Game
Location: Bowie Room, 16 players, No scale, Newcomers
Avalon Hill classic wargame VICTORY IN THE PACIFIC. All experience/skill levels welcome! GM will offer teaching games to newbies if desired, or you can jump in and learn as you go. 1 round each in time slots D through G: 7pm Friday; 9am, 2pm, & 7pm Saturday - games making it to the final turn may take closer to 4 or 4.5 hours. You may play whichever rounds you wish, as many or few as desired, dropping in or out whenever desired, as there is a separate sign-up for each time slot. Matches will be AREA-rated.

Demo Game

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Guns of Glory is a modern warfare themed tabletop game for two to four players that blends the exploration, scavenging, and last-person-standing survival of a battle royale game with skirmish-style wargaming. Soldiers start the game with minimal equipment and are placed on a battlefield where they navigate varied terrain, explore ruins, collect weapons, and plunder supply caches for armor, accessories and equipment. But time is of the essence! Soldiers must eliminate all the opposition while avoiding being trapped in the bombardment zone which is ever encroaching. The winner is the player who controls the last Soldier, or team, that is still alive. (NOTE: I will also be running walk-up games, so please stop by and chat about this new Exciting game system - and pick up a copy of the rules signed by the author - me!!).

Bastrop Room Table #5 Choose your demo

by *Scott Hendrickson*, Various Warlord Games rules, 3.5 hrs, 10 players, 28mm, Newcomers
Drop in and try out one of a selection of short demo games. Hail Caesar, Pike & Shotte, Black Powder, Gates of Antares, Judge Dredd and Bolt Action.

Miniatures Game

Llano Room Table #2 ATZ - End of Days

by *Justo Perez*, Two Hour Wargames, 3.5 hrs, 6 players, 28mm, Newcomers
Objective: Each player controls one character and maybe few Grunts from a random faction. What other faction/s will you favor or target? Each faction has a secret objective and there is also an open objective for all factions. Resources are scant and Zombies are plentiful. The game ends when the horde arrives. It arrives upon depletion of 27 time points; at drawdown rate of -1d6 per turn. Game over man!

Llano Room Table #3 Battle of Loubino

by *Robert Smith*, ESR version 3, 3.5 hrs, 8 players, 15mm, Newcomers
Russians are withdrawing after the Battle of Smolensk, but due to getting lost and having to cross the river at Loubino, there is an opportunity for the French isolate and destroy Russia 12t Army of the West.

Llano Table #5 Clash of Spears - Dark Ages

by *Bob Green*, Clash of Spears, 3.5 hrs, 6 players, 28mm, Newcomers
New to Clash of Spears? Come learn the game - no experience necessary. Already love the game? Learn about the Dark Ages playtest by taking part in, or fighting off, a Viking raid.

Bastrop Room Table #3 Heart of Darkness

by *Steve Wooster*, Triumph & Tragedy, 3.5 hrs, 6 players, 28mm, Newcomers
Set in the heart of the 19C African plains - adventure, danger and mayhem awaits. Players will control one of an assortment of forces (adventurers, hunters, native tribes, brigands, mercenaries, slavers, and other ne'er-do-wells), seeking fame, fortune or the status quo. Skirmish level, 15-20 figures/force. Rules to be taught. All ages welcomed.

Lobby Table #2 No Silent Night

by *Rob Wubbenhorst*, What a Tanker!, 3.5 hrs, 5 players, 15mm, Newcomers
Join the gang from the Anything But a One! podcast (Ray, Richard, and Tom) and command a tank early on Christmas Morning outside of Bastogne. German panzers and StuGs are trying to break into the rear of Bastogne while US tank destroyers try to hold the line. This is meant to be a fun game w/ a lot of laughs.

Lobby Table #1 Test of Resolve - Wars of the Roses

by *Rodney Castro*, Test of Resolve, 3.5 hrs, 6 players, 28mm, Newcomers
The Wars of the Roses were fought from 1455 to 1487 between two rival branches of the House of Plantagenet: Lancaster and York. Test of Resolve is an elegant & straightforward set of rules which models the warfare in this period, and uses only one d12 per side. The game plays out with a small deck of cards for each army; these cards are designed to introduce an innovative, realistic and exciting unpredictability to the game flow.

Llano Table #1 The Patriot

by *Braden Kropp*, FUBAR, 3.5 hrs, 4 players, 15mm, Newcomers
The fall of Charleston to the British has dealt a serious blow to the American cause. However, militia groups led by Col. Benjamin Martin and Maj. Jean Villeneuve using guerrilla tactics has kept Gen. Cornwallis and Col. Tavington in the Carolinas longer than they anticipated. Now one final engagement will decide the fate of the nation. I will teach the rules. New players are welcome.

Saturday 1900 – 2230

Continued

Llano Room Table #4 Treachery And Deceit

by *Michael Miller*, Adeptus Titanicus, 3.5 hrs, 6 players, 6mm, Newcomers

Titans clash in the Horus Heresy. Legio Mortis fights Legio Gryphonicus. Run a Titan or a lance of knights. Everything provided.

Bastrop Room Table #4 Wargods of Aegyptus Demo games

by *Richard Rodgers*, Wargods of Aegyptus, 3.5 hrs, 6 players, 28mm, Newcomers

Come on out and play Wargods of Aegyptus. Players simulate the climatic battles between the warring Harbingers of the Aegyptus Gods. We will be running multiple 1000 point Demo games. There will be prizes provide by Crocodile Games. See if you will win your opponents Ka or will they dine on your Ka?

Roleplaying Game

Guadalupe Room Table #2 So Far So Good...

by *Mark Leroux*, Twilight 2000 v.4, 3.5 hrs, 6 players, 1/72, Newcomers

In this alternate near-future RPG, WW3 has ended; but nobody won. Eastern Europe has become a wasteland. The surviving warriors from NATO and WP find refuge in their bastions, waiting for an opportunity to settle the score. Civilians attempt to rebuild their communities, but are plagued by marauders, para-military units, and power hungry despots. The world is tough and ammunition is the new currency. Players will be provided with characters from NATO forces or irregular allies as they take one more mission. A mission that just might bring hope to a devastated land.

Guadalupe Room Table #3 The manor house

by *Roy Coats*, D&D 5th Ed, 3.5 hrs, 6 players, 28mm, Newcomers

Your party is walking down the road one rainy morning. When you see two elvish children running out of a mansion. They tell you that their mother woke them saying that a monster had broken in during the night and she can't find their newborn baby brother, she heard a noise in the basement and is going to check. She then pleads with them too run and find help. At that moment you hear a scream and a baby crying from inside. You have a choice to make do you run in and help, or abandon them to their fate?

Tournament Game

Bastrop Room Tables #1 & 2 Triumph! Tournament

by *Blake Radetsky*, Triumph!, 3.5 hrs, 10 players, Other, Some exp

Triumph! Tournament. Army size 48pts. Scale 10mm-15mm on 40mm frontage bases. Terrain provided. Some Loaner Armies available. Experience nice but not necessary. If you attended the Friday nite Demo that should get your going.



Join
LSHM



Sunday 0900 - 1300

Board Game

Ball Room Table #2 Ankh: Gods of Egypt

by *Chris Cassaday*, 4 hrs, 5 players, Other, Newcomers
Play as one of twelve available Egyptian Gods, players try to gain followers, position warriors and fight battles against other gods to try to remain relevant to a Egyptian society that is slowly moving to monotheism.

Ball Room Table #3 Suburbia

by *W Andrew York*, 4 hrs, 4 players, No scale, Newcomers
Suburbia - build up from a small town into a urban center through buying tiles to add features (suburbs, airports, lakes, commercial property) to build cash to buy higher priced items, while adding Population and Reputation (or losing them as the small time charm is lost).

Miniatures Game

Ball Room Table #4 Lego Moby Dick

by *Andy Blozinski*, THARS THE BEAST, ROW BOYS, ROW, 4 hrs, Ballroom Game Location: Ball Room Table #4, 8 players, 28mm, Newcomers
It's a blubber and pretzels competition for glory to fell the great pale abomination of the murky seas. All get a whale boat stocked with a Lego harpooner and rowing crew for the raucous hunt to see who will get the last gasp.

Lobby Table #2 Battle of Calabria

by *William Leaf*, Naval THunder WWII, 4 hrs, 8 players, Other, Newcomers
UK vs Italian battle in the Med. 1:2400 scale d10 and tape measures optional. GM has one set each. UK 3 BB, 4 CL. Italy 2 BB, 6 CA, 8 CL.

Ball Room Table #1 Blood and Rust - Destroy the pump camp

by *JD Dibrell*, Blood and Rust, 4 hrs, 6 players, 28mm, Newcomers
Scouts for your boss have found an oil pump that is being used by your rivals to cut in on his profits. You and a raiding party have been dispatched to blow it up.

Lobby Table #1 Learn Blood & Plunder st Sea

by *Ian Straus*, Blood and Plunder, 4 hrs, 6 players, 28mm, Newcomers
The coolest part of Blood & Plunder, the game of piracy and privateering in the Caribbean in the 1600s, is of course the ships. This session will give you you practice at sea. Use ships, or even boats, with 140 point lists, miniatures provided - or BYO ships and miniatures. The ship rules are not all that complicated - but will be explained followed by hands-on play.



Tournament Game

Travis Room Tables #1-9 Flames of War Escalation Tournament

by *Jacob Mayer*, Flames of War, 4 hrs, 18 players, 15mm, Some exp
Flames of War- Late War Escalation Tournament. 3 games. 60/80/100 point lists. Registration opens 8 am, games 8:30-10, 11:30-1:30, 2-4:30. Break for flea market and lunch 10-11:30. All lists must follow normal construction requirements but do not have to have anything in common. Questions and list submissions to Jacob Mayer: Jacobdmayer@yahoo.com



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21

MillenniumCon's WORLD famous Flea Market

We ask that only the Flea Market vendors go upstairs prior to 10am, please form a line in the lobby, we will let you know when you can proceed upstairs. We appreciate your cooperation and patience.



**Membership
Drive**

Join LSHM, or be a current member and attend MillenniumCon2021 and you will be entered to win a **LSHM SWAG BAG of items (see front table for what is inside).**

Flea Market Sunday 1000 – 1200. Do you have a bunch of lead, books, games, terrain that's just gathering dust in your closet? The flea market is right for you – reserve a table now for \$15 at the front desk. **NOTE:** Professional dealers are not allowed to sell at the flea market, that is reserved for the vendor hall.

SPONSORS: We would like to thank those businesses who have provided sponsorship for the convention - See their company logo's spread throughout the program book.

Don't forget to vote for this year's best game of MillenniumCon



Biff Coon

Award of Excellence

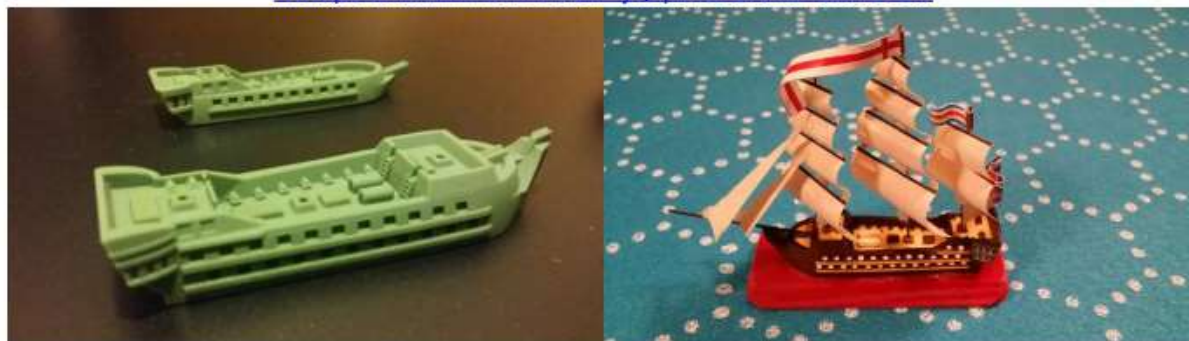
Best Game Of MillenniumCon

This award is presented each year to the best game presented at MillenniumCon. It is in honor of Mr. Biff Coon, a long time LSHM member and MillenniumCon participant. Biff was an icon in Texas Wargaming – his cheerful demeanor, friendly smile, and kindness always added to the joy of every game he ran or participated in.



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Part#	Description	Price	Part#	Description	Price
M001	Single Decker Kit	9	P005	Struck Single Decker	29
M002	Small Dbl Decker Kit	14	P006	Struck Small Dbl Decker	36
M003	Large Dbl Decker Kit	15	P007	Struck Large Dbl Decker	37
M004	Triple Decker Kit	19	P008	Struck Triple Decker	44
	All Kits include Ship Hull, Masts, Sails, and instructions.			-----Games-----	
A001	Wooden Bases 5-Pack	7	MR01	PMG Ancients (rules for Ancients)	10
A002	6' x 4' Felt Mat with 2" hexes	30	MR02	Bloody Broadships (Napoleonic Naval Rules)	20
A003	Ship Yard Carrying case – capacity 12 ships	15			
FP01	Flag & Pennant 5-Pack Sets British, French, Spanish, American, Dutch, Danish, Swedish, Russian, Turkish, Portuguese, and Pirate	3 / ea	BG01	Chung Ling Soo Murder Mystery (Board game set in London 1900AD)	25
P001	Painted Single Decker	29	CG01	Heart Attack (Card Game) aka "Escape from the Old Folks Home"	20
P002	Painted Small Dbl Decker	36	CG02	PUCK! (Hockey Card Game)	20
P003	Painted Large Dbl Decker	37			
P004	Painted Triple Decker	44			



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