

Advance the Colors 2019

Tabletop Miniatures Convention



EVENT SCHEDULE

Friday, October 4, 2019 • 9am-11pm

Saturday, October 5, 2019 • 8am-11pm

The Heritage Center of Clark County

117 South Fountain Ave. Springfield, Oh 45502 (937) 324-0657

Friday Morning - October 4, 2019

Game	ID	Description	Rules	GM	Start	End	Table
Gunfight at the OK Corral	FM1	Ike Clinton and his gang are gathered at the Ok Corral. The Earp Brothers and Doc Holiday are going to have to arrest them.	Desperado	Wayne Hawn	10:00am	1:00pm	LB1
Cassinga Rearguard: Get to the choppers!	FM2	The South Africans have raided cross-border into Angola, heavily damaging the SWAPO base at Cassinga. Now, the anti-tank platoon is fighting a desperate rear-guard action against a Cuban & Angolan armored column so the raiders can be evacuated by helicopters. A trio of fighter jets show up to aid their fight against the armor.	Wars of Insurgency	Mike Demana	12:00pm	4:00pm	LB2

Friday Afternoon - October 4, 2019

Game	ID	Description	Rules	GM	Start	End	Table
Battle of Camden SC, 1780	FA1	Lord Cornwallis v. the Hero of Saratoga in what turned out to be the worst battlefield defeat of the Revolutionary War. But what would happen if the Patriot commander thought more like Morgan than like Gates?	Regimental Fire and Fury as adapted for the AWI	Jeffrey Nicholls	12:00pm	4:00pm	DH3
CHECK YOUR SIX! -- KamikaZZZEEEs!	FA2	Light-hearted (?!?) CY6! Scenario that pits famous aces in their signature aircraft against a horde of relentless, mindless, attackers. Fly as Dick Bong in his P-38, Pappy Boyington in his F-4U, or Johnny Cloud in his P-51D. Defend the fleet! Run up your score and win a prize!	Check Your 6! (Some house Rules)	Paul Meyer	12:00pm	4:00pm	DH9
Ney's Cavalry at Quatre Bras	FA3	The British army is in full retreat from Quatre Bras so General Ney has order his cavalry in to destroy the British Infantry retreating to Waterloo. But in the nick of time the Allied Cavalry has arrived on the field. Can they hold the French back or will the run down the infantry and change history.	Black Powder	Ted Bender	12:00pm	4:00pm	MH-SG
Pike & Shot	FA4	Fictional battle during the 30 Years War in 1630.	Pike & Shotte Modified	David Daulton	12:00pm	5:00pm	MH-DD
Neptune's Inferno	FA5	Hypothetical WW2 naval action in Iron Bottom Sound	General Quarters 1	Bill Weber	1:00pm	4:30pm	DH8
Patrol in Grozny	FA6	August 1996 Russians patrolling in war torn Grozny Chechnya.	Spectre ops	Greg Crane	1:00pm	4:30pm	DH1

Gaslands Zombie Bash	FA7	Gaslands is an innovative game that combines driving and combat. Players will maneuver a Matchbox / Hot Wheels scale car thru a devastated landscape, catching Zombies and shooting at rivals.	Gaslands	Keith Finn	1:00pm	4:30pm	DH2
Ral Partha's Chaos Wars	FA8	Mass combat rank and flank fantasy tabletop combat. Multi-player game. Demo team members will help walk you through the game and answer questions. Orcs, Dwarves, Elves, Dragons, Monsters, and more will be at your command. New and experienced players both very welcome.	Ral Partha's Chaos Wars 2.0	Jacob Fathbruckner	1:00pm	5:00pm	VH1
Gunfight at the OK Corral	FA9	The Ike Clinton and his gang are gathered at the Ok Corral. The Earp Brothers and Doc Holiday are going to have to arrest them.	Desperado	Wayne Hawn	2:00pm	5:00pm	LB1
Franco-Prussian War tactical combat	FA10	Squad and Section level game of tactical combat during the Franco Prussian War	Eagle of Empires	Greg Siegfried- Wilson	2:00pm	4:00pm	DH4

Friday Evening - October 4, 2019

Game		Description	Rules	GM	Start	End	Table
Ral Partha's Chaos Wars	FE1	Mass combat rank and flank fantasy tabletop combat. Multi-player game. Demo team members will help walk you through the game and answer questions. Orcs, Dwarves, Elves, Dragons, Monsters, and more will be at your command. New and experienced players both very welcome.	Ral Partha's Chaos Wars 2.0	Jacob Fathbruckner	6:30pm	10:30pm	VH1
Armored Predators	FE2	World War II Tank battles in Europe - Fought on a 20'x20' Floor Space!	Home Rules	Jay Thompson	6:30pm	10:30pm	MH- AP
Fly the unfriendly skies	FE3	1/72 3d air to air combat over the trenches to win the skies for either the Entente or the Central Powers in WWI	Aerodrome 1.1	Bob Wicks	6:30pm	10:30pm	DH5
Destroy All Monsters - When Giant Monsters Attack	FE4	Come play in this battle Royal where each player gets to play a Kaiju like monster, as they vie to be the last monster standing. Knock down buildings launch acidic spittle at your foes, and stomp on any puny humans foolish enough to get in your way. Game is based on Home rules originally written by John Crimmins, rules are easily taught. Younger Children are welcome to participate with a playing adult.	Destroy All Monsters	Carl Scheu	6:30pm	10:30pm	DH6
Relics of the Crusades	FE5	Slowly losing a foothold in the Holy Lands, The Knights Templar are tasked with transporting valuable relics to Rome. The Templars must choose, secure the relics or defend the pilgrims their order has sworn to protect.		HT Bradford	6:30pm	10:30pm	DH1

Attack on Saint-Georges-d'Elle, July 11, 1944	FE6	As of July 11, 1944, the Americans are only about three kilometers from their objective: Saint-Lo'. The 23rd Infantry Regiment faces the town of Saint-Georges-d'Elle defended by the 1st Battalion of the Fallschirmjager Regiment 5. At 6 o'clock, the ground attack was launched. The 1st battalion is immediately slowed down by difficult terrain as well as by the German paratroopers. Can the 23rd push home the attack?	Battleground WWII (modified)	James Morrison	6:30pm	10:30pm	MH-SG
Cassinga Rearguard: Get to the choppers!	FE7	The South Africans have raided cross-border into Angola, heavily damaging the SWAPO base at Cassinga. Now, the anti-tank platoon is fighting a desperate rear-guard action against a Cuban & Angolan armored column so the raiders can be evacuated by helicopters. A trio of fighter jets show up to aid their fight against the armor.	Wars of Insurgency	Mike Demana	6:30pm	10:30pm	LB2
"Fire & Fury" fields and hills	FE8	Union and Confederates struggle for the high ground!	Fire & Fury	Rich Smethurst	6:30pm	10:30pm	DH7
Four in One Day	FE9	19 May, 1967 - F8s escort a strike against NVA Sam sites.	Check Your 6 Jet Age	Tom Oxley	6:30pm	10:30pm	DH4
Cruel Seas Convoy Attack	FE10	1/300 scale Coastal Command game pitting British MTBs and MGBs with support against a German Convoy off the French Coast	Cruel Seas	Dale Kemper	7:00pm	11:00pm	DH8
Gunfight at the OK Corral	FE11	Ike Clinton and his gang are gathered at the Ok Corral. The Earp Brothers and Doc Holiday are going to have to arrest them.	Desperado	Wayne Hawn	7:00pm	11:00pm	LB1

Saturday Morning - October 5, 2019

Game		Description	Rules	GM	Start	End	Table
Fly the Un-Friendly Skies II	SM1	1/72 3D Air to Air Combat over the trenches in WWI	Aerodrome 1.1	Bob Wicks	9:00pm	1:00pm	DH5
Prison Break!	SM2	Special Operators try to free prisoners from a Russian prison camp located in an undisclosed location....	Wild Geese/The Zone	James Wonacott	9:00am	1:00pm	DH6
FIGHTING STEAM -- The Sounds of Battle	SM3	C.S.S. Albemarle's entire brief, bloody career encapsulated in a single mash-up battle that includes the unconventional weapons and tactics that Union sailors hoped would defeat her as well as the reinforcements that both sides historically hoped for, but never received. Fighting Steam is a fast-play game for ACW naval actions inspired by the SPI classic Fighting Sail that features an innovative movement sequence and a simple, deadly, combat system.	FIGHTING STEAM	Paul Meyer	9:00am	1:00pm	DH9
Mining Operations on the Coast	SM4	German vessels spent much of the war mining the coastal waters of the UK trying to stop the movement of coastal convoys carrying much needed coal and materials from the north into the industrial centers. And naturally, the Royal Navy spent as much time trying to prevent or clear the mining. British MTBs are sent out to investigate reports of German vessels moving slowly along the coastal convoy route.	Cruel Seas	Tom Oxley	9:00am	1:00pm	DH3
Sheep Rustle - Irish Civil War	SM5	Running one of several scenarios set in 1919 Ireland during the Irish Civil War. From burn the Anglo house to get dem sheep!	Modified Bolt Action	Will Greenslade	9:00am	1:00pm	DH8
Pike & Shot	SM6	Fictional battle between Imperial and Swedish forces during the 30 Years War in 1630.	Pike & Shotte Modified	David Daulton	9:00am	2:00pm	MH-DD
ZULU: Morning Raid!	SM7	Action in Zululand 1879. Find and destroy a Zulu stronghold and live to tell the tale.	Rebels and Patriots	Bud Hunter	9:30am	1:00pm	DH2
Assault on Betio Island: Tarawa	SM8	Can you land the Marines and establish a toe hold on the Sea Wall? Can the Japanese prevent the assault from being a success? This Game was presented at the Origins 2019 Convention and the player takes on the decisions of a Marine or Japanese Platoon Commanders.	Battlegroup: Pacific	Rob Rhodes	10:00am	6:00pm	LB2
CY6!: Attack on Takali	SM9	The Italians mount an attack on the Takali airfield on Malta. The RAF defenders are up waiting for them.	CY6	Jamie Williamson	10:00am	1:00pm	DH4

Trading near Lindisfarne Abbey, June 793	SM10	The blissful residents of the Lindisfarne Abbey Isle spot the approaching dragon boat. They prepare to trade with and preach to the approaching Norsemen. The swarthy Norsemen draw near the Saxon settlement. They have visited before to trade and observe. Now they plan to take from the fat friars. Tonight, the heavens will be crowded with the newly dead.	Song of Blade and Heroes	Terry Hollern	10:00am	1:00pm	LB1
Franco-Prussian War tactical combat	SM11	Squad and Section level game of tactical combat during the Franco Prussian War	Eagle of Empires	Greg Siegfriedt-Wilson	11:00am	1:00pm	DH10

Saturday Afternoon - October 5, 2019

Game		Description	Rules	GM	Start	End	Table
Ral Partha's Chaos Wars	SA1	Mass combat rank and flank fantasy tabletop combat. Multi-player game. Demo team members will help walk you through the game and answer questions. Orcs, Dwarves, Elves, Dragons, Monsters, and more will be at your command. New and experienced players both very welcome.	Ral Partha's Chaos Wars 2.0	Jacob Fathbruckner	12:00pm	4:00pm	VH1
Armored Predators	SA2	World War II Tank battles in Europe - Fought on a 20'x20' Floor Space!	Home Rules	Jay Thompson	1:30pm	5:30pm	MH-AP
Zombies, Sand and Blood	SA3	The French Foreign Legion, steadfast and resolute face the undying hordes.	JM Zombie	Brad Ruppel	2:00pm	5:00pm	DH1
What's that over there? Irish Civil War	SA4	Running one of several scenarios set in 1919 Ireland during the Irish Civil War. What's that over there?	Modified Bolt Action	Will Greenslade	2:00pm	6:00pm	DH8
Prison Break!	SA5	Special Operators try to free prisoners from a Russian prison camp located in an undisclosed location....	Wild Geese/The Zone	James Wonacott	2:00pm	6:00pm	DH6
The Leatherneck Checkerboards	SA6	September 10th, 1952 - F4U-4 Corsairs of VMA-312 were enroute to targets over North Korea when they were bounced by Chinese flown MiG-15s diving down upon them.	Check Your 6!	Darryl Smith	2:00pm	4:30pm	DH4
Game of Thrones: A Song of Ice and Fire	SA7	A Song of Ice & Fire: Tabletop Miniatures Game is a competitive miniatures game for two or more players. Each player controls one of the Great Houses of Westeros, commanding battlefield units, recruiting legendary Heroes, and manipulating the political stage, in the attempt to claim the greatest prize of all: The Iron Throne.	Game of Thrones : A Song of Ice and Fire Miniatures	Matthew Lawson	2:00pm	5:30pm	DH9

Attack of the Atomic Ants: Search for the Queen!!	SA8	Scientists have determined the whereabouts of the mutated ant's Queen. The location is deep underground so an elite group of Marine ant hunters has been dispatched to the area to eliminate the Queen and end the Atomic Ant threat to world.	Modified Trench Wars	John Wright	2:00pm	5:30pm	DH2
Silent Night, Martian Night!	SA9	December 25th, 1914. In the sleepy town of Grovers Mill, New Jersey elements of the 6th Infantry Regiment are taking some much needed R&R to celebrate the holiday season. However just after midnight the peace of the night is shattered; Martian Tripods have broken through the front lines in search of slaughter! Can the soldiers rally, evacuate the helpless civilians, and halt the Martian advance? Or will the Invaders from Mars make it a Red Christmas?	All Quiet on the Martian Front	Adrian John	2:00pm	6:00pm	DH10
Assault on Fortress Eben-Emael	SA10	WWII, German Glider borne assault on Belgian Fortress in 1940. All players will be German Fallschirmjagers. The Belgian forces are controlled by the game system. Game length will be six turns, with the Belgian strength increasing each turn. Therefore the German forces have to move fast and destroy their objectives.	Modified Bolt Action	Barton Redmon	2:00pm	6:00pm	DH11
Fly the Un-Friendly Skies III	SA11	1/72 3D Air to Air Combat over the trenches in WWI	Aerodrome 1.1	Bob Wicks	2:00pm	6:00pm	DH5
Battle at the Ford - Toht toward ðone as wæd	SA12	630AD, Edwin of Northumbria and his eldest son Osfrith face down an incursion lead by Radwulf of Mercia at Acelwæd (the Ford of Acel). Beyond the ford is the target a small Monastic community ready for plunder. This is a Man to Man skirmish with players controlling 6-8 Characters.	Homegrown	Daniel Joyce	2:00pm	6:00pm	LB1
Attack on Saint-Georges-d'Elle PART II , July 12, 1944	SA13	Attack on Saint-Georges-d'Elle PART II, July 12, 1944. The American advance on July 11 is met by a German counterattack on July 12. The Germans, in a last desperate attempt to halt the US advance, are forced to commit Fallschirm Sturmgeschütz-Brigade 12 and remaining reserves in a last-ditch counterattack north along the heavily-treed road towards St-Georges-d'Elle in the hopes of catching the Americans off-guard.	Battleground WWII (modified)	James Morrison	2:00pm	6:00pm	MH-SG
Ral Partha's Chaos Wars	SA14	Mass combat rank and flank fantasy tabletop combat. Multi-player game. Demo team members will help walk you through the game and answer questions. New and experienced players both very welcome.	Ral Partha's Chaos Wars 2.0	Jacob Fathbruckner	3:00pm	7:00pm	VH1

Saturday Evening - October 5, 2019

Game		Description	Rules	GM	Start	End	Table
Fly the Un-Friendly Skies IV	SE1	1/72 3D Air to Air Combat over the trenches in WWI	Aerodrome 1.1	Bob Wicks	7:00pm	10:00pm	DH5
Anaconda: There can be only one!	SE2	Ironclads clash in the showdown for naval supremacy on the Mississippi River. Can the fearsome Confederate squadron defeat the Union Navy and raise the blockade of old man river?	Smoke on the Water	Ray Garbee	7:00pm	10:30pm	LB1
Silent Night, Martian Night!	SE3	December 25th, 1914. In the sleepy town of Grovers Mill, New Jersey elements of the 6th Infantry Regiment are taking some much needed R&R to celebrate the holiday season. However just after midnight the peace of the night is shattered; Martian Tripods have broken through the front lines in search of slaughter! Can the soldiers rally, evacuate the helpless civilians, and halt the Martian advance? Or will the Invaders from Mars make it a Red Christmas?	All Quiet on the Martian Front	Adrian John	7:00pm	11:00pm	DH10
Plundering the Past	SE4	After the Great War, France had won but they were broke. In 1919, the government sent archeologist to the Middle East seeking lost Templar religious relics and treasures. The French Foreign Legion went along to protect them.	Sons of the Desert	Derek Johns	7:00pm	11:00pm	DH1
Attack on Saint-Georges-d'Elle PART III , July 12, 1944	SE5	The German counter attack on July 12 by Fallschirm Sturmgeschütz-Brigade 12 pushed the American 23rd Infantry Regiment back. Now the Americans must struggle to retake what was lost. The American assault will either open the road to St. Lo or stop the Second Division cold.	Battleground WWII (modified)	James Morrison	7:00pm	11:00pm	MH-SG
CY6!: Attack on Malta, 1940	SE6	One of the first attacks on Malta by the Regia Aeronautica. All the British have are some Gladiator that they have to assemble from their grates.	CY6	Jamie Williamson	7:00pm	11:00pm	DH4
Walking through Georgia	SE7	The Union marching through Georgia are surprised by Confederate and must split their forces into two to overwhelm and survive.	Divide Brothers	Rick Dunn	7:00pm	11:00pm	DH2
Pegasus Bridge	SE8	The Red Devils attack a German force holding the bridge that became known as Pegasus Bridge.	Sergeants Miniatures	Tom Oxley	7:00pm	11:00pm	DH7

Terrain-Making Workshops – Saturday

Terrain Building Demo: Shanties	T1	Quick and easy buildings suitable for slums of the third world. All materials provided. Hands on time will be provided when appropriate.	Workshop	Tim Peaslee	10:00pm	12:00pm	VH2
Terrain Building Demo: Enhancing your terrain with plastic plants	T2	Most plastic plants are too large for gaming terrain, but if you shop around there are lots of options available. Come and learn what can be use and the techniques to apply them to your terrain.	Workshop	Tim Peaslee	12:00pm	2:00pm	VH2
Terrain Building Demo: Budget Buildings	T3	Turn everyday materials into terrain for the battlefield. All materials provided. This is a hands on class, so come prepared to make something.	Workshop	Tim Peaslee	2:00pm	4:00pm	VH2
Terrain Building Demo: Pink Foam for gaming terrain	T4	Pink insulation foam (also blue and green) has a wide variety of uses for gaming terrain. Come and learn all sort of ways it can be used and techniques for turning it into a piece of great looking terrain.	Workshop	Tim Peaslee	4:00pm	6:00pm	VH2
Terrain Building Demo: Post-Apoc Battle Cars	T5	Turn cheap die cast cars (1/72) into fearsome road warriors (cheaply). All materials provided. This is a hands on class, so come prepared to craft!	Workshop	Tim Peaslee	6:00pm	8:00pm	VH2

Miniature Painting Workshops

Ral Partha Paint and Take	N/A	Learn important and easy techniques for block painting, washes and dry brushing to help you get your armies painted and on your table quickly. You will paint your own figure and take it with you!	Workshop	Ral Partha	10:00am	5:00pm	VH3
----------------------------------	-----	---	----------	------------	---------	--------	-----

Tournaments – Friday

Team Yankee Tournament	TF1	Space for 16 players. \$20 entry fee. Tournament will start at noon and should end around 9pm. Will use the more mission packet. Initial pairings will be based on Army composition and distance traveled. Players will be score separately on gameplay, hobby, and sport. At the end of the second round there will be a lunch break with pizza and paint judging. Further details are posted on the Flames of War Forums, FB: Team Yankee Ohio, and Battle rankings. Contact Anthony Burger (elburgo_1850@outlook.com).	Team Yankee	Anthony Burger	12:00pm	9:00pm	MH-TYBA
------------------------	-----	---	-------------	----------------	---------	--------	---------

Tournaments – Saturday

Bolt Action Tournament	TF1	1150pt Infantry platoon(s) only, no theater lists	Bolt Action	Andy Swingle	9:00am	10:00pm	MH - TYBA
Flames of War Tournament	TF2	Flames of War - WWII Miniatures, 3 round tournament, late war period	Flames of War	Patrick Connolly	9:00am	10:00pm	MH-FoW