

CMH West Wars 2017

SATURDAY Morning May 20th – 9 am to 1 pm

(Doors will open at 8 am)

Event#:SM1

Title: Wings of Glory Battle of Britain

Description: Come and try your luck as either the German or the British player in WW2 airplane game. Can you as a Luftwaffe pilot in a Me109 keep the British fighters at bay and allow your bombers to reach their targets. Can you as a RAF spitfire fighter distract the Me109's from doing their job escorting the bombers? Can you as a British Hurricane pilot in the RAF avoid tangling with the Me109's and bring down as many Luftwaffe bombers as you can before they reach their targets? We will be flying all day as part of a series of scenarios. We will have a Stuka raid on shipping in the English Channel, then a Ju88 raid on an English coast port, then a Dornier squadron will be attacking a city target, and finally Eagle Day all-out attack by the Luftwaffe on London.

Scale: 1/200

Rules: Wing of Glory WW2

Players: Up to 6

Notes: You can bring your own fighters but make sure that they are in the 1/200 scale and not in the 1/144th scale.

Playing Area Required: 2 tables

Game Master: Nate Forte natforteg1@gmail.com

Event#:SM2

Title: Memoir '44 Normandy Campaign

Description: This is a Memoir '44 campaign set in Normandy. This will use the board game pieces in a large battle campaign setting.

Scale: 15mm

Rules: Memoir '44

Players: 10

Notes: Everything will be provided

Playing Area Required: 3 tables set up linearly

Game Master: Kevin Dykman

Event#:SM3

Title:

Description:

Scale:

Rules:

Players:

Notes:

Playing Area Required:

Game Master:

SATURDAY Afternoon May 20th - 2 pm to 6 pm

Event#:SA1

Title: Wings of Glory Battle of Britain

Description: Come and try your luck as either the German or the British player in WW2 airplane game. Can you as a Luftwaffe pilot in a Me109 keep the British fighters at bay and allow your bombers to reach their targets. Can you as a RAF spitfire fighter distract the Me109's from doing their job escorting the bombers? Can you as a British Hurricane pilot in the RAF avoid tangling with the Me109's and bring down as many Luftwaffe bombers as you can before they reach their targets? We will have a Stuka raid on shipping in the English Channel, then a Ju88 raid on an English coast port, then a Dornier squadron will be attacking a city target, and finally Eagle Day all-out attack by the Luftwaffe on London.

Scale: 1/200

Rules: Wing of Glory WW2

Players: Up to 6

Notes: You can bring your own fighters but make sure that they are in the 1/200 scale and not in the 1/144th scale.

Playing Area Required: 2 tables

Game Master: Nate Forte natforteg1@gmail.com

Event#:SA2

Title: Brusilov Forward!

Description: This is Russia WW1 in a final attempt to break the German stranglehold. Will they have a successful offensive or will the Germans counter them with their own offensive?

Scale: 15mm

Rules: Squarebashing

Players: 4

Notes:

Playing Area Required: 5' x 8'

Game Master: Terry Shockey tshockey8981@msn.com

Event#:SA3

Title: Cambrai 1917

Description: The Battle of Cambrai 1917 is noted for the first successful mass use of tanks on the Western Front. The British made great gains at first and church bells rang throughout Britain, but they soon bogged down in the face of stout German defenses while their unreliable machines ground to a halt. The Germans then unleashed a counterattack with their rapidly developing storm trooper tactics and by the end of the battle had restored their front line. Can you as the British commander effectively use your new landships to breach the German lines and reach the green fields beyond? Can you as the German commander stop the British attack and then unleash your counterattack at the perfect moment to restore your front line?

Scale: 15mm

Rules: Mud & Blood (homegrown)

Players: 6

Notes: Figures provided

Playing Area Required: 3 tables

Game Master: Dave Newport liquorchikken@gmail.com

Event#:SA4

Title: Memoir '44 Normandy Campaign (cont.)

Description: This is a Memoir '44 campaign set in Normandy. This will use the board game pieces in a large battle campaign setting.

Scale: 15mm

Rules: Memoir'44

Players: 10

Notes: Everything will be provided

Playing Area Required: 3 tables set up linearly

Game Master: Kevin Dykman

Event#:SA5

Title: Crossing the Lossinor River.

Description: Fredrick's Prussians are trying to force a river crossing against unprepared Austrians.

Scale: 28mm

Rules: Rank and File

Players: 4 -7

Notes: Figures provided

Playing Area Required: 3 tables for a 6' x 7.5' game area

Game Master: Doug Wildfong dwwild84@gmail.com

SATURDAY Evening May 20th - 7 pm to 11 pm

Event#:SE1

Title: Wings of Glory Battle of Britain

Description: Come and try your luck as either the German or the British player in WW2 airplane game. Can you as a Luftwaffe pilot in a Me109 keep the British fighters at bay and allow your bombers to reach their targets. Can you as a RAF spitfire fighter distract the Me109's from doing their job escorting the bombers? Can you as a British Hurricane pilot in the RAF avoid tangling with the Me109's and bring down as many Luftwaffe bombers as you can before they reach their targets? We will have a Stuka raid on shipping in the English Channel, then a Ju88 raid on an English coast port, then a Dornier squadron will be attacking a city target, and finally Eagle Day all-out attack by the Luftwaffe on London.

Scale: 1/200

Rules: Wing of Glory WW2

Players: Up to 6

Notes: You can bring your own fighters but make sure that they are in the 1/200 scale and not in the 1/144th scale.

Playing Area Required: 2 tables

Game Master: Nate Forte natforteg1@gmail.com

Event#:SE2

Title: Solaris VII Grand Melee

Description: Can you pilot your mech to victory in this year's Grand Melee or will you end up as only so much scrap in the arena?

Scale: N/A

Rules: MechWarrior Dark Age

Players: 2-8

Notes: Mechs will be provided, Rules taught.

Playing Area Required: 2 Tables

Game Master: Jeff Hunt huntje06@yahoo.com

Event#:SE3

Title: Cambrai 1917 (cont.)

Description: The Battle of Cambrai 1917 is noted for the first successful mass use of tanks on the Western Front. The British made great gains at first and church bells rang throughout Britain, but they soon bogged down in the face of stout German defenses while their unreliable machines ground to a halt. The Germans then unleashed a counterattack with their rapidly developing storm trooper tactics and by the end of the battle had restored their front line. Can you as the British commander effectively use your new landships to breach the German lines and reach the green fields beyond? Can you as the German commander stop the British attack and then unleash your counterattack at the perfect moment to restore your front line?

Scale: 15mm

Rules: Mud & Blood (homegrown)

Players: 6

Notes: Figures provided

Playing Area Required: 3 tables

Game Master: Dave Newport liquorchikken@gmail.com

Event#:SE4

Title: Memoir '44 Normandy Campaign (cont. if needed)

Description: This is a Memoir '44 campaign set in Normandy. This will use the board game pieces in a large battle campaign setting.

Scale: 15mm

Rules: Memoir'44

Players: 10

Notes: Everything will be provided

Playing Area Required: 3 tables set up linearly

Game Master: Kevin Dykman

SUNDAY (Games) Morning May 21st – 8 am – 12 noon

(Doors will open at 8 am)

SUNDAY (Garage Sale) May 21st – 9 am to 11:30 am

(Note: I will have the doors open at 8 am for setup. Please clean up prior to the monthly meeting to allow for games to be set up. Games have priority for tables.)

Bring your new/used miniatures, games, terrain, books etc... One man's discards is another man's treasure.

Event#:Su1AM Will start at 10AM and continue into the afternoon

Title: West Wars 15mm HOTT Tournament

Description: Try your hand at this spectacular Fantasy War Game! Each side will play a 72 AP army in three commands on a 48" by 30" Board. Players can choose to play solo, or in teams of two or more. Terrain will be preset, with sketches distributed in advance. Standard (2002 or 2015) rules, but Large Spear and Large War Band will be welcome. The "Mass Battles" rules from HOTT will be used. Fun will be had by all! Great prizes!

Scale: 15mm

Rules: HOTT

Players: Up to 12

Notes: -

Playing Area Required: up to 6 tables

Game Master: John Brown jsandmbrown@msn.com & Terry Shockey tshockey8981@msn.com

Event#:Su2AM

Title: Wings of Glory Battle of Britain

Description: Come and try your luck as either the German or the British player in WW2 airplane game. Can you as a Luftwaffe pilot in a Me109 keep the British fighters at bay and allow your bombers to reach their targets. Can you as a RAF spitfire fighter distract the Me109's from doing their job escorting the bombers? Can you as a British Hurricane pilot in the RAF avoid tangling with the Me109's and bring down as many Luftwaffe bombers as you can before they reach their targets? We will have a Stuka raid on shipping in the English Channel, then a Ju88 raid on an English coast port, then a Dornier squadron will be attacking a city target, and finally Eagle Day all-out attack by the Luftwaffe on London.

Scale: 1/200

Rules: Wing of Glory WW2

Players: Up to 6

Notes: You can bring your own fighters but make sure that they are in the 1/200 scale and not in the 1/144th scale.

Playing Area Required: 2 tables

Game Master: Nate Forte natforteg1@gmail.com

Event#:Su3AM

Title:

Description:

Scale:

Rules:

Players:

Notes:

Playing Area Required:

Game Master:

SUNDAY (Club Meeting) May 21st - 12 noon - 12:30 pm

Club Officer's Elections.

SUNDAY (Games) Afternoon May 21st - 12:30 pm - 5 pm

Event#:Su1 Will start at 10AM and continue into the afternoon

Title: West Wars 15mm HOTT Tournament

Description: Try your hand at this spectacular Fantasy War Game! Each side will play a 72 AP army in three commands on a 48" by 30" Board. Players can choose to play solo, or in teams of two or more. Terrain will be preset, with sketches distributed in advance. Standard (2002 or 2015) rules, but Large Spear and Large War Band will be welcome. The "Mass Battles" rules from HOTT will be used. Fun will be had by all! Great prizes!

Scale: 15mm

Rules: HOTT

Players: Up to 12

Notes: -

Playing Area Required: up to 6 tables

Game Master: John Brown & Terry Shockey

Event#:Su2

Title: France 1940

Description: Why did the Germans win in 1940? On paper their tanks were not as good and their army was smaller and no better equipped than the French army. We've designed this scenario to show a German command that is more flexible and agile than the French, and one that specializes in combined arms. If the Germans play by their own rules, they can blitz through the French and exploit deep into France. The French are powerful, but slow to react. Yet if the Germans would just stand still for a moment, French forces can pin the invaders, destroy their fragile tanks and save France. Whose game do you play?

Scale: 15mm

Rules: Tactical Combat (homegrown)

Players: 6

Notes: Figures provided

Playing Area Required: 3 tables

Game Master: Dave Newport liquorchikken@gmail.com

Event#:Su3**Title: The Resupply Mission**

Description: The French are trying to bring an additional Gun and supplies to their Frontier Fort against an intercepting force of English and Indian Allies.

Scale: 28mm

Rules: Muskets and Tomahawks

Players: 4 to 6

Notes: Figures provided

Playing Area Required: 3 tables for a 6' x 7.5' game area

Game Master: Doug Wildfong dwwild84@gmail.com

Event#:Su4**Title: Thirty Years War**

Description: Imperialist Vs Swedes

Scale: 15mm

Rules: DeBellis Rationis (DBR)

Players: 2-4

Notes: -

Playing Area Required: 2 Tables

Game Master: Matt Vigil Panzerthree@yahoo.com

Event#:Su5**Title: English Civil War**

Description: Small intro game of Peter Dennis/Andy Callan paper soldier English civil war.

Scale: 28mm

Rules: Peter Dennis/Andy Callan paper soldiers.

Players: 2

Notes: -

Playing Area Required: 2 Small Tables

Game Master: Bradley Thorton