



CelestiCon Miniatures Games

FRIDAY

15mm De Bellis Antiquitatis tournament

Friday, 6:00 PM for 5 hours in Grand Salon 5-12.

Gamemaster: David M. Kush

Game: De Bellis Antiquitatis

Version: 2.2

GM Provides Miniatures? Can Provide

Army Points:

Rules Knowledge: Useful

4 round tournament. No built up area. Army list from Sue Barkers 3.0 online lists may be used with GM(my) approval.

Friends, OGREs, Countrymen!

Friday, 8:00 PM for 6 hours in Grand Minis Tbl.

Gamemaster: Jim Kundert

Game: OGRE Miniatures

GM Provides Miniatures? Yes

Army Points: Nuclear!

Rules Knowledge: Beginners Welcome

Slug it out in classic nuclear style with Heavy Tanks, GEVs, and massive psychotic cybertanks. Beginners Welcome, All miniatures supplied.

SATURDAY

Field of Glory Tournament

Saturday, 8:00 AM for 12 hours in Minis 13-18.

Gamemaster: Dannie Martz

Game: Field of Glory

GM Provides Miniatures? No

Army Points: 900 pts

Rules Knowledge: Required

A three round FoG tournament in 15/18 mm scale. Bring one 900-point army from any released FoG Companion army book. Lists with deployment order due to Dannie Martz, leadman25 at aol dot com, NLT midnight Wednesday, August 31, 2011. Schedule: Sign-in: 8:30; Round 1, 9:00 am; Round 3 ends, 9:00 pm.



CelestiCon Miniatures Games

Warhammer 40K Tournament

Saturday, 8:00 AM for 11 hours in Minis 1-12.

Gamemaster: Doc Dragon

Game: Warhammer 40K

GM Provides Miniatures? No

Army Points: 1,500 pts

Rules Knowledge: Required

Army Size: 1,500 points. Special Characters are allowed. All missions will be straight out of the rule book. Expect one of each Mission type and one of each deployment type. Allies: No Allies of any kind will be allowed in your army. All models must be fully painted.

Across the Sea of Stars

Saturday, 9:00 AM for 6 hours in Minis 21.

Gamemaster: Michael Boehm

Game: Full Thrust

Version: Cross Dimensions

GM Provides Miniatures? Yes

Army Points: n/a

Rules Knowledge: Beginners Welcome

When the Freedomians declared their independence from the Taurian Empire, they knew their overlords would not let them go easily. However the invasion fleet the Taurians sent surprised everyone with its strength and ferocity. Now the Freedomians are up against the wall as the Taurians come in for the kill. Can the Freedomians defend their last free-trade space station against the onslaught of the mighty Taurian fleet? Full Thrust is an easy to learn spaceship-combat game that is fast and fun to play.

Bugs versus Tanks

Saturday, 9:00 AM for 6 hours in Minis 19-20.

Gamemaster: Bill Kurtz

Game: Starguard

GM Provides Miniatures? Can Provide

Army Points: 1 Tank, 1 APC, 1 team (Humans) 1 Ton (Bugs)

Rules Knowledge: Beginners Welcome

Armor and grunts need to remove the Dreenoi (bug) threat. You're outnumbered, but they're outgunned.



CelestiCon Miniatures Games

Ten Ten: The Wuchang Uprising

Saturday, 9:00 AM for 4 hours in Minis 22.

Gamemaster: Eric Lindberg

Game: Sword and the Flame

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Beginners Welcome

This year is the 100th anniversary of the rebellion that overthrew the last imperial dynasty in China. This game pits forces of the Republican rebels against the Manchu Imperial forces.

Battles Across France

Saturday, 1:00 PM for 4 hours in Grand Minis Tbl.

Gamemaster: Frank Chadwick

Game: Command Decision

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Beginners Welcome

Frank Chadwick will be the celebrity Game Master in this 15mm miniatures scenario of the 1944 fighting in Northwest Europe using Frank's Command Decision rules featuring Rick Schuldt's incredible terrain and miniatures

Lazy Beatdown

Saturday, 4:00 PM for 8 hours in Minis 19-24.

Gamemaster: Ray Snyder

Game: Warmachine/Hordes

Version: Mark 2

GM Provides Miniatures? No

Army Points: 35

Rules Knowledge: Required

Time for some late Day Warmachine and Hordes. Swing by for a 35 point Steamroller. Bonus Victory Points awarded for winning a game before dice down is called.



CelestiCon Miniatures Games

Bastard Sons of the Desert!

Saturday, 7:00 PM for 4 hours in Minis 21-22.

Gamemaster: Matt Hilzendrager

Game: March or Die

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Useful

With romantic dreams of adventure, you've dashed off to join the French Foreign Legion! But soon after those dreams fade into long thirsty marches in the sweltering desert heat and unforgiving sands! Your new orders have arrived.. "Rescue the lost Egyptologists from the curs'ed temple ruins of (El)Abu Zayan! And Beware the fanatic Bedouin sworn to destroy the Infidel. March or Die, Legionaire!" (28mm minis/terrain provided)

Battles of the Second Punic War

Saturday, 7:00 PM for 6 hours in Grand Minis Tbl.

Gamemaster: Roger Mark

Game: Commands & Colors Ancients Epic in Miniature

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Beginners Welcome

Commands & Colors Ancients Epic is a fun and intriguing game. The Second Punic War,(218 BC to 202 BC) was fought between the Republic of Rome and The Carthaginian City States and determined the future of the Western Mediterranean. Namely the prominence of Rome. The plan is to play a few key battles from this history defining war. Hundreds of beautifully painted 28mm miniatures will be used on a fully terrained battle board. Can you change history?

Quar Armored Assault!

Saturday, 7:00 PM for 3 hours in Minis 1-2.

Gamemaster: Andrew Walters

Game: Songs of Our Ancestors

Version: with armored vehicles form Spats and Pedrails

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Beginners Welcome

Two tables of Quar combat! Two armored tractors and elite infantry battle around a Quar termite farm, and the might Baeliog attempts a trench breakthrough!



CelestiCon Miniatures Games

Silent Death - Astromash (Red Shirt)

Saturday, 7:00 PM for 2 hours in Minis 10.

Gamemaster: Julius Wu

Game: Silent Death - The Next Millennium

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Beginners Welcome

Fly 'til you die; then fly some more. The classic Red Shirt Smash. Rules will be taught. Silent Death is by far the most fun you'll have flying space fighters in dogfights against one another. This is an introductory event to the game of Silent Death - The Next Millennium.

Silent Death - Astromash (Red Shirt)

Saturday, 9:00 PM for 2 hours in Minis 10.

Gamemaster: Julius Wu

Game: Silent Death - The Next Millennium

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Beginners Welcome

Fly 'til you die; then fly some more. The classic Red Shirt Smash. Rules will be taught. Silent Death is by far the most fun you'll have flying space fighters in dogfights against one another. This is an introductory event to the game of Silent Death - The Next Millennium.

SUNDAY

Field of Glory: Renaissance Tournament

Sunday, 8:00 AM for 12 hours in Minis 13-17.

Gamemaster: Dannie Martz

Game: Field of Glory

GM Provides Miniatures? No

Army Points: 800 pts

Rules Knowledge: Required

A three round FoG: Renaissance tournament in 15/18 mm scale. Bring one 800-point army from any released Renaissance Companion army book. Lists with deployment order due to Dannie Martz, leadman25 at aol dot com, NLT midnight Wednesday, August 31, 2011. Schedule: Sign-in: 8:30; Round 1, 9:00 am; Round 3 ends, 9:00 pm.



CelestiCon Miniatures Games

Warhammer Fantasy Tournament

Sunday, 8:00 AM for 11 hours in Minis 1-12.

Gamemaster: Doc Dragon

Game: Warhammer Fantasy Battles

GM Provides Miniatures? No

Army Points: 2,500 pts

Rules Knowledge: Required

Army Size: 2,500 points. Special Characters are NOT allowed. Also, we are banning the use of these magic items: Book of Hoeth, Folding Fortress & Power Scroll. All missions will be straight out of the rule book. I will be using three of the first five missions available (i.e. not Watchtower mission). Terrain: No mysterious terrain will be in use. All models must be fully painted.

Duck Hunt : Fowl Showdown

Sunday, 9:00 AM for 6 hours in Minis 19-20.

Gamemaster: Jim Shumaker

Game: Car Wars

Version: Cartooned 5e

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Beginners Welcome

Toontown is all the bluster after Donald threw down a no holds barred challenge to Daffy. Donald and his friends can beat Daffy and his friends any day. It's a Cartoon Carnage inspired Car Wars to figure out who is really the Mightiest Duck.

Battle on the Tigris the 1914-1915 Mesopotamian campaign

Sunday, 10:00 AM for 7 hours in Grand Mini.

Gamemaster: Rick Schuldt

Game: Special Event

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Beginners Welcome

Main Feature...Battle on the Tigris the 1914-1915 Mesopotamian campaign of WW1 in 28mm. Starring ...One big river,desert out lands ,swamps,semi-armored river steamers and gun boats. Co-starring...The Royal Navy,Desert Tommy,Indian troops, Gurkha's, Lancer Cavalry, along with the Royal Flying Corps. Also starring...A Dug in Johnny Turk with help from his Friends in Berlin. With special appearances by...Those dastardly Arab raiders.



CelestiCon Miniatures Games

The Celesticon Rumble

Sunday, 10:00 AM for 8 hours in Grand Salon.

Gamemaster: Aaron Nascimento

Game: Blood Bowl

Version: CRP

GM Provides Miniatures? Can Provide

Army Points: 1100 + skill packs

Rules Knowledge: Useful

This is a NAF Sanctioned three round, West Coast Grand Prix, resurrection style tournament.

Skill packs:

Players will not gain skills with SPPs. Before the tournament begins, you will choose one of the Skill packages and assign skills to your players.

These will be the only additional skills your team will have for the tournament. Please make a note on your roster as to what package you choose. No player may be given more than one additional skill/upgrade (except where specifically noted).

NOTE: With any given skill package, you may not give the same skill to more than two players of the same position. (IE, you may have two Longbeards with Guard and two Blitzers with Guard, if you like, but you may not have three Longbeards with Guard.)

Package A: 6 normal skill rolls

You may give 6 different players on your team one skill they could normally obtain on a regular skill roll nondoubles.

Package B: 4 normal skills plus 1 "10" roll (+MV/+AV)

You may treat one player on your team as if they rolled a 10 on their skill roll (+MV/+AV), as well as giving 4 other players skills they could obtain on a normal roll.

Package C: 4 normal skills plus 1 doubles

You may give 1 player on your team a skill they could obtain on a doubles roll, as well as giving 4 other players skills they could obtain on normal skill rolls.

Package D: 2 normal skills plus 2 doubles

You may give 2 players on your team a skill they could obtain on a doubles roll, as well as giving 2 other players skills they could obtain on normal skill rolls.

Package E: 2 normal skills plus 1 set of normal/doubles

You may give a single player two skills, one they could obtain on a normal skill roll plus one from a doubles roll, as well as giving 2 other players skills they could obtain on normal skill rolls.



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Package F: 2 sets of normal/doubles

You may give two skills apiece to each of two players -- both will receive one skill they could obtain on a normal skill roll plus one from a doubles roll.

Bring your teams, boards and skill for this NAF Approved tournament.

Another Day in Paradise

Sunday, 10:00 AM for 6 hours in Minis 22.

Gamemaster: Charles Gomez

Game: Ambush Alley

GM Provides Miniatures?

Army Points:

Rules Knowledge: Beginners Welcome

Take command of 2nd Platoon in the fictitious modern city of Dawala, a land in turmoil. 2nd Platoon is tasked with overseeing humanitarian relief to the local populace. Martyr Militia forces have plans to insight the local populace and disrupt coalition forces. This will be three linked scenarios. Fast play with each scenario approximately 2 hours each.

Duel to the Death over France - 1917

Sunday, 10:00 AM for 4 hours in Minis 20-21.

Gamemaster: Steve Hagarty

Game: Canvas Falcons WWI Air Combat

Version: New

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Beginners Welcome

Go face to face flying a French Nieuport or SPAD, British SE5 or German Albatros. This game uses an innovative but playable system to simulate realistic air combat in the vertical and energy management. Once a duel is won or lost you'll be able to start another one so you'll have an opportunity to fight a number of duels during the allotted time. Emphasis will be on quick turns with no waiting for other players.



CelestiCon Miniatures Games

Thunderbolt Apache Leader

Sunday, 2:00 PM for 4 hours in Minis 20.

Gamemaster: Andrew Walters

Game: Thunderbolt Apache Leader

Version: 1st edition, multiplayer, with miniatures!

GM Provides Miniatures? Yes

Army Points: one A-10 or two AH4D per person!

Rules Knowledge: Beginners Welcome

Thunderbolt Apache Leader is a fine solitaire game, but more fun as a group endeavor with the full miniatures and terrain treatment. The People's Democratic Republic of Somewhere has attacked a US ally: you have mere days to deliver enough of a punch to make them rethink their aggression, and it's going to take more than smart bombs.

Silent Death - Astromash (Red Shirt)

Sunday, 3:00 PM for 2 hours in Minis 19.

Gamemaster: Julius Wu

Game: Silent Death - The Next Millennium

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Beginners Welcome

Fly 'til you die; then fly some more. The classic Red Shirt Smash. Rules will be taught. Silent Death is by far the most fun you'll have flying space fighters in dogfights against one another. This is an introductory event to the game of Silent Death - The Next Millennium.

Silent Death - Astromash (Red Shirt)

Sunday, 5:00 PM for 2 hours in Minis 19.

Gamemaster: Julius Wu

Game: Silent Death - The Next Millennium

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Beginners Welcome

Fly 'til you die; then fly some more. The classic Red Shirt Smash. Rules will be taught. Silent Death is by far the most fun you'll have flying space fighters in dogfights against one another. This is an introductory event to the game of Silent Death - The Next Millennium.



CelestiCon Miniatures Games

Battles of the Second Punic War

Sunday, 7:00 PM for 6 hours in Grand Minis Tbl.

Gamemaster: Roger Mark

Game: Commands & Colors Ancients Epic in Miniature

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Beginners Welcome

Commands & Colors Ancients Epic is a fun and intriguing game.

The Second Punic War,(218 BC to 202 BC) was fought between the Republic of Rome and The Carthaginian City States and determined the future of the Western Mediterranean. Namely the prominence of Rome.

The plan is to play a few key battles from this history defining war. Hundreds of beautifully painted 28mm miniatures will be used on a fully terrained battle board. Can you change history?

Kicking the Hornet's Nest

Sunday, 7:00 PM for 8 hours in Minis 12.

Gamemaster: Dennis Seiffert

Game: Full Thrust

Version: v.2.0 w/ Fleet Books 1,2

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Beginners Welcome

Deep in space, a lone asteroid mining facility sits. Rich in ore and other treasure, the base appears to be unprotected, but is it? A fleet of pirates are about to pounce on what could be an easy target, or it could be more than they bargained for.

Victoria Indeed

Sunday, 7:00 PM for hours in Minis 1.

Gamemaster: Frank Chadwick

Game: Space 1889 Steampunk

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Beginners Welcome

Frank Chadwick will be the celebrity Game Master in this 28mm miniatures-RPG scenario that uses Frank's Space: 1889 rules.



CelestiCon Miniatures Games

MONDAY

Bring Me the Head of Ezkejriniopr

Monday, 10:00 AM for 6 hours in Minis 1.

Gamemaster: Glenn Goffin

Game: StarGrunt II

GM Provides Miniatures? Yes

Army Points:

Rules Knowledge: Beginners Welcome

Sacnoth has been bad – selling psionics drugs to the Zhodani in violation of the terms of Sword Worlds' surrender to the Imperium. Sacnoth's rival Gram has the living proof, the Zhodani chemist Ezkejriniopr, kidnapped from the SuSAG psi-drug plant on Hofud. Now Sacnoth Army units and their Hofud allies search Startown for Ezkejriniopr, while Gram special forces try to deliver him to the Imperial occupation authorities. Bring your role-playing as well as your tactical skills. This scenario follows the events of Action on Hofud, the Celesticon/GZG-WCC 2010 StarGrunt game.