



Game Schedule

Shelter Community Church
1441 E Dorothy Ln, Kettering, OH 45429

Friday July 15, 2022 2pm-10pm

Saturday July 16, 2022 9am-11pm

Friday Afternoon		2:00pm - 6:00pm
Unfathomable	Board Game	Coop with a hidden traitor mechanic. The crew are trying to get the ship to the Boston harbor safely, while the traitor is trying to sabotage the efforts.
DC Comics: Birds of Prey (Earth-46)	RPG	Description: An action, combat-oriented, home-brewed version of DC Adventures in which the player characters (PCs) fight to keep law and order in Gotham after a virus wipes out every man on an alternate Earth. Players will be able to select the character of their choice from the following pre-gens based upon the Birds of Prey comic series: Black Canary, Huntress, Lady Blackhawk, Vixen, Hawkgirl and Grace Choi. Prior knowledge of the DC Adventures system or prior experience reading the Birds of Prey comic books; the DC Elseworlds graphic novel JLA: Created Equal or watching the Justice League animated series would be a plus. Teaser: What do The Birds of Prey get when The Secret Sirens pay them a visit? Pure hell in the form of a single word: VOLTHOOM!!!
Open Auditions: Battle for the Starring Role (Destroy all Monsters!)	Tabletop Minis	Do you have what it takes to become the leading monster in the next blockbuster Kaiju movie? Beat all other of the Monsters into unconsciousness as you try to prove to Hollywood that you can carry the movie franchise all on your own! While you're at it, step on a few humans and level a few buildings. *Walk-up players accepted, if there are any open spots at the start of the game. Use the giant monster of your choice to chuck some dice, demolish buildings, and K.O. the other monsters.
Mutant Chronicles - Siege of the Citadel	Tabletop Minis	Up to 5 mercenary teams compete to hunt mutants and score credits. Arrive early for first pick of teams. This game is fun, fast and friendly; beginners welcome!
Clash in the Red River	Board Game	Rule set: The Ironclads. A Union river fleet is attempting to run the Confederate gauntlet. A 6-player game for any level of experience. I will teach the rules.
Dwellings of Eldervale	Board Game	Dwellings of Eldervale blends worker placement, area control, engine building and unique worker units. Players take turns placing a worker in Eldervale or regrouping and activating their tableau of adventure cards.
Planet Unknown	Board Game	competitive game for 1-6 players in which players attempt to develop the best planet. Each round, each player places one polyomino-shaped, dual-resource tile on their planet. Each resource represents the infrastructure needed to support life on the planet.

		Every tile placement is important to cover your planet efficiently and also to build up your planet's engine.
Friday Evening	6:30pm -10:30pm	
Massive Darkness	Board Game	Dungeon Crawl
Clash in the Red River	Board Game	A Union river fleet is attempting to run the Confederate gauntlet. A 6-player game for any level of experience. I will teach the rules.
Foundations of Rome	Board Game	The city-building board game Foundations of Rome puts you into the role of an architect competing to own land and build magnificent structures! Build domes and insulae, fountains, foundries, and more to increase your renown and gaining glory for yourself and the empire
Nidavellir	Board Game	Each turn in Nidavellir, bid a coin on each tavern. In descending order, choose a character and add this character to your army. Each dwarf class has its own scoring way: blacksmith, hunter, warrior, explorer, and miner. A meticulous recruitment will allow you to attract a powerful hero to your army.
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Dune Imperium	Board Game	Worker placement/ deck building
Action 12 Cinema	RPG	Action 12 Cinema is a GMless, shared narrative storytelling game where you'll create an over-the-top action movie style story. It's a great improv experience for people who love action movies and D12s. I'll be there to help facilitate the game for the players.
DC Comics: Birds of Prey: Earth-46: The Catspaw Quartet	RPG	Description: An action, combat-oriented, home-brewed version of DC Adventures in which the player characters (PCs) fight to keep law and order in Gotham after a virus wipes out every man on an alternate Earth. Players will be able to select the character of their choice from the following pre-gens based upon the Birds of Prey comic series: Black Canary, Huntress, Lady Blackhawk, Vixen, Hawkgirl and Grace Choi. Prior knowledge of the DC Adventures system or prior experience reading the Birds of Prey comic books; the DC Elseworlds graphic novel JLA: Created Equal or watching the Justice League animated series would be a plus. Teaser: What do The Birds of Prey get when Catwoman and her Kittens comes to town? A very bad case of cat scratch fever!
Mig Alley Ace - Check Your 6 Jet Age (Plotless Mod)	Tabletop Minis	During The Korean War, the MiG Alley air battles produced many fighter aces... will you be one of them? Take to the skies in either an F-86 or a MIG-15 along with your best wingman to join your teammates in a quick and dirty dogfight over the skies of Korea. Game system is easy to learn and very fun to play. Beginners welcome!

Kaiju Double Crush!	Tabletop Minis	Aliens have landed on Monster Island and set loose an army of brainwashed Kaiju to destroy the world! To fight back humanity will need to unleash monsters of their own€! Blast and brawl as Godzilla and other giant monsters from the classic Toho era of movies and decide the fate of the Earth. No experience required, all ages welcome with adult supervision.
Open Auditions: Battle for the Starring Role (Destroy all Monsters!)	Tabletop Minis	Do you have what it takes to become the leading monster in the next blockbuster Kaiju movie? Beat all other of the Monsters into unconsciousness as you try to prove to Hollywood that you can carry the movie franchise all on your own! While you're at it, step on a few humans and level a few buildings. *Walk-up players accepted, if there are any open spots at the start of the game. Use the giant monster of your choice to chuck some dice, demolish buildings, and K.O. the other monsters.
Saturday Morning 9:30am-1:30pm		
Spirit Island	Board Game	Defend your tropical island against imperialist invaders. Asymmetrical cooperative game for 1-4 players.
Merchants of the Dark Road	Board Game	After half a year of daylight, we must now prepare for the dark season. The roads will be treacherous, but they will still need to be braved by a select few in order to keep our cities thriving. In Merchants of the Dark Road, you are one of these brave few merchants that travel the dangerous paths between cities. While the job is perilous, fame and fortune await.
Dune Imperium	Board Game	Worker placement/ deck building
Massive Darkness	RPG	Dungeon Crawl
Here come the Yankees	Tabletop Minis	Rules: Wings of Glory. WW1 fighter combat
Mutant Chronicles - Siege of the Citadel	Tabletop Minis	Up to 5 mercenary teams compete to hunt mutants and score credits. Arrive early for first pick of teams. This game is fun, fast and friendly; beginners welcome!
Old West Shoot-em-up	Tabletop Minis	Teams of 4 (gangs-units) will mosey around an old west town with different missions. Some are serious, some are for HONOR!
Run for the Roses	Tabletop Minis	Rules: Check Your 6 Jet Age. F-4 Phantoms on a photo recon mission encounter MiG 17s. Can the armed Phantoms protect the unarmed phot recon planes and get them out of harm's way?
Zombicide: Ghostbusters Edition	Board Game	Play Zombicide as the Ghostbusters! Official CMON Survivors and cards... Winston, Ray, Peter, and Egon and their proton packs are the only ones left to take down the oncoming hordes. Make use of the escalation bonus to wipe the streets clean. But watch out! Zuul and Vinz Clotho can cause multiple abominations to spawn on the board, escalating the situation further. Not to mention Gozer, who can gain multiple Abomination abilities once it spawns!
Roll for the Galaxy	Board Game	Roll for the Galaxy is a dice game of empire building.

Saturday Afternoon		2:00pm-6:00pm
Too Many Bones	Board Game	Too Many Bones is a cooperative strategy/RPG game in which you develop your characters with a unique dice-building mechanic and, hopefully, defeat the final boss.
Unfathomable	Board Game	Coop with a hidden traitor mechanic.
Massive Darkness	RPG	Dungeon Crawl
Action 12 Cinema	RPG	Action 12 Cinema is a GMless, shared narrative storytelling game where you'll create an over-the-top action movie style story. It's a great improv experience for people who love action movies and D12s. I'll be there to help facilitate the game for the players.
D&D	RPG	5e D&D Official Material
Battle of the Great Pass	Tabletop Minis	Rules: Law and Chaos Fantasy Fast Play. Will Law or Chaos prevail? 6-8 player event, where younger players are welcome. A not-too-serious fantasy miniatures event. Each player builds his own army based on points.
Assault on Airfield 23 - Rules: What a Tanker! by Too Fat Lardies	Tabletop Minis	A "what if" scenario pitting the Germans against the British. El Imayid, Egypt, 1942. An RAF airfield is under assault by tanks of Rommel's Afrika Korps. Raid on El Imayid Airfield.
Mutant Chronicles - Siege of the Citadel	Tabletop Minis	Up to 5 mercenary teams compete to hunt mutants and score credits. Arrive early for first pick of teams. This games is fun, fast and friendly; beginners welcome!
To Kill a President - Rules: Wars of Insurgency	Tabletop Minis	This has been a bad year for you as the president of Kammebalango. You can't trust some of your generals, rival factions are threatening revolt, and even the UN peacekeepers don't like you. Thank god the people of the capital are still on your side! So, moving from the presidential compound to the airport to attend a meeting of African leaders in Cairo could be dangerous. Players take on the role of one of six factions "the Presidential Guard, local army garrison, UN peacekeepers, the people of the capital, and more" in this free-for-all of a modern city skirmish. Using Wars of Insurgency rules, each faction has a different fate in mind for the poor president of Kammebalango.
Treacherous Seas	Tabletop Minis	Arggggh mateys! Have ye the seafarin' skills to brave the ominous ocean winds, battle fearsome nautical foes, and plunder helpless Caribbean islands? Then climb aboard and captain two pirate ships as ye set sail on the Treacherous Seas!
Too Many Bones	Board Game	Too Many Bones is a cooperative strategy/RPG game in which you develop your characters with a unique dice-building mechanic and, hopefully, defeat the final boss.
Saturday Evening		6:30pm-10:30pm
Scythe	Board Game	Lead your nation to victory in an alternate history World War 1. Deploy your mechs, direct your peasants, and conquer your neighbors.
Tapestry (with both expansions)	Board Game	Create a civilization from ancient history through the future. Enhance your civilization by advancing on tracks in Exploration, Science, Military, Technology, and Arts. Through tile placement and conquering territories, obtain control over areas of the world, while building your capital city to produce income and magnificent landmarks. Tapestry is a

		simple to learn, complex to master 4x game that is highly visually appealing. Rules will be taught as needed.
Crusaders	Board Game	Crusaders: Thy Will Be Done uses a combination of rondel and mancala mechanisms. Each player has their own rondel, which they can upgrade over the course of the game, that controls their action choices during the game. Your faction gives you a special power to control your rondel, and the buildings you erect will help you form a strategy.
Tales from the Loop	Board Game	Based on artwork and book of the same name, players cooperatively move their kids around the 1980s sci-fi Swedish science facility, going to school and doing normal kid things while investigating rumors of science stuff run amok. Don't be late for dinner if you want to stay in favor with your parents.
London Blitz - Rules: Wings of Glory	Tabletop Minis	German bombers vs British fighters
Assault on Airfield 23 - Rules: What a Tanker! by Too Fat Lardies	Tabletop Minis	A "what if" scenario pitting the Germans against the British. El Imayid, Egypt, 1942. An RAF airfield is under assault by tanks of Rommel's Afrika Korps.
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Tournaments		
DayCon Saga Tournament	Saturday Morning	A Saga tournament using factions from the Saga Age of Vikings, Age of Crusades, and Age of Invasions supplements. New players are welcome, and we can provide miniatures and all necessary items needed for people interested in learning to play at the tournament. Experienced players should bring a warbands of 6 points with an additional miniature for the Old Feud scenario. Legendary units, Mercenaries, and Relics are not allowed for this tournament. The rules as defined in the current SAGA rule book will be used along with the latest FAQ document. The three scenarios will be Old Feud, Change of Plans, and The Crossing from the Book of Battles. There will be three 2 hour rounds starting at 10:00am.
Flames of War (LW)	Saturday Morning	This will be a 100-point three-round tournament. Two hour and thirty-minute rounds. Matchups will be Red vs Blue where possible in round one, and Swiss matchups for round 2 and 3. All currently published books are valid, however armies can contain a maximum of one tank formation total. Armies must be base coated at a minimum. Prizes for highest placed allied and axis armies, and best painted and best sportsmanship. One bonus VP will be allocated to army lists turned in by July 11 to kjtreier@cinci.rr.com . Results will be submitted to Battle Rankings.