



# DAY CON

2019



**DAYTON, OHIO**

April 5 & 6 2019

141 E. Dorothy Lane Dayton, Ohio 45429

**EVENT PROGRAM**

# Daycon 2019

To Parking lot

Parking

Parking

Parking

More Parking in back!

DOROTHY LANE ROAD

ENTER HERE

Open Door Gaming  
Quest for Gata

RESTROOMS

REGISTRATION  
GAME SIGN-UP

Gunfights  
& Gambling

CONCESSIONS

L-94 Enterprises

The Game Haven

CIS Games

V1

Game Table  
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OPEN GAMING ROOM

To Flames of War Tournament

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CONCESSIONS

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Paint &  
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Ral Partha  
Chaos Wars

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ACADEMY  
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DOROTHY LANE ROAD

# Welcome to DayCon 2019

Thanks so much for joining us for a day and half of fantastic gaming fun. Whether you're a first timer or back again this year we encourage you try something new. DayCon is organized around the premise of an "all inclusive" event. Today you have the opportunity to play games from different genres and styles. These are games that you may not find at your game night or at your local store. Make sure you take advantage of this opportunity. Meet some new gamer friends and... **TRY SOMETHING NEW!**

## Special Thanks...

The DayCon Staff would like to express our deepest appreciation for the opportunity to use the facilities at Shelter Community Church. **Open Table Ministries** is an amazing organization providing valuable outreach and support to our community. Thank you!

We would also like to thank the **Historical Miniature Gaming Society – Great Lakes Chapter** for the use of the tables for the convention. If you are interested in historical gaming this is the group to game with! Check them out at [www.hmgsgl.org](http://www.hmgsgl.org)

## DayCon Vendors, Publishers and Partners



## Convention Schedule

Friday	
3:00pm – 6:00pm	GM & Player Check-In
3:00pm – 10:00pm	Open Gaming
6:00pm – 10:00pm	Scheduled Games

Saturday	
8:00am – 9:30pm	GM & Player Check-In
9:00am – 10:30pm	Open Gaming
9:30am – 10:30pm	Scheduled Games

Friday		Boardgames and Card Games ☐ 6:00pm - 10:00pm	Table
Blood Rage	"Life is Battle; Battle is Glory; Glory is ALL". In Blood Rage, each player controls their own Viking clan's warriors, leader, and ship. Ragnarök has come, and it's the end of the world! It's the Vikings' last chance to go down in a blaze of glory and secure their place in Valhalla at Odin's side! For a Viking there are many pathways to glory. You can invade and pillage the land for its rewards, crush your opponents in epic battles, fulfill quests, increase your clan's stats, or even die gloriously either in battle or from Ragnarök, the ultimate inescapable doom. <b>GM: Bud Hunter</b>		S13
Eclipse	Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies, and build spaceships to wage war with. There are many potential paths to victory, so you need to plan your strategy according to the strengths and weaknesses of your species, while paying attention to the other civilizations' endeavors. The shadows of the great civilizations are about to eclipse the galaxy. Lead your people to victory! <b>GM: Ron Beard</b>		S14
Star Trek: Ascendancy	Boldly go where no one has gone before. In Star Trek: Ascendancy — you control the great civilizations of the Galaxy, striking out from your home worlds to expand your influence and grow your civilization. Will you journey for peace and exploration, or will you travel the path of conquest and exploitation? Command starships, establish space lanes, construct starbases, and bring other systems under your banner. <b>GM: Matthew Lawson</b>		D2
Tesla vs. Edison	Tesla vs. Edison: War of Currents is a fast-playing, route building, economic and worker placement game focused on invention and industry in the roaring 1880's. <b>GM: Tom Wolan</b>		A1
Trailerpark Wars	You have finally landed the job of your dreams: Trailer Park Manager! To be the best darn Trailer Park Manager in town you must place quality tenants in your trailers, add some sweet amenities to create a fun and friendly atmosphere, and go about destroying the other trailer parks in town... no matter what it takes. <b>GM: Mike Randall</b>		S12
Ultimate Scheme	Lead your evil faction to world domination as you complete your ultimate scheme. <b>GM: Kati Taylor</b>		A3
Zombicide	TURN OFF THOSE LIGHTS! Someone <or something> switched on all the block's lights, turning the neighborhood into a zombie amusement park. Your haven is now a zombie hotspot. Turn them off and secure the area! This cinematic board game is an incredibly fun co-op experience for up to 8 player-survivors. <b>GM: Randy Miller</b>		V1

Friday		Role-Playing Games ☐ 6:00pm - 10:00pm	Table
Are You Mental? Hey, That's Not the Dewey Decimal System!!	You are a superhero! Or At least you think you are since you are currently being held in Ironwolf Asylum under the care of the respected (LOL) Dr. Nacho! Not only is he Freud to your Napoleon, but he's the Alfred to your Superman! He's a really great guy! ANYWAY, there's always trouble in the world, and it's your job to stop it, or cause it, I forget, but you need to do something otherwise something something dolphins. Be adventurous, and as the great Stanis Kirby always says, "Accelerate! [PG-13 Light Rules Taught, Madlibs style character and plot creation game by Wicked Clever Games. Game dice provided. Game 1 of C! PRIZES! #SlippySlappy ] <b>GM: Greg Gray</b>		S3
Conan: Adventures in an Age Undreamed Of	Journey into the deep mysterious forest, explore dark caverns, and sail the high seas. Tempt fate and beware dark magic. <b>GM: Kenneth Riehle</b>		S4
Newhaven Mystery (D&D 5e)	An informant of the city of Capitol City has gone missing... where did he go? It's up to you to find out what happened. Pregenerated characters provided! <b>GM: Austin Stethen</b>		S5
The Curse of the House of Rookwood	The Rookwood family curse grants you dark powers, but it is slowly transforming you and your family members into monsters. Will you bury the Skeletons that haunt your relationships with each other, or will the terrors in the dark be the death of the family? Some mature content. 13+ preferred. <b>GM: Michael Addison</b>		S1

Friday		Tabletop Miniatures Game ☐ 6:00pm - 10:00pm	Table
ACW 10mm First Day of Gettysburg	Assault on the Iron Brigade Gettysburg Day 1 <b>GM: Ken Carnegis</b>		S7
Gaslands - Zombie Bash at Wright-Patt!	Gaslands for experienced as well as 1st time players. We will play The Zombie Bash, for up to 8 players. I will supply vehicles and data sheets. For simplicity sake there will be no sponsors or audience votes. Players whose cars are destroyed can re-enter the game (if they wish) with a Buggy or Motorcycle! Youngsters with an accompanying adult are welcome. Zombie Bash is a great way to 'learn to drive' the Gaslands way. Your main task is to scoop up the zombies infesting Wright Patt, but nothing is stopping you from taking pot shots at the other players. <b>GM: Keith Finn</b>		F1
"Sir those islands are moving at 30 knots" - General Quarters 1 Rules	Cruiser action near Guadalcanal <b>GM: Bill Weber</b>		D1
Buddha's Golden Skulls - G.A.S.L.I.G.H.T Rules	Several groups of adventurers, fortune hunters and evil types search for the Golden Skulls of Buddha, said to be worth millions. Use wit, cunning and brute force to recover the treasure. <b>GM: John Wright</b>		D4

<b>Friday</b>		<b>Tabletop Miniatures Game</b> ☐ <b>6:00pm - 10:00pm</b>	<b>Table</b>
<b>Bush War in Rhodesia - Wars of Insurgency</b>	The Selous Scouts have called in the location of a group of ZANLA freedom fighters. The players take on the role of the Rhodesian Fire Force sent to eliminate the GM-run ZANLA. Alouette helicopters insert sticks of infantry while a paratroop drop aids in cutting off their escape. Learn this fast, fun modern skirmish rules set. <b>GM: Mike Demana</b>		<b>C4</b>
<b>Trading near Lindisfarne Abbey, June 793 - Song of Blades and Heroes</b>	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. <b>GM: Terry Hollern</b>		<b>S11</b>
<b>Ants - Picnic Wars</b>	Black ants must defend their hive from a red ant attack. <b>GM: Brian Circle</b>		<b>S10</b>
<b>Macchi Surprise CY6 - Check Your 6</b>	An early morning patrol of MC 200s and G50s are surprised by some Gladiators and Hurricanes in Northern Greece. <b>GM: Jamie Williamson</b>		<b>D3</b>
<b>Ral Partha's Chaos Wars</b>	Massive Tabletop Rank and Flank Fantasy Battle <b>GM: Jacob Fathbruckner</b>		<b>S15</b>
<b>The Shadow Under Innsmouth</b>	In a cavern below the cursed city of Innsmouth the forces of evil have gathered to complete the ultimate dark ritual and summon the Great Old One to destroy the world. Fortunately the forces of good have arrived just in time to stop them, or have they? Players control a group of colorful pulp characters from the Lovecraft Mythos and battle to see who will prevail in the latest Final Battle between good and evil. <b>GM: Adrian John &amp; Jim Beegan</b>		<b>S9</b>

<b>Saturday</b>		<b>Boardgames and Card Games</b> ☐ <b>9:30am-12:30pm</b>	<b>Table</b>
<b>Dungeon Date</b>	Romance an owlbear, befriend a gelatinous cube, slay your friend's orc boyfriend! A backstabby card game for 2-4 players, featuring simultaneous action selection, simple but meaningful choices, and a healthy dose of treachery! <b>GM: Michael Addison</b>		<b>S1</b>
<b>Eclipse</b>	Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies, and build spaceships to wage war with. There are many potential paths to victory, so you need to plan your strategy according to the strengths and weaknesses of your species, while paying attention to the other civilizations' endeavors. The shadows of the great civilizations are about to eclipse the galaxy. Lead your people to victory! <b>GM: Mike Upton</b>		<b>S14</b>
<b>London, 2nd Edition</b>	Architects attempt to rebuild London after the Great Fire. <b>GM: Tom Wolan</b>		<b>A1</b>
<b>Massive Darkness</b>	Dungeon Crawl <b>GM: Bud Hunter</b>		<b>S13</b>
<b>Masters of the Apocalypse (Playtest!)</b>	Enter a world of fire, blood, and magic in this new mission-based co-operative card game. Take on the role of an intrepid survivor of this post-apocalyptic fantasy mash-up. Undertake daring Missions, salvage ancient relics of technology and magic, and thwart the twin threats of vicious Warlords and unforgiving Wastelands. It's "He-Man" meets "Mad Max" in an all-out Armageddon! <b>GM: A.P. Klosky</b>		<b>S5</b>

<b>Saturday</b>		<b>Boardgames and Card Games</b> ☐ <b>1:00pm-4:00pm</b>	<b>Table</b>
<b>Agents of Mayhem: Pride of Babylon</b>	Based on the Volition Deep Silver video game, Agents of Mayhem: Pride of Babylon is played out on a map featuring multistory, modular buildings that can be destroyed and altered as the battle rages on. Miniatures combat itself is asymmetric, as the LEGION player runs an entire army of diverse and fearsome robots, dark matter powers, giant golems, and doomsday devices, while the MAYHEM player gets to build a team of three elite specialized agents, and give them unique upgrades to build on their individual strengths and shared synergies. <b>GM: Academy Games</b>		<b>S7</b>
<b>Brass: Birmingham</b>	Brass. Birmingham tells the story of competing entrepreneurs in Birmingham during the industrial revolution, between the years of 1770-1870. <b>GM: Tom Wolan</b>		<b>A1</b>
<b>CO2</b>	Each player is the CEO of an energy company responding to government requests for new, green power plants. The goal is to stop the increase of pollution while meeting the rising demand for sustainable energy — and of course profiting from doing so. You will need enough expertise, money, and resources to build these clean power plants. Energy summits will promote global awareness, and allow companies to share a little of their expertise while learning still more from others. <b>GM: Dan Joyce</b>		<b>S2</b>
<b>Dungeon Date</b>	Romance an owlbear, befriend a gelatinous cube, slay your friend's orc boyfriend! A backstabby card game for 2-4 players, featuring simultaneous action selection, simple but meaningful choices, and a healthy dose of treachery! <b>GM: Michael Addison</b>		<b>S1</b>
<b>Hellapagos</b>	After becoming shipwrecked, a group of castaways found themselves on a desert isle. At first, the surroundings seem like paradise, but life soon proves difficult. Water flows at the whim of sparse precipitation, and fish are scarce. It's doubtful whether everyone can survive this diet... There is only one solution: Construct a large raft together. But don't waste any time, because the clouds on the horizon suggest the arrival of a dangerous hurricane! At the end of the game, the players who manage to leave the isle in time will win, assuming anyone survives that long! <b>GM: Mike Randall</b>		<b>C3</b>

Saturday Boardgames and Card Games ☐ 1:00pm-4:00pm		Table
<b>Loan Shark</b>	Players must travel from district to district in order to attempt to sell items there while trying to avoid the man that you owe money to till you are able to pay it off, The Loan Shark <b>GM: Caleb Everett</b>	<b>H1</b>
<b>Masters of the Apocalypse (Playtest!)</b>	Enter a world of fire, blood, and magic in this new mission-based co-operative card game. Take on the role of an intrepid survivor of this post-apocalyptic fantasy mash-up. Undertake daring Missions, salvage ancient relics of technology and magic, and thwart the twin threats of vicious Warlords and unforgiving Wastelands. It's "He-Man" meets "Mad Max" in an all-out Armageddon! <b>GM: A.P. Klosky</b>	<b>S5</b>
<b>Pandemic</b>	Several virulent diseases have broken out simultaneously all over the world! The players are disease-fighting specialists whose mission is to treat disease hotspots while researching cures for each of four plagues before they get out of hand. <b>GM: Greg Horner</b>	<b>S13</b>
<b>Scythe</b>	Worker Placement, Resource Management, and Combat game set in alternate history - post WWI Eastern Europa. Origins Game of the Year winner, Golden Geek Game of the Year Winner. <b>GM: Josher Lumpkin</b>	<b>S14</b>
<b>Tudor</b>	In Tudor, you are a Lord in the court of King Henry VIII. Here you will be positioning your Courtiers among the influential Lords who grant you actions that allow you to maneuver your family members to high title offices and gain their respective Rings of prestige and power. <b>GM: Academy Games</b>	<b>S6</b>

Saturday Boardgames and Card Games ☐ 2:00pm-6:00pm		Table
<b>Star Trek: Ascendancy</b>	Boldly go where no one has gone before. In Star Trek: Ascendancy — you control the great civilizations of the Galaxy, striking out from your home worlds to expand your influence and grow your civilization. Will you journey for peace and exploration, or will you travel the path of conquest and exploitation? Command starships, establish space lanes, construct starbases, and bring other systems under your banner. <b>GM: Mathew Lawson</b>	<b>D2</b>

Saturday Boardgames and Card Games ☐ 4:30pm-7:30pm		Table
<b>Battlestar Galactica :The Board Game</b>	Battlestar Galactica: The Board Game is an exciting game of mistrust, intrigue, and the struggle for survival. Each playable character has their own abilities and weaknesses, and must all work together in order for humanity to have any hope of survival. However, one or more players in every game secretly side with the Cylons! Players must attempt to expose the traitor while fuel shortages, food contaminations , and political unrest threatens to tear the fleet apart. <b>GM: Mike Upton</b>	<b>S14</b>
<b>Brass: Birmingham</b>	Brass. Birmingham tells the story of competing entrepreneurs in Birmingham during the industrial revolution, between the years of 1770-1870. <b>GM: Tom Wolan</b>	<b>A1</b>
<b>Race Formula 90 Hungarian GP</b>	Careful management of your car combined with the use of the right race strategy and a pinch of opportunism are critical ingredients to achieve victory <b>GM: Greg Horner</b>	<b>S13</b>
<b>Risk Europe</b>	Control the crowns, control Europe in the Risk Europe game—an exciting game of medieval conquest. The game challenges players to step into the role of a medieval king and rule feudal Europe by building castles, taxing subjects, expanding territories, and engaging in battle. <b>GM: Dave Foote</b>	<b>C3</b>

Saturday Boardgames and Card Games ☐ 6:30pm-10:30pm		Table
<b>Zombicide - GREEN HORDE</b>	The sequel to the smash hit Zombicide: Green Horde will bring players into the world of deadly medieval fantasy, this time filled with infected orcs and goblins who will put survivors to the ultimate test. This green menace is not only stronger than their human counterparts, but they also tend to gather into massive hordes that ambush the survivors when they least expect it. Uncover the many surprises the Green Horde has in store for you! <b>GM: Randy Miller</b>	<b>F1</b>

Saturday Boardgames and Card Games ☐ 7:30pm-10:30pm		Table
<b>Eldritch Horror</b>	Eldritch Horror is a cooperative game for one to eight players, based on the fiction of H.P. Lovecraft and inspired by the classic board game Arkham Horror. An ancient evil is stirring. You are part of a team of unlikely heroes engaged in an international struggle to stop the gathering darkness. To do so, you'll have to defeat foul monsters, travel to Other Worlds, and solve obscure mysteries surrounding this unspeakable horror. The effort may drain your sanity and cripple your body, but if you fail, the Ancient One will awaken and rain doom upon the known world. <b>GM: Jordon Pennington</b>	<b>A3</b>

<b>Saturday</b>		<b>Role-Playing Games</b> ☐ <b>9:30am-1:30pm</b>	<b>Table</b>
<b>Aces &amp; Eights Reloaded</b>	Ride the open plains, and live the days of the early 1800's. This is the alternate West. Where the Confederate War was ended in a draw. <b>GM: Kenneth Riehle</b>		<b>C2</b>
<b>Shadowrun</b>	Learn to Play the RPG Shadowrun hosted by a veteran. <b>GM: Aaron John</b>		<b>C1</b>
<b>Superhero Adventure (5e Supplement)</b>	Carbide City is under attack by a band of villains bent on running the town for their own profit. Or does it go deeper? Who will stop them? It could be you. If you've ever wanted to be a superhero, now's your chance! <b>GM: Austin Stethen</b>		<b>A3</b>
<b>Treasure Hunter: Complete Rulebook</b>	Pencil and paper RPG designed for beginners <b>GM: Anthony Rea</b>		<b>A2</b>

<b>Saturday</b>		<b>Role-Playing Games</b> ☐ <b>2:00pm-6:00pm</b>	<b>Table</b>
<b>Are You Mental? It's all Up-Soup From Here!</b>	You are a superhero! Or At least you think you are since you are currently being held in Ironwolf Asylum under the care of the respected (LOL) Dr. Nacho! Not only is he Freud to your Napoleon, but he's the Alfred to your Superman! He's a really great guy! ANYWAY, there's always trouble in the world, and it's your job to stop it, or cause it, I forget, but you need to do something otherwise something something dolphins. Be adventurous, and as the great Stanis Kirby always says, "Accelerate! [PG-13 Light Rules Taught, Madlibs style character and plot creation game by Wicked Clever Games. Game dice provided. Game B of Soup! PRIZES! #SlippySlappy ] <b>GM: Greg Gray</b>		<b>C4</b>
<b>Conan: Adventures in an Age Undreamed Of</b>	Journey into the deep mysterious forest, explore dark caverns, and sail the high seas. Tempt fate and beware dark magic. <b>GM: Kenneth Riehle</b>		<b>C2</b>
<b>Eclipse Phase</b>	Deadly dungeon on mars in this sci fi futuristic scenario with intrigue and the fate of the world (mars in this case) rest in your hands. No experience required and materials will be provided. <b>GM: Daniel Holder</b>		<b>D4</b>
<b>Shadowrun</b>	Learn to Play the RPG Shadowrun hosted by a veteran. <b>GM: Aaron John</b>		<b>C1</b>
<b>Treasure Hunter: Complete Rulebook</b>	Pencil and paper RPG designed for beginners <b>GM: Anthony Rea</b>		<b>A2</b>

<b>Saturday</b>		<b>Role-Playing Games</b> ☐ <b>6:30pm-10:30pm</b>	<b>Table</b>
<b>Are You Mental? Gary Busey Ain't Got Nothing on These Hobbits!</b>	You are a superhero! Or At least you think you are since you are currently being held in Ironwolf Asylum under the care of the respected (LOL) Dr. Nacho! Not only is he Freud to your Napoleon, but he's the Alfred to your Superman! He's a really great guy! ANYWAY, there's always trouble in the world, and it's your job to stop it, or cause it, I forget, but you need to do something otherwise something something dolphins. Be adventurous, and as the great Stanis Kirby always says, "Accelerate! [PG-13 Light Rules Taught, Madlibs style character and plot creation game by Wicked Clever Games. Game dice provided. Game 4 of 3! PRIZES! #SlippySlappy ] <b>GM: Greg Gray</b>		<b>C4</b>
<b>CSW: Wake the Dead - Cold Steel Wardens: Roleplaying in the Iron Age of Comics</b>	If there's to be damnation, she had said, let it be of my choosing, not theirs. He knew a little about damnation himself and he had an idea that the lessons, far from being done, were just beginning. "A figure from the vigilantes' past emerges, seeking to take control of New Corinth's streets. Can they find a way to live with his brutality, or has he taken a step too far? <b>GM: A.P. Klosky</b>		<b>S5</b>
<b>Shadowrun</b>	Learn to Play the RPG Shadowrun hosted by a veteran. <b>GM: Aaron John</b>		<b>C1</b>
<b>The Curse of the House of Rookwood</b>	The Rookwood family curse grants you dark powers, but it is slowly transforming you and your family members into monsters. Will you bury the Skeletons that haunt your relationships with each other, or will the terrors in the dark be the death of the family? Some mature content. 13+ preferred. <b>GM: Michael Addison</b>		<b>S1</b>
<b>Treasure Hunter: Complete Rulebook</b>	Pencil and paper RPG designed for beginners <b>GM: Anthony Rea</b>		<b>A2</b>
<b>Vampire The Masquerade 5th Ed.</b>	The VtM, your a Creature of the night, you crave blood, but you must be careful, because your actions do not break the Masquerade. Can you handle the supernatural? <b>GM: Kenneth Riehle</b>		<b>C2</b>

<b>Saturday</b>		<b>Tabletop Miniatures Games</b> ☐ <b>9:30am-11:30am</b>	<b>Table</b>
<b>Ogre Mech - Steve Jackson's Ogre</b>	The Grand Duke has ordered his powerful army of Mechs to crush the Allied forces of Count Fulkner and Prince Mallc that are arrayed against him. Mechs are used like Ogres to battle down enemy forces. <b>GM:</b>		<b>S6,S7</b>

Saturday		Tabletop Miniatures Games ☐ 9:30am-1:30pm	Table
Late War WW I Air Combat	AEF's 94th Aero meets the Red Baron's Flying Circus - Tournament Style (shot down planes respawn) <b>GM: Ken Carnegis</b>		S4
Battle of the Metaurus, 207 BC - Art de le Guerre	Hasdrubal enters North Italy with reinforcements for his brother Hannibal but is intercepted by the Romans and must fight his way free. <b>GM: Steve Verdoliva</b>		D3
Buddha's Golden Skulls - G.A.S.L.I.G.H.T Rules	Several groups of adventurers, fortune hunters and evil types search for the Golden Skulls of Buddha, said to be worth millions. Use wit, cunning and brute force to recover the treasure. <b>GM: John Wright</b>		D4
Bush War in Rhodesia - Wars of Insurgency	The Selous Scouts have called in the location of a group of ZANLA freedom fighters. The players take on the role of the Rhodesian Fire Force sent to eliminate the GM-run ZANLA. Alouette helicopters insert sticks of infantry while a paratroop drop aids in cutting off their escape. Learn this fast, fun modern skirmish rules set. <b>GM: Mike Demana</b>		C4
Federation Commander	Take command of a star ship from the classic Star Trek Era and try to outwit, outmaneuver, and defeat your opponent! <b>GM: Mathew Lawson</b>		D2
X-Wing: Destroy the Death Star - X Wing Miniatures Game	Rebel forces try to destroy the fully operational battle station! Game play on a large 6'x 8' model of the Death Star! <b>GM: Brian Circle</b>		S12
Dutch Defend Semplak - Check Your 6	Dutch East Indies Brewster Buffalos take on Japanese Ki-43 Oscars as they try to defend their Pacific colonies in February, 1942. <b>GM: Tom Oxley</b>		D1
Ral Partha's Chaos Wars	Massive Tabletop Rank and Flank Fantasy Battle <b>GM: Jacob Fathbruckner</b>		S15
Star Wars Speeder Bike Battles	Imperial Scouts and Rebel Commandos face off in this head-to-head battle on Speeder Bikes - and smugglers may be hiding in the woods! Maneuver against your opponent to line up your shot- but watch out for the trees! Easy to learn and play rules. <b>GM: Rich Smethhurst</b>		S3

Saturday		Tabletop Miniatures Games ☐ 2:00pm-6:00pm	Table
Battle of the Metaurus, 207 BC - Art de le Guerre	Hasdrubal enters North Italy with reinforcements for his brother Hannibal but is intercepted by the Romans and must fight his way free. <b>GM: Steve Verdoliva</b>		D3
Gaslands - Zombie Bash at Wright-Patt!	Gaslands for experienced as well as 1st time players. We will play The Zombie Bash, for up to 8 players. I will supply vehicles and data sheets. For simplicity sake there will be no sponsors or audience votes. Players whose cars are destroyed can re-enter the game (if they wish) with a Buggy or Motorcycle! Youngsters with an accompanying adult are welcome. Zombie Bash is a great way to 'learn to drive' the Gaslands way. Your main task is to scoop up the zombies infesting Wright Patt, but nothing is stopping you from taking pot shots at the other players. <b>GM: Keith Finn</b>		F1
Silent Night, Martian Night! - All quiet on the Martian front	December 25th, 1914. In the sleepy town of Grover's Mill, NJ 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 been spotted just outside of town having 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? <b>GM: Adrian John</b>		S3,S4
Ral Partha's Chaos Wars	Massive Tabletop Rank and Flank Fantasy Battle <b>GM: Jacob Fathbruckner</b>		S15
Red Devils in Normandy - Sergeants Miniatures	British paratroops tangle with German infantry in the countryside of Normandy on June 6th, 1944. <b>GM: Tom Oxley</b>		D1
Red Tails at Anzio - Check Your 6	P-40s of the 99th Fighter Squadron are assigned to protect American troops from the Luftwaffe at the amphibious invasion of Anzio. 1/144 scale. <b>GM: Scott Savory</b>		S12
Trading near Lindisfarne Abbey, June 793 - Song of Blades and Heroes	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. <b>GM: Terry Hollem</b>		S11

Saturday		Tabletop Miniatures Games ☐ 6:30pm-10:30pm	Table
Battle of the Metaurus, 207 BC - Art de le Guerre	Hasdrubal enters North Italy with reinforcements for his brother Hannibal but is intercepted by the Romans and must fight his way free. <b>GM: Steve Verdoliva</b>		D3
ACW 10mm Gettysburg Day 1 "Assault on Oak Ridge"	North of Gettysburg on the First Day...can a large Confederate Force be delayed long enough to allow the Union Army to control the high ground South of town? <b>GM: Dave Clark</b>		S8
Fast Food Toy War	Fight it out in a Capture the flag knock them out type game. Players will control fast food toy units. Each unit has powers and abilities that match the character. With over 20 different characters available per side a lot can happen. If your Character is knocked out get a new one rejoin the fight. Each side fights over the map and flags. The game is fast paced and open to all ages. Rules taught. <b>GM: Max Brodbeck</b>		D4



<b>Saturday</b>		<b>Tabletop Miniatures Games ☐ 6:30pm-10:30pm</b>		<b>Table</b>
<b>Malta Milk Run - Check Your 6</b>	A flight of Cant 1007 bombers are escorted to Malta by MC 200s. The British scramble some Hurricanes to intercept. <b>GM: Jamie Williamson</b>			<b>S11</b>
<b>Modern Tanks - GF9 Tanks!</b>	The Modern Age puts you in command of your own tank forming a platoon with your teammates and fighting in the fictional World War III. This easy-to-learn game lets you re-enact the possible battles that could have accrued if the cold war ever went hot. <b>GM: Bob Hume</b>			<b>S3</b>
<b>Battle of Britain: Air Combat Over London -Wings of Glory WW2</b>	Flying the unfriendly skies over England defending or attacking the city of London with Spitfires and Hurricanes against Me-109s and Me-110s as German bombers make their attacks. <b>GM: Tom Oxley</b>			<b>D1</b>
<b>Convoy Attack - WarLord's Cruel Seas</b>	Axis attack on an Allied supply convoy. <b>GM: Sean Weber</b>			<b>D2</b>
<b>Kursk- Arracourt- Patton Rolls East &gt; Jagdpazer Rues</b>	The defense of two villages. Be involved in an Armor Battle between the Germans and Americans in 1944. Huge table using micro-armor Miniatures. <b>GM: James Leach</b>			<b>S9</b>
<b>Ral Partha's Chaos Wars</b>	Massive Tabletop Rank and Flank Fantasy Battle <b>GM: Jacob Fathbruckner</b>			<b>S15</b>

<b>Saturday</b>		<b>Tabletop Miniatures Tournaments ☐ 9:30am-Finish</b>		<b>Table</b>
<b>DayCon 2019 Kings of War Tournament</b>	3rd annual Kings of War Tournament At DayCon. 3 Rounds, 1995 points. <b>GM: Michael Carter</b>			<b>S9</b>
<b>DayCon 2019 Middle-Earth Battle Strategy Game Tournament</b>	Games Workshop Lord of The Rings 500 pts M-EBSG Tournament <b>GM: Brian Woolard</b>			<b>S8</b>
<b>DayCon 2019 Flames of War Tournament</b>	Battlefront Flames of War Tournament <b>GM: Anthony Burger</b>			<b>E1</b>

# Concession Stand Menu

## TREATS

Sweet Treats	\$1.00
Chocolate Bar	\$1.00

## BREAKFAST

Muffin	\$1.00
Danish	\$1.00

## DRINKS

Coke	\$1.00
Diet Coke	\$1.00
Mountain Dew	\$1.00
Bottled Water	\$1.00
Coffee	\$1.00

## MAIN FARE

Hotdog	\$2.00
Killer Pulled Pork Sammy	\$3.00
Chips	\$1.00
Pretzel from Philly Pretzel Factory	\$1.00
Apples & Bananas	\$1.00

