



1776

1776 (776) ⌄ 1
 † 11 ♣ B ■ SE Mull ⌘ 4
 GM: *Matthew Burkins, MD*



Features the first nine months of the Campaign Game. Players bid strategic towns to play the British side. Pairings for the first round of play will be random. The 2nd edition rules will be used.

D: Tu17 (T2); † Tu19, ♣ We9 (R1/4)
 🏠 Ballroom A



A Victory Lost (AVL) ⌄ 1
 † - ♣ B ■ SE ⌘ 6
 GM: *Adam Starkweather, NY*



An introductory-level, two-player game of the Soviet counterattack after the encirclement at Stalingrad from late 1942 until the thaw in March 1943, culminating in von Manstein's backhand blow.

D: Th16 (T2); ♣ Th17 (R1/4)
 🏠 Lampeter

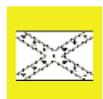


Ace of Aces (AOA) ⌄ 1
 † 33 📖 C ⊖ FF SwEl ⌘ 1
 GM: *Doug Porterfield, VA*



Basic Game without Aces rule. Play whenever you encounter another pilot. **Must be present at Tu18 Registration to get pilot badge and kill reports.** Turn in kills nightly at Kiosk or in Circus meetings.

Tu18, We22, Th22, Fr22; SF/F: Sa14
 🏠 Hopewell



Across Five Aprils (A5A) ⌄ 1
 † 10 ♣ B ■ SE Mull ⌘ 2
 GM: *Jeffrey Lange, AE*



After a three-year absence, this out-of-print classic returns. Side determination in the Mulligan round will be done via random draw. Round 1 results will be used to seed players.

D: Tu17 (T1); † Tu18, ♣ We16 (R1/4)
 🏠 Ballroom A



Adel Verpflichtet (ADV) ⌄ 1
 † 31 📖 C ⊖ SwEl ⌘ 1
 GM: *Tom DeMarco, NJ*



Everyone plays four games, each lasting 30 to 45 minutes. Players earn points based on finish in each game. The top 10 scorers advance to the Semi-Final, where they play two more games.

D: Fr18 (T3); ♣ Fr19 (R1/7)
 🏠 Ballroom B



Battlegroup (BGP) ⌄ 1
 † 13 ♣ B 🗡 MESE ⌘ 3
 GM: *Jeff Billings, MD*



Players command squadrons of WW2 battleships and aircraft carriers. Subs, destroyers, and mines play a role. Determine when and how to seek combat. Sink enemy vessels and win sorties for victory.

D: Th12 (T3); Th13, Th16, Fr13, Fr16; SF/F: Sa12
 🏠 Lampeter



Battleline (BAT) ⌄ 1
 † 52 ♣ B ⊖ SwEl ⌘ 1
 GM: *Bruce Reiff, OH*



Play is round robin in four-player groups for the first round. **Players may not drop out in the middle of the round, which lasts two hours.** Winners advance to one-hour, single elimination rounds.

D: Tu22 (T1); ♣ Fr19 (R1/5)
 🏠 Paradise



BattleLore (BLR) ⌄ 1
 † - ♣ B ⊖ SwEl ⌘ 2
 GM: *Phil Barcafer, PA*



Three one-game rounds, with players matched by record. All 3-0 players plus enough 2-1 records to round up to ideal field will advance to SE play. Tiebreakers are medal count and piece casualties.

D: Tu22 (T3); ♣ We9 (R1/6)
 🏠 Paradise



Clash For Continent (CFC) ⌄ 1
 † 26 ♣ B ■ MSE ⌘ 1
 GM: *Matt Burchfield, VA*



A fast-playing tactical game of battles from the French and Indian War and American Revolution. Each heat is a self-contained SE tournament with the winners meeting in the Final.

D: Th20 (T2); ♣ Fr12 (R1/4), ♣ Fr20 (R1/4); F: Sa12
 🏠 Lampeter



Colosseum (COL) ⌄ 1
 † - ♣ B 🗡 MESE ⌘ 2
 GM: *Eric Hautemont, CA*



In Wolfgang Kramer's latest design, you produce great spectacles in your arena, earning wealth and glory. Attract the most spectators, and you'll be granted the title of Grand Impresario.

D: Th13 (T7); Th15, Fr12; SF/F: Fr18
 🏠 Lancaster



Combat Commander (CBC) ⌄ 1
 † - ♣ B ■ SE Mull ⌘ 3
 GM: *Joel Tamburo, IL*



New card-driven board game series covering tactical infantry combat in World War II. GM will provide DVDs to the finalists. GMT merchandise credit presented to the winner.

D: We19, Fr9 (T4); † We20, ♣ Fr10 (R1/5)
 🏠 † Conestoga 2 / ♣ Conestoga 3



Crusader Rex (CRX) ⌄ 1
 † - ♣ A ■ SE ⌘ 4
 GM: *Dan Dolan, Sr., NJ*



A block game of the Third Crusade, where one player is the Christian Franks and the other the Muslim Saracens. Control Victory Cities. Will use Version 1.4 of the rules in a straight SE format.

♣ We9 (R1/4)
 🏠 Ballroom A



Down in Flames (DIF) ⌄ 1
 † 28 ♣ B ⊖ SwEl ⌘ 1
 GM: *Chris Janiec, PA*



Players must bring **Zero!** to be guaranteed a seat. Preliminary rounds are six-turn dogfights between equally-rated planes. Three SE rounds each involve two identical dogfights, switching sides.

D: Fr11 (T1); ♣ Fr14 (R1/4)
 🏠 Conestoga 2



Elchfest (ELC) ⌄ 1
 † 50 📖 C ■ SE ⌘ 25
 GM: *Dan Dolan, Jr., NJ*



This year will be bigger and just as silly. Each matchup will be a best two-of-three. The new location has nice and even one-piece tables, so moose won't need to jump the gaps. Bring a copy of the game!

D: Tu21 (T1); ♣ Tu22 (R1/6)
 🏠 Paradise



End of the Triumvirate (EO3) ⌄ 1
 † - ♣ B ■ SE ⌘ 1
 GM: *Zev Shlasinger, NY*



In this three-player game set in 56 BC, the Roman Republic is torn by civil war. Caesar, Pompeius, and Crassus seek to eliminate one another, vying to gain supremacy over the empire.

D: Fr21 (T1); ♣ Sa13 (R1/3)
 🏠 Cornwall



Euphrat & Tigris (E&T) ⌄ 1
 † 38 ♣ A 🗡 MESE ⌘ 2
 GM: *Craig Moffitt, NJ*



Event will use standard rules. Players likely need win only one game to advance. If there are 64 or fewer players, 16 will advance to a SE Semi-Final round followed immediately by the Final.

We17, Th11; SF/F: Fr16
 🏠 Marietta


Enemy in Sight (EIS) † 1

† 28 † A ■ SE † 3

GM: Neal Schaffer, MD



Join the designer as he stands before the mast and hosts his 17th Annual *Enemy in Sight* tournament, now available in a Lost Battalion version. Will use official FAQ and errata from AH version.

† Su9 (R1/2)

† Lampeter


Empire of the Sun (EOS) † 1

† 8 † A ■ SE † 4

GM: Mark Herman, MD



Rounds 1, 2, and 3 will use the single year scenarios with bidding for sides. Final round will use the Campaign scenario with bidding for sides. 2007 Reprint rules will be used for all rounds.

† Fr10 (R1/4)

† Lampeter


Fire in the Sky (FIS) † 1

† 20 † A ■ SE † 3

GM: Adam Starkweather, NY



Tournament features Short Campaign game scenario of Turns 2-5. The Allies win if the victory point total is 17 or less, and the Japanese win if it is 18 or more. Standard victory point rules apply.

† Sa10 (R1/4)

† Lampeter


Galaxy (GXY) † 1

† 43 † B † MESE † 2

GM: Mark Mitchell, VA



Drawing for a \$10 GMT merchandise credit during each heat. Must be present to win. The winner also receives a \$10 credit. Up to 20 players advance, depending on the number of table winners.

D: We12 (T5); We13, Th11, Th15, Fr12; SF/F: Sa11

† Ballroom B


Gloria Mundi (GLM) † 1

† - † B † MESE † 2

GM: Jim Vroom, PA



It took three years, but *Gloria Mundi* is finally making its debut at WBC. Play a Roman statesman struggling to survive in an era of cultural decline and political chaos. Up to 6 players per game.

D: Fr15 (T3); Fr16, Fr21; SF/F: Sa18

† Limerock


Imperial (IMP) † 1

† - † B † MESE † 3

GM: David Bohmenberger, PA



Players represent investors who shrewdly manipulate the fates of the Great Nations of pre-WWI Europe in order to increase their personal wealth. Will use the basic rules and setup. Top 16 advance.

D: Th19 (T6); Fr9, Sa13; SF/F: Sa17

† Lancaster


Ingenious (ING) † 1

† - † B † MESE † 1

GM: Pete Stein, OH



A short abstract placement game. Players place colored tiles on the hexagonal board, scoring points, blocking opponents', and trying to protect themselves from being blocked by their opponents.

D: We13, Fr21 (T4); Tu22, We14, Th22, Fr22; SF/F: Su9

† Ballroom B


Kaiser's Pirates (KPR) † 1

† - † B † MESE † 1

GM: Jim Day, MD



A World War I naval action card game. Heats are one hour. Eight players advance to elimination rounds, playing full, three-hour rounds. Each player will receive eight new Action cards.

D: Th9 (T3); Th10, Th14, Fr10, Fr14; SF/F: Sa10

† Lampeter


Monsters Ravage America (MRA) † 1

† 33 † C † MESE † 3

GM: Mark Love, MD



Monsters Ravage America remains the default version, but players can choose it or *Monsters Menace America* in the heats. **Demos one hour before each heat in Paradise Terrace at Table 6.**

We10, Th11, Fr11, Sa15; SF/F: Su9

† Ballroom B


Mystery of the Abbey (MOA) † 1

† 31 † B ■ SE † 2

GM: Ellen Hoam, OH



"The thinking person's *Clue*" is a whodunit boardgame of deduction in a medieval abbey. Move through the abbey, searching for clues, questioning monks and using intuition to uncover the truth.

D: Th18 (T5); † Th19 (R1/2)

† Lancaster


Panzergruppe Guderian (PGG) † 1

† 17 † A † FF SwEl † 6

GM: Robert Frisby, VA



GM will determine match pairings for each round. Be present at the kiosk at the start of any round you wish to join. Playing more than one game per day is subject to the availability of opponents.

Pre-Con (Heritage CD); † Su14+; SF/F: Fr18

† Conestoga 1


Pillars of the Earth (POE) † 1

† - † B † MESE † 3

GM: John Weber, MD



Described as *Caylus*-lite, players take the role of Master Builders attempting to build the best cathedral. The game is being released in an English language edition by Mayfair games in 2007.

D: Tu17 (T7); We13, We23; SF: Th23; F: Sa9

† Ballroom B


Republic of Rome (ROR) † 1

† 16 † B † SwEl † 6

GM: Sean Larsen, NJ



To encourage bolder moves toward the end, a drop dead card will be shuffled into the final quarter of the deck. When this card is reached the game is over. The Final will feature the Late Republic.

D: We14 (T5); We18, Th18; F: Sa14

† Lampeter Rds


Royal Turf (RYT) † 1

† 26 † C ■ SE † 2

GM: Frank Cunliffe, PA



Final will be a six-player game. Hidden bidding and 0's will be in use for all races. *Winner's Circle* with Hidden Bets and *Royal Turf* variants will be allowed. The default version remains *Royal Turf*.

† Sa19 (R1/2)

† Marietta


Santa Fe Rails (SFR) † 1

† 36 † B † MESE † 2

GM: Rob Kircher, RI



Only the standard rules will be used. The Advanced game and optional rules will NOT be used unless all players at the table agree to use them. Round 1 games will be four-player, as possible.

D: Th12 (T4); Tu20, Th13; SF/F: Th17

† Paradise


San Juan (SJM) † 1

† 43 † B † SwEl † 1

GM: Jeff Mullet, OH



All games will be two-player. **Bring a copy of the game if you want to play!** Will use optional rule with extra cards for initial deal and both players discarding to four cards.

Pre-Con D: Mo10 (Wheatland); † Mo11 (R1/4)

† Wheatland

**Saratoga (SAR)** ♣ 1

♠ 20 ♣ B ■ SE Mull ♣ 3

GM: Mark Miklos, GA



Five Battles will be fought in chronological order: Saratoga, Brandywine Creek, Savannah, Guilford Courthouse, and Eutaw Springs. Seeding in the first round will be by AREA points.

D: Th18 (T4); ♠ Th20, ♣ Fr16 (R1/5)

♣ Lampeter

**Shogun (SHG)** ♣ 1

♠ - ♣ B ♣ MESE ♣ 3

GM: Eric Freeman, MD



A blend of Euro-mechanics and wargame elements. (This is not the Hasbro *Shogun*.) First round games use pre-generated setup on the sun side of the board. Semi-Final use advanced set-up.

D: Tu20 (T1); We11, Fr11; SF: Fr22; F: Sa21

♣ Ballroom B

**Sword of Rome (SOR)** ♣ 1

♠ 16 ♣ A ■ SE ♣ 6

GM: Wray Ferrell, NC



Will use the six-turn game for all rounds and no optional rules, unless all players agree. The best Roman, Gallic, Etruscan, and Greek players advance to the Semi-Final. Bid Support Points for side.

Th9; SF: Fr9; F: Sa9

♣ Lampeter Rds

**TransAmerica (TAM)** ♣ 1

♠ 48 ♣ B ■ SE ♣ 1

GM: Lisa Gutermuth, TX



A very simple railway game where each player vies to be the first to connect their own set of five cities. Players place one or two rails each turn and try to make the best use of the other players' networks.

D: Su9 (T1); ♣ Su10 (R1/3)

♣ Ballroom B

**Shifting Sands (SHS)** ♣ 1

♠ - ♣ A ■ SE ♣ 6

GM: Jeff Evich, MD



A point-to-point movement, card-driven game based on the World War II African campaigns. Preliminary rounds use the Tournament scenario. Final will use the Campaign scenario.

♣ Th18 (R1/4)

♣ Lampeter

**Street Soccer (STS)** ♣ 1

♠ 18 ♣ B ■ MSE ♣ 1

GM: Dan Dolan, Sr.



Coach your five players to victory. Each heat is a separate single elimination tournament played in continuous rounds until only one player remains. The two winners meet in the Final. *Bring a copy!*

D: Fr19 (T2); ♣ Fr20 (R1/4), ♣ Sa9 (R1/4); F: Su11

♣ Cornwall

**Tara (TRA)** ♣ 1

♠ - ♣ C ■ MSE ♣ 1

GM: Skip Maloney, NY



A two-player, abstract strategy game. Heats run as independent SE tournaments to single winner. Winners meet in Final. *Demos one hour before each heat in Paradise Terrace at Table 3.*

♣ Tu21, ♣ We20, ♣ Th20, ♣ Fr20 (R1/4); SF/F: Sa19

♣ Marietta

**Triumph of Chaos (TOC)** ♣ 1

♠ 14 ♣ B ■ SE ♣ 3

GM: David Dockter, MN



A two-player, card-driven game. Tournament will use the 1918 Scenario, which plays in 2-1/2 hours and is very balanced. Finalists may use full campaign game. GM will provide door prizes.

D: Th9 (T2); ♣ Th10 (R1/4)

♣ Lampeter

**Union Pacific (UNP)** ♣ 1

♠ 40 ♣ A ■ SE ♣ 2

GM: Bill Beckman, SC



All games 90 minutes or less with four or five players. Will use German 2nd edition rules, including optional dividend card distribution with six non-dividend cards at the bottom of the deck.

♣ We18 (R1/3)

♣ Paradise

**Web of Power (WOP)** ♣ 1

♠ 24 ♣ B ♣ SwEl ♣ 1

GM: Thomas Browne, PA



A quick game of building cloisters in and dispatching advisors to nine medieval European countries. The 16 players with best records advance to the Semi-Final. Four-player Final.

D: We14 (T1); Th15 (R1/6)

♣ Paradise

**Wooden Ships (WSM)** ♣ 1

♠ 21 ♣ B ♣ SwEl ♣ 2

GM: Tim Hitchings, DE



Five Swiss rounds of quick-playing scenarios. Compete in two single ship actions, followed by three two- or three-ship actions. Drop in or out during the eight hours of play. Top four players advance.

D: We10 (T2); ♣ We11 (R1/4); SF: Fr20; F: Sa19

♣ Lampeter

Special HMGS Events!

2007 is a remarkable year for fans of miniatures and board gaming! HISTORICON and WBC are running back to back from July 26 through Aug. 5.

This is a great opportunity to explore both miniatures gaming and the boardgaming hobbies without paying for transportation twice. Join Pete Panzeri, Jr., president of HMGS East and veteran of Iraq, for special presentations Tuesday.

The Fire Next Time (India vs. Pakistan)

A three-hour boardgame/miniatures air-land combined-arms battle between two HUGE armed forces. Tactical battle resolution with air forces, air assault, airborne, armor and mechanized infantry penetration and counterattack from armored forces. Free Matrix Games PC game to MVP. (Tu10, Ballroom A)

Wargaming the Iraq Wars

Two-hour multimedia presentation that includes current information used to train troops deploying to Operation Iraqi Freedom. (Tu15, Hopewell)

The Road to Baghdad

A three-hour boardgame/miniatures campaign using both *Gulf Strike* board game and miniatures for tactical battle resolution. Take part in the decisive battle of Operation Iraqi Freedom. U.S. combined-arms forces penetrate the Kabala Gap and assault on bridge objectives across the Tigris and Euphrates. (Tu17, Ballroom A)



JUNIORS: WBC offers events exclusively for kids 12 and under. Hours for the Juniors program are 9 am to 9 pm on Wednesday through Saturday, with shorter hours on Tuesday and Sunday. Participation in the program is free to children accompanied by a BPA member. Before any Junior may use the Juniors facilities, a parent or guardian must accompany the child to Heritage to complete a consent form. Among other items, this form asks for emergency contact information. In general, Juniors should be able to read, be well behaved and relate well with others. Any child who behaves inappropriately will be asked to leave. Parents are urged to help supervise but refrain from playing any game for their child. Please understand that this is not a baby-sitting service, and we do not track your child's whereabouts at any time. There is a Juniors Room monitor; however, there is no substitute for parental supervision. A library of games is available for use by Juniors.