



www.maydayconvention.com

Edmonton Wargame Group's MayDay 2016 will take place on Saturday 7th May, 2016 at Riverbend Community Centre, 258 Rhatigan Road East, Edmonton, AB.

This will be the twelfth MayDay hosted by [Edmonton Wargame Group](#).

MayDay 2016 Schedule

	MAYDAY 2016 SCHEDULE		SATURDAY 7TH MAY, 2016			
THEME	AM 9 - 12	Max	PM 1 - 4	Max	EVENING 5 - 9	Max
WARHAMMER 40K	WARHAMMER 40K DOUBLES TOURNAMENT	24	WARHAMMER 40K DOUBLES TOURNAMENT	24	WARHAMMER 40K DOUBLES TOURNAMENT	24
DROPZONE COMMANDER	DROPZONE COMMANDER TOURNAMENT	8	DROPZONE COMMANDER TOURNAMENT	8		
GUILD BALL	GUILD BALL MAYDAY CUP	16	GUILD BALL MAYDAY CUP	16		
KINGS OF WAR			KINGS OF WAR TOURNAMENT	12	KINGS OF WAR TOURNAMENT	12
MINIATURES	"OLDHAMMER" 1980's 40K	4	WWII: BATTLE OF KURSK	5	WWII: BATTLE OF KURSK (cont.)	5
MINIATURES	STRANGE AEONS: X-COM	2	RESCUE ON PLANET ZETA 7	4	FROSTGRAVE	8
MINIATURES			DBA – ANCIENT BATTLES FOR BRITAIN	8	BATTLE OF ILIPA 206BC	6
MINIATURES	OPEN MINIATURES GAMING	16	OPEN MINIATURES GAMING	16	OPEN MINIATURES GAMING	16
BOARDGAMES	CTHULU WARS	7	AXIS AND ALLIES 1940	8	AXIS AND ALLIES 1940 (cont.)	8
BOARDGAMES	OPEN BOARDGAMING	16	OPEN BOARDGAMING	16	OPEN BOARDGAMING	16
SILENT AUCTION	SUBMIT ITEMS		BID		RESULTS / PAY	

MayDay 2016 Game Descriptions

WARHAMMER 40K DOUBLES TOURNAMENT

Sponsored by: [Red Claw Gaming](#)

Period/Category: Sci-Fi

Host: Lea-Anne

Max players: 24 (teams of 2). Register individually.

REGISTRATION DEADLINE MAY 1

Figures: 28mm Games Workshop

Rule set: GW Warhammer 40,000

Tournament rules:

-This will be a 3 game doubles event for Warhammer 40K where the teams compete in interesting missions while showing off the hobby and having some fun.

-Each player gets 1000 points, meaning each team is 2000 points.

-The 40k doubles tournament on will not be an ITC event.

-This Tournament will follow the ITC FAQ.

-Custom missions will be used. They will be released about a month in advance of the tournament.

-The 30-day rule will be in effect for this tournament.

Army Composition for this event will be as follows:

- Each individual player will bring up to a 1000-point battle forged army. No unbound lists will be permitted.
- There is limit of 1 detachment/formation per player. NO "Decurion style detachments" will be legal to use. (eldar warhost, gladius, ect)
- Players will treat their teammate's army's units as **Allies of Convenience, regardless** of where they would normally be found on the allies' chart.
- Forge World, and Forge World army lists are legal to use.
- LOW's may only be chosen from ITC approved lows.
- Fortifications will not be legal to use.

This event is to show off the hobby to the rest of the community so models should be painted. With that said do not let unpainted models prevent you from playing.

Each game will be scored as follows:

- Game specific mission: 5 points
- Killing enemy warlords: up to 2 points (1 each)
- First one to destroy a unit: 1 point
- Ending the game with a unit in the opponent's deployment zone: 1 point
- Finishing the game on time: 1 point

This means each game is scored out of 10 points.

Additional Notes:

-Remember that although allied, the armies are not in fact one. So no Orc War Bosses joining Tau Fire Warrior units, no custom force fields protecting Elder Falcons, and so forth.



DROPZONE COMMANDER TOURNAMENT

Sponsored by: [All Star Cards](#)

Period/Category: Sci-Fi

Host: Trevor

Max players: 8 **REGISTRATION DEADLINE MAY 1**

Figures: 10mm

Rule set: Dropzone Commander

Tournament size will be 1500 points Clash with 120 minute rounds, 6 battle groups and played on a 4'x4' table. Painted models preferred, but not required.

Scenarios will be announced at the beginning of each round. Scenarios will be chosen from the official [Hawk Wargames tournament pack](#).



GUILDBALL MAYDAY CUP

Sponsored by:

Period/Category: Guild Ball

Host: Jordan

Max players: 16 **REGISTRATION DEADLINE MAY 1**

Figures: Guild Ball 28mm – must be painted

Rule set: Guild Ball Season 1

All rounds play the same scenario. Game to 12 points where a goal is 4pts and each take outs is 2pts.



KINGS OF WAR TOURNAMENT

Sponsored by: [Red Claw Gaming](#)

Period/Category: Fantasy big battles

Host: Kieran

Max players: 12 **REGISTRATION DEADLINE MAY 1**

Figures: 28mm

Rule set: Kings of War (Mantic)

We will play 3-4 games dependent upon registration. Bring your own painted army of 1500 points. Scenarios will be revealed on the day of the event, selected from Kings of War rule book



“OLDHAMMER” 1980’s 40K

Period/Category: Science Fiction skirmish

Host: Andy

Max players: 4

Figures: 28mm

Rule set: Warhammer 40K 1st Edition (Rogue Trader)

Space Orks, Space Dwarfs. 1980's Rick Priestley Warhammer 40K rules. You get the picture!

WWII: BATTLE OF KURSK - Collision at Step

Period/Category: WWII

Host: Justin

Max players: 5

Figures: 15mm

Rule set: Test of Battle: Command Decision 4

The German 9th Army's offensive from the North made good initial progress, although at considerable cost. Marshal K.K. Rokossovski, commander of the Central Front, covering the Soviet northern defenses, decided that it was time to launch an armored counterattack and re-establish the front line. Rokossovski's sense of timing was normally impeccable. On July 6th 1943, not so much.

This battle pits the elements of the Soviet's 75th Guards Rifle Division supported by the 107th Tank Brigade in a meeting engagement with the leading units of the German 6th Infantry Division and a company of the 505th Heavy Panzer Battalion.

Note: This game runs for two sessions.

STRANGE AEONS: X-Com

Period/Category: Sci-Fi

Host: Chen-song

Max players: 2

Figures: 1/72 scale

Rule set: Strange Aeons with modifications

Take charge of a unit of X-Com operatives and defend the earth from alien invasion! Near future human soldiers against grey aliens and snakemen based on the computer game, using Strange Aeons base rules.



RESCUE ON PLANET ZETA 7

Period/Category: Pulp Sci-Fi

Host: Scott

Max players: 4

Figures: 28mm

Rule set: Fantastic Worlds

A Rocketeer ship has crashed on Zeta 7. Rescue teams are dispatched, but their enemies, the Robot Legion and Xenithians, have other plans.

The Fantastic Worlds rules are available free here:

<http://www.rattraproductions.com>



FROSTGRAVE - The Fountain of Yoot

Period/Category: Fantasy skirmish

Host: Terry

Max players: 8

Figures: 28mm

Rule set: Frostgrave (Osprey)

Rumours abound of a Fountain in town, where the waters will provide wisdom to the mage who drinks from it.

Wizards, warbands and all terrain required to play will be provided.



ANCIENT BATTLES FOR BRITAIN – 100BC – 800AD - DBA Tournament

Period/Category: Ancient

Host: EDBAG (Edmonton DBA Gamers)

Max players: 8

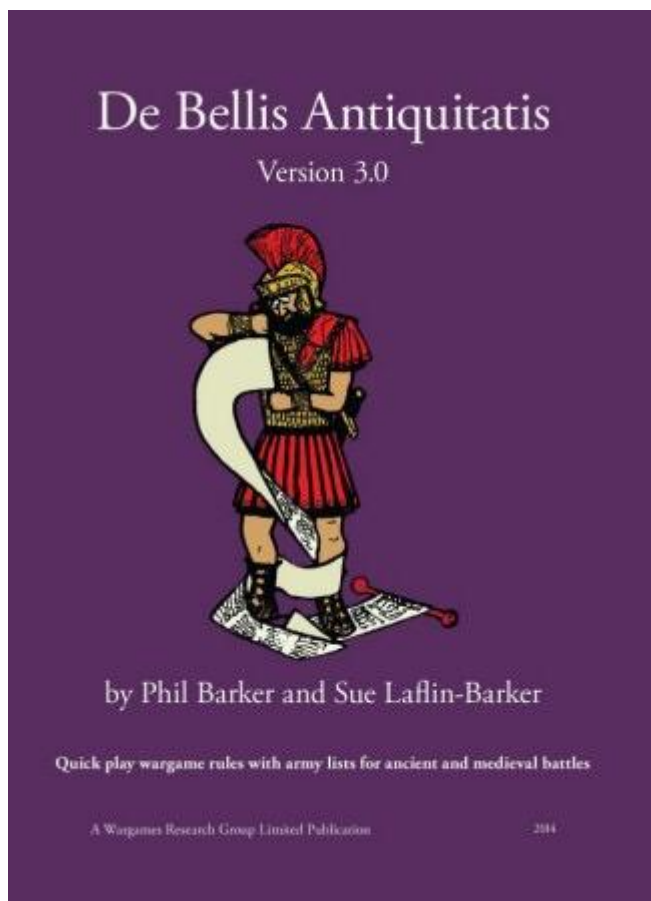
Figures: 15mm

Rule set: DBA 3.0 (WRG)

Theme: Britain before the Viking raids in 793AD - any British Isles based army from 100BC until 800AD.

This will be a 3 round DBA tournament. Bring your army, scenery etc., if you have them. We will have some armies available to borrow. The same list (12 elements) must be used for all 3 rounds.

Armies allowed: Any army from Books 1 & 2 DBA RULES 3.0.BDA that was **based** in Britain or Ireland during that period.



BATTLE OF ILIPA 206BC

Period/Category: Ancient

Host: Dennis

Max players: 6

Figures: 15mm (all miniatures provided)

Rule set: BBDBA - Big Battle De Bellis Antiquitatis 3.0 (WRG)

This is a recreation of the Battle of Ilipa 206BC. The Polybian Romans and their Spanish allies, under the command of Scipio, fought against the Later Carthaginian army of Hasbrudal.

Deployment will be how the armies had deployed in the afternoon of this battle. By the afternoon most of the Carthaginian cavalry had be destroyed by the Romans.

The Romans light cavalry and skirmishers had been harassing the Carthaginian army all morning.

The centre of the Roman army is made of its Spanish allies. These are in effect a holding force while the Roman wings enveloped the Carthaginian army.

The centre of the Carthaginian army had the bulk of their heavy troops. On the wings they had their remaining cavalry and mixed infantry with ELEPHANTS!

This engagement was the deciding battle to determine who controlled the Iberian peninsula and who would have hegemony over it!

We all know how history turned out. Do you want to try to change history?



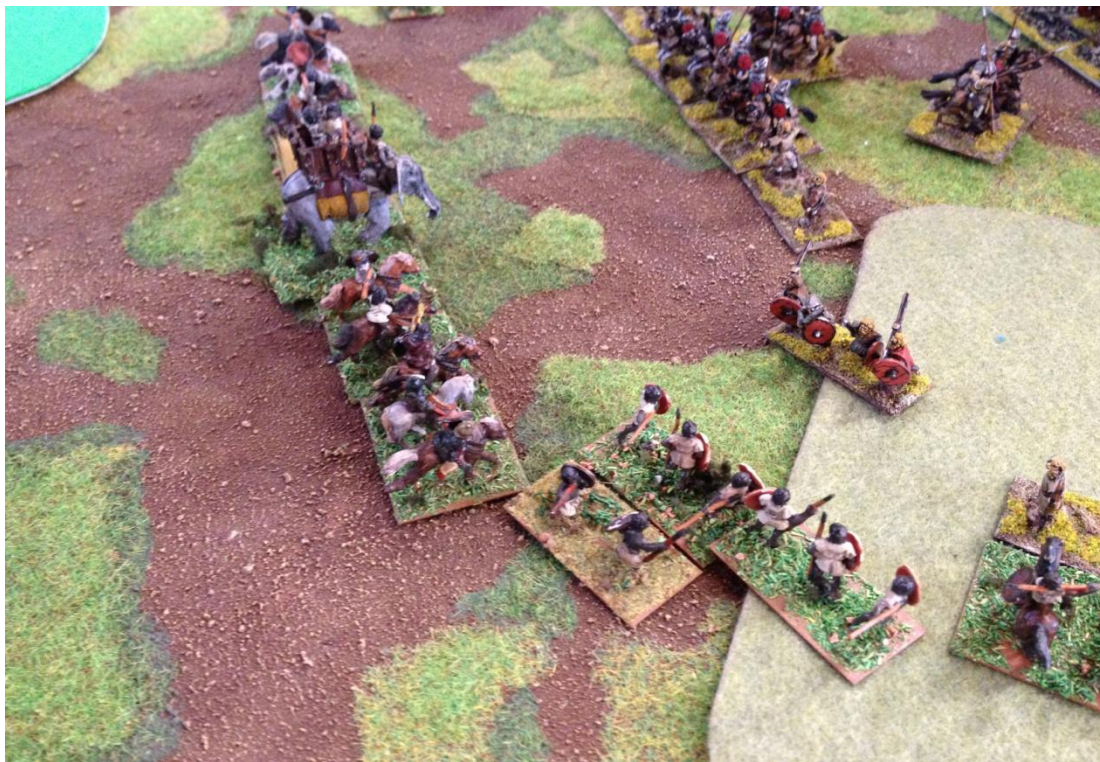
OPEN MINIATURES GAMING

Period/Category: Miniatures

Host: None

Max players: 16

Register for this session to play miniatures games. Players will need to bring their own figures, scenery etc., or join in with someone else's game.



CTHULU WARS - The End of the World as We Know It (and I Feel Fine)...

Period/Category: Return of the Great Old Ones / Lovecraftian Mythos

Host: Craig

Max players: 7

Figures: Boardgame with 28mm miniatures

Rule set: Cthulu Wars

The Great Old Ones are about to return and several factions are building gates to other realms to let unspeakable horrors into our world. Be the faction that brings the most terror and destruction to the earth!

This is Sandy Petersen's (Call of Cthulhu, Doom, Age of Empires) asymmetrical board game of 28mm miniatures trashing the earth to prove who is the greatest of the Great Old Ones.

<https://boardgamegeek.com/boardgame/139976/cthulhu-wars>

I will be teaching the game, but there is an amazing set of videos describing the factions in the game. I've seen new players come to the table well versed in the game after watching some of the videos.

This is the main video, and from there you can find others.

<https://www.youtube.com/watch?v=ihNtr7mb8-c>

This game will use the Earth Map, plastic gates, high priest expansion and the following available factions:

Black Goat

Crawling Chaos

Great Cthulhu

Opener of the Way

Sleeper

Windwalker

Yellow Sign

I will be using the latest errata available for the game.



AXIS AND ALLIES 1940

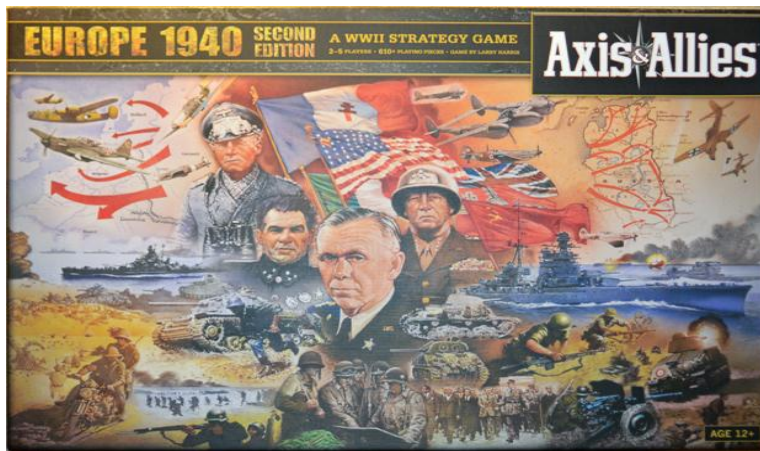
Period/Category: WWII strategy boardgame

Host: Devon

Max players: 8

Rule set: Slightly modified standard rules

Grand strategy set in 1940. Just after the fall of Poland to the German army. Can you stop the blitzkrieg? Can you push through the wealth of the west?



OPEN BOARDGAMING

Period/Category: Boardgames

Host: None

Max players: 16

Register for this session to play boardgames. Players need to bring their own game, or join in with someone else's game.

EWG SILENT AUCTION

There will be a \$2 fee per lot. Maximum of 5 lots per attendee accepted. Complete a form for each lot on the day. Donated items to be sold to raise EWG funds will also be gratefully accepted.

Miniatures, scenery, rules books and supplements, military books, boardgames etc.

NOTES:

Thank you to all the game hosts who have volunteered their time to run games for us.

We try to keep to the advertised schedule, but sometimes events happen that are beyond our control. The games / schedule are therefore subject to change.

Please print your ticket and bring it to the event for admission. Refund requests will not be accepted after May 1. If you cannot attend, you may assign your spot in a tournament to someone else, but please email us first to confirm this.

jonathan@maydayconvention.com

REGISTRATION:

On-line in advance: \$20 (plus a small ticket fee) at www.maydayconvention.com

On the day: \$20 Cash (subject to availability).

Note: Registration deadline for the following tournaments is 8PM May 1 (no on the day registration):

40K Doubles

Guild Ball

Kings of War

Dropzone Commander