

## OP POTUS, Winter's Fury - Saturday February 16th

In an surprise move, the 38th parallel has been crossed by Nato in the largest paratrooper combat drop since the Second World War. However, their target isn't what anyone could have predicted, instead of the North Korean army, a heavily armed and trained hardliner group called the Revolutionary People's Movement who despite having a goal to overthrow Kim Jong Un have taken control of a recently uncovered ICBM missile station, which although currently offline, presents an unprecedented threat to the entire world. The RPM although smaller than the NKA seem to owe their strength and capability to unknown outside help, which would explain how within 24 hours they have shaken the world by decisively striking multiple targets, including a secret Peace conference (news still developing). Will you drop in to fight for the free world? Or will you bring about a new Revolution to the world?

## Endgame: Absolution (Nerf HvZ) - Saturday April 6th

2174. Six months ago a team of Reclaimers entered the isolated Northfall Valley. Using brutal tactics at every turn, they extracted with a wealth of loot and intelligence critical to understanding the deadly Nanogen Pandemic.

But they were not the only ones to escape. Carriers of the Pandemic have flooded out of the Northfall containment area, threatening a Hegemony research outpost and the civilization beyond. A task force of Reclaimers, Hegemony soldiers, and Absolon Corporate Security is being deployed to contain the threat. But other Supercorporations are pursuing their own goals in the area, and noncitizen factions have offered an open bounty on Reclaimers involved in the massacre of '73. The task force will need to be swift, savage, and sharp to survive...let alone accomplish their mission.

## Wasteland 7 - Saturday May 4th

Return to the Wastes this year for MAASF's largest roleplaying event with more event details to come! Chaos reigns in Born, although the Children of Atom failed to gain a foothold, the true threat turned out to be from within, as the Shadow Guild was revealed to be slowly poisoning the local population right under the noses of those sworn to protect the fledgling settlements. Making things worse, Raiders have returned to the region and an already depleted local law enforcement force has begun to buckle under the pressure as the sounds of rotors are heard in the distance.

## Throne of Ashes: Proving Ground - Date TBA

Join MAASF in igniting one of our wildest new series to date! Throne of Ashes is an Imperial Age combat series that challenges players to wage war with swords, shields, spears, bows, armor, primitive firearms, and even siege weapons. Prove yourself in open arena and field combat. Lead your forces on different missions across the field, securing objectives and negotiating with other factions to land a decisive blow or die trying. Finally, join a protracted

night siege, raining hell from powerful engines of war or cutting down attackers from the battlements.

Although the Proving Ground is open to test out our new combat system and help make the series everything it can be, players can look forward to hours of action, a wide variety of scenarios, the props and effects MAASF is renowned for, and a special cache of supplies to give them the edge when the series launches.

## Spring Offensive 11 - Saturday - Sunday May 18-19 2019

### Tiberian Dawn Rise of Kane - Saturday June 8th

In celebration of its recent victory over GDI, the Brotherhood of Nod has built a temple from which its illustrious leader can oversee the war against the weakened Global Defense Initiative. His command is unquestioned, his goal is clear. Nod is on the march and won't allow anything to stop them from remaking the world in Kane's vision. Unbeknownst to Nod, GDI managed to secure vital intelligence prior to its withdrawal. Even though it was damaged during the fatal attack on GDI's base, this intel has offered scientists a new revelation on Tiberium's origins, one that makes returning to the territory an absolute priority for the world's nations.

### Operation Nighthawk - Saturday July 13th

The first 24 hour continuous event at UBG in nearly a decade, Nighthawk is designed as an entry level game to the full milsim experience. Players will have to set up camp, secure supplies, and run patrols throughout the entire course of the day. They will be met not only with the challenge of opposing forces, but limited supplies of ammunition and medical equipment. Will you try and grab a fitful hour of sleep here and there, or will you try and power through the full 24 hours? If you ever watched high-level milsim videos online, but lacked the means to go yourself, this game is designed for you.

### Lost Republic Special Operations - Saturday August 17th

As the Syrian civil war continues, Russia and the United States seek to shore up their positions with precision strikes by Special Forces. In this special event, join up as either US or RUS squads and test your unit's ability to navigate specially crafted scenarios built into blocks. Each block will be unique and reward the squad's ability to think on their feet, communicate, actively use stealth and if the situation calls for it, shoot their way out.

This year's game will work on a more tactical level with squads working together and separately to brief, attempt and debrief each mission as they occur instead of one after the other. These missions are a result will be longer and more complex.

Autumn Justice 12 - Saturday Sunday October 12-13 2019

## Throne of Ashes: The Line - Saturday October 19th 2019

One city. Two factions. And no shortage of men and women willing to die for a cause. Lend your sword, bow, or axe to Rauhall's civil war, and survive the foreign armies, corrupt nobles, and ancient cults seeking to profit from the chaos. Rauhall will burn, but someone has to rule over the ashes.

Join us for the launch of one of our boldest new series to date. Throne of Ashes is an all-day full-immersion combat scenario in an early gunpowder era dark fantasy world. Charge towards your opponents in thundering platemail, rain arrows from a concealed position, or blast through rooms with a blunderbuss. Use lumbering siege engines or unlock deadly alchemical weapons. Steal precious treasure, crack deals with powerful foreign allies, or scout enemy positions to give your side the edge. While the story opens on a direct conflict between two factions, the event team is prepared to craft the series the players want, with each game changing the plot and structure of the next.