



# HISTORICON™

Historical Miniature Gaming's Biggest Summer Vacation! **2007**

## Preliminary Events List - Friday

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### ★ 8:00 AM ★

#### **F-674 - Crossing the Sutlje: 1st Sikh War**

Fri. 8 AM, 6 hrs, 12 players

GM: Mark Stevens

Colonial 28mm, Rules: Flames in the Punjab

The Sikh army has crossed the river into British India. Only a single British division stands in their way. Who will prevail - the French trained Sikh columns or the thin red line?

#### **F-400 - Save Private Ryan! - V for Victory WWII Rules Debut**

Fri. 8 AM, 3 hrs, 3 players

GM: Lee Sowers

WWII 15mm, Rules: V for Victory

Re-fight famous final battle from hit movie Saving Private Ryan. Command German Forces as your SS Panzer Grenadiers and Tiger Tanks try to hunt down the US Command Team, or command US Elite Ranger and Paratroopers trying to avoid being wiped out until reinforcements arrive. If things get too rough, Americans can make a last ditch stand and try for a draw by blowing up bridge. Variable game length and unique turn sequence keep suspense going. Fun, fast and fluid rules; unique gaming experience.

*Rules Taught. Suitable for beginners over age 15.*

#### **F-228 - Kuneitra, 7 Oct. 1973**

Fri. 8 AM, 4 hrs, 5 players

GM: Kurt Schlegel and the HAWKS

Modern 1/285 micro, Rules: LSNC: WW2

The Syrians open the war with an assault by the 7th Infantry Div. and two attached armor brigades on the Israeli prepared positions outside of Kuneitra.

#### **F-281 - Broadsword: The Raid**

Fri. 8 AM, 4 hrs, 6 players

GM: Mark Kinsey with Mark Mills and the Northern Lancaster Wargamers

Sponsor: sixfeetundergames.com

Scifi 15mm, Rules: StarGrunt 2

On the Eve of the Fifth Frontier War the mercenary crew of the Broadsword take a contract which is supposed to be a short ticket for the suppression of a rebellion on Garda Vilis. In this insurgent war are they doomed to repeat the mistakes of the past?

*Children under age 15 welcome with participating adult.*

### ★ 9:00 AM ★

#### **F-508 - Bannockburn, 1314**

Fri. 9 AM, 3 hrs, 8 players

GM: Jeffrey Ball

Sponsor: SAGA

Medieval 25mm, Rules: Medieval Warfare

One of the great battles of the Medieval period is recreated here as Robert the Bruce fights for Scottish independence against the massive English army under Edward II. See if you can hold the Scottish pikes together or break through with the bold, heavily armored English knights with their English, Welsh and Irish foot in support.

*Kids under age 15 welcome if accompanied by adult.*

#### **F-537 - Cog Wars**

Fri. 9 AM, 4 hrs, 16 players

GM: Michael Czar

Sponsor: Merrimack: Old Glory Shipyard, Prize: Certificate

Medieval 25mm, Rules: Cog Wars

The Arabs and Europeans are at it again. Who will control the Mediterraneanian?

### **F-339 - Cog Wars**

Fri. 9 AM, 4 hrs, 10 players

GM: Rodney Cain

Medieval 25mm, Rules: Cog Wars

The middle ages were filled with danger. Perhaps the only thing more foolish than strapping on a suit of metal armor and smacking each other with swords would be doing it while standing on a leaky ship in the middle of the ocean. Take command of your ship and then lead your crew to death or glory! Fast play rules and easy to understand victory conditions (i.e., don't end the game with fewer ships than you started).

*Reasonably Kid friendly, but probably not suitable under the age 11-12 unless accompanied by adult.*

### **F-500 - Battle of Mollwitz, 1741**

Fri. 9 AM, 3 hrs, 6 players

GM: Bruce Taylor

Sponsor: SAGA

Age of Reason 25mm, Rules: Lace Warfare

Frederick has seized Silesia and precipitated the 1st Silesian War. A hastily raised Austrian army under Neipperg has cut the Prussian supply lines in an attempt to force them out. Can the Austrian recruits defeat Frederick's well drilled Prussians?

### **F-522 - Battle of Brandywine, 9 Sept. 1777**

Fri. 9 AM, 3 hrs, 6 players

GM: Chris Parker

Sponsor: Aide De Camp Books

Age of Reason 54mm, Rules: Battle Cry 1776 (modified)

Enjoy a light hearted game using Richard Borgs great game Battle Cry. Washington placed his troops along the Brandywine River to guard the main fords. His intent is to block the British from advancing on Philadelphia. Then word comes that the British have split their forces in an attempt to outflank him. Does he have time to defeat the Germans in detail before the British army can arrive?

*Beginners Welcome. Kid friendly with those age 13 or under playing with a legal adult on same game ticket.*

### **F-223 - Saint Tropez vs. Hughes, 12 Apr. 1782**

Fri. 9 AM, 4 hrs, 6 players

GM: James (Tank) Nickle and the HAWKS

Age of Reason 1:1200, Rules: Fire as She Bears, 2nd Ed

Second of several confrontations between British and French fleets from the Seven Years War near India. One of France's greatest Admirals managed to win the strategic battle for two years against his British counterpart. Can superior French leadership overcome the superiority of the British Tars?

### **F-481 - Warm Work in Shallow Waters**

Fri. 9 AM, 4 hrs, 6 players

GM: Robert Bubulka with Stephen Bubulka

Sponsor: R.P.C. Events

Napoleonic 1/2000, Rules: Don't Give Up the Ship (modified)

This scenario, based on events from Patrick O'Brian's "The Mauritius Command", finds a small British Squadron attempting to capture Port South-East on the island of Mauritius.

*Young players welcome*

### **F-494 - South China Sea**

Fri. 9 AM, 4 hrs, 8 players

GM: Michael Miller

19th Century 1:600, Rules: Home Rules

Naval game of predreadnoughts. A joint Japanese/British squadron faces down a joint Russian/French squadron off the coast of China as territorial possessions are declared and contested. The ships are the 1/600 ships from Old Glory Shipyard.

### **F-186 - Battle of Buena Vista, 23 Feb. 1847**

Fri. 9 AM, 4 hrs, 7 players

GM: Buck Surdu and the HAWKS

19th Century 25mm, Rules: Santa Anna Rules

Zachary Taylor, stripped of most of his regulars by Scott, advances a bit too far. Santa Anna's Army, having completed a grueling march across desert and mountains attacks Taylor. The near-run battle came very close to being the only major defeat of the American Army during the War with Mexico.

*Rules taught. Children under age 12 must share a command with accompanying adult.*

### **F-145 - It's a High Noon Wedding and zombies are not invited!**

Fri. 9 AM, 4 hrs, 10 players

GM: Kim Caron

19th Century 25mm, Rules: High Noon

There's a wedding taking place and "Pa" don't like it none! He's a comin' down to stop his son from makin' a big mistake. The "gal" who's a gettin' hitched don't cotton to anyone stopping her neither. She's on a mission. There's a big bar-B-Q for the party and the smell has brought some unwanted guests. It's wilder and crazier than any western movie you've ever seen and you can take part.

### **F-181 - 1st Manassas, Pt.3 (21 July 1861)**

Fri. 9 AM, 6 hrs, 25 players

GM: Lee Burger with Fred Hubig and the Potomac Wargamers

American Civil War 25mm, Rules: Carnage and Glory

"Action, Action" should be our rallying motto. Drive back the invading foul of a brutal and desperate foe, or leave a record to posterity that we died bravely defending our homes and firesides; the honor of our wives and daughters, and the sacred graves of our Ancestors! Sons of the south rally to the colors, defend your homes and families, repel the Yankee invader! "Union Men, President Lincoln has called for 75,000 volunteers to serve for a period of 3 months, to squash the Southern rebellion, rally to the flag".

*Not recommended for under age 15.*

### **F-426 - Wallace's Redemption - On the Banks of the Monocacy, 9 July 1864**

Fri. 9 AM, 5 hrs, 6 players

GM: Kaleb Dissinger with Nate Gerstner and the Refuse the Flank Wargamers

American Civil War 15mm, Rules: Fire and Fury Regimental

Confederate commander Jubal Early had positioned his men opposite the only natural obstacle left between him and the Federal capital: the Monocacy river. By Noon he was across it. Fortunately for Lew Wallace however, the "Fighting" Sixth Corps had begun to arrive on the field. Can Wallace patch together a defense that can hold long enough for Washington to prepare, or will Early and his 2nd Corps veterans be able to capture the prize of prizes?

### **F-663 - Adrift in the Rif**

Fri. 9 AM, 4 hrs, 6 players

GM: Ed Watts and MNA

Colonial 25mm, Rules: The Sword and The Flame

French Foreign Legionnaires find themselves at odds with North African tribesmen as El Krim's revolt against the Spanish spills over into French territory in the 1920s.

### **F-662 - Mission of Peace (Boruckistan, 1889) - Theme Game**

Fri. 9 AM, 4 hrs, 6 players

GM: Chuck Turnitsa with Chris Borucki and the Old Dominion Mil Soc

Colonial 25mm, Rules: The Sword and The Flame

Lord Cox-Roberts, and his wife Lady Dumfries, have traveled to the hill country of Boruckistan to settle a peace treaty with the local tribes. As their column enters the Hyjera pass, they come under attack by local tribesmen, led by the bandit known as the Snow Leopard! Will the column be successful in getting Lord Cox-Roberts through the pass? Will the Snow Leopard hold his bandits together long enough to pillage the column?

### **F-203 - Now you see them ... (Fall 1914)**

Fri. 9 AM, 4 hrs, 8 players

GM: Geoff Graff and the HAWKS

WWI 1:2400, Rules: General Quarters 2 (modified)

The grey of early morning is made darker by the fog. The German morning patrol squadron, escorting the mine sweepers, sails out while the night squadron prepares to return to harbor. A breeze, and the mist thins. There! Off to Port. Action Stations! Fast, deadly destroyers and lean, powerful cruisers tangle with the enemy and in the drifting fog of the south North Sea.

### **F-543 - The Evacuation of Vella Lavella: October 6 -7, 1943**

Fri. 9 AM, 4 hrs, 8 players

GM: Richard Sartore

WWI 1/2400, Rules: Seekreig V

As the tide of Japanese conquest recedes in the Solomons, the systematic evacuation of island garrisons that began with Guadalcanal continues with Vella Lavella. On a night where the clear Pacific sky is obscured by intermittent patches of fog and mist that make the enemy invisible, Tameichi Hara shepherds 20 barges carrying 600 troops in a successful operation. The U.S. Navy is in the right place at the right time, but fails to strike a decisive blow in this confused all-destroyer action.

### **F-476 - Novo Selo Counterattack (15 Nov. 1943)**

Fri. 9 AM, 4 hrs, 7 players

GM: Jeff Billings

Sponsor: Lost Battalion Games, Prize: Shirts and terrain

WWII 1/285 micro, Rules: Panzer Miniature

Remains of 215th Inf. Rgt., 78th Sturm Inf. Div. hold on desperately to Novo Selo. General Traut shifts the 14th Inf. Rgt. during the night with pioneer, assault gun and self-propelled anti-tank units and orders a counter attack next morning. The Soviets 56th Guards infantry was destroyed on the previous day and is being relieved in place by the 22nd Guards Rifle Division. Soviets prepare to resume offensive as Germans begin counterattack. Opening battle of Minsk Highway Defense.

*Unique high speed game play which allows an entire division to be played at the vehicle and squad level. Experienced players only.*

### **F-153 - Baptism Of Fire For The King - Ogedow, Poland (Aug. 1944)**

Fri. 9 AM, 7 hrs, 6 players

GM: Michael Fatovic

WWII 54mm, Rules: Recon & Rushes (modified)

Soviet forces from 53rd Tank Brigade supported by infantry have launched an attack in direction of Ogedow in order to expand Russian bridge head over River Vistula. German forces, reinforced by 501st sPZABT, equipped with new King Tigers, launch a rapid counter-attack. Will Gerry be able to overcome mechanical problems this new Royal Tiger is plagued with, and use its deadly 88 to target Ivan in his crosshairs? Or will the Soviets be able to bag a Tiger by its tail? You decide!

*Adult must be present with child.*

### **F-753 - Aachen**

Fri. 9 AM, 4 hrs, 12 players

GM: Rich Low with Tim Goodlett, Andy Turlington and the Southern Maryland Partizans

WWII 20mm, Rules: Soldat

October 1944, As the US First Army fights through the Westwall; they approach the first German city, Aachen. This fortified city is the lynchpin for the Rhineland, and must be taken house by house.

### **F-491 - Blades of Steele**

Fri. 9 AM, 5 hrs, 10 players

GM: D. Grant Greffey

SciFi 25mm, Rules: Warzone Ultimate Edition (modified)

Imperial superagent John Steele is investigating the smuggling of exotic rubies. Trail has led to Oshiro Enterprises, a large zaibatsu in Mishima Megacorp led by the reclusive and eccentric Sadao Oshir. Steele's assistant, Mary Lamb has been kidnapped, just as she was asking the local station chief for the file on Dr. Hugo Orenstein ("Dr. O"). An old foe, Toshio Kurosawa of the Kurosawa Free Company has joined forces. They are racing to the Oshiro Industrial Complex to save her and find out what's going on. It's a view to a kill for your eyes only!

*Players under age 10 should have adult assistance.*

## **★ 10:00 AM ★**

### **F-736 - Circus Maximus**

Fri. 10 AM, 3 hrs, 8 players

GM: Kelly Kriebel and the Bux-Mont Gamers

Ancients 25mm, Rules: Circus Maximus

The classic chariot racing game. Be first across the finish line and gain the favor of the Emperor. But be careful not to incur the wrath of the black chariot (or anyone else, for that matter).

*Rules taught.*

### **F-403 - Battle of Artemisium**

Fri. 10 AM, 3 hrs, 12 players

GM: Gary Coyle

Ancients 1:1200, Rules: Naumachiae

In a prelude to Salamis, the Greek fleet covers the flank of the forces of Leonidas at Thermopylae. Lead the triremes of the city states against the Persian armada. Those who can keep their heads in the heat of close battle will prevail, unless the gods will otherwise.

*Rules taught, Kid Friendly.*

### **F-580 - Revenge, Gold and Other Things**

Fri. 10 AM, 2 hrs, 9 players

GM: Scott Baldwin with Bob Baldwin

Dark Ages 25mm, Rules: Home Rules

2003 theme event runner up winner returns. Enjoy a day in the Norman, Saxon, Viking time period with individual victory conditions using small skirmish units. Home grown rules can be learned quickly in a fast paced game open to beginners to veterans. Check the table for alternate sign up list for anyone not making it to the game at start time and the spectacular scenery.

*Under age 13 very welcome with playing/assisting adult. If adult also wishes to play please sign up as separate gamer.*

### **F-546 - The Nerve of the Nervii**

Fri. 10 AM, 3 hrs, 8 players

GM: Phil Viverito

Sponsor: LMW Works

Medieval 25mm, Rules: Knight Hack Medieval Warfare 1000 to 1400 Third Edition

Caesar has mustered his legions to relieve the camp of Cicero which the Nervii have besieged. Caesar has built his camp and now the Nervii are caught between the camp of Cicero and that of Caesar. A situation that would unnerve the bravest Gaul. Will the nerve of the Nervii will be put to the test. Will they have the nerve to defeat Caesar and then turn and finish off Cicero? Cast the die and determine the fate of the Nervii.

### **F-726 - Zombies of Skeleton Cay**

Fri. 10 AM, 3 hrs, 6 players

GM: Pete Murray, Sponsor: Rattrap Productions

Renaissance 28mm, Rules: Gloire

The crew of the Black Gull are awakening from a nightmare. For days, they have toiled in the plantation of Mama Non-Non on Skeleton Cay, under the influence of her voodoo magic. Now, on a hot and moonless night, they try to escape. But they are weak and tired, and Mama Non-Non does not allow her zombies to escape her clutches. Can you signal the Black Gull and escape a fate worse than death?

*Walkups and beginners welcome.*

### **F-443 - Walcourt, 1689: Opening Battle of the Nine Year's War**

Fri. 10 AM, 5 hrs, 6 players

GM: Ed Mueller

Pike and Shot 6mm, Rules: Volley and Bayonet: Home Variant

The Army of the Grand Alliance had one of its few battlefield successes of the 9 Year's War at Walcourt. Here, the fledgling Williamite English contingent would undergo its continental baptism of fire under a newly minted LTG Churchill. Commanding the Sun King's army, the unfortunate Marshall Humieres would be nicknamed "Sans Lumiere" for his handling of the battle, to be replaced by the crafty Marshall Luxembourg, who would go on to a string of victories (but those are for other games!).

*Fast playing Volley and Bayonet Nine Year's War Variant Rules available in MWAN magazine #129, or online in the Yahoo Group:[http://games.groups.yahoo.com/group/VnBpicturesandfiles/Not recommended for players under 16](http://games.groups.yahoo.com/group/VnBpicturesandfiles/Not_recommended_for_players_under_16).*

### **F-688 - Pirate Raiders**

Fri. 10 AM, 1 hrs, 20 players

GM: Dylan Schuler with Brian Whitaker, Kevin Schuler and the Woodbridge (VA) Area GamerS

Sponsor: Old Glory 25s

Age of Reason 25mm, Rules: Home Rules

The pirates have defeated the local government troops and are raiding the town. Be the first pirate back to the pier with the most loot to win. This is an entry level game.

*Beginners welcome.*

### **F-448 - Dennewitz 1813 Redux, Act 1**

Fri. 10 AM, 5 hrs, 6 players

GM: Bill Gray

Sponsor: Battlefield Terrain Concepts

Napoleonic 15mm, Rules: Age of Eagles, Napoleonic Fire & Fury

The Prussian capital is threatened by Marshal Ney's powerful Army of Berlin and only ex French Marshal Bernadotte's Allied Army of the North can stop him. Join the fun as 140,000 French, Allies, even Swedes (they've accepted their invitation) duke it out in this pivotal Befreiungskrieg clash. A Cold Wars repeat (had a blast) and the 1st part of two back-to-back games, same table, when a different set of players will continue the mess left them.

*Check the photos at <http://ageofeagles.com>, Napoleonic Gallery tab. Please do not sign up for both events.*

### **F-540 - Master of the Broadside**

Fri. 10 AM, 3 hrs, 8 players

GM: Brian Whitaker with Greg Whitaker and the Woodbridge (VA) Area GamerS

Sponsor: Merrimack: Old Glory Shipyard, Prize: Certificate

Napoleonic 1/300, Rules: Fighting Instructions

The French line has spotted the English and are closing for action. The English are ready. New captains are welcome.

### **F-618 - Wellesley Stings France, 1808**

Fri. 10 AM, 4 hrs, 4 players

GM: Don Carter

Sponsor: Old Dominion Game Works

Napoleonic 15mm, Rules: French Battlelines

Near Virmiero, Portugal. British troops under General Arthur Wellesley, the Duke of Wellington, have started their attack of General Jean-Andoche Junot's French forces. The Duke of Wellington is attempting to isolate Junot's army from France and eliminate it from the war. Will Junot be able to resist the attack and maneuver out of the trap that the "Duke" has set for him or will Wellington bag his foe?

*Rules Taught/Beginners Welcome*

### **F-337 - Dreadful Thunder, 1863**

Fri. 10 AM, 4 hrs, 8 players

GM: Peter English and Old Colony

Sponsor: Thoroughbred Figures

American Civil War 1:600, Rules: Ironclads

The dreadful thunder of huge guns is heard on a summer morning in Virginia. The James River Sqd. of the CSN sorties against the Federal blockade. A mix of wooden ships and ironclads trade shot and shell on the waters below Richmond.

### **F-392 - Assault on Battery Lauffer**

Fri. 10 AM, 4 hrs, 8 players

GM: Jeff Corbin with Larry Morris and the Yellow Worm Gaming Society

American Civil War 15mm, Rules: Johnny Reb 3 (modified)

After a long naval bombardment, the Union forces have landed behind Battery Lauffer and plan to assault the weakly defended defenses. The Confederates have sent reinforcements and they are rushing down the peninsula to relieve the garrison. We use Johnny Reb3 with house rules for Leader abilities and Variable Morale.

*Inexperienced Player Welcome.*

## **F-170 - Rise of the Rebellion – Second Afghan War, 1878-80 (Episode #1: North-West Frontier Journal) -**

### **Theme Game**

Fri. 10 AM, 8 hrs, 16 players

GM: Duke Seifried with Brian Beal, Bob and Cleo Liebl

Colonial 25mm, Rules: North-West Frontier India!

A North-West Frontier Extravaganza! Features a number of interesting sites: Ali Musjid (an ancient run-down medieval fortress), a Pathan Village, the Kohat Pass, a Pathan Watchtower, the Beautiful Indian-style City we curiously name "Oombai", a Secret Cult Temple for believers in Kali and the broad Khyber River not to mention a host of assorted Pathan Tribesmen, Fanatics, an Afghan Army and three determined British/Sepoy Columns led by luminaries of the time. Scenario uses complete massive table – whole province at one time; no place to hide – action all over table!

*Pt.1 of 3 reflecting campaigns in the annals of a British journalist who follows the desperate action of Her Majesty's Forces in faraway places. You know...the sun never sets and all that sort of thing! [For Pt.2 see S-171 Sat. 9 AM; Pt.3 see S-172 Sat. 2 PM]*

## **F-591 - The Trenches of Klein Barmen: South-West Africa, 1904**

Fri. 10 AM, 3 hrs, 6 players

GM: Roy Jones with Eric Alvarado

Colonial 25mm, Rules: The Sword and the Flame (modified)

The Hereros in their trenches! The Germans on the attack! Can the Hereros hold their line? Will the Germans be able to find and outflank the Herero positions? The Germans have a lot of firepower, but you don't want to fool around with an entrenched Herero! Another installment from the new scenario book The Herero War.

## **F-605 - The Delivery**

Fri. 10 AM, 5 hrs, 6 players

GM: Brad Pflugh and Circle of Swords

Colonial 25mm, Rules: This Very Ground

The French and Indian War has been dragging on for several years, and now the British are making a push to establish 50 miles forts and outposts in-between them across Pennsylvania. Deep in the Pennsylvania wilderness, a group of British soldiers supported by local Rangers is attempting the delivery of artillery pieces to place in these fortifications. Unfortunately, the French Marines and their Indian allies have other plans! Rules taught; no disgruntled rules lawyers please.

*Adults must be present with children and actively parenting.*

## **F-423 - The Difference Engine**

Fri. 10 AM, 4 hrs, 6 players

GM: Steve Phallen

Sponsor: War Gamers' Terrain, Prize: 1 River set and 1 road set

Victorian Science Fiction 25mm, Rules: G.A.S.L.I.G.H.T. ACW

Rebel troops have come north to find and destroy a Difference Engine commissioned by the Union. They have brought their fantastic machines and heroes, but they must battle the Union forces and take control of the Steam Bridge before they can accomplish their mission.

## **F-720 - Mystery of the Last Tsar, Summer 1918**

Fri. 10 AM, 3 hrs, 4 players

GM: Joey McGuire

Sponsor: Rattrap Productions

Inter-War 28mm, Rules: .45 Adventure

Former Tsar Nicholas II and family were purported to have been executed by firing squad in the basement of Yekaterinburg, a Bolshevik stronghold. That never happened. It's true the Tsar and family disappeared from history books, but their ultimate fates are a mystery. On dark and wintry nights, the peasantry speak of how winter itself arose from the mountains in the form of a beast to claim the true ruler of Russia and return him to the rocks that birthed his ancestors. Perhaps you can discover clues about what really happened.

*Beginners Welcome, Rules Taught.*

## **F-393 - Peleliu: White Beach Landing, 15 Sept. 1944**

Fri. 10 AM, 4 hrs, 6 players

GM: Jerry Frazee with Kim Allman

Sponsor: Brigade Games

WWII 28mm, Rules: Arc of Fire

The US Marines are starting their invasion of Peleliu Island in order to support Gen. MacArthur's plan to retake the Philippines. The 1st Marines are on the western portion of Peleliu preparing for an amphibious assault. After many hours of naval bombardment on/near the landing area and a pre-invasion rocket barrage on the same shore, the 1st Marines start their invasion loaded in AMTRACS. Their goal, maintain a continuous front-line as they attempt to take over Peleliu.

*Rules will be taught if necessary; not recommended for kids.*

## **F-197 - Arras, 21 May 1940**

Fri. 10 AM, 4 hrs, 7 players

GM: Duncan Adams and the HAWKS

Sponsor: Test of Battle Games, Prize: Gift Certificates

WWII 1/285 micro, Rules: Command Decision Test of Battle

Join elements of the British 1st Army Tank Brigade and the 50th Northumbrian Motorized Div. as they counterattack Rommel's 7th Panzer Div. in the countryside of France. Will the promised French allies be able to join the British in time?

*Under age 14 only with playing adult.*

### **F-259 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)**

Fri. 10 AM, 1 hrs, 4 players

GM: Mark Fastoso

Sponsor: Check Your 6! ([www.skirmishcampaigns.com](http://www.skirmishcampaigns.com))

WWII 1/72, Rules: "Check Your 6!"

Using Beautiful 1/72 scale diecast models, players can choose to be American or Japanese airmen in the Battle of the Coral Sea, or Italian and British aces over the North African desert. Play the famous dogfight of Stanley "Swede" Vejtasa, in his Dauntless SBD dive bomber, vs three angry Zeros; or refight Franco Lucchini's Cr.42 biplane battle against Gloster Gladiators over Libya.

*Come learn to play the new WW2 air combat rules in a quick and fun scenario. Run every hour on the hour in the demo area. (Rules and scenario books available in Expo Center.)*

### **F-586 - Three Battles in the Slot: Savo Island, 1942**

Fri. 10 AM, 5 hrs, 14 players

GM: Sean Barnett

WWII 1:2400, Rules: Command at Sea/Clear for Action

Japanese and Allied cruiser forces engage in this first major surface battle of the Guadalcanal campaign. Historically, the Japanese, with their superior night-fighting tactics and Long Lance torpedoes, inflicted a severe defeat on the Allies. Come and see whether you can avenge the Allied defeat or achieve even greater glory for the Empire!

### **F-127 - Poor Bloody Infantry Gamette - Theme Game**

Fri. 10 AM, 1 hrs, 3 players

GM: Martin Goddard with Rob Roriston

Sponsor: Peter Pig

WWII 15mm, Rules: Poor Bloody Infantry

These Gamettes are to introduce players to the Poor Bloody Infantry gaming system. Gamette lasts less than an hour -- usually one platoon being attacked by two platoons.

*Martin, Rob and Julie have come all the way from the UK to fight 14th Army v Japanese. Do come by and say hello, play!*

### **F-469 - Stopping the Panzers in their Tracks, France 1940**

Fri. 10 AM, 4 hrs, 6 players

GM: Michael Panzer with Kurt Kramer and the Rogues

WWII 15mm, Rules: Battlefield WWII

A German armor formation, low on fuel, has outrun its supply column, and is facing a French counter attack. Can the supporting German infantry hold the line until the armor is resupplied and ready to go?

### **F-245 - Little Saturn, 25 Dec. 1942: Soviet offensive in 54mm**

Fri. 10 AM, 5 hrs, 6 players

GM: John Mitchell

WWII 54mm, Rules: Forces of Valor

Do you want to ride a T34 through the snow? How about defending against hordes of Soviets to earn an Iron Cross? If you have never done this in 54mm with well painted TSSD soldiers and Forces of Valor tanks on a 1-to-1 scale with simple rules, you've got to try this - it's fun!

### **F-620 - Bridgehead at Karotyak (Russia, Aug. 1943)**

Fri. 10 AM, 4 hrs, 6 players

GM: Bob Bengé

Sponsor: Old Dominion Game Works

WWII 15mm, Rules: Mein Panzer

The Soviets' are pressing hard the Hungarian and German defenses along the Tihaya-Sosna River. The Axis forces have been pulling all available forces together to withstand the Soviets attempts to gain a bridgehead over the river. Can they hold on, or will the Soviet juggernaut continue to roll?

*Rules Taught/Beginners Welcome.*

### **F-602 - The Desert Generals, North Africa 1941 (Pt.1)**

Fri. 10 AM, 6 hrs, 24 players

GM: Glenn Kidd with Frank Chadwick

Sponsor: Test of Battle Games, Prize: Gift Certificates

WWII 15mm, Rules: Command Decision Test of Battle

Join Glenn Kidd and Frank Chadwick in a giant battle extravaganza, set in the desert around Tobruk, and with multiple battles sweeping across a vast desert landscape. This is a two-day game, with the final battle for Tobruk is concluded tomorrow.

*Kids welcome, if accompanied by adult.*

### **F-331 - Tide of Iron**

Fri. 10 AM, 4 hrs, 4 players

GM: Darryl Veigel with Dana Lombardy

Sponsor: Fantasy Flight Games

WWII, Rules: Tide of Iron

A game of WWII-era squad-based tactical combat featuring detailed plastic figures and elegant but realistic game mechanics.

### **F-115 - Final Combat Shoot-out**

Fri. 10 AM, 3 hrs, 4 players

GM: Ben Lacy and the Dulles Wargaming Club

Sponsor: The Old Northwest Trading Company, Prize: \$100 in gift certificates

WWII 54mm, Rules: Final Combat

In cooperation with the Old Northwest Trading Company and Michigan Toy Soldiers, Britton Publishers presents Final Combat Shoot-out, a series of six WWII tournament style games. Players compete as a fire-team of Americans or Germans for control of a small Norman town. At end of the convention on Sunday, results will be posted and the three highest scoring teams will receive gift certificates of \$50, \$30 and \$20 from The Old Northwest/Michigan Toy Soldiers booth.

### **F-597 - Tarawa 1943: Major Ryan's Orphans**

Fri. 10 AM, 4 hrs, 4 players

GM: Eric Alvarado

WWII 20mm, Rules: Arc of Fire (modified)

At 1100, US Marines have punched through on Red Beach 1, but not without severe losses. In order to land the rest of the reinforcements, Green Beach must be cleared of the Japanese beach defenses. Major Ryan's orphans assemble up to storm down Green Beach. Will Ryan's orphans overtake the Japanese beach defenses or will Japanese keep them pinned at the seawalls?

*This is scenario 3 in the Eagle over the Rising Sun: Tarawa 1943. Check us out at [www.eotrs.com](http://www.eotrs.com)*

### **F-621 - China Enters the War, 25-26 Nov. 1950**

Fri. 10 AM, 4 hrs, 6 players

GM: Jon Coulter

Sponsor: Old Dominion Game Works

Modern 15mm, Rules: Mein Panzer

After several surprise encounters with the Chinese Army, Gen. MacArthur planned to continue the attack northward on Nov. 24th. But the Chinese Volunteer Army was reinforced increasing China's presence in North Korea substantially greater than U.S. intelligence detected. As part of the Chinese 2nd Phase Offensive units of the American 25th Inf. Div. and 89th Tank Battalion were defeated near Unsan. This was the beginning of a full scale UN retreat toward Pyongyang. But this time may be different...

*Rules Taught/Beginners Welcome*

### **F-218 - Cave Trolls and Goblins**

Fri. 10 AM, 2 hrs, 6 players

GM: Jamie Davis with Christopher Davis and the HAWKS

Fantasy 25mm, Rules: Lord of the Rings TMG

Our heroes are in the mines of Moria, the goblins are closing in, and they have a cave troll. Help Gandalf, Legolas, Aragorn, Gimli and Boromir keep Frodo, Sam, Merry and Pippin safe.

*Once again the HAWKS will be hosting one table of 2 hour games for Kids all day Friday and Saturday. Adults only with playing child. Come help us introduce your kid to the fun of miniature gaming!*

### **F-619 - Bridgehead!**

Fri. 10 AM, 3.5 hrs, 2 players

GM: JD Perry

Sponsor: Old Dominion Game Works

WWII 25mm, Rules: Armed Combat through the Ages

Based on Episode 39 of COMBAT: "Bridgehead" (first aired 09-24-63, Ep. 2/Season 2). You and members of your squad (3rd Platoon, King Company, 3rd Batt., 169th Inf. Rgt.) must capture German-held bridge, near center of town, despite nearly insurmountable opposition. Can you do what Sgt. Saunders did? Can you inspire troops to fight/hold troops together/spur them on to victory? Or, will lack of experience of new men hamper your efforts while conflict inside squad strives to upset your ability to lead?

*Rules Taught/Beginners Welcome.*

### **F-607 - The 82nd at D-day**

Fri. 10 AM, 4 hrs, 8 players

GM: Dick Bryant

WWII 15mm, Rules: Crossfire

The 82nd airborne dropped behind the beaches in the southwest of Ste Mere d'Eglise to capture bridges over the Merderet river. The German reaction was strong and fast. Join either side in this re-creation.

*Mature children over age 10 welcome.*

### **F-690 - Classic Battletech – Circle of Death**

Fri. 10 AM, 5 hrs, 14 players

GM: Mark Yingling

Sponsor: BattleCorps

SciFi 1/285, Rules: CBT – Total Warfare

The time has come for the yearly Circle of Death, free for all championship. Each contestant's forces consist of two Battlemechs of no more than 3,500 Battlevalue. Gunnery and Piloting are not modified by the Battlevalue of the mechs but is set at Gunnery of 3 and Piloting of 4. Players may bring their own forces, but they will be checked before being given the okay for play and no custom mechs.

*No Players under age 15. All materials, miniatures and dice will be provided. Intermediate to experienced players.*

## **★ 11:00 AM ★**

### **F-643 - The Redcoats are Coming! - An AWI Demo Game for American Battlelines**

Fri. 11 AM, 10 hrs, 2 players

GM: ODGW Staff

Sponsor: Old Dominion Game Works

Age of Reason 15mm, Rules: American Battlelines

Are you a budding Washington or Clinton? Would you like to learn how to play a fast paced and easy game to use those new AWI miniatures with? Want to kill some time between games while playing a fun game. Play as long as you want. No Pre-Reg or Tickets Needed to Play! No Demos start after 6PM.

*Rules Taught/Beginners Welcome.*

### **F-646 - "...and Never Invade Russia" - Play-Test Demo Game for French Battlelines**

Fri. 11 AM, 10 hrs, 2 players

GM: ODGW Staff

Sponsor: Old Dominion Game Works

Napoleonic 15mm, Rules: French Battlelines

Napoleon and his elite army are committing one of the cardinal sins of warfare. Problem is that it wasn't a sin until Napoleon was beaten severely back to France. Would you like to learn how to play a fast paced easy game to use those new Napoleonic miniatures with? Want to take part in critiquing evolving rules set before it's published (one of these days anyways)? Want to kill time between games by playing a fun game? Play as long as you want. No Pre-Reg or Tickets Needed to Play! No Demos start after 6PM.

*Rules Taught/Beginners Welcome*

### **F-645 - On to the Rio Grande! - MAW Demo Game for American Battlelines**

Fri. 11 AM, 10 hrs, 2 players

GM: ODGW Staff

Sponsor: Old Dominion Game Works

19th Century 15mm, Rules: American Battlelines

The American government sends General Zachary Taylor and his army to the Rio Grande to enforce the US mandated Texas/Mexican border. Problem is the Mexicans are going to enforce the border at the Nueces River. Would you like to learn how to play a fast paced and easy game to use those new MAW miniatures with? Want to kill some time between games by playing a fun game? Play as long as you want. No Pre-Reg or Tickets Needed to Play! No Demos start after 6PM.

*Rules Taught/Beginners Welcome.*

### **F-644 - Johnny Reb is Lookin' for a Scrap! - An ACW Demo Game for American Battlelines**

Fri. 11 AM, 10 hrs, 2 players

GM: ODGW Staff

Sponsor: Old Dominion Game Works

American Civil War 15mm, Rules: American Battlelines

Johnny Reb is spoilin' for a fight and the Bluecoats are rarin' to give it to em'. Would you like to learn how to play a fast paced and easy game to use those new ACW miniatures with? Want to kill some time between games by playing a fun game. Play as long as you want. No Pre-Reg or Tickets Needed to Play! No Demos start after 6PM.

*Rules Taught/Beginners Welcome.*

### **F-242 - Kong: The Eighth Wonder of the World!**

Fri. 11 AM, 5 hrs, 5 players

GM: Logan Weiss

Sponsor: Brigade Games, Prize: Miniatures

Pulp 25mm, Rules: .45 Adventure

Chaos has erupted in the Big Apple, as King Kong, formerly a prisoner forced to perform shows, has freed himself and is searching the city for Anne. As you might expect, the US army isn't too pleased with this, and has dispatched some troops to take care of the giant beast. Play as army officers, Jack Driscoll, even the King himself. Seal Kong's fate in the exiting end to Kong's story.

*Knowledge of rules required.*

### **F-247 - The Lost Temple of Cap Haitien**

Fri. 11 AM, 5 hrs, 10 players

GM: Jon Lundberg with Jeff McCarroll and the Wargaming Association of NY

Sponsor: Brigade Games, Prize: Coupons

Pulp 25mm, Rules: Rugged Adventures

Rumors surround an idol reputed to have incredible power that is in the troubled nation of Haiti. Once news slips out at an International Conference, a whole series of teams are dispatched to find and secure it. Making things complicated are the efforts of US Marines to bring peace to the Jungle and Dominican Baseball Smugglers that plan on keeping the supply of Haitian baseballs their own. Nazis, Marines, Zombies, Neo Aztecs and Cultists are just a few of the groups trekking across the jungle.

*Adult must be present with a child under age 12.*

### **F-650 - Ground Pounding: A WWII Infantry Demo Game for Mein Panzer**

Fri. 11 AM, 10 hrs, 2 players

GM: ODGW Staff

Sponsor: Old Dominion Game Works

WWII 12mm, Rules: Mein Panzer

We have these really nice infantry stands so now what do we do with them? Why play with them of course. Would you like to learn how to play our newly revised infantry Drop-In rules, now squad level? Want to kill some time between games by playing a fun game. Play as long as you want. No Pre-Reg or Tickets Needed to Play! No Demos start after 6PM.

*Rules Taught/Beginners Welcome.*

### **F-647 - "...and Really, Never Invade Russia" - An East Front Demo Game for Mein Panzer**

Fri. 11 AM, 10 hrs, 2 players

GM: ODGW Staff

Sponsor: Old Dominion Game Works

WWII 12mm, Rules: Mein Panzer

Now wouldn't you think that the Germans would have learned from the French? Well, I guess not. The Germans try to prove the French and Napoleon were wusses. Would you like to learn how to play a fast paced and easy game to use those new WW2 tank miniatures with? Want to kill some time between games by playing a fun game. Play as long as you want. No Pre-Reg or Tickets Needed to Play! No Demos start after 6PM.

*Rules Taught/Beginners Welcome.*

### **F-260 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)**

Fri. 11 AM, 1 hrs, 4 players

GM: Mark Fastoso

Sponsor: Check Your 6! ([www.skirmishcampaigns.com](http://www.skirmishcampaigns.com))

WWII 1/72, Rules: "Check Your 6!"

Using Beautiful 1/72 scale diecast models, players can choose to be American or Japanese airmen in the Battle of the Coral Sea, or Italian and British aces over the North African desert. Play the famous dogfight of Stanley "Swede" Vejtasa, in his Dauntless SBD dive bomber, vs three angry Zeros; or refight Franco Lucchini's Cr.42 biplane battle against Gloster Gladiators over Libya.

*Come learn to play the new WW2 air combat rules in a quick and fun scenario. Run every hour on the hour in the demo area. (Rules and scenario books available in Expo Center.)*

### **F-648 - Daddy I want to Play Too! - Demo Game for Mein Panzer Junior**

Fri. 11 AM, 10 hrs, 2 players

GM: ODGW Staff

Sponsor: Old Dominion Game Works

WWII 12mm, Rules: Mein Panzer

Well Mom and Dad, you gonna let the little ones play too? Perfect rules set for getting your kids playing historical Miniatures. We'll teach them, and you... Rules are easy enough for even the little ones that may be interested. Four different levels of play that allow you to increase game complexity as they learn and master each level. Best of all, it's FREE. Take some time with your youngins' and bring 'em along to push their kid sized tank minis and have some fun! Play as long as you want. No Pre-Reg or Tickets Needed to Play! No Demos start after 6PM.

*Kids Under Age 12 Only Welcome.*

### **F-128 - Poor Bloody Infantry Gamette - Theme Game**

Fri. 11 AM, 1 hrs, 3 players

GM: Martin Goddard with Rob Roriston

Sponsor: Peter Pig

WWII 15mm, Rules: Poor Bloody Infantry

These Gamettes are to introduce players to the Poor Bloody Infantry gaming system. Gamette lasts less than an hour -- usually one platoon being attacked by two platoons.

*Martin, Rob and Julie have come all the way from the UK to fight 14th Army v Japanese. Do come by and say hello, play!*

### **F-649 - Now We're Mad! - A Modern East Front Demo Game for Mein Panzer**

Fri. 11 AM, 10 hrs, 2 players

GM: ODGW Staff

Sponsor: Old Dominion Game Works

Modern 12mm, Rules: Mein Panzer

Well I guess it finally had to happen. After being invaded so many times over the ages, the Russians finally decide to get even! Would you like to learn how to play a fast paced and easy game to use those new Modern tank miniatures with, eventually anyways? Want to kill some time between games by playing a fun game. Play as long as you want. No Pre-Reg or Tickets Needed to Play! No Demos start after 6PM.

*Rules Taught/Beginners Welcome.*

### **F-749 - Cash Crops**

Fri. 11 AM, 3 hrs, 5 players

GM: Mike Heagerty and AoCM

Modern 28mm, Rules: .45 Adventure (modified for contemporary times)

Why would the Outlaws Motorcycle Club, a couple of street gangs, the Satrielli family of La Cosa Nostra, and members of an Organized Crime Drug Enforcement Task Force be descending on the Clampett farm in idyllic Marion County Kentucky? Perhaps it's the rumors that the Clampetts have taken to cultivating some plants that are worth considerably more than soybeans or corn.

### **F-303 - Pride of Lions**

Fri. 11 AM, 3 hrs, 6 players

GM: John McBride with David McBride and Brian Patterson

Sponsor: Splintered Light Miniatures, Prize: SLM miniatures vouchers for all participants

Fantasy 15mm, Rules: Pride of Lions

Fantasy armies clash in mass battles:magic, monsters, heroes and hordes. This is a learn-the-game demonstration of Splintered Light's new rules.

*Rules feature simple mechanics and lots of decisions (and dice rolling) by players. Children welcome with playing adult.*

### **F-695 - Classic Battletech Demo Game 1**

Fri. 11 AM, 1 hrs, 4 players

GM: Mark Yingling

Sponsor: Iron Wind Metals, Prize: Mech Mini

SciFi 1/285, Rules: CBT – Total Warfare

Walk-Up demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration will necessary so just walk up and play. At the end of the game you will get a demo packet.

*All materials, miniatures and dice provided. Beginner Friendly; Rules Taught*

### **F-691 - Classic Battletech – Grinder 1**

Fri. 11 AM, 3 hrs, 6 players

GM: Dave Yingling

SciFi 1/285, Rules: CBT – Total Warfare

The Grinder is a free for all Classic Battletech Demo game where new (or returning) players will be taught using the Quick Star Rules and then every so often add a new rule to the game. The game will be using MWDA miniatures for game play with the Classic Battletech Stats.

*All materials, miniatures and dice provided. Beginner Friendly; Rules Taught.*

## **★ 12:00 PM ★**

### **F-473 - Rolling Down the River: Union Navy, 1864**

Fri. 12 PM, 4 hrs, 8 players

GM: Scott Landis with Dave Reiners and the Rogues

American Civil War 15mm, Rules: Fire and Fury/BAPS Ironclads

The Union Army is on the move but they need their Navy to get the troops and supplies down the Mighty Mississippi River to continue the push on the Confederates. The Confederates have a few tricks up their sleeves to make the Union more than a little sea sick.

### **F-341 - North-West Frontier Uprising: "A Village Too Far" - Theme Game**

Fri. 12 PM, 5 hrs, 8 players

GM: John Spiess with James Stanton and NYWA

Colonial 25mm, Rules: Home Rules

A mighty Pathan uprising along the frontier has left British garrisons isolated and under siege. Facing relentless attacks, for the hearty British soldiers, there was "nothing left - but to fight". And what Northwest Frontier scenario would be complete without a British relief and supply column, and our favorite water boy carrying a bugle who dreams of being a soldier? There should be plenty of posthumous VC's in this one.

### **F-238 - Red Actions at Odessa, 1919**

Fri. 12 PM, 5 hrs, 8 players

GM: Ralph Hoegermeyer with Stuart Yelland and HMGS Great Lakes

Inter-War 15mm, Rules: Red Actions (modified)

Boleshevik forces are marching on the port of Odessa in Southern Russia. Their mission is to stop French Interventionist forces from landing. White counter-revolutionary forces have been grudgingly giving up ground in the path of their advance. Only a pair of hills overlooking the harbor prevent them from shelling the French transports.

*Rules are easy to learn. Children age 10 and older welcome with playing adult.*

### **F-129 - Poor Bloody Infantry Gamette - Theme Game**

Fri. 12 PM, 1 hrs, 3 players

GM: Martin Goddard with Rob Roriston

Sponsor: Peter Pig

WWII 15mm, Rules: Poor Bloody Infantry

These Gamettes are to introduce players to the Poor Bloody Infantry gaming system. Gamette lasts less than an hour -- usually one platoon being attacked by two platoons.

*Martin, Rob and Julie have come all the way from the UK to fight 14th Army v Japanese. Do come by and say hello, play!*

### **F-210 - OP Hill, 17 Apr. 1944 - Theme Game**

Fri. 12 PM, 4 hrs, 7 players

GM: David Schlegel and the HAWKS

WWII 20mm, Rules: BAPS

The second Chindit expedition established several 'bamboo fortresses' on the Japanese supply lines in northern Burma. 'White City' was the most important of these and elements of the 24th Independent Mixed Brigade made an attempt to break into the stronghold by attacking OP Hill, the forward observation post for the defender's field artillery.

*Rules taught. Players under age 13 welcome with playing adult.*

### **F-163 - Lightning Wars: WW2 Land Combat, 1941-45**

Fri. 12 PM, 4 hrs, 8 players

GM: James Kyler

WWII 6mm, Rules: Lightning Wars

This is a set of rules for armor clashes with Divisions as well as smaller units. Game will use different armies in the European Theater of Operations.

*Kids are welcome to play in this simple game of armor vs armor.*

### **F-258 - Flying Tigers: Defense of Rangoon, Christmas 1941 (Mini-Campaign)**

Fri. 12 PM, 6 hrs, 6 players

GM: Mark Fastoso

Sponsor: Check Your 6!

WWII 1/300, Rules: "Check Your 6!"

The port of Rangoon was one of the only routes through which western supplies could flow to the Chinese army. Japanese air assault to destroy allied air force and close the port. Outnumbered, Allies mustered a few Brewster Buffalos from RAF 67 Squadron and one squadron of P-40Cs from the infamous Flying Tigers. This mini campaign is a series of four scenarios linked by a unique system to determine if the Flying Tigers are defeated and forced to flee Rangoon or if Japanese juggernaut is stopped.

*Come learn to play new WW2 air combat rules in a nail-biting campaign straight from history books. (Rules and scenario books available in Expo Center).*

### **F-261 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)**

Fri. 12 PM, 1 hrs, 4 players

GM: Mark Fastoso

Sponsor: Check Your 6! ([www.skirmishcampaigns.com](http://www.skirmishcampaigns.com))

WWII 1/72, Rules: "Check Your 6!"

Using Beautiful 1/72 scale diecast models, players can choose to be American or Japanese airmen in the Battle of the Coral Sea, or Italian and British aces over the North African desert. Play the famous dogfight of Stanley "Swede" Vejtasa, in his Dauntless SBD dive bomber, vs three angry Zeros; or refight Franco Lucchini's Cr.42 biplane battle against Gloster Gladiators over Libya.

*Come learn to play the new WW2 air combat rules in a quick and fun scenario. Run every hour on the hour in the demo area. (Rules and scenario books available in Expo Center.)*

### **F-225 - Matchbox Madness**

Fri. 12 PM, 2 hrs, 8 players

GM: Norman Dean and the HAWKS

Modern 20mm, Rules: Home Rules

Hordes of elderly Matchbox vehicles clash in a setting vaguely resembling the post WW2 Balkans. Take command of some small imaginary country's military and duke it with your friends and neighbors.

*Once again the HAWKS will be hosting one table of 2 hour games for Kids all day Friday and Saturday. Adults only with playing child. Come help us introduce your kid to the fun of miniature gaming!*

### **F-696 - Classic Battletech Demo Game 2**

Fri. 12 PM, 1 hrs, 4 players

GM: Mark Yingling

Sponsor: Iron Wind Metals, Prize: Mech Mini

SciFi 1/285, Rules: CBT – Total Warfare

Walk-Up demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration necessary so just walk up and play. At the end of the game you will get a demo packet. *All materials, miniatures and dice provided. Beginner Friendly; Rules Taught*

## ★ 1:00 PM ★

### **F-290 - Somedays the Bear Gets You**

Fri. 1 PM, 3 hrs, 4 players

GM: Chalfant Conley and the Susquehanna Historical Wargamers

Age of Reason 25mm, Rules: This Very Ground (modified)

Old Smokie is on the loose causing trouble in the 1750's. Bad enough that France and England are gearing for war, now we all have bear trouble too! Join the hunt and lead a party to eliminate this oversized menace. But watch out, not all of the danger walks on four legs!

*Under age 16 only with accompanying adult.*

### **F-289 - Hunting Ground: Pursuit in the Forest**

Fri. 1 PM, 3 hrs, 2 players

GM: Keith Stine and the Susquehanna Historical Wargamers

Age of Reason 25mm, Rules: This Very Ground

Near Fort Allen, Pennsylvania a group of Delaware and Shawnee Indians launches a raid on a nearby farmstead only to find themselves hunted by a patrolling force of Provincial Militia and Rangers. Join in the hunt!

*No players under age 16.*

### **F-126 - Nogent Sur Seine, France 1814**

Fri. 1 PM, 4 hrs, 8 players

GM: Patrick Velas

Sponsor: Piquet Inc., Prize: Piquet Field of Battle Rules

Napoleonic 25mm, Rules: Field of Battle

Napoleon turns on the army of Bohemia near Nogent sur Seine. Can the French achieve a decisive victory or will the allies grind them down?

*Under age 15 only if accompanied by an adult.*

### **F-366 - Battle of Wagram: "The Competitive Homicide", Pt.I**

Fri. 1 PM, 7 hrs, 30 players

GM: David Waxtel with Dr. Dino Diakolios, Michael Pederson, Andrew Waxtel and NYWA

Sponsor: Quantum Printing

Napoleonic 15mm, Rules: SHAKO 2

Napoleon's final victory in his last victorious campaign. After Napoleon's first attempt at crossing the Danube was repulsed by the Austrians in the Battle of Aspern-Essling (21-22 May), he amassed reinforcements and attacked on the 5 July (over 158,000 men; more than D-Day landings of 1945). Could be the largest 15mm Napoleonic convention game ever played - 5000 figs! Fast moving Shako 2, lots of troops - never a boring minute!

### **F-497 - Castiglione, 5 Aug. 1796**

Fri. 1 PM, 4 hrs, 9 players

GM: Mitch Abrams

Sponsor: SAGA

Napoleonic 15mm, Rules: Napoleonic Warfare

Future marshals command the French troops of Napoleon. They are spirited and need direction. Count Wurmser must stop the young French general and has assembled columns of Austrian troops to do this. Who will prevail? Try your hand at this battalion level battle where the leadership of your troops and your nerve play the role of determining who will secure the northern plains of Italy.

*Familiarity with rules helpful, but not required. Adult must be present with child.*

### **F-505 - Prelude to Sedan, 1870**

Fri. 1 PM, 4 hrs, 6 players

GM: Perry Gray

Sponsor: SAGA

19th Century 25mm, Rules: Victorian Warfare

The French Army of Chalons under Marshal MacMahon (accompanied by Emperor Napoleon III) was attempting to relieve the siege of Metz when caught by the two Prussian armies under Field-Marshal von Moltke (accompanied by the Kaiser and Bismarck). MacMahon was cornered and surrounded at Sedan. The French had intended to rest the army, resupply with ammo and then retreat, rather than giving battle in the town. One of many actions fought by the French prior to withdrawing into Sedan.

### **F-538 - San Martino 24 June 1859: The Sardinians' Revenge**

Fri. 1 PM, 6 hrs, 6 players

GM: Bruce Weigle

19th Century 6mm, Rules: 1859

While Napoleon III's Army of Italy fought Kaiser Franz-Josef in the battle of Solferino, 40,000 Sardinians clashed with right wing of the Austrian Army - 27,000 men of V, VI, and VIII Corps. For the Sardinians a victory at San Martino and Madonna della Scoperta would

emphasize their role in the liberation of their country in the largest Italian battle of the Risorgimento; for the Austrians victory consists of eliminating as many Italians as possible to safeguard the Kaiser's position at Solferino.

### **F-214 - For the Tsar and Holy Mother Russia**

Fri. 1 PM, 4 hrs, 6 players

GM: Bob Marshall with Chuck Scholti, Mike Adair and the HAWKS

WWI 28mm, Rules: Red Actions

White Russians and Interventionist allies seek to recapture a farming community from the Bolshevik army in order to control food supplies and gain peasant support. World War I without the trenches. Vodka optional, zealot enthusiasm desirable, sense of humor mandatory. *Mature players only (chronologically speaking). Rules taught (but available free online at: <http://perfectcaptain.50megs.com> )*

### **F-282 - When Hordes Collide - Theme Game**

Fri. 1 PM, 3 hrs, 6 players

GM: Ron Stalter with Jayson Gardner and the Northern Lancaster Wargamers

Sponsor: sixfeetundergames.com and Iron Ivan Games

Inter-War 28mm, Rules: Price of Glory

The Mad Baron Ungern Sternberg's Asiatic army meets the Chinese Warlord's Garrison force on the Mongholian Steppes in quest to gain dominance.

*Children under ag 15 welcome with participating adult.*

### **F-420 - Save Private Ryan! - V for Victory WWII Rules Debut**

Fri. 1 PM, 3 hrs, 3 players

GM: Lee Sowers

WWII 15mm, Rules: V for Victory

Re-fight famous final battle from hit movie Saving Private Ryan. Command German Forces as your SS Panzer Grenadiers and Tiger Tanks try to hunt down the US Command Team, or command US Elite Ranger and Paratroopers trying to avoid being wiped out until reinforcements arrive. If things get too rough, Americans can make a last ditch stand and try for a draw by blowing up bridge. Variable game length and unique turn sequence keep suspense going. Fun, fast and fluid rules; unique gaming experience.

*Rules taught. Beginners welcome, but must be over age 15.*

### **F-130 - Poor Bloody Infantry Gamette - Theme Game**

Fri. 1 PM, 1 hrs, 3 players

GM: Martin Goddard with Rob Roriston

Sponsor: Peter Pig

WWII 15mm, Rules: Poor Bloody Infantry

These Gamettes are to introduce players to the Poor Bloody Infantry gaming system. Gamette lasts less than an hour -- usually one platoon being attacked by two platoons.

*Martin, Rob and Julie have come all the way from the UK to fight 14th Army v Japanese. Do come by and say hello, play!*

### **F-262 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)**

Fri. 1 PM, 1 hrs, 4 players

GM: Mark Fastoso

Sponsor: Check Your 6! ([www.skirmishcampaigns.com](http://www.skirmishcampaigns.com))

WWII 1/72, Rules: "Check Your 6!"

Using Beautiful 1/72 scale diecast models, players can choose to be American or Japanese airmen in the Battle of the Coral Sea, or Italian and British aces over the North African desert. Play the famous dogfight of Stanley "Swede" Vejtasa, in his Dauntless SBD dive bomber, vs three angry Zeros; or refight Franco Lucchini's Cr.42 biplane battle against Gloster Gladiators over Libya.

*Come learn to play the new WW2 air combat rules in a quick and fun scenario. Run every hour on the hour in the demo area. (Rules and scenario books available in Expo Center.)*

### **F-173 - Battle of Longewala, 5 Dec. 1971 - Theme Game**

Fri. 1 PM, 5 hrs, 16 players

GM: Dan McDonagh and NSDM

Modern 6mm, Rules: Ground War

Join HMGS' favorite modern MicroArmor GM! A Pakistani mech force attacked Indian fortifications at Longewala in the Thar Desert. Pakistani BG Mir led 65 tanks (Type 59s and some M4 Shermans), 5 field guns, 3 ZSU-57s and truck-mounted infantry against Indian Maj. Chadpuri's entrenched force of infantry, MGs, mortars and recoilless rifles. However, at height of battle Indian LTC Gonsalves brought a force of Centurion tanks and mech. Inf. in BTR-152s into the fight. (CINCs roll for air support.)

### **F-462 - Sabre Slayers! - 1971 - Theme Game**

Fri. 1 PM, 3 hrs, 8 players

GM: Kirk Bonnevier

Modern 1/285 micro, Rules: Flight Leader (modified)

Join the furball over the subcontinent in this clash between elements of Indian and Pakistani Air Forces. Command a section or flight of fighters or strike aircraft in this tactical aerial engagement. All great aircraft of the era are in play...the deadly Gnat (the Sabre Slayer), the Marut, the MiG-21s...contested by the Pakistani cannon-equipped Sabres, the Chinese-built F-6s (Mig-19s) and the Starfighter. Will you vanquish the enemy, or are you just a missile sponge?

*Rules taught 30 mins prior. Kids 12 and up with a parent encouraged!*

### **F-433 - Unholy Alliance**

Fri. 1 PM, 4 hrs, 6 players

GM: Peter Anderson with Jim Mauro

Fantasy 15mm, Rules: Hostile Realms (Piquet Fantasy rules)

Orcs and Undead team up against Lizardmen, Humans, and their Elvish allies in an epic struggle between competing armies, supported by diverse cast of heroes, wizards, and beasts. This game marks the debut of the Piquet Fantasy rules. The system uses sequence decks and impetus in a way similar to "Field of Battle" rather than classic Piquet.

*Children under age 15 welcome with playing adult*

### **F-697 - Classic Battletech Demo Game 3**

Fri. 1 PM, 1 hrs, 4 players

GM: Mark Yingling

Sponsor: Iron Wind Metals, Prize: Mech Mini

SciFi 1/285, Rules: CBT – Total Warfare

Walk-Up demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration will necessary so just walk up and play. At the end of the game you will get a demo packet.

*All materials, miniatures and dice provided. Beginner Friendly; Rules Taught*

### **F-160 - Battle of Caton's Rift, 18.07.3507**

Fri. 1 PM, 4 hrs, 12 players

GM: Martin Fenelon and the Niantic Wargamers

Sponsor: Kryomek USA

SciFi 25mm, Rules: Kryomek

The Kryomek have landed near a valuable source of radioactive ore, on the planet called Caton's Folly. Nexus forces have been ordered to defend it at all costs, as the refined ore is used to power the portable reactors that power vital military hardware (i.e. Talos units). The Kryomek seem equally determined to capture the facility. They meet at Caton's Rift, and the casualties are going to be horrific. Rapid play sci fi action.

*Beginner friendly, kid friendly, fast play man-to-alien game where you command multiple squads. Rules taught.*

## **★ 2:00 PM ★**

### **F-523 - Falkirk, 22 July 1298: The Wars of Edward 1st (Longshanks)**

Fri. 2 PM, 4 hrs, 6 players

GM: Chris Parker

Sponsor: Aide De Camp Books, Prize: \$20 Gift Certificates from Aid De Camp Books to the 2 highest scoring players.

Medieval Other, Rules: Day of Battle III

Enjoy a light hearted game with 54mm soldiers using Richard Borgs great game Battle Cry. A major engagement in the First War of Scottish Independence. An English army commanded by Edward I attacks the Scots under William Wallace. Will the Scots Pike again defeat the English Knight? It's rumored that a force of French Mercenaries have landed and are marching to Join Wallace. This could truly level the playing field. Beginners Welcome.

*This game is kid friendly with those 13 or under playing with a legal adult on the same game ticket.*

### **F-541 - Lepanto Wars**

Fri. 2 PM, 3 hrs, 8 players

GM: Brian Whitaker and the Woodbridge (VA) Area GamerS

Sponsor: Merrimack: Old Glory Shipyard, Prize: Certificate

Renaissance 25mm, Rules: Lepanto Wars

The Arab galleys have spotted two Spanish Treasure Galleons and are intent on having their cut. Can they close and board without getting shot up?

*Beginners welcome.*

### **F-727 - Temple of the Eclipse Gods, 1535**

Fri. 2 PM, 3 hrs, 6 players

GM: Pete Murray

Sponsor: Rattrap Productions

Renaissance 28mm, Rules: Gloire

The conquistador Francisco de Montejo is leading a small band of chosen men to sack a remote temple in Mexico. Aztec holdouts in the temple are determined that on this day they will complete the Ritual of the Eclipse Gods, who will come and drive out the invaders who have enslaved them. Unexpected mysterious twists abound in this exciting game. Can you summon the Eclipse Gods, or will this last bastion be taken for Spain?

*Walkups and beginners welcome.*

### **F-417 - Napoleon Destroys Prussia: Battle of Jena, 14 Oct. 1806**

Fri. 2 PM, 6 hrs, 8 players

GM: Graydon VanRy with Jeff McCarroll and Jim Welch

Napoleonic 15mm, Rules: The Easiest Rules Ever for Napoleonics

Why doesn't anyone play Napoleonics anymore? Because they need a good set of rules that play fast without giving up detail. Here it is: The Easiest Rules Ever for Napoleonics. One year after defeating Russia and Austria at Austerlitz, Napoleon set his sites on Prussia. The once proud army of Frederick the Great hadn't adapted to Napoleon's style of war and it was destroyed in only six hours. See if you can do better.

*Not recommended for kids.*

### **F-535 - Battle of Sacile**

Fri. 2 PM, 4 hrs, 5 players

GM: Chris Collins and the Southern Maryland Partizans

Napoleonic 15mm, Rules: Fury of Empires, Modified Fire and Fury

Shortly after the Austrian invasion of Italy in 1809, Prince Eugene, leading the French Army, organizes his army around Sacile; and although outnumbered, he seizes an opportunity to attack Archduke John and the Austrian Army, counting on superior French élan to overcome his numerical disadvantage. Come see if you can repeat the historical Austrian victory, or will the French change history and win the day. Rules Taught.

### **F-452 - Bob's 40th Anniversary in the Hobby Giant CLS Game**

Fri. 2 PM, 4 hrs, 12 players

GM: Bob Beattie with Dennis Frank and the Ann Arbor Area Historical Miniatures Gaming Group

Sponsor: The Courier, Prize: a piece of cake

Napoleonic 25mm, Rules: Column Line, and Square

In the summer of 1967, I was introduced to Column Line and Square and I was hooked on miniatures wargaming. To celebrate that great day, I am throwing a party with a cake and a giant Napoleonic CLS game. Old timers are especially welcome and younger folks should come by and see how we used to play. Lots of figures, sticks for cannon shooting, old fashion terrain.

*Besides being a game to play, this is a demo event and a party. All welcome. Kids age 9 and older can play with parents, both register as one participant.*

### **F-146 - Largest Wild West game East of the Rockies**

Fri. 2 PM, 4 hrs, 24 players

GM: Leo Walsh with Al Lyons

19th Century 25mm, Rules: High Noon

Bring your friends, bring your kin. The more the merrier and wilder it gets. Anything goes! Over 200 sq.ft. of gaming space with award winning hollow houses, several towns, settlements, farms and ranches, indian village and wide open spaces. There are cowboys, lawmen, outlaws, injuns and mexicans. Saloon girls, women fighters and herds of buffaloes and other beasts. Wagon trains, stagecoaches and wild horses. Just added: new concept in tabletop terrain debuted at Cold Wars...table connecting canyons and rivers.

*Players create scenario and with the fast playing and easy to learn rules a wild time is had for all. Bring your moms they can play too!*

### **F-482 - Yazoo River Yaw, 16 July 1862**

Fri. 2 PM, 6 hrs, 13 players

GM: Robert Bubulka with Stephen Bubulka

Sponsor: R.P.C. Events

American Civil War 1:1200, Rules: Yaquinto's Ironclads (Computer Assisted)

The C.S.S. Arkansas is grounded at the mouth of the Yazoo River. Can the Confederates free the Arkansas before the Union fleet sinks her?

*Young players welcome with adult.*

### **F-671 - Battle of Maiwand: 2nd Afghan War, 1880 - Theme Game**

Fri. 2 PM, 4 hrs, 8 players

GM: Mark Stevens

Colonial 28mm, Rules: 800 Fighting Englishmen

Gen. Burrows has been ordered to attack the Afghan regular army fleeing toward Jellabad. He is outgunned and outnumbered, but is facing only rabble - or is he?

### **F-664 - Hunting the Snow Leopard (Boruckistan 1889) - Theme Game**

Fri. 2 PM, 4 hrs, 6 players

GM: Chuck Turnitsa with Chris Borucki and the Old Dominion Mil Soc

Colonial 25mm, Rules: The Sword and The Flame

Onai Abbas - the Snow Leopard - is a bloodthirsty bandit threatening the whole Boruckistan frontier. After this bandit threatened a recent mission of peace, the local governor has approved an expedition to seek out his lair and him to justice. Can the small British column survive the trip through the treacherous Hyjera Mountains? Will there be enough of the column left to capture or defeat the Snow Leopard? Find out! (Cpt. Chuck, Denbigh Fusiliers, B Coy, somewhere along Boruckistan border).

### **F-119 - Ferozeshah: Gilbert's Attack, 21 Dec. 1845 - Theme Game**

Fri. 2 PM, 4 hrs, 4 players

GM: Tim Tilson and NOVAG

Colonial 25mm, Rules: The Sword and the Flame

Malwa province. General Gough's army is finally assembled and ready to attack the Sikhs in the first major engagement of the 1st Anglo-Sikh War. All they have to do is charge across an abati, into a line of gun batteries and up a hill into the teeth of the Sikh army. Incredibly they were successful. Can you duplicate their feat?

*Scenario is part of a forthcoming scenario book entitled The Sikh Campaigns from Colonial Campaigns.*

### **F-410 - Retreat from Berber, 1884**

Fri. 2 PM, 4 hrs, 8 players

GM: Matthew Grove with Mark Neimeyer and Chris Johnson

Sponsor: Crescent Root Studio

Colonial 25mm, Rules: SUDAN

While Gordon is in Khartoum, the Signal Corps has been stationed along the river town of Berber to relay messages. Last message stated the Camel Corps was en route, and dust from an army can be seen past the low hills. Something's not right; no Arab stalls were open in the market square today. The Heliograph team sees the Beja in the rocks outside town. Berber is not well protected and with the river gunboat waiting at the dock, there is no need to stay. The Beja and Nile Arabs have other plans!

*Under age 14 only with playing adult please.*

### **F-131 - Poor Bloody Infantry Gamette - Theme Game**

Fri. 2 PM, 1 hrs, 3 players

GM: Martin Goddard with Rob Roriston

Sponsor: Peter Pig

WWII 15mm, Rules: Poor Bloody Infantry

These Gamettes are to introduce players to the Poor Bloody Infantry gaming system. Gamette lasts less than an hour -- usually one platoon being attacked by two platoons.

*Martin, Rob and Julie have come all the way from the UK to fight 14th Army v Japanese. Do come by and say hello, play!*

### **F-116 - Final Combat Shoot-out**

Fri. 2 PM, 3 hrs, 4 players

GM: Ben Lacy and the Dulles Wargaming Club

Sponsor: The Old Northwest Trading Company, Prize: \$100 in gift certificates

WWII 54mm, Rules: Final Combat

In cooperation with the Old Northwest Trading Company and Michigan Toy Soldiers, Britton Publishers presents Final Combat Shoot-out, a series of six WWII tournament style games. Players compete as a fire-team of Americans or Germans for control of a small Norman town. At end of the convention on Sunday, results will be posted and the three highest scoring teams will receive gift certificates of \$50, \$30 and \$20 from The Old Northwest/Michigan Toy Soldiers booth.

### **F-263 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)**

Fri. 2 PM, 1 hrs, 4 players

GM: Mark Fastoso

Sponsor: Check Your 6! ([www.skirmishcampaigns.com](http://www.skirmishcampaigns.com))

WWII 1/72, Rules: "Check Your 6!"

Using Beautiful 1/72 scale diecast models, players can choose to be American or Japanese airmen in the Battle of the Coral Sea, or Italian and British aces over the North African desert. Play the famous dogfight of Stanley "Swede" Vejtasa, in his Dauntless SBD dive bomber, vs three angry Zeros; or refight Franco Lucchini's Cr.42 biplane battle against Gloster Gladiators over Libya.

*Come learn to play the new WW2 air combat rules in a quick and fun scenario. Run every hour on the hour in the demo area. (Rules and scenario books available in Expo Center.)*

### **F-622 - Tank Fight at the Chinese Farm, Oct. 1973**

Fri. 2 PM, 5 hrs, 6 players

GM: Kenny Noe

Sponsor: Old Dominion Game Works

Modern 12mm, Rules: Mein Panzer

The Sharon division has crossed the Suez and taken the fight to Egypt itself!! The only problem facing them is an heavily defended area known as the Chinese Farm. Come play Mein Panzer Core Rules with a little modern twist. Command Units of Israel bent on revenge to the surprise attacks or lead the Egyptian forces and defend your home land.

*Rules Taught/Beginners Welcome.*

### **F-229 - Kuneitra, 7 Oct. 1973**

Fri. 2 PM, 4 hrs, 5 players

GM: Kurt Schlegel and the HAWKS

Modern 1/285 micro, Rules: LSNC: WW2

The Syrians open the war with an assault by the 7th Infantry Div. and two attached armor brigades on the Israeli positions outside of Kuneitra.

### **F-219 - Cave Trolls and Goblins**

Fri. 2 PM, 2 hrs, 6 players

GM: Jamie Davis with Christopher Davis and the HAWKS

Fantasy 25mm, Rules: Lord of the Rings TMG

Our heroes are in the mines of Moria, the goblins are closing in, and they have a cave troll. Help Gandalf, Legolas, Aragorn, Gimli and Boromir keep Frodo, Sam, Merry and Pippin safe.

*Once again the HAWKS will be hosting one table of 2 hour games for Kids all day Friday and Saturday. Adults only with playing child. Come help us introduce your kid to the fun of miniature gaming!*

### **F-359 - WEGS: Booty Camp**

Fri. 2 PM, 1 hrs, 5 players

GM: L. Willy Wick and the Wegshogs!

Sponsor: GameWick Games, llc

Fantasy 25mm, Rules: Wickedly Errant Game System

Come get a taste of this new sword-n-sorcery adventure game! In about fifteen minutes, you'll create a robust WEGS character to call your very own. All you do is select a race (Dwarf, Elf, Goblin, Gnobbitt, or Humnz) and class (Warrior, Ranger, Trickster, Mage or Sage). After a few quick dice rolls, your character will be ready to jump into the fray (and, possibly, survive!). Session concludes with a quick combat scenario. Ark! Ark! Ark!

*Age 13+. Beginners welcome. Easy rules! Quick action!*

### **F-721 - Lost Oracle of the Jungle Moon**

Fri. 2 PM, 3 hrs, 4 players

GM: Mark Costello

Sponsor: Rattrap Productions

SciFi 28mm, Rules: Fantastic Worlds

Trapped a galaxy away from his Terran homeworld, Col. Val Tasker races to aid his beloved Princess Ayodné of Meraphos unlock the mysteries of the ancient Oracle of T'chol T'chok. Lost for centuries amidst trackless jungle wastes of a distant moon, the power of the Oracle promises salvation for beleaguered Meraphossi, and perhaps a way home for Tasker! But will ancient rivalries and secret agendas spell doom, even if they should surmount the perils of The Lost Oracle Of The Jungle Moon?

*Rousing space adventure previewing Fantastic Worlds, the pulpilicious new rockets 'n rayguns rules from Rattrap Productions!*

### **F-450 - Star Wars: Remnants of Empire**

Fri. 2 PM, 4 hrs, 8 players

GM: Aaron Cain with Rod Cain

Sponsor: Hotz Art Works - [www.hotzmats.com](http://www.hotzmats.com)

SciFi Fleet, Rules: Full Thrust Modified

The Emperor is dead, and remnants of the imperial fleet have rallied around Admiral Daala and Admiral Thrawn. They have set out from the Maw installation to meet the Alliance forces near the Kessel system. Will the fragile new republic survive? Take command of your fleet and lead them against the upstart Alliance or the evil Empire. Fate of the galaxy is in your hands!

### **F-698 - Classic Battletech Demo Game 4**

Fri. 2 PM, 1 hrs, 4 players

GM: Mark Yingling

Sponsor: Iron Wind Metals, Prize: Mech Mini

SciFi 1/285, Rules: CBT – Total Warfare

Walk-Up demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration will necessary so just walk up and play. At the end of the game you will get a demo packet.

*All materials, miniatures and dice provided. Beginner Friendly; Rules Taught*

### **F-692 - Classic Battletech – Grinder 2**

Fri. 2 PM, 3 hrs, 6 players

GM: Dave Yingling

SciFi 1/285, Rules: CBT – Total Warfare

The Grinder is a free for all Classic Battletech Demo game where new (or returning) players will be taught using the Quick Star Rules and then every so often add a new rule to the game. The game will be using MWDA miniatures for game play with the Classic Battletech Stats.

*All materials, miniatures and dice provided. Beginner Friendly; Rules Taught.*

## **★ 3:00 PM ★**

### **F-579 - Revenge, Gold and Other Things**

Fri. 3 PM, 2 hrs, 9 players

GM: Jon May with Bob Baldwin and Scott Baldwin

Dark Ages 25mm, Rules: Home Rules

2003 theme runner up event returns. Enjoy a day in the Norman, Saxon, Viking time period with individual victory conditions. Home grown rules are easy to learn with a fast paced game. Stop by the table for the alternate list in case gamers decide to not show by the starting time and the spectacular scenery.

*Under age 13 very welcome with playing/assisting adult. If adult also wishes to play please sign up as a separate gamer*

### **F-536 - Chevauchees**

Fri. 3 PM, 4 hrs, 8 players

GM: Tim Goodlett with Rich Low, Andy Turlington and the Southern Maryland Partizans

Medieval 28mm, Rules: Cry Havoc

Chevauchees - French for "Pillaging Raid." The English army unleashes a raid on an unsuspecting French village. Each player controls a group of English or Gascon troops; object, raid and pillage the French town. Player who captures the most treasure and causes the most havoc wins!

### **F-544 - First Battle of Freeman's Farm**

Fri. 3 PM, 6 hrs, 6 players

GM: David Bolton with Rules author Richard J. Kane and the Woodbridge (VA) Area GamerS

Age of Reason 15mm, Rules: Flint and Steel

(Saratoga Campaign September 19, 1777). This battle recreates Gen Burgoyne's attempt to turn the American Fortifications on Bemis Heights. His army is divided into three columns to find the American Field Works but MAJ Gen Benedict Arnold and COL Daniel Morgan have other ideas. Can you do better than Burgoyne or will you as the Americans decisively smash the British?

### **F-340 - The Not-So-Glorious 29th of May, 1794**

Fri. 3 PM, 8 hrs, 12 players

GM: Stanley Sunderwirth

Napoleonic 1:2000, Rules: Victory Under Sail

France is starving and Villaret-Joyeuse has been sent to meet a huge grain convoy from America. Villaret was told to bring home the convoy or don't come home alive. Howe attacks from leeward in the 2nd of two battles leading up to the Glorious 1st of June. Players control squadrons or half-squadrons.

*Rules taught; features lots of dice and almost no charts!*

### **F-217 - Blind Bears Bluff**

Fri. 3 PM, 3 hrs, 6 players

GM: Todd Harland-White and the HAWKS

Napoleonic 25mm, Rules: Milk and Cookies

Ever wonder what it is like to be in a battle and NOT be able to see where all your opponents are? Or wonder why you sometimes see a curtain set up across a pair of tables? Here's your chance - a Double Blind Game for Teddy Bears. As you attempt to capture the Honeycombs of Castle Grizzley, you know where your bears are and what they are doing in the woods, but the rest is a mystery....

### **F-333 - Wings of War: Miniatures**

Fri. 3 PM, 3 hrs, 8 players

GM: Darryl Veigel with Dana Lombardy

Sponsor: Fantasy Flight Games

WWI 1/144, Rules: Wings of War Miniatures

Play the classic game of WWI aerial combat now with detailed miniature airplanes!

### **F-185 - Battle for Peoter's Pig**

Fri. 3 PM, 2 hrs, 6 players

GM: Buck Surdu and the HAWKS

Pulp 25mm, Rules: Blood & Swash

The small Ukrainian town of Krasnaya is proud of Peoter's award winning pig, Vladimir. After drinking heavily, the men of Novosibirskina, the neighboring village, steal the pig. They have continued to drink heavily in celebration. The men of Krasnaya have decided to go get Peoter's pig back. After drinking heavily, they ride...

*Rules taught. Mature players preferred. Children under age 12 must share a command with an accompanying adult. In memoriam of Al Slisinger.*

### **F-264 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)**

Fri. 3 PM, 1 hrs, 4 players

GM: Mark Fastoso

Sponsor: Check Your 6! ([www.skirmishcampaigns.com](http://www.skirmishcampaigns.com))

WWII 1/72, Rules: "Check Your 6!"

Using Beautiful 1/72 scale diecast models, players can choose to be American or Japanese airmen in the Battle of the Coral Sea, or Italian and British aces over the North African desert. Play the famous dogfight of Stanley "Swede" Vejtasa, in his Dauntless SBD dive bomber, vs three angry Zeros; or refight Franco Lucchini's Cr.42 biplane battle against Gloster Gladiators over Libya.

*Come learn to play the new WW2 air combat rules in a quick and fun scenario. Run every hour on the hour in the demo area. (Rules and scenario books available in Expo Center.)*

### **F-132 - Poor Bloody Infantry Gamette - Theme Game**

Fri. 3 PM, 1 hrs, 3 players

GM: Martin Goddard with Rob Roriston

Sponsor: Peter Pig

WWII 15mm, Rules: Poor Bloody Infantry

These Gamettes are to introduce players to the Poor Bloody Infantry gaming system. Gamette lasts less than an hour -- usually one platoon being attacked by two platoons.

*Martin, Rob and Julie have come all the way from the UK to fight 14th Army v Japanese. Do come by and say hello, play!*

### **F-470 - Penny Packets of Paratroopers**

Fri. 3 PM, 4 hrs, 6 players

GM: Jeff Kimmel and the Rogues

WWII 28mm, Rules: Arc of Fire

The night drop on June 5th, 1944 did not go as planned. US Airborne forces were dropped far and wide across the French countryside, sometimes many miles from their assigned objectives. As dawn breaks on D-Day, widely scattered US paratroopers try to locate their friends, determine where they and their objectives are. At the same time, German patrols begin to sweep the countryside to locate and eliminate the isolated groups of paratroopers before they can join together.

### **F-737 - Car Wars**

Fri. 3 PM, 3 hrs, 8 players

GM: Howard Fesler and the Bux-Mont Gamers

Modern 15mm, Rules: Car Wars

Autoduelling in Amish country! The Lancaster Host Arena presents a Division 15 match. Things are otherwise pretty slow in this neck of the woods so we expect a standing room only crowd. Get your tickets early!

*Rules taught.*

### **F-350 - WEGS: Escape From The Dwarf Lord's Tomb**

Fri. 3 PM, 2 hrs, 6 players

GM: L. Willy Wick and the Wegshogs!

Sponsor: GameWick Games, llc

Fantasy 25mm, Rules: Wickedly Errant Game System

Intro to the Wickedly Errant Game System. A rag-tag fellowship of Dwarves, Elves, Goblins, Gnobbits and Humnz find themselves in the middle of a Dwarven mine with only one way out – FIGHT! This short scenario is designed to show players the explosive mechanics of WEGS combat. It's "all-for-one and one-for-all" in this mad dash for the exit! Sword-n-sorcery adventure with a Vegas-laced twist.

*Age 13+. Beginners welcome. Easy rules! Check out [www.gamewick.com](http://www.gamewick.com) for game info.*

### **F-490 - The Hunt for Deathwalker, 10 Sept. 2232**

Fri. 3 PM, 4 hrs, 10 players

GM: D. Grant Greffey

SciFi 25mm, Rules: Warzone Ultimate Edition (modified)

The Dilgar War has been raging for two years. The Earth Expeditionary Force and its alien allies are now closing in on the world of Salos. EarthForce Intel believes the infamous war criminal Warmaster Jha'dur (a.k.a. "Deathwalker") has her HQ in the north. She's reputedly killed tens of millions with her "experiments." Special assault team has been formed to attack suspected bioweapons complex and capture or kill her if possible. Time for EarthForce "Gropos" (ground pounders) to show their mettle.

*Players under age 10 should have adult assistance.*

### **F-699 - Classic Battletech Demo Game 5**

Fri. 3 PM, 1 hrs, 4 players

GM: Mark Yingling

Sponsor: Iron Wind Metals, Prize: Mech Mini

SciFi 1/285, Rules: CBT – Total Warfare

Walk-Up demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration will necessary so just walk up and play. At the end of the game you will get a demo packet.

*All materials, miniatures and dice provided. Beginner Friendly; Rules Taught*

## **★ 4:00 PM ★**

### **F-750 - Marcommani Wars: Halting the Flood, 169 A.D.**

Fri. 4 PM, 3 hrs, 6 players

GM: Shan Palmatier and AoCM

Ancients 28mm, Rules: SAGA's Ancient Warfare

The largest Germanic eruption into the Empire in centuries has been pillaging and looting for two years. The massed German tribes have overcome all local resistance, sacked the Legion Fort at Vindibona, run wild in Pannonia, Illyria, Thrace, and even penetrated into Italy! Now Emperor Marcus Aurelius has returned from the eastern wars, and brings the full power of the Roman legions down on the Germanic Host. Both sides seek open battle.

### **F-465 - The Lost Legion**

Fri. 4 PM, 4 hrs, 8 players

GM: Robert Rutherford

Age of Reason 25mm, Rules: Home Rules

Roman vs. Germans. They went into the woods and never came out. 1000 figures slashing and dying.

### **F-427 - Drawing Blood on the Frontier, New York 1759**

Fri. 4 PM, 4 hrs, 8 players

GM: Nate Gerstner and the Refuse the Flank Wargamers

Age of Reason 25mm, Rules: Brother Against Brother

It's the early Spring, and a small group of French and Canadian soldiers are busy constructing an outpost deep in the New York wilderness. It has been several months since last year's campaigning season, and the men are itching for a fight. Fortunately, a British attack column is on its way and more than happy to oblige them. Will the French be able to hold out, or will the Brits destroy the outpost and drive the invaders out of New York?

### **F-449 - Dennewitz 1813 Redux, Act 2**

Fri. 4 PM, 5 hrs, 6 players

GM: Bill Gray

Sponsor: Eureka Miniatures (AB), Prize: 15 mm Command Packs

Napoleonic 15mm, Rules: Age of Eagles, Napoleonic Fire & Fury

The Prussian capital is threatened by Marshal Ney's powerful Army of Berlin and only ex French Marshal Bernadotte's Allied Army of the North can stop him. Join the fun as 140,000 French, Allies, even Swedes (they've accepted their invitation) duke it out in this pivotal Befreiungskreis clash. A Cold Wars repeat (had a blast) and the 2nd part of two back-to-back games, same table, when a different set of players will continue the mess left them.

*Check photos at <http://ageofeagles.com>, Napoleonic Gallery tab. Please do not sign up for both events.*

### **F-626 - March to Cerro Gordo, 18 Apr. 1846**

Fri. 4 PM, 4 hrs, 6 players

GM: Jon Coulter

Sponsor: Old Dominion Game Works

19th Century 15mm, Rules: American Battlelines

Following his success at Veracruz, General Winfield Scott begins his advance toward Mexico City, but General Antonio López de Santa Anna blocks Scott's march at Cerro Gordo with more than 12,000 soldiers. The American Corps of Engineers discover a trail around Santa Anna's position that Scott quickly takes advantage of. Moving his main body along the trail, Scott ultimately routes Santa Anna's force. This scenario represents a portion of the battle, leading up to the base of Cerro Gordo.

*Rules Taught/Beginners Welcome.*

### **F-235 - Aerodrome 1.1**

Fri. 4 PM, 8 hrs, 10 players

GM: Hal Dyson

WWI 1/72, Rules: Aerodrome 1.1 by Stan Kubiak

Thrill to the Kill! WW1 aerial combat. Novice or veteran; chance, luck, or skill; live in fame or go down in flame! Bennies for combat success! Runs from 4 pm to about Midnite in a series of rounds. Casualties yield seats to those standing by on first come basis.

*Rules briefed on site. Open to all: age 15 and under by mutual consent of GM and parent/adult.*

### **F-291 - Kohima: Breaking of the Sword, Apr. 1944 - Theme Game**

Fri. 4 PM, 4 hrs, 6 players

GM: Chalfant Conley and the Susquehanna Historical Wargamers

WWII 25mm, Rules: Disposable Heroes/Coffin for Seven Brothers

The Japanese launch their U-Go offensive towards India. Take charge of a platoon and fight over the terraces, the DC Bungalow, and the tennis court and decide the fate of the entire Burma campaign in this brutal and active game. Originally part of the Greater Pacific War Project.

*No players under age 16.*

### **F-265 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)**

Fri. 4 PM, 1 hrs, 4 players

GM: Mark Fastoso

Sponsor: Check Your 6! ([www.skirmishcampaigns.com](http://www.skirmishcampaigns.com))

WWII 1/72, Rules: "Check Your 6!"

Using Beautiful 1/72 scale diecast models, players can choose to be American or Japanese airmen in the Battle of the Coral Sea, or Italian and British aces over the North African desert. Play the famous dogfight of Stanley "Swede" Vejtasa, in his Dauntless SBD dive bomber, vs three angry Zeros; or refight Franco Lucchini's Cr.42 biplane battle against Gloster Gladiators over Libya.

*Come learn to play the new WW2 air combat rules in a quick and fun scenario. Run every hour on the hour in the demo area. (Rules and scenario books available in Expo Center.)*

### **F-438 - Ordeal of the 3rd Panzer, Pt.I: Kursk, 5-6 July 1943**

Fri. 4 PM, 8 hrs, 6 players

GM: Steve Curtis with Martin Hudson and Henry Hudson

WWII 15mm, Rules: Battlefront WWII

This is the 3rd Panzer divisions' attempt to break through the first lines of Soviet defenses and drive to the Pena River during the opening days of the battle. The session is part I of our mini Kursk campaign. This is a long game broken into 2 or 3 shorter scenarios with a few breaks for refreshments and planning. If you thought that Kursk was just about the "Big Cats" think again.

*This is a long game so some walkups will be considered, but we are looking for committed players.*

### **F-625 - Stemming the Red Tide, Jan. 1943**

Fri. 4 PM, 4 hrs, 6 players

GM: Bob Benge, Sponsor: Old Dominion Game Works

WWII 15mm, Rules: Mein Panzer

Near Ostrogosk Russia: Soviet forces have spearheaded breakthroughs deep into German lines around Stalingrad through German minor allies of Italy, Romania and Hungary. Stalingrad has fallen and Axis forces are hurriedly trying to plug the massive breach in the lines. The Hungarian force of Corps Cramer is assembled in true German Kampfgruppe fashion in an attempt to stall Russian advance. Corps Cramer is ordered to counter attack the Russian spearhead and through it back to buy time for the Axis forces.

*Rules Taught/Beginners Welcome.*

### **F-133 - Poor Bloody Infantry Gamette - Theme Game**

Fri. 4 PM, 1 hrs, 3 players

GM: Martin Goddard with Rob Roriston

Sponsor: Peter Pig

WWII 15mm, Rules: Poor Bloody Infantry

These Gamettes are to introduce players to the Poor Bloody Infantry gaming system. Gamette lasts less than an hour -- usually one platoon being attacked by two platoons.

*Martin, Rob and Julie have come all the way from the UK to fight 14th Army v Japanese. Do come by and say hello, play!*

### **F-255 - New War, New Enemy, 14 June 1940**

Fri. 4 PM, 3 hrs, 7 players

GM: C.B. Stevens

Sponsor: Check Your 6! ([www.skirmishcampaigns.com](http://www.skirmishcampaigns.com))

WWII 1/300, Rules: "Check Your 6!"

The Italian 90a Squadria, equipped with new Fiat Cr. 42 "Falco" biplane fighter, had only been stationed in Libya a short time before scoring the first kills against the Gloster Gladiators above in the Sahara. Over Buq Buq, Lt. Franco Luchinni of the 4o Stormo and a veteran pilot of the Spanish Civil War, recorded his first victory over the British enemy. He would go on to become one of Italy's greatest fighter pilots, with well over 20 kills (incl. downing Britain's highest scoring ace).

*No exp necessary, easy to learn, everything you need to fly is on one sheet of paper. Pilots <48" tall must bring own booster seat and "Crew Chief" (playing or non-playing adult). From soon to be released "Falcon of the Duce" scenario book (rules and scenario books available in Expo Center).*

### **F-623 - Solomons Campaign I, Aug. 1942**

Fri. 4 PM, 4 hrs, 6 players

GM: Gregory Kuntz

Sponsor: Old Dominion Game Works

WWII 1/2400, Rules: General Quarters III

ODGW's latest naval campaign series allows maximum re-playability of naval actions during both World Wars. We will play Turn 1 of the forthcoming General Quarters 3rd Edition WWII naval campaign, "The Solomons Campaign," and all the battles that result. Be forewarned — this could mean air, surface, and sub warfare in this hotly contested area! ODGW's latest naval campaign series allows maximum re-playability of naval actions during both World Wars.

*Rules Taught/Beginners Welcome.*

### **F-513 - Operation Zitadelle, 5 July 1943**

Fri. 4 PM, 4 hrs, 8 players

GM: George Garifo and the Potomac Wargamers

WWII 15mm, Rules: Flames of War

The Battle of Kursk begins.

### **F-624 - They've Decided to Stand and Fight, 8 Nov. 1942**

Fri. 4 PM, 4 hrs, 6 players

GM: JD Perry

Sponsor: Old Dominion Game Works

WWII 12mm, Rules: Mein Panzer

Saint Lucien, 30km NE of Oran, Algeria. The wildcard facing Anglo-American landings in NW Africa was whether or not the Vichy French would resist. As soon as Task Force Red from CCB/1st Armored Div. was ashore near St. Leu, a flying column under Lt.-Col. Waters overran the airfield north of Tafaraoui. Next morning scouts reported armor and infantry from the 2nd African Chasseurs advancing from St. Lucien. Waters gathered his reinforced column and headed east to strike the French head-on.

*Rules Taught/Beginners Welcome.*

### **F-226 - Matchbox Madness**

Fri. 4 PM, 2 hrs, 8 players

GM: Norman Dean and the HAWKS

Modern 20mm, Rules: Home Rules

Hordes of elderly Matchbox vehicles clash in a setting vaguely resembling the post WW2 Balkans. Take command of some small imaginary country's military and duke it with your friends and neighbors.

*Once again the HAWKS will be hosting one table of 2 hour games for Kids all day Friday and Saturday. Adults only with playing child. Come help us introduce your kid to the fun of miniature gaming!*

### **F-700 - Classic Battletech Demo Game 6**

Fri. 4 PM, 1 hrs, 4 players

GM: Mark Yingling

Sponsor: Iron Wind Metals, Prize: Mech Mini

SciFi 1/285, Rules: CBT – Total Warfare

Walk-Up demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration will necessary so just walk up and play. At the end of the game you will get a demo packet.

*All materials, miniatures and dice provided. Beginner Friendly; Rules Taught*

## ★ 5:00 PM ★

### **F-533 - Fire in the Steppe (Podolia, July 1675)**

Fri. 5 PM, 4 hrs, 8 players

GM: David Bonk with Lyle Bickley and the Triangle Simulation Society

Renaissance 25mm, Rules: Renaissance Warfare

Turks, Cossacks and Russians besieged Imperialist forces in a small village in the Steppe. Polish forces arrive to save the garrison.

### **F-484 - Denain, 1712**

Fri. 5 PM, 5 hrs, 8 players

GM: Ray Cassell

Age of Reason 6mm, Rules: Ga Pa

Scaled down version (1/2) of Villars' breaking of the allies' fortified line. Here's another WSS game without any English troops. There are wave upon wave of French infantry, trenches and a lots of Germans. Is this the war of the Spanish Succession or WWI?

### **F-342 - North-West Frontier Uprising: "A Village Too Far" - Theme Game**

Fri. 5 PM, 5 hrs, 8 players

GM: John Spiess with James Stanton and NYWA

Colonial 25mm, Rules: Home Rules

A mighty Pathan uprising along the frontier has left British garrisons isolated and under siege. Facing relentless attacks, for the hearty British soldiers, there was "nothing left - but to fight". And what Northwest Frontier scenario would be complete without a British relief and supply column, and our favorite water boy carrying a bugle who dreams of being a soldier? There should be plenty of posthumous VC's in this one.

### **F-283 - Death By Harka! - 1922**

Fri. 5 PM, 3 hrs, 4 players

GM: Jayson Gardner and the Northern Lancaster Wargamers

Sponsor: sixfeetundergames.com

Inter-War 28mm, Rules: Disposable Heroes/Coffin for Seven Brothers

Spanish Protectorate of Morocco: Abd el Krim leading the Riffian populace into open revolt. Emboldened and armed with defeat of Spanish forces at Annuol, Krim's Riffians attack villages/outposts still loyal to the Spanish. At one village the Spanish Foreign Legion await a revictualizing convoy with much needed water, but in order to reach the village it must avoid Krim's warbands (Harkas). Join the Spanish Foreign Legion in their defense of the village and convoy or join Krim's rebels in Death by Harka!

*Children under age 15 welcome with participating adult.*

### **F-266 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)**

Fri. 5 PM, 1 hrs, 4 players

GM: Mark Fastoso

Sponsor: Check Your 6! (www.skirmishcampaigns.com)

WWII 1/72, Rules: "Check Your 6!"

Using Beautiful 1/72 scale diecast models, players can choose to be American or Japanese airmen in the Battle of the Coral Sea, or Italian and British aces over the North African desert. Play the famous dogfight of Stanley "Swede" Vejtasa, in his Dauntless SBD dive bomber, vs three angry Zeros; or refight Franco Lucchini's Cr.42 biplane battle against Gloster Gladiators over Libya.

*Come learn to play the new WW2 air combat rules in a quick and fun scenario. Run every hour on the hour in the demo area. (Rules and scenario books available in Expo Center.)*

### **F-252 - Ace On Your 6!**

Fri. 5 PM, 4 hrs, 12 players

GM: Scott Fisher

Sponsor: Check Your 6! (www.skirmishcampaigns.com)

WWII 1/300, Rules: "Check Your 6!"

Learn and play the new "Check Your 6!" World War II Air Combat Rules! Prove your mettle as a steely-eyed fighter jockey! Chalk up your victories throughout a series of short dogfight scenarios and get your name on the scoreboard -- the best German and American aces gets the bragging rights and an invitation to duke it out in the follow-up fur-ball at Fall-In! You can be the first champion Ace ever in what is sure to become a classic convention tournament.

*No exp. necessary, easy to learn, everything you need to fly is on one sheet of paper. Pilots <48" tall must bring own booster seat and "Crew Chief" (playing or non-playing adult). Rules and scenario books available in Expo Center.*

### **F-701 - Classic Battletech Demo Game 7**

Fri. 5 PM, 1 hrs, 4 players

GM: Mark Yingling

Sponsor: Iron Wind Metals, Prize: Mech Mini

SciFi 1/285, Rules: CBT – Total Warfare

Walk-Up demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration will necessary so just walk up and play. At the end of the game you will get a demo packet.

*All materials, miniatures and dice provided. Beginner Friendly; Rules Taught*

### **F-693 - Classic Battletech – Grinder 3**

Fri. 5 PM, 3 hrs, 6 players

GM: Dave Yingling

SciFi 1/285, Rules: CBT – Total Warfare

The Grinder is a free for all Classic Battletech Demo game where new (or returning) players will be taught using the Quick Star Rules and then every so often add a new rule to the game. The game will be using MWDA miniatures for game play with the Classic Battletech Stats.

*All materials, miniatures and dice provided. Beginner Friendly; Rules Taught.*

### **★ 6:00 PM ★**

#### **F-109 - Battle of Opis: 539 BC**

Fri. 6 PM, 4 hrs, 11 players

GM: Victor Hiris

Ancients 15mm, Rules: Home Rules

Can King Cyrus and the Persian Empire conquer the Babylonians?

*Kid friendly.*

#### **F-232 - Battle for the West: Poitiers/Tours 25 Oct. AD 732**

Fri. 6 PM, 4 hrs, 8 players

GM: Richard Wareing

Dark Ages 15mm, Rules: Hack in the Dark

On an open field between the towns of Poitiers and Tours the veteran army of Spain's Muslim governor Abd ar Rachman al-Ghafidi faced the grim and battle-hardened men of the regnum Francorum, led by Charles, Mayor of the Palace. At stake was the rich shrine of St. Martin of Tours, the holiest (and perhaps wealthiest) place in all of Francia, and perhaps even the fate of the West itself.

*Players age 13 and up are welcome. Rules taught.*

#### **F-509 - Bannockburn, 1314**

Fri. 6 PM, 3 hrs, 8 players

GM: Jeffrey Ball

Sponsor: SAGA

Medieval 25mm, Rules: Medieval Warfare

One of the great battles of the Medieval period is recreated here as Robert the Bruce fights for Scottish independence against the massive English army under Edward II. See if you can hold the Scottish pikes together or break through with the bold, heavily armored English knights with their English, Welsh and Irish foot in support.

*Kids under age 15 welcome if accompanied by adult.*

#### **F-444 - Wladislaw's Drift: 1650**

Fri. 6 PM, 5 hrs, 6 players

GM: Ed Mueller

Renaissance 25mm, Rules: Home Rules

As the Cossack Rebellion explodes across the Ukraine, a detachment of Scottish musketeers in Polish service holding an outpost remain an island of resistance. As a small column of supplies and reinforcements approaches the station, the assault begins! German and Polish dragoons, Scottish musketeers, Zaporozhian cossacks, Tartars, pancerni and winged hussars. In this colorful skirmish-level game, players control several units (10 figures each) to decide the fate of Wladislaw's Drift.

*Young adults playing with parents welcome.*

#### **F-125 - Rule the Seas: British vs French Classic**

Fri. 6 PM, 4 hrs, 12 players

GM: Jeffrey Hunt

Sponsor: Portsmouth Miniatures

Napoleonic 1:900, Rules: Close Action

Closer to the wind, bracing for the worst these ships of the line prepare for battle. Who rules the seas? It's time to determine if England still controls the waves, or is it time for the French and Spanish to overtake England. Come captain a ship and prove your metal.

#### **F-182 - 1st Manassas, Pt.1 (21 July 1861)**

Fri. 6 PM, 4 hrs, 25 players

GM: Lee Burger with Fred Hubig and the Potomac Wargamers

American Civil War 25mm, Rules: Carnage and Glory

"Action, Action" should be our rallying motto. Drive back the invading foul of a brutal and desperate foe, or leave a record to posterity that we died bravely defending our homes and firesides; the honor of our wives and daughters, and the sacred graves of our Ancestors! Sons of the south rally to the colors, defend your homes and families, repel the Yankee invader! "Union Men, President Lincoln has called for 75,000 volunteers to serve for a period of 3 months, to squash the Southern rebellion, rally to the flag".

*Not recommended for under age 15.*

### **F-515 - Beau Geste**

Fri. 6 PM, 4 hrs, 8 players

GM: John Zabawa and the Potomac Wargamers

Colonial 54mm, Rules: Home Rules

Foreign Legion at Fort Zinderneuf - Beau, John, Digby, Geste, the weasly Rasinoff and the evil Sgt.Markoff fight off hordes of Arabs.

### **F-204 - Yanks in the Lost Valley by GASLIGHT**

Fri. 6 PM, 4 hrs, 8 players

GM: Chris Palmer and the HAWKs

Victorian Science Fiction 25mm, Rules: G.A.S.L.I.G.H.T.

During the Civil War, Union soldiers testing a newly invented steam powered drilling vehicle in the Wyoming Territory discover a lost valley hidden beneath the Earth's surface complete with dinosaurs and cave women.

*Children under age 13 only with an accompanying adult.*

### **F-239 - I Died In Hell (they called it Passchendaele), Late Summer 1917**

Fri. 6 PM, 4 hrs, 6 players

GM: Peter Gaut with Rob Laing and Don Whitmire

WWI 25mm, Rules: Trench Wars (Modified, Squad Level)

The heaviest rains in 30 years, 3000 Allied guns, 60 Tanks, 300,000 Allied casualties. Join us on a small slice of Hell and see if you can take the first German trench line and maybe rescue an airman while you're at it! You have tanks, MG's and bombers. Fritz has ATR's, grenades & flamethrowers! Beautiful custom-built terrain & great figures! Last year's OSPREY Campaign Series winner!

*Under age 14 with playing adult.*

### **F-599 - I Ain't Been Shot Mum, June 1941**

Fri. 6 PM, 5 hrs, 8 players

GM: Ted Poltorak and the South Jersey Confederation of Wargamers

WWII 15mm, Rules: I Ain't Been Shot Mum

In the early days of Barbarossa sometimes the Germans came up against scratch Russian forces that were determined to make a stand against the Fascist vipers.

### **F-431 - Melee at Stonne, France 1940**

Fri. 6 PM, 6 hrs, 6 players

GM: Peter Landry with Michael Sincavage

WWII 15mm, Rules: Battlefield WWII

Elements of the 10th Panzer Div. and Gross Deutschland Rgt. fought hard to take Stonne from the French on May 14th. The French were not about to give up just yet and mounted a counterattack on the 15th to retake Stonne and blunt the German breakout. Not for the faint of heart as you will be in the middle of a combined arms battle in and around the town of Stonne!

*Beginners welcome, adult must be present with child under age 16.*

### **F-267 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)**

Fri. 6 PM, 1 hrs, 4 players

GM: Mark Fastoso

Sponsor: Check Your 6! ([www.skirmishcampaigns.com](http://www.skirmishcampaigns.com))

WWII 1/72, Rules: "Check Your 6!"

Using Beautiful 1/72 scale diecast models, players can choose to be American or Japanese airmen in the Battle of the Coral Sea, or Italian and British aces over the North African desert. Play the famous dogfight of Stanley "Swede" Vejtasa, in his Dauntless SBD dive bomber, vs three angry Zeros; or refight Franco Lucchini's Cr.42 biplane battle against Gloster Gladiators over Libya.

*Come learn to play the new WW2 air combat rules in a quick and fun scenario. Run every hour on the hour in the demo area. (Rules and scenario books available in Expo Center.)*

### **F-330 - Tide of Iron**

Fri. 6 PM, 4 hrs, 4 players

GM: Darryl Veigel with Dana Lombardy

Sponsor: Fantasy Flight Games

WWII, Rules: Tide of Iron

A game of WWII-era squad-based tactical combat featuring detailed plastic figures and elegant but realistic game mechanics.

### **F-583 - 1942 Commando Raid**

Fri. 6 PM, 4 hrs, 6 players

GM: Ben Fornshell and the Wednesday Night Gamers of Alexandria

WWII 25mm, Rules: TBS (Home Rules)

Be part of a daring Allied force dropping behind enemy lines on a secret mission to capture a German Relay and deceive high command into a well laid trap. Or play the German rear guard, complacent and surprised, but well equipped.

*Rules taught. Those arriving on time will also get to choose several custom units for their force.*

### **F-466 - Gunshin Wakure Rareru, May 1943**

Fri. 6 PM, 4 hrs, 6 players

GM: Bill Moreno with Mitchell Bates and the Rogues

WWII Micros, Rules: Spearhead (modified)

In the cold reaches of the Northern Pacific, you must take on the Japanese AND the elements and re-conquer the Island of Attu in the Aleutian Islands of Alaska. With limited resources, you must fight a desperate defender who believes he is "God Forgotten". Come and fight over a huge and beautiful and daunting piece of sculpted terrain using micro scale Air and Land and Sea forces. All players will run US Side while the Rogues club members will play the Japanese.

*Some Gaming Experience Helpful.*

### **F-421 - Save Private Ryan! - V for Victory WWII Rules Debut**

Fri. 6 PM, 3 hrs, 3 players

GM: Lee Sowers

WWII 15mm, Rules: V for Victory

Re-fight famous final battle from hit movie Saving Private Ryan. Command German Forces as your SS Panzer Grenadiers and Tiger Tanks try to hunt down the US Command Team, or command US Elite Ranger and Paratroopers trying to avoid being wiped out until reinforcements arrive. If things get too rough, Americans can make a last ditch stand and try for a draw by blowing up bridge. Variable game length and unique turn sequence keep suspense going. Fun, fast and fluid rules; unique gaming experience.

*Rules taught. Beginners welcome. Must be over age 15.*

### **F-302 - Pride of Lions**

Fri. 6 PM, 3 hrs, 6 players

GM: John McBride with David McBride and Brian Patterson

Sponsor: Splintered Light Miniatures, Prize: SLM miniatures vouchers for all participants

Fantasy 15mm, Rules: Pride of Lions

Fantasy armies clash in mass battles:magic, monsters, heroes and hordes. This is a learn-the-game demonstration of Splintered Light's new rules.

*Rules feature simple mechanics and lots of decisions (and dice rolling) by players. Children welcome with playing adult.*

### **F-702 - Classic Battletech Demo Game 8**

Fri. 6 PM, 1 hrs, 4 players

GM: Mark Yingling

Sponsor: Iron Wind Metals, Prize: Mech Mini

SciFi 1/285, Rules: CBT – Total Warfare

Walk-Up demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration will necessary so just walk up and play. At the end of the game you will get a demo packet.

*All materials, miniatures and dice provided. Beginner Friendly; Rules Taught*

### **F-703 - Classic Battletech: The Second Kavalleri's Last Stand**

Fri. 6 PM, 5 hrs, 12 players

GM: Mark Yingling

Sponsor: BV Traders

SciFi 1/285, Rules: CBT – Total Warfare

Stealth has been the hallmark of the Free Rasalhague Republic's Second Kavalleri. They owe their survival to it when Word of Blake forces rout Comstar forces stationed on planet with them. After a series of hit and run raids the Kavalleri's luck ran out and their base camp was located. Overste Signa Pegrem must rally her forces to block the Blakist advance in order to buy time for their support assets to withdraw and possibly stage guerilla warfare or just hole up until help arrives.

*No Players under age 15. All materials, miniatures and dice will be provided. Intermediate to experienced players.*

## **★ 7:00 PM ★**

### **F-503 - Chariot Aces: HISTORICON 2007**

Fri. 7 PM, 3 hrs, 16 players

GM: Paul Dobbins

Sponsor: SAGA, Prize: 25mm painted chariot

Ancients 25mm, Rules: Trojan Warfare (modified)

Large scale skirmish game, Hittites take on New Kingdom Egyptians. Ok you chariot hotshots! Lead your squadron of 4 chariots into combat against the enemy. Each squadron is competing against friend(!) and foe to score the largest number of kills and/or captures. Hey, you may even win something if you're good enough...

*Kids under age 15 welcome if accompanied by adult.*

### **F-501 - Nicopolis, 1396**

Fri. 7 PM, 3 hrs, 8 players

GM: Steve DeLucas with George Hunsicker

Sponsor: SAGA

Medieval 15mm, Rules: Medieval Warfare

Nicopolis, the last crusade. French and Burgundians join forces with the Hungarians and Wallachians to retake Nicopolis and hand a defeat to the Ottoman Turks. Let's see if you can do better than the crusaders did! Can you fight your way past the Ottoman infantry and their stakes and chase the Ottoman cavalry away or will the siege be lifted?

### **F-547 - The Nerve of the Nervii**

Fri. 7 PM, 3 hrs, 8 players

GM: Phil Viverito

Sponsor: LMW Works

Medieval 25mm, Rules: Knight Hack Medieval Warfare 1000 to 1400 Third Edition

Caesar has mustered his legions to relieve the camp of Cicero which the Nervii have besieged. Caesar has built his camp and now the Nervii are caught between the camp of Cicero and that of Caesar. A situation that would unnerve the bravest Gaul. Will the nerve of the Nervii will be put to the test. Will they have the nerve to defeat Caesar and then turn and finish off Cicero? Cast the die and determine the fate of the Nervii.

### **F-207 - The Curse of the Haunted Treasure**

Fri. 7 PM, 4 hrs, 8 players

GM: Jennifer Palmer and the HAWKS

Pike and Shot 25mm, Rules: Blood & Swash

Sharpen ye blade and load thee musket for there be something suspicious in the recent delivery t' the Spyglass Tavern. Pirate mayhem and merriment guaranteed in another one of Jennifer Palmer's swashbuckling adventures.

*Players under age 14 only with accompanying adult.*

### **F-740 - Ambush on the Road to Moscow**

Fri. 7 PM, 4 hrs, 8 players

GM: Kevin Donaghy and the Bux-Mont Gamers

Age of Reason 15mm, Rules: Age of Reason

After the death of the Tsarina, the Russian army is recalled to Moscow. Unfortunately Frederick has prepared a party for the Russians before they leave Prussia - A Surprise Party!

*Rules taught.*

### **F-147 - Celluloid Heroes of the West**

Fri. 7 PM, 4 hrs, 14 players

GM: Maurice Holmes with Sean Stratton and Kim Caron

19th Century 25mm, Rules: High Noon

"Out of those thrilling days of yesteryear..." the Celluloid Heroes of the movies and television return. Who was the best in the west? After five games over two years at Historicon, the Television stars are up by one game. Can the movie stars even the score? Come find out at the High Noon wild west layout. "High Ho Silver, Away!!!"

*Children under age 16 very welcomed, but must be accompanied by adult.*

### **F-413 - Retreat from Berber, 1884**

Fri. 7 PM, 4 hrs, 8 players

GM: Matthew Grove with Mark Neimeyer and Chris Johnson

Sponsor: Crescent Root Studio

Colonial 25mm, Rules: SUDAN

While Gordon is in Khartoum, the Signal Corps has been stationed along the river town of Berber to relay messages. Last message stated the Camel Corps was en route, and dust from an army can be seen past the low hills. Something's not right; no Arab stalls were open in the market square today. The Heliograph team sees the Beja in the rocks outside town. Berber is not well protected and with the river gunboat waiting at the dock, there is no need to stay. The Beja and Nile Arabs have other plans!

*Under age 14 only with playing adult please.*

### **F-148 - Colonial Naval Action**

Fri. 7 PM, 4 hrs, 16 players

GM: Leo Walsh

Colonial 1:2400, Rules: Age of the Dreadnought

Colonial fleets vie for control of the seas. Gunboats, torpedoe boats, cruisers and battleships from an assortment mix it up. Using these easy to learn fast playing rules will get the task done in short order.

### **F-744 - Turmoil in the Transvaal, 10 Dec. 1899**

Fri. 7 PM, 4 hrs, 8 players

GM: Kevin Kenelly with Frank Ditizio and the Bux-Mont Gamers

Colonial 15mm, Rules: The Sword and The Flame

At the Battle of Stormberg, British General Sir William Gatacre, who was in command of 3000 troops protecting against Boer raids in Cape Colony, tried to recapture a railway junction about 50 miles south of the Orange River. But Gatacre chose to assault the Orange Free State Boer positions surmounting a precipitous rock face. He lost 135 killed and wounded, as well as two guns and over 600 troops captured. Not a sterling day for the Brits! Can you do better?

*Rules taught.*

### **F-456 - On to Irun!**

Fri. 7 PM, 4 hrs, 8 players

GM: Pat Condray

Inter-War 20mm, Rules: VIVA EL CRISTO REY!

A Traditionalist Column under Maj. Bourlequi moves northwest to cutoff Republic from France at Irun. Facing them, Basque separatists (who are still bombing in Spain), Anarchists, and several kinds of Communists including local militia and foreign volunteers from France under Andre Mary, future leader of the International Brigades. Gen. Mola reinforces the Traditionalist column with a Bandera of the Tercio (Spanish Legion) and battery of 155mm guns. Problem compounded by differing objectives among Republican factions.

### **F-248 - The Lost Temple of Cap Haitien**

Fri. 7 PM, 5 hrs, 10 players

GM: Jon Lundberg with Jeff McCarroll and the Wargaming Association of NY

Sponsor: Brigade Games, Prize: Coupons

Pulp 25mm, Rules: Rugged Adventures

Rumors surround an idol reputed to have incredible power that is in the troubled nation of Haiti. Once news slips out at an International Conference, a whole series of teams are dispatched to find and secure it. Making things complicated are the efforts of US Marines to bring peace to the Jungle and Dominican Baseball Smugglers that plan on keeping the supply of Haitian baseballs their own. Nazis, Marines, Zombies, Neo Aztecs and Cultists are just a few of the groups trekking across the jungle.

*Adult must be present with a child under age 12.*

### **F-478 - Breakthrough at Novo Selo (November 16, 1943)**

Fri. 7 PM, 4 hrs, 9 players

GM: Jeff Billings

Sponsor: Lost Battalion Games, Prize: Shirts and terrain

WWII 1/285 micro, Rules: Panzer Miniature

Gen. Roslavl of the 10th Guards Army is in serious danger of failing. Novo Selo is proving to be a killing ground for his troops; two divisions have been destroyed in front of this small town. Roslavl commits a fresh division, the 85th Guards Rifle Div. and 10th Heavy Tank Brigade. With the 78th Sturm Div. stretched to the shattering point 4th Army orders the attachment of the 347th Inf. Rgt. and a Motorized Rifle Batt. from the 25th Panzer Grenadier. Third battle of the Minsk Highway Defense.

*Experienced players only.*

### **F-158 - Wolves in Sheep's Clothing, Oct. 1943**

Fri. 7 PM, 4 hrs, 8 players

GM: Martin Fenelon and the Niantic Wargamers

Sponsor: MSD Games

WWII 1/285 micro, Rules: Luftwaffe 1946: Fight for the Skies

The Abwehr has learned of a new Soviet super-tank project being developed at a factory in the Urals. A special Luftwaffe unit has obtained bombers with the range, bombload, and accuracy to strike the plant and design bureau. Far behind the frontlines, the Soviets have only second-rate fighters assigned for air protection. Can they stop this surprise strike? Fast moving air-to-air action from Luftwaffe 1946: Luftsturm book.

*Fast play air-to-air game where you command multiple aircraft. Rules taught*

### **F-545 - Ambush On The Road To Gold**

Fri. 7 PM, 4 hrs, 8 players

GM: Ron Prillaman and the Potomac Wargamers

WWII 54mm, Rules: Red/White/Blue/Green/Black

An ambush by a small group of GI's on a German Truck Convey, turns into much more when reinforcements start coming to the sound of the guns. What will Kelly do - will Odd JOB throw in his Shermans - can the Gravediggers hold the town? Throw lots/lots of dice in this large 6x20 foot table battle with lots of cover/terrain for the tank killers.

*Adults only as GM is Very Politically Incorrect.*

### **F-604 - Red Devils at Dawn: The 21st Panzer Division counterattacks at Ranville, June 1944**

Fri. 7 PM, 4 hrs, 4 players

GM: Jeff Knoke with Bill Starmer

Sponsor: KHI Miniatures and Iron Ivan Games, Prize: Yes

WWII 25mm, Rules: Disposable Heroes/Coffin for Seven Brothers

A group of Red Devils has taken Pegasus Bridge, the bridge over the Orne Canal and the first town liberated in Normandy: Ranville. Now it is time to defend them. 21st Panzer Division sets out in a motley assortment of tanks and armored vehicles and dashes headlong into elements of the 13th Para Battalion holding the town.

### **F-402 - Flames of War: Armor Encounter (France, 21 May 1940)**

Fri. 7 PM, 3 hrs, 6 players

GM: Ronald Bingham with Phil Gibbons and the Battle Barn Gamers of Williamsburg Va.

WWII 15mm, Rules: Flames of War

Early War 2000pt Fr Armor Co vs. a 2000pt German Panzer Co on the fields of France near Arras. Souma-35's, R-39's, Dragoon Infantry will be battling Whermacht's Motor Schutzen supported by Panzer II's, III's and IV tanks.

*FoW experience preferred, no players under age 15.*

### **F-268 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)**

Fri. 7 PM, 1 hrs, 4 players

GM: Mark Fastoso

Sponsor: Check Your 6! ([www.skirmishcampaigns.com](http://www.skirmishcampaigns.com))

WWII 1/72, Rules: "Check Your 6!"

Using Beautiful 1/72 scale diecast models, players can choose to be American or Japanese airmen in the Battle of the Coral Sea, or Italian and British aces over the North African desert. Play the famous dogfight of Stanley "Swede" Vejtasa, in his Dauntless SBD dive bomber, vs three angry Zeros; or refight Franco Lucchini's Cr.42 biplane battle against Gloster Gladiators over Libya.

*Come learn to play the new WW2 air combat rules in a quick and fun scenario. Run every hour on the hour in the demo area. (Rules and scenario books available in Expo Center.)*

### **F-408 - Ramcke on foot!**

Fri. 7 PM, 4 hrs, 6 players

GM: Antonio Portilla

WWII 28mm, Rules: Disposable Heroes/Coffin for Seven Brothers

Ramcke Brigade hijack's Brit supply column for transportation. Western Desert WW2 scenario.

*Not Recommended for kids under age 16.*

### **F-425 - Issue In Doubt**

Fri. 7 PM, 4 hrs, 8 players

GM: Roxanne Patton with Greg Taylor and NOVAG

WWII 20mm, Rules: Disposable Heroes/Coffin for Seven Brothers

Maj. John F. Schoettel's 3rd Batt., 2nd Marines was tasked with storming Betio's Red Beach One on D-Day. This beach lay within a cove on island's north shore between the pier and a peninsula called "Bird's Beak." Assaulting LVT's enter a cross fire from opposite sides of cove. At 0959 hrs, Maj. Schoettel radioed Col. Shoup: "Receiving heavy fire all along beach. Unable to land all. Issue in doubt." Command a squad of Marines or Japanese in this most famous (or infamous) assault of the Pacific in WW2.

*Not Recommended For Kids.*

### **F-103 - The Road to Mandalay - Theme Game**

Fri. 7 PM, 3 hrs, 3 players

GM: Martin Goddard with Rob Roriston

Sponsor: Peter Pig

WWII 15mm, Rules: Poor Bloody Infantry

British 14th army assaults Japanese troops on the road to Mandalay. Company level.

*Martin, Rob and Julie have come all the way from the UK to fight 14th Army v Japanese. Do come by and say hello, play!*

### **F-122 - Beachhead: South Pacific, 1942**

Fri. 7 PM, 4 hrs, 8 players

GM: Neal Catapano

Sponsor: TheWarStore.com, Prize: \$25.00 Gift Certificate to the WarStore.com

WWII 28mm, Rules: Home Rules

Somewhere in the South Pacific... Crazy Col. Sanders and boys of Marine Combat Team A are ready to tackle another Japanese infested Island. You're a Marine Rifle Company C.O., but real enemy are other players who'll do all they can to make sure THEY take ground and kill Japanese. Will you seize airfield or silence the guns of Mt Souranbitchi? Promotions on the line; those who win today will shape the future of the Corps. Do really well and you get sent home for a US War Bonds Tour with Rita Hayworth!

*Children under age 14 welcome with playing parent.*

### **F-189 - The XII Annual HAWKS' BAPS Extravaganza: We Were Soldiers Once...And Young (The Battle of Ia Drang, 14 Nov. 1965)**

Fri. 7 PM, 5 hrs, 30 players

GM: Buck Surdu and the HAWKS

Modern 28mm, Rules: BAPS

Ia Drang was first major battle between US and NVA forces. Elements of 1st bn/7th Cavalry touched down at LZ X-ray and began to reconnoiter. While pursuing NVA forces the 2nd platoon of Bravo Co. became separated. The first attempt to reach the 'lost platoon' was repulsed and at 3:45 Moore ordered Alpha and Bravo companies to disengage and prepare for a second attempt. Command a squad from the famous 7th Cav and attempt to save the 'lost platoon' while maintaining the perimeter of LZ X-ray.

*Players under age 13 with a playing adult please.*

### **F-174 - Battle of Basantar, 11 Dec. 1971 - Theme Game**

Fri. 7 PM, 5 hrs, 16 players

GM: Dan McDonagh and NSDM

Modern 6mm, Rules: Ground War

Join HMGS' favorite modern MicroArmor GM! Pakistani mech forces drove into India's Shakargarh sector with the goal of cutting road links from Punjab to Jammu. Pakistani LTC Akram Raja led a mixed force of M60 and Type59 tanks with field guns, ZSU-57s and truck-mounted infantry in a moving battle against Indian LTC Arun Khetarpal with T-62, T-62 and Centurion tanks, howitzers, and mechanized infantry in BTR-152s. (CINCs roll for air support.)

### **F-360 - WEGS: Booty Camp**

Fri. 7 PM, 1 hrs, 5 players

GM: L. Willy Wick and the Wegshogs!

Sponsor: GameWick Games, llc

Fantasy 25mm, Rules: Wickedly Errant Game System

Come get a taste of this new sword-n-sorcery adventure game! In about fifteen minutes, you'll create a robust WEGS character to call your very own. All you do is select a race (Dwarf, Elf, Goblin, Gnobbit, or Humnz) and class (Warrior, Ranger, Trickster, Mage or Sage). After a few quick dice rolls, your character will be ready to jump into the fray (and, possibly, survive!). Session concludes with a quick combat scenario. Ark! Ark! Ark!

*Age 13+. Beginners welcome. Easy rules! Quick action!*

### **F-434 - Unholy Alliance**

Fri. 7 PM, 4 hrs, 6 players

GM: Peter Anderson with Jim Mauro

Fantasy 15mm, Rules: Hostile Realms (Piquet Fantasy rules)

Orcs and Undead team up against Lizardmen, Humans, and their Elvish allies in an epic struggle between competing armies, supported by diverse cast of heroes, wizards, and beasts. This game marks the debut of the Piquet Fantasy rules. The system uses sequence decks and impetus in a way similar to "Field of Battle" rather than classic Piquet.

*Children under age 15 welcome with playing adult*

### **F-176 - Zombies!!! 3-D**

Fri. 7 PM, 4 hrs, 6 players

GM: Mark Skansberg with Matt August

SciFi 25mm, Rules: Zombies!!!

The popular board game "Zombies!!!" is a miniatures game only in that it uses 3D markers for the players and Zombies...until now. This adaptation moves the game into a totally new dimension - real 3D! Buildings, terrain, and a 30 square foot game board make this a true miniatures game with all the same rules and twice the fun!

### **F-461 - Just another Bug Hunt, or is it...**

Fri. 7 PM, 4 hrs, 8 players

GM: Mike Pierce with Jim McWee and Kevin Lepley

SciFi 25mm, Rules: Home Rules

All was going well on the mining colony LV-8675309, the weather was great with a faint hint of spring in the air, the Delirium mine was producing tons of raw material and the regular supply ship was on schedule. Everything changed when the supply ship arrived carrying unexpected guests. Will your Colonial Marines save the day or become incubators for Alien drones?

*Adult must be present with child.*

## **★ 8:00 PM ★**

### **F-539 - Gladiator Wars**

Fri. 8 PM, 3 hrs, 8 players

GM: Steve Robinson and the Woodbridge (VA) Area Gamers

Sponsor: Old Glory 25s, Prize: Miniatures

Ancients 25mm, Rules: Arena Games

You have trained your gladiators well and they are ready for the arena. Will they be successful or will you have to go hunting for more replacements?

*Beginners welcome.*

### **F-471 - The Pope on the Ropes (Again)**

Fri. 8 PM, 4 hrs, 6 players

GM: Bobby Varas and the Rogues

Medieval 15mm, Rules: Day of Knights

The Machiavellian Medieval blood-fest is back with all the pageantry, gallantry and of course deceit as the Rogues return with a favorite from ages past. The Pope is not happy with the behavior of the self proclaimed Royal families of the North and has come to put his Papal seal of approval on those he deems worthy (or that pay him enough). Easy fast rules in a relaxing game of death in the not so Enlightened Ages.

*Adults only please.*

### **F-524 - Incursion into Gascony: The Wars of Edward 1st (Longshanks)**

Fri. 8 PM, 4 hrs, 6 players

GM: Chris Parker with Eric Lyons

Sponsor: Aide De Camp Books, Prize: \$20 Gift Certificates from Aid De Camp Books to the 2 highest scoring players.

Medieval 25mm, Rules: Day of Battle III

Longshanks is about to set sail for Gascony to deal with incursions of Philip IV. As he is to depart he learns of yet another Welsh uprising (see The Rising). He must now split his forces and fight on two fronts. This he does and sets sail with a weekend army. His only hope is to raise Mercenaries on the coast to fill in the shortages of those he left behind. How will this "Mercenary Army" do?

*Beginners Welcome. Kid friendly; those age 13 or under playing with a legal adult on same game ticket.*

### **F-293 - A Row In The Hay**

Fri. 8 PM, 2 hrs, 6 players

GM: Dieter Dellinger and the Susquehanna Historical Wargamers

Pike and Shot 25mm, Rules: Gloire

As Royalist and Parliamentarian armies near, your small "foraging" party investigates a farmhouse. Is the enemy about? Will there be food for your troops? Is that the proverbial farmer's daughter over there? What are those fellows with the rakes and pitchforks so upset about and why are they coming this way?

*Under age 16 with accompanying adult.*

### **F-542 - Alamo Assault, 6 Mar. 1836**

Fri. 8 PM, 3 hrs, 6 players

GM: Chris Hughes

Sponsor: Sash and Saber Castings, Prize: Gift Certificates

19th Century 40mm, Rules: Home Rules

Skirmish level action involving one section of the assault on the Alamo.

*Fast play rules using Sash and Saber's 40mm figures.*

### **F-514 - Shootout**

Fri. 8 PM, 3 hrs, 8 players

GM: Rusty Miller with John Jennings and the Potomac Wargamers

19th Century 25mm, Rules: Shootout

American West 1880's - Toombstone, Dodge City - Law vs Lawless.

### **F-665 - The Road to Timbuktu**

Fri. 8 PM, 4 hrs, 6 players

GM: Al Maurer

Sponsor: Askari Min

Colonial 28mm, Rules: Askari

Imagine the desert city of Timbuktu, built by the desert Tuareg and home to fabulous wealth. Only a few European travelers have ever seen it. The French covet the treasure and want to add the city to their empire. To capture the city, the Ministry of the Marine has sent an expeditionary force from Senegal. Not to be outdone, the Army of Africa has sent the Foreign Legion to get there first. Who will win the race, and what sort of reception will they get?

### **F-672 - Night March to the Nile (Sudan, 1885) - Theme Game**

Fri. 8 PM, 4 hrs, 12 players

GM: Howard Whitehouse

Colonial 28mm, Rules: Science vs. Pluck

The Desert Column makes a desperate night march in its efforts to rescue General Gordon in Khartoum. Carrying wounded men on unwilling camels, its senior commanders dead or dying, crossing unknown wilderness in the dark - it's bound to be a walk in the park, isn't it? Players must be ready to blame one another for whatever happens.

*Not really a kid's game.*

### **F-292 - New to the Neighborhood: Trench Raid, Dec. 1916**

Fri. 8 PM, 3 hrs, 2 players

GM: Keith Stine and the Susquehanna Historical Wargamers

Sponsor: Acheson Creations

WWI 25mm, Rules: Price of Glory

A fresh unit of Germans move into the line. These new neighbors launch aggressive raids and disrupt what was once a normally quiet section of the line. A small band of Poilus set out to teach these rowdy neighbors a lesson by attacking a small German outpost that sticks dangerously out into no man's land. Join the French or the Germans in this neighborhood squabble before Christmas.

*Under age 16 with accompanying adult.*

### **F-489 - Captain Astro and the Pyramid Puzzle**

Fri. 8 PM, 4 hrs, 10 players

GM: D. Grant Greffey

Pulp 25mm, Rules: Warzone Ultimate Edition (Modified)

Dr. Dakota Williams was asked by the U.S. government to investigate rumors of a strange pyramid sighted in the Congo. What's more intriguing is that the area is the source of strange intermittent radio signals being picked up by Army G-2. But contact has been lost with the Williams' party, and Captain Astro's Rocket Rangers have been sent to the rescue...

*Players under age 10 should have adult assistance.*

### **F-458 - Battle of Britain**

Fri. 8 PM, 4 hrs, 10 players

GM: Don Smith and the HAWKS

WWII 1/100, Rules: Chief's Bird of Prey

Spitfires versus ME-109s.

### **F-534 - Stalingrad Sniper Hunt**

Fri. 8 PM, 4 hrs, 6 players

GM: Ashley Johnson with Andy Turlington and the Southern Maryland Partizans

Sponsor: Britton Publishers

WWII 20mm, Rules: Final Combat

The Russians were able to deploy snipers in Stalingrad to brilliant use during this conflict, as the utterly destroyed city made for incredible cover. One such man was Junior Lt. Vasily Grigoryevich Zaytsev, who between Oct, 1942 and Jan. 1943, was credited with 242 confirmed kills, to include 11 enemy snipers. How many can you rack up?

### **F-722 - Legend of the Monkey and the Ox, 1945**

Fri. 8 PM, 3 hrs, 4 players

GM: Jerry Frazee

Sponsor: Rattrap Productions

WWII 28mm, Rules: .45 Adventure

Deep within dense jungles of a tiny island lay the ruins of an ancient temple. Within it lay the secrets of the Oni, the mysterious warrior spirits of ages past. The Japanese have learned how to bind the warriors to create the ultimate Super Soldier. Now it is up to Sgt. Nick Castle and his rag tag group of Marines to find a way to stop the Japanese and send these supernatural monsters back to their graves. Exciting Weird War action set in the Pacific theater.

### **F-269 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)**

Fri. 8 PM, 1 hrs, 4 players

GM: Mark Fastoso

Sponsor: Check Your 6! ([www.skirmishcampaigns.com](http://www.skirmishcampaigns.com))

WWII 1/72, Rules: "Check Your 6!"

Using Beautiful 1/72 scale diecast models, players can choose to be American or Japanese airmen in the Battle of the Coral Sea, or Italian and British aces over the North African desert. Play the famous dogfight of Stanley "Swede" Vejtasa, in his Dauntless SBD dive bomber, vs three angry Zeros; or re-fight Franco Lucchini's Cr.42 biplane battle against Gloster Gladiators over Libya.

*Come learn to play the new WW2 air combat rules in a quick and fun scenario. Run every hour on the hour in the demo area. (Rules and scenario books available in Expo Center.)*

### **F-212 - Retreat from Burma - Theme Game**

Fri. 8 PM, 4 hrs, 6 players

GM: Don Hogge and the HAWKS

WWII 28mm, Rules: Battleground WWII

The British are retreating north through Burma with the Japanese hot on their heels. In some places, the Japanese have been able to infiltrate around the British forces and establish roadblocks to trap British forces. In late March 1942, one such roadblock occurred near the village of Shwedaung. The British forces have to reduce the roadblock before the main Japanese force arrives.

*Double Blind. Gamers under the age 14 welcome with an adult.*

### **F-518 - Demolition Derby**

Fri. 8 PM, 2 hrs, 12 players

GM: Richard Kane with Gwyneth Kane and the New Jersey Miniatures Society

Modern Other, Rules: Home Rules

Yes, it's time for the annual Lancaster Demolition Derby. Rev up your Chevy and back into that clunker Ford just waiting to be smashed! Driver's licenses not required. Younger gamers encouraged.

*Adult must be present with young child; kid friendly game.*

### **F-313 - SOCCER!!!**

Fri. 8 PM, 3 hrs, 6 players

GM: Jeff Wiltrot with Bob Wiltrot and the Sapiranga Wargamers

Modern 25mm, Rules: Home Rules

An exciting game of soccer using the rules and the AlphaCast figures of Spiros Koumouisis. Figures are individually rated to reflect "historic" skills and capabilities. Lucas will lead the Brazilian Gaucho Cup champions from Gremio against the MLS perennial power D.C. United. Last year Gremio won 2-0, as DC failed to connect from inside the box again and again. Surely this year will be different...

### **F-309 - The Search**

Fri. 8 PM, 4 hrs, 7 players

GM: Mike Vogell with Stan Johansen

Sponsor: Stan Johansen Miniatures

Modern 25mm, Rules: Jihad

Three squads of Marines enter a town in Iraq. They are looking for weapons and insurgents. Will they get out alive? That's up to you. Can you find any weapons or war criminals? Is that Camel real or a bomb?

*Age 16 or older.*

### **F-284 - Mujahdeen Manhunt, 1982 - Theme Game**

Fri. 8 PM, 4 hrs, 6 players

GM: Jayson Gardner with Rlee Stalter and the Northern Lancaster Wargamers

Sponsor: sixfeetundergames.com and Iron Ivan Games

Modern 28mm, Rules: Seek Out, Close With and Destroy

In Soviet occupied Afghanistan, local informants have passed along the location of Shir Agha's Mujahdeen base of operations. Shir Agha has been carrying out sorties against the Soviet installed government forces and must be eliminated. A Soviet airborne platoon with a clearing force of DRA Infantry is tasked with finding Shir Agha and eliminating him.

*Children under age 15 welcome with participating adult.*

### **F-351 - WEGS: Escape From The Dwarf Lord's Tomb**

Fri. 8 PM, 2 hrs, 6 players

GM: L. Willy Wick and the Wegshogs!

Sponsor: GameWick Games, llc

Fantasy 25mm, Rules: Wickedly Errant Game System

Intro to the Wickedly Errant Game System. A rag-tag fellowship of Dwarves, Elves, Goblins, Gnobbits and Humnz find themselves in the middle of a Dwarven mine with only one way out – FIGHT! This short scenario is designed to show players the explosive mechanics of WEGS combat. It's "all-for-one and one-for-all" in this mad dash for the exit! Sword-n-sorcery adventure with a Vegas-laced twist.

*Age 13+. Beginners welcome. Easy rules! Check out [www.gamewick.com](http://www.gamewick.com) for game info.*

### **F-723 - World's End**

Fri. 8 PM, 3 hrs, 4 players

GM: Marc Anderson

Sponsor: Rattrap Productions

SciFi 28mm, Rules: Fantastic Worlds

The volcanic world of Kazan is tearing itself apart, but as the world goes through it's death throws four teams of adventurers risk one final trip to the fiery planet. What secret does the dying world hold that would draw them to a planet that is literally crumbling beneath their feet, and who will survive the trip to World's End?

*Beginners Welcome, Rules Taught.*

### **F-694 - Classic Battletech – Grinder 4**

Fri. 8 PM, 3 hrs, 6 players

GM: Dave Yingling

SciFi 1/285, Rules: CBT – Total Warfare

The Grinder is a free for all Classic Battletech Demo game where new (or returning) players will be taught using the Quick Star Rules and then every so often add a new rule to the game. The game will be using MWDA miniatures for game play with the Classic Battletech Stats.

*All materials, miniatures and dice provided. Beginner Friendly; Rules Taught.*

## **★ 9:00 PM ★**

### **F-234 - The Road to Kabul, Nov. 2001 - Theme Game**

Fri. 9 PM, 3 hrs, 20 players

GM: Pete Panzeri and GMSN

Sponsor: Old Glory inc., Prize: Free Game

Modern 20mm, Rules: Sadaam Rules!

Massive decisive battle of Operation Enduring Freedom. Afghan Northern Alliance and US combined-arms Forces penetrate Afghan passes and assault on objective Kilo.

*See related theme seminar; Multimideia Presentation: Fighting the Taliban in Afghanistan, 2001-2007 (Fri. 6 pm in Hopewell Room; see Military Seminar Series for details).*

## **★ 10:00 PM ★**

### **F-352 - WEGS: Dwarf Walks Into A Bar**

Fri. 10 PM, 2 hrs, 6 players

GM: L. Willy Wick and the Wegshogs!

Sponsor: GameWick Games, llc

Fantasy 25mm, Rules: Wickedly Errant Game System

A rag-tag assortment of Dwarves, Elves, Goblins, Gnobbits and Humnz are having a real slow night at the Tongue of Dung - a seedy, cut-throaty tavern in the convict-infested village of Ikkspatt. Things pick up when a gang of Goblins appear looking for a fight. Keep one hand on your tankard and the other on your hilt – it's going to be every man for himself until the keg runs dry! Come, quaff your thirst for adventure with us!

*Age 13+. Beginners welcome. Easy rules! Check out [www.gamewick.com](http://www.gamewick.com) for game info.*

## ★ 12:00 AM ★

### **F-149 - Midnight Shoot out!**

Fri. 12 AM, 1 hrs, 16 players

GM: Leo Walsh

19th Century 25mm, Rules: High Noon

This is a shoot out tournament. You need to know the rules as they will not be taught. There will several fast rounds of 1-on-1 combat with point value characters. You may pick up a copy of the tournament rules from any High Noon GM before the game.

*Age 15 or older experienced High Noon gamers only.*