



HISTORICON™

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

Preliminary Events List - Saturday

★ 8:00 AM ★

S-485 - Oudenarde, 1708

Sat. 8 AM, 5 hrs, 10 players

GM: Ray Cassell

Age of Reason 6mm, Rules: Ga Pa

Scaled down version (1/4) of one of Marlborough's masterpieces. I can't go a whole convention playing WSS without fielding some British troops. Here they are.

S-345 - Battle of Litezig, Oct 1813 (Same as Leipzig, but with 1/3 fewer calories!): Phase 1

Sat. 8 AM, 4 hrs, 16 players

GM: Gunner Bearden

Sponsor: Signifer Flags/LPA Games

Napoleonic 10mm, Rules: La Petite Armee, V4.1

Come examine the advantages and perils of the taking up the Central Position in this semi-historical, reduced scale version of the Battle of Leipzig. This game will be fought in three four-hour phases with a new cast of commanders picking up the pieces during the second and third phase. Lots of room for players as Army, Wing, and Corps commanders plus room for walk-ups as division commanders. Please sign up for both phases only if you really want to commit a whole day to a single battle.

Experienced and novice players as young as age 14 welcome.

S-445 - The Scarborough Raid, Dec. 1914

Sat. 8 AM, 3 hrs, 12 players

GM: Gary Coyle

WWI 1/3000, Rules: Fear God and Dreadnought

The Grand Fleet and the High Seas Fleet were as near parity as they would ever be. With the Queen Elizabeths about to join the British, the Germans would never be so close again. It was the only real opportunity for either side could win or lose the war in the North Sea in an afternoon.

S-561 - Ambush On The Road To Gold

Sat. 8 AM, 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.

★ 9:00 AM ★

S-525 - The Welsh Rising, 1275: The Wars of Edward 1st (Longshanks)

Sat. 9 AM, 3 hrs, 4 players

GM: Chris Parker

Sponsor: Aide De Camp Books

Medieval 25mm, Rules: Day of Battle III

The Welsh rise in arms to protest the capture of Simon de Montfords only daughter Eleanor by Edwards pirates. Under Edwards orders the border barons independantly raise their own armies and move into the Southern Wales. A small French fleet is rumored to have landed with De Montford himself and his French Mercenaries. Great prep game for the Battle of Stirling Bridge game to be held in the afternoon.

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

S-304 - Pirates in the Carribean

Sat. 9 AM, 3 hrs, 6 players

GM: Ashley LaRoche with Dewey LaRoche

Pike and Shot 1:600, Rules: Home Rules

There's gold and danger to be found in these waters. Players first assemble and paint their very own wooden pirate ship, then pit their skills in pirate games and planning to recover all their treasures before others. But beware the many dangers in these waters. You must plan and scheme to gather your goods before the others. Game is fast and fun. We'll step all players through construction and painting of their ship. While it dries, we explain rules. Then off we go! No one leaves empty handed!

This is a kid game, by a kid under 8! Children 8 and under only. Adult attendance is encouraged, but not required.

S-558 - Battle of Bemis Heights, 7 Oct. 1777

Sat. 9 AM, 4 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). This battle recreates Burgoyne's last attempt of gaining the American works on Bemis Heights. Burgoyne sent a strong reconnaissance in force. If successful, he will deploy the whole Army to support the attack. The Americans counter by deploying their army to route Burgoyne's force. The British and German's fell back to stop the American onslaught. The British held but the Germans didn't. Can you do better than Gentlemen Johnny or General Arnold?

S-167 - Shingas' Black Wampum, Autumn 1755

Sat. 9 AM, 3 hrs, 6 players

GM: Bob Moon and HMGS South/Jacksonville Garrison

Age of Reason 40mm, Rules: Brother Against Brother (7YW Variant)

Susquehanna attack on a Pennsylvania settlement. Women and children have been sent South to the fort at Cumberland. Remaining men decide to band together and fight the Warbands that are sure to come since the Quakers have now violated the Walking Purchase agreement of 1732, and the whole frontier is aflame! Local Militia converges at a nearby Inn to form into small groups, elect leaders and wait.

No children under age 18 unless accompanied by playing Adult.

S-294 - Hunting Ground: Pursuit in the Forest

Sat. 9 AM, 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.

S-295 - Somedays the Bear Gets You

Sat. 9 AM, 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.

S-224 - Saint Tropez vs. Hughes, 6 July 1782

Sat. 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

Third 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?

S-251 - Martin's Hundred

Sat. 9 AM, 5 hrs, 8 players

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

Age of Reason 25mm, Rules: Matchlocks on the Warpath

We return to 17th Century Virginia; in honor of Jamestown's 400th Anniversary. Scenario based on surprise attack by Powhatan Indians on Martin's Hundred settlement. A friendly brave has given the settlers more warning this time. The braves have numbers and some benefit of surprise, but the settlers have a strong fort. For settlers, either stand and fight, run for the fort, or fight a delaying action. Play the new version of Matchlocks on the Warpath and remember the founding of Virginia.

Adult must be present with a child under age 12.

S-520 - Battle of La Rothiere, 1814

Sat. 9 AM, 4 hrs, 6 players

GM: David Rollins and the New Jersey Miniatures Society

Napoleonic 15mm, Rules: We March To Victory

Napoleon's first defeat on French soil. Attacked by Russian, Austrian, Bavarian and Wirtemberg troops, the French attempt to hold their ground. Fast play, easily learned home grown rules. Brigade/Regiment size maneuver units.

Adult must be present with child.

S-101 - "It's Those Regulars, Again!" - Battle of Lundy's Lane, 25 July 1814

Sat. 9 AM, 4 hrs, 8 players

GM: John Priest with Dustin Kunkle

Napoleonic 54mm, Rules: Fix Bayonets! by John Michael Priest

Assist Generals Gordon Drummond and Phineas Riall with their five gun battery and 2200 British and Canadian troops defend the Niagara Frontier against marauding Yankees under Generals Jacob Brown and Winfield Scott with 2000 men (mostly Regulars) and three guns. British must keep the Federals from capturing their guns and taking high ground overlooking Lundy's Lane and road to the vulnerable Fort George.

Children age 10-12 may play if accompanied by participating adult. Ages 13+ are no problem. Beginner friendly. Walk ups welcome.

S-418 - 200th Anniversary - Friedland, 13 June 1807

Sat. 9 AM, 4 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. Russian Gen. Bennigsen outnumbered the French at Friedland throughout the morning, but decided to leave his poor position before Napoleon could arrive with reinforcements. Too late. At 5 pm the French attacked, by nightfall the Russians were beaten.

Not recommended for kids.

S-150 - Phoenix, New Mexico Spring (Evening, 1895)

Sat. 9 AM, 4 hrs, 16 players

GM: Maurice Holmes with Sean Stratton and Kim Caron

19th Century 25mm, Rules: High Noon

A band of men lead by Walter Paddleford, rode the mile from Carlsbad, New Mexico to Phoenix, New Mexico. There they confronted a group of Mexicans, lead by Tranquellano Estabo. A gunfight erupted. History records that Lawman Dee Hardy rode between the two groups and ended the fight. We won't allow that to happen until the gaming period ends!

S-183 - 1st Manassas, Pt.2 (21 July 1861)

Sat. 9 AM, 5 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.

S-550 - Battle of Chickamauga (1st Day), Pt.1

Sat. 9 AM, 4 hrs, 7 players

GM: Chris Collins with James Dziedzic and the Southern Maryland Partizans

American Civil War 15mm, Rules: Fire and Fury

As General Rosecrans and the Union Army pushed south of Chattanooga into Georgia in September 1864, General Bragg saw an opportunity to draw Rosecrans into a trap and defeat him in detail. The stage was set for a monumental struggle between the Yanks and the Rebs. Come see if General Thomas can re-earn his title as the "Rock of Chickamauga". This is a 2-part game. You can sign up for both, or just one. Game will continue at 1 PM on same table from where first game leaves off.

Rules taught.

S-171 - The Kohat Pass – Second Afghan War, 1878-80 (Episode #2: North-West Frontier Journal) - Theme Game

Sat. 9 AM, 4 hrs, 12 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, some Fanatics, an Afghan Army and three determined British/Sepoy Columns led by luminaries of the time. This scenario uses area around the Kohat Pass.

Pt.2 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.1 see F-170 Fri. 9 AM; Pt.3 see S-172 Sat. 2 PM]

S-112 - The Foothills of Death, North-West Frontier (c1880) - Theme Game

Sat. 9 AM, 4 hrs, 8 players

GM: Gabriel Landowski with Mary Landowski

Colonial 1/72, Rules: The Damned Human Race

Loads of hostile tribesmen lurk in the foothills waiting to strike! Employ the latest advances in technology and good old upright European breeding and see how "easy" it is to pacify the region of these "beggar thieves"!

The Damned Human Race Rules can be found here:<http://stores.lulu.com/store.php?fAcctID=661407>

S-120 - Kinyeree, 1848 - Theme Game

Sat. 9 AM, 4 hrs, 4 players

GM: Tim Tilson and NOVAG

Colonial 25mm, Rules: The Sword and the Flame

Mulraj, ruler of city of Multan, has revolted against his Sikh overlords. The British Commander does not wish to use British troops. Lt. Herbert Edwardes assembles a scratch force of Pathan mercenaries and feudal levies from the Nawab of Bahawalpore to contain the revolt. General Van Courtland and a brigade of Sikhs march to join him. Mulraj dispatches his brother-in-law Rung Ram to prevent them uniting. Edwardes later wrote, "I knew no Englishman could be beaten on the 18th of June".

From forthcoming scenario book entitled The Anglo-Sikh Wars from Colonial Campaigns.

S-666 - "You will pursue the Pathan caravan..." - Theme Game

Sat. 9 AM, 4 hrs, 6 players

GM: Ed Watts and MNA

Colonial 25mm, Rules: The Sword and the Flame/800 FE

Pursue and regain the stolen rifles and return them to Her Majesty's armory. The revolting tribesmen are fleeing into the Chamla Valley in an attempt to occupy the abandoned outpost there to use as a base of resistance.

S-397 - Colonel Saunders on the Run and Chugging Along

Sat. 9 AM, 4 hrs, 6 players

GM: Kevin Lepley with Jim McWee and AoCM

Colonial 25mm, Rules: G.A.S.L.I.G.H.T.

Col. Saunders heard the excitement from across the dig. What was found must be something spectacular. The diggers pulled out a magnificent and beautiful piece of sculpture, but there was something else about it. It was tainted (or imbued?) with something he wasn't quite sure. Was it an old piece, something that left by visitors from somewhere else, or something that should be found? Whatever, he knew he had to get it to the museum into safe hands. Unfortunately, news travels fast in the desert...

S-670 - Gunga Din and the village of Tantrapur, Afghanistan 1898 - Theme Game

Sat. 9 AM, 4 hrs, 10 players

GM: Jeff Baomal and the South Florida Gamers

Sponsor: Castaway/Askari/Miniature Building

Colonial 25mm, Rules: The Sword and The Flame

A take off on Larry Brom's The Patrol scenario. A fanatically-religious Guru is trying to rally dissident hill tribesmen into a Jihad against the hated English. He's attacked the mountain village of Tantrapur, killed the British Province Chief, run off all inhabitants and destroyed many telegraph poles. A small British force has been spotted marching to the village. This is the opportunity Abdulla Im Socruela Khan has been waiting for. A successful ambush will bring more tribes under his banner.

S-555 - Tom & Jerry 1

Sat. 9 AM, 3 hrs, 12 players

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

Sponsor: Old Glory 25s and Acheson Creations, Prize: Old Glory Miniatures

WWI 28mm, Rules: Trench Wars

1 of 2, Tommy has received some new "land ships". Can Tommy drive Jerry from the comfort of his home in the trenches using these new behemoths? Or, can Jerry keep the warmth of his shell cratered, hole in the ground, muddy home? I know that lead figures do not bleed but a lot of them will have to wait until the afternoon to be played with again. Pick a side and taste once again the rotting, acidic smell of the western front.

Beginners welcome. You need not play in part 2 to play part 1.

S-495 - The Other Triplane, 6 Sept. 1917

Sat. 9 AM, 4 hrs, 11 players

GM: Robert Scripp

WWI 1/285 micro, Rules: Hostile Aircraft

56 Sqdn. led by J. McCudden encounters their first fokker triplane. Flown by Werner Voss, leading Jasta over the Houthulst forest.

S-401 - Operation Market-Garden: PanzerKampfen Rules Debut, 1944

Sat. 9 AM, 9 hrs, 9 players

GM: Lee Sowers

WWII 1/285 micro, Rules: PanzerKampfen

Re-fight entire Market-Garden Campaign in a single afternoon using new PanzerKampfenTM WWII Rules. PK Rules are Operational Level (each Miniature represents one company of tanks or infantry) and lets you fight corps sized campaigns in a day of gaming. Unlike other games

where you fight just portions of Market-Garden, with PK you fight for the entire length of "Hell's Highway". Each player commands a Division or Battlegroup. Get ready to fight one of the most interesting games you've ever played!

Rules Taught, easy to learn. Not suitable for beginners. Experienced GM.

S-154 - Baptism Of Fire For The King - Ogledow, Poland (Aug. 1944)

Sat. 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 Ogledow 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.

S-285 - Attack on St. Marie

Sat. 9 AM, 4 hrs, 6 players

GM: Zach Pfeifer and the Northern Lancaster Wargamers

Sponsor: sixfeetundergames.com

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

Following the Allied landings on D-Day, elements of the US 506th Paratroopers and the 3rd Battalion, 8th Infantry and C Company, 70th Tank Battalion assault defenders of the German 6th Fallschirmjaeger Regiment at Ste. Marie du Mont, Normandy. Come help capture the church with the Northern Lancaster Wargamers. Based on the scenario from Skirmish Campaigns: Normandy '44 First Hours.

Children under age 15 welcome with participating adult.

S-205 - Look Sarge, The Russians are in the Marshes, June 1941

Sat. 9 AM, 4 hrs, 6 players

GM: Chris Palmer and the HAWKs

Sponsor: GFI

WWII 12mm, Rules: LSNC: WW2

As the Germans pushed into Russia, many retreating Soviet units took refuge in the Pripet marshes. Then, counter-attacking from this inhospitable area their hit and run tactics would become a thorn in the Nazis side. This kept the German units that were sent to deal with them away from the front lines. Can you as the Russian leader hold out in the marshes to live another day; or as the German commander can you wipe out another nest of these infuriating holdouts?

Children under age 13 only with accompanying adult.

S-327 - Tide of Iron

Sat. 9 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.

S-589 - Battle of the Beta Convoy, 9 Nov. 1941

Sat. 9 AM, 5 hrs, 6 players

GM: Matthew Schultheis and the New Jersey Miniatures Society

WWII 1:6000, Rules: Command at Sea

Midnight. British Force K, alerted by Enigma intercepts, has sortied to intercept a joint Italian / German convoy headed for North Africa. At 0050, Force K intercepts the convoy 150 nmi East of Malta, and the stillness of the night is shattered, lit up by naval gunfire.

S-487 - Defense of Fauville, 6 June 1944

Sat. 9 AM, 4 hrs, 7 players

GM: Curt Daniels with Grant Daniels

Sponsor: Too Fat Lardies

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

With St-Mere-Eglise captured early this morning the various companies of the 505th Parachute Infantry Regiment were deployed to cover all possible avenues of attack. G Company was sent south along the main Caen to Cherbourg road to take up blocking positions in the hamlet of Fauville. This was a critical stop position, as the German 795th Georgian Battalion was known to be concentrated to the south and relatively unscathed.

Find out what all this I Ain't Been Shot Mum buzz is about. Beginners welcome. Rules taught. Children under age 14 must be accompanied by adult.

S-314 - More SOCCER!!!

Sat. 9 AM, 3 hrs, 6 players

GM: Jeff Wiltrout with Bob Wiltrout and the Sapiranga Wargamers

Modern 25mm, Rules: Home Rules

Another soccer game with the AlphaCast rules and figures, with figures individually rated to reflect "historic" skills and capabilities. This game will either be the second leg of the series between Gremio and D.C. United, or an English Premier League match-up between Aston Villa and Tottenham Hotspur.

S-220 - Endor Scout Trooper Open

Sat. 9 AM, 4 hrs, 8 players

GM: Jamie Davis and the HAWKS

Fantasy 25mm, Rules: Future Race

Scout trooper duty on Endor is boring so the Empire is hosting a race through the forests on speeder bikes. First trooper across the finish line wins, and anything goes. Throw in Ewoks and Rebels on their own bikes along with large trees and rocks and you've got a race to remember!

Rules taught by author. Younger children welcome with parents; a great parent child game.

S-111 - Galactic Glory

Sat. 9 AM, 5 hrs, 4 players

GM: Robert Runnels with Daniel Henderson

Sponsor: Operation Torch Games, Prize: trophy and miniatures

SciFi Variable, Rules: Galactic Glory

Playtest for a new spaceship combat game; all equipment provided. Fast playing strategic level fleet combat in space. Build your fleet, explore the star systems and worm holes, collect resources and strive for domination of the galaxy! Game is designed to be a 2-4 player game.

Youngsters (and adults!) age 10 and older welcome.

S-582 - Fortress of Louisbourg, 25 July 1758

Sat. 9 AM, 4 hrs, 6 players

GM: Ben Fornshell and the Wednesday Night Gamers of Alexandria

SciFi 25mm, Rules: TBS (Home Rules)

The elite French Troupes de marine make planetfall to repel their bitter English enemies in the far flung war torn future, but something goes wrong when they arrive early. Very early. Landing just outside of Louisbourg they find themselves fighting for the French cause, but at the wrong battle. Join us as one of the commanders of the badly outnumbered Frenchmen or as part of the stalwart assault of Louisbourg. Only this time the tables may just be turned.

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

S-577 - Merrill's Marauder's H-force at Myitkyina: The First Day - Theme Game

Sat. 9 AM, 4 hrs, 8 players

GM: Bob Everson and I95 Gamers

WWII 15mm, Rules: Flames of War

Early on the morning of May 18th, the Chinese 150th Regiment (H-Force) as part of the Merrill's Marauders attacks Myitkyina to seize the Railroad Station and eliminate the Japanese invader. The Chinese must take the railroad station from the Japanese and cut the Rangoon supply lines. The Japanese must hold it - for the first time in the CBI, the archrivals fight a battle more akin to those in Europe and the results are intense and chaotic.

★ 10:00 AM ★

S-742 - Calabria, 970

Sat. 10 AM, 4 hrs, 8 players

GM: Matt Slagter and the Bux-Mont Gamers

Ancients 25mm, Rules: Medieval Warfare by Terry Gore

For many years now the German emperor has been trying to exert a firmer hand in southern Italy with mixed success. Once again Saracen raiders have occupied bases in Calabria and it is necessary for a combined German and Italian force to drive them out. The emir of Tunis has other ideas and hopes to establish a permanent occupation of the region and expand northward. In this fictional encounter Feudal German forces will clash with North African Muslims.

Rules taught.

S-675 - Hadrian's Wall

Sat. 10 AM, 4 hrs, 8 players

GM: Mike Miller and the HAWKS

Ancients 25mm, Rules: Blood & Swash

The Picts are at it again. After a successful day of raiding the various Pict bands need to return home to boast of their winnings. Just one final obstacle lies before them, Hadrian's Wall. Take the side of either a Roman patrol trying to defend Hadrian's Wall or of a Pict band just trying to get home in this skirmish level game.

Kids welcome.

S-563 - Beneath the Walls of Caerlaverock, 1302

Sat. 10 AM, 3 hrs, 8 players

GM: Phil Viverito

Sponsor: LMW Works

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

The Bruce has marshalled his schiltrons to block advance of the English King's army before it can lay siege to the mighty castle of Caerlaverock in the south west of Scotland. Caerlaverock is the only triangular castle in the British Isles. The Bruce wants it to be the only triangular castle in the Kingdom of Scotland. Help decide the issue for Scotland or England! It is longbows against schiltrons. Which will prevail?

S-728 - And They Made Merry

Sat. 10 AM, 3 hrs, 6 players

GM: Pete Murray

Sponsor: Rattrap Productions

Renaissance 28mm, Rules: Gloire

Nobody invited the pirate crew to the debut of the Royal Governor's daughter, and yet here they are in Port Royal, drinking the rum intended for the law-abiding citizens of that town, making lewd toasts, and otherwise inconveniencing the guests. Can order be restored in time for the big dance? Will Black Jack Richardson kiss the debutante? And why is all the rum gone?

Walkups and beginners welcome.

S-200 - Plastic Pirates Pursue Plunder

Sat. 10 AM, 2 hrs, 6 players

GM: Geoff Graff and the HAWKs

Pike and Shot 30mm, Rules: Home Rules

Those Little Lego Looters are back in town, looking for anything that isn't nailed down. As the townspeople flee for their lives, help arrives! But are they too late? Will the Pirates Pocket the Profits or can the Soldiers Save the Citizens? (Know wee noe.... Soljers kan't spel.)

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!

S-407 - Carnage and Glory: The Saratoga Campaign, Bennington (16 Aug. 1777)

Sat. 10 AM, 2 hrs, 12 players

GM: Frank Luberti and the New York Wargamers Association and the Connecticut Game Club

Sponsor: Carnage and Glory

Age of Reason 25mm, Rules: Carnage and Glory II

During Saratoga campaign, Brig.-Gen. John Stark commanded New England militia against a Hessian force sent on a foraging mission by British Gen. John Burgoyne. Celebrate 230th anniversary of battle. Regimental level game using popular "Carnage and Glory" computer assisted rules system with a GM who has walked the battlefield several times. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. NYWA and CGC members, family and friends always welcome.

Beginner Friendly; Rules Taught; Kids Under Age 15 Welcome.

S-630 - On the Road to Charleston, April 1780

Sat. 10 AM, 4 hrs, 4 players

GM: Don Carter

Sponsor: Old Dominion Game Works

Age of Reason 15mm, Rules: American Battlelines

British warships have entered Charleston harbor! The British are attempting to siege and secure Charleston. British General Clinton orders his second in command, the infamous Lt.-Gen. Charles Cornwallis, to move his troops in Savannah to march on Charleston to help cutoff, siege and secure Charleston. American forces are rush to intercept the British. Can the ragtag Colonials fend off the marauding Redcoats or will the Redcoats continue on to Charleston and cutoff the beleaguered city?

Rules Taught/Beginners Welcome.

S-601 - Skirmish on the Canadian Frontier, 1757

Sat. 10 AM, 4 hrs, 8 players

GM: Bill Starmer with Jeff Knoke

Sponsor: Iron Ivan Games and Conquest Minatures

Age of Reason 25mm, Rules: This Very Ground

Colonial Rangers raiding along the Canadian frontier ambushed a band of Compagnies Franches de la Marine and their Indian allies. Outnumbered, they fall back with their wounded to the relative safety of a small homestead. Meanwhile a runner is sent to a nearby village to raise the alarm and bring reinforcements. Can the French beat off the Ranger attack? Or will the Rangers overwhelm the French and leave the village vulnerable to attack?

Rules taught. Easy going players welcome.

S-343 - The Glorious First of June 1794 (13th Prairial)

Sat. 10 AM, 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 windward in the climactic 3rd battle of the campaign. Players control squadrons or half-squadrons.

Rules taught; features lots of dice and almost no charts.

S-435 - Battle of Cape Finisterre

Sat. 10 AM, 4 hrs, 6 players

GM: Tom Black

Napoleonic 1/2000, Rules: Homebrew Fast Play

Admiral Villeneuve with a combined french and spanish fleet of 20 ships of the line after evading blockades and reaking havoc in the caribbean returning to europe was intercepted by Vice Admiral Calder with 15 ships.

Fast easy play with homebrew rules.

S-395 - Battle of Wagram: "The Competitive Homicide", Pt.II

Sat. 10 AM, 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!

S-437 - Winter Follies: The Battle of Eylau, 1807

Sat. 10 AM, 5 hrs, 6 players

GM: Peter Anderson with Jim Mauro

Napoleonic 25mm, Rules: Field of Battle by Piquet

Fought in almost impossible weather conditions, Napoleon was probably fortunate that the tenacious Russian decided to retreat the night after the battle. Celebrate the 200th anniversary of this famous battle in the snow.

Children under age 15 welcome with playing adult.

S-429 - Close Action Fleet Battle

Sat. 10 AM, 10 hrs, 30 players

GM: Lee Girer with Mark Campbell and Man of War

Napoleonic 1:1200, Rules: Close Action

Captains! Come refight a dramatic naval battle from the Age of Fighting Sail, when fleets of ships of the line dueled to determine which nation would rule the seas. Realistic movement, combat, and limited communications rules assure that you'll get as close to real combat in this battle as possible. Will YOU win Honor and Glory for King and Country, or be disgraced in dishonorable defeat? Specific scenario selected will be based on number of players registered.

Hosted by Mark Campbell, designer of Close Action.

S-516 - Little Roundtop, 2 July 1863

Sat. 10 AM, 5 hrs, 8 players

GM: Lee Burger with Ed Miller and the Potomac Wargamers

American Civil War 25mm, Rules: Brother Against Brother

At 4:40 pm the 15th and 47th Alabama Regiments assault the Union Right, defended by the 20th Maine and a company of the 2nd USSS.

S-743 - Gettysburg - What If?

Sat. 10 AM, 4 hrs, 8 players

GM: Dick McFarland with William Miller and the Bux-Mont Gamers

American Civil War 15mm, Rules: Give 'Em the Cold Steel

Ok, we've been here before, but what if the Rebs showed up a little sooner and the Yanks were a little slower getting there? Buford's already left and the Jonnies have pushed through the town and now they occupy the high ground. The Bluebellies have secured the South end of both ridges including the Round tops. Hey, something's gotta give. The Rebs will either be on their way to Washington or the Yanks will have them cut off from their way home.

Rules taught.

S-590 - Battle of Waterberg: The Ordeal of Abteilung Heyde (Southwest Africa, 1904)

Sat. 10 AM, 3 hrs, 6 players

GM: Roy Jones with Eric Alvarado

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

At Waterberg the Germans thought the Hereros were finally on the ropes. But the Hereros had a different idea: a series of overwhelming, forward moving assaults to push back or even destroy the Heyde detachment! The Germans' only chance of survival: a fighting withdrawal of their strung-out column. Another installment from the new scenario book The Herero War.

S-627 - The Airfield

Sat. 10 AM, 2.5 hrs, 2 players

GM: Jon Coulter

Sponsor: Old Dominion Game Works

WWI 15mm, Rules: Mein Panzer

The British have just completed a small airfield on the Western Front and the first of their planes have started to arrive. Unknown to them, a small force of Germans are out to sabotage their plans. Advancing toward the airfield, will the Germans successfully destroy it or will the British planes be landing in waves?

Rules Taught/Beginners Welcome.

S-253 - Ace On Your 6!

Sat. 10 AM, 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 ace 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.

S-603 - The Desert Generals, North Africa 1941 (Pt.2)

Sat. 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 part two of their giant battle extravaganza, set in the desert around Tobruk, and with multiple battles sweeping across a vast desert landscape. This is Day Two, and covers the relief (or fall) of Tobruk.

Kids welcome, if accompanied by adult.

S-479 - Hornet's Nest (17 Nov. 1943)

Sat. 10 AM, 4 hrs, 9 players

GM: Jeff Billings

Sponsor: Lost Battalion Games, Prize: Shirts and terrain

WWII 1/285 micro, Rules: Panzer Miniature

10th Guards Army has control of Novo Selo village, overlooking Minsk-Smolensk Highway. General Roslavl can commit his exploitation force, the 10th Tank Corps and 56th Special Purpose Motorized Special Engineer Brigade along the highway and rail line. The 78th Sturm Inf. Div. deploy to hold the north shoulder of the Smolensk-Minsk Highway while the 25th Panzer Grenadier Divisions holds the south shoulder. The "V" shaped defense has the 10th Tank Corps heading into a hornet's nest of 88's!

Unique high speed game play; allows an entire division to be played at the vehicle and squad level.

S-628 - LeClerc Returns Home (France, June 1944)

Sat. 10 AM, 2.5 hrs, 2 players

GM: Bob Bengé

Sponsor: Old Dominion Game Works

WWII 15mm, Rules: Mein Panzer

General Leclerc's Free French 2nd Armored Division is pushing inland from the beaches of Normandy toward Paris. The German's are assembling a scratch defense force astride the Free French path of attack. Can the Germans block General Leclerc's spearhead to Paris, or will the General Leclerc march onward to Paris?

Rules Taught/Beginners Welcome.

S-567 - Panthers in the Mist!: Battle of Juvelize, 22 Sept. 1944

Sat. 10 AM, 4 hrs, 10 players

GM: Greg Guth with Iain Black

WWII 15mm, Rules: Flames of War

111th Panzer Brigade has been given the key mission of cutting the Moyenvic Highway at Lezey to blunt the US 3rd Army offensive in Lorraine by cutting off the US 4th Armored Division. In fear of the US XIX TAC, the attack is launched under the cover of fog. Will it last long enough to hold off the Jabos? Come join a brigade level simulation of one of the most important engagements of the Lorraine Campaign.

S-598 - Guadalcanal 1942: Cactus Air Force

Sat. 10 AM, 4 hrs, 6 players

GM: Eric Alvarado

WWII 1/300, Rules: Warbirds in Miniature

In the skies over Guadalcanal. Either hop into the cockpit of a F4F Wildcat to protect Henderson Airfield from getting bombed by the Japanese, or hop into the cockpit of an A6M Zero to guide the Japanese bombers to neutralize the Cactus Air Force. Will Japanese bombers penetrate the Cactus Air Force and destroy Henderson field or will the Japanese force be repelled?

Come try out the new Warbirds in Miniatures rules available at www.warbirdsinminiature.com

S-585 - Three Battles in the Slot: First Battle of Guadalcanal, Nov. 1942

Sat. 10 AM, 4 hrs, 12 players

GM: Sean Barnett

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

A force of Japanese battleships, cruisers, and destroyers under Vice Admiral Hiroaki Abe, was sent to bombard Henderson Field on Guadalcanal. Lacking battleships in the area, a force of cruisers and destroyers under Rear Admirals Daniel Callaghan and Norman Scott was ordered to stop the Japanese attack. In a desperate, close-range night action, one Japanese battleship and the lives of both Callaghan and Scott were lost.

S-394 - Peleliu: White Beach Landing, 15 Sept. 1944

Sat. 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.

S-246 - Little Saturn, 25 Dec. 1942: Soviet offensive in 54mm

Sat. 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!

S-270 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)

Sat. 10 AM, 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.)

S-568 - Operation Citadel, Phase I: 9 July 1943

Sat. 10 AM, 4 hrs, 8 players

GM: Kurt Reese

WWII 15mm, Rules: Flames of War

Panzer Grenadier Division "Grossdeutschland", along with elements of SS "Das Riech" finally reached outer edge of the thick Soviet defensive belts near town of Opelchinya. One more push through a weakened Strelkovy Rgt. (445th of the 71st Strelk Divisya) will bring the panzers out of the hilly thickets/forests and into ground more favorable to operations around railway junction of Prokhorovka. Germans must breakthrough; Soviets must destroy as many as they can to blunt German armored spearhead.

Results of Phase I will determine scenario for Phase II.

S-569 - Sabers In The Snow

Sat. 10 AM, 4 hrs, 6 players

GM: Keith Schur with Shan Palmetier

WWII 15mm, Rules: Flames of War

Operation Mars has failed. German Army still holds Rzhev Salient, but remnants of Russian 20th Cavalry Div. has been left in German rear to conduct guerrilla warfare from Pochinki Swamp. But the German noose is tightening and now is the time to breakout. A task force comprised of a Soviet 39th tank regiment and a ski detachment has been ordered to exploit a gap in German defenses and help rescue the cavalry. Motorized security detachments of the crack Grossdeutschland Division stand in your way.

S-117 - Final Combat Shoot-out

Sat. 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.

S-134 - Poor Bloody Infantry Gamette - Theme Game

Sat. 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!

S-629 - Mullets in the Fulda Gap

Sat. 10 AM, 4 hrs, 6 players

GM: James McCormack

Sponsor: Old Dominion Game Works

Modern 6mm, Rules: Mein Panzer

An Arkansas Reserve Mechanized Combat Team has just been rotated into the vital Fulda Gap in southern Germany when those gosh-darnit Russkis decide to invade! Can the green good ol' boys hold the line until reinforcements arrive, or will the hardened veterans of Afghanistan show our rednecks a thing or two about real war?

Beginners Welcome, Rules Taught; Age 13 or Under Must Be Accompanied by Parent.

S-724 - World's End

Sat. 10 AM, 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.

S-704 - Classic Battletech: Trouble in the Outback

Sat. 10 AM, 4 hrs, 8 players

GM: Chuck Stocky

Sponsor: BV Traders

SciFi 1/285, Rules: CBT – Total Warfare

After the disastrous FedCom civil war, many resources were stripped from low priority areas. One of these such areas is a region known as the outback. The periphery border of the FedSuns far enough to be insulated from the neighboring great houses. Only threat in area is the backwards periphery nation, the Taurian Concordat. Paranoia and adventurism grip the Taurians. Raids proceed from the minor periphery power and the only thing standing in their way are green militias with outdated equipment.

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

★ 11:00 AM ★

S-457 - Jerusalem

Sat. 11 AM, 4 hrs, 6 players

GM: J. Patrick Chambers and the HAWKS

Ancients 28mm, Rules: J Patrick's Defenders of the Realm

The forces of the Crusaders move on the city of Jerusalem. Can the Crusaders break the city's defenders? Will a force arrive to break the siege? Historically the city fell as a result of subterfuge and treachery. Will the hand of fate step in again? This is the beginning of a war that has yet to finish....

S-301 - Mount Badon, 490 AD

Sat. 11 AM, 4 hrs, 6 players

GM: John McBride with David McBride and Brian Patterson

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

Dark Ages 15mm, Rules: Pride of Lions

Arthur's infantry are reconstructing an old British hill fort, but it is only half completed as Cerdic's Saxon horde approaches. Will Arthur and the cavalry arrive in time?

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

S-651 - The Redcoats are Coming! - An AWI Demo Game for American Battlelines

Sat. 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.

S-654 - "...and Never Invade Russia" - Play-Test Demo Game for French Battlelines

Sat. 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

S-653 - On to the Rio Grande! - MAW Demo Game for American Battlelines

Sat. 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.

S-594 - First Manassas: "Like a stone wall" (or "so many lunatics.")

Sat. 11 AM, 5 hrs, 8 players

GM: Al Gaspar with Jamie Prenatt

American Civil War 15mm, Rules: Fire and Fury

What if all 11 Union brigades with their batteries were able to fight all 12 Confederate brigades with their batteries on that large battlefield stretching from Sudley Ford to hills of Portici? What if Union forces successfully found and crossed the other Bull Run fords? And how competent were all those rebel couriers and signal towers? Game design inspired by the enthusiastic response to Al's Chancellorsville game (Fall In! 2005), and John Hill's "American Civil War Notebook Series".

This latest detailed landscaped game also will be featured in Al's Smithsonian Soldiers and Dioramas' camp.

S-652 - Johnny Reb is Lookin' for a Scrap! - An ACW Demo Game for American Battlelines

Sat. 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.

S-243 - Kong: The Eighth Wonder of the World!

Sat. 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.

S-751 - Semptor Adversor: Defense of Corregidor, 1942

Sat. 11 AM, 4 hrs, 8 players

GM: Roxanne Patton and AoCM

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

Bataan has been lost to the Japanese and the last of the American and Filipino forces are holed up on the small Manila Harbor island fortress of Corregidor. The 4th or "China" Marines have been preparing defenses on the island since arriving from Shanghai in December. In Limay on the southern coast of Bataan, the Japanese 61st Inf. Rgt. has gathered its landing craft for the cross channel assault. It will be a vicious fight to stamp out the Allies last hope... or to survive.

S-658 - Ground Pounding: A WWII Infantry Demo Game for Mein Panzer

Sat. 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.

S-656 - Daddy I want to Play Too! - Demo Game for Mein Panzer Junior

Sat. 11 AM, 10 hrs, 2 players

GM: ODGW Staff

Sponsor: Old Dominion Game Works

WWII 12mm, Rules: Mein Panzer Junior

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.

S-135 - Poor Bloody Infantry Gamette - Theme Game

Sat. 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!

S-655 - "...and Really, Never Invade Russia" - An East Front Demo Game for Mein Panzer

Sat. 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.

S-256 - When Pigs Fly! (4 Aug. 1940)

Sat. 11 AM, 3 hrs, 10 players

GM: C.B. Stevens

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

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

While escorting 6 Breda Ba. 65s and 6 Cr. 32s over Bir Sheferzen, Egypt on a ground attack mission, the great Italian pilot Franco Lucchini and 30 Cr. 42 pilots broke away in pursuit of British bombers. The attack aircraft completed two of three passes when a British Lysander with a Gladiator escort appeared. Some Bredas began to chase the British and engaged the man who would become Britain's highest scoring ace, Marmaduke Pattle, in his first combat action. Italians: Fly CR. 32 or Breda BA. 65; British: Fly Gladiator or Lysander.

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 the Expo Center).

S-271 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)

Sat. 11 AM, 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.)

S-657 - Now We're Mad! - A Modern East Front Demo Game for Mein Panzer

Sat. 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.

S-311 - Gnome Wars: Attack on Fort Gulistan, 13 Sept. 1897 - Theme Game

Sat. 11 AM, 5 hrs, 10 players

GM: Jim Stanton with Eric Alvarado

Sponsor: Brigade Games, Prize: Brigade Games Sikh gnomes.

Fantasy 28mm, Rules: Gnome Wars

North-West Frontier Province. After fall of Saragarhi an assault was launched on Fort Gulistan. The Fort is held by a tough but small detachment of gnomes from the 36th Sikhs. As the day wears on both attackers and defenders keep an eye on the horizon to see if the rumored relief column, lead by the Royal Irish Rgt. with it's two big guns, will appear.

Players with a painted 300-point unit from Brigade Games do not need pre-register. Rules taught. No one under age 14 without playing adult. Parent-child teams encouraged.

S-361 - WEGS: Booty Camp

Sat. 11 AM, 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, Gnobbbit, 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!

S-709 - Classic Battletech Demo Game 1

Sat. 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

S-705 - Classic Battletech – Grinder 1

Sat. 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 ★

S-406 - Carnage and Glory: The Saratoga Campaign, Bennington (16 Aug. 1777)

Sat. 12 PM, 2 hrs, 12 players

GM: Tom Cusa and the Connecticut Game Club

Sponsor: Carnage and Glory

Age of Reason 25mm, Rules: Carnage and Glory II

During the Saratoga campaign, Brig.-Gen. John Stark commanded New England militia against a Hessian force sent on a foraging mission by British General John Burgoyne. Celebrate 230th anniversary of the battle. Regimental level using popular "Carnage and Glory" computer assisted rules system. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. CGC members, family and friends always welcome. *Beginner Friendly; Rules Taught; Kids Under Age 15 Welcome.*

S-454 - Might & Reason: The Battle of Kolin

Sat. 12 PM, 3 hrs, 10 players

GM: Sam Mustafa with John Holly and NJMGS

Age of Reason 25mm, Rules: Might & Reason

Demo game of the new rules. Take command of Frederick the Great's outnumbered Prussians as they try to wrest control of the heights from "that woman's" white-coated legions. Will the Habsburgs triumph again, ruining the "invincible" Frederick's perfect record? Or, as a Prussian commander, can you erase the stain of the first defeat of the House of Hohenzollern?

Rules taught. For more info about Might and Reason, go to: www.sammustafa.com/mr.html

S-441 - The Ironclad Threat, Early 1863

Sat. 12 PM, 3 hrs, 6 players

GM: Robert Johnson with Scott Mingus

American Civil War 1:600, Rules: Home Rules

Using River War rules to recreate conditions on the Western rivers, primarily the Mississippi north of New Orleans. Scenario is a fictional 'what-if' action with ironclads on both sides involved.

Under age 14 with adult please.

S-588 - Mars Needs Women (A Prequel), 1883

Sat. 12 PM, 4 hrs, 6 players

GM: Barosi Steve with Martin Connell and Christopher Barosi

Victorian Science Fiction 15mm, Rules: G.A.S.L.I.G.H.T. / G.A.S.L.I.G.H.T. Leviathans

Incredible advances in anti-gravity technology, pioneered by renowned Professor Fripp, have enabled British Empire to expand across the solar system. A small outpost has been established on the Red Planet which has attracted attention of the mysterious Martians, a heathen race who are covetous of Earth's women. While bulk of aeronef troops are off exploring the planet, Martians launch a raid on the poorly defended colony. Can a nearby ship respond in time to save the day for Queen and Country?

Children under age 12 should be accompanied by an adult.

S-272 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)

Sat. 12 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 reflight 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.)

S-548 - Battle of St. Laurent, 6 June 1944

Sat. 12 PM, 4 hrs, 8 players

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

WWII 25mm, Rules: Platoon Commander

After securing the beach, the American forces pushed out to capture the villages controlling access to the interior. Late on June 6th elements of the 2nd Battalion, 115th Regiment attacked the Germans holding St. Laurent.

S-136 - Poor Bloody Infantry Gamette - Theme Game

Sat. 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!

S-349 - Meiktila, Burma (8 Mar. 1945) - Theme Game

Sat. 12 PM, 5 hrs, 6 players

GM: Mark Hayes

WWII 15mm, Rules: Battlefield WWII

As the British XIVth Army burst onto the central plains of Burma, Gen. William Slim assigned the 17th Indian Division to cut Japanese supply lines at Meiktila. In order to defend this vital position against counterattacks, Maj. Gen. "Punch" Cowan sent out several mobile armor/infantry battlegroups to prevent the enemy troops from organizing. One of these, consisting of tanks from the 9th (Royal Deccan) Horse and infantry from the Border Regiment struck the Japanese near the village of Wetlet.

S-310 - The Search

Sat. 12 PM, 4 hrs, 7 players

GM: Mike Vogell with Stan Johansen

Sponsor: Stan Johansen Miniatures

Modern 25mm, Rules: Jihad

Three squads of Marines enter an Iraqi town searching for weapons and war criminals. Do they get out alive? Is that market full of people a target? Is that Camel real or is it a bomb. How far away from those parked car do you have to be if they explode?

Age 16 or older.

S-296 - Meeting New People... the Hard Way - Theme Game

Sat. 12 PM, 4 hrs, 4 players

GM: Tony Marano and the Susquehanna Historical Wargamers

Modern 25mm, Rules: Seek Out, Close With and Destroy

An American platoon makes contact with a VC held village. Supporting US forces move up, but so does an NVA platoon... who will be able to employ their full force first? Is this a successful American attack or an effective VC/NVA ambush? That's up to you, commander...

No players under age 16.

S-192 - Warriors: Show Down at Four Trees

Sat. 12 PM, 2 hrs, 6 players

GM: Katie Adams and the HAWKs

Fantasy 120mm, Rules: Blood & Swash

Erin Hunter's popular book series returns to Historicon. After Shadow Clan's new leader Tigerstar brought Blood Clan allies from the Two Leg Place to the forest they turned on him. Now that Tigerstar is dead, Scourge, leader of Blood Clan, is on the verge of driving the forest clan cats away. But Thunder Clan's Firestar has inspired the cats to risk all in a fight for freedom. Join them at Four Trees for the final show down.

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!

S-353 - WEGS: The Yawlamoo

Sat. 12 PM, 2 hrs, 6 players

GM: L. Willy Wick and the Wegshogs!

Sponsor: GameWick Games, llc

Fantasy 25mm, Rules: Wickedly Errant Game System

Face impossible odds WEGS style! A rag-tag army of Dwarves, Elves, Goblins, Gnobbits and Humnz find themselves in an all-too-familiar "holding down the fort despite outlandish odds" setting. The fort is the Yawlamoo, a crumbling Dwarven mission on the edge of the Goblin Desert. Outside, a horde of dark minions await the signal to blitz the fort. This is a chance for heroes to shine or die trying! The fate of each player all depends on how the cards fall. Phew points will fly!

Age 13+. Beginners welcome. Easy rules! Check out www.gamewick.com for game info.

S-710 - Classic Battletech Demo Game 2

Sat. 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 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

★ 1:00 PM ★

S-168 - Teedyuscungs' Red Hatchets

Sat. 1 PM, 3 hrs, 7 players

GM: Bob Moon and HMGS South/Jacksonville Garrison

Age of Reason 40mm, Rules: Brother Against Brother (7YW Variant)

The Delaware are coming! For several days now, refugees have been streaming through the adjacent countryside. Far away a pallor of smoke hangs in the air. The local settlers have taken to working their farmsteads in groups for safety. Teedescyung and his warband are coming and have taken to scalping, torching farms, and taking prisoners and other trophies before going back across the mountains and great swamp to their villages

No children under age 18 unless accompanied by playing Adult.

S-346 - Battle of Litezig, Oct.1813 (Same as Leipzig, but with 1/3 fewer calories!): Phase 2

Sat. 1 PM, 4 hrs, 16 players

GM: Gunner Bearden

Sponsor: Signifer Flags/LPA Games

Napoleonic 10mm, Rules: La Petite Armee, V4.1

Come examine the advantages and perils of the taking up the Central Position in this semi-historical, reduced scale version of the Battle of Leipzig. This game will be fought in three four-hour phases with a new cast of commanders picking up the pieces during the second and third phase. Lots of room for players as Army, Wing, and Corps commanders plus room for walk-ups as division commanders. Please sign up for both phases only if you really want to commit a whole day to a single battle.

Experienced and novice players as young as age 14 welcome.

S-467 - Arista en el Norte (Primera Parte)

Sat. 1 PM, 3 hrs, 6 players

GM: Bill Moreno and the Rogues

Sponsor: LMW Works

19th Century 28mm, Rules: Santa Anna Rules V2

Pt.1: Battle of Palo Alto. Mariano Arista and the Mexican Army attempt to stop Old Rough and Ready (Zachary Taylor) from seizing an area of Tejas which Mexico considers sovereign territory. Come learn version 2 of the popular Santa Anna rules over a beautiful sculpted terrain board.

Some Gaming Experience Helpful.

S-553 - San Martino 24 June 1859: The Sardinians' Revenge

Sat. 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.

S-424 - Isandlwana, 22 Jan. 1879

Sat. 1 PM, 4 hrs, 6 players

GM: Chris Velas, Sponsor: Piquet Inc., Prize: Piquet Rules set

Colonial 25mm, Rules: Field of Battle by Piquet

It's hot and so are the Zulus, England has just invaded. Lord Chelmsford has just split his forces leaving Colonel Pulleine with 1,000 men and 2 artillery pieces at the Isandlwana camp. The Zulus attack with over 20,000! Will it be another massacre?

Adult present with children under age 15 please.

S-215 - For the Tsar and Holy Mother Russia

Sat. 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>)

S-556 - Tom & Jerry 2

Sat. 1 PM, 3 hrs, 12 players

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

Sponsor: Old Glory 25s and Acheson Creations, Prize: Old Glory Miniatures

WWI 28mm, Rules: Trench Wars

2 of 2, The Jerries are mad now! The Tommies has stolen the warm, shell crated, hole in the ground, muddy home of the Jerries. Jerry has a card up his sleeve! I know for sure that lead soldiers do not bleed, but alot of the will have to wait until next time to be played with. Come and pick a side and once again taste the rotting, acidic smell of the western front.

Beginners Welcom. You need not have played in part 1 to play in part 2.

S-137 - Poor Bloody Infantry Gamette - Theme Game

Sat. 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!

S-198 - We're Being Attacked, by George!

Sat. 1 PM, 4 hrs, 8 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

In the waning weeks of the war Monty is still meticulously planning offensive operations. As so often happened, while Monty plans the situation changes. Now the 7th Armored Div. steps off on what might be the last big push, and into the unknown. Lots of late war heavy metal!

Under age 14 with playing adult.

S-570 - Bayonets and Grenades! - 3 Dec. 1944

Sat. 1 PM, 5 hrs, 10 players

GM: John Desch with Bob Rossi and I95 Gamers

WWII 15mm, Rules: Flames of War

In their drive to the Roer River, the Americans faced a formidable obstacle in the industrial town of Lucherberg – a key position of the German defensive line. An American infantry battalion uncharacteristically launched its attack at night, catching the Germans by surprise. GIs gained a foothold, but were counterattacked immediately by Landsers supported by King Tigers. Who will win this fur ball?

Flames of War, with special scenario rules. Players new to the system are welcome.

S-273 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)

Sat. 1 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.)

S-711 - Classic Battletech Demo Game 3

Sat. 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

★ 2:00 PM ★

S-526 - Stirling Bridge Mega Battle: The Wars of Edward 1st (Longshanks), 11 Sept. 1297

Sat. 2 PM, 7 hrs, 8 players

GM: Chris Parker

Sponsor: Aide De Camp Books, Prize: \$50 Gift Certificates from Aid De Camp Books to the 2 highest scoring players.

Medieval 25mm, Rules: Day of Battle III

William Wallace incites a rebellion in 1297, harassing England's northern counties. The Edward sends an English army North and have him cornered at Stirling Bridge. They are prepared to crush him with their modern army of Knights, men at arms and longbows. This game is extra long to allow its replay with players changing sides and using the same leaders in a 2 round - tournament setting.

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

S-201 - Plastic Pirates Pursue Plunder

Sat. 2 PM, 2 hrs, 6 players

GM: Geoff Graff and the HAWKS

Pike and Shot 30mm, Rules: Home Rules

Those Little Lego Looters are back in town, looking for anything that isn't nailed down. As the townspeople flee for their lives, help arrives! But are they too late? Will the Pirates Pocket the Profits or can the Soldiers Save the Citizens? (Know wee noe.... Soljers kan't spel.)

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!

S-719 - Questionable Loyalties

Sat. 2 PM, 3 hrs, 4 players

GM: Joey McGuire

Sponsor: Rattrap Productions

Age of Reason 28mm, Rules: Gloire

The mayor and other townspeople of the small English town of LaVale have been implicated in a Royalist plot; seeking alliance with the King. Parliamentarian Lord Billingsdale is sent to arrest the Royalists. He's paid handsomely for the services of Carlos Cervantes, the Black Dove, to assist. Sir Giles, friend and confidant of the King, has returned to LaVale to foil their plans and help Royalists escape Parliamentarian justice. Assisting him is Beatrix the Beauty, Queen of Thieves. Will Royalists escape unscathed?

Beginners Welcome, Rules Taught.

S-419 - The End of an Era: Waterloo, 18 June 1815

Sat. 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. Two of the greatest generals of all time meet for one day only. Napoleon the master of Europe is finally defeated by the Iron Duke of Wellington. Can the French win this time before Prussians arrive? "Where is Grouchy? I need those men!" - Nap.

Not recommended for kids.

S-472 - Death of a Major

Sat. 2 PM, 4 hrs, 12 players

GM: Kurt Kramer with Scott Landis and the Rogues

19th Century 28mm, Rules: Death in the West (Home Rules)

Although the U.S. Calvary killed the traitor Major Markert and his band of renegades last year to stop them from selling guns to the Apache, his death must still be avenged. Who needs a theme game when you can play in a friendly (yeah sure) Plains War game between the US Cavalry and the Apache. Lots of dice, friendly shouting, and friendly killing.

Kid Friendly - Over age 18 with a playing child, under age 11 with a playing adult

S-151 - It's a High Noon Wedding and zombies are not invited!

Sat. 2 PM, 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.

S-747 - Gettysburg - What If?

Sat. 2 PM, 4 hrs, 8 players

GM: William Miller with Richard McFarland and the Bux-Mont Gamers

American Civil War 15mm, Rules: Give 'Em the Cold Steel

Ok, we've been here before, but what if the Rebs showed up a little sooner and the Yanks were a little slower getting there? Buford's already left and the Jonnies have pushed through the town and now they occupy the high ground. The Bluebellies have secured the South end of both ridges including the Round tops. Hey, something's gotta give. The Rebs will either be on their way to Washington or the Yanks will have them cut off from their way home.

Rules taught.

S-551 - Battle of Chickamauga (1st Day), Pt.2

Sat. 2 PM, 4 hrs, 7 players

GM: James Dziedzic with Chris Collins and the Southern Maryland Partizans

American Civil War 15mm, Rules: Fire and Fury

As General Rosecrans and the Union Army pushed south of Chattanooga into Georgia in Sept. 1864, General Bragg saw an opportunity to draw Rosecrans into a trap and defeat him in detail. The stage was set for a monumental struggle between the Yanks and the Rebs. Come see if General Thomas can re-earn his title as the "Rock of Chickamauga".

Rules Taught. This is the continuation of a 2-part game that starts at 9 AM. You can sign up for both parts, or just one, your choice.

S-562 - 55 Days at Peking (or A Brief Boxer Rebellion!)

Sat. 2 PM, 6 hrs, 20 players

GM: Gordon Andrews with Michael Czar

Sponsor: Old Glory 25s, Prize: Gift Certificate

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

Can you as one of the defenders of the eight Allied Legation hold out until relieved against thousands of fanatical Boxers bent on your destruction? Or will you as a leader of the Fist of Righteous Harmont rid your land of the Foreign Devils? Sha Sha!!!

Kids welcome with adult supervision.

S-667 - Save Fort Zinderneuf

Sat. 2 PM, 4 hrs, 6 players

GM: Brendan Watts and MNA

Colonial 25mm, Rules: Sandscape - FFL

Fort Zinderneuf has fallen to the Arabs for three conventions in a row. Beau Geste and his brothers slain, Maj. DeBeaujolais and his relief force cut down. Can they survive this time? A game for the younger Colonials and those adults not adverse to rollin' lots of dice in ferociously bloody combat.

S-398 - Hope you can swim, glub, glub, glub...

Sat. 2 PM, 4 hrs, 6 players

GM: Lopley Eugene with Jim McWee and AoCM

Colonial 25mm, Rules: G.A.S.L.I.G.H.T.

After a treacherous train ride, the idol is on its way to be transported by boat down the mighty Nile. Many have died for this piece, and one begins to wonder if it would be better if it were to be dropped over board? Trust no one; fear the unknown, and who the hell has those boats blocking the river up ahead? Wait is that cannon pointed towards your boat? Damn, maybe you will need some help to get through this one...

S-172 - The Curse of Kali – Second Afghan War, 1878-80 (Episode #3: NWF Journal) - Theme Game

Sat. 2 PM, 4 hrs, 12 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 involves Fanatic Followers of Kali and will take us into inner sanctum of this bloody cult.

Pt.3 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.1 see F-170 Fri. 9 AM; Pt.2 see S-171 Sat. 9 AM]

S-165 - Battle of Dogger Bank, 24 Jan. 1915

Sat. 2 PM, 4 hrs, 13 players

GM: James Kyler

WWI 1:2400, Rules: Set Condition Zebra

The German High Seas Fleet plans to bombard harbors on Britain's east coast, but are intercepted by elements of the Royal Navy. Can the German Battlecruisers prevail against the hordes of British vessels awaiting them.

S-334 - Wings of War: Miniatures

Sat. 2 PM, 2 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!

S-559 - Where's the Navy?: The Raid on Scarborough 16 December 1914

Sat. 2 PM, 5 hrs, 10 players

GM: Richard Sartore

WWI 1/2400, Rules: Seekreig V

Determined to draw portions of the superior force of the Royal Navy into a piecemeal attack, Franz von Hipper led his battlecruiser squadron in a bombardment attack against the fortified coastal towns of Scarborough, Hartlepool and Whitby. Waiting close by to close the trap was the bulk of the German forces lead by Commander-in-Chief Frederich Ingenohl. Could the Royal Navy have caught the brash Hipper, whose attempt to repeat this success would lead to the Battle of Dogger Bank?

S-729 - The Legation Returns - Theme Game

Sat. 2 PM, 3 hrs, 6 players

GM: Pete Murray

Sponsor: Rattrap Productions

WWI 28mm, Rules: .45 Adventure

After failing to convince Habibullah Khan to enter WWI on the side of the Central Powers, the Turco-German legation looks to withdraw to Turkey, while inflaming popular support for their cause. The British would like to see the legation suffer an "accident" on the way home, but must respect Afghanistan's neutrality, lest a new front be opened up. Subterfuge and politics on the Silk Road!

Walkups and beginners welcome.

S-338 - China 1926: Nick Travers and the Chinese Warlords - Theme Game

Sat. 2 PM, 4 hrs, 8 players

GM: John Camarano

Pulp 25mm, Rules: A Good Day to Die

Nick Travers, Great American Hero, is on a zoological expedition to Northwest China. To get there he is being personally escorted by the Chinese Warlord Lui Wing Fu. Unaware of the fact that Lui is using the expedition as an excuse to cross a rivals territory to pickup a shipment of opium from some Afghan tribesman. Will Nick discover the truth? Will he be able to keep himself and the Fair Priscilla safe from harm? Find out in the next exciting episode of Nick Travers, Great American Hero!

Gamers under age 12 must be accompanied by an adult.

S-673 - Slaves of the Elephant God

Sat. 2 PM, 4 hrs, 50 players

GM: Howard Whitehouse

Pulp 28mm, Rules: Astounding Tales!

A Pulp Mega-Game from the production team that brought you "Nazi Zombies Must Die" and 'Africa Screams!' Pounding pulpy action from the jungles of Burma to the jagged mountains of Waziristan to lost civilizations! Crazy fanatics, hideous deities - and that's just the players! With multiple locales and tables, frenetic pacing and lashings of ham acting, players must protect the world from unholy evil, foul things from beyond, and probably some Germans.

S-486 - Counter-Attack at Fauville, 6 June 1944

Sat. 2 PM, 4 hrs, 7 players

GM: Grant Daniels with Curt Daniels

Sponsor: Too Fat Lardies

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

With German mortars firing from Hill 20, and G Company reduced, I Company of the 505th was sent forward from St-Mere-Eglise to attack Germans flank and relieve pressure on main regimental positions. By now St Mere-Eglise was clearly critical to the battle. If it fell, 82nd Airborne positions on Merderet would be isolated and surrounded. If they were overcome then main German strike force, the 91st Luftlande Div., would be able to move directly towards Utah beach. Holding St-Mere-Eglise was critical.

Find out what all this I Ain't Been Shot Mum buzz is about. Beginners welcome. Rules taught. Children under 14 must be accompanied by adult.

S-213 - Got Petrol?, April 1942 - Theme Game

Sat. 2 PM, 3 hrs, 6 players

GM: Don Hogge and the HAWKS

WWII 28mm, Rules: Battlegournd WWII

The British are retreating along the Irrawaddy River in Burma. Petrol is running short but fortunately there is a small petrol dump near the village of Prome. Can the British reach the petrol before the Japanese?

Gamers under age 14 are welcome with an adult.

S-274 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)

Sat. 2 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.)

S-118 - Final Combat Shoot-out

Sat. 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.

S-573 - Rearguard: Flames of War Demo Game

Sat. 2 PM, 4 hrs, 6 players

GM: Gary Dziatko with Mitch Ewing and the Basement Strumtruppen

WWII 15mm, Rules: Flames of War

After the successful British attacks at El Alamein in Oct.-Nov. 1942, the Axis forces in North Africa were forced to retreat. The only available force to cover the Axis retreat was Ariete which was hurriedly thrown in to slow the British down.

Mid-War Tank battle demo game in the desert for novice FoW players. All material and playing aides will be supplied and rules taught.

S-286 - Punchbug Panzer!

Sat. 2 PM, 3 hrs, 4 players

GM: Steve Frankhouser and the Northern Lancaster Wargamers

Sponsor: sixfeetundergames.com

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

The European theatre 1944, US tank hunters stalk German armor in the scarred remains of a city.

Children under age 15 welcome with participating adult.

S-138 - Poor Bloody Infantry Gamette - Theme Game

Sat. 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!

S-306 - 4th ID in Iraq - Operation Peninsula Strike: The Road to Tikrit, June 2003

Sat. 2 PM, 4 hrs, 8 players

GM: Dewey LaRochelle

Sponsor: FAA

Modern 20mm, Rules: Home Rules

The 4th ID is rolling towards Tikrit in a search for Saddam and his minions. Tikrit is Saddam's home town, and the people in the area are loyal to him. 4th ID has its work cut out for it. Saddam loyalists, foreign fighters, technicals, Al-Jazzira, and a tag along CNN crew will not make any of this easy. Never the same thing twice. Iraqis come from everywhere. U.S. must balance aggression with caution.

S-631 - Korean War II: The Road to Seoul

Sat. 2 PM, 6 hrs, 8 players

GM: Dave Sterner with JD Perry and Kenny Noe

Sponsor: Old Dominion Game Works & Minifigs, Prize: Minifigs Miniatures

Modern 10mm, Rules: Mein Panzer

North Korea sees their chance to unify the Korean Peninsula. With nuclear bombs aimed at America's interests and chemical weapons aimed at South Korea, they believe the South and America will hesitate long enough for the North Korean People's Army (KPA) to capture Seoul and hold it while the rest of the peninsula is overrun. Defend the roads to Seoul, or join the the last true communists and spread revolution to all of Korea! Combined arms: armor, infantry, artillery, rockets and aircraft.

Beginners welcome, easy rules taught; Age 13 or Under Must Be Accompanied by Parent.

S-632 - Swamp Attack

Sat. 2 PM, 4 hrs, 4 players

GM: Mike Noe

Sponsor: Old Dominion Game Works

Fantasy 25mm, Rules: Lord of the Rings

The Elves are attempting to get to Mordor for the great battle against Sauron. They are stopped in the marshes by a leading dark force of Orcs. Come play Lord of the Rings and see if good can prevail over evil.

Rules Taught/Beginners Welcome.

S-354 - WEGS: The Yawlamoo

Sat. 2 PM, 2 hrs, 6 players

GM: L. Willy Wick and the Wegshogs!

Sponsor: GameWick Games, llc

Fantasy 25mm, Rules: Wickedly Errant Game System

Face impossible odds WEGS style! A rag-tag army of Dwarves, Elves, Goblins, Gnobbits and Humnz find themselves in an all-too-familiar "holding down the fort despite outlandish odds" setting. The fort is the Yawlamoo, a crumbling Dwarven mission on the edge of the Goblin Desert. Outside, a horde of dark minions await the signal to blitz the fort. This is a chance for heroes to shine or die trying! The fate of each player all depends on how the cards fall. Phew points will fly!

Age 13+. Beginners welcome. Easy rules! Check out www.gamewick.com for game info.

S-221 - Endor Scout Trooper Open

Sat. 2 PM, 4 hrs, 8 players

GM: Jamie Davis and the HAWKS

Fantasy 25mm, Rules: Future Race

Scout trooper duty on Endor is boring so the Empire is hosting a race through the forests on speeder bikes. First trooper across the finish line wins, and anything goes. Throw in Ewoks and Rebels on their own bikes along with large trees and rocks and you've got a race to remember!

Rules taught by author. Younger children welcome with parents; a great parent child game.

S-287 - A Night at the Movies!

Sat. 2 PM, 3 hrs, 6 players

GM: Bryan Miley with Allen Hayden and the Northern Lancaster Wargamers

Sponsor: sixfeetundergames.com

SciFi 25mm, Rules: All Things Zombie

Survive the Undead Onslaught in little town America. Groovy.

Not recommended for players under age 13. Age 13 or Older welcome with participating adult.

S-717 - Classic Battletech -WOB vs Black Aces

Sat. 2 PM, 4 hrs, 6 players

GM: Chuck Stocky

Sponsor: Iron Wind Metals, Prize: Fighter Mini

SciFi 1/285, Rules: CBT – Total Warfare

The Word of Blake Blockade was just too strong for Hell's Black Aces to repel. Failed in their defense of Liao, their commander lost, the Black Aces fight for their very survival. Punching through the Blakists engaged in atmospheric ops was a major hurdle now if only they can get their surviving forces to the waiting jumpship.

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

S-712 - Classic Battletech Demo Game 4

Sat. 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

S-706 - Classic Battletech – Grinder 2

Sat. 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 ★

S-739 - Sekigahara 1600: Samurai Warfare

Sat. 3 PM, 3 hrs, 8 players

GM: David Cochran and the Bux-Mont Gamers

Ancients 10mm, Rules: Warmaster Historical

This battle decided the fate of Japan. 160,000 soldiers. We will recreate the opening part of this battle with Samurai rules for Warmaster Historical. Up until the defection of half of the losing side decided the real battle.

Rules taught

S-405 - Carnage and Glory: The Saratoga Campaign, Oriskany (6 Aug. 1777)

Sat. 3 PM, 2 hrs, 12 players

GM: Frank Luberti and the New York Wargamers Association and the Connecticut Game Club

Sponsor: Carnage and Glory

Age of Reason 25mm, Rules: Carnage and Glory II

During Saratoga campaign, Gen. Nicholas Herkimer commanded a column of Patriot militia marching to relieve the British siege of Fort Stanwix in upstate New York when they were attacked by Loyalist forces and their Iroquois allies. Celebrate 230th anniversary of the battle. Regimental level game using popular "Carnage and Glory" computer assisted rules system. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. NYWA and CGC members, family and friends always welcome.

Beginner Friendly; Rules Taught; Kids Under Age 15 Welcome.

S-102 - "It's Those Regulars, Again!" - Battle of Lundy's Lane, 25 July 1814

Sat. 3 PM, 4 hrs, 8 players

GM: John Priest with Dustin Kunkle

Napoleonic 54mm, Rules: Fix Bayonets! by John Michael Priest

Assist Generals Gordon Drummond and Phineas Riall with their five gun battery and 2200 British and Canadian troops defend the Niagara Frontier against marauding Yankees under Generals Jacob Brown and Winfield Scott with 2000 men (mostly Regulars) and three guns. British must keep the Federals from capturing their guns and taking high ground overlooking Lundy's Lane and road to the vulnerable Fort George.

Children age 10-12 may play if accompanied by participating adult. Ages 13+ are no problem. Beginner friendly. Walk ups welcome.

S-572 - Operation Citadel, Phase II: 11 July 1943

Sat. 3 PM, 4 hrs, 8 players

GM: Kurt Reese

WWII 15mm, Rules: Flames of War

Either the German survivors will now meet elements of the Soviet 5th Guards Tank army near the village of Prokhorovka or the victorious Soviet forces are chasing the beaten German panzer forces back to Kharkov! The appearance of Phase II is determined by the results of Phase I.

S-571 - Panthers in the Mist!: Battle of Juvelize, 22 Sept. 1944

Sat. 3 PM, 4 hrs, 10 players

GM: Greg Guth with Iain Black

WWII 15mm, Rules: Flames of War

111th Panzer Brigade has been given the key mission of cutting the Moyenvic Highway at Lezey to blunt the US 3rd Army offensive in Lorraine by cutting off the US 4th Armored Division. In fear of the US XIX TAC, the attack is launched under the cover of fog. Will it last long enough to hold off the Jabos? Come join a brigade level simulation of one of the most important engagements of the Lorraine Campaign.

S-139 - Poor Bloody Infantry Gamette - Theme Game

Sat. 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!

S-275 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)

Sat. 3 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.)

S-738 - Car Wars

Sat. 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.

S-362 - WEGS: Booty Camp

Sat. 3 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!

S-713 - Classic Battletech Demo Game 5

Sat. 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 ★

S-297 - New to the Neighborhood: Trench Raid, Dec. 1916

Sat. 4 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.

S-254 - Ace On Your 6!

Sat. 4 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 ace 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.

S-276 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)

Sat. 4 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.)

S-633 - German Monster Hunt

Sat. 4 PM, 4 hrs, 6 players

GM: Jon Coulter

Sponsor: Old Dominion Game Works

WWII 6mm, Rules: Mein Panzer

Maus, King Tiger, Jagdtiger, E-100, Panther II, Elephant ...all Monsters of the Third Reich. Some saw battle, others didn't get the chance ... until now! Germans have all their heavy toys out and they want to play with the Russians. Can the Soviets come up with enough heavy equipment of their own to stop the stampede, or will the puny T-34 have to do all the work? Or will the Monsters rule the day? Come and join the hunt!

Rules Taught/Beginners Welcome.

S-439 - Ordeal of the 3rd Panzer, Pt.II: Kursk, 7-8 July 1943

Sat. 4 PM, 8 hrs, 6 players

GM: Martin Hudson with Steve Curtis and Henry Hudson

WWII 15mm, Rules: Battlefield WWII

The 3rd Panzer Div. continues to pound Soviet defenses and drive to the Pena River, but major Soviet armored forces are on the way. The session is the final part of our mini Kursk campaign. Again this game will be broken into 2 or 3 shorter scenarios with a few breaks for refreshments and planning. See if the survivors of 3rd Panzer can break the Soviet lines.

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

S-517 - Windtalkers

Sat. 4 PM, 4 hrs, 8 players

GM: Rusty Miller with Lee Burger, Mike Fatovic and the Potomac Wargamers

WWII 54mm, Rules: Home Rules

Saipan, June 1944.

No one under age 16.

S-328 - Tide of Iron

Sat. 4 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.

S-600 - Of Mules and Men (Walawbum, Burma), Mar. 1944 - Theme Game

Sat. 4 PM, 4 hrs, 8 players

GM: Brian Cantwell

WWII 15mm, Rules: Poor Bloody Infantry

Orange Combat Team of Merrill's Marauders and elements of the Japanese 18th Div. fight the jungle and each other for control of the vital Kamaing Road road in northern Burma. Can the Americans establish a block on the road or will the Japanese prove they are still masters of the jungle?

Children welcome with adult.

S-634 - Solomons Campaign II, Sept. 1942

Sat. 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 2 of the forthcoming General Quarters 3rd Edition WWII naval campaign, "The Solomons Campaign," based upon the results of Turn 1. Already Savo Bay has been renamed "Ironbottom Sound!" ODGW's latest naval campaign series allows maximum re-playability of naval actions during both World Wars.

Rules Taught/Beginners Welcome.

S-140 - Poor Bloody Infantry Gamette - Theme Game

Sat. 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!

S-193 - Warriors: Rescue the Kits

Sat. 4 PM, 2 hrs, 6 players

GM: Katie Adams and the HAWKS

Fantasy 120mm, Rules: Blood & Swash

Erin Hunter's popular book series comes to HISTORICON as Shadow Clan's leader Brokenstar has abandoned the warrior code and is after the other clans' hunting grounds. Only Thunder Clan stands firm. Yesterday they drove off a bold Shadow Clan attack on their camp, only to have Brokenstar's followers return and snatch a liter of kits. Now two parties of Thunder Clan warriors, with the aid of some Shadow Clan exiles, must strike deep into the Shadow Clan camp to rescue the kits.

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!

S-355 - WEGS: The Yawlamoo

Sat. 4 PM, 2 hrs, 6 players

GM: L. Willy Wick and the Wegshogs!

Sponsor: GameWick Games, llc

Fantasy 25mm, Rules: Wickedly Errant Game System

Face impossible odds WEGS style! A rag-tag army of Dwarves, Elves, Goblins, Gnobbits and Humnz find themselves in an all-too-familiar "holding down the fort despite outlandish odds" setting. The fort is the Yawlamoo, a crumbling Dwarven mission on the edge of the Goblin Desert. Outside, a horde of dark minions await the signal to blitz the fort. This is a chance for heroes to shine or die trying! The fate of each player all depends on how the cards fall. Phew points will fly!

Age 13+. Beginners welcome. Easy rules! Check out www.gamewick.com for game info.

S-714 - Classic Battletech Demo Game 6

Sat. 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

S-396 - Battle of Polotsk, Aug. 1812

Sat. 4 PM, 5 hrs, 10 players

GM: Nigel Marsh

Napoleonic 25mm, Rules: Carnage and Glory II Computer Moderated Rules

Napoleon has ordered Marshals Oudinot and St.Cyr North towards St. Petersburg. The Czar has ordered the reinforced Russian I Corps commanded by Count Wittgenstein to intercept the Franco-Bavarians and push them back onto Napoleon's lines of communication. The opposing forces have met at Polotsk, and carnage and glory awaits.

★ 5:00 PM ★

S-606 - Outpost at Stoney Creek

Sat. 5 PM, 5 hrs, 6 players

GM: Brad Pflugh and Circle of Swords

Age of Reason 25mm, Rules: This Very Ground

French & Indian War. After failed attempts to approach Ft Duquesne from Virginia region British General Forbes has decided to make a road across Pennsylvania to reach it. Directly between Forts Bedford and Ligonier orders have gone out for a wayside outpost to be built and blockhouse erected near Stoney Creek. As British and local Pennsylvanians prepare fortifications they notice they're not alone. French and Indians plan on knocking out the fortifications and cutting communications on Forbes Road.

Rules taught; no disgruntled rules lawyers please. Adults must be present with children and actively parenting.

S-184 - 1st Manassas, Pt.3 (21 July 1861)

Sat. 5 PM, 5 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.

S-575 - Kasserine Pass, 14 Feb. 1943

Sat. 5 PM, 6 hrs, 8 players

GM: Stephen Wagner

WWII 15mm, Rules: Flames of War

DAK, 10th Panzer, and 21st Panzer carry out a combined attack against unprepared troops from the 1st US Inf. Div. (Big Red 1), US 2nd Armored Division, and The British 8th Armor Squadron in the north. Random events such as weather, and supply problems play a factor. This is the first time US Shermans face the dreaded Tiger 1e.

S-480 - 25th PzGrn Counter Attacks, 19 Nov. 1943

Sat. 5 PM, 4 hrs, 8 players

GM: Jeff Billings

Sponsor: Lost Battalion Games, Prize: Shirts and terrain

WWII 1/285 micro, Rules: Panzer Miniature

Control of the Minsk-Smolensk Highway is still in doubt. Only fragments of five Soviet Divisions and 78th Sturm Inf. Div. and 25th Panzer Grenadier remain. Neither side has reserves; command and ammo in short supply. German's must restore defensive line or withdraw. The 25th commits its last effective forces to recapture Novo Selo and the Minsk-Smolensk highway. Fifth battle of the Minsk Highway Defense.

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

S-574 - Arnhem D+2

Sat. 5 PM, 4 hrs, 8 players

GM: Phillip Gibbons with Ron Bingham and the Battle Barn Gamers
of Williamsburg Va

WWII 15mm, Rules: Flames of War

LTC Frost, commanding 700 men of 2nd Parachute Batt. and elements of 1st British Parachute Div. has held northern approach of Arnhem Bridge almost 48 hours. The II SS Panzer Corps has made multiple unsuccessful attacks to secure access. Intelligence says another SS PzGrenadier force with Armor support assault is coming soon. The besieged Paras must hold a few hours more to let 30 Corps link up with the 1st Para Div. and cross the Rhine to fulfill all of Operation Market-Garden objectives!

A 1970 pt British Para vs 2500 pt Germans 'City Fight', using the FoW V2, Fortress Europa Late War and Normandy books. FoW experience preferred and no one under 15 yrs old.

S-277 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)

Sat. 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.)

S-752 - Sempitor Adversor: Defense of Corregidor, 1942

Sat. 5 PM, 4 hrs, 8 players

GM: Roxanne Patton and AoCM

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

Bataan has been lost to the Japanese and the last of the American and Filipino forces are holed up on the small Manila Harbor island fortress of Corregidor. The 4th or "China" Marines have been preparing defenses on the island since arriving from Shanghai in December. In Limay on the southern coast of Bataan, the Japanese 61st Inf. Rgt. has gathered its landing craft for the cross channel assault. It will be a vicious fight to stamp out the Allies last hope... or to survive.

S-707 - Classic Battletech – Grinder 3

Sat. 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.

S-715 - Classic Battletech Demo Game 7

Sat. 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

★ 6:00 PM ★

S-731 - Field of Glory Rules Demo

Sat. 6 PM, 1 hrs, 8 players

GM: Simone Drinkwater

Sponsor: Osprey Publishing, Ltd. (www.ospreypublishing.com)

Ancients 25mm, Rules: Field of Glory (home rules)

Exclusive preview demo of new gaming Ancients and Medieval rules system - Field of Glory (basically rules themselves can be used with any scale, and both periods, but work best with 28, 25 or 15mm, so we'll be holding an Ancients 28mm demo game). Although rules set and accompanying army lists will not be released until Feb. 2008, HISTORICON attendees will have first access to how the game plays, be able to find out more about the books themselves, and ask Osprey any questions they may have!
Even if the event is filled, everyone is encouraged to stop by and watch!

S-549 - Battle of Bordentown, 22 June 1778

Sat. 6 PM, 3 hrs, 6 players

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

Sponsor: Sash and Saber Castings, Prize: Gift Certificates

Age of Reason 40mm, Rules: Carnage and Glory AWI Computer moderated

As the British retreated from Philadelphia the Americans followed close on their heels. At the village of Bordentown the British rearguard was cut off from the main body by Americans under the command of Anthony Wayne.

S-298 - Trouble in Penn's Woods

Sat. 6 PM, 3 hrs, 4 players

GM: Dieter Dellinger and the Susquehanna Historical Wargamers

Age of Reason 25mm, Rules: This Very Ground

Things are afoot on the frontier, as the French and their Indian allies strike into the territory. Will reinforcements arrive in time, or will the settlement go up in smoke?

Under age 16 only with accompanying adult.

S-436 - Battle of Cape Finisterre

Sat. 6 PM, 4 hrs, 6 players

GM: Tom Black

Napoleonic 1/2000, Rules: Homebrew Fast Play

Admiral Villeneuve with a combined french and spanish fleet of 20 ships of the line after evading blockades and reaking havoc in the caribbean returning to europe was intercepted by Vice Admiral Calder with 15 ships.

Fast easy play with homebrew rules.

S-347 - Battle of Litzig, Oct.1813 (Same as Leipzig, but with 1/3 fewer calories!): Phase 3

Sat. 6 PM, 4 hrs, 16 players

GM: Gunner Bearden

Sponsor: Signifer Flags/LPA Games

Napoleonic 10mm, Rules: La Petite Armee, V4.1

Come examine the advantages and perils of the taking up the Central Position in this semi-historical, reduced scale version of the Battle of Leipzig. This game will be fought in three four-hour phases with a new cast of commanders picking up the pieces during the second and third phase. Lots of room for players as Army, Wing, and Corps commanders plus room for walk-ups as division commanders. Please sign up for both phases only if you really want to commit a whole day to a single battle.

Experienced and novice players as young as age 14 welcome.

S-468 - Arista en el Norte (Segunda Parte)

Sat. 6 PM, 3 hrs, 6 players

GM: Bill Moreno and the Rogues

Sponsor: LMW Works

19th Century 28mm, Rules: Santa Anna Rules V2

Pt.2: Battle of Resaca de las Palmas. Once again Mariano Arista will attempt to stop los gringos from seizing an area of Tejas which Mexico considers sovereign territory. Come learn version 2 of the popular Santa Anna rules over a beautiful sculpted terrain board.

Some Gaming Experience Helpful.

S-240 - I Died In Hell (they called it Passchendaele), Late Summer 1917

Sat. 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.

S-288 - Muerte en Merida, Aug. 1936

Sat. 6 PM, 4 hrs, 6 players

GM: Jayson Gardner and the Northern Lancaster Wargamers

Sponsor: sixfeetundergames.com

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

The Spanish Civil War. Nationalist forces are marching through Extremadura. At the town of Merida the Anarchist militias of the FAI (Federacion Anarquista de Iberia) clash against the battle hardened Spanish Foreign Legion.

Children under age 15 welcome with participating adult.

S-190 - Commando Cody, Captain Midnight, Burn 'Em Up Barnes, and the Daredevils of the Red Circle

Sat. 6 PM, 6 hrs, 36 players

GM: Buck Surdu and the HAWKS

Sponsor: LMW Works, Prize: Fame! Glory!

Pulp 28mm, Rules: To Be Continued - by GASLIGHT

In this rollicking adventure set in the 1930s, two-fisted, barrel-chested, tough as woodpecker lips, men among men, their sidekicks and plucky ingénues travel the world in search of parts to assemble one of a number of incredible scientific devices. Opposed by minions of The Scorpion, Ivan Shark, and Radar Men from the Moon. While there will be lots of action, fisticuffs and gunplay, players must also solve puzzles and follow clues to win. Don't miss an exciting episode at this theater next week!

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

S-278 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)

Sat. 6 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.)

S-348 - Pagoda Hill, 10 Mar. 1945 - Theme Game

Sat. 6 PM, 5 hrs, 6 players

GM: Mark Hayes

WWII 15mm, Rules: Battlefield WWII

As the British XIVth Army burst onto the central plains of Burma, Gen. William Slim assigned the 19th Indian Div. the job of seizing the ancient capital of Mandalay. Looming 700 feet above the walled citadel was a pagoda-covered hill that the Japanese defenders fortified with concrete emplacements. The unenviable task of digging them out fell to the 2/Royal Berkshires, 4/4 Gurkhas, and 8/12 Frontier Force supported by tanks of the 150th RAC.

S-257 - New War, New Enemy: Sicily, 5 July 1943

Sat. 6 PM, 3 hrs, 8 players

GM: C.B. Stevens

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

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

Capitano Franco Lucchini, multiple ace and hero of the Italian Air Force went up to intercept a large formation of B-17 bombers escorted by 50 Spitfires. After quickly downing one enemy fighter (his 22nd victory), he engaged the B-17s. Though he damaged three, he was hit, and his plane near Catania. Italians: Fly the Macchi C 202 or 205; Allies: Fly Spitfires or Flying Fortress.

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).

S-463 - The Enterprise Incident, 10 Dec. 1971 - Theme Game

Sat. 6 PM, 5 hrs, 8 players

GM: Kirk Bonnevier with Bruce Bonnevier

Modern 1/3000, Rules: Shipwreck/Harpoon (modified)

Indian communications intercepts messages that US is deploying an ad hoc force centered around carrier ENTERPRISE with guided missile equipped escorts and amphibious assault ship TRIPOLI to intervene in East Pakistan conflict. Actual event strained US-Indian relations for decades and influenced build up and force structure of Indian Navy till today. Scenario: 'what-if' events turned hot as the INS VIRANT with airwing of Seahawks and escorts sail to engage US intruders... From team that brought you "Here Drakkens 1967" at Cold Wars O7.

Kids 12+ with parent encouraged! Rules taught 30 mins prior. Note: Any players arriving in full Romulan regalia will be immediately "transported" from gaming area!

S-716 - Classic Battletech Demo Game 8

Sat. 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

S-110 - The Last Alliance

Sat. 6 PM, 4 hrs, 8 players

GM: Victor Hiris

Fantasy 25mm, Rules: Lord of the Rings

Can an alliance of elves and men defeat Sauron?

Kid friendly.

★ 7:00 PM ★

S-564 - Beneath the Walls of Caerlaverock, 1302

Sat. 7 PM, 3 hrs, 8 players

GM: Phil Viverito

Sponsor: LMW Works

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

The Bruce has marshalled his schiltrons to block the advance of the English King's army before it can lay siege to the mighty castle of Caerlaverock in the south west of Scotland. Caerlaverock is the only triangular castle in the British Isles. The Bruce wants it to be the only triangular castle in The Kingdom of Scotland. Help decide the issue for Scotland or England! It is longbows against schiltrons. Which will prevail?

S-741 - Ambush on the Road to Moscow

Sat. 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 Tsarinna, 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.

S-152 - Wagons Ho!

Sat. 7 PM, 4 hrs, 24 players

GM: Leo Walsh with Al Lyons

19th Century 25mm, Rules: High Noon

The wagons are loaded up and the settlers ready to head out to the west. Can you get your charges to the next stop? There might be a cattle drive, a troop of pony soldiers, Indians on the warpath and mexican bandits. See if you can get through the badlands to safety or get away with the loot. As always, "anything goes at the High Noon table". We have a huge table and lots of room for fun and action.

Easy to learn rules.

S-745 - Spam and Sand

Sat. 7 PM, 4 hrs, 8 players

GM: Frank Ditzio with Kevin Kennelly and the Bux-Mont Gamers

Colonial 15mm, Rules: The Sword and The Flame

It's the search for the Holy Grail all over again! The French and British (along with the local cannon-fodder) both make a dash across the Sahara towards the ruins of Fort Anthrax. But the fort isn't vacant! Prepare to be taunted! Inspired by the play 'Spamalot', this game proves that we can no longer come up with decent scenario descriptions for the PEL!

Rules taught.

S-414 - Retreat from Berber, 1884

Sat. 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.

S-399 - Who Has the Airsick Pills?

Sat. 7 PM, 4 hrs, 6 players

GM: Scott Bishop with Jim McWee and AoCM

Colonial 25mm, Rules: G.A.S.L.I.G.H.T.

That boat ride was hell. This artifact better be worth it. The plane is in sight. Once I'm on that, there is no turning back and the museum will have its piece, and you will have your money, fame and fortune. What the hell? Look at the size of that sandstorm? If we don't reach the plane in time, we will never take off. Hey, another storm heading from the East and now another one from the South. Wait a minute, that's no sandstorm. Damn, looks like I'm not out of here yet...

S-587 - The Charge Up Cydon Hill

Sat. 7 PM, 4 hrs, 8 players

GM: Jeff Wasileski

Victorian Science Fiction 25mm, Rules: Battles By GASLIGHT

German and American Fleets Clash in Samoa! Colonists Mobilize on Mars! Americans March on German Dioscuria! A ragtag American army speared-headed by young Teddy Roosevelt's Rough Riders and the gadgets of Thomas Edison advance across the red deserts against a small German colonial force and their Martian allies dug in at the oasis of the Great Face of Cydonia. Set in the Space 1889 Universe, experience this epic clash of rising superpowers on the Red Planet. Bully!

S-459 - Battleship Brawl

Sat. 7 PM, 5 hrs, 12 players

GM: Don Smith and the HAWKS

WWII 1/4800, Rules: General Quarters 3 (modified)

Forget those useless destroyers and cruisers: this is all battleships all the time. Japanese BBs versus the Ammerican BBs in Leyete Gulf

S-159 - All In for the 8th, Feb. 1945

Sat. 7 PM, 4 hrs, 12 players

GM: Martin Fenelon and the Niantic Wargamers

Sponsor: MSD Games

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

Luftwaffe jets and the Luftsturm have stymied the 8th Air Force. Heavily reinforced with B-29s and P-80s, they are determined to get to the target, no matter the cost. The Luftsturm is equally determined to stop them, going 'All In' with their latest fighters. Fast moving air-to-air action from the Luftwaffe 1946: Luftsturm book.

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

S-576 - Operation Cobra

Sat. 7 PM, 4 hrs, 6 players

GM: Wayne Wiltshire

WWII 15mm, Rules: Flames of War

Operation Cobra is going well for the enthusiastic troops of the US 7th Corp and the Germans seem to be breaking. But enthusiasm is never enough, the German Gen. Von Kluge has plunged 2nd Panzer Div. into the crumbling lines. On July 29th, Combat Command A runs into the counter attacking 2nd Panzer near village of Tessy. It leads to savage day long tank battle stopping the advance.

Late-War Demo game for novice FoW players. All material and playing aides supplied; rules taught.

S-279 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)

Sat. 7 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.)

S-299 - In the Footsteps of Napoleon: Battle of Borodino Train Station, Oct. 1941

Sat. 7 PM, 3 hrs, 2 players

GM: Keith Stine and the Susquehanna Historical Wargamers

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

German forces composed of the 2nd SS Panzer Div. and some tanks from 10th Panzer converge on the historic battlefield of Borodino. In a small train station a group of Soviets of the 32nd Rifle Division and a few tanks from a shattered Tank Battalion stand ready to buy time to allow the Soviet Mozhaisk line to solidify. Come join in this furious battle of mud blood and a train station.

Under age 16 only with accompanying adult.

S-104 - The Road to Mandalay - Theme Game

Sat. 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!

S-199 - We're Being Attacked, by George!

Sat. 7 PM, 4 hrs, 8 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

In the waning weeks of the war Monty is still meticulously planning offensive operations. As so often happened, while Monty plans the situation changes. Now the 7th Armored Div. steps off on what might be the last big push, and into the unknown. Lots of late war heavy metal!

Under age 14 with playing adult.

S-123 - Beachhead: South Pacific, 1942

Sat. 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.

S-519 - Snowball's Chance

Sat. 7 PM, 3 hrs, 20 players

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

Modern Other, Rules: Home Rules

It might be hot outside, but the snowball's are flying downtown. Join the kids in your neighborhood and see if you can send those other kids running home crying. But watch out for Old Man Crabbe and the snowplow.

Adult should be present with very young kids; very kid friendly.

S-718 - Classic Battletech – Grand Melee

Sat. 7 PM, 5 hrs, 16 players

GM: Mark Yingling

Sponsor: BattleCorps

SciFi 1/285, Rules: CBT – Total Warfare

The fight for the Bloodname is going to start with out you and your only shot at getting in is winning the Grand Melee challenge. Select any clan mech (omni or standard) of any battlevalue (BV), but the gunnery and piloting of the mech is determined by the BV. If a player selects a mech with a high BV, their gunnery and piloting skills will also be high. So join the fight to be the only survivor and win the last slot in the Bloodname Tournament.

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

S-177 - Zombies!!! 3-D

Sat. 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!

★ 8:00 PM ★

S-557 - Ancient NASCAR (or Off To The Chariot Races!)

Sat. 8 PM, 3 hrs, 8 players

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

Ancients 15mm, Rules: Arena Games

You have your Chariot all souped up and your best fighting skills honed. You have added more horsepower and a lighter chariot. But is this the best setup for the bump and grind of a new ancient NASCAR season? Give your luck a try.

Beginners welcome.

S-560 - Viking Looters

Sat. 8 PM, 3 hrs, 12 players

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

Dark Ages 25mm, Rules: Viking Looters

The raid is winding down. You have your loot. Now all you have to do is get back to the ship. Beware of your buddies!

Beginners are welcome.

S-554 - Cowboy Wars Out West

Sat. 8 PM, 3 hrs, 10 players

GM: Jim Foster and the Woodbridge (VA) Area GamerS

Sponsor: Old Glory 25s, Prize: Old Glory Miniatures

19th Century 25mm, Rules: Cowboy Wars

Horse thieves, rustlers, and n'r-do-wells abound. Can the cowboys get their livestock to market? Can the Sheriff keep the peace? Can the bandits get rich quick? Will the tenderfoot survive?

Beginners welcome.

S-730 - The Sinister Plot of Professor Quark

Sat. 8 PM, 3 hrs, 4 players

GM: Chris Vaughn

Sponsor: Rattrap Productions

Pulp 28mm, Rules: .45 Adventure

Professor Quark has developed a new weapon to use against the people of the world. But it is shrouded in secrecy and now everyone wants it for themselves or wants to destroy it for the good of mankind. Which one will you be?

Beginners Welcome; Rules Taught.

S-409 - Ramcke on foot!

Sat. 8 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.

S-578 - El Alamein: Rats Vs DAK

Sat. 8 PM, 4 hrs, 6 players

GM: Steven MacLauchlan

WWII 15mm, Rules: Flames of War

The Second Battle of El Alamein is not going well for Rommel and his Afrika Korp. Short of supply and out numbered Monty is grinding DAK into the dust. The only hope for DAK to survive is withdrawal. Short on fuel and only enough to replenish 15th Panzer the 21st Panzer becomes stranded and forced to fight it out with the "Deseret Rats" of the British 7th Armoured.

Mid-War Demo game for novice FoW players. All material and playing aides will be supplied and rules taught.

S-280 - Check Your 6! (An Hourly Walk-up "Check your 6!" Learning Game)

Sat. 8 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.)

S-668 - "Yeah, I saw the Lieutenant...."

Sat. 8 PM, 4 hrs, 6 players

GM: Jeff Simpson and MNA

WWII 25mm, Rules: WWII Skirmish

"The Lieutenant is hanging dead in his chute on a telegraph pole about a mile back." It's up to the sergeants to round up their paratroopers from a night drop and pursue their mission with a set of orders and a torn map.

S-356 - WEGS: Dingbitt's Dunge O' Doom

Sat. 8 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 sword-n-sorcery heroes will be plunged into a randomly generated dungeon chock full of treasure, traps and monsters. It's up to the players to decide what it shall be: fabulous treasure, worthy opponents or, perhaps, just to find a way out? It's amazing how priorities change when they're no longer on Dungeon Level 1! Scenario utilizes the WEGS Deal-A-Minion deck. The fate of the players all depends on how the cards fall. The Texas Hold 'em of dungeon diving!

Age 13+. Beginners welcome. Easy rules! Check out www.gamewick.com for game info.

S-312 - Gnome Wars: Attack on Fort Gulistan, 13 Sept. 1897 - Theme Game

Sat. 8 PM, 4 hrs, 6 players

GM: Jim Stanton with Eric Alvarado

Sponsor: Brigade Games, Prize: Brigade Games Sikh gnomes.

Fantasy 28mm, Rules: Gnome Wars

North-West Frontier Province. After fall of Saragarhi an assault was launched on Fort Gulistan. The Fort is held by a tough but small detachment of gnomes from the 36th Sikhs. As the day wears on both attackers and defenders keep an eye on the horizon to see if the rumored relief column, lead by the Royal Irish Rgt. with it's two big guns, will appear.

Players with a painted 300-point unit from Brigade Games do not need pre-register. Rules taught. No one under age 14 without playing adult. Parent-child teams encouraged.

S-725 - World's End

Sat. 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 its 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.

S-708 - Classic Battletech – Grinder 4

Sat. 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 ★

S-233 - Kashmir Meat-Grinder: India vs Pakistan - Theme Game

Sat. 9 PM, 3 hrs, 20 players

GM: Pete Panzeri and GMSN

Sponsor: Old Glory inc., Prize: Free Game

Modern 20mm, Rules: Sadaam Rules!

A preview of the impending Massive combined-arms battle between two nations with HUGE Armed Forces. Armor and Mechanized Infantry penetration and counterattack from armored forces.

★ 10:00 PM ★

S-474 - Nearly Midnight Massacre

Sat. 10 PM, 5 hrs, 35 players

GM: Dave Reiners with Scott Landis, Jeff Kimmel, Kramer Kurt, Gwyn Reeves and the Rogues

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

The late night classic is back to its original night on Saturday (we think it's 15 years, but we can't remember), and we are now starting a bit earlier, but it's the same fun and abuse. Scenario based on something from the Civil War, but the 2 AM sing off, the Georgia Courage Rule and general fun and relaxation that makes this "The Social Event at the Con". Pre-reg as always get Elite Commands and due to the early start we are welcoming all latecomers for the "2nd Wave". 2 drink Minimum.

S-357 - WEGS: Dingbitt's Dunge O' Doom

Sat. 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 sword-n-sorcery heroes will be plunged into a randomly generated dungeon chock full of treasure, traps and monsters. It's up to the players to decide what it shall be: fabulous treasure, worthy opponents or, perhaps, just to find a way out? It's amazing how priorities change when they're no longer on Dungeon Level 1! This scenario utilizes the WEGS Deal-A-Minion deck. The fate of the players all depends on how the cards fall. The Texas Hold 'em of dungeon diving!

Age 13+. Beginners welcome. Easy rules! Check out www.gamewick.com for game info.