



HISTORICON™

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

Preliminary Events List - Sunday

★ 9:00 AM ★

Z-483 - Schardenberg, 11 Mar. 1703

Sun. 9 AM, 4 hrs, 6 players

GM: Ray Cassell

Age of Reason 6mm, Rules: Ga Pa

Inspired by Bavarian Elector Max Emmanuel's march on Vienna early in the war of the Spanish Succession. At Schardenberg, in the Innviertel, an Austrian force attempted to check the Bavarian advance. Anglophobes rejoice: here's a game where the only red coats are on the backs of a handful of Bavarian dragoons!

Z-162 - The Second Battle of Helgoland Bight (modified), 17 Nov. 1917

Sun. 9 AM, 4 hrs, 10 players

GM: James Kyler

WWI 1:2400, Rules: Set Condition Zebra

Daytime encounter battle - when the Royal Navy attempts to make a sweep of the bight and disrupt the German minesweeping activities. The modification is whether the German super-dreadnoughts are in the area, or other dreadnoughts will sortie to defend their waters.
Children are welcome over age 9.

Z-329 - Tide of Iron

Sun. 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.

Z-124 - Beachhead: South Pacific, 1942

Sun. 9 AM, 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.

Z-336 - Battle of the Titans

Sun. 9 AM, 4 hrs, 20 players

GM: Greg Guth and NSDM

WWII 1:1200, Rules: SeaWar

Want a Sunday game that's fun and will end on time? Join HISTORICON's biggest WW2 naval game in 1:1200 scale! All four Iowas, Montana, four Yamatos, the 20" gun Yamato, Bismarck, the 20" gun Grosse Deutschland, HMS Lion (The British Iowa), and more.
Easy rules taught in 15 mins. Players age 15-17 welcome, as are 11-14s with playing parent.

★ 10:00 AM ★

Z-428 - Drawing Blood on the Frontier, New York 1759

Sun. 10 AM, 4 hrs, 8 players

GM: Andrew Kling and the Refuse the Flank Wargamers

Age of Reason 25mm, Rules: Brother Against Brother

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

Z-430 - Close Action Fleet Battle

Sun. 10 AM, 6 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.

Z-209 - Sharpe's Emperor (aka The Emperor's Conga Line)

Sun. 10 AM, 2 hrs, 13 players

GM: Eric Schlegel and the HAWKS

Napoleonic 25mm, Rules: Blood & Swash

British Intelligence has sent Sharpe and Harper, with support from the South Essex, to investigate a report that the Emperor Napoleon is in Spain on an inspection tour and will be stopping for the night at the village of El Corazón de la Oscuridad. Come and join the free-for-all as Sharpe and Harper learn that they aren't the only ones looking for the Emperor.

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

Z-344 - The Disappointing 28th of May 1794 (10th Prairial)

Sun. 10 AM, 5 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 the French rear from leeward in the opening battle of the campaign. Players control squadrons or half-squadrons.

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

Z-191 - High Noon in Ursa Major

Sun. 10 AM, 2 hrs, 8 players

GM: Todd Harland-White and the HAWKS

19th Century 25mm, Rules: Blood & Swash

The honest Cowbears of the Wild West town of Ursa Major await the Noon Train loaded with the latest honey shipment, while the desperate Nuts and Berries Gang - "Bears Gone Bad" - has other plans.

Rules will be taught. Parents welcome with a PLAYING child.

Z-206 - Look Sarge, The Rebs Are There First

Sun. 10 AM, 2 hrs, 4 players

GM: Chris Palmer and the HAWKS

American Civil War 10mm, Rules: LSNC: ACW

Several divisions of Yankees and Rebs clash over a small cross roads in this playtest of a proposed Look Sarge, No Charts series rules set.

Children under age 13 only with accompanying adult.

Z-746 - Ironclad Hangover

Sun. 10 AM, 3 hrs, 8 players

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

American Civil War 15mm, Rules: Beer And Pretzels Ironclads

The Union Navy decides that a blockade isn't good enough. It's time for them to go on the offensive against the CSN. The Confederacy has been preparing for just such a thing. Come see what a 300-lb Dahlgren gun can do to an Ironclad.

Rules taught.

Z-593 - Operation Phantom Fury: Battle of Fallujah, 8 Nov. 2004 - Theme Game

Sun. 10 AM, 4 hrs, 6 players

GM: Michael Byrne and NOVAG

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

Operation Phantom Fury main assault with six battalions crossing the railroad tracks north of Fallujah, Iraq's most dangerous city. The composite Army-Marine-Iraqi division's intent is to overwhelm the enemy. The insurgents have prepared for months to defeat the assault. Join Lima Company 3/1 Marines as they attempt to clear the Jolon district or the insurgents as they attempt to stop the infidels.

Z-196 - Buck Rogers and the Secret Laboratory

Sun. 10 AM, 2 hrs, 6 players

GM: Duncan Adams and the HAWKS

Sponsor: Rattrap Productions

SciFi 54mm, Rules: Fantastic Worlds

Locals have discovered an ancient laboratory and Buck Rogers is escorting Dr. Huer to investigate the recovered technology. But the solar system is full of spies - the word is out and the rush is on. Join Buck, Huer and the usual band of villains in a scramble for control. Demo of soon to be released Fantastic Worlds rules - an addition to the popular ".45 Adventures" series.

Gamers of all ages welcome.

★ 11:00 AM ★

Z-363 - WEGS: Booty Camp

Sun. 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!

★ 12:00 PM ★

Z-358 - WEGS: The Yawlamoo

Sun. 12 PM, 3 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, Gnobbbits 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.

★ 1:00 PM ★

Z-335 - Wings of War: Miniatures

Sun. 1 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!

Z-364 - WEGS: Booty Camp

Sun. 1 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, 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!

★ 2:00 PM ★

Z-365 - WEGS: Booty Camp

Sun. 2 PM, 1 hrs, 5 players

GM: L. Willy Wick and the Wegshogs!

Sponsor: GameWick Games, llc

Fantasy 25mm, Rules: Wickedly Errant Game System

Come get a taste of this new sword-n-sorcery adventure game! In about fifteen minutes, you'll create a robust WEGS character to call your very own. All you do is select a race (Dwarf, Elf, Goblin, 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!

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