



HISTORICON™

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

Preliminary Events List - Thursday

★ 12:00 PM ★

T-504 - Battle of the Arius, 208 BC - Theme Game

Thurs. 12 PM, 4 hrs, 6 players

GM: Perry Gray

Sponsor: SAGA

Ancients 25mm, Rules: Ancient Warfare

The Seleucid king Antiokhos III Megas led an expedition to restore suzerainty over the eastern satrapies of his kingdom in 210 BC. The first part of his campaign involved regaining control of Parthia. Then he marched further east to reconquer Bactria. The major field battle was fought on/near the Arius River, which formed the western frontier of the kingdom. Scenario based on successful reinforcement of the Bactrian vanguard watching for a Seleucid river crossing.

T-498 - Battle of Mollwitz, 1741

Thurs. 12 PM, 3 hrs, 6 players

GM: Bruce Taylor

Sponsor: SAGA

Age of Reason 25mm, Rules: Lacey Warfare

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

T-179 - 1st Manassas, Pt.1 (21 July 1861)

Thurs. 12 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.

T-161 - Battle of Helgoland Bight (modified), 28 Aug. 1914

Thurs. 12 PM, 4 hrs, 12 players

GM: James Kyler

WWI 1:2400, Rules: Set Condition Zebra

Daytime encounter battle. Where as the Royal Navy enters from the NW and the German high seas fleet enters from the SE. The modification is with the possibility of more surface vessels than originally were there.

Children over age 9 welcome.

T-608 - Wobbly Eight, Jan. 1915

Thurs. 12 PM, 4 hrs, 8 players

GM: Gregory Kuntz

Sponsor: Old Dominion Game Works

WWI 1/6000, Rules: General Quarters III

What would have happened if Hipper's battlecruisers had not been intercepted by the the British at Dogger Banks? It would have fallen to the King Edward-class pre-dreadnoughts to protect the English coast. Can eight pre-dreadnoughts stop three modern German battlecruisers and an armored cruiser? Scenario showcases ODGW's new WWI General Quarters rules "Fleet Action Imminent."

Rules Taught/Beginners Welcome.

T-237 - Red Actions at Odessa, 1919

Thurs. 12 PM, 5 hrs, 8 players

GM: Ralph Hoegermeyer with Stuart Yelland and HMGS Great Lakes

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

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

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

T-216 - Airboats, Alligators and Demon Rum

Thurs. 12 PM, 5 hrs, 10 players

GM: Todd Harland-White and the HAWKS

Inter-War 25mm, Rules: Future Race

A foreign freighter has just dropped off a load of liquor amongst the 10,000 Islands of southern Florida. Now rival gangs race through the alligator-infested mangrove swamps and over the Everglades grasslands in their high speed airboats to be the first to pick up and deliver the alcoholic supplies to the thirsty folks of Miami. But wait – the plans were not as secret as had been hoped, and is that the Coast Guard steaming in to thwart the bootleggers?

T-241 - Kong: The Eighth Wonder of the World!

Thurs. 12 PM, 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.

T-249 - Too Much Mush

Thurs. 12 PM, 2 hrs, 8 players

GM: Jon Lundberg and the Wargaming Association of NY

Sponsor: Brigade Games, Prize: Coupons

Pulp 25mm, Rules: Rugged Adventures

When is a sled race not a sled race? When evil lurks in the frozen wastelands. The winds howl and drop visibility to nothing, while polar bears can rip you to shreds in no time. If that was not enough, your opponents seem to be acting very oddly and can you really trust them? This is a race with some tricks and traps to keep it exciting. Start HISTORICON off with a lighthearted race!

Adult must be present with a child under age 12.

T-460 - The Last Act - Battle for Viipuri and Tammisou, 4 Mar. 1940

Thurs. 12 PM, 5 hrs, 6 players

GM: Michael Sincavage with Peter Landry

WWII 15mm, Rules: Battlefront WWII

Taken largely from Treadhead Games' scenario booklet "White Death - The Soviet-Finnish Winter War 1939-1940" [look for it at Legions East - Two Tin Soldiers]. Pits a veteran Finnish force hunkered down in the town of Tammisou with a few immobile FT-17s against a large Soviet force aided by T-26s and T-28s. Will the air and artillery support available to each side make a difference? Will the Soviet political section spur the troops to feats of glory or shoot them for cowardice?

No players under age 15. Rules explained if you haven't used the Battlefront system.

T-510 - Ring of Desperation, 14 Jan. 1943

Thurs. 12 PM, 4 hrs, 6 players

GM: Rusty Miller with Marky Strittmater and the Potomac Wargamers

WWII 25mm, Rules: Battlegournd WWII

Outside Pitomnik, Russia. German High Command has refused a Russian order to surrender. Under the operation name "Ring" the Russian 65th Army attacked toward Stalingrad. The tenacious Germans of the 6th Army tried to stop the Russians from moving any closer. It became an desperate struggle to maintain the defensive line around Stalingrad. Now the Russians are threatening to overrun the airport in Pitomnik.

No one under age 15.

T-596 - Tarawa 1943: Issue in Doubt

Thurs. 12 PM, 4 hrs, 4 players

GM: Eric Alvarado

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

At 0910, US Marines begin there assault towards Red Beach 1. First wave were to arrive in LVTs followed by additional waves using Higgins Boats. However with the tide being low, there was not enough water to allow Higgins Boats to clear the reef. Hence, US Marines had to wade in from reef's edge to Red Beach 1 under hellish and accurate Japanese fire. Will US Marines get a toehold or will Japanese repel this Storm Landing.

This is scenario 2 in the Eagle over the Rising Sun: Tarawa 1943. Check us out at www.eotrs.com

T-178 - Crossfire in 25mm Miniatures

Thurs. 12 PM, 4 hrs, 6 players

GM: Robert Kelso and HMGS Gulf South

WWII 25mm, Rules: Crossfire

Americans engage Germans in tactical level engagements in the ETO.

T-187 - The French Counter Attack, May 1940

Thurs. 12 PM, 4 hrs, 7 players

GM: Buck Surdu and the HAWKS

WWII 12mm, Rules: LSNC: WW2

After several days of pummeling, the French attempt a local counter attack into the flank of the advancing Germans. Germans fight to keep the advancing column from getting cut off. Rules used have No Chart Cards and allow the players to concentrate on tactical situation, not the game. Play this game and join the growing movement of players who are interested in a game that lets you fight the game, not the rules, and command battalions.

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

T-677 - Classic Battletech – Grinder 1

Thurs. 12 PM, 2 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.

T-676 - Classic Battletech – Clash for Homer

Thurs. 12 PM, 4 hrs, 8 players

GM: Mark Yingling

Sponsor: BattleCorps

SciFi 1/285, Rules: CBT – Total Warfare

The Clan Star Adder invasion of the enclaves of the Steel Vipers with the express mission to eject them from Homer. This battle occurs during the turbulent times when all of the Homeworld clans are attacking each other. Help decide if Clan Steel Viper will keep their enclave on Homer.

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

T-681 - Classic Battletech Demo Game 1

Thurs. 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 ★

T-530 - Cog Wars

Thurs. 1 PM, 4 hrs, 16 players

GM: Michael Czar

Sponsor: Merrimack: Old Glory Shipyard, Prize: Certificate

Medieval 25mm, Rules: Cog Wars

The Arabs and Europeans are battling for control of the Mediterranean. Can you help your side win? Attack, board and defeat the enemy.

T-506 - Battle of Heddington, 1482

Thurs. 1 PM, 3 hrs, 6 players

GM: Mike Trout with Jeff Ball

Sponsor: SAGA

Renaissance 25mm, Rules: Renaissance Warfare

King Edward IV leaves the latest campaign against the Scots to his younger brother Richard, Duke of Gloucester. Richard besieges Berwick castle and advances with the main part of his army to fight the Scots relieving force. With the armies drawn up in line of battle, the Scots decided to negotiate, historically, but where's the fun in that? English bills and longbows take on Scottish pikes - but the Scots may have a few tricks up their sleeve this time... or, being Scots, maybe not.

Kids under age 15 welcome if accompanied by an adult.

T-521 - Battle of Monmouth, 28 June 1778

Thurs. 1 PM, 4 hrs, 6 players

GM: Chris Parker

Sponsor: Aide De Camp Books

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

Enjoy a light hearted game using Richard Borgs great game Battle Cry. The battle was fought in New Jersey and was seen as the turning point of the American Revolution. The main Continental Army under George Washington attacks the rear of the British Army's column led by Sir Henry Clinton as they left Freehold Court-House. Can Washington rollup the British before help arrives?

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

T-107 - Galvez to the Rescue: Spain in the American Revolution

Thurs. 1 PM, 4 hrs, 10 players

GM: Steve Wirth and HMGS Gulf South

Age of Reason 25mm, Rules: Brother Against Brother (7YW Variant)

Gen. Galvez and the La Louisian Rgt. drive the British from the Gulf of Mexico (or not) in this 'small unit action' game. Dice, Rulers, and a Chance to Die for King and Country will be supplied.

Age 12 or older; adult with 16 or younger please.

T-635 - The Redcoats are Coming! - An AWI Demo Game for American Battlelines

Thurs. 1 PM, 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.

T-638 - "...and Never Invade Russia" - Play-Test Demo Game for French Battlelines

Thurs. 1 PM, 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

T-637 - On to the Rio Grande! - MAW Demo Game for American Battlelines

Thurs. 1 PM, 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.

T-636 - Johnny Reb is Lookin' for a Scrap! - An ACW Demo Game for American Battlelines

Thurs. 1 PM, 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.

T-610 - Battle of Belmont Missouri, 7 Nov. 1861

Thurs. 1 PM, 2.5 hrs, 2 players

GM: Jon Coulter

Sponsor: Old Dominion Game Works

American Civil War 12mm, Rules: American Battlelines

Brig.-Gen. U. S. Grant left Illinois on Nov. 6th to demonstrate against Johnny Reb at Columbus, Kentucky. Next morning he learned Confederate troops had crossed the Mississippi into Belmont, Missouri. He landed on the Missouri shore, routed the Confederates out of their camp and destroyed it. The scattered rebels reorganized and were reinforced from Columbus. Grant was counterattacked by the Confederates, including coming under heavy artillery fire from across the river, and forced to withdraw.

Rules Taught/Beginners Welcome.

T-496 - Action on the Trans Siberian RR

Thurs. 1 PM, 4 hrs, 6 players

GM: Steve Turn and the Ambler Gamers

Sponsor: Perfect Captain Les Batiments

Inter-War 15mm, Rules: Red Actions

Czech Legionaires face Reds as the Legion fights towards Vladivostock and Freedom.

T-640 - Daddy I want to Play Too! - Demo Game for Mein Panzer Junior

Thurs. 1 PM, 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.

T-639 - "...and Really, Never Invade Russia" - An East Front Demo Game for Mein Panzer

Thurs. 1 PM, 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.

T-642 - Ground Pounding: A WWII Infantry Demo Game for Mein Panzer

Thurs. 1 PM, 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.

T-113 - Final Combat Shoot-out

Thurs. 1 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.

T-609 - Mussolini Invades Egypt, 1940

Thurs. 1 PM, 2.5 hrs, 2 players

GM: Don Carter

Sponsor: Old Dominion Game Works

WWII 15mm, Rules: Mein Panzer

As 80,000 Italians cross the Egyptian border, the outnumbered British forces fall back to some defensible positions. In attempt to buy time for reinforcements to arrive, some "Tommys" decide to act as a rear guard. In a small cluster they setup their defenses and prepare to hold out.

Rules Taught/Beginners Welcome.

T-611 - They're Falling from the Sky, 1944

Thurs. 1 PM, 2.5 hrs, 2 players

GM: JD Perry

Sponsor: Old Dominion Game Works

WWII 12mm, Rules: Mein Panzer

ETO European Theater of Operation. Somewhere on the Continent of Europe the Allied Forces have planned an operation to establish a breach in the Wehrmacht line of defense and break open the front for the upcoming battle. The U.S. is conducting an airborne operation as part of Strategic Operations to secure a strategic objective and stop the German Wehrmacht access through that location.

Rules Taught/Beginners Welcome.

T-612 - Talons of the Blitzkrieg (France, May 1940)

Thurs. 1 PM, 2 hrs, 2 players

GM: Bob Bengé

Sponsor: Old Dominion Game Works

WWII 15mm, Rules: Mein Panzer

The Germans have launched their stunning attack on the lightly defended Ardennes forest and are pushing deep into France. A hodgepodge collection of French units is thrown together in an attempt to stop one of the German spearheads moving to secure a vital road crossing. Can the French hold up the German advance or will the German Talons of the Blitzkrieg rip deep into the heart of France?

Rules Taught/Beginners Welcome.

T-641 - Now We're Mad! - A Modern East Front Demo Game for Mein Panzer

Thurs. 1 PM, 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.

T-307 - Gnome Wars: The Battle of Saragarhi, 12 Sept. 1897 - Theme Game

Thurs. 1 PM, 4 hrs, 8 players

GM: Jim Stanton with Eric Alvarado

Sponsor: Brigade Games, Prize: Brigade Games Sikh Gnome

Fantasy 28mm, Rules: Gnome Wars

North-West Frontier Province. Saragarhi, a signalling relay post, stands on a bluff mid-way between Forts Lockhart and Gulistan. Hordes of enemy laid siege to Fort Lockhart and Saragarhi. Twenty one Sikhs from the 36th Sikhs under Havildar Ishar Singh, resolve not to hand over the signal post. He knows Saragarhi will fall, because a handful of gnomes in that make-shift fort of stones and mud walls cannot stand the onslaught of 1000 enemy. These plucky gnomes have resolved to fight to the last!

Anyone bringing a painted 300-point gnome unit from Brigade Games does not have to pre-register. No one under age 14 without a playing adult. Parent and child teams encouraged!

T-194 - Buck Rogers and the Secret Laboratory

Thurs. 1 PM, 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.

T-682 - Classic Battletech Demo Game 2

Thurs. 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 ★

T-528 - Birth of the Broadside

Thurs. 2 PM, 3 hrs, 8 players

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

Sponsor: Merrimack: Old Glory Shipyard, Prize: Certificate

Renaissance 1/300, Rules: Run The Guns II: Birth Of The Broadside

The English and Spanish are hard at it in the channel. Can you make it safely into port?

Beginners welcome.

T-208 - Battle of Heilsburg, 10 June 1807

Thurs. 2 PM, 4 hrs, 6 players

GM: Eric Schlegel and the HAWKS

Napoleonic 15mm, Rules: The Continental System

It's time for another battle in the 200th anniversary series. Following the fall of the fortress of Danzig, Napoleon's supply line was secure and he was ready to start a new campaign against the Russians. Several sharp actions were fought as the French maneuvered and the Russians fell back towards their prepared positions at Heilsburg. Marshall Murat's Reserve Cavalry and Marshall Soult's IV Corps clashed with Bagration's Advanced Guard west of the town of Heilsburg.

Familiarity with Johnny Reb is helpful, but not necessary. Players under age 13 welcome with playing adult.

T-141 - High Noon Wild Adventure

Thurs. 2 PM, 4 hrs, 24 players

GM: Leo Walsh with Al Lyons

19th Century 25mm, Rules: High Noon

A huge falling star streaked over the skies of High Noon in the "wee" morning hours. A "bad omen" say old timers. It's a new day when the sun comes up and the skies are bright. "Oh my gosh, the bank's been robbed!" Lawmen and towns people get the posse together and chase the robbers into the forest and up to "Dismal Lake" (old indian burial grounds). There's some odd things going on there. Anything can happen as the spirits are upset and the injuns are up in arms! A wacky, fun game for all!

Kid friendly, but bring your mom or dad too!

T-493 - Little's Revenge: American Indians, 1790's

Thurs. 2 PM, 4 hrs, 8 players

GM: John Lang with Ed Miller and the Columbia Wargamer Club

Colonial 25mm, Rules: Home Rules

George Washington: "The savages in the Ohio Valley are killing our settlers and burning their homes. We will send troops to burn their villages and seek revenge." Little Turtle (Miami Indians): "The settlers are stealing our land and killing our people. We must have revenge and stop these murdering thieves."

A game for mature gamers, simple rules (easy to learn), but tough battle situation. Good players are recommended.

T-660 - A Lion Wounded is a Dangerous Beast, 1857 - Theme Game

Thurs. 2 PM, 4 hrs, 6 players

GM: Ed Watts and MNA

Colonial 25mm, Rules: The Sword and The Flame

Vengeful Britons and loyal sepoy remeber "the Well at the Bibighar" as they move to ladders and breaches to assault the walls of Delhi intent on avenging British deaths and ending the Indian Mutiny, while desperate mutineers rush to the walls to repulse them.

Kid friendly; rules taught.

T-446 - Battle of Abu Hamed

Thurs. 2 PM, 4 hrs, 5 players

GM: Mark Fastoso

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

As Lord Kitchner's army moves inexorably towards the Mahdist capitol at Omdurmann he is ever aware of threats to the Desert Railway. The Mahdist garrison at Abu Hamed poses just such a threat and he aims to eliminate it. Maj.-Gen. Hunter is dispatched with his Egyptian/Sudanese Brigade to confront the Dervish!

T-659 - An Improbable Adventure on the North-West Frontier - Theme Game

Thurs. 2 PM, 3 hrs, 6 players

GM: Al Maurer

Sponsor: Askari Min

Colonial 28mm, Rules: Askari

A British expedition, while exploring the region of the high Pamirs, has been captured by local tribesmen and held for ransom at their tribal hill fort. One of the party managed to escape and carry the news to Gilgit even before the ransom demand arrived. A suitable rescue force has been assembled and is on the way to teach the bandits a lesson in manners. The Russian governor of Turkestan has also heard of the incident and is sending a force as well. But whose side will he be on?

Beginners welcome, no experience necessary.

T-412 - Retreat from Berber, 1884

Thurs. 2 PM, 4 hrs, 8 players

GM: Matthew Grove with Mark Neimeyer and Chris Johnson

Sponsor: Crescent Root Studio

Colonial 25mm, Rules: SUDAN

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

Under age 14 only with playing adult please.

T-121 - Beachhead: South Pacific, 1942

Thurs. 2 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.

T-422 - Stonne 1940: Gross Deutschland Gets Bloodied

Thurs. 2 PM, 4 hrs, 6 players

GM: Jake Strangeway with Marc Raiff

Sponsor: Test of Battle Games, Prize: Gift Certificates

WWII 15mm, Rules: Command Decision Test of Battle

German XIX Korps had pushed through the Ardennes, maneuvering towards the open areas of France beyond. Between the panzers and that open ground stood small village of Stonne. The battle of Stonne has been called by the Germans the "Verdun of 1940". The town itself changed hands seven times in one day. Veterans of Stonne later compared it to Stalingrad and Monte Cassino amongst battles they will never forget!

Beginner Friendly.

T-325 - Tide of Iron

Thurs. 2 PM, 3 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.

T-678 - Classic Battletech – Grinder 2

Thurs. 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.

T-683 - Classic Battletech Demo Game 3

Thurs. 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

★ 3:00 PM ★

T-230 - This Land is Siam's... - Theme Game

Thurs. 3 PM, 3 hrs, 4 players

GM: Bruce Kohn and the HAWKS

WWII 1/300, Rules: Little Friends (home rules)

Late 1940, the Royal Thai Air Force battle the French. An exceptional force for the time, the Thais faced essentially scratch Vichy fighter units. Each side acquitted itself well. Your results may vary. Players have preference in the following game.

Rules taught.

T-595 - Showdown Over Singapore, Jan. 1942 - Theme Game

Thurs. 3 PM, 4 hrs, 10 players

GM: Brian Cantwell

Sponsor: www.i-94enterprises.com

WWII 1/285 micro, Rules: Warbirds in Miniature

Commonwealth pilots take to the skies in Hurricanes and Buffalos to try and stop a Japanese bombing raid on Singapore. Fast, fun rules based on the classic Blue Max.

Children welcome with adult.

T-305 - 4th ID in Iraq - Operation Peninsula Strike: The Road to Tikrit, June 2003

Thurs. 3 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.

T-684 - Classic Battletech Demo Game 4

Thurs. 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 ★

T-499 - Battle of Mollwitz, 1741

Thurs. 4 PM, 3 hrs, 6 players

GM: Bruce Taylor

Sponsor: SAGA

Age of Reason 25mm, Rules: Lace Warfare

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

T-157 - Klein Alt Kunersdorf, 16 Aug. 1759

Thurs. 4 PM, 6 hrs, 8 players

GM: John Snead with Tom Zimmerman

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

Frederick the Great has avoided the disaster at Kunersdorf and managed to draw the Allies out into the open. He is now poised to attack near the village of Klein Alt Kunersdorf. Planning will be the key to the day! Can the Russians under General Saltykov and the Austrians commanded by Lt.-Gen. von Loudon overcome their national differences in the face of a common enemy? Can Konig Frederick der Grosse out maneuver the greater numbers of his foes? We shall see! A non-historic scenario.

T-613 - Wobbly Eight, Jan. 1915

Thurs. 4 PM, 4 hrs, 8 players

GM: Gregory Kuntz

Sponsor: Old Dominion Game Works

WWI 1/6000, Rules: General Quarters III

What would have happened if Hipper's battlecruisers had not been intercepted by the the British at Dogger Banks? It would have fallen to the King Edward-class pre-dreadnoughts to protect the English coast. Can eight pre-dreadnoughts stop three modern German battlecruisers and an armored cruiser? Scenario showcases ODGW's new WWI General Quarters rules "Fleet Action Imminent."

Rules Taught/Beginners Welcome.

T-114 - Final Combat Shoot-out

Thurs. 4 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.

T-511 - Monte Cassino, Jan. 1944

Thurs. 4 PM, 4 hrs, 6 players

GM: Ed Miller with Laverne Miller and the Potomac Wargamers

WWII 54mm, Rules: Fallschirmjager

The opening rounds in the taking of the Benedictine Abbey. The capture of Monte Cassino. This fight will be close combat, house to house and rubble to rubble. Weapons of choice will be mortars, grenades, pistols, rifles and bayonets.

No one under age 16.

T-685 - Classic Battletech Demo Game 5

Thurs. 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

T-195 - Buck Rogers and the Secret Laboratory

Thurs. 4 PM, 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.

★ 5:00 PM ★

T-735 - Circus Maximus

Thurs. 5 PM, 3 hrs, 8 players

GM: Kelly Kriebel and the Bux-Mont Gamers

Ancients 25mm, Rules: Circus Maximus

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

Rules taught.

T-614 - Meeting at Cowpens, 17 Jan. 1781

Thurs. 5 PM, 2 hrs, 2 players

GM: Don Carter

Sponsor: Old Dominion Game Works

Age of Reason 15mm, Rules: American Battlelines

Brig.-Gen. Daniel Morgan leads and his army of tough Continentals and backwoods militia clashes with Lt.-Col. Banastre Tarleton battle-hardened force of British regulars at Cowpens, South Carolina. An American victory will restore hope in the south and in the downward spiraling American morale, a British victory could spell the beginning of the end of Revolution.

Rules Taught/Beginners Welcome.

T-615 - The Airfield

Thurs. 5 PM, 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.

T-332 - Wings of War: Miniatures

Thurs. 5 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!

T-106 - Kassarine Pass, 14 Feb. 1943

Thurs. 5 PM, 6 hrs, 8 players

GM: Stephen Wagner with Tom Uhl

Sponsor: Showcase Comics, Granite Run Mall

WWII 15mm, Rules: Flames of War (with random events i.e., rain, etc.)

Rommel has planned an attack on the ill prepared American forces guarding the Kassarine pass. This vital gateway between impassible ridges could be the key to Tunisia. Join the 10th or 21st panzer company or the DAK as they crush the surprised allies into the sand...or will the allies hold on long enough for reinforcements from the British 8th Armoured Squadron, American 2nd Armoured Division, and the Big Red 1.

Not recommended for kids.

T-617 - LeClerc Returns Home (France, June 1944)

Thurs. 5 PM, 2 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.

T-616 - They're Coming from the Sea, 1944

Thurs. 5 PM, 2.5 hrs, 2 players

GM: JD Perry

Sponsor: Old Dominion Game Works

WWII 12mm, Rules: Mein Panzer

ETO European Theater of Operation. Somewhere on the Continent of Europe, the Allied Forces have planned an operation to establish a beachhead on the continent and breach in the Wehrmacht line of defense. The U.S. is conducting an amphibious landing operation as part of Strategic Operations to secure a strategic objective and establish a beachhead on the continent to allow the flow of men and material into the war.

Rules Taught/Beginners Welcome.

T-442 - President for Life

Thurs. 5 PM, 4 hrs, 8 players

GM: Richard Ciarlo

Modern 15mm, Rules: AK47 (modified)

Try your hand at being an African Warlord. Loads of untrained militia fight each other for control in a small African country.

Adult must be present with child

T-308 - Gnome Wars: The Battle of Saragarhi, 12 Sept. 1897 - Theme Game

Thurs. 5 PM, 4 hrs, 8 players

GM: Jim Stanton

Sponsor: Brigade Games, Prize: Brigade Games Sikh Gnome

Fantasy 28mm, Rules: Gnome Wars

North-West Frontier Province. Saragarhi, a signalling relay post, stands on a bluff mid-way between Forts Lockhart and Gulistan. Hordes of enemy laid siege to Fort Lockhart and Saragarhi. Twenty one Sikhs from the 36th Sikhs under Havildar Ishar Singh, resolve not to hand over the signal post. He knows Saragarhi will fall, because a handful of gnomes in that make-shift fort of stones and mud walls cannot stand the onslaught of 1000 enemy. These plucky gnomes have resolved to fight to the last!

Players bringing a painted 300-point unit from Brigade Games do not have to pre-register. No one under age 14 without a playing adult.

T-734 - The Greenskins are Coming - Hide the Sheep!

Thurs. 5 PM, 3 hrs, 8 players

GM: David Cochran and the Bux-Mont Gamers

Fantasy 10mm, Rules: Warmaster Fantasy

The orcs are once again invading The Empire. The local Lord has collected his army to try to stop them. Luckily for him, the close-by Dwarf city has elected to send help. But will it be enough? Can the canons and fire arms of the Dwarfs and Men stop the hordes of orcs and goblins and their wolf riders and boar riders?

Rules taught.

T-686 - Classic Battletech Demo Game 6

Thurs. 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

T-679 - Classic Battletech – Grinder 3

Thurs. 5 PM, 3 hrs, 6 players

GM: Dave Yingling

SciFi 1/285, Rules: CBT – Total Warfare

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

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

★ 6:00 PM ★

T-108 - Battle of Allia Valley, 390 BC

Thurs. 6 PM, 4 hrs, 8 players

GM: Victor Hiris

Ancients 15mm, Rules: Home Rules

Can the Roman hoplites defeat a Gallic invasion or will the Gauls sack Rome?

Kid friendly.

T-507 - Battle of Heddington, 1482

Thurs. 6 PM, 3 hrs, 6 players

GM: Mike Trout with Jeff Ball

Sponsor: SAGA

Renaissance 25mm, Rules: Renaissance Warfare

King Edward IV leaves the latest campaign against the Scots to his younger brother Richard, Duke of Gloucester. Richard besieges Berwick castle and advances with the main part of his army to fight the Scots relieving force. With the armies drawn up in line of battle, the Scots decided to negotiate, historically, but where's the fun in that? English bills and longbows take on Scottish pikes - but the Scots may have a few tricks up their sleeve this time... or, being Scots, maybe not.

Kids under age 15 welcome if accompanied by an adult.

T-748 - Heaven and Earth: Samurai Variant for MOA

Thurs. 6 PM, 4 hrs, 8 players

GM: Mike Hillsgrove and AoCM

Renaissance 15mm, Rules: Might of Arms

Join the clan of Ichi Scratchimoto as it seeks the repel the invasion of the aggressive and ambitious Lord Honda Kowasaki and his loyal Diamo's in their quest for the shogunate. Burn incense into your helmet so that your head may be a desirable prize should fate not be kind.

T-222 - Saint Tropez vs. Hughes, 17 Feb. 1782

Thurs. 6 PM, 4 hrs, 6 players

GM: James (Tank) Nickle and the HAWKs

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

First 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?

T-202 - Now you see them ... (Fall 1914)

Thurs. 6 PM, 4 hrs, 8 players

GM: Geoff Graff and the HAWKs

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

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

T-164 - Battle of Dogger Bank, 24 Jan. 1915

Thurs. 6 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.

T-453 - Malta Convoy

Thurs. 6 PM, 4 hrs, 10 players

GM: John Drye with Russ Jenses

Sponsor: GHQ, Prize: Gift Certificate

WWII 1:2400, Rules: GHQ WWII Naval

The key to the North African Campaign was the "unsinkable aircraft carrier, Malta." This game, using the new GHQ Naval Rules is a hypothetical engagement representing a Royal Navy attempt to deliver critical supplies to the garrison. The Italian Navy, supported (?) by the Regia Aeronautica and Luftwaffe interferes.

T-188 - The French Counter Attack, May 1940

Thurs. 6 PM, 4 hrs, 7 players

GM: Buck Surdu and the HAWKS

WWII 12mm, Rules: LSNC: WW2

After several days of pummeling, the French attempt a local counter attack into the flank of the advancing Germans. Germans fight to keep the advancing column from getting cut off. Rules used have No Chart Cards and allow the players to concentrate on tactical situation, not the game. Play this game and join the growing movement of players who are interested in a game that lets you fight the game, not the rules, and command battalions.

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

T-565 - Battling Bastards of the Bocage: Flames of War Demo Game

Thurs. 6 PM, 4 hrs, 6 players

GM: Bill Willcox

WWII 15mm, Rules: Flames of War

After weeks of slugging it through some of the worst terrain imaginable, elements of the 3rd Armored Division are poised to breakout of hedgerow country and begin their sprint across France. Of course the Germans have other ideas. Can our boys end the war by Christmas, or will Hitler get to celebrate another New Year?

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

T-566 - Rearguard: Flames of War Demo Game

Thurs. 6 PM, 4 hrs, 6 players

GM: Mitch Ewing with Gary Dziatko 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.

T-687 - Classic Battletech Demo Game 7

Thurs. 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

T-689 - Classic Battletech – Raid on Skye

Thurs. 6 PM, 5 hrs, 12 players

GM: Mark Yingling

Sponsor: BattleCorps

SciFi 1/285, Rules: CBT – Total Warfare

In 3026 the Draconis Combine sent a force to perform a raid on the Lyran Commonwealth regional capital of Skye. The Combine forces arrive in system via pirate jump point and landed on the planet with minimal notice due to brief technical difficulties in the Lyran sensors. Help defend Skye or make the raid a success for the Combine.

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

★ 7:00 PM ★

T-502 - Chariot Aces: HISTORICON 2007

Thurs. 7 PM, 3 hrs, 16 players

GM: Paul Dobbins

Sponsor: SAGA, Prize: 25mm painted chariot

Ancients 25mm, Rules: Trojan Warfare (modified)

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

Kids under age 15 welcome if accompanied by adult.

T-227 - Snoddi's Burh

Thurs. 7 PM, 3 hrs, 6 players

GM: Norman Dean with Rob Dean and the HAWKs

Dark Ages 25mm, Rules: Warhammer Ancient Battles

Vikings visit the sleepy Saxon settlement of Snoddi's Burh, looking for stray farm animals. Acquire cows or defend your own.

T-532 - Beneath the Walls of Caerlaverock, 1302

Thurs. 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?

T-531 - Cog Wars

Thurs. 7 PM, 4 hrs, 16 players

GM: Michael Czar

Sponsor: Merrimack: Old Glory Shipyard, Prize: Certificate

Medieval 25mm, Rules: Cog Wars

The island stronghold is in danger of falling. Can your fleet save the day?

T-244 - Heat & Plunder: The Battle of Santa Cruz, 18 Apr. 1657

Thurs. 7 PM, 4 hrs, 8 players

GM: Jim Dirmaier with Bill Bress

Renaissance 1:1200, Rules: Tiller & Whipstaff

A British squadron under Robert Blake finds their target: Spanish gold ships hove-to at Santa Cruz harbor. But just as the squadron commits to the attack the sails of their arch-enemies, the Dutch, are spotted on the horizon. Will the English be able to slip into the harbor and make away with the treasure ships? Will the Dutch spoil the game? How much trouble will the Spanish defenses make? Come play with some impressive looking sailing miniatures using quick play rules.

All responsible gamers welcomed.

T-432 - Renaissance War College

Thurs. 7 PM, 4 hrs, 6 players

GM: Peter Anderson with Joe Fish

Renaissance 25mm, Rules: Piquet Band of Brothers (2nd ed.)

Three simultaneous scenarios; all were a lot of fun last year: 1) "Make Mine a Lager"; Sudomer 1420. Hussite War Wagons vs. Catholic Crusaders; 2) "For Want of a Pike"; Arbedo 1422. Early Swiss (more halberds than pikes) vs. Milan; 3) "The Empire Stirkes Back", based upon Ceresole 1543. Lancers and Pike Blocks and Tercios and Reiters.

Children under age 15 welcome with playing adult.

T-455 - Back To Almansa

Thurs. 7 PM, 4 hrs, 8 players

GM: Pat Condray

Pike and Shot 15mm, Rules: The Age of Marlborough

Three hundred years ago James Fitzjames, Duke of Berwick, Marshall of France led Franco-Spanish forces loyal to Philip V, Bourbon King of Spain. Arrayed against them were Anglo-Dutch-Portuguese forces commanded by Das Minas of Portugal and Lord Galway championing cause of Charles of Hapsburg for the same throne. Oddly enough, James Duke of Berwick was an Englishman-very English, son of an English King (James II) and Arabella Churchill, Duke of Marlborough's sister. And Galway was a Frenchman. How did it turn out?

T-143 - Lampasas, Texas (July 1877)

Thurs. 7 PM, 4 hrs, 14 players

GM: Maurice Holmes with Sean Stratton and Kim Caron

19th Century 25mm, Rules: High Noon

The Horrell-Higgins feud began May 1876, when Pink Higgins accused Merrill Horrel of stealing one of his calves. A jury found Merrill innocent, but Pink warned him next time he caught him stealing, he'd shoot him. Jan. 1877: Pink once again felt Merrill had been stealing cattle. Pink went to Lampasas and killed him. The feud was now a shooting war. Following a shoot out in the town square Pink led his men to Horrell Ranch. In the ensuing gunfight, 2 Horrell men were wounded. You can do better than that!

T-180 - 1st Manassas, Pt.2 (21 July 1861)

Thurs. 7 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 fowl 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.

T-142 - It's a shoot out on the river

Thurs. 7 PM, 4 hrs, 16 players

GM: Leo Walsh

American Civil War 1/600, Rules: Age of Iron

ACW naval fleets collide in a giant free for all battle up and down the river. Gunboats, rams, cotton and iron clad ships, masked batteries, submarines and torpedos. Choose your side choose your fleet and blast away.

Easy to learn fast playing veteran rules taught.

T-411 - Retreat from Berber, 1884

Thurs. 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.

T-527 - Midnight Train to Georgia (Russia, 18 Nov. 1919)

Thurs. 7 PM, 3 hrs, 8 players

GM: Joseph Alexander with Mark Edgerton and the Ambler Gamers

Inter-War 25mm, Rules: Home Rules

The Dreaded Red Armored Train - Trotsky's Trolley - has been ambushed by Whites. The Reds want to rescue the crew (and whatever else was on the train), while the Whites need to prevent that from happening. Come join the fray - who knows what other forces will show up? Easy, simple to learn rules that promise lots of movement, lots of action, and an exciting conclusion.

T-250 - Ice Station Gemsbok

Thurs. 7 PM, 4 hrs, 8 players

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

Sponsor: RLBPS, Prize: Figures

Inter-War 25mm, Rules: Rugged Adventures

A cryptic message went out from the Scientific post at Ice Station Gemsbok: "It is remarkable, the glow is getting brighter, arghhhhh..." Then silence. Ice Station Gnu is a way station in the frozen wilderness. When you can see there is not much there, but winds and other perils wait. A variety of groups converge on the area for their own inscrutable purposes. Trouble lurks in the frozen Wastes though and not everyone is using a sled.

Adult must be present with a child under age 12.

T-326 - Tide of Iron

Thurs. 7 PM, 3 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.

T-477 - Novo Selo Cemetery (14 Nov. 1943)

Thurs. 7 PM, 4 hrs, 7 players

GM: Jeff Billings

Sponsor: Lost Battalion Games, Prize: Shirts and terrain

WWII 1/285 micro, Rules: Panzer Miniature

The 215th Inf. Rgt. of the 78th Sturm Inf. Div. attempts to hold a small Russian town named Novo Selo and cemetery against 56th Guards Inf. Div. of 10th Guards Army. Soviet attack is meant to unhinge northern side of the "Panther" position and open a choke point along Minsk-Smolensk highway near Orsha. Opening 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. Experienced players only.

T-156 - Low Level Hell, Jan. 1945

Thurs. 7 PM, 3 hrs, 8 players

GM: Martin Fenelon and the Niantic Wargamers

Sponsor: MSD Games

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

The Soviets have started their final offensive on the Eastern Front. Well escorted medium bomber units have been attacking transportation centers to support the offensive. This attack is against a town bordering on the Reich Air Defense Zone. The Luftsturm is throwing everything in to protect this vital rail center. Fast moving air-to-air combat from the Luftwaffe 1946:Luftsturm book.

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

T-231 - ...This Sky is Thailand's, 8 Dec. 1941 - Theme Game

Thurs. 7 PM, 3 hrs, 4 players

GM: Bruce Kohn and the HAWKS

WWII 1/300, Rules: Little Friends (home rules)

A good day to be Japanese. The Thai Air Force now bravely faced forces that overwhelmed all opposition. Try to emulate their example.

Rules taught.

T-584 - Three Battles in the Slot:Tassafaronga, Nov. 1942

Thurs. 7 PM, 4 hrs, 9 players

GM: Sean Barnett

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

The Tokyo Express, a Japanese destroyer force under Rear Admiral Raizo Tanaka, sought to resupply ground forces on Guadalcanal. An American cruiser and destroyer force under Rear Admiral Carleton Wright intercepted them. Despite superior gun power, the Americans suffered at the hands of the Japanese and their Long Lance torpedoes. Come see if you can change history or repeat it!

T-440 - Breaking the Crust: Guards Armoured in Market Garden

Thurs. 7 PM, 4 hrs, 6 players

GM: Marc Raiff with Jake Strangeway

Sponsor: Test of Battle Games, Prize: Gift Certificates

WWII 15mm, Rules: Command Decision Test of Battle

Beginning of Operation Market Garden! The British Guards Armoured Div. jumps off to break through German lines and link up with British and American paratroopers dropping on Arnhem, Nijmegen and Eindhoven. Can German fallschirmjagers delay the British long enough to enable their compatriots to wipe out the paratrooper bridgeheads or will the Guards steamroll right through the thin line of defenders and motor on to Arnhem in time? Will you make the correct Command Decisions?

T-105 - Bully beef, anyone? (Western Desert, 1942)

Thurs. 7 PM, 3 hrs, 6 players

GM: Antonio Portilla

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

DAK, Italians, 8th and Sikhs clash over food, water and petrol. Come fire a Russian 76 gun or ride around in a Pz III.

Not recommended for kids.

T-592 - Operation Phantom Fury: Battle of Fallujah, 8 Nov. 2004 - Theme Game

Thurs. 7 PM, 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.

T-175 - Zombies!!! 3-D

Thurs. 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 ★

T-464 - The Lost Legion

Thurs. 8 PM, 4 hrs, 8 players

GM: Robert Rutherford

Ancients 25mm, Rules: Home Rules

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

T-512 - The Colosseum

Thurs. 8 PM, 3 hrs, 8 players

GM: Rusty Miller with John Jennings, Melody Jennings and the Potomac Wargamers

Ancients 25mm, Rules: Gladiator

Ancient "ROME" Gladiatorial Combat.

T-300 - Mount Badon, 490 AD

Thurs. 8 PM, 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.

T-581 - Revenge, Gold and Other Goodies

Thurs. 8 PM, 2 hrs, 9 players

GM: Bob Baldwin with Scott Baldwin

Dark Ages 25mm, Rules: Home Rules

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

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

T-529 - Pirates of the Spanish Main (Series) Sealed Deck Tournament

Thurs. 8 PM, 3 hrs, 10 players

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

Sponsor: WizKids

Pike and Shot 1/1000, Rules: Pirates of the Spanish Main

Buy 3 packs from the GameMaster and build the best 40 point fleet to defeat your foes. Cost \$10 collected by the GameMaster for the boosters that you get to keep.

Rules taught.

T-661 - "The Colonel's got to know.." - Theme Game

Thurs. 8 PM, 4 hrs, 6 players

GM: Gerry Webb

Sponsor: Castaway Arts

Colonial 28mm, Rules: The Sword and The Flame

Based on final battle scene from classic movie, "Gunga Din". Thug army is hidden in the hills and hopes to lure British column into an ambush. Gunga Din and the Three Sergeants are held prisoner in a golden temple. If you've ever enjoyed the movie, try your hand at the final big production number. Half high Victorian adventure, half Hollywood! What's not to like? Game focuses on the battle, with actions of Gunga Din and other movie stars being a small side feature to kick off the action.

T-669 - To the Gates of Peking, 1900

Thurs. 8 PM, 4 hrs, 8 players

GM: Tom Anderson

Colonial 25mm, Rules: The Sword and The Flame

An Allied column attempts to capture some old bronze cannon stored at a Chinese temple before the Boxers can get them and use them. Who succeeds - the Allies or the Boxers?

T-447 - D-Day: La Friere Manor

Thurs. 8 PM, 4 hrs, 5 players

GM: Mark Fastoso

WWII 15mm, Rules: Fireball Forward (Home Brew Rules)

On the morning of D-Day paratroopers of the 82nd Airborne move out to secure their objectives. The bridge at La Friere is a key point across the Merderet River and must be captured and held. Overlooking the approach to the bridge is a large manor house. As the first paratroopers move towards the manor MG-42s let loose.

Rules taught for this fast-paced squad level game.

T-211 - Action at Imphal, 13 Apr. 1944 - Theme Game

Thurs. 8 PM, 4 hrs, 6 players

GM: Don Hogge and the HAWKS

WWII 28mm, Rules: Battlegournd WWII

The Japanese 15th Div. has encircled Imphal, India and the 51st Rgt. has seized the high ground overlooking the main airstrip threatening British resupply efforts. The Indian 5th Div., supported by the 3rd Carabiniers were given the mission to clear the ridgeline.

Gamers under age 14 welcome with adult.

T-404 - Trench Wars in Burma: Merrill's Marauders, 1944 - Theme Game

Thurs. 8 PM, 2 hrs, 12 players

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

Sponsor: Trench Wars (modified for WW2)

WWII 25mm, Rules: Trench Wars (modified)

In its 11 months in combat, the 5307th Composite Unit (Provisional), better known as "Merrill's Marauders," marched over 600 miles and fought 20 engagements, mainly against Japanese 18th Div. Of the original 3000-man force, only 200 were listed as effective at the end of the campaign. Skirmish game. 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.

T-451 - Stargate: The Enemy You Know

Thurs. 8 PM, 3 hrs, 8 players

GM: Glen Cooley

Fantasy 25mm, Rules: Stargate D20

Set after the fall of Anubis and prior to the arrival of the Priors, minor Goa'uld are scrambling to gather the resources of a shrinking empire. The forces of the SGC find themselves in the middle of a power struggle. Is the enemy of my enemy a friend? Rival Goa'uld forces duke-it out as the SG teams try to figure out who to shoot first. Some knowledge of the Stargate movie and/or TV shows might be helpful.

Players under age 12 with adult present.

T-680 - Classic Battletech – Grinder 4

Thurs. 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.

★ 11:00 PM ★

T-144 - Late Night Shoot out!

Thurs. 11 PM, 1 hrs, 16 players

GM: Leo Walsh

19th Century 25mm, Rules: High Noon

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

Age 15 or older experienced High Noon gamers only.