



HISTORICON™
Historical Miniature Gaming's Biggest Summer Vacation! **2008**

Preliminary Events List - Friday

★ 8:00 AM ★

F-325 - This One's Mine!

Fri. 8 AM, 6 hrs, 12 players

GM: Tom Brown with Larry Frost and Gentleman Adventurers Club

Napoleonic 1/1200, Rules: Iron & Wind

A group of independent privateers has stumbled upon a convoy of undefended, unarmed merchants. Every privateer shouts "This One's Mine!" as each lays claim to the best targets and a mad scramble ensues for the highest score of loot and tonnage....with one small problem: There are fewer merchants than privateers! Email wtombcat@msn.com if you have questions.

Merchants run by judge. Age 16 or older please (delicate ship models).

F-276 - Of Ice and Oil

Fri. 8 AM, 4 hrs, 6 players

GM: Steve Carroll

Sponsor: Regiment Games, Prize: Sample figures and dice for all players

Modern 28mm, Rules: Icy Bullets Up and Down My Spine

Americans struggle to complete an arctic pipeline and prevent Russian paratroopers from destroying this vital artery before it is even complete! Oh, yeah, what do the locals think about all this? Featuring the "Cold War" range by Regiment Games, as well as figures from Cripplestone and Eureka. The Ford Trimotor gives this a bit of a pulp feel, too, don't you think? Is that a submarine conning tower...no, wait, it's a snow tractor...no, wait...it's...

Kids 14 okay with playing adult.

★ 9:00 AM ★

F-664 - Armati 2 Round Robin

Fri. 9 AM, 10 hrs, 4 players

GM: William Clark with Ken Winn

Ancients 15mm, Rules: Armati 2

Over 20 armies from AOE period to choose from provided by GM. Push one that you have never tried before. All players welcome. We will teach new players. Romans, Gauls, Dacians, Successors, Spanish, Maccabean, Indo-Bactrians, you name it, we have it. New rounds and new opponents every two hours Fri & Sat. Do you have two hours to kill before that next game starts; kill it here.

Ages 10 and up.

F-510 - 2nd St Albans

Fri. 9 AM, 3 hrs, 6 players

GM: Mike Trout with Pete Friesen

Sponsor: SAGA

Medieval 28mm, Rules: Skirmish Warfare

After killing the Duke of York, the Lancastrian army sweeps down on Warwick's army, trying to take them in the flank by going through St Albans. The Yorkist archers in the town fight to stop this - and they have the King with them (in the baggage train).

Over age 13 ok; rules taught.

F-578 - Lepanto Wars

Fri. 9 AM, 3 hrs, 10 players

GM: Brian Whitaker and Woodbridge (VA) Area GamerS

Sponsor: Merrimack: Old Glory Shipyard, Prize: certificate offered

Renaissance 25mm, Rules: Lepanto Wars

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

Beginners welcome.

F-352 - Battle of Wayna Daga, 21 Feb. 1543

Fri. 9 AM, 4 hrs, 6 players

GM: Mark Fastoso

Renaissance 28mm, Rules: The Sword and the Flame - Modified

From 1529 to 1537 the Abyssinians had battled the Sultan of Adal without success. Responding to a desperate plea, the Portuguese arrived in 1538 and the tide turned. The Portuguese, however, suffered a terrible defeat at Wofla in 1542 and all seemed lost. Yet the remaining Portuguese rallied and convinced the Abyssinian Emperor to make a last stand. Together 8700 Abyssinians and Portuguese faced almost 16,000 of the Sultan's troops. It would be the bloodiest - and final - battle of the war.

Part of the Wars of Portugal Series.

F-177 - The Death Haiku of Lord Harimojo

Fri. 9 AM, 4 hrs, 8 players

GM: Michael Lorenzo and Miniature Gamers New Jersey

Samurai 1/35, Rules: Samurai Skirmish

"A Katana is swung, Silent among the bubbling streams, I Float with the fish". The Wanderiong Samurai Chirashi and his band of loyal followers face off against the despicable Lord Harimojo on their way to the temple. This is a fast and light hearted skirmish game played with 1/35 scale Samurai figures.

F-209 - Battles in The Age of War (15mm Samurai)

Fri. 9 AM, 4 hrs, 4 players

GM: Martin Goddard with Andy barnett, Ralph Ashdown and Sam Ashdown

Samurai 15mm, Rules: BAW (peter Pig's Samurai battle rules)

Battles in the Age of War (BAW). Play a 15mm Samurai battle. Game is played on a 5'x3' layout. Two armies of 15mm figures. 2 Players per side. Players get to set up the scenery, carry out pre battle eevents and get fighting. Game last for 20 points (D6 countdown per turn). Rules used are the new BAW (samurai battle rules) by Peter Pig. Game will be umpired by playtesters of the rules. Similar to CWB (Civil War battles). Good fun we hope.

F-164 - Culloden, 16 Apr. 1746

Fri. 9 AM, 4 hrs, 8 players

GM: Rich Low with Andy Turlington and Southern Maryland Partizans

Age of Reason 28mm, Rules: Bloody Day

The Battle of Culloden was the final clash between the French-supported Jacobites and the Hanoverian British Government in the 1745 Jacobite Rising. It was the last land battle to be fought on mainland Britain. Culloden brought the Jacobite cause - to restore the House of Stuart to the throne of the Kingdom of Great Britain - to a decisive defeat. Can you change the course of history?

Rules taught.

F-171 - The Glorious 24th of July, Second Battle of the Gummibahrenwald - Theme Game

Fri. 9 AM, 4 hrs, 12 players

GM: Otto Schmidt and Wilderness Wargamers

Seven Years War 25mm-30mm, Rules: Oh God! Anything But a Six

King Faustus the Great of Bad-Zu-Wurst is attempting to trap the light forces of the Princessipate of Saxe-Burlap und Schleswig Beerstein in the tangled wilderness of the Gummibahrenwald. He is tired of their raiding his convoys of supplies and playing practical jokes on him, and this time,, he is determined that the joke will be on them. We shall see. Not for the gamer who has no sense of humor!

F-511 - Leuthen - Theme Game

Fri. 9 AM, 4 hrs, 6 players

GM: Bruce Taylor

Sponsor: SAGA

Seven Years War 28mm, Rules: Lace Warfare

After his stunning victory at Rossbach, Frederick marches to meet the Austrian threat at Leuthen. Join the action as the Prussians attack the Austrian left flank and makes its final assault. Will the Prussian succeed again or will the Austrians forestall defeat. An expanded version of the game from Cold Wars featuring the large cavalry action outside the town.

Over age 13 ok; rules taught.

F-430 - Blockhouse Attack - Theme Game

Fri. 9 AM, 3 hrs, 4 players

GM: Zach Piefer and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

French & Indian War 28mm, Rules: This Very Ground

The Natives are restless and no doubt being prodded by their French "allies". Come defend the blockhouse or join in the aboriginal assault!

Under age 16 with accompanying adult only.

F-431 - Braddock's Disaster, 9 July 1755 - Theme Game

Fri. 9 AM, 4 hrs, 6 players

GM: Van L. Osgood and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

French & Indian War 25/28mm, Rules: This Very Ground modified

Players control several 18 man platoons. Each Anglo-American player controls 4 British and 2 Provincial. Each French player controls the equivalent of 2 platoons of Indians and 2 platoons of French or Canadians. Can the Anglo-Americans avoid the disaster or can the French victory be even more complete?

Rules Taught; Beginner Friendly. Need to be 15+ years due to semi-sharp objects.

F-360 - Battle of the Ohio Valley Picnic - Theme Game

Fri. 9 AM, 3 hrs, 8 players

GM: Pamela Reynolds with James Reynolds and Wednesday Night Painting Group

French & Indian War 28mm, Rules: French and Indian Picnic

Bears from the British and colonial forces have moved into the Ohio Valley to have their picnic, but the French and Indian bears are already having their picnic. Who will be able to hold this picnic ground.

Kid friendly game.

F-271 - Battle for Sainte-Anne-de-Baupr, Quebec, July 1759 - Theme Game

Fri. 9 AM, 4 hrs, 6 players

GM: Charles Torok

French & Indian War 25mm, Rules: The Sword in The Forest (Sword and Flame F&IW)

The British lay siege to Quebec from June 27th until September 18th 1759. The French garrison refused to give battle, so the British began attacking the flanks. One such battle was fought over the village of Sainte-Anne-de-Baupre in July 1759. A regular British force, aided by colonial troops assaults the village in face of stiff French regulars / militia and Indians. Three British players face three French players.

Rules taught. Adult must be present with child.

F-292 - Battle of Ligny

Fri. 9 AM, 8 hrs, 8 players

GM: Jason Alves and the BOG's Miniatures & Strategy Club

Sponsor: Two Tin Soldiers / Legions East, Prize: Cert. of merit for best Player

Napoleonic 15mm, Rules: Napoleons Battles

Napoleon's return from exile is greeted with the threat of invasion from the major powers. The Emperor strikes first and catches Blucher's Prussians before they can link up with Wellington.

New comers welcome. Kids under 13 with adult.

F-584 - Battle of Mockern, 16 Oct. 1813

Fri. 9 AM, 14 hrs, 25 players

GM: David Bonk with Lyle Bickley, Nigel Marsh and John Snead

Napoleonic 25mm, Rules: Carnage and Glory

When combined Prussian and Russian forces under General Yorck army defeated Marshal Marmont at Mockern the fate of the French Army at Leipzig was sealed. Refight this epic struggle that witnessed bitter fighting between Prussians and French for the village of Mockern and between Russians and Poles in the streets of Kleiner Widderitzsch. Will be refought with 9 French and 16 Allied players on a 24' long table on Fri. and again on Sat. Expected to last better part of each day, so come to play.

No previous experience needed.

F-493 - Gettysburg - 2 July 1863 - Day Two

Fri. 9 AM, 12 hrs, 12 players

GM: Michael Panzer with Scott Landis and the Rogues

Sponsor: The Philadelphia Inquirer, Prize: Eyewitness Reports: The Inquirer's Live Coverage of the American Civil War (Hardcover)

American Civil War 15mm, Rules: Fire and Fury

The 2nd day of a multi-day campaign game of THE climatic battle of the Civil War. Played on Al Gaspar's award winning terrain and using the classic brigade level Fire & Fury rules. Starting brigade strengths influenced by the results of Thursday, Day 1 battles (see T-492). The results of Day 2 will influence the 3rd day's battle (S-494). Breaks taken. Players can sign up for one or all of the games and those who sign up for more than one day of battle will have priority in choosing commands.

Interested players please contact me prior to the con at mpanzer@phillynews.com with questions! This IS a big game. Walk ups welcome!

F-259 - Civil War squad conflict, early war

Fri. 9 AM, 4 hrs, 6 players

GM: Stan Church

American Civil War 25mm, Rules: Civil War Home made rules: Church's Battle lines

Simple talk through rules, then learn as you play. Each player controls 2 squads that need to try to accomplish the objective that is given them. Both union and confederate sides will have 6 squads at their disposal to plan their strategy (each squad has 9 infantry for fighting and 1 officer for command and movement). All players will be given a set of rules at start of game, and then may keep the rules for themselves if they desire at end of game.

F-385 - Surprise!

Fri. 9 AM, 4 hrs, 10 players

GM: Kim Caron with Sean Stratton

Wild West 25mm, Rules: High Noon

It appears that the Bratsville Bugle is printing a story about the local "Big Wig", the "honorable"(?) Malcom Dugan, that he is the man behind a local gang of terrorist outlaws. However the County Cryer has the same story! Who will print first? Or will anyone get to print it? Guns, fire, explosives are all fair game. Will free press and the town survive?

F-628 - Egypt, 1801

Fri. 9 AM, 4 hrs, 10 players

GM: Mark Stevens and CW Yahoo Group

Colonial 25mm, Rules: Brom Napoleonics Rules

Early colonial action in Egypt during the Napoleonic era. The British army has landed in Egypt & is advancing toward Alexandria. The French forces are advancing toward the British to save an important supply depot. Simple rules by Larry Brom are quickly learned in 1-2 turns

F-626 - In the footsteps of Lieutenant Rigby: The Fringes of India, 1879

Fri. 9 AM, 4 hrs, 8 players

GM: Ed Watts and MNA

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

Lieutenant Rigby's near disastrous first patrol revealed that Pathan Tribes have been gathering at the old abandoned outpost in the Chamla Valley eager to start a new insurrection. The Colonel has ordered an immediate strike against the tribesmen to collapse the revolt before it can spread.

F-213 - Trasvaal War, 1881: Battle at Ingogo River Revisited

Fri. 9 AM, 4 hrs, 6 players

GM: Bob Bryant

Colonial 28mm, Rules: Clans & Companies

In this historical battle, four companies of the 60th Rifles were attacked by Boer commandos after crossing the Ingogo River. Pinned down by withering Boer fire, the British could do no more than try to prevent encirclement by the Boers. British were saved by a thunderstorm after five hours of mounting casualties. This scenario the British have better odds because of reinforcements.

Adult must be present with child.

F-627 - Something has gone horribly wrong with the Safari: Africa off the map, 1880

Fri. 9 AM, 3 hrs, 6 players

GM: Brett Abbott and MNA

Colonial 25mm, Rules: Tanzania, version 2.0

Many desperate Europeans risk literal life and limb in hope of the riches, fame and notoriety to be pried from the unexplored jungles of Africa. Bring a good attitude and some pluck; you will need both!

F-616 - Action on the Spur, 22 Jan. 1879

Fri. 9 AM, 4 hrs, 8 players

GM: Roxanne Patton and NOVAG

Colonial 25mm, Rules: Disposable (Colonial) Heroes

Between the northern base of Isandhlwana and the top of the Nqutu Plateau rises a narrow strip of land know as the "Spur." Before Noon, Capt. Cavaye was ordered to take his E Company of the 1/24th Foot to replace Barry's N.N.C. at the head of the Spur. Once there, Cavaye extended his line further west with a section under Lt. Dyson. All was quiet till around 12:30 PM when Capt. Shepstone galloped past shouting the alarm. To Cavaye's front and right were 20,000 Zulus.

Child under 13 must be accompanied by adult.

F-655 - Alamo, 6 Mar. 1836

Fri. 9 AM, 4 hrs, 8 players

GM: Lee Burger and Potomac Wargamers

19th Century 54mm, Rules: Santa Anna Rules

The Alamo's last day - or is it - can you change History!

Not recommended for kids.

F-581 - The Alamo for Kids

Fri. 9 AM, 3 hrs, 8 players

GM: Bob Burnham and Woodbridge (VA) Area GamerS

19th Century 25mm, Rules: Heavily modified The Sword and the Flame

Many have tried to defend the Alamo successfully, however in the sixty times the game has been played, only once have the Texans won. Will you be the one to hold the Alamo and keep Texas free, or will you be the next one to beat the Texans and re-take Texas for Mexico? Game uses hundreds of figures and a 3'x3' foot scale model of the Alamo.

Kids only: ages 10 & 12; 8 & 9 year olds welcomed if accompanied by an adult.

F-586 - Der Westliche Weg: von Spee Heads Home

Fri. 9 AM, 4 hrs, 8 players

GM: Seekrieg Admiralty

WWI 1/2400, Rules: SEEKRIEG 5

Sent to relieve the Scharnhorst and Gneisenau, the Möltke arrives just as war breaks out. With the Möltke loose in the Pacific, the desperate hunt is on to find the entire East Asia Cruiser Squadron and destroy it. Vice Admiral von Spee decides to cross the Pacific and, rendezvousing with the entire squadron at Yap, sets sail for home. Suspecting that Yap is where the Germans can be found, Australian Vice Admiral Patey intercepts them with a mixed Australian and French force as they depart.

F-290 - Guns of August, 1914

Fri. 9 AM, 4 hrs, 8 players

GM: Kevin Tutty and the BOG's Miniatures & Strategy Club

Sponsor: Two Tin Soldiers / Legions East, Prize: Cert. of merit for best Player

WWI 25mm, Rules: Trench Wars

The Germans have swept into France. Can the Frogs stop the Bosche Juggernaught? No trenches in this one!

New comers welcome. Kids under 13 with adult.

F-497 - Clash at Helmond, 19 Sept. 1944

Fri. 9 AM, 5 hrs, 7 players

GM: Jeff Kimmel and the Rogues

WWII 28mm, Rules: Arc of Fire

The 101st Airborne had secured their early objectives in Operation Market-Garden and joined with XXX Corps. Tasked with keeping the main highway open, US Paratroopers with British tanks in support advance into the surrounding countryside to spoil German counterattacks. North of Eindhoven, Paratroopers from the 506th Parachute Inf Regt and Guards Armored Div tanks moved into the small town of Helmond to flush out Germans. Town appears to be empty at first, but that will change quickly.

Rules taught.

F-645 - France, May 1940

Fri. 9 AM, 4 hrs, 6 players

GM: Buck Surdu and the HAWKS

WWII 12mm, Rules: Look Sarge, No Charts: WWII

After several days of pummeling, the French attempt a local counter attack into the flank of the advancing Germans. The Germans fight to keep the advancing column from getting cut off. The rules used have No Chart Cards and allow the players to concentrate on the tactical situation, not the game.

Rules taught. Younger gamers welcome with a playing adult.

F-304 - State Farm 41, Pt.1

Fri. 9 AM, 4 hrs, 6 players

GM: Bill Flanders and the BOG's Miniatures & Strategy Club

Sponsor: Two Tin Soldiers / Legions East, Prize: Cert. of merit for best Player

WWII 15mm, Rules: Battlefront

German Panzers thrust deeper into Soviet territory, advancing beyond Minsk to the North, and Bobruysk to the south. However strong Soviet forces were bypassed and isolated. One such group operating from the Osipovitchi is presently threatening the Minsk-Bobruysk highway and the lines of communication near State Farm 41. In order to deal with this threat a Panzer Kampfgruppe under command of Col. Heilmann is given the mission to clear the Soviets out all the way to the Berezina River.

New comers welcome. Kids under 13 with adult.

F-468 - Axis and Allies Minis Demo and Open Play

Fri. 9 AM, 8 hrs, 10 players

GM: Steve Winter with Elizabeth Mayer

Sponsor: Wizards of the Coast, Prize: Free Promotional Items

WWII 20mm, Rules: A&A Minis Rules

Come and discover WWII the Axis and Allies Minatures way. Stop by our tables for a demonstration, or start a game of your own and make a new friend. Be sure to get some free giveaways while supplies last!

F-609 - Batman and the Banzai Break-In

Fri. 9 AM, 4 hrs, 8 players

GM: D. Grant Greffey

Modern 28mm, Rules: Ultimate Warzone (mod)

Five years ago, the Banzai Institute set up a research facility in Gotham City. Rumors abound about the unusual research being done there. These rumors have drawn the attention of Gotham City's underworld. The Joker, The Riddler, The Penguin, and Catwoman have joined forces to break into the Institute and "appropriate" items that could support their criminal schemes.

Rules taught.

F-519 - Who do You Call for Insurgent Control?

Fri. 9 AM, 4 hrs, 8 players

GM: Kevin Lepley with Jim The McWee and Army of Central Maryland or AOCM

Sponsor: Ambush Alley

Modern 25mm, Rules: Ambush Alley

Why do we need to go into the town with the Germans and the Brits Sarge? US Marines don't need no help! Order are orders, and we follow what we are told. Do your job, and stay cool. Akmed, the infidels have arrived. It is time to unleash the Jihad. All men are to report to their ambush sites, and not one Infidel can be allowed to leave this sacred place. Sir, we have found the tanks, and one seems damaged.... What the hell is that..... Arrghh.....

Children ok with adult.

F-158 - Classic Battletech: Grinder 5

Fri. 9 AM, 6 hrs, 8 players

GM: Dave Yingling

SciFi 1/285th, 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 Introductory Rules. Game will use MWDA miniatures for game play with the Classic Battletech Stats.

All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

F-159 - Classic Battletech: Fall of the Hellions

Fri. 9 AM, 6 hrs, 12 players

GM: Mark Yingling

SciFi 1/285th, Rules: CBT – Total Warfare

Clan Ice Hellion, hoping to become an invading clan themselves and have success like Clan Hell's Horses have decided to make Clan Jade Falcon's holdings there own. For them their fate is in the hands of the Jade Falcon counter attack.

All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

★ 10:00 AM ★

F-473 - Actium: Final War in the Roman Republic

Fri. 10 AM, 3 hrs, 8 players

GM: Bruce Moore

Ancients 15mm, Rules: Cog Wars

The Roman world is aflame! Civil War is rampant. Marc Anthony and Octavius contend for the known world and it all comes down to one battle: Actium. Marc Anthony receives supplies for his army from Egypt. Octavius' general Agrippa, has been intercepting these supplies at sea. In this hypothetical scenario Marc Anthony responds and is employing some of his best ships and crews to escort his supply ships and waylay Agrippa's naval contingent. Will you be able to change history?

16 yrs. or older.

F-548 - Longchamps, 1692 "What if?"

Fri. 10 AM, 5 hrs, 6 players

GM: Ed Mueller

Pike and Shot 6mm, Rules: Volley and Bayonet (Variant)

June 1692, William III marched south to break the Sun King's siege of Namur. Marshall Luxembourg marched north with his 60,000 man Army of Observation to block him. Heavy rainfall and swollen rivers kept the two armies from colliding in what would have been the largest open battle of the Nine Year's War. This game allows that battle to happen. Fast Playing VnB League of Augsburg Variant rules can be found in MWAN #129 or online at: <http://games.groups.yahoo.com/group/VnBpicturesandfiles/>

Rules taught, No players under 15 years old.

F-127 - Bloody Marsh, 17 July 1742

Fri. 10 AM, 3 hrs, 6 players

GM: Ben Pecson

Age of Reason 25mm, Rules: Modified Sword and the Flame

Georgia Colonists under Governor James Oglethorpe repulse a Spanish Invasion from Florida.

F-535 - Minden - Theme Game

Fri. 10 AM, 4 hrs, 8 players

GM: Jeff Hiley

Seven Years War 15mm, Rules: Volley Fire

Prince Ferdinand of Brunswick is in command in the west keeping the French and Imperial forces at bay while Frederick deals with the Austrians and Russians. Can you repeat Ferdinand's victory at Minden or lead the French to a history-changing triumph?

F-363 - Battle of Chotusice, Apr. 1742 - Theme Game

Fri. 10 AM, 6 hrs, 6 players

GM: MIKE CARLIN and Boston Trained Bands

Seven Years War 15mm, Rules: Modified Clash Of Arms

Having conquered Silesia the previous winter, Frederick II of Prussia sets sights on snatching Bohemia from the Austrians as well. The Prussians have crossed the border hills into Czech territory aiming for Prague, 2nd city of the Austrian Empire. Frederick's impetuous advance however, has presented the Austrian's with an opportunity for a counterattack near rural village of Chotusice, 40 miles East of Prague. Beautiful miniatures battle among rolling hills, swamps and farms.

F-340 - Braddock's Defeat, 9 July 1755 - Theme Game

Fri. 10 AM, 3 hrs, 8 players

GM: Matthew Grove

French & Indian War 54mm, Rules: Flintlocks and Tomahawks - Skirmish rules

Amid the wilderness of North America, Britain suffered one of the most humiliating defeats in her history. General Braddock's army, a mixture of British regulars and American Militia, was devastated, losing over 900 men from a force of 1300. Braddock was killed and the remnants of his army were rescued by his aide, Colonel George Washington. This defeat and subsequent chain of events ultimately led to the start of the Seven Years' War.

no one under 18 years, please - due to the figures being used. Sponsors: John Jenkins Designs and Minutemen Toy Soldiers.

F-317 - The Battle of Sideling Hill: 2 Apr. 1756 - Theme Game

Fri. 10 AM, 4 hrs, 6 players

GM: Bill Starmer with Brad Pflugh

Sponsor: Iron Ivan Games and Conquest Miniatures

French & Indian War 28mm, Rules: This Very Ground

Two Indian chiefs raided a group of farms protected by McCord's Fort in central Pennsylvania; on March 31, the Indians raided several settlements, taking many captives. In the aftermath, the remaining Colonial men form their own raiding party and planned on catching the Indians before they make it back to their village, hopefully rescuing captive family members. This is not a fair fight and is perfect for players that like to try and beat the odds. Friendly relaxed players welcome.

Rules taught. No children.

F-374 - Lake George, 1757 - Theme Game

Fri. 10 AM, 4 hrs, 6 players

GM: John Mitchell

French & Indian War 54mm, Rules: The Sword in the Forrest.

The French and Indians are raiding upstate New York on their way to Fort William Henry. Can the British and Rogers Rangers stop them. Well-painted 54mm figures make it fun.

F-443 - Somedays the Bear Gets You... Again! - Theme Game

Fri. 10 AM, 3 hrs, 5 players

GM: Chalfant Conley and Susquehanna Wargamers

French & Indian War 28mm, Rules: This Very Ground modified

There's trouble on the frontier. Not only have the French, British, and Indians been fighting it out... now Mother Nature has stepped in to add to the mayhem. Old Smokie is once again on the prowl, and this time he's brought a few friends.

Under 16 with accompanying adult only.

F-564 - Washington left Braddock in the Dust - Theme Game

Fri. 10 AM, 4 hrs, 4 players

GM: Rick Horner with Del Stover and Wednesday Night Gamers of Alexandria

French & Indian War 25mm, Rules: Tabletop Battle System (French-Indian)

Lead the British regulars and colonial militia as they set off to attack the French. Or be the Indians who ambush Braddock and Washington in the dense woods on the way.

F-124 - "All the King's Men" Demo Games

Fri. 10 AM, 1 hrs, 4 players

GM: Ken Cliffe with Gina Cliffe

Sponsor: All the King's Men Toy Soldiers

AWI 54mm, Rules: All the King's Men

Go to war as a true gentleman... with 54mm toy soldiers! Join All the King's Men Toy Soldiers as we demo our rules for the horse-and-musket period. This is not skirmish gaming! Everything provided. Just bring your memory of what got you into wargaming in the first place. Demos run all convention long at the ATKM booth in the Expo Hall (see Expo Hall map in program). We offer classic toy soldier gaming in the old school style, which includes metal castings, resin buildings, and an original set of rules.

Children must be accompanied by an adult.

F-347 - Gross Beeren, 1813 - Act 1

Fri. 10 AM, 5 hrs, 6 players

GM: Bill Gray

Sponsor: Eureka - AB Miniatures, Prize: Sample 18 mm Command Packs

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

The French move north to capture Berlin, with Crown Prince Bernadotte's Army of the North ready to deflect the blow. But mis-deployment has resulted in the Swedes and Russians the first to take ailing Marshal Oudinot's hammer strike, not the Prussians! With the future crown of Sweden on the line, how aggressive will Bernadotte be? One game, two sessions; the second continuing the mess from the first.

Beginner Friendly & Rules Taught.

F-390 - Santa Anna's Last Gasp, Aug. 1847

Fri. 10 AM, 6 hrs, 8 players

GM: Don Carter with Jon Coulter

Sponsor: Old Dominion Game Works

Mexican War 15mm, Rules: American Battlelines

Churubusco has fallen and American Gen. Winfield Scott has his eyes set on the prize; Mexico City. Santa Anna attempts to slow the "Gringos" down with make hasty defenses to give time to the Mexican army to bolster the defense of Mexico City. Can the Americans push past to the capital, or will the Mexicans slow the invaders enough for suitable defenses to be erected?

Rules Taught, beginners Welcome.

F-527 - Lauffer's Crossroads

Fri. 10 AM, 4 hrs, 8 players

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

American Civil War 15mm, Rules: Johnny Reb 3, with added House rules

The Yellow Worm Gaming Society presents this meeting engagement between two divisions in the rugged terrain around Lauffer's Crossroads. The hills and swamps can be as difficult to overcome as the enemy...We use Johnny Reb3 with house rules for leadership abilities of generals and variable morale.

Beginners and other inexperienced Johnny Reb players are welcome.

F-528 - The Ordeal of the East Section, Pt.1: Battle of Owikokorero

Fri. 10 AM, 4 hrs, 4 players

GM: Roy Jones with Eric Alvarado

Sponsor: Falcon Miniatures, Prize: Gift Certificate for Falcon Miniatures

Colonial 25mm, Rules: The Sword and the Flame - Modified

German Southwest Africa (present-day Namibia), March 1904. The German East Section advances against the elusive Herero. Suddenly, Herero rifle fire emerges from the bush! A death-fight in the thick thornbushes: what you don't know and can't see WILL hurt you! Historical scenario based on original German sources, from upcoming scenario book 'The Herero War'. Visit www.hererowars.com for more info. Players also welcome to play in Part 2: The Marines At Okaharui (see S-529, Saturday at 4 PM).

F-281 - "Before The Leaves Fell" - Belgium, Aug. 1914

Fri. 10 AM, 6 hrs, 8 players

GM: Frank Frey with David Neal

Sponsor: Battle Honours, Miniature Building Authority

WWI 28mm, Rules: Price of Glory

The Kaisers Armies have crossed the frontier in great strength. A platoon from the Belgian 9th Ligne Regt races units from the Hannoverian Fusiliers and Jagers to seize a walled farmhouse on the road to Liege.

Adult must be present with child otherwise all are welcome.

F-270 - All is Not Quiet on the Western Front: WW I

Fri. 10 AM, 4 hrs, 10 players

GM: Bruce Kimball with Bill Smith and BPGS

WWI 1/72, Rules: Modified Aerodrome

WW I: Dogfights, trench strafing and general carnage. Your Mission: Attack enemy trenches. As you fly over your lines and across No Man's Land, your squadron encounters enemy planes with the same objective. Your duel in the sky has become more deadly as ground fire must also be dealt with. Fast paced, easy to learn rules based on the classic Aerodrome rules.

Children under 13 only if accompanied by an adult.

F-376 - Take Out That Gun

Fri. 10 AM, 4 hrs, 8 players

GM: Leigh Jackson with Mike Blake, Neil Cosgrove, Charley Elsdon and Skirmish Wargames

Sponsor: W Britain Ltd, Prize: 54mm Super Deetail Figures

WWII 54mm, Rules: Britain's Battles

WWII Bastogne Squad Level Skirmish, Allies against Germans.

1:1 scale with exquisitely painted 1:32nd scale figures, each a named character, on a snow terrain and scratchbuilt buildings. Rules D6 based. Players will receive free copy of rules and free Super Deetail figures

F-541 - Eagle over the Rising Sun, Tarawa 1943

Fri. 10 AM, 4 hrs, 4 players

GM: Eric Alvarado with Jerry Frazee

Sponsor: Eagle over the Rising Sun

WWII 28mm, Rules: Modified Arc of Fire

American forces invaded Japanese held Tarawa during the WWII Pacific Campaign. Using terrain built and figures painted by artist Jerry Frazee, you may take on the role as either the invading American force with the sole mission of capturing this island -or- the defending Japanese force with the sole mission to defend the island with honor. Scenarios selected from the Tarawa 1943 scenario book and announced on the Eagle over the Rising Sun website at www.eotrs.com.

F-115 - Stug Attack Chateau - Normandy, 10 June 1944

Fri. 10 AM, 4 hrs, 8 players

GM: Peter Fliss with Ben Lacy, Steve Fliss, Andrew Kinney and Dulles Wargaming Club

Sponsor: Skirmish Campaigns

WWII 25mm, Rules: Final Combat

German forces of the 346th Inf Div change the axis of attack to the south toward the Bois du Mont following failed attacks on British 6th Airborne Div Landing Zone N. Once again the 9th Parachute Battalion stands ready to repel the assault. Join in this 'Final Combat' adaptation of the third scenario in the Fisher/Forney "Chateau No-Man's Land Campaign."

F-389 - Welcome to Wargaming 101: A Kid's Game

Fri. 10 AM, 4 hrs, 6 players

GM: Bob Bengé

Sponsor: Old Dominion Game Works

WWII 10mm, Rules: Mein Panzer Junior

Kids, it's time to play a tank game like your Dad. German and American tanks from late in WW2 will be used. Game is designed for kids age 8-14 that have a little understanding of wargames. We will be using Mein Panzer Junior level 3.

Kids 8-14 Only. Rules Taught/Beginners Welcome.

F-392 - Red Beach 1 - Powerhouse

Fri. 10 AM, 4 hrs, 6 players

GM: JD Perry

Sponsor: Old Dominion Game Works

WWII 25mm, Rules: Armed Combat through the Ages

The invasion of Tarawa, consisted of landing on three beaches along the northern coast of the island. The 3rd Battalion, to land on Red Beach 1, along the western end of the north side of Betio. The first waves were hit hard by machine gun and anti-boat fire, damaging most of the tractors. Company I, upon climbing out of its LVT's, clambered up over the log barricade and began to advance inland they encountered a heavily fortified structure, the Island Power Plant.

Rules Taught, beginners Welcome.

F-391 - Stoic Russian Defense

Fri. 10 AM, 4 hrs, 6 players

GM: Mike Moran with Tu Tran and Blackstone Disorganized Militia Game Club

Sponsor: Old Dominion Game Works

WWII 10/12mm, Rules: Mein Panzer

Throughout the winter of 1942/43, the Soviets launched repeated attacks to relieve the siege of Leningrad. Reinforced German tank forces are moving across Russia to support the initiative into Leningrad. The German objective is to get their heavy forces to the front with a minimum of damage. Russian forces must delay and destroy the bulk of the heavy tanks before it can reach Leningrad and join the siege.

Rules Taught, beginners Welcome.

F-193 - Indians in the Desert: Conflict near water hole #58, North Africa

Fri. 10 AM, 4 hrs, 8 players

GM: Dewey LaRochelle

Sponsor: WargamesMinis.com, Prize: Gift Certificate

WWII 20mm, Rules: Battleground WWII

Advance Elements of the 6th Indian Div approach a spot on the map marked water hole #58, only to discover the Italians have beaten them to it. Having stumbled across an Italian outpost the only choice they have is to engage them. Rapid desert movement and light armor make this a swirling, no holds barred affair. Surprises swirl up for both sides. Defeat means a long, hot slog across the desert or a nice POW camp for the rest of the war.

F-266 - Operation: Desert Breeze - Modern Iraq

Fri. 10 AM, 4 hrs, 8 players

GM: Michael Johns with Dennis Layson

Sponsor: Miniature Building Authority

Modern 28mm, Rules: Open-Conflict (home rules)

Multiple factions fighting for control of a small village in modern Iraq. Players are broken into teams and given missions in secret. Team that accomplishes most missions is victorious.

F-227 - Warriors - Battle in the Deep Woods

Fri. 10 AM, 2 hrs, 6 players

GM: Katie Adams and the HAWKS

Fantasy 120mm, Rules: Blood and Swash

Erin Hunter's popular book series returns to Historicon as Shadow Clan and Thunder Clan struggle for power. Rival parties have met while patrolling remote reaches of the woods and, predictably, tempers flared. Clashes like this are common, but this time there is something ominous among the dark trees.

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!

★ 11:00 AM ★

F-483 - Pikette Squared - walk up gaming

Fri. 11 AM, 6 hrs, 10 players

GM: Peter Anderson with Joe Fish and Barry Frandsen

Sponsor: Piquet, Inc., Prize: Copy of Piquet "Band of Brothers" Renaissance rules

Renaissance 28mm, Rules: Pikette Squared from Piquet's Band of Brothers

Pikette is an appendix to the main Band of Brothers rules, designed as a simple introduction to Piquet concepts, Late Medieval/Renaissance warfare, and/or wargaming in general. This adaptation uses a square gridded tabletop to further speed and simplify play. Email Gonsalvo@aol.com for a free .doc file of the rules. No pre-reg needed; walk up early and play often. Individual games last 2 hrs or less. Armies provided include Great Italian wars, Husite wars, Swiss/Burgundian wars and more.

Children age 13+ should be able to handle this game on their own; younger! Kids are welcome with playing adult.

F-421 - Empires Collide: French and Indian War Campaign Game - Rogers Rangers - Theme Game

Fri. 11 AM, 2 hrs, 12 players

GM: Frank Luberti and New York Wargamers Association

Sponsor: Osprey Publishing, Prize: Prizes by New York Wargamers Association

French & Indian War 25mm, Rules: Trench Wars (modified)

Pt.1 of an all day campaign game based upon the book "Empires Collide: The French and Indian War" by Osprey Publishing. French, British, Rangers, Militia and Indians all clash along the frontier. Skirmish game using the "Trench Wars" rules system modified for FIW. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Terrain by Miniature Building Authority; figures by Dragon Painting Service. Pre-game viewing: "Northwest Passage" (1940) with Spencer Tracy.

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

F-218 - Drawing Blood on the Frontier: The French and Indian War - Theme Game

Fri. 11 AM, 5 hrs, 9 players

GM: Chris Roethermel and Refuse the Flank Wargamers

French & Indian War 25mm, Rules: Brother Against Brother

French and British forces, along with their colonial and native allies, clash in the backwoods of the North American frontier. The action will be fast and bloody, as you command some of the best troops involved in the conflict: Marines, Rangers, Native Warriors, and even Highlanders. So grab your musket and don your warpaint, because this will be a bloodletting.

F-545 - The Hundred Days Pt.1 - Quatre Bras and Ligny

Fri. 11 AM, 6 hrs, 16 players

GM: Jake Strangeway with Frank Chadwick, Tom Harris and Test of Battle Games

Sponsor: Test of Battle Games, Prize: Gift Certificate to Test of Battle Games

Napoleonic 15mm, Rules: Volley and Bayonet

What better way to celebrate the return of Volley & Bayonet to print than with Napoleon's return to the continent, and the climax of the entire Napoleonic Wars? We present the entire Waterloo campaign, in two giant linked games. Friday the twin battles of Quatre Bras and Ligny are fought out simultaneously on one large table. Saturday the battles of Waterloo and Wavre are fought on one large table as well. Will Grouchy march to the sound of the guns? Will the Prussians arrive in time?

F-367 - Engagement at Bir el Hurmat, May 1942

Fri. 11 AM, 5 hrs, 6 players

GM: Ralph Hoegermeyer with Malcolm Sleight and HMGS Great Lakes

WWII 15mm, Rules: Battlefield with some house rules

The 21st Panzer division is driving north in an attempt to sever the British 8th Army supply lines. Elements of the British 22nd Armored Brigade strike south of Bir el Hurmat to stem the advance. A historical combined arms engagement pitting newly arrived Grants against the veteran Panzer forces of the Desert Fox.

Rules taught; players 12 years and older please.

F-138 - BYOB (Bring Your Own Bombers) US 8th AF 1944

Fri. 11 AM, 4 hrs, 20 players

GM: John Stanoch with Bill Perry

Sponsor: Blue Sky Enterprises

WWII 1/285 micro, Rules: White Star/ Blue Sky

After years of waiting, the "large bomber raid" can now be run. This will be a contest simulating a large US 8th AF bombing raid over the Third Reich in 1943-1944. Each participant must bring a minimum of 6 painted 1/300th scale B17F/G or B-24D bombers with the appropriate number of Blue Sky Fight Stands. Any participant wanting to also play as an interceptor can also bring up to 120pts of painted 1/300th scale German interceptors as described in "White Star/Blue Sky" supplement.

All participants MUST e-mail me with the OOB's ASAP. Email: blueskyent@optonline.net. I am also looking for volunteers to help.

F-279 - Eye for an Eye: Markham Valley (New Guinea), Sept. 1943

Fri. 11 AM, 4 hrs, 8 players

GM: Brian Cantwell

WWII 1/285 micro, Rules: Check Your Six!

Gen. MacArthur, Gen. Kenney (commander of the Fifth Air Force in New Guinea), and Gen. Vasey (commander of the Australian 7th Inf Div) are on a brass hat flight to observe the parachute drop into the Markham Valley. Historically flight went off without a hitch, but what if Japanese had learned of the general's flight? The Imperial Japanese Army Air Force sends out its best to take revenge on the Americans for the assassination Admiral Yamamoto earlier that year.

Children welcome with adult supervision.

★ 12:00 PM ★

F-129 - Seige of Cuzco, 1536

Fri. 12 PM, 4 hrs, 9 players

GM: Victor Hiris

Renaissance 1/72, Rules: Home Rules

Can the Incas recapture their capital from the Conquistadores?

Kid friendly game.

F-194 - Samurai Knight Fever

Fri. 12 PM, 3 hrs, 6 players

GM: Tod Kershner

Samurai 20mm, Rules: Home Rules

Two 16th century samurai armies go at it for control of all Japan. Will the asigaru prove themselves? Will the artillery score a hit? Will savage leader-on-leader combat decide the day? Very easy home rules with emphasis on fun and laughs.

F-569 - Great Northern War: Battle of Lesnaya, 28 Sept. 1708

Fri. 12 PM, 4 hrs, 10 players

GM: Tom Black with Lyle Burlly

Age of Reason 15mm, Rules: Home Rules

One of the decisive battles of the Great Northern War. Between a Russian army of 14,500 and a Swedish force of 16,000 men located on the border between Poland and Russia. The battle itself was closely contested and both forces suffered heavy casualties. Late in the day, a snowstorm, something rare for September even in Russia, kicked up. The Swedes, unaccustomed to fighting in the snow, became disorganized and routed by Russian cavalry.

F-657 - Flames on the Frontier - Theme Game

Fri. 12 PM, 5 hrs, 6 players

GM: Ed Miller with Laverne Miller and Potomac Wargamers

French & Indian War 28mm, Rules: Brother against Brother modified

Action on the frontier during the French and Indian War.

Not recommended for kids.

F-190 - The Bey at Bay

Fri. 12 PM, 4 hrs, 8 players

GM: John Covello and Connecticut Game Club

Napoleonic 28mm, Rules: Scrubs and Swabs 2.2

A local pirate leader, Bey Yusuf Hamuda has been harassing British merchants trading on the Barbary coast. The Royal navy has decided to put an end to their capers and is mounting a shore raid. Can our Jolly Tars seize the batteries and capture or destroy the pirate vessels, or will they rot forever in the Bey's dungeon? Skirmish game.

Children under 14 accompanied by a parent is ok.

F-466 - Saunders Field: The Wilderness, 5 May 1864

Fri. 12 PM, 5 hrs, 6 players

GM: Mark Hayes

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

U.S. Grant has launched his much anticipated overland campaign, with the Army of the Potomac crossing the Rapidan River. Lee surprised the Yankees by advancing to meet them in the most awful terrain in Virginia - the Wilderness. The first large action of the battle occurred when Warren's V Corps attacked Ewell's Confederate troops defending hasty field works along the western edge of a large clearing known as Saunders Field.

F-614 - Milk Soldiers at Utah

Fri. 12 PM, 6 hrs, 8 players

GM: Greg Guth with Iain Black

Sponsor: Battlefront

WWII 15mm, Rules: Flames of War

The Allies derided the teenage soldiers of the 12SS Hitlerjungend as the "Milk Soldiers" until they met them in combat in Normandy. What if Rommel's original troop dispositions had been implemented and 12th SS had been posted near the coast? Come join the US 8th RCT and 101st airborne as they fight the "Milk Soldiers" for the causeways off Utah Beach.

F-479 - Slow Boat to Bardia, 20 June 1940

Fri. 12 PM, 3 hrs, 8 players

GM: C.B. Stevens

Sponsor: Skirmish Campaigns

WWII 1/72, Rules: Check Your Six!

Over Tobruk, a flight of four Cr. 42 fighters intercept a Sunderland Flying Boat along the Libyan coast. The Sunderland, known by the Axis as the "Porcupine" because it bristled with guns and for its legendary ability to sustain incredible damage, was a very tough target for the poorly armed Italian fighters. The Sunderland was finally forced to ditch near Bardia. Fly the Italian Cr-42 Falco and the British Gloster Gladiator. CY6! experience is a plus, but rules are easy and quick to learn.

"Young pilots" (under 12) welcome, but must have an experienced "co-pilot" with them.

F-648 - Warriors - Showdown at Four Trees

Fri. 12 PM, 2 hrs, 6 players

GM: Katie Adams and the HAWKS

Fantasy 120mm, Rules: Blood and 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.

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!

★ 1:00 PM ★

F-512 - Northumbrians Taking Umbrage!

Fri. 1 PM, 3 hrs, 6 players

GM: Jeffrey Ball

Sponsor: SAGA

Dark Ages 28mm, Rules: Skirmish Warfare

King Guthred is tired of the Danes taking the best of his 'Kingdom' for themselves and is looking to crush their strength in his lands. The collision of shield walls is inevitable! A classic grudge match is in the making.

Over age 13 ok; rules taught.

F-513 - Medieval Warfare Demo

Fri. 1 PM, 3 hrs, 6 players

GM: Perry Gray

Sponsor: SAGA

Medieval 28mm, Rules: Medieval Warfare

Join us in celebrating the release by Foundry of the Medieval Warfare rules by playing the game under the tutelage of the SAGA rules writers.

Over age 13 ok; rules taught.

F-203 - Battles in The Age of War (15mm Samurai)

Fri. 1 PM, 4 hrs, 4 players

GM: Martin Goddard with Andy Barnett, Ralph Ashdown and Sam Ashdown

Samurai 15mm, Rules: BAW (Peter Pig's Samurai battle rules)

Battles in the Age of War (BAW). Play a 15mm Samurai battle. Game is played on a 5'x3' layout. Two armies of 15mm figures. 2 Players per side. Players get to set up the scenery, carry out pre battle events and get fighting. Game last for 20 points (D6 countdown per turn). Rules used are the new BAW (samurai battle rules) by Peter Pig. Game will be umpired by playtesters of the rules. Similar to CWB (Civil War battles). Good fun we hope.

F-651 - Blockade of Tortuga, 1692

Fri. 1 PM, 4 hrs, 8 players

GM: Rick Stakes and Nows

Age of Piracy 15mm, Rules: Home Rules

The Pirates nest on the Island of Tortuga has long been a haven for piracy in the Carribean. The Governor of Jamaica has hired a formed a fleet of Privateers to clean out this nest of pirates and make the Carribean safe for British commerce. The game will be a straight up fight between 2 equally matched squadrons. No quarters will be given! Each player will command a ship of between 14 and 30 guns. The squadrons will consist of anything from an armed sloop to a Frigate.

A little gaming experience helpful. Kids with adult supervision OK with GM approval.

F-520 - MacDuff at Mollowitz, 10 Apr. 1741

Fri. 1 PM, 4 hrs, 6 players

GM: Chris Brooks with Jim Ellis, Bill Hawkes and Sean Donnelly

Prize: Old School Wargames yahoo group buttons for each player

Age of Reason 30mm, Rules: The Last Round by Ross MacFarlane

This Not-Quite-the-Seven-Years-War battle is an Old School inspired re-fight of Mollowitz. It is based on Charles Grant's classic 'The Wargame'. More than 1200 Spencer Smith miniatures will battle for control of the field.

Rules are simple and will be taught. Children under 13 may share a spot with a playing adult.

F-432 - Run through the Mountains - Theme Game

Fri. 1 PM, 3 hrs, 4 players

GM: Jayson Gardner and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

French & Indian War 28mm, Rules: This Very Ground

Rogers Rangers flee a fallen block house with local colonists and try to escape French and Indian forces by heading over a mountain range. Can they get the locals to safety and deliver the message of impending attack?

Under 16 only with accompanying adult.

F-125 - "All the King's Men" Demo Games

Fri. 1 PM, 1 hrs, 4 players

GM: Ken Cliffe with Gina Cliffe

Sponsor: All the King's Men Toy Soldiers

AWI 54mm, Rules: All the King's Men

Go to war as a true gentleman... with 54mm toy soldiers! Join All the King's Men Toy Soldiers as we demo our rules for the horse-and-musket period. This is not skirmish gaming! Everything provided. Just bring your memory of what got you into wargaming in the first place. Demos run all convention long at the ATKM booth in the Expo Hall (see Expo Hall map in program). We offer classic toy soldier gaming in the old school style, which includes metal castings, resin buildings, and an original set of rules.

Children must be accompanied by an adult.

F-225 - Battle of Chateauguay, 25 Oct. 1813

Fri. 1 PM, 4 hrs, 6 players

GM: Duncan Adams and the HAWKS

War of 1812 25mm, Rules: With MacDuff to the Frontier

With the Canadian winter about to close the campaigning season a two pronged American invasion creeps forward to threaten Montreal. Lt.-Col. Charles-Michel d'Irumberry de Salaberry, charged with stopping the right column, has chosen his spot along the swampy banks of the Chateauguay River. There fewer than 2000 Canadian militia face more than twice their number. Can they hold and defend their homes?

Under 12 welcome with playing adult.

F-215 - Seven Pines, 1862

Fri. 1 PM, 5 hrs, 6 players

GM: Mike Pierce with Rich Hasenauer and Hasenauer's Heroes

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

On 31 May 1862, Gen. McClellan has maneuvered his army close to Richmond. His forces become separated by the rain-swollen Chickamony River, and Gen. Joe Johnson has a plan to strike it hard. But the Rebel army's approach is mishandled, and by early afternoon, Gen D. H. Hill tires of waiting. At 1 PM his four brigades come crashing out of the dark pine woods against the Union line near Seven Pines. Can the Rebs save Richmond or will Little Mac's campaign be crowned with victory!

F-629 - Ashanti War, 1874

Fri. 1 PM, 4 hrs, 6 players

GM: Nigel Clarke and Colonial Wars Yahoogroup

Colonial 28mm, Rules: The Sword and the Flame

It's the Autumn of 1874, and the troublesome Ashanti Empire has chosen to try the might of Queen Victoria's Empire. Join us as we take the coastal villages or defend them against bloodthirsty savages.

F-591 - Langensalza: The Hanoverians' Last Stand

Fri. 1 PM, 5 hrs, 6 players

GM: Bruce Weigle

19th Century 6mm, Rules: 1866

Prussia's sudden invasion of the Kingdom of Hanover in 1866 caught the Hanoverian army by surprise, and it retreated towards its Bavarian allies short of nearly everything. At Langensalza - almost half-way to Bavaria - the army stopped to rest and consider its options. Although 3 Prussian divisions were closing in, one Prussian general with an outnumbered scratch force of regulars, Landwehr, and garrison troops, decided to preemptively attack alone on 27 June. It would be the Hanoverians' last battle.

F-258 - Dogger Bank, 1915

Fri. 1 PM, 5 hrs, 11 players

GM: Dave Emdee

WWI 1/1200, Rules: Victory at Sea

The Hun is out looking to shell another helpless British town. Hipper's Battlecruiser Squadron is at sea but finds Beatty's Battlecruiser Squadron at Dogger Banks. Time to run for home but the Cruiser Blucher is sooooo slow. As the Germans can you save honor by saving yourself and Blucher, or as the Royal Navy sink all the Hun baby killers.

Rules taught.

F-252 - Attack on the Twin Villages

Fri. 1 PM, 4 hrs, 7 players

GM: James (Tank) Nickle and the HAWKS

WWII 1/285 micro, Rules: Look Sarge, No Charts: WWII

Early in the Ardennes Offensive 12th SS Panzer Div fights to secure the roads designated as Rollbahns A and B from elements of the US 2nd Inf Div.

F-263 - Thala, Tunisia 1943

Fri. 1 PM, 3 hrs, 6 players

GM: Greg Lyle and Potomac Wargamers

WWII 15mm, Rules: Battlefront: WWII

With the breakthrough at Kasserine Pass Rommel's forces pursued the Allies without pause. Orders for the 10th Panzer Div are to advance North from the Kasserine Pass and attack the British forces of the 6th Armored Div holding Thala. It is there the British Brigadier Nicolson declared that the Allied forces would no longer retreat. This battle, commencing on 22 Feb. 1943, is the last chance for an Axis victory in Tunisia.

F-652 - Battlewagons in Action!

Fri. 1 PM, 4 hrs, 8 players

GM: John Drye with Vince Stella and Paul Robinson

Sponsor: GHQ, Prize: Merchandise Certificates

WWII 1/2400, Rules: Micronauts the Game

Battlewagons in Action! Using GHQ's new "WWII Micronauts: The Game", test your powder by facing off against one of WWII's mightiest ships. Unrestricted by the Washington Naval Treaty! Multi-player games involving one of several what-if games using the Big Ships.

Gamers of all ages welcome.

F-239 - Action at St. Manvieu

Fri. 1 PM, 4 hrs, 6 players

GM: Don Hogge and the HAWKS

WWII 28mm, Rules: Battleground WWII

Operation Epsom, 26 June 1944. The 6 Royal Scots Fusiliers supported by tanks from B Squadron 9 Royal Tank Regt are ordered to take the village of St. Manvieu. However, the 1st Battalion, 26th Panzer Grenadiers are not ready to leave.

Gamers under the age of 14 are welcome with an adult.

F-244 - Dordrecht: The Witch's Cauldron, 13 May 1940

Fri. 1 PM, 4 hrs, 7 players

GM: Kurt Schlegel and the HAWKS

WWII 20mm, Rules: BAPS

For three days the Dutch in Dordrecht have held up the German advance on Rotterdam. Now, General Student's fallschirmjaegers have reinforcements and are ready to attack again. Scenario will be a playtest from the future Skirmish Campaigns book on the battle.

F-419 - All for an Air Strip: French Indochina War, 1950

Fri. 1 PM, 4 hrs, 5 players

GM: Matt Kirkhart and Army of Central Maryland

Modern 20mm, Rules: "Tien-Len!"

Six months ago the French lost an important air strip near the town of Mao Khe. Even though the Viets aren't using it, and it has become overgrown, the French want it back. Paratroopers are dropped in to secure the air strip and the surrounding village. Shouldn't be too tough, just some Local Force Viet Minh defending it. Hold on! Is that a Viet Minh bunker complex I see over there on the horizon!?

Rules taught.

★ 2:00 PM ★

F-411 - Roman Chariot Race

Fri. 2 PM, 2 hrs, 10 players

GM: Brian DeWitt and NOVAG

Ancients 15mm, Rules: Roman Circus

Classic Roman Chariot race where fouling is legal and expected from start to finish. Can you make it to the finish line?

F-297 - The Fall of the Han

Fri. 2 PM, 4 hrs, 6 players

GM: Phil Brehart and the BOG's Miniatures & Strategy Club

Sponsor: Two Tin Soldiers / Legions East, Prize: Cert. of merit for best Player

Ancients 1/72, Rules: The Fall of the Han

The Han Dynasty ruled China for 4 Centuries. During the end of the 2nd Century A.D. the Empire began to collapse. Regional leaders began to compete for power and divide China amongst themselves. The Emperor still existed, but was powerless and became a tool of the competing factions. You are 1 of 6 historical figures vying for Supremacy!

New comers welcome. Kids under 13 with adult.

F-362 - Viking raid at Focester

Fri. 2 PM, 4 hrs, 6 players

GM: James Reynolds and Wednesday Night Painting group

Dark Ages 28mm, Rules: WAB skirmish

Wulfgar has learned of the riches at the monastery at Focester. He takes his lone Viking ship to raid the English coastal village in search of plunder. Can the local lord Aethelric protect his people.

Not recommended For Kids.

F-353 - Birth of a Nation: Battle of Ourique, 25 July 1139

Fri. 2 PM, 3.5 hrs, 6 players

GM: Richard Wareing

Sponsor: LMW Works & MagWeb.com

Medieval 15mm, Rules: Knight Hack

As the (illegitimate) grandson of a king, Alfonso Henriques styled himself "Prince of the Portuguese." On St. James Day, 1139 he led his outnumbered army into battle against the Almoravid horde of Ali Ibn Yusuf. When the fighting was over five Moorish kings lay dead and Alfonso would use this triumph to proclaim himself King of the new country of Portugal. Ultimately, the Pope would agree and Portugal became a country, so come fight in the Reconquista and see how nations are born!

Part of the Wars of Portugal Series. Adults and players 13 and up with a playing parent are welcome.

F-452 - The Peasants are Revolting - Yuck!

Fri. 2 PM, 3 hrs, 6 players

GM: Ralph Parker

Medieval 25mm, Rules: Iron Winds of War/Rules According to Ral

Bandits have been stirring up the peasantry. The nobles are fed up and need to put the miscreants to the sword. Who will you stand with... the rebel rousers or "The Man"?

F-579 - Polish Revolt Against the Teutonic Knights

Fri. 2 PM, 4 hrs, 8 players

GM: David Fyfe and Woodbridge (VA) Area GamerS

Medieval 15mm, Rules: Might of Arms

Polish Kingdom, once former allies, is tired of the Teutonic knights, and wants to finish them off for good this time. Objective, "Destroy the last standing army of the Teutonic Knights".

F-444 - Falling Out Between Friends

Fri. 2 PM, 3 hrs, 4 players

GM: Chalfant Conley and Susquehanna Wargamers

Age of Piracy 25/28mm, Rules: Ware Boarders!

Things had been going so well, with a big pile of loot and plenty of rum... well, maybe a bit too much rum, and now no one seems to remember who gets what! Only one way to sort it out... make sure the only one who gets a share is you!

Under 16 with accompanying adult only.

F-172 - The Glorious 24th of July, Second Battle of the Gummibahrenwald - Theme Game

Fri. 2 PM, 4 hrs, 12 players

GM: Otto Schmidt and Wilderness Wargamers

Seven Years War 25mm-30mm, Rules: Oh God! Anything But a Six

King Faustus the Great of Bad-Zu-Wurst is attempting to trap the light forces of the Princessipate of Saxe-Burlap und Schleswig Beerstein in the tangled wilderness of the Gummibahrenwald. He is tired of their raiding his convoys of supplies and playing practical jokes on him, and this time,, he is determined that the joke will be on them. We shall see. Not for the gamer who has no sense of humor!

F-429 - Plains of Abraham: Battle of Quebec, 1759 - Theme Game

Fri. 2 PM, 4 hrs, 8 players

GM: George Hunsicker and Reading Area Wargamers (RAW)

French & Indian War 25mm, Rules: Washington's Wars (highly modified)

The British have come to take Quebec. Can the noble Marquis de Montalme overcome this hostile force or will the British under Major General Wolfe win the day?

Prefer children under age 14 be accompanied by supervising adult.

F-422 - Empires Collide: French and Indian War Campaign Game - Drums Along The Mohawk - Theme Game

Fri. 2 PM, 2 hrs, 12 players

GM: John Spiess with Frank Luberti and New York Wargamers Association

Sponsor: Osprey Publishing, Prize: Prizes by New York Wargamers Association

French & Indian War 25mm, Rules: Trench Wars (modified)

Pt.2 of an all day campaign game based upon the book "Empires Collide: The French and Indian War" by Osprey Publishing. French, British, Rangers, Militia and Indians all clash along the frontier. Skirmish game using the "Trench Wars" rules system modified for FIW. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Terrain by Miniature Building Authority; figures by Dragon Painting Service. Pre-game viewing: "Drums Along The Mohawk" (1939) with Henry Fonda.

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

F-433 - Gabarus Bay Landings: Louisbourg, 8 June 1758 - Theme Game

Fri. 2 PM, 4 hrs, 8 players

GM: Van L. Osgood and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

French & Indian War 25/28mm, Rules: This Very Ground modified

Players control several 18 man platoons. The British must assault from boats and secure a Beachhead while being supported by an 8 gun Cutter. Hidden French forces must fight desperately until enough reinforcements arrive to drive back the invaders.

Rules Taught, Beginner Friendly, Need to be 15+ years due to semi-sharp objects.

F-341 - Braddock's Defeat, 9 July 1755 - Theme Game

Fri. 2 PM, 3 hrs, 8 players

GM: Matthew Grove

French & Indian War 54mm, Rules: Flintlocks and Tomahawks - Skirmish rules

Amid the wilderness of North America, Britain suffered one of the most humiliating defeats in her history. General Braddock's army, a mixture of British regulars and American Militia, was devastated, losing over 900 men from a force of 1300. Braddock was killed and the remnants of his army were rescued by his aide, Colonel George Washington. This defeat and subsequent chain of events ultimately led to the start of the Seven Years' War.

no one under 18 years, please - due to the figures being used. Sponsors: John Jenkins Designs and Minutemen Toy Soldiers.

F-660 - "Who you calling a ferry?" - Green Spring, VA (6 July 1781)

Fri. 2 PM, 4 hrs, 6 players

GM: Marvin Veeder with James Veeder, Steve Kyer and F.O.G.S.

AWI 28mm, Rules: Crucible of War

Cornwallis tries to out fox young Lafayette at the ferry crossing at Green Spring Farm. Can you cut off the British or trap the Americans? Beautifully painted miniatures and terrain provide a great backdrop for a fast and easy rule set that give the feel of a 18th century battle.

Young adults are welcome.

F-382 - Celluloid Heros of the West

Fri. 2 PM, 4 hrs, 14 players

GM: Maurice Holmes with Sean Stratton

Wild West 25mm, Rules: High Noon

"We take you now to those thrilling days of yesteryear..." Have you ever wondered who the greatest guffighters of the cinema and TV were? Was it the Lone Ranger, John Wayne, Clint Eastwood? Now you can find out! Join us in this exciting adventure where the heroes of TV and Silver Screen fight. Found out once and for all who is the greatest gunfighter of all time.

F-630 - The last stand of Beau Geste again, Sahara on the edge of Sudan, 1890

Fri. 2 PM, 4 hrs, 6 players

GM: Joe Watts and MNA

Colonial 25mm, Rules: Sandscape—a Heroscape variant

The Geste Brothers have died repeatedly at Fort Zinderneuf at past conventions. The rescue column has arrived but never quite in time. Is it not the essence of romance to hope our doomed endeavor may succeed if we try, but one more time? A game for kids and adults who like old historical movies and games where you roll lots of dice as hordes of miniatures perish.

Kid Friendly.

F-582 - The Alamo for Adults

Fri. 2 PM, 3 hrs, 8 players

GM: Bob Burnham and Woodbridge (VA) Area GamerS

19th Century 25mm, Rules: Heavily modified The Sword and the Flame

Many have tried to defend the Alamo successfully, however in the sixty times the game has been played, only once have the Texans won. Will you be the one to hold the Alamo and keep Texas free, or will you be the next one to beat the Texans and re-take Texas for Mexico? Game uses hundreds of figures and a 3'x3' foot scale model of the Alamo.

Teenagers and Adults only: ages 12 and up.

F-269 - Aerodrome 1.1

Fri. 2 PM, 8 hrs, 10 players

GM: Hal Dyson

, Prize: 1st "kill", silver wings; 5, gold wings; 25, Blue Max!WWI 1/72, Rules: Aerodrome 1.1 by Stan Kubiak

Thrill to the kill! WW 1 combat as it was: simple, intense, bloody! Novice or veteran; chance, luck, skill; YOU live in fame or go down in flame! "Bennies" for combat success. Runs from 2PM to 10 - 10:30 PM in a series of 60-90 min rounds. "Dead" yield seats to pilots awaiting aircraft at the end of each round on a first come - first serve basis. The purpose of the game: ENJOY!

Under 15 by mutual consent of GM and parent. Beginner friendly. Rules taught on site.

F-587 - Battle of The Barents Sea

Fri. 2 PM, 4 hrs, 8 players

GM: Tim Neisen with Dr. Don Carlucci and the Seekrieg Admiralty

WWII 1/2400, Rules: SEEKRIEG 5

By December 1942, the Allies were taking a terrific pounding on the Murmansk run. After the PQ-17 disaster, the Allies slowly began convoys to Russia again. For various reasons, convoy JW-51 was divided in two and sent on its way. Convoy JW-51A left Scotland and arrived in Kola inlet on Christmas Day without loss. Convoy JW-51B might not be so lucky.

F-414 - Fleet Air Arm at Onagawa Bay, 9 Aug. 1945

Fri. 2 PM, 3 hrs, 8 players

GM: Michael Miller

WWII 1/144, Rules: Check Your Six!

Fleet Air Arm aircraft from the Formidable raid against the Japanese mainland. One of the pilots flying is Lt. Gray. He became only the second fighter pilot to receive a VC in World War 2.

F-320 - Exercise Rhine with a Twist

Fri. 2 PM, 6 hrs, 14 players

GM: Chris Carlson with Mike Harris, Jay Wissmann and Larry Bond

Sponsor: Clash of Arms Games

WWII 1/2400, Rules: Command at Sea

Bismarck is in trouble in the North Atlantic. The British hounds are closing in for the kill. Can the Kriegsmarine get assistance to the beleaguered battleship in time, or are we going to watch history run to the inevitable conclusion. Join Chris Carlson and the rest of the Admiralty Trilogy crew as they showcase the latest offering from Clash of Arms games, Atlantic Navies.

First-time players invited as rules taught.

F-287 - Dutch Hold'em

Fri. 2 PM, 4 hrs, 6 players

GM: Peter Fett and the BOG's Miniatures & Strategy Club

Sponsor: Two Tin Soldiers / Legions East, Prize: Cert. of merit for best Player

WWII 15mm, Rules: Battlefront

Those pesky Dutch just won't let the Krauts march on by.

New comers welcome. Kids under 13 with adult.

F-532 - Wrong Turn On The Way To Oboyan: Kursk, 10-11 July 1943

Fri. 2 PM, 7 hrs, 6 players

GM: Steve Curtis with Martin Hudson

WWII 15mm, Rules: Battlefront:WWII

During the waning days of operation Citadel the Germans attempted to secure their left flank. Units from 48 Panzer Corps attempt to encircle and destroy the Russian 3rd Mechanized and 6th Tank corps. This is part of a mini campaign with the results from one session effecting the next session. This will be run as two or three consecutive scenarios with a break in between.

F-589 - Driving for the Bridges

Fri. 2 PM, 4 hrs, 4 players

GM: David Luff and NOVAG

Modern 6mm, Rules: Fistful Of Tows 2

It's 1985, and NATO units are defending bridge crossing as Warsaw Pact forces try to capture the bridge crossings. Can NATO wait for reinforcements or will the red tide continue on?

F-610 - Star Wars: Tarkin Must Die

Fri. 2 PM, 3 hrs, 8 players

GM: D. Grant Greffey

SciFi 30mm, Rules: Home Rules

Grand Moff Tarkin is one of the most hated and feared figures in the Galactic Empire. Tarkin rules The Outer Rim sectors with cruel terror in the name of the Emperor. So when the Rebel Alliance decided upon assassinating him, there was no shortage of volunteers for the mission.

Rules taught; Kid friendly, but players younger than 10 should have an adult "helper" please.

★ 3:00 PM ★

F-185 - Byng's Salvation, 15 July 1756 - Theme Game

Fri. 3 PM, 8 hrs, 6 players

GM: Stanley Sunderwirth

Seven Years War 1/2000, Rules: Victory Under Sail

After his defeat at Minorca, Admiral Byng's only hope of avoiding the firing squad was to leave his two most damaged ships in Gibraltar and take his reinforced fleet directly to Toulon to intercept the returning French. The Marquis de Galissonnière's convoy and 15 battleships have the weather gage. Players will control full squadrons in a game with lots of dice and almost no charts.

Rules taught.

F-457 - "Raid On The Abenaki" - 1759 - Theme Game

Fri. 3 PM, 4 hrs, 8 players

GM: Robert Gravener

French & Indian War 28mm, Rules: The Sword and the Flame - Modified

British Rangers and Light Infantry have penetrated deep into French territory to conduct a punitive raid on an Abenaki village. The destruction of the village will deny the French a vital supply and forward base of operations for the upcoming winter campaign. That's the easy part - after the raid the Rangers and Lights have to get away with the countryside alive with hostile Indians and Frenchmen looking to wet their scalping knives!

F-562 - Battle at Jacob's Tavern - Theme Game

Fri. 3 PM, 4 hrs, 4 players

GM: Del Stover with Ben Fornshell and Wednesday Night Gamers of Alexandria

French & Indian War 25mm, Rules: Musket & Tomhawk

General Montcalm has sent a sizable force of regulars, Coeur de bois, and Huron Indians toward Albany, to fuel panic and force the British to divert troops to defend the western frontier. But as French advance upon the village named after the local tavern, they find local militia and a lone cannon are ready to put up a fight. Join us for this French and Indian War battle fought amidst the cabins, shops, and farms of a frontier settlement. Can you keep your Indians from scavenging?

F-117 - "All the King's Men" Demo Games

Fri. 3 PM, 1 hrs, 4 players

GM: Ken Cliffe with Gina Cliffe

Sponsor: All the King's Men Toy Soldiers

AWI 54mm, Rules: All the King's Men

Go to war as a true gentleman... with 54mm toy soldiers! Join All the King's Men Toy Soldiers as we demo our rules for the horse-and-musket period. This is not skirmish gaming! Everything provided. Just bring your memory of what got you into wargaming in the first place. Demos run all convention long at the ATKM booth in the Expo Hall (see Expo Hall map in program). We offer classic toy soldier gaming in the old school style, which includes metal castings, resin buildings, and an original set of rules.

Children must be accompanied by an adult.

F-178 - "OK, I Want to Know Which One Of You Said I Should Invade Russia?"

Fri. 3 PM, 4 hrs, 8 players

GM: Jerry Lannigan and Society of Daisy

Napoleonic 28mm, Rules: Oh God! Anything But a Six

Napoleon's Grand Arme'e stands before the Russian lines at Borodino. He surveys the field only to see hordes of green-coated infantry, hundreds of guns, and thousands of cavalry. What will he do? Can his forces break the back of the Muscovite Menace and push on to Moscow? WARNING: This is not for players who want or need "serious gaming"!! If you do, run and hide!

F-165 - Shiloh, 6 Apr. 1862

Fri. 3 PM, 8 hrs, 8 players

GM: James Dziedzic with Chris Collins and Southern Maryland Partizans

American Civil War 15mm, Rules: Fire and Fury

The sun rose over the Union encampment at Pittsburg Landing. Neither Ulysses S. Grant, nor Albert S. Johnston, could possibly know what this day would hold. It would bring advances in military tactics. It would bring innovations in the medical field. It would change all preconceived notions that the Civil War would be short-lived. For Johnston and thousands of other brave soldiers on the Union and Confederate sides, it would bring death.

Rules taught.

F-141 - Trench Wars: Battle of the Bees

Fri. 3 PM, 4 hrs, 8 players

GM: Jim Stanton with Steven Stanton

Sponsor: Brigade Games, Prize: Brigade Games WW1 Figure

WWI 28mm, Rules: Trench Wars

Combined force of Indian and British troops will attempt to drive the Germans from the rail station on the outskirts of Tanga. After landing on the beach the Allies must approach Tanga through a wooded area that is the home to some African Killer Bees. Let's hope loud noises don't startle them.

No one under 14 without a playing adult with father/son teams encouraged.

F-638 - Mad Science and Bad Juju!

Fri. 3 PM, 4 hrs, 50 players

GM: Howard Whitehouse

Pulp 25mm, Rules: Astounding Tales

The Fifth Annual Astounding Pulpstravaganza offers heart-pounding pulp action from Arctic Wastes to steaming jungles, with clean-jawed heroes, gloating villains and women with easily-ripped costumes. Marvel at the bad accents and ludicrous plot twists! Featuring a cast of thousands (or at least dozens), with the return of Hollywood's own Roxy Smothers, the annoying monkey boy, Fu Manchu, Ilsa the She-Wolf and those tedious Nazi goons. Bring your own cheap liquor and unfiltered cigarettes.

F-646 - Poland, 7 Sept. 1939

Fri. 3 PM, 3 hrs, 6 players

GM: Buck Surdu and the HAWKS

WWII 12mm, Rules: Look Sarge, No Charts: WWII

The German 2nd Panzer Div, pushing past Tarnow in southern Poland crashes into the Polish 21st Mountain Inf Div. Can the Polish infantry blunt the German attack long enough for the 10th Mechanized Brigade to move up for a counter attack? The rules used have No Chart Cards and allow the players to concentrate on the tactical situation, not the game.

Rules taught. Younger gamers welcome with a playing adult.

F-498 - Clash at Helmond, 19 Sept. 1944

Fri. 3 PM, 5 hrs, 7 players

GM: Jeff Kimmel and the Rogues

WWII 28mm, Rules: Arc of Fire

The 101st Airborne had secured their early objectives in Operation Market-Garden and joined with XXX Corps. Tasked with keeping the main highway open, US Paratroopers with British tanks in support advance into the surrounding countryside to spoil German counterattacks. North of Eindhoven, Paratroopers from the 506th Parachute Inf Regt and Guards Armored Div tanks moved into the small town of Helmond to flush out Germans. Town appears to be empty at first, but that will change quickly.

Rules taught.

F-327 - Oil Boom!

Fri. 3 PM, 3 hrs, 6 players

GM: Stan Johansen with Mike Vogell

Sponsor: Stan Johansen Miniatures, Prize: \$25 SJM merchandise

Modern 28mm, Rules: Jihad

On a lonely moonlit night somewhere deep in Iraq, at a pumping station junction, factions of the country's current political status meet and interact with each other. Mayhem ensues. A small patrol of US forces is sent out to the station to sort it all out.

Players can download rules at <http://stanjohansenminiatures.com>

★ 4:00 PM ★

F-412 - Roman Chariot Race

Fri. 4 PM, 2 hrs, 10 players

GM: Brian DeWitt and NOVAG

Ancients 15mm, Rules: Roman Circus

Classic Roman Chariot race where fouling is legal and expected from start to finish. Can you make it to the finish line?

F-231 - Fold & Fight

Fri. 4 PM, 2 hrs, 5 players

GM: Todd Harland-White and the HAWKS

Napoleonic 50mm, Rules: Milk and Cookies

This game uses Origami Soldiers folded using patterns by Wayne Ko. Battle pits British General Craufurd and his Light Division against the advancing troops of French General Ney at the Coa River bridge.

The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

F-348 - Gross Beeren, 1813 - Act 2

Fri. 4 PM, 5 hrs, 6 players

GM: Bill Gray

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

The French move north to capture Berlin, with Crown Prince Bernadotte's Army of the North ready to deflect the blow. But mis-deployment has resulted in the Swedes and Russians the first to take ailing Marshal Oudinot's hammer strike, not the Prussians! With the future crown of Sweden on the line, how aggressive will Bernadotte be? One game, two sessions; the second continuing the mess from the first.

F-393 - A Stroll Across No-Man's Land, 1916

Fri. 4 PM, 4 hrs, 6 players

GM: Jon Coulter

Sponsor: Old Dominion Game Works

WWI 15mm, Rules: Mein Panzer

The Germans must plan and mount a classic infantry assault across No Man's Land against a British position. Preplanned artillery, machine gun fire lanes, mortars, and a few tanks are at your disposal. Will your plan be sound? Will you use your rolling artillery wisely? Will you die? Come and take a stroll across No-Man's Land and find out.

Rules Taught, beginners Welcome.

F-539 - Eagle over the Rising Sun, Tarawa 1943

Fri. 4 PM, 4 hrs, 4 players

GM: Eric Alvarado with Jerry Frazee

Sponsor: Eagle over the Rising Sun

WWII 28mm, Rules: Modified Arc of Fire

American forces invaded Japanese held Tarawa during the WWII Pacific Campaign. Using terrain built and figures painted by artist Jerry Frazee, you may take on the role as either the invading American force with the sole mission of capturing this island -or- the defending Japanese force with the sole mission to defend the island with honor. Scenarios selected from the Tarawa 1943 scenario book and announced on the Eagle over the Rising Sun website at www.eotrs.com.

F-394 - You Sank My Battleship!

Fri. 4 PM, 4 hrs, 6 players

GM: Kenny Noe

Sponsor: Old Dominion Game Works

WWII 1/1800, Rules: General Quarters III

This is a registered demo game designed to teach the rules for GQIII. Each player will receive a battleship with one goal... Sink everyone else. Last Man Standing wins! Simple... Yea, right!!

Rules Taught, beginners Welcome.

F-475 - New Snakes in Town

Fri. 4 PM, 4 hrs, 8 players

GM: Alvin Gunkel

Sponsor: Skirmish Campaigns

WWII 1/300, Rules: Check Your Six!

In Spring of 1943 in the skies over the Kuban River in the Northern Caucasus region of Russia the Luftwaffe ran into a little trouble in the form of the 9th Guards Fighter Division. Pilots of the 9th Guards flying P-39 Airacobras and P-40 Kittyhawks have adopted new tactics under the leadership of Aleksandr Pokryshkin and the Luftwaffe isn't too happy about this! Come join the Check Your Six! Furball; <http://www.skirmishcampaigns.com/>.

F-477 - Daba Prang

Fri. 4 PM, 4 hrs, 10 players

GM: Scott Fisher

Sponsor: Skirmish Campaigns

WWII 1/100, Rules: Check Your Six!

On Oct. 9th the Allies launched a major effort to bomb the airfields at El Daba and Fuka following a heavy rainstorm that had turned the fields into lakes. The desert drained and dried quickly however and both the Germans and Italians were able to launch aircraft to intercept the raids. Numerous Allied units of all nationalities participated in what would become later known as the "Daba Prang". Come and test your skills in aerial combat with Check Your Six! rules (www.skirmishcampaigns.com).

F-396 - Paw of the Tiger

Fri. 4 PM, 4 hrs, 6 players

GM: Tran Tu with Mike Moran and Blackstone Disorganized Militia Game Club

Sponsor: Old Dominion Game Works

WWII 10/12mm, Rules: Mein Panzer

Throughout the winter of 1942/43, the Soviets launched repeated attacks to relieve the siege of Leningrad. The hard pressed Germans used a trip wire defense of light forces, backed by a "fire brigade" mobile force, which was quickly dispatched to the inevitable breakthrough sector. Such a fire brigade was the 1st Company, SS Panzer Battalion 502, with ace tanker Capt. Hans Bolter, who was called upon to halt a major Russian incursion by a full battalion of the 122nd Guards Tank Brigade.

Rules Taught, beginners Welcome.

F-395 - Halo Wars

Fri. 4 PM, 4 hrs, 4 players

GM: Mike Noe

Modern 28mm, Rules: Home Rules

Master Chief and the human faction warriors are trapped deep in a bunker within a city under control by the Covenant and Flood. These two factions have banded together to wipe out everyone else. Come play in a "Fort Apache" style scenario and help Master Chief or control the dark evil forces that are determined to annihilate life in the universe.

Rules Taught, beginners Welcome.

F-268 - Operation: Desert Breeze - Modern Iraq

Fri. 4 PM, 4 hrs, 8 players

GM: Michael Johns with Dennis Layson

Sponsor: Miniature Building Authority

Modern 28mm, Rules: Open-Conflict (home rules)

Multiple factions fighting for control of a small village in modern Iraq. Players are broken into teams and given missions in secret. Team that accomplishes most missions is victorious.

F-318 - Space Tanks!

Fri. 4 PM, 4 hrs, 4 players

GM: Sean Conlon with Chris Haire

SciFi 6mm, Rules: Command Horizon

Raid on the Hydro Power Complex! Conventional warfare in the 26th Century. Players will command battalions of vehicles, infantry walkers and mechanized troops in games that are quick and simple to play, using a minimum of charts, tables and modifiers. Interested players can examine the free rules at <http://www.commandhorizon.com>.

No young children, please.

★ 5:00 PM ★

F-573 - Wooden Ships and Wooden Men

Fri. 5 PM, 3 hrs, 6 players

GM: Jim McCourt

Age of Piracy 15mm, Rules: Wooden Ships and Wooden Men

Your favourite wooden pirates are back for what is sure to be a rum good time. A raid on an unsuspecting town! You'd think the townspeople would catch on by now...

Kid Friendly-Kid preferred.

F-423 - Empires Collide: French and Indian War Campaign Game - The Last of the Mohicans - Theme Game

Fri. 5 PM, 2 hrs, 12 players

GM: Tom Cusa with Frank Luberti and New York Wargamers Association

Sponsor: Osprey Publishing, Prize: Prizes by New York Wargamers Association

French & Indian War 25mm, Rules: Trench Wars (modified)

Conclusion of an all day campaign game based upon the book "Empires Collide: The French and Indian War" by Osprey Publishing. French, British, Militia and Indians clash along the frontier. Skirmish game using the "Trench Wars" rules system modified for FIW. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Terrain by Miniature Building Authority; figures by Dragon Painting Service. Pre-game viewing: "The Last of the Mohicans" (1992) with Daniel Day-Lewis.

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

F-128 - Sunrise at Antietam

Fri. 5 PM, 6 hrs, 6 players

GM: Peter Dalton and Society of "Other-Maine" Miniature Enthusiasts

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

Sunrise at Antietam recreates the early morning fight for the Cornfield, the West Woods, and the Sunken Lane. The fighting here lasted from early morning until mid-afternoon. Scenario will feature a modified version of the Fire and Fury rules and an extremely accurate recreation of the field of battle. Come join us and see if you can rewrite history in this the bloodiest day of the American Civil War.

F-274 - Sky Galleons of Mars, 1889

Fri. 5 PM, 5 hrs, 10 players

GM: David Kasper and Northern Ohio Wargaming Society

, Prize: Trophy Victorian Science Fiction 25mm, Rules: Mod Sky Galleons of Mars

Back by popular demand. The Martians after their victory over Admiral Winthrop are up to no good. Reports have said the Qenotrian empire is building the biggest warship ever seen. The new commander of the English gunboat fleet is sent to destroy this ship. This game is based of the old GDW game Sky Galleons of Mars. This is in 25mm with large colorful ships and crews of the early 1900s.

F-343 - All is Not Quiet on the Western Front: WW I

Fri. 5 PM, 4 hrs, 10 players

GM: Bruce Kimball with Bill Smith and BPGS

WWI 1/72, Rules: Modified Aerodrome

WW I: Dogfights, trench strafing and general carnage. Your Mission: Attack enemy trenches. As you fly over your lines and across No Man's Land, your squadron encounters enemy planes with the same objective. Your duel in the sky has become more deadly as ground fire must also be dealt with. Fast paced, easy to learn rules based on the classic Aerodrome rules.

Children under 13 only if accompanied by an adult.

F-482 - Go Speed Racer Go!

Fri. 5 PM, 4 hrs, 20 players

GM: Jape Trostle with Brent Trostle, Jim McNaney and Triangle Simulation Society

Sponsor: Military History Press and Glory Games, Prize: Fun trophy

Modern 1/64, Rules: Speed Rally

Can Speed Racer win the dangerous and thrilling Race Around the World? As he guns the powerful Mach 5 across all seven continents, he will be challenged by some of the most famous cars and drivers in history, including Racer X, the Car Acrobatic Team, Jeff Gordon and Team NASCAR, the Wacky Racers, the Dukes of Hazzard, Herbie the Love Bug and more! From the GMs who brought you the Circus Maximus comes an all new convention racing event, using new rules from Glory Games: Speed Rally.

Young drivers welcome, but must be supervised (In fact, parent-kid teams are encouraged.) Rules taught. Adventure's waiting just ahead!

F-434 - Burning Down The House

Fri. 5 PM, 3 hrs, 6 players

GM: Bryan Miley and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

Modern 28mm, Rules: Super System, rules will be taught

Valiant Heroes, Dastardly Villians, and a drunk guy in a burning pub - Oh My! Superheroes rush to save as many civilians from the ever - spreading fires all while fending off the very evil-doers that - started the blazes!

Under 16 with accompanying adult only.

★ 6:00 PM ★

F-515 - Marcomanni Wars: Sarmatians!

Fri. 6 PM, 4 hrs, 6 players

GM: Shan Palmetier

Sponsor: SAGA

Ancients 28mm, Rules: Ancient Warfare

Eight years into the Marcomanni Wars, Marcus Aurelius is firmly in control, and is stoically executing his plan of mass Genocide. Scenario features a breakout attempt by a desperate band of Sarmatian Lancers and their surviving Germanic allies. Can Rome's victory be complete? Or will the tribes live to fight again another day?

Rules taught.

F-516 - Ipsus, 301BC

Fri. 6 PM, 4 hrs, 8 players

GM: Steve DeLucas

Sponsor: SAGA

Ancients 15mm, Rules: Ancient Warfare

The BIG battle of the successors, Seleucus & Lysimachus vs Antigonos & Demetrius, lots of troops: Cavalry, Argyraspids, Phalangites, Peltasts of all kinds and literally tons of elephants! All squaring off on a flat plain and ready for battle.

Rules taught.

F-514 - The Horns of Hattin, 4 July 1187

Fri. 6 PM, 3 hrs, 8 players

GM: Paul Dobbins

Sponsor: SAGA

Medieval 28mm, Rules: Medieval Warfare

Can King Guy and friends escape Saladin's noose? Unconventional battle game wherein the Crusaders must conduct a fighting retreat and break through the surrounding Saracen army. Hey dog! are you ready to run with Saladin? It's your chance to experience Foundry's Medieval Warfare rules in action. Cross your heart and hope to die.....

Over 13 OK, rules will be taught.

F-454 - The Peasants are Revolting - Yuck!

Fri. 6 PM, 3 hrs, 6 players

GM: Ralph Parker

Medieval 25mm, Rules: Iron Winds of War/Rules According to Ral

Bandits have benn stirring up the peasantry. The nobles are fed up and need to put the miscreants to the sword. Who will you stand with... the rebel rousers or "The Man"?

F-204 - Battles in The Age of War (15mm Samurai)

Fri. 6 PM, 4 hrs, 4 players

GM: Martin Goddard with Andy Barnett, Ralph Ashdown and Sam Ashdown

Samurai 15mm, Rules: BAW (Peter Pig's Samurai battle rules)

Battles in the Age of War (BAW). Play a 15mm Samurai battle. Game is played on a 5'x3' layout. Two armies of 15mm figures. 2 Players per side. Players get to set up the scenery, carry out pre battle events and get fighting. Game last for 20 points (D6 countdown per turn). Rules used are the new BAW (samurai battle rules) by Peter Pig. Game will be umpired by playtesters of the rules. Similar to CWB (Civil War battles). Good fun we hope.

F-568 - Skirmish in the Marches: Eastern Poland, early 1600's

Fri. 6 PM, 4 hrs, 6 players

GM: Joe Fish

Pike and Shot 28mm, Rules: Anchor of Faith

Two short, linked scenarios set before the Deluge in Eastern Poland. Defend the border marches or raid the "Lah" as a Turk or Cossack. Piquet's Anchor of Faith rules used, low unit count, knowledge of rules not necessary, but note that anything can happen in these games.

Not recommended for children under 12 unless accompanied by an adult.

F-102 - Seven Years' War: BYOM (Bring Your Own Miniatures) - Theme Game

Fri. 6 PM, 5 hrs, 10 players

GM: Jim Purky with Bill Protz and Randy Frye

Seven Years War 30mm, Rules: Batailles de l'Ancien Régime 1740-1763 (BAR)

Bring your own 25-30mm Big Battalions (or we'll provide them for you). A battle royale between Hesse-Seewald and Gallia in Germania reminiscent of wargames fought by Charles Grant, Sr., Brigadier Peter Young and Lt.-Col. Lawford. Historical units in a fictional setting. As announced in multiple Internet groups this year.

F-200 - Save the Saxons! Frustrate Fritz! - 1756 - Theme Game

Fri. 6 PM, 4 hrs, 10 players

GM: Sam Mustafa with John Holly and NJMGS

Seven Years War 28mm, Rules: Might and Reason

Frederick has invaded Saxony in 1756, and looks to be within an ace of capturing the whole Saxon army intact. But wait! Is that the Austrian relief army appearing on the horizon? Will the whitecoats save the whitecoats? Join Sam Mustafa & John Holly for this game of Might and Reason, the new 18th century grand-tactical game and campaign system.

Rules taught.

F-658 - Flames on the Frontier - Theme Game

Fri. 6 PM, 5 hrs, 6 players

GM: Ed Miller with Laverne Miller and Potomac Wargamers

French & Indian War 28mm, Rules: Brother against Brother modified

Action on the frontier during the French and Indian War.

Not recommended for kids.

F-619 - Great Voyageur Trapper Challenge, 1756 - Theme Game

Fri. 6 PM, 3 hrs, 12 players

GM: Bob Baldwin with John Curran

Sponsor: HG Walls

French & Indian War 25mm, Rules: Home Rules

From the GM's that brought you the F&I canoe chase, comes an individual and group victory conditions funfest. Your goal is to trap, and kill the animals to collect pelts for victory points while also gaining renown points for hunting the enemies area. Paddle over incredible scenery (see Wargames Illustrated Oct. 2006). Some scenery will be sold and available for pick up on Saturday after the game.

Kid friendly. If under 13, please bring a playing adult. Rules taught.

F-342 - Braddock's Defeat, 9 July 1755 - Theme Game

Fri. 6 PM, 3 hrs, 8 players

GM: Matthew Grove

French & Indian War 54mm, Rules: Flintlocks and Tomahawks - Skirmish rules

Amid the wilderness of North America, Britain suffered one of the most humiliating defeats in her history. General Braddock's army, a mixture of British regulars and American Militia, was devastated, losing over 900 men from a force of 1300. Braddock was killed and the remnants of his army were rescued by his aide, Colonel George Washington. This defeat and subsequent chain of events ultimately led to the start of the Seven Years' War.

no one under 18 years, please - due to the figures being used. Sponsors: John Jenkins Designs and Minutemen Toy Soldiers.

F-188 - Bashing the Bashaw, 22 June 1803

Fri. 6 PM, 5 hrs, 6 players

GM: James Moulton

Napoleonic 15mm, Rules: Prevailing Winds +

Millions for Defence, but not one cent for Tribute. The American Frigate (John Adams) and company fight the Berber (Mishouda) and company in an action off Tripoli. Come join the fun as we go Bashing the Bashaw.

No children under 15 please.

F-333 - Battle of Talavera, 28 July 1809

Fri. 6 PM, 5 hrs, 14 players

GM: David Waxtel with Andrew Waxtel, Michael Pederson, Dino Diakolios, Cliff Brunken, Tom Uhl and Mapplewood NJ / NYWA

Sponsor: Quantum Printing

Napoleonic 25mm, Rules: Shako 2

Wellesley maneuvered Soult's Corps out of northern Portugal in April. The British then crossed into Spain to join forces with Cuesta's Spanish, surprising Victor. David Waxtel and fellow GMs will display another show case battle. Over 2000 25mm figures and great terrain, and best of all a game that will bring you back to Napoleonics.

F-354 - Albuera, 16 May 1811

Fri. 6 PM, 6 hrs, 6 players

GM: Peter Landry

Sponsor: Eureka Miniatures, Prize: Sample figures

Napoleonic 15mm, Rules: Napoleon's Battles

Wellington sent Bresford's Anglo-Portuguese army to invest Badajoz, where they were to be joined by Blake's Spaniards. Soult tried unsuccessfully to get between the converging allied armies. Although outnumbered by the combined allied forces, Soult decided to attack anyway and launched an inspired assault against the Spaniards, hoping to defeat the allies in detail. It was a bloody day, so come and see whether the Spaniards can hold out until the British and Portuguese can come to the rescue!

Part of the Wars of Portugal Series.

F-135 - Hot "NUTS!" - Russia, Sept. 1941

Fri. 6 PM, 4 hrs, 6 players

GM: Peter Gaut with Keith Thomas and Rob Laing

WWII 28mm, Rules: NUTS!

As the German Army is poised to take Moscow before winter sets in, the Soviets play for time to muster the troops to blunt Hitler's push. Join us for some hot skirmish action on a beautiful 6'x4', custom built modular terrain board that will blow you away - if the enemy doesn't!

Some knowledge of "NUTS!" would be great, but absolutely NOT necessary. Under 14 with playing adult.

F-435 - Minden 1985, Pt.1

Fri. 6 PM, 4 hrs, 4 players

GM: Jon Yuengling and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

Modern 6mm, Rules: Fistful of Tows 2

Date line, spring 1985 the balloon goes up over central Europe. The Warsaw Pact forces cross the border into West Germany, driving on the Rhine. First day of the invasion the Soviets have landed an airborne division around the river crossings of the Weser River. By holding these crossings the Soviets plan on advancing on Amsterdam. South of Minden the Soviets are defending the crossing and trying to advance against the southern flank of British defenses. Players will command battalion teams.

No players under 16.

★ 7:00 PM ★

F-254 - The First Crusade for Jerusalem: Ascalon, 1099

Fri. 7 PM, 4 hrs, 6 players

GM: J. Patrick Chambers and the HAWKS

Dark Ages 28mm, Rules: J. Patrick's Defenders of the Realm

After taking Jerusalem the crusader host got word that the Fatimid Grand Vizier was forming an army at the walled city of Ascalon on the coast to retake the holy city and drive the crusaders out. The leaders of the crusaders had other plans. Before the Grand Vizier could muster his forces the crusaders stole a march and converged on the Saljug army outside of Ascalon. History saw the crusaders win the day. Can you change history or reaffirm the might of the crusader army?

Under 12 only with supervising adult.

F-436 - Plains of Abraham, Southern Flank: 13 Sept. 1759 - Theme Game

Fri. 7 PM, 4 hrs, 6 players

GM: Joshua J. Osgood with Van L. Osgood and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

French & Indian War 25/28mm, Rules: Homebrew based on 'This Very Ground'

Each player controls a Battalion of several 36 man Companys. Try your skills at tactics with simultaneous movement in this classic struggle!

Rules Taught; Beginner Friendly. Need to be age 15+ due to semi-sharp objects.

F-358 - Camden, 1780

Fri. 7 PM, 4 hrs, 7 players

GM: Michael Askins

AWI 15mm, Rules: Guns of Liberty by Eric Burgess

It's Gates vs Cornwallis at Camden. Will the Americans stand this time?

Request minimum age of 16. Easy rules to learn/play.

F-294 - Battle of Balein

Fri. 7 PM, 4 hrs, 6 players

GM: Tom Ruta and the BOG's Miniatures & Strategy Club

Sponsor: Two Tin Soldiers / Legions East, Prize: Cert. of merit for best Player

Napoleonic 15mm, Rules: Napoleons Battles

Spaniards and Frenchmen and Swiss, Oh My! This pits a small over-extended French army against a larger Spanish army fighting on their own turf. Don't laugh, but the Spanish are out for blood! Both sides have Swiss mercenary troops of 'questionable' loyalty. Historically, the first time during the Emperor's reign that the French were so soundly defeated that it was forced to surrender. Scenario was created by Brian Robinette. Come see the Spanish Attack!

New comers welcome. Kids under 13 with adult.

F-661 - Cold Steel & Canister! - Austrian invasion of Bavaria, 1809

Fri. 7 PM, 4 hrs, 10 players

GM: Jack Decker with Robert Buehler and Kevin French

Sponsor: Decker Games LLC

Napoleonic 15mm, Rules: Cold Steel & Canister

You are thrust into command of a determined army of French or Austrian troops with a chance to change history. Here is your opportunity to try a newly released quick play Napoleonic miniatures system. Top notch figures and terrain; 60:1 ratio battle.

Not recommended for kids.

F-328 - Battle for Sokolnitz

Fri. 7 PM, 4 hrs, 8 players

GM: Bob Kerstetter and Gettysburg Area Wargamers

Sponsor: Flag Dude, Prize: Trophy for most feared opponents

Napoleonic 28mm, Rules: Modified Napoleon Rules

The opening phase of the Battle of Austerlitz, the Russian second and third columns attack the village of Sokolnitz. Friant's outnumbered Division tries to hold on while Napoleon attacks the Russian center.

F-282 - Battle for Sharpsburg, 17 Sept. 1862

Fri. 7 PM, 4 hrs, 6 players

GM: Jim Kopchak and Nows

American Civil War 15mm, Rules: Civil War Commander

Hooker's Corps slammed into the cornfield and Westwoods in early morning only to be driven back after a series of intense fire fights and melees. Bob (Meade's Division) captured a rebel color and won the MVP prize, "but the Confederates held onto Westwoods stopping a Union breakthrough to Sharpsburg. Now Mansfield's Corp's has arrived and is advancing. Sumner's Corps is close behind. Play this scenario using the new ACW rules "Civil War Commander" and try your skill and luck to be the MVP.

Not recommended for kids.

F-247 - Look Sarge, The Yanks Are Guarding the Ford

Fri. 7 PM, 4 hrs, 6 players

GM: Chris Palmer and the HAWKs

American Civil War 10mm, Rules: Look Sarge, No Charts: ACW

Several Rebel Divisions faces off against a Union Corps Trying to Hold A Ford Open. A playtest for the soon to be released ruleset based on the popular "Look Sarge, No Charts: WWII" rules.

Children under 14 with a playing adult only.

F-379 - Wild time in the Wild West

Fri. 7 PM, 4 hrs, 20 players

GM: Leo Walsh with Al Lyons

Wild West 25mm, Rules: High Noon

Wagons Ho! Take it from the lush valleys around the town of High Noon to the far south west. Two towns, forests, mountains canyons. A giant layout where you make the scenario. Bring your friends, family or possie. A wild time is always had.

Easy to learn fast play rules.

F-331 - Naushera, 14 Mar. 1824

Fri. 7 PM, 3 hrs, 5 players

GM: Tim Tilson and NOVAG

Colonial 25mm, Rules: The Sword and the Flame

The Northwest Frontier. An Afgan army under Azim Khan has invaded the Sikh Kingdom. Maharajah Ranjit Singh marches north with his newly trained European style army. How will they do in thier first clash with the wild Afgans? This scenario will be featured in a new Colonial Campaigns Scenario booklet.

F-631 - Agordat, 1893

Fri. 7 PM, 4 hrs, 6 players

GM: Jeff Baumal with Gerry Webb and CW Yahoo Group

Sponsor: Castaway Arts

Colonial 28mm, Rules: The Sword and the Flame

The Dervish army invaded Abyssinia. As they pushed East, they collided with the Italian forces pushing West. Mahadists bypassed the Italian fort at Agordat and occupied two towns on their line of supply. Italians decided to forego their fortifications and attack. Scenario takes a different look at the usual Colonial Dervish game. Mahadists (Ansar and Fuzzy's) battle against Italians and their Abyssinian irregular allies as Italian force tries to dislodge the Mahadist force.

F-136 - Calliope

Fri. 7 PM, 2 hrs, 8 players

GM: John Stanoch with Bill Perry

Sponsor: Blue Sky Enterprises

Victorian Science Fiction 28mm, Rules: Calliope, pre-publication

Couldn't get into the Calliope game last year? Here's your chance to play this raucously funny game of Penny Farthing Racing set in Victorian England. This track will be a massive challenge to navigate with the intersection of Doom, the bottomless puddle and the mysteriously lamp post! Be first to complete the track circuit. New characters introduced. What in Heaven's name are the nuns doing here? As usual, no experience necessary but players must be able to tie their own shoe laces.

Adult must accompany friendly kid!

F-105 - Ruprikt's Alesia or How Teddy Roosevelt Saved Ruritania

Fri. 7 PM, 5 hrs, 12 players

GM: Jeff Wasileski

Victorian Science Fiction 28mm, Rules: Battles by GASLIGHT

Ruritania is at war! The Scythian Brothers have rebelled and the Kaiser's puppets, Graustark and Transbalkinia have invaded, capturing the city of Apollograd. The Ruritanian army fights on under its brave but dim commander, Crown Prince Ruprikt. Aided by French allies, a traveling Wild West show, and an enthusiastic ornithologist, the city is now besieged. But a German relief army is on the march. Can Teutonic efficiency overcome French Elan, American audacity, and Ruritanian denseness.

F-301 - Moby Dick

Fri. 7 PM, 4 hrs, 9 players

GM: John Rigley and the BOG's Miniatures & Strategy Club

Sponsor: Two Tin Soldiers / Legions East, Prize: Cert. of merit for best Player

19th Century 25mm, Rules: Home Rules

The Great Whale Moby Dick is on the rampage again! Captain Ahab is out to hunt the leviathan down and to stuff him for all to see. Come join a boat crew , and help hunt down this Great Beast of the Sea. Maybe with a little luck you will get him befor he gets you!

Under 13 kid friendly. Newcomers welcome

F-566 - Operation Orange, 1905

Fri. 7 PM, 4 hrs, 8 players

GM: Jim Fox

Sponsor: Iron Wind Metals, Prize: Iron Wind Metal Discount Certificate for all Participants

Early 20th Century 1/3000, Rules: Sides of Steel By Benjamin King

A Pre-Dreadnought simulation directly from the U.S. Naval War College. What if it had been the Americans who fought Japan in 1905. Players will fight a scenario played many times in the early 1900's to prepare for just such an undertaking. Unlike many games both sides will get the opportunity to arrange the fleets before the battle.

Players 12 and up welcome with the help of an adults. No experience necessary. Rules taught.

F-283 - La Marcha Sobre Madrid, 1936

Fri. 7 PM, 4 hrs, 8 players

GM: Pat Condray

Sponsor: Historical Products Company

Spanish Civil War 20mm, Rules: !VIVA EL CRISTO REY!

The rising against the left Republican Government has failed in Madrid and Barcelona. The Army of Africa-the Tercio or Legion and Moorish Regulares is advancing towards Madrid from the south. The Peninsular military and security forces are split. Much of the resistance comes from worker's militias of various sorts of Communists and Anarchists. Can the Traditionalistas (Fascist Oppressors of the Working Class) cut through the defenders of democracy (Godless Communist Scum.)

F-357 - Salvo Atoll, 1931

Fri. 7 PM, 4 hrs, 6 players

GM: Jessee Scarborough

Inter-War 1/6000, Rules: Biplanes & Battleships - Dice at Sea

Inspired by Hector Bywater's 1925 book, "1931 The Great Pacific War," this game presents cruiser action in an era of biplanes & battleships. The US has invaded Kusaie in the Marshall Islands, as the last link in a chain of bases (Wake, Enewetok, and Kusaie) that isolates the more eastern islands from the Japanese base at Truk. Japanese cruisers have been sent on a raid to wreck US transports supporting the invasion. In the dark of night, forces collide near Salvo Atoll.

F-632 - The Eagle has Landed

Fri. 7 PM, 4 hrs, 6 players

GM: Nigel Clarke and TNGG

WWII 28mm, Rules: NUTS

Taken from the pages of the book, this game has the disguised German Fallschirm jager trying to kidnap Winston Churchill.

F-526 - Siegfried & Ruhr

Fri. 7 PM, 4 hrs, 8 players

GM: Jim Keats with Pete English

Sponsor: Victory Force Miniatures, Prize: T-shirts & figures

WWII 28mm, Rules: Disposable Heroes

It's late-summer 1944 and the Allies have pushed the Germans to the West Wall. One of the last boundaries preventing the Allies from bringing the fight home to the enemy is the West Wall or Siegfried Line. A reinforced US rifle company is attempting to break through these defenses. However, as masters of camouflage and deception, the Germans only let you see what they want you to see. Be prepared to push large amounts of lead! Like the famous show, there may be some "big cats" involved.

F-299 - "Armour Forward" - Battle for the Village of Brinzeni, 4-5 July 1941

Fri. 7 PM, 4 hrs, 6 players

GM: Stephen Keyer and the BOG's Miniatures & Strategy Club

Sponsor: Two Tin Soldiers / Legions East, Prize: Cert. of merit for best Player

WWII 15mm, Rules: Battlefront

Romanian's glory period during Operation Barbarosa. Romanian 1st Armoured Div is crossing the Prut River and driving hard with their R-35 and R-2 tanks, looking for Soviet tanks to engage. Elements of the Soviet 2nd Mechanized Corp are closing fast near the Village of Brinzeni. This is one of the first of many clashes between Romanian and Russian tanks. This is an interesting opportunity for both sides to test the early tanks and what they can do...let's have at it!!!

New comers welcome. Kids under 13 with adult.

F-240 - Counterattack at St. Manvieu

Fri. 7 PM, 4 hrs, 6 players

GM: Don Hogge and the HAWKS

WWII 28mm, Rules: Battleground WWII

Operation Epsom continues. The 6 Royal Scots Fusiliers have taken the village of St. Manvieu. The 12th SS want it back, but the Scots are not inclined to agree. Fierce skirmish action ensues....who will emerge victorious.

Gamers under the age of 14 are welcome with an adult.

F-345 - First Meeting - Operation Epsom Normandy '44

Fri. 7 PM, 5 hrs, 6 players

GM: Michael Sincavage

WWII 15mm, Rules: Battlefront

This game is taken largely from the Skirmish Campaigns' "Normandy '44 - Monty's EPSOM" and pits a British, primarily armor, force trying to breakthrough the German line of resistance. Will the 101st SS Heavy Panzer Battalion save the day or will the 23rd Hussars of 11th Armored Div make it off the board unscathed?! It's raining in the scenario so visibility and air support will be problematic.

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

F-228 - The HAWKS' 13th Annual BAPS Extravaganza - The Breaking Point: Easy Company at Foy

Fri. 7 PM, 4 hrs, 20 players

GM: Eric Schlegel and the HAWKS

WWII 20mm, Rules: Beer and Pretzel Skirmish

It's early Jan. 1945 and, following the relief of Bastogne, Easy Company has been clearing the woods around Foy of Germans. Now it's time for the assault on Foy itself, but Easy Company has no confidence in their CO and the Germans will have their say too.

Rules taught by GM. Players under 13 welcome with playing adult.

F-611 - Taiwan 2010: Battle for Highway 7

Fri. 7 PM, 4 hrs, 8 players

GM: D. Grant Greffey

Modern 28mm, Rules: Ultimate Warzone (mod)

Elements of the PLA have now broken through the Taiwan Army's lines in the northern part of the island. The 4th BCT (Abn.), 25th Inf Div has just been dropped into the threatened sector. As the PLA's 334th Light Mechanized Inf Regt advances along Highway 7, elements of 1-501 Inf (Abn) move into position to thwart the Chinese advance. More Allied troops are on the way. Can the PLA split the allied forces? Or will the "Geronimos" prevail?

Rules taught.

F-184 - Demolition Derby

Fri. 7 PM, 3 hrs, 12 players

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

Modern Matchbox, Rules: Home Rules

It's the Lancaster County Country Fair and the annual demolition derby. Patch up that old Ford, rev 'er up, and bash into some lame Chevy. Driver's licenses and helmets not required. All ages.

Very young children will need adult assistance.

★ 8:00 PM ★

F-503 - Rome's Glory or Boudica's Revenge?

Fri. 8 PM, 4 hrs, 6 players

GM: Dave Reiners and the Rogues

Ancients 28mm, Rules: Warhammer Ancient Battles

Bodica and her Celtic Warriors clash on the coast of England with the legions of Rome fresh from the slaughter of the Druids. Who will control London and the surrounding areas? Will the chaos of the Celts rule or will the Romans bring back order to the conquered lands?

Over age 14 only please.

F-580 - Catuvellauni vs Trinovanes Decision in Britain 30 AD

Fri. 8 PM, 4 hrs, 6 players

GM: Phil Viverito

Sponsor: LMW Works & MagWeb.com

Ancients 25mm, Rules: Classical Hack Second Edition

The tribes of Celtic Britain are at each others throats. The tribes have gathered and are ready to determine the fate of the tribes. It will be chariots against chariots, tribe against tribe on foot or on chariot help determine who will face the coming threat of Rome. If you like fighting Celt against Celt you will enjoy this tribal conflict.

No Experience needed.

F-196 - Arthur at Mount Badon, c. 490 AD

Fri. 8 PM, 4 hrs, 6 players

GM: John McBride with Phil McBride

Sponsor: Splintered Light Miniatures, Prize: painted minis for best play; all players receive unpainted minis and discounts

Dark Ages 15mm, Rules: Pride of Lions

Three Saxon armies are assaulting an ancient British hill fort and a neighboring fortified village, held by Arthur's infantry. Arthur and his cavalry enter the table somewhere on the first turn. Combat is immediate and bloody. Scenario is based on description in Cornwall's novel EXCALIBER. Rules taught and features simple mechanisms; players have many decisions to make. Scenario has been extensively play-tested and has proved to be very balanced and exciting.

Kid friendly with adult help.

F-563 - Drums Along the Rapidan - Theme Game

Fri. 8 PM, 4 hrs, 4 players

GM: Rick Horner with Del Stover and Wednesday Night Gamers of Alexandria

French & Indian War 25mm, Rules: Tabletop Battle System (French-Indian)

Be the militia as they attempt to rush the womanfolk to the safety of the blockhouse. The militia have been lead to believe that a company of the Virginia Inf Regt is on the way to provide support. There is also a rumor that there are rangers in the vicinity. Or be a bloodthirsty Indian trying to get their hands on some captives and burn and plunder houses on the frontier.

F-424 - Carnage and Glory: Oriskany, 1777

Fri. 8 PM, 2 hrs, 12 players

GM: Frank Luberti and Connecticut Game Club

Sponsor: Carnage and Glory, Prize: Prizes by New York Wargamers Association

AWI 25mm, Rules: Carnage and Glory II

During the 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 ambushed by Loyalist forces and their Iroquois allies on 6 Aug. 1777. Regimental level game using the "Carnage and Glory" computer moderated rules system. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Pre-game viewing: "Drums Along the Mohawk" (1939) with Henry Fonda.

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

F-588 - Buccaneer Wars

Fri. 8 PM, 3 hrs, 6 players

GM: Joel Gregory and Woodbridge (VA) Area GamerS

Sponsor: Merrimack: Old Glory Shipyard, Prize: certificate offered

Napoleonic 25mm, Rules: Buccaneer Wars

Form Line of Battle with the big ships and see how well you handle the ship.

Beginners Welcome.

F-605 - Russo-Japan Naval Wars

Fri. 8 PM, 3 hrs, 8 players

GM: Steve Robinson and Woodbridge (VA) Area GamerS

Sponsor: Merrimack: Old Glory Shipyard

Russo-Japanese War 1/600, Rules: Modified Grand Fleet

The Russina and Japanese Fleets have spotted each other and are preparing for action. Close and destroy.

New captains are welcome; all rules taught.

F-284 - "Trenchfoot is the least of your problems"

Fri. 8 PM, 4 hrs, 8 players

GM: Jeff McCarroll with John Lundberg and Jim Welch

Sponsor: Brigade Games

WWI 25mm, Rules: Price of Glory, modified

How about a little trench raiding? Custom made boards of trench warfare on the Western Front, 1917. Defend for France or expand for Germany, either way don't forget your gasmask.

F-235 - When Fleets Collide!

Fri. 8 PM, 4 hrs, 10 players

GM: Geoff Graff and the HAWKS

WWI 1/2400, Rules: General Quarters 2, modified

Harken back to the days when men were men and ships were iron. The days when radar didn't exist and aircraft and submarines had no effect on the battle. Yes, just steel and cordite, ships and sailors - all in the south North Sea. Each player will command a couple of dreadnaughts and a flotilla of small ships, and we'll finish the battle in four hours. Quick naval actions with rules that feel correct.

F-585 - The Atlantic Seawall

Fri. 8 PM, 4 hrs, 10 players

GM: Greg Whitaker with Geoff Golliver and Woodbridge (VA) Area GamerS

Sponsor: Acheson Creations

WWII 25mm, Rules: Disposable Heroes

The Allies are attacking the formidable Atlantic Wall. Will you be able to push inland and secure the beachhead?

Beginners welcome.

F-583 - Kelly's Heroes Goes Wrong

Fri. 8 PM, 4 hrs, 8 players

GM: Ron Prillaman and Woodbridge (VA) Area GamerS

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

The Americans are pushing forward, but the Geramns are reinforcing. Will the Americans need to call up reinforcements also?

Beginners welcome.

F-531 - Forsaken: Redemption from Evernight Manor

Fri. 8 PM, 3 hrs, 6 players

GM: Audrey Ewing

Modern Horror 28mm, Rules: Forsaken

Black Court vampires have captured a member of the Order of the Undying Light. Now the Order must make a desperate raid on the vampire's manor to rescue their comrade before they can be tortured for information, killed, or worse. You do not have long before the sun sets and the vampires rise. You must gather your courage and the weapons you have at hand in order for your friend to survive.

F-142 - Gnome Wars: The Outskirts of Tanga

Fri. 8 PM, 4 hrs, 8 players

GM: Jim Stanton with Steven Stanton

Sponsor: Brigade Games, Prize: Brigade Games Gnomes

Gnomes 28mm, Rules: Gnome Wars

Scenario focuses on a late afternoon Allied assault by Indian and British infantry who are attempting to gain a foothold in the buildings on the outskirts of town. Battle begins at railroad and continues into Tanga with house-to-house fighting within town. Anyone bringing a painted 300-pt Gnome unit from Brigade Games does not have to pre-reg.

No one under 14 without a playing adult with father/son teams encouraged.

F-173 - Society of Daisy: The Service Station Game and OGABAS WORKSHOP

Fri. 8 PM, 4 hrs, 20 players

GM: Otto Schmidt and Wilderness Wargamers

Other 25mm-30mm, Rules: Oh God! Anything But a Six

The service station game is where all the members sit around and try and get tanked up. We also hold a workshop on our made up countries called "Imagi-Nations" and host workshops. This year's workshop is on the Oh God! Anything But a Six game system a hospitality hour and party for the Society of Daisy Members and all GMs and persons interested in the OGABaS Game and talk about techniques, concepts, tricks, ploys strategies and bat around possible modifications and changes to the rules.

★ 9:00 PM ★

F-550 - Pirates Of Penzantium!

Fri. 9 PM, 3 hrs, 8 players

GM: Larry Wickman and the Wegshogs

Sponsor: GameWick Games, llc, Prize: WEGS 101 Skill Deck

Fantasy 25mm, Rules: WEGS 202

You think you're Sinbad enough to be a wickedly errant pirate? Join us for piratical sword-n-sorcery adventure with the Wickedly Errant Game System! In 10 mins you'll create a robust pirate. 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 can jump into the fray! Game set in the Purloined Parrot, a seedy, cut-throaty tavern where it don't take much to get a bar-room brawl started!

Heroic action! Great team game! Play with the game creator! Ages 16+.