



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

Preliminary Events List - Saturday

★ 8:00 AM ★

S-567 - Wolves Attack: The Defense of Convoy OB 293

Sat. 8 AM, 4 hrs, 8 players

GM: William Dickens

WWII 1/6000, Rules: GQ with GM modifications

"The only thing that ever really frightened me ... was the U Boat" Winston Churchill. On the night of 3/6/41 a wolf pack attacked the convoy OB293. Two of Germany's Uboat "aces" took part in the disastrous attack in which one sub was badly damaged and two never heard from again. Many consider this night the turning point in the battle of the Atlantic. Can you repeat the British success or reverse Germany's fortune?

Younger than 16 allowed if accompanied by parent.

★ 9:00 AM ★

S-592 - Romans Hack the Barbarians: King of the Mountain

Sat. 9 AM, 4 hrs, 8 players

GM: Joe Swartz

Sponsor: LMW Works, MagWeb.com & Northern Ohio Wargaming Society

Ancients 25mm, Rules: Classical Hack Second Edition

Play the scenario that was canceled at Cold Wars. The barbarians have recaptured their sacred hilltop. Can they hold it or will the Roman legions enslave any survivors.

Experience none; minors with parents welcome.

S-197 - Arthur at Mount Badon, c. 490 AD

Sat. 9 AM, 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.

S-517 - Medieval Warfare Open Gaming

Sat. 9 AM, 3 hrs, 6 players

GM: Perry Gray with Jeff Ball

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 and veteran players.

Over age 13 ok; rules taught.

S-556 - Robin Hood: Scarlet on the Block

Sat. 9 AM, 4 hrs, 6 players

GM: Nancy Ott with Jim Viel

Medieval 28mm, Rules: Home rules based on Leo Cronin's Irish Rebellion

It's a beautiful summer morning in Nottingham. Today is market day, Prince John's tax collector is in town, and that annoying fop Will Scarlet is sentenced to be executed. Rumor has it that Robin Hood is on the run and won't dare show his face. What could possibly go wrong?

Rules taught. Children under 12 welcome with an adult who plays or assists.

S-179 - Paper Tiger - Cringing Rabbit

Sat. 9 AM, 4 hrs, 8 players

GM: Mike Hillsgrove and Army of Central Maryland

Samurai 15mm, Rules: Might of Arms

Lord Origami and Count Ickyucki battle for the Shogunate, or who can be the most adroit groveler before the Emperor. Samurai sushi, seppuku and severed heads - Hey! - It's a Samurai game - what do you expect. Mike bought a huge complete Japanese Village and he has to use it before his wife finds the bill and forces him to commit seppuku.

S-205 - Battles in The Age of War (15mm Samurai)

Sat. 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 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.

S-192 - Pirates in the Caribbean: Kids Game

Sat. 9 AM, 3 hrs, 8 players

GM: Ashley LaRochelle with Dewey LaRochelle

, Prize: Nobody leaves empty handed! Age of Piracy 6" pirate ships!, Rules: Home Rules

After years of pirating the pirate fleet is heading home. It's a race to gather the hidden treasures and bring them back home. Of course, nothing says you can't pick up a little more loot from the other pirates. You are, after all, a pirate! This game is for players 10 and under by a kid under 10. Parents only with a playing kid please. Each player will assemble and paint their own ship before setting sail. No one leaves empty handed. This was a great hit last year!

Kids Under 10 Only Game, but parent strongly encouraged to assist!

S-462 - Get a de la Clue! - Battle of Lagos, 1759 - Theme Game

Sat. 9 AM, 4 hrs, 9 players

GM: David Burdette and Slippery Weasel Gaming Group

, Prize: 1/1200 ships Seven Years War 1/1200, Rules: Fire As She Bears

In 1759 the French were planning an invasion of England to bring the Seven Years' War to an end. French naval forces from the Med were needed and Admiral de la Clue was tasked with bringing them to the Channel ports for the invasion. He broke out of Toulon on Aug. 5 pursued by British Admiral Boscawen. Historically the French formation broke up and most ships were captured or run aground. In this "what if" game the French squadron stay together and is ready to face the British when they attack.

All ages welcome, no experience with rules required.

S-108 - Blood Along Frenchman's Creek, Fall 1758 - Theme Game

Sat. 9 AM, 4 hrs, 10 players

GM: John Michael Priest with Dustin Kunkle

French & Indian War 54mm, Rules: Fix Bayonets! War on the Frontier by John Michael

A British expedition has orders to invade western Pennsylvania and drive out a French stronghold along Frenchman's Creek. Both armies consist of local volunteers, Indian allies, Regulars, and militia. French are determined to hold their ground with artillery, including mortars ensconced in a series of redoubts. British, suffering from a feud between superior officers are not sure if they are using a land or amphibious approach or both to push the French out of "their" colony.

Played in three 4-hr sessions with the players in 2nd and 3rd events walking into the tactical situation left over from the previous game. Rules taught. Kid Friendly But Children 14 or younger must have a parent playing game with them.

S-635 - The Thin Red Line in the Thick Green Woods: The Pennsylvania Wilderness, 1758 - Theme Game

Sat. 9 AM, 4 hrs, 6 players

GM: Jeff Simpson and MNA

French & Indian War 25mm, Rules: The Sword and the Flame, French and Indian War Skirmish variant

Discipline, clad in a red coat, delivers devastating volleys on the battlefields of Europe - but here in the dark forests of the New World where the shadowy undergrowth conceals strange creatures and fearsome savages the expectation of victory is lost in the mist of uncertainty.

S-458 - "Drums Along The Schuylkill" - 1756 - Theme Game

Sat. 9 AM, 4 hrs, 8 players

GM: Michael Gravener

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

Any defense along the frontier has collapsed with the defeat of Braddock's forces at the Monongahela. Indians and their French allies are raiding the Frontier settlements spreading terror throughout the countryside. A raiding party of Indians and French sweep into a Pennsylvania valley settlement bent on terror and destruction. Settlers must either try to hold out at their farms or try to reach the relative safety of the area blockhouse with its walls and small garrison.

S-308 - Among the War Parties, Fall 1757 - Theme Game

Sat. 9 AM, 3 hrs, 4 players

GM: Pete Murray

Sponsor: Rattrap Productions

French & Indian War 28mm, Rules: Gloire

Colonial armies and their native allies are preparing for winter quarters. But your war party has work that cannot wait while winter covers the land. Settle grudges, take trophies, and settle the destiny of nations as Rangers, Warriors, and Marines converge in the forests of the frontier!

S-606 - Germantown, Sept. 1777

Sat. 9 AM, 6 hrs, 8 players

GM: David Bolton with Rules Author Richard Kane and Woodbridge (VA) Area GamerS

AWI 15mm, Rules: Modified Flint and Steel

Washington Launches a bold attack on the British Advance Guard in Germantown. The attack was frustrated by the bold defense of the Chew House by Lt.-Col. Musgraves 40th Foot. Can you do better?

S-195 - Iroquois Terror: Revenge of Red Jacket

Sat. 9 AM, 3 hrs, 8 players

GM: Tod Kershner

AWI 25mm, Rules: Home Rules

Action on the New York frontier 1775, as embattled farmers try to defend their homes against Iroquois raids enticed by the sinister British. Very easy skirmish rules with the emphasis on fun and laughs.

S-598 - Battle of Mockern, 16 Oct. 1813

Sat. 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.

S-662 - Hausner-Berg Repulse, 21 Apr. 1809

Sat. 9 AM, 3 hrs, 4 players

GM: Jack Decker with Robert Buehler and Kevin French

Sponsor: Decker Games LLC

Napoleonic 15mm, Rules: Cold Steel & Canister

Lead elements of Austrian III Corps strike Marshal Davout's Corps near Hausner-Berg. Here's your chance to play the new Cold Steel & Canister Napoleonic game system. Top notch miniatures and terrain.

Not recommended for kids.

S-222 - Home of the Brave: North Point, 1814

Sat. 9 AM, 4 hrs, 6 players

GM: Duncan Adams and the HAWKS

War of 1812 25mm, Rules: Wellington Rules

In the predawn hours, 4500 British veterans disembark at North Point while the bombardment fleet moves on Fort McHenry. Maj.-General Robert Ross expects to cover the 15 miles to Baltimore today "if it rains militia." Gen. John Stricker leads the 3rd Brigade, Maryland Militia, Baltimoreans all, down the peninsula to defend their homes. Refight this key battle that left the British controlling the field, but with a dead General and no stomach for challenging Baltimore's defensive works.

Under 12 welcome with playing adult.

S-494 - Gettysburg - 3 July 1863 - Day Three

Sat. 9 AM, 12 hrs, 12 players

GM: Michael Panzer with Jeff Kimmel 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

3rd and final 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 classic brigade level Fire & Fury. Starting brigade strengths influenced by the results of Days 1 (T-492) & 2 (F-493). Overall "victory" will be determined by the combined results of each day. 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!

S-495 - Taking it up the Wazoo

Sat. 9 AM, 4 hrs, 8 players

GM: Eric Turner and the Rogues

American Civil War 1/600, Rules: BAPS Ironclads

All that stands between the key Rebel port and railroad town of Markert, Mississippi, is the mighty Fort Cornpone on the Wazoo River. Always in the Rear Admiral (select) Landis is ready to take his South Central Squadron up the river and destroy the Confederate installations and any waterborne obstacles that stand in his way. Choose a side, pick a cool looking gunboat, and have fun. The usual Rogue rules on naming your own boat, rolling dice and pushing lead are in effect.

Under 14 with accompanying adult.

S-289 - Brawner Farm

Sat. 9 AM, 4 hrs, 4 players

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

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

American Civil War 10mm, Rules: Regimental Fire and Fury

The Iron Brigade's Baptism of Fire. The beginning of a legend.

New comers welcome. Kids under 13 with adult.

S-313 - The West that Wasn't

Sat. 9 AM, 4 hrs, 4 players

GM: Joey McGuire

Sponsor: Rattrap Productions

Wild West 28mm, Rules: .45 Adventure

At Cold Wars, the evil Dr. Finkelfiend was thwarted by his younger self, the noble Dr. Finkelfiend from the 1870s. Seeking revenge the evil doctor has followed his twin back to battle in the Wild West. Gadget-wielding assassins, deadly cowboys, women of questionable virtue, Tong members, and an automaton or two clash in a bid for ultimate supremacy. Will the evil doctor prevail? Will the townsfolk put up with this silliness? Will His Majesty, Emperor Norton I, make an appearance?

S-386 - Power of the Press

Sat. 9 AM, 4 hrs, 10 players

GM: Kim Caron with Al Lyons

Wild West 25mm, Rules: High Noon

No clues to this game except it is set in the west and it will be wild! There will be a chance of fire, flood, explosions and... Thievery skullduggery and outlaws won't be left out. Honest characters enter at their own risk. Actually, so do dishonest characters. Willing to take a chance? What have you got to lose - except your life?

S-332 - Mudki, 18 Dec. 1845

Sat. 9 AM, 3 hrs, 4 players

GM: Tim Tilson and NOVAG

Colonial 25mm, Rules: The Sword and the Flame

The Punjab. War has finally broken out between the Sikh Kingdom and the British Empire. The British have dispatched an army to deal with the Sikhs. As the British settle down to camp for the night, Sikh artillery opens fire from the near by jungle. General Gough orders the army forward to deal with them with his favorite weapon, the bayonet. Scenario will be featured in an upcoming Colonial Campaigns scenario booklet.

S-214 - Trasvaal War, 1881: Battle at Ingogo River Revisited

Sat. 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.

S-633 - In the footsteps of Lieutenant Rigby: The Fringes of India, 1879

Sat. 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.

S-634 - Something has gone horribly wrong with the Safari: Africa off the map, 1880

Sat. 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!

S-656 - Alamo, 6 Mar. 1836

Sat. 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.

S-603 - Tom and Jerry 1

Sat. 9 AM, 3 hrs, 12 players

GM: Steve Robinson and Woodbridge (VA) Area GamerS

Sponsor: Acheson Creations

WWI 25mm, Rules: Trench Wars

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

Beginners welcome.

S-291 - Guns of August, 1914

Sat. 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.

S-437 - Advance to Le Fiere

Sat. 9 AM, 3 hrs, 3 players

GM: Zach Piefer and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

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

On the morning of June 6, 1944, A Company of the 505th PIR set out for their D-Day objective, Le Fiere bridge. On their way they encounter elements of the German 1057th Inf Regt, 91st Inf Div. Scenario from Skirmish Campaigns: Normandy '44 First Hours.

Under 16 with accompanying adult only.

S-166 - Spearhead in the Desert

Sat. 9 AM, 4 hrs, 6 players

GM: Tony Exline and Southern Maryland Partizans

WWII 1/285 micro, Rules: Spearhead

Join us for a brew-up in the North African desert; using Spearhead rules, great for experienced players, as well as beginners.

Rules taught.

S-599 - The Atlantic Seawall

Sat. 9 AM, 4 hrs, 10 players

GM: Geoff Golliver with Greg Whitaker 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.

S-438 - Flavion: Breakout from the Meuse

Sat. 9 AM, 4 hrs, 6 players

GM: R. Lee Stalter and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

WWII 25/28mm, Rules: Disposable Heroes Coffin for Seven Brothers

Armored battle where Rommel meets French steel. Come push tanks in the early war portion of WW2.

Under age 16 with accompanying adult only.

S-248 - Look Sarge, The Russians are Counterattacking, 24 June 1941

Sat. 9 AM, 4 hrs, 8 players

GM: Chris Palmer and the HAWKS

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

Raseiniai, Russia. 6th Panzer Div. of XLI Panzer Corps has pushed far ahead outpacing its logistical support. The unit is short of its objective and low on ammo. It forms a hedgehog, and waits for re-supply. Meanwhile, with XLI Corps overextended, the Soviets counterattack with two Mechanized Corps. One heads for the isolated 6th Panzer. With obsolete Czech tanks the 6th faces the new T-34 and KV-1. The first major East front tank battle.

Children under 14 with playing adult only.

S-111 - Armour, At Last - 12 June 1944

Sat. 9 AM, 5 hrs, 8 players

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

Sponsor: Skirmish Campaigns

WWII 25mm, Rules: Final Combat

Takes place in area surrounding Chateau St. Come and Bois du Mont, just south of Breville, Normandy. The sixth and final scenario from the Chateau No-Man's Land Campaign, Normandy '44-Red Devils of the Orne. Steve Fliss has recreated this 25mm scale map in meticulous detail. Whether you play the part of the British commander leading a column of tanks to the Chateau, or orchestrate a determined German defense, Final Combat will bring the action to life!

S-602 - Escape from Mers-el-Kebir

Sat. 9 AM, 6 hrs, 10 players

GM: Seekrieg Admiralty

WWII 1/2400, Rules: SEEKRIEG 5

To avoid a threatened German occupation of all of France, Admiral Marcel-Bruno Gensoul moves to comply with orders to move his units to Toulon. British forces under James Sommerville move to intercept but instead of an ambush of the French ships at anchor, they are surprised to find them under way and ready to fight.

S-612 - Duel in the Night! - 6 June 1944

Sat. 9 AM, 4 hrs, 8 players

GM: Arthur DeFilippo with Nigel Clarke and Northern Virginia Gamers/NoVAC

WWII 25mm, Rules: NUTS!

1st Airborne lead the 1st Paras on an assault to destroy German positions prior to the Allied landings on D-Day.

S-306 - Marine Smashfest

Sat. 9 AM, 4 hrs, 6 players

GM: Jim Courtney and the BOG's Miniatures & Strategy Club

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

WWII 15mm, Rules: Battlefront

The Japs are intent upon keeping their hold on the Pacific. They forget to tell the Marines... too bad...

New comers welcome. Kids under 13 with adult.

S-595 - Kelly's Heroes Goes Wrong

Sat. 9 AM, 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.

S-469 - Axis and Allies Minis Demo and Open Play

Sat. 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!

S-446 - The Bear Pounces

Sat. 9 AM, 3 hrs, 4 players

GM: Tony Marano and Susquehanna Wargamers

Modern 20mm, Rules: Seek Out, Close With and Destroy

The Cold War is warming up as Soviet forces send a strong probing attack against British defenders in West Germany. So pick up your SLR or your AK-47, and join in this platoon level action as the fate of Western Europe hangs in the balance. What's the worst that could happen?

Under 16 with accompanying adult only.

S-311 - Escape from the Moons of Madness

Sat. 9 AM, 4 hrs, 4 players

GM: Mark Costello

Sponsor: Rattrap Productions

SciFi 28mm, Rules: Fantastic Worlds

In our last episode, Col. Tasker and the Maréphossi Royal Guard succeeded in rescuing Princess Ayòdne from the hands of the savage, Ah'Slee. But to make good their escape they must find their way to a lost Asar teleportal and convince the Guardians to grant them safe passage back! Hounded and threatened at every turn, will the beleaguered Princess and her fractious retinue succeed in their desperate attempt to - Escape From the Moons of Madness?

★ 10:00 AM ★

S-255 - The First Crusade for Jerusalem: Ascalon, 1099

Sat. 10 AM, 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.

S-524 - Sack of Baghdad: 750th Anniversary Celebration

Sat. 10 AM, 4 hrs, 6 players

GM: Peter Hess with John Leonard and DAWGs (Delaware Area Wargames Group)

Sponsor: Lance & Longbow Society

Medieval 25mm, Rules: Siege Swein Forkbeard's Castle

In 1258, having defeated the Caliph of Baghdad outside the city walls, the Mongol juggernaut laid siege, and ultimately, waste to the center of Islamic culture and learning. Game depicts Mongol assault on its walls and the storming and sack of Baghdad. Which Mongol will acquire the most loot? Can the Caliph or his sons slip the Mongol noose and escape with any of their vast treasure? Or will - as happened historically - he be locked in with his treasury to starve amidst untold riches?

S-481 - Down Styphon! - Battle of Andros Field: Paratime

Sat. 10 AM, 4 hrs, 8 players

GM: Peter Anderson with Joe Fish

Sponsor: Piquet, Inc., Prize: Copy of Hostile Realms rules (Piquet "Fantasy")

Renaissance 28mm, Rules: Hostile Realms by Piquet

Hostile Realms is a fusion of the Piquet Medieval/Renaissance supplement with Field of Battle and magic/fantasy elements. In this battle, the later are minimized, but the setting is the Paratime world of H. Beam Piper's "Lrod Kalvan of Otherwhen" as continued in John Carr's books (see Hostigos.com). Tercios, halberdiers, newfangled cannon, muskets, arquebuses, knights, lancers, dagoons, reiters, horse archers, devious stratagems and religious fanatics share the field in a glorious melange.

Children 13 years or older welcome with playing adult.

S-236 - Plastic Pirates Are Not Alone!

Sat. 10 AM, 2 hrs, 8 players

GM: Geoff Graff and the HAWKS

Age of Piracy Lego, Rules: Lego Looters

Once again those Little Lego Looters come to town, looking for something that... well... something they don't own - YET! But this time something is different. There's someone else coming to town too!

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

S-113 - Close Action Fleet Battle

Sat. 10 AM, 10 hrs, 30 players

GM: Lee Girer with Mark Campbell and M.A.N.O.F.W.A.R.

Age of Sail 1/1200, Rules: Close Action

Captains! Come refight a dramatic naval battle from the Age of Fighting Sail, when fleets of ships of the line dueled to determine which nation would rule the seas. Realistic movement, combat and limited communications rules assure that you'll get as close to real combat in this battle as possible. This Close Action Fleet Battle will be hosted by Mark Campbell, designer of Close Action, and Lee Girer.

Rules taught, kid friendly, new players welcome.

S-186 - Quiberon Bay - Conflans Stands, 20 Nov. 1759 - Theme Game

Sat. 10 AM, 8 hrs, 12 players

GM: Stanley Sunderwirth

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

As VADM Hawke with 23 battleships (and four 50's) bore down on Marshal de Conflans with 21 battleships outside of Quiberon Bay, the French formed line of battle to receive them. French were outnumbered and outgunned but were in better order and had the advantage of the leeward gage in the rising wind. Had Conflans held his ground, he might have avoided the disaster that followed. Players control squadrons in a game with lots of dice and almost no charts.

Rules taught.

S-123 - Sultan vs Czar: Battle for Benderi - Theme Game

Sat. 10 AM, 3 hrs, 8 players

GM: Philip Karecki with Barry Katz and NJMGS

Seven Years War 28mm, Rules: Might and Reason

Russians versus the Turks battling near the Turkish fortress of Benderi during Russian-Turkish War of 1768-74. The battle will be fought using the Might and Reason SYW rules set. Come take the banner of the Czar as the Russians push in to the Turkish homeland or grab your turban to defend against the infidel!

S-103 - Seven Years' War: Hold Until Relieved! - Theme Game

Sat. 10 AM, 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)

A new variation to Brigadier Peter Young's Battle of Sittangbad. The French are on the march to interdict the bridge at Sittangbad and the Prussians need to stop them.

S-216 - Battle on Snowshoes, 1758 - Theme Game

Sat. 10 AM, 4 hrs, 6 players

GM: Don Manser

Sponsor: Age of Glory

French & Indian War 54mm, Rules: Modified Brother Against Brother

Four feet of snow, piercing cold and an ambush waiting behind every rock and tree. Play either as one of Roger's Rangers or the seemingly innumerable French and Indians. Game utilizes the 60mm John Jenkins French and Indian War range of figures to fight out this most desperate struggle against unforgiving enemies in an even more unforgiving climate. Test your tactical skills in a battle that was just a small part of the madness of a world at war in the Age of Reason. See you there!!!

S-346 - Battle near Lake George, 8 Sept. 1755 - Theme Game

Sat. 10 AM, 4 hrs, 6 players

GM: Richard Claydon and Boston Trained Bands

French & Indian War 15mm, Rules: Shako

Two columns of infantry are marching through the northern woods of the Province of New York. One is led by the Gen. Baron de Dieskau with a force of French Regulars, Militia and Indians. The other led by Gen. William Johnson made up of Militia from New York and New England attempting to establish a chain of forts to attack Fort St. Frederic. Will the French regulars intimidate the militia or will the Indians overwhelm them?

Adult must be present with child.

S-620 - Great Voyageur Trapper Challenge, 1756 - Theme Game

Sat. 10 AM, 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.

S-280 - Onward to Stoney Creek - Theme Game

Sat. 10 AM, 6 hrs, 8 players

GM: Brad Pflugh with Bill Starmer

Sponsor: Iron Ivan Games

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

General Forbes has begun to construct a road that leads towards Fort Duquesne, and has ordered that artillery be stationed at the outpost at Stoney Creek. A mixed British-militia force must run the gauntlet through the deep forest to get a train of artillery pieces and wagons to the outpost.

S-119 - "All the King's Men" Demo Games

Sat. 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.

S-398 - Double Bridges at La Mierda, Summer 1809

Sat. 10 AM, 4 hrs, 6 players

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

Napoleonic 15mm, Rules: Carnage and Glory II

In the back and forth maneuverings in the late spring/ early summer between the French and British, a division sized force of all arms has been detached from both armies to seize the bridges over the two rivers that converge near the town of La Mierda. The side that holds the bridges gives their army a significant terrain advantage for the campaign. Fictional meeting engagement scenario during the Peninsula War using the Carnage and Glory II, Napoleon's Wars, Computer Moderated rules.

Rules Taught, beginners Welcome.

S-334 - Battle of Talavera, 28 July 1809

Sat. 10 AM, 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.

S-368 - Johnny Reb University

Sat. 10 AM, 3 hrs, 8 players

GM: Curt Daniels with Grant Daniels and PJ O'Neil

Sponsor: Johnny Reb Gaming Company, Battlefield terrain Concepts and Johnny Reb Gaming Society

American Civil War 15mm, Rules: Johnny Reb 3

Celebrate the 25th anniversary of the Johnny Reb rule set. Learn to play or brush up on your skills in these short player friendly games on special terrain boards by Doug Kline. Veteran game masters, various Johnny Reb play testers and the rules designer, John Hill will be on hand to run the games. This is a great opportunity to try out the rules.

All are welcome. Rules taught.

S-560 - The Devil's Wind: Take No Prisoners, Mar. 1858

Sat. 10 AM, 3 hrs, 6 players

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

Colonial 25mm, Rules: Tabletop Battle System (Indian Mutiny)

The British march into Lucknow. The battle is lost, but perhaps some honor can be retained by saving as many civilians as possible from the British purge. Fight as the Indian mutineers or as the British liberators in this inner city fight.

S-260 - Nick Travers and the Leopard King!

Sat. 10 AM, 4 hrs, 6 players

GM: John Camarano and Powder Mill Gaming Society

Pulp 28mm, Rules: A Good Day To Die

Nick Travers, Great American Hero, finds himself back in the jungles of Africa on a nice relaxing Safari Expedition when tragedy strikes. A local tribe of Hutu's raids the camp and takes off with Priscilla Knobsknockers. It appears the King has been smitten by the blonde beauty and if he can't have her then she will make an excellent sacrifice to the Leopard God. Can Nick save the day? Or will Priscilla become the bride of the Leopard King? Tune in and find out!

S-399 - Battle of Empress Augusta Bay

Sat. 10 AM, 4 hrs, 6 players

GM: Gregory Kuntz

Sponsor: Old Dominion Game Works

WWII 1/6000, Rules: General Quarters III

Come refight this early tactical victory of the USN, that but for a few navigational errors of the Japanese could have gone the other way. See if Arleigh Burkes's reputation is made or not by your actions in this historic battle off the coast of Bougainville.

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

S-543 - Eagle over the Rising Sun, Tarawa 1943

Sat. 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.

S-474 - Raid on Pantelleria

Sat. 10 AM, 6 hrs, 14 players

GM: Mark Anderson and Anderson's Irregulars

Sponsor: The Last Square

WWII 15mm, Rules: Command Decision: Test of Battle

The Island of Pantelleria lies between North Africa and Sicily. Prior to the invasion of Sicily Allied high command has assembled a special expeditionary force to seize it and neutralize anything that can interfere. The Raid on Pantelleria is about to begin. A beautiful game with great terrain; features British commandoes, American paratroopers, gliders, and a Canadian invasion from the sea. With ships planes, Italians, and Germans it is a regular war gaming circus.

S-400 - Where Purple Hearts and Iron Crosses Grow

Sat. 10 AM, 4 hrs, 6 players

GM: Bob Bengé

Sponsor: Old Dominion Game Works

WWII 15mm, Rules: Mein Panzer

Ardennes Winter 1944. American units are trying to slow down the marauding Germans from blitzkrieging to Antwerp. Scratch American units are thrown together and placed on the line. German Volksgrenadiers and newly assembled armor are moving fast to secure important crossroads to speed their advanced to the objective: the Muese River.

Rules Taught, beginners Welcome.

S-570 - Lethal Pass

Sat. 10 AM, 3 hrs, 8 players

GM: Jim McCourt

WWII 1/600, Rules: Lethal Pass (home rules)

Hurricanes, spitfires, and Bf-109s will fight it out in several short scenarios. Battle of France and Battle of Britain. Easily grasped home rules; veteran LP players welcome.

S-267 - Operation: Desert Breeze - Modern Iraq

Sat. 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.

S-397 - Tank Fight at the Chinese Farm, Oct. 1973

Sat. 10 AM, 5 hrs, 6 players

GM: Kenny Noe

Sponsor: Old Dominion Game Works

Modern 12mm, Rules: Mein Panzer

The Sharon Division has crossed the Suez and taken the fight to Egypt itself! The only problem is an heavily defended area known as the Chinese Farm. Come play Mein Panzer Core Rules with a little modern twist. Command Units of Israel bent on revenge to the surprise attacks or lead the Egyptian forces that are threatened to be surrounded and cut off from the homeland.

Rules Taught, beginners Welcome.

S-373 - Soccer: North London Derby

Sat. 10 AM, 3 hrs, 8 players

GM: Bob Wiltout and Potomac Wargamers

Sponsor: AlphaCast Miniatures

Modern 28mm, Rules: Home Rules

Arsenal takes on Tottenham Hotspur in the most bitter rivalry in English football: the North London derby. All the action direct from White Hart Lane.

Hostile banter is expected. These teams genuinely despise each other!

S-571 - Highway Racing

Sat. 10 AM, 3 hrs, 8 players

GM: Gregory McCourt with Jim McCourt

Modern Matchbox, Rules: Highway Racing (home rules)

Take the race onto the highway in this mad romp on the public roads!

Kid friendly game; GM is a minor.

S-486 - Attack of the Corporate Zombies!

Sat. 10 AM, 4 hrs, 8 players

GM: Chris Vaughn with Shawn Reis and WNPG

Sponsor: Wednesday Night Painting Group, Prize: Dice

SciFi 40mm, Rules: Pulp Fiction

Monday Morning and you're late for work again, your big report is due, you forgot to use the new cover letters for the T.P.S. reports, the break room only has Decaf, someone took your Red Stapler and if that's not bad enough your co-workers are turning into ZOMBIES! It looks like someone has a case of the Mondays. Can you survive another day of work without turning into Corporate Zombie or will you become another one of the mindless masses? Bring your sense of humor and find out.

Kid Friendly game.

★ 11:00 AM ★

S-330 - Let's Pillage a Village

Sat. 11 AM, 4 hrs, 8 players

GM: William Johnson with Dennis Daughtee and Reading Area Wargamers

, Prize: One for most successful Viking, junior champ Dark Ages 25mm, Rules: Pig Wars

Viking raid on the English coast. Young gamers accompanied by older gamers, please.

S-323 - Asian Pirates, 1389: Wako vs Koreans

Sat. 11 AM, 4 hrs, 10 players

GM: Al Gaspar with Mike Bassett

Medieval 15mm, Rules: Katana modified by Mike Bassett

Command Korean sea-borne troops as they seek to destroy the Japanese pirate bases along the Tsushima coastline and its islands. Or join the bands of Wako as they defend their junks and rugged sanctuaries. Experience lots of ship-to-ship, ship-to-shore, and land battles in this eye-catching game inspired by Osprey Publishing for Al Gaspar's Smithsonian Soldiers and Dioramas camps.

S-202 - Battle of Wandiwash, 22 Jan. 1760 - Theme Game

Sat. 11 AM, 6 hrs, 6 players

GM: Tony Figlia with Mark Hayes

Seven Years War 15mm, Rules: Fire and Fury; Regimental: Conquest of India

In the history of India, a confrontation between the French, under the Count de Lally, and the British, under Sir Eyre Coote. It was the decisive battle in the Anglo-French struggle in southern India during the Seven Years' War (1756-63).

Not recommended For Kids.

S-219 - Drawing Blood on the Frontier: The French and Indian War - Theme Game

Sat. 11 AM, 5 hrs, 9 players

GM: Nate Gerstner 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.

S-546 - The Hundred Days Pt.2 - Waterloo and Wavre

Sat. 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?

S-490 - Forces of Valor in France 1944

Sat. 11 AM, 2 hrs, 5 players

GM: Dennis O'Toole with Paul and Ethan Mackowick

WWII 54mm, Rules: Home Rules

This is a game for the kids. Ages 8-12 sounds about right with a parent close by. Rules are easy and the figures are big. Germans are trying to get past the American/British juggernaut and are bringing up their Tiger tanks to take on the Sherman's. All of the tanks have plenty of infantry and AFV support so let's see what happens! Plenty of shooting and drama in this game that is becoming a regular event.

★ 12:00 PM ★

S-315 - Of Mud and Gold

Sat. 12 PM, 4 hrs, 4 players

GM: Richard Johnson

Sponsor: Rattrap Productions

Dark Ages 28mm, Rules: Broadsword Adventures

Rome has fallen, the Dark Ages arrive and Vikings seek whatever they can take from the Saxon villages of England. But what happens when they suddenly find themselves facing a village where a group of former gladiators have chosen to reside? Test out the newest offering from Rattrap Productions - Broadsword Adventures!

Rules taught. Walk-ups welcome if room available.

S-329 - Colonization of the New World

Sat. 12 PM, 4 hrs, 6 players

GM: John Rentovich with Skip Carey

Renaissance 15mm, Rules: Home Rules

A strategic level game that simulates the rush to the New World to establish thriving, profitable colonies. Game play stresses economic development of colonies over conquest. Play as one of the Great European nations, or as the Native American Indian nations. Each European nation has its own advantages. Play as the France, seeking cooperation and trade with the natives, or as Spain, that conquers and converts, or as England with its vast number of willing colonists.

No players under 15 years old.

S-237 - Plastic Pirates Are Not Alone!

Sat. 12 PM, 2 hrs, 8 players

GM: Geoff Graff and the HAWKS

Age of Piracy Lego, Rules: Lego Looters

Once again those Little Lego Looters come to town, looking for something that... well... something they don't own - YET! But this time something is different. There's someone else coming to town too!

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

S-428 - The Battle of Wilhelmstahl, 24 June 1762 - Theme Game

Sat. 12 PM, 4 hrs, 10 players

GM: Robert Cassidy with M. Djordjevic and NJMGS

Seven Years War 25mm, Rules: Might and Reason

The French army of Prince Soubise has entered Germany and is deployed on a series of hills awaiting the Duke of Brunswick's Anglo-German army. Will the Duke be able to outflank the French again or will the Prince be able to bring his superior numbers to bear?

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

S-132 - Skirmish on the Yser, Oct. 1914

Sat. 12 PM, 3 hrs, 9 players

GM: Victor Hiris

WWI 25mm, Rules: Trench Wars

Can the Belgians hold a railroad embankment against a German attack?

Kid friendly game.

S-478 - Daba Prang

Sat. 12 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).

S-540 - Delaying Action at Hilders

Sat. 12 PM, 4 hrs, 6 players

GM: Shawn Franklin with Bill Baetz

Modern 1/285 micro, Rules: GHQ - Modern Microarmor: The Game

World War Three begins in the early morning hours of a winter's day in 1989. The Soviet 27th Guards Motorized Rifle Div is charged with securing a crossing of the Ulster River for the 8th Guards Army. The US 2nd Armored Cavalry Regt is not expected to leave the town's bridges intact, so the Soviet bridging equipment will be closely following the armored spearhead. The outnumbered US forces will attempt to survive and buy enough time to allow NATO to mount a counterattack.

Rules Taught.

★ 1:00 PM ★

S-277 - Rule Britannia! - English Channel, 289 AD

Sat. 1 PM, 4 hrs, 8 players

GM: Brian Cantwell

Ancients 6mm, Rules: Salamis ad Actium

The rebel Carausius has seized the Roman fleet in Gaul and established an independent empire in Britain. The Roman emperor in the west, Maximian, has constructed a new fleet and sallied forth from the Rhine river to defeat the rebels and reconquer Britain. Can the experienced sailors of Carausius' fleet defeat the Romans and maintain their sovereignty? Take command a squadron of liburnians and fight for control of the waters around Britain. Ramming Speed!

Children welcome with adult supervision.

S-440 - Vikings! - Songs of Blades and Heroes Demo

Sat. 1 PM, 3 hrs, 4 players

GM: Allen Hayden and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

Dark Ages 28mm, Rules: Songs of Blades and Heroes

Small scale Skirmish with Vikings.

No players under 16. Rules taught.

S-355 - Two Johns, Only One Crown: Battle of Aljubarrota, 14 Aug. 1385

Sat. 1 PM, 4 hrs, 6 players

GM: Richard Wareing

Sponsor: LMW Works & MagWeb.com

Medieval 25mm, Rules: Knight Hack

In 1383 King Ferdinand of Portugal died without an heir. After two years the claimants - his son-in-law, John, the King of Castile, and his illegitimate half-brother, John, the Grand Master of the Knights of Avis - finally met. The Castilians had over 6000 French and Spanish knights and over 4:1 advantage. Portuguese held the high ground and were joined by a company of English longbowmen. Come fight in the epic battle for Portuguese independence and find out!

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

S-210 - Battles in The Age of War (15mm Samurai)

Sat. 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.

S-544 - Raid on Marshall's Landing - Theme Game

Sat. 1 PM, 4 hrs, 6 players

GM: Bob Marshall with Mike Adair and Chuck Scholti

French & Indian War 28mm, Rules: Home Rules

Indian raid on colonial settlement during French and Indian War.

Chronologically mature players only.

S-447 - Bushy Run, 1763 - Theme Game

Sat. 1 PM, 4 hrs, 6 players

GM: Dieter Dellinger and Susquehanna Wargamers

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

Supposedly the French and Indian War is over, but someone isn't convinced.... Bouquet needs to reach Fort Pitt, but encounters an unwelcome surprise along the way. Will this be a repeat of Braddocks defeat? Or will the Highlanders prevail?

Under 16 with accompanying adult only.

S-309 - Among the War Parties, Fall 1757 - Theme Game

Sat. 1 PM, 3 hrs, 4 players

GM: Pete Murray

Sponsor: Rattrap Productions

French & Indian War 28mm, Rules: Gloire

Colonial armies and their native allies are preparing for winter quarters. But your war party has work that cannot wait while winter covers the land. Settle grudges, take trophies, and settle the destiny of nations as Rangers, Warriors, and Marines converge in the forests of the frontier!

S-349 - Terror in the Tulpehocken, 1758 - Theme Game

Sat. 1 PM, 4 hrs, 6 players

GM: Les Faison with Dennis Kubicki

French & Indian War 40mm, Rules: Home Rules

America's first War on Terror. Indians and their French Allies strike terror in the heart of the Colony of Pennsylvania during the battle for a continent. Can you as a colonist hold on to your family and your scalp. Featuring 40mm Sash and Saber figures.

Adult must be present with Kids under age 14.

S-120 - "All the King's Men" Demo Games

Sat. 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.

S-426 - Naval Battle of Memphis, 6 June 1862

Sat. 1 PM, 3 hrs, 9 players

GM: C. Patrick Hreachmack

Sponsor: The Last Square, Prize: 1:600 scale ACW naval models

American Civil War 1/600, Rules: Under Both Flags

Undoubtedly the closest thing to a demolition derby to come out of the ACW, seven Federal vessels under joint command of Captain Charles Davis and Col. Charles Ellet, Jr., were met by eight vessels of the Confederate River Defense Fleet under Captain James Montgomery. The action took place in front of record crowds lining the riverbanks of Memphis. If you enjoy armored demolition derbys, please join us and see if you can do better than history!

No gamers under 17 please.

S-369 - Johnny Reb University

Sat. 1 PM, 3 hrs, 8 players

GM: Curt Daniels with Grant Daniels and PJ O'Neil

Sponsor: Johnny Reb Gaming Company, Battlefield terrain Concepts and Johnny Reb Gaming Society

American Civil War 15mm, Rules: Johnny Reb 3

Celebrate the 25th anniversary of the Johnny Reb rule set. Learn to play or brush up on your skills in these short player friendly games on special terrain boards by Doug Kline. Veteran game masters, various Johnny Reb play testers and the rules designer, John Hill will be on hand to run the games. This is a great opportunity to try out the rules.

All are welcome. Rules taught.

S-637 - Ashanti War, 1874

Sat. 1 PM, 4 hrs, 6 players

GM: Nigel Clarke and Colonial Wars Yahooogroup

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.

S-272 - Blood & Sand: Gavutu-Tanambogo, 7-9 Aug. 1942

Sat. 1 PM, 5 hrs, 6 players

GM: Hayes Wauford with Robert Brown and the Monastery

Sponsor: George Guerriero/Minute Men Toy Soldiers, Prize: Coors Light

WWII 20mm, Rules: Advanced Squad Leader (Simplified)

Using simplified ASL rules, players recreate the Marine landings on the tiny islets of Gavutu-Tanambogo, which were part of the operation to seize Guadalcanal, Tulagi and Florida islands. Players get to use their skill and luck in conducting a Marine amphibious landing, supported by Naval guns and aircraft, against unknown Japanese strength. Familiarity with ASL not necessary; Good attitude is.

Game rules not recommended for Kids.

S-243 - Buck Rogers Comes to the Mysterious Planet X

Sat. 1 PM, 4 hrs, 10 players

GM: Kurt Schlegel and the HAWKS

SciFi 54mm, Rules: Blood and Swash

Dr. Huer has gone off to explore the mysterious Planet X, and has not been heard from since. Join Buck Rogers and everyone else as they try to find Dr. Huer and what's so mysterious about Planet X.

★ 2:00 PM ★

S-298 - The Fall of the Han

Sat. 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.

S-593 - Caesar at Vingeanne, 52 BC

Sat. 2 PM, 4 hrs, 6 players

GM: Phil Viverito

Sponsor: LMW Works, MagWeb.com & Northern Ohio Wargaming Society

Ancients 25mm, Rules: Classical Hack Second Edition

Caesar has begun his approach on Alesia. The Aeduan leaders Cotus and Cavarillus have been ordered out with the cavalry to stop Caesar's advance by Vercingetorix. Caesar has arrayed his legions in an open square with the baggage in the middle with his German and Gallic cavalry guarding the flanks. Vercingetorix and his men must stop Caesar or face being cut off from Alesia. Will Gallic cavalry be able to stop the advance or be forced back on their own infantry?

S-572 - Minimus Maximus, or "Joey, you like gladiator movies?", 65 AD

Sat. 2 PM, 3 hrs, 11 players

GM: Nicholas McCourt with Jim McCourt

Ancients 28mm, Rules: Minimus Maximus (home rules)

A friendly game of gladiatorial mayhem which is appropriate for the younger crowd. Desperation and dirty tricks make this a truly quick and dirty set of gladiator rules. Several short battles will be fought.

Kid Friendly-Kid preferred.

S-455 - The Peasants are Revolting - Yuck!

Sat. 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"?

S-518 - Medieval Warfare Open Gaming

Sat. 2 PM, 3 hrs, 6 players

GM: Perry Gray with Jeff Ball

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 and veteran players.

Over age 13 ok; rules taught.

S-621 - Great Voyageur Trapper Challenge, 1756 - Theme Game

Sat. 2 PM, 3 hrs, 12 players

GM: John Curran with Bob Baldwin

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.

S-109 - Blood Along Frenchman's Creek, Fall 1758 - Theme Game

Sat. 2 PM, 4 hrs, 10 players

GM: John Michael Priest with Dustin Kunkle

French & Indian War 54mm, Rules: Fix Bayonets! War on the Frontier by John Michael

A British expedition has orders to invade western Pennsylvania and drive out a French stronghold along Frenchman's Creek. Both armies consist of local volunteers, Indian allies, Regulars, and militia. French are determined to hold their ground with artillery, including mortars ensconced in a series of redoubts. British, suffering from a feud between superior officers are not sure if they are using a land or amphibious approach or both to push the French out of "their" colony.

Played in three 4-hr sessions with the players in 2nd and 3rd events walking into the tactical situation left over from the previous game. Rules taught. Kid Friendly But Children 14 or younger must have a parent playing game with them.

S-496 - Cocked Hats and Crooked Dice

Sat. 2 PM, 3 hrs, 6 players

GM: Greg Markert and the Rogues

AWI 28mm, Rules: The 80% Solution

There are two things that make a wargame cool, tanks and cocked hats. There are no tanks in this game, but lots of cocked hats. Somewhere in the Jersey Pine Barrens lurks the rebellious Continental Army. Crown Forces are carelessly hunting for these rebels with a cause. Come and enjoy a light hearted game with easy rules, nice figures and the usual Rogue flair. Command inept, ragged and slightly ripe rebels or try your luck with rum besotted soldiers of the King or their sausage eating allies.

Under 14 with accompanying adult.

S-617 - Fuentes de Onoro, 5 May 1811

Sat. 2 PM, 4 hrs, 8 players

GM: Graydon VanRy with Jim Welch

Sponsor: Mike Vasile

Napoleonic 25mm, Rules: The Easiest Rules Ever for Napoleonics

Attempting to relieve the siege of Alameda, French Marshall Massena must break through the British army at Fuentes de Onoro, Spain. The Duke of Wellington bars the way as only he can. This is a classic example of a Wellington defense used so many times on the Peninsula, but it's no sure thing. The much larger French army was defeated in what turned out to be the last battle for Massena, perhaps Napoleon's abled subordinate.

S-285 - Spanish Ulcer

Sat. 2 PM, 4 hrs, 5 players

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

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

Napoleonic 15mm, Rules: Maelstrom

Guerrilla's have captured a town along the French Line of communications. The French have dispatched a brigade to clear them out. The Guerrillas are not the only Spanish there however!

New comers welcome. Kids under 13 with adult.

S-223 - Home of the Brave: North Point, 1814

Sat. 2 PM, 4 hrs, 6 players

GM: Duncan Adams and the HAWKS

War of 1812 25mm, Rules: Wellington Rules

In the predawn hours, 4500 British veterans disembark at North Point while the bombardment fleet moves on Fort McHenry. Maj.-General Robert Ross expects to cover the 15 miles to Baltimore today "if it rains militia." Gen. John Stricker leads the 3rd Brigade, Maryland Militia, Baltimoreans all, down the peninsula to defend their homes. Refight this key battle that left the British controlling the field, but with a dead General and no stomach for challenging Baltimore's defensive works.

Under 12 welcome with playing adult.

S-499 - Death of a Major, the Saga Continues

Sat. 2 PM, 3 hrs, 8 players

GM: Erik Kramer with Billy Landis and the Rogues

Wild West 28mm, Rules: Death in the West (Home Rules)

The traitor Major Markert and his band of renegades continue to reign havoc in the west selling guns to the Apache and making money the old fashion way - stealing it. Moms and Dads can play their kids in a friendly (yeah sure) easy to learn Plains War game between the US Cavalry, the Apache and maybe a few other surprises. Lots of dice, friendly shouting, and friendly killing.

Kids game run by Kids. Rules taught.

S-383 - Celluloid Heros of the West

Sat. 2 PM, 4 hrs, 14 players

GM: Maurice Holmes with Al Lyons

Wild West 25mm, Rules: High Noon

"We take you now to those thrilling days of yesteryear..." Have you ever wondered who the greatest gufighters 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.

S-636 - The last stand of Beau Geste again, Sahara on the edge of Sudan, 1890

Sat. 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.

S-604 - Tom and Jerry 2

Sat. 2 PM, 3 hrs, 12 players

GM: Steve Robinson and Woodbridge (VA) Area GamerS

Sponsor: Acheson Creations

WWI 25mm, Rules: Trench Wars

2 of 2, The Jerries are mad now! The Tommies has stolen the warm, shell crated, hole in the ground, muddy home of the Jerries. Jerry has a card up his sleeve! I know for sure that lead soldiers do not bleed, but allot of the will have to wait until next time to be played with. Come and pick a side and once again taste the rotting, acidic smell of the western front. You need not have played in part 1 to play in part 2.

Beginners are welcome.

S-312 - Curse of the Living Monolith

Sat. 2 PM, 4 hrs, 6 players

GM: Mark Costello

Sponsor: Rattrap Productions

Pulp 28mm, Rules: .45 Adventure

The stalwart defenders of Empire City, The Mystery League, are pressed to their limits as they face the inhuman, terra cotta servitors of the twisted madman Dr. Xian! Bent upon destroying the city, Xian dispatches his army to locate the elements he needs to summon forth a mystic juggernaut of destruction. Will their combined might prevent Dr. Xian from unleashing the fury of this unstoppable relic? And if not, what hope have The Mystery League of facing - The Curse Of The Living Monolith?

S-321 - Revenge on Force H

Sat. 2 PM, 6 hrs, 14 players

GM: Michael Harris

WWII 1/2400, Rules: Command at Sea

The Royal Navy in the Mediterranean have once again eluded the main Italian battle fleet and resupplied the island of Malta with critical supplies. British Force H, the same group that assaulted Mers-el-Kebir, is sighted by a French submarine and the remaining French High Seas Fleet sorties for revenge. Join Michael Harris 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.

S-305 - State Farm 41, Pt.2

Sat. 2 PM, 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.

S-439 - Spindler goes on the Offensive, 19 Sept. 1944

Sat. 2 PM, 3 hrs, 6 players

GM: Jayson Gardner with Bryan Miley and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

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

After days of blocking the British First Airborne Div from reaching the Arnhem Bridge, Kampfgruppe Spindler begins to go on the offensive driving the British back to the Oosterbeek defensive perimeter. Elites clash with SS versus the Red Devils.

Under 16 with accompanying adult only.

S-246 - Look Sarge, It's the Beaches of Peleliu!

Sat. 2 PM, 4 hrs, 6 players

GM: David Schlegel and the HAWKS

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

The 1st Marine Division storms ashore to wrest control of the island of Peleliu from tenacious Japanese defenders.

S-324 - 'Combat!' Demo

Sat. 2 PM, 4 hrs, 8 players

GM: Howard Whitehouse

WWII 28mm, Rules: 'Combat!'

How would you like to try a WWII squad level game which lasted an hour, played on a card table, ran on a system of cards and dice, and cared more about what happened to PFC Vinnie Vermicelli from Brooklyn ("This is my fiance, Angela, at Coney island last summer - check out the gams!") than the precise fragmentation radius of a No. 6 grenade? Lead a squad in Normandy in this fast, personality-driven game of, well, Combat!

Up to 8 players at a seating, may be played multiple times. 28mm figures on four 2'x2' boards. This is part of the testing program for a commercial project to be released in 2009. Kid friendly, with adult present

S-372 - Soccer: The Villains are coming!

Sat. 2 PM, 3 hrs, 8 players

GM: Jeff Wiltout and Potomac Wargamers

Sponsor: AlphaCast Miniatures

Modern 28mm, Rules: Home Rules

Aston Villa has mastered Chelsea this year with its great pace and counter-attacking style. Can it continue? Another great "Battle of Stamford Bridge" is looming.

★ 3:00 PM ★

S-198 - Arthur at Mount Badon, c. 490 AD

Sat. 3 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 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.

S-180 - A Day at the Reaces, Leonardo?

Sat. 3 PM, 4 hrs, 12 players

GM: Peter Frechtling and Wilderness Wargamers

Renaissance 25mm, Rules: Leonardo

Before there was LeMans, before there was Nascar, there was Leonardo! Come race the battle-tanks of the great Condottieri of Italy during the Renaissance and see whose tanks is the longest - er, lasting - in this demolition derby of the Leonardo Da Vinci inventions.

S-459 - "Ambush At Newton Creek" - 1755 - Theme Game

Sat. 3 PM, 4 hrs, 8 players

GM: Byran Gravener

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

Elements of the British 50th Foot advance to reinforce a forward base held by a detachment of Rangers and Militia. The base will enable the British to use it for further operations along Lake George in upcoming campaigns. The advance road work party has been able to establish contact with Ranger detachment and have sent word back to the main column that the way is clear. The French and Indians have other ideas.

S-359 - Camden, 1780

Sat. 3 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 16. Easy rules to learn/play.

S-121 - "All the King's Men" Demo Games

Sat. 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.

S-167 - Battle of Shevardino

Sat. 3 PM, 4 hrs, 6 players

GM: Chris Collins and Southern Maryland Partizans

Napoleonic 15mm, Rules: Fury of Nations

Moving ahead of his advance guard, Napoleon finds that the Shevardino redoubt screens his view of the main Russian army and will severely hinder the deployment of his army. He therefore rides back and orders Compan to advance with his division and take the redoubt. 1st and 2nd Cavalry Corps are ordered up to support Compan's division.

Rules taught.

S-596 - Buccaneer Wars

Sat. 3 PM, 3 hrs, 6 players

GM: Brian Whitaker 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.

S-144 - Trench Wars: The Outskirts of Tanga

Sat. 3 PM, 4 hrs, 8 players

GM: Jim Stanton with Steven Stanton

Sponsor: Brigade Games, Prize: Brigade Games WWI Figure

WWI 28mm, Rules: Trench 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 the railroad and continues into Tanga with house to house fighting within the town.

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

S-364 - Larger Than Life: Quest for the Golden Monkey

Sat. 3 PM, 2 hrs, 8 players

GM: Ed Teixeira

Sponsor: Two Hour Wargames

Pulp 28mm, Rules: Larger Than Life - ATF Variant from THW

You know the legend. The fabulous Golden Monkey idol that is guaranteed to produce riches untold. Except...it's on a hostile island in the Pacific...the Hitler wants it...the French want it...the natives want it...so do the ...well, can't tell you everything No experience needed. Come see the preview to the new THW game...Larger Than Life

Kid friendly.

S-488 - Battle of Kursk

Sat. 3 PM, 3 hrs, 6 players

GM: Jason Miller with Shawn Kaup

Sponsor: Krieghund Games

WWII 20mm, Rules: Krieghund

Operation Citadel was launched in the summer of 1943 by Gen. Manstein against the Kursk salient in an effort to cut-off an over extended Soviet offensive. Leading the assault was the Wehrmacht's elite Panzer units equipped with the mighty Tiger and Panther tanks. Scenario focuses on final phase of German assault into Kursk salient and features tons of tank vs tank action. Will Zhukov's reserves be enough to stop the German juggernaut, or will Germans succeed?

S-600 - Battleships at Guadalcanal

Sat. 3 PM, 4 hrs, 7 players

GM: Dick Bryant

WWII 1/2400, Rules: SEEKRIEG 5

Recreation of the Battleship night action off Guadalcanal on 14-15 Nov. 1942.

S-533 - Wrong Turn On The Way To Oboyan: Kursk, 10-11 July 1943

Sat. 3 PM, 7 hrs, 6 players

GM: Martin Hudson with Steve Curtis

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.

S-461 - Air War Java Sea, Feb. 1942

Sat. 3 PM, 3 hrs, 14 players

GM: Mark Burdette and Slippery Weasel Gaming Group

Prize: 1/300 miniature aircraft

WWII 1/700, Rules: Check Your Six!

This hypothetical battle pits competing Allied and Japanese aerial strike groups against each other. The Japanese are preparing to invade Java. Allied aerial reconnaissance has located the Japanese invasion fleet and aircraft have been dispatched to attack it. At the same time Japanese search planes have detected the Allied naval force on its way to intercept the invasion force. Both air forces are determined to hit each others warships before the impending naval battle.

All ages are welcome. No experience with the rules is required.

S-175 - The Last King of Zamunda

Sat. 3 PM, 4 hrs, 6 players

GM: Mike Heagerty and Army of Central Maryland

Modern 28mm, Rules: At Close Quarters

Flash Traffic Top Secret/NOFORN/HUMINT. BT sources advise rebel leader Zanzabar "Papa" Booya currently located compound near village Tel-Adir. Operational detachment "delta" on scene reports Booya lightly guarded. From JSOC organize task force with available assets and detain Booya and other targets of opportunity. Top Secret/NOFORN/SIGINT/ORCON BT be advised other foreign military possibly in area. Intentions unknown.

S-554 - Mutiny On The Bequod!

Sat. 3 PM, 3 hrs, 6 players

GM: Larry Wickman and the Wegshogs

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

Fantasy 25mm, Rules: WEGS 202

Arrr ye ready to rumble? Then draw your cutlass and get ready for some sword-n-sorcery treachery on the high seas of WEGS, the Wickedly Errant Game System! In this scenario, players create the disgruntled crewmembers onboard the Bequod who stage a mutiny! This is an all guts-n-glory battle-fest that pits the players against the Captain and his loyal minions. WEGS is an easy system to jump in to. All you need is a sense of adventure, you scurvy dawgs! Gimme an arrr!

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

★ 4:00 PM ★

S-377 - Battle on Snowshoes - Theme Game

Sat. 4 PM, 4 hrs, 8 players

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

Sponsor: John Jenkins Designs

French & Indian War 54mm, Rules: Skirmish Wargames Flintlock & Ramrod Redux

F&I War Classic clash between Roger's Rangers and the French and their Indian Allies

1:1 scale with exquisitely painted 1:32nd scale figures, each a named character, on a snow terrain and scratchbuilt buildings. Rules %-age based.

S-232 - Fold & Fight

Sat. 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!

S-370 - Johnny Reb University

Sat. 4 PM, 3 hrs, 8 players

GM: Curt Daniels with Grant Daniels and PJ O'Neil

Sponsor: Johnny Reb Gaming Company, Battlefield terrain Concepts and Johnny Reb Gaming Society

American Civil War 15mm, Rules: Johnny Reb 3

Celebrate the 25th anniversary of the Johnny Reb rule set. Learn to play or brush up on your skills in these short player friendly games on special terrain boards by Doug Kline. Veteran game masters, various Johnny Reb play testers and the rules designer, John Hill will be on hand to run the games. This is a great opportunity to try out the rules.

All are welcome. Rules taught.

S-529 - The Ordeal of the East Section, Pt.2: The Marines At Okaharui

Sat. 4 PM, 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), April 1904. The Marines of the German East Section survived Pt.1, Battle of Owikokorero (see F-528, Friday at 10 AM). They're now in a long, strung-out column in the thickest part of the bush. The Hereros lie in wait, ready to attack the column's front, center, rear, wagons and autocannon! Historical scenario based on original German sources, from upcoming scenario book 'The Herero War'. Visit www.hererowars.com for more info.

S-211 - The Battle of Kohima Ridge, April 1944: The British Thermopylae

Sat. 4 PM, 6 hrs, 12 players

GM: Douglas Lipton with Joe Seliga and New Jersey Miniatures Society

WWII 15mm, Rules: Command Decision: Test of Battle

The struggle for Kohima is considered one of WW II's major battles. It has been called by Lord Mountbatten the Thermopylae of the British Empire where a handful of Commonwealth troops stopped a full Japanese division halting the invasion of India. It is now three days into the battle-half the ridge is taken. Your task - as Brits: stop the Japanese tide. As Japanese: breakthrough this piddling defense and take India.

S-476 - New Snakes in Town

Sat. 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! Furbal; <http://www.skirmishcampaigns.com/>.

S-653 - Battlewagons in Action!

Sat. 4 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.

★ 5:00 PM ★

S-316 - Of Mud and Gold

Sat. 5 PM, 4 hrs, 4 players

GM: Richard Johnson

Sponsor: Rattrap Productions

Dark Ages 28mm, Rules: Broadsword Adventures

Rome has fallen, the Dark Ages arrive and Vikings seek whatever they can take from the Saxon villages of England. But what happens when they suddenly find themselves facing a village where a group of former gladiators have chosen to reside? Test out the newest offering from Rattrap Productions - Broadsword Adventures!

Rules taught. Walk-ups welcome if room available.

S-521 - MacDuff at Mollowitz, 10 Apr. 1741

Sat. 5 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.

S-220 - Drawing Blood on the Frontier: The French and Indian War - Theme Game

Sat. 5 PM, 5 hrs, 9 players

GM: Matt Sholly with Justin Kennel 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.

S-310 - Among the War Parties, Fall 1757 - Theme Game

Sat. 5 PM, 3 hrs, 4 players

GM: Pete Murray

Sponsor: Rattrap Productions

French & Indian War 28mm, Rules: Gloire

Colonial armies and their native allies are preparing for winter quarters. But your war party has work that cannot wait while winter covers the land. Settle grudges, take trophies, and settle the destiny of nations as Rangers, Warriors, and Marines converge in the forests of the frontier!
Beginners taught, walk-ups welcome as openings permit.

S-537 - "Landing At Anse aux Sables" - 8 June 1758 - Theme Game

Sat. 5 PM, 4 hrs, 8 players

GM: Bruce Tarrant

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

Wolfe leads the initial landing to start the second siege of Louisbourg at Anse aux Sables as the remainder of British forces struggle in rough surf in Cormorandiere Cove. Historically the French gave only light resistance to the landing and the British were able to establish a beachhead where the remainder of the Army was able to land. Well, that wouldn't be any fun! The French will give a more spirited defense and try to drive the British back into the sea before they can become established.

S-565 - Budmashes , Bandits and Brits

Sat. 5 PM, 4 hrs, 4 players

GM: Brian Kelly with Del Stover and Wednesday Night Gamers of Alexandria

Colonial 25mm, Rules: Home Rules

Take command of British troops as they grimly defend their outpost from hordes of rebels during the Indian Mutiny. Defend the walls with stalwart East India Company troops while sharpshooters fire down upon the rebels. Send your lancers to meet the rebel cavalry. Turn your cannon against marauding elephants. You have the ammunition. But do you have enough men to defend the entire perimeter? Fast but easy homegrown rules make for a dynamic fight.

S-275 - Sky Galleons of Mars, 1889

Sat. 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 on the old GDW game Sky Galleons of Mars. This is in 25mm with large colorful ships and crews of the early 1900s.

S-607 - Langensalza: The Hanoverians' Last Stand

Sat. 5 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.

S-480 - Slow Boat to Bardia, 20 June 1940

Sat. 5 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.

S-199 - St. Anne's Chapel

Sat. 5 PM, 4 hrs, 6 players

GM: George Buzby and NOVAG

WWII 20mm, Rules: Disposable Heroes

21 Dec. 1944, afternoon. East of Stoumont, Belgium and along the N633 highway to La Gleize. In order to isolate Kampfgruppe Peiper, the U.S. 2/119th INF moved south to cutoff the N33 between La Gleize and Stoumont. When the overall American counterattack failed, a platoon of Company G established a roadblock with mines, felled trees, and acted as a covering force while its Battalion retreated.

This is a skirmish level game.

S-442 - Minden 1985, Pt.2

Sat. 5 PM, 3 hrs, 4 players

GM: Mark Kinsey with Jon Yuengling and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

Modern 6mm, Rules: Fistful of Tows 2

Date line, spring of 1985 the balloon goes up over central Europe. The Warsaw Pact forces cross the border into West Germany, driving on the Rhine. Later on the afternoon of the first day, Soviet paratroops advance on the city of Minden to pin down the British garrison. British troops launch a recon in force checking on the Soviet defenses. Players will command battalion teams using Fist Full of TOWS rules set.

No players under 16.

★ 6:00 PM ★

S-453 - The Peasants are Revolting - Yuck!

Sat. 6 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"?

S-208 - Battles in The Age of War (15mm Samurai)

Sat. 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 lasts 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.

S-420 - French and Indian War in 54: Fire on the Frontier! - Theme Game

Sat. 6 PM, 3 hrs, 4 players

GM: John Zabawa and Gettysburg Area Gamers

Sponsor: Gettysburg Miniature Soldiers

French & Indian War 54mm, Rules: Anything but a One (home rules)

A large French and Indian raiding force has been spotted in the valley all militia are ordered to the fort. Will your small force hold the fort; can the British relief force get through in time? Fun fast rules; 54mm barzso figures.

Adult must be present with child.

S-487 - Battle for El Puerto, July 1813

Sat. 6 PM, 4 hrs, 6 players

GM: Paul Mackowick with Dennis O'Toole

Napoleonic 28mm, Rules: Brother Against Brother, Home rules for naval

Wellington must secure his left flank for the coming offensive in the Pyrenees. For this, the Light Division must clear out the garrison at the sea port of El Puerto. Crauford plans a two-pronged attack with the help of the Royal Navy to secure the harbor. At the time of the attack, a French ship of the line is in the vulnerable position of unloading supplies for the garrison. Can the French get under sail in time? Can the infantry hold off the land attack long enough?

S-356 - Fuentes de Orono, 5 May 1811

Sat. 6 PM, 6 hrs, 6 players

GM: Peter Landry

Sponsor: Eureka Miniatures, Prize: Sample figures

Napoleonic 15mm, Rules: Napoleon's Battles

Wellington and his Anglo-Portuguese army faced off against the French, led by Massena, in a desperate battle that raged through the streets of Fuentes de Orono. Although hard pressed, Wellington and his men held the left and center against successive assaults, while a brilliant fighting withdrawal saved the right. It was so closely run, however, that Wellington did not count it among his victories and even said that the British would surely have been defeated had "Boney" been there.

Part of the Wars of Portugal Series.

S-500 - Rolling Down the River (Again), Union Navy 1864

Sat. 6 PM, 4 hrs, 8 players

GM: Scott Landis and the Rogues

American Civil War 15mm, Rules: BAPS Ironclads

A continuation of last year's attempt by the Union Navy to get troops and supplies down the Mighty Mississippi to the Union Army in hot pursuit of the Confederates. On this second leg of the journey, the Union fleet is feeling a little less confident after losing a number of their transports and some of their finest riverboats to the cunning rebels. Can the Union forces make it down the river or will the Confederates make the Union Navy regret trying to tame Old Man River?

Over age 14 please.

S-339 - Age of Ironclads: Down in the Delta

Sat. 6 PM, 4 hrs, 6 players

GM: Jim Brokaw

American Civil War 10mm, Rules: Iron and Glory

A Union naval force has just arrived at the delta of the Big River with badly needed supplies. Confederate naval forces must steam down the Big River and destroy the Union supply ships.

Simple rules for fast play.

S-314 - The West that Wasn't

Sat. 6 PM, 4 hrs, 4 players

GM: Joey McGuire

Sponsor: Rattrap Productions

Wild West 28mm, Rules: .45 Adventure

At Cold Wars, the evil Dr. Finkelfiend was thwarted by his younger self, the noble Dr. Finkelfiend from the 1870s. Seeking revenge the evil doctor has followed his twin back to battle in the Wild West. Gadget-wielding assassins, deadly cowboys, women of questionable virtue, Tong members, and an automaton or two clash in a bid for ultimate supremacy. Will the evil doctor prevail? Will the townsfolk put up with this silliness? Will His Majesty, Emperor Norton I, make an appearance?

S-441 - Assault on Alcazar, 18 Sept. 1936

Sat. 6 PM, 3 hrs, 6 players

GM: Jayson Gardner and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

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

The Siege of the Spanish Fortress rages on between the cadets, Guardia Civiles, and Rebel militia inside defending against the Loyalist militias besieging them.

Under 16 with accompanying adult only.

S-489 - Battle of Kursk

Sat. 6 PM, 3 hrs, 6 players

GM: Shawn Kaup with Jason Miller

Sponsor: Krieghund Games

WWII 20mm, Rules: Krieghund

Operation Citadel was launched in the summer of 1943 by Gen. Manstein against the Kursk salient in an effort to cut-off an over extended Soviet offensive. Leading the assault was the Wehrmacht's elite Panzer units equipped with the mighty Tiger and Panther tanks. Scenario focuses on final phase of German assault into Kursk salient and features tons of tank vs tank action. Will Zhukov's reserves be enough to stop the German juggernaut, or will Germans succeed?

S-134 - Cold "NUTS!" - Russia, Dec. 1941

Sat. 6 PM, 4 hrs, 6 players

GM: Peter Gaut with Keith Thomas and Rob Laing

WWII 28mm, Rules: NUTS!

The German advance has stalled and a Soviet counterattack is inevitable. Join us on a beautiful 6'x4', custom built modular terrain board featuring roads, rivers, ruins and more, for some gut-numbing skirmish action! And if you don't like the weather, don't worry, it'll change!

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

S-445 - Stopped Short: Panzer Lehr counterattack outside St. Lo, July 1944

Sat. 6 PM, 4 hrs, 6 players

GM: Keith Stine and Susquehanna Wargamers

WWII 25/28mm, Rules: Disposable Heroes Coffin for Seven Brothers

Men of the 901st Panergrenadier Regt and elements of the 36th Panzer Regt, Panzer Lehr Div have pushed into American lines in an effort to drive the Americans over the Vire Canal. They run headlong into troops of the 47th Inf Regt of the 9th Div supported by tanks from the CCA of the 3rd Armored Div. Savage fighting erupts at a small crossroads near the village of la Charlemenerie. Take part in this large 28mm WWII game featuring lots of armor and infantry.

Under 16 with accompanying adult only.

S-450 - Survivor: Star Wars Edition

Sat. 6 PM, 3 hrs, 16 players

GM: Jim McNaney

, Prize: Star Wars rare/very rare figureSciFi 25mm, Rules: WOTC Star Wars miniature rules

Do you enjoy playing the Star Wars miniature game? Do you like watching Survivor? Join us on an island far, far away as 16 characters from the Star Wars universe do battle to determine the ultimate survivor. It may take an alliance or two, and it will take teamwork to get to the end. Watch out for backstabbers, liars, and people with really big guns!

Kid friendly game: Kids of any age are welcome, but a knowledge of Star Wars miniature rules is required...only scenario specific adaptations will be taught.

★ 7:00 PM ★

S-250 - Tavern Brawl

Sat. 7 PM, 4 hrs, 8 players

GM: Jennifer Palmer and the HAWKS

Age of Piracy 25mm, Rules: Blood and Swash

Sharpen ye blade and load ye musket for there be the usual trouble brewing at the ol' Spyglass Tavern. Old Friends and new enemies gather to settle old scores and form new grudges. Pirate mayhem and merriment guaranteed in another one of Jennifer Palmer's swashbuckling tavern adventures.

S-448 - Cuddalore - The Not Ready for Prime Time Sailors - Theme Game

Sat. 7 PM, 4 hrs, 6 players

GM: Bob & Cleo Liebl with Stan Sunderwirth and First Friday Gamers

Sponsor: The Cookieman, Prize: cookies for all!

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

Cuddalore was a 7YW naval battle between the British and the French - who else? Most of the ships had formerly been merchantmen. Many of the officers were demoted, beached, or thrown out of their respective navies for abject cowardism, or even hiding behind their own ships and firing through their own ships towards the enemy. In what is usually the staid world of the 7YW, there exists an opportunity. Are you ready for prime time?

Complexity of rules require an adult to accompany children.

S-649 - Battle of Kolin, 18 June 1757 - Theme Game

Sat. 7 PM, 4 hrs, 8 players

GM: Bob Rutherford with David Bakeman and the Rogues

Seven Years War 15mm, Rules: Koenig Krieg Rules (2nd edition)

This battle saw 44,000 Austrians under Count von Daun defeat 32,000 Prussians under Frederick the Great during the Seven Years' War. The Prussians lost the battle and nearly 14,000 men, the Austrians lost 9,000 men. Why? An Austrian cavalry general (from The Netherlands) mistook a recall signal for an charge, the Austrian Heavy Cavalry followed and after winning the resultant cavalry scrum took the main Prussian infantry in the flank.

S-110 - Blood Along Frenchman's Creek, Fall 1758 - Theme Game

Sat. 7 PM, 4 hrs, 10 players

GM: John Michael Priest with Dustin Kunkle

French & Indian War 54mm, Rules: Fix Bayonets! War on the Frontier by John Michael

A British expedition has orders to invade western Pennsylvania and drive out a French stronghold along Frenchman's Creek. Both armies consist of local volunteers, Indian allies, Regulars, and militia. French are determined to hold their ground with artillery, including mortars ensconced in a series of redoubts. British, suffering from a feud between superior officers are not sure if they are using a land or amphibious approach or both to push the French out of "their" colony.

Played in three 4-hr sessions with the players in 2nd and 3rd events walking into the tactical situation left over from the previous game. Rules taught. Kid Friendly But Children 14 or younger must have a parent playing game with them.

S-126 - All the King's Men 1st Annual Invitational

Sat. 7 PM, 4 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

All the King's Men Toy Soldiers hosts its first invitational game for some of our most supportive fans. Everyone is welcome to come watch classic, 18th century horse-and-musket action in grand 54mm. But only a few may actually assume the roles of gentleman-warriors. This event is not open to registration, but all observation, socializing and colorful commentary is welcome. <http://www.allthekingsmentoyssoldiers.com>
Player invitation only.

S-417 - Trouble on the Military Border, 1810

Sat. 7 PM, 5 hrs, 8 players

GM: Brian Robinette

Sponsor: Lost Battalion Games

Napoleonic 15mm, Rules: Napoleon's Battles

The Turkish Governor of Serbia is taking advantage of Austria's recent loss to France to make a land grab in the Balkans. Can the Austrians repel the invaders and protect the Motherland? Or will more territorial losses be added to the misfortunes of 1809?

Beginners welcome and children under 12 with an adult.

S-191 - Clash off the Barbary Coast: Age of Fighting Sail, 1806

Sat. 7 PM, 4 hrs, 6 players

GM: John Covello and Connecticut Game Club

Napoleonic 28mm, Rules: Scrubs and Swabs 2.2

Melee combat in the Age of fighting sail. A Royal Navy frigate on patrol encounters a Barbary Coast Xebec. Will the Brit jolly tars triumph against the North African pirates? 28mm scale frigate and xebec. Ship to Ship encounter. Skirmish game.

Children under 14 accompanied by a parent is ok.

S-663 - Counter Attack! - Austrian and French units clash in Bavaria, 1809

Sat. 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

Both armies issue orders and rapidly deploy to seize key terrain features. Test your metal with the new Cold Steel & Canister Napoleonic game system. Top notch miniatures and terrain.

Not recommended for kids.

S-295 - Battle of Vimeiro

Sat. 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

Vimeiro marks the appearance of the future Duke of Wellington on the Iberian Peninsula. With a small force of British and Portuguese troops, Wellesley stands between Marshal Junot and his conquest of Portugal. British intend to engage the French without exposing their tiny army to too much risk. The Allies had virtually no Cavalry or Artillery facing a smaller but much better French force. Will the Marshal achieve his Emperor's wishes? Or will the Sepoy General stymie the French?

New comers welcome. Kids under 13 with adult.

S-371 - Johnny Reb University

Sat. 7 PM, 3 hrs, 8 players

GM: Curt Daniels with Grant Daniels and PJ O'Neil

Sponsor: Johnny Reb Gaming Company, Battlefield terrain Concepts and Johnny Reb Gaming Society

American Civil War 15mm, Rules: Johnny Reb 3

Celebrate the 25th anniversary of the Johnny Reb rule set. Learn to play or brush up on your skills in these short player friendly games on special terrain boards by Doug Kline. Veteran game masters, various Johnny Reb play testers and the rules designer, John Hill will be on hand to run the games. This is a great opportunity to try out the rules.

All are welcome. Rules taught.

S-427 - Golden Recovery From the River

Sat. 7 PM, 3 hrs, 8 players

GM: C. Patrick Hreachmack

Sponsor: The Last Square, Prize: 1:600 scale ACW Naval models

American Civil War 1/600, Rules: Under Both Flags

During the later part of the ACW, Confederate naval forces with armoured vessels were ordered to proceed down the Missohtennean River and recover part of the Confederate Treasury stored at Hosspoint Landing. However, the Federal naval forces had other idea and dispatched their own gold recovery force. Come join this action and see who gets the gold!

No gamers under 17 please.

S-380 - Wild time in the Wild West

Sat. 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.

S-491 - Dervish here, Dervish there, Dervish everywhere!

Sat. 7 PM, 5 hrs, 6 players

GM: Gwyn Reeves and the Rogues (Cleveland Chapter)

Colonial 15mm, Rules: The Sword and the Flame

Hundreds of Dervish are attempting to destroy a remote compound held by Egyptian and British troops. A relief column has been dispatched to aid in the defense, but will they make it in time? There will be cannons, gatling guns and calvary used in this battle. And of course alot of troops.

S-189 - Get Me to the Mosque on Time

Sat. 7 PM, 4 hrs, 10 players

GM: Nick Zizo

Colonial 25mm, Rules: The Sword and the Flame

After the fall of Khartoum, the Mahdi wishes to rest and pray at the town of Metammeh. The town has an Egyptian garrison commanded by a European pasha. Some prominent Europeans live there as well. The Mahdi orders the town taken and cleansed. Help is on the way, but who will get there first? Many objectives and surprises await you.

Age 16 and up, some experience with rules helpful.

S-137 - Calliope

Sat. 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!

S-302 - Moby Dick

Sat. 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 before he gets you!

Under 13 kid friendly. Newcomers welcome

S-471 - That's a bunch of Bolshevik: Somewhere in Russia, 1920

Sat. 7 PM, 3 hrs, 6 players

GM: Mark Edgerton with Joe Alexander and Ambler Gamers

Sponsor: PaperTerrain.com

Inter-War 25mm, Rules: Red Fury - Club Rules

Armored cars, armored trains, tanks and biplanes... and a lot of angry Russians.

Easy to learn rules that promise a lot of fun and action.

S-249 - Nazi Flying Saucer of Doom by GASLIGHT

Sat. 7 PM, 4 hrs, 8 players

GM: Chris Palmer and the HAWKS

Pulp 28mm, Rules: GASLIGHT

Intelligence reports that the Nazis have developed a new saucer shaped flying craft at their secret developmental base in Germany. They have said that using it against the Allies will turn the tide of the war in their favor. A special strike team is being formed to try and attack the base and either capture or destroy the mysterious craft.

Children under 14 with a playing adult only.

S-365 - Larger Than Life: Quest for the Golden Monkey

Sat. 7 PM, 2 hrs, 8 players

GM: Ed Teixeira

Sponsor: Two Hour Wargames

Pulp 28mm, Rules: Larger Than Life - ATF Variant from THW

You know the legend. The fabulous Golden Monkey idol that is guaranteed to produce riches untold. Except...it's on a hostile island in the Pacific...the Hitler wants it...the French want it...the natives want it...so do the ...well, can't tell you everything. No experience needed. Come see the preview to the new THW game...Larger Than Life.

Kid friendly.

S-449 - Operation Strachwitz II: Relief of Narva, Apr. 164

Sat. 7 PM, 5 hrs, 8 players

GM: Kurt Reese

, Prize: A painted and based 15 mm Platoon WWII 15mm, Rules: Flames of War

Soviet troops have pushed the Germans back to their "panther" line, trapping several battalions along the Baltic coast. Heersgruppe North has ordered a counter attack aimed at destroying Soviet units west of the Narva river. At the spearhead are elements of the 5th ss "Wiking" Pz division and the 2nd company of the 503rd schwerepanzer abteilung led by Otto Carrius. Ever want to lead 9 Tigers in Flames of War, or wonder how to stop them?

Experienced FOW players preferred.

S-463 - Force Z in the Java Sea, 27 Feb. 1942

Sat. 7 PM, 4 hrs, 12 players

GM: Joe Cato with Mark Burdette and Slippery Weasel Gaming Group

, Prize: 1/6000 WW2 ships for best player on each side WWII 1/6000, Rules: Command at Sea

Force Z, comprised of the Royal Navy battleship Prince of Wales and battlecruiser Repulse, arrived in the Far East amidst a blaze of publicity only days before the outbreak of war in the Pacific. It contained the only Allied capital ships from Hawaii to India and bitter arguments arose in Whitehall about its mission. One option was to order Force Z to break out and join up with Allied forces forming to defend Java. Join us as the largest naval battle since Jutland gets even larger...

Not recommended for kids - 16+ please unless accompanied by an adult.

S-300 - Finnish Front, July 1944

Sat. 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

Soviets launch their long awaited revenge campaign against the Finns to finish them. Stalin used 500,000 troops, over 2000 tanks and 500 planes in an attempt to take control of their neighbor like the Baltic States earlier in the war. Engangement depicts one of the major tank battles of that campaign. This tank duel will be one for the ages...can you recapture Finland's glory and defeat the "Bear" or will the mighty Russian tanks cut through the pesky Finns and silence them once and for all?

New comers welcome. Kids under 13 with adult.

S-241 - The Canadians Punch Through (Double Blind)

Sat. 7 PM, 4 hrs, 6 players

GM: Don Hogge and the HAWKS

WWII 28mm, Rules: Battleground WWII

It is May 23 1944. The Second Canadian Infantry Brigade, supported by elements of the North Irish Horse, experience their worst and most costly day of the Italian Campaign as they launch their attack against the vaunted Hitler Line. Can they open a breach for the 5th Canadian Armoured Div to exploit?

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

S-641 - Battle of Britain

Sat. 7 PM, 5 hrs, 10 players

GM: Don Smith and the HAWKS

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

The "Few" fight off the Luftwaffe with the fate of the world in the balance.

S-245 - Look Sarge, the Israelis Are Counterattacking, 8 Oct. 1973

Sat. 7 PM, 4 hrs, 6 players

GM: Kurt Schlegel and the HAWKS

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

As the Syrians paused after their initial attacks, the Israelis attempted to seize the initiative with an immediate counterattack at El Al.

S-256 - J. Patrick's Grand Prix Racing

Sat. 7 PM, 4 hrs, 6 players

GM: J. Patrick Chambers and the HAWKS

Modern 28mm, Rules: J. Patrick's Grand Prix Racing

At Cold Wars some of this games most experienced racers got a chance to test the new rules for grand prix racing. The race is faster and more challenging than ever, plus, a new track will be introduced. Get ready for fast, bring your racing gloves and your need for speed.

Under 10 only with supervising adult.

S-183 - Snowball's Chance

Sat. 7 PM, 3 hrs, 20 players

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

Modern 65mm, Rules: Home Rules

Summertime doesn't mean you can't have a snowball fight! Get your chums together and take on the kids down the street from that other development to send them home crying! Young gamers encouraged.

Very kid friendly.

★ 8:00 PM ★

S-601 - Viking Looters

Sat. 8 PM, 3 hrs, 8 players

GM: Greg Whitaker and Woodbridge (VA) Area Gamers

Dark Ages 25mm, Rules: Viking Looters

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

Beginners welcome.

S-594 - Knights Templar vs. the Muslim Army

Sat. 8 PM, 4 hrs, 8 players

GM: David Fyfe and Woodbridge (VA) Area Gamers

Medieval 15mm, Rules: Might of Arms

The Muslim Army is pushing forward. The remaining Knights Templar must stop this attack or all is lost.

S-525 - Sack of Baghdad: 750th Anniversary Celebration

Sat. 8 PM, 4 hrs, 6 players

GM: Peter Hess with John Leonard and DAWGs (Delaware Area Wargames Group)

Sponsor: Lance & Longbow Society

Medieval 25mm, Rules: Siege Swein Forkbeard's Castle

In 1258, having defeated the Caliph of Baghdad outside the city walls, the Mongol juggernaut laid siege, and ultimately, waste to the center of Islamic culture and learning. Game depicts Mongol assault on its walls and the storming and sack of Baghdad. Which Mongol will acquire the most loot? Can the Caliph or his sons slip the Mongol noose and escape with any of their vast treasure? Or will - as happened historically - he be locked in with his treasury to starve amidst untold riches?

S-618 - Disney's Pirates of the Caribbean

Sat. 8 PM, 4 hrs, 10 players

GM: Graydon VanRy with Jim Welch

, Prize: pirate ship packs Age of Piracy 1/600, Rules: Modified Pirates of the Caribbean

Jack Sparrow, Will Turner, Elizabeth Swann, Davy Jones, Barbossa, and the British fleet all battle it out in fast paced naval action. Each player starts with one ship and must search islands for a captain, a crew, better ships and booty. Take prisoners, throw them overboard, capture enemy ships, change sides from pirate to British, and always doublecross your friends, just like in the movies. Everything provided by GM.

Kid friendly.

S-201 - "Retreat from Krasnovin" 7YW Eastern Front - Theme Game

Sat. 8 PM, 3 hrs, 30 players

GM: Pete Panzeri with Chris King

Sponsor: Old Glory, Prize: Free Games

Seven Years War 28mm, Rules: Koenig Frederich Rules!

A massive 30-player "running-battle" of a disastrous Russian "re-deployment"

along the Ptnu River from the hostile frontier territories of the Ottoman

Empire to their Fort at Yerven. Can you survive? Fun and fast paced, action packed, random-event laden game pitting the European-styled Russian Horse-&-Musket army against the millennium-old near medieval forces of the Ottoman Grand

Pasha.

S-659 - "Arnold's Good Leg" - Battle of Freeman's Farm, 19 Sept. 1777

Sat. 8 PM, 4 hrs, 8 players

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

AWI 28mm, Rules: Crucible of War

Burgoyne tries to push around the left flank of the Americans on the heights outside Saratoga and runs into a mildly annoyed Arnold. A great back and forth meeting engagement. Lots of 28mm miniatures and great terrain combined with a fun, fast play rule set equals a great time for all.

Young adults are very welcome to play!

S-597 - Cowboy Wars Out West

Sat. 8 PM, 3 hrs, 10 players

GM: Jim Foster and Woodbridge (VA) Area Gamers

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

Wild West 25mm, Rules: Cowboy Wars

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

Beginners Welcome.

S-644 - Seminole Indians by GASLIGHT

Sat. 8 PM, 4 hrs, 6 players

GM: Buck Surdu and the HAWKS

Sponsor: Old Glory

19th Century 28mm, Rules: GASLIGHT

American columns are converging on a Seminole village deep in the mangrove swamps of south-central Florida. Each commander wants to be the first to reach the village and capture the chief. The first problem is finding the blasted place in all this swamp! Game will use the popular GASLIGHT rules, but without the Victorian Science Fiction elements. Additional elements are added to reflect the hit-and-run nature of Seminole tactics.

S-181 - Battle of Seganka

Sat. 8 PM, 4 hrs, 8 players

GM: Otto Schmidt and Wilderness Wargamers

Inter-War 20mm, Rules: The Shattered Century

In this imaginary world The Shattered Century, the Workers Winter Wonderland of Freeland is attempting to liberate the tiny nordic kingdom of Funland and incorporate it into the proletarian paradise ruled by Emilio Grandofrato. How much trouble could it be??!! After all it's just a bit of frozen forest with an army made up of out-of-work ski instructors, swimming coaches and reindeer jockeys!

S-415 - Lorraine: Disaster at Dompaigne, 13 Sept. 1944

Sat. 8 PM, 4 hrs, 6 players

GM: Michael Miller

WWII 15mm, Rules: A Leader of Men

Panzer Brigade 112 is to clear out a penetration of German lines by the French 2nd Armored Div. In the town of Dompaigne, the Panthers of I/Pz. Rgt 29 encounter an ambush by the Shermans of Group Massu of Combat Command Langlade.

S-534 - Forsaken: The Haunting of Raithe Manor

Sat. 8 PM, 3 hrs, 6 players

GM: Audrey Ewing

Modern Horror 28mm, Rules: Forsaken

A group of young ghost hunters have been hired by a mysterious benefactor to investigate Raithe Manor. Usually, all their investigations into the paranormal reveal that the events were staged. But this time seems different. Locals say the abandoned manor is truly haunted. The story goes, that since old man Raithe died under mysterious circumstances, anyone foolish enough to enter the manor has never been seen or heard from again. Perhaps the four ghost hunters and their dog can prove otherwise.

S-143 - Gnome Wars: The Samurai Smackdown

Sat. 8 PM, 4 hrs, 8 players

GM: Steven Stanton with Jim Stanton

Sponsor: Brigade Games, Prize: Brigade Games Gnomes

Gnomes 28mm, Rules: Gnome Wars

Every summer each Daimyo sends a band of warriors along with their most skilled Samurai Gnome to an all out melee to determine the Samurai Champion for the year. The Champion will receive a prized Komodo Dragon and will have bragging rights until next summer. Players interested in participating should show up with a painted band of Samurai Gnomes from Brigade Games. Note: No more than 8 figures in a band for this scenario – cavalry can be used, but mounted figure counts as 2.

S-161 - Classic Battletech: Grand Melee

Sat. 8 PM, 5 hrs, 16 players

GM: Dave Yingling

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

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

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

S-485 - Attack of the Corporate Zombies!

Sat. 8 PM, 4 hrs, 8 players

GM: Shawn Reis with Chris Vaughn and WNPG

Sponsor: Wednesday Night Painting Group, Prize: Dice

SciFi 40mm, Rules: Pulp Fiction

Monday Morning and you're late for work again, your big report is due, you forgot to use the new cover letters for the T.P.S. reports, the break room only has Decaf, someone took your Red Stapler and if that's not bad enough your co-workers are turning into ZOMBIES! It looks like someone has a case of the Mondays. Can you survive another day of work without turning into Corporate Zombie or will you become another one of the mindless masses? Bring your sense of humor and find out.

Not recommended For Kids.

S-160 - Classic Battletech: Fall of Benjamin

Sat. 8 PM, 6 hrs, 12 players

GM: Mark Yingling

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

In early 3072, the Draconis Combine hold on Benjamin is getting weaker by every passing month. The final battle is at Deber City, where the Sixth Ghost will make their stand against the Word of Blakes 45th Shadow Div.

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

★ 9:00 PM ★

S-176 - City of the Legion

Sat. 9 PM, 4 hrs, 8 players

GM: Tim Goodlett and Southern Maryland Partizans

Ancients 25mm, Rules: Bloody Day

A combined Anglo-Saxon warhost is striking deep into British Territory, attempting to take the vital base at Eburacum. The last Comes Britanniarum must gather the various "Kings" forces and his own dwindling forces to stop this invasion.

No unaccompanied children; rules taught.

S-551 - Dingbitt's Dunge O' Doom!

Sat. 9 PM, 3 hrs, 7 players

GM: Larry Wickman and the Wegshogs

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

Fantasy 25mm, Rules: WEGS 101

Old skool dungeon thrills! A rag-tag assortment of Dwarves, Elves, Goblins, Gnobbits and Humnz are plunged into a dungeon chock full of treasure, traps and monsters. The deeper they delve, the bigger the booty (and greater the peril!) Get ready for action-packed, sword-n-sorcery adventure with a Vegas twist (yes, WEGS is the game that looks like we're playing poker)! Beginners welcome – but don't expect to survive!

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

★ 11:00 PM ★

S-501 - Midnight Massacre

Sat. 11 PM, 6 hrs, 30 players

GM: Kurt Kramer with Scott Landis, Jeff Kimmel, Michael Panzer, Dave Reiners, Eric Turner and the Rogues

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

The late night classic is back on Saturday night, with the same fun and abuse you have come to love. Scenario will have something to with the Civil War, but you really come for the 2 AM sing off, the Georgia Courage Rule and general fun and relaxation that makes this The Social Event at the Con. Pre-reg as always gets Elite Commands, and we always welcome all latecomers for the "2nd Wave". 2 drink Minimum.