



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

Preliminary Events List - Sunday

★ 8:00 AM ★

Z-303 - Moby Dick

Sun. 8 AM, 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

★ 9:00 AM ★

Z-112 - Close Action Fleet Battle

Sun. 9 AM, 6 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.

Z-187 - Quiberon Bay - Hawke's Pursuit, 20 Nov. 1759 PM - Theme Game

Sun. 9 AM, 5 hrs, 8 players

GM: Stanley Sunderwirth

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

Conflans with 21 battleships fled into rock-strewn Quiberon Bay hoping that Hawke's 23 battleships would not follow in the heavy seas, gale-force winds and fading light. Conflans' hopes of making port safely were spoiled by an adverse wind shift and his fleet disintegrated. But he could have turned back and destroyed Hawke's disordered fleet in detail. Special rules for lower deck gunports and foundering. Players control squadrons in a game with lots of dice and almost no charts.

Rules taught.

Z-286 - Spanish Ulcer

Sun. 9 AM, 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

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

New comers welcome. Kids under 13 with adult.

Z-307 - Marine Smashfest

Sun. 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.

Z-470 - Axis and Allies Minis Demo and Open Play

Sun. 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!

★ 10:00 AM ★

Z-233 - Pirates of the Carib-Bearan

Sun. 10 AM, 3 hrs, 8 players

GM: Todd Harland-White with Jennifer Palmer and the HAWKS

Age of Piracy 28mm, Rules: Milk and Cookies

You know this scenario: Small sleepy tropical port, fearsome pirates coming ashore, local militia rapidly overwhelmed, unrestrained looting and pillaging, Governor's daughter endangered, Colonial garrison rushing to the rescue.... But wait, what is that I see? Teddy Bears and Alligators?!?

Z-221 - Drawing Blood on the Frontier: The French and Indian War - Theme Game

Sun. 10 AM, 4 hrs, 9 players

GM: Andy Kling 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.

Z-122 - "All the King's Men" Demo Games

Sun. 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.

Z-230 - Sharpe's Master and Commander

Sun. 10 AM, 3 hrs, 12 players

GM: Eric Schlegel and the HAWKS

Napoleonic 25mm, Rules: Blood and Swash

British Intelligence has learned that a British naval officer has escaped from a French prison and is making his way across Spain with a few companions toward friendly lines. Sharpe and Harper have been sent to meet up with him and escort him to safety. Of course, other interested parties will be there too.

Players under 13 welcome with a playing adult.

Z-226 - War of 1812 Free for All

Sun. 10 AM, 3 hrs, 12 players

GM: Duncan Adams and the HAWKS

War of 1812 25mm, Rules: Blood and Swash

As winter approaches supplies are short and so are tempers. A supply train makes its way through the woods and possession is nine points of the law. If you can get away with a pack mule you may see next spring.

All ages and experience levels welcome in this easy to learn game. Light weight game, perfect for Sunday morning.

Z-640 - The Jurassic World of H. Ryder Haggis: Unmapped Africa, 1890

Sun. 10 AM, 2 hrs, 6 players

GM: Ed Watts and MNA

Colonial 25mm, Rules: Big Game Hunt

Victorian hunters take phenomenal egos, big bore rifles and faithful gun bearers in pursuit of the world's largest game - antediluvian creatures, living dinosauria discovered by a Scottish eccentric.

Z-561 - Run the Gauntlet

Sun. 10 AM, 2 hrs, 4 players

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

Russo-Japanese War 1/6000, Rules: Tabletop Battle System (Russo-Japanese)

Admiral Togo's siege of Port Arthur is going well, but the Russian's decide to make a desperate run through the blockade and mines to bring in critical supplies. Enjoy the true sense of scale in this early 1900s naval battle.

Z-257 - Pusuit of the Goeben, Aug. 1914

Sun. 10 AM, 5 hrs, 14 players

GM: Dave Emdee

WWI 1/1200, Rules: Victory at Sea

With the German Battlecruiser Goeben steaming for Turkey. Only the Royal Navy's 1st Armored Cruiser Squadron stands in the way. Cold Wars saw a perfect execution of gunnery and strategy as Goeben outsmarted the Brits. Come sail as the Captain of the Goeben or avenge this loss and sink the Hun.

Rules taught.

Z-378 - Take Out That Gun

Sun. 10 AM, 4 hrs, 8 players

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

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

WWII 54mm, Rules: Britain's Battles

WWII Bastogne Squad Level Skirmish, Allies against Germans.

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

★ 11:00 AM ★

Z-133 - The Plains of Abraham, Quebec - Sept. 1759 - Theme Game

Sun. 11 AM, 3 hrs, 6 players

GM: Joe Moore with John Desch and I-95 Gamers

French & Indian War 15mm, Rules: Habitants & Highlanders

Wolfe and Montcalm meet outside Quebec to finally decide the fate of North America. The battle was a stand-up fight on clear, relatively flat terrain. Rules are fairly simple and the action fast and decisive. Come help secure the New World for France or England!

Z-552 - Escape From Yawlcataz!

Sun. 11 AM, 2 hrs, 6 players

GM: Larry Wickman and the Wegshogs

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

Fantasy 25mm, Rules: WEGS

Fifteen men on a dead man's chest... A rag-tag assortment of Dwarves, Elves, Goblins, Gnobbits and Humnz are prisoners on the isle of Yawlcataz, a very, very, very nasty Goblin penal colony. With the brutal guard inside and hungry troll headhunters outside, it's hard to tell which side is safest. There's only one way to find out - escape! Players face an increasingly tough series of elimination encounters as they hightail it for the beach (while trying to pick up as much treasure as they go)!

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

★ 1:00 PM ★

Z-553 - Escape From Yawlcataz!

Sun. 1 PM, 2 hrs, 6 players

GM: Larry Wickman and the Wegshogs

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

Fantasy 25mm, Rules: WEGS

Fifteen men on a dead man's chest... A rag-tag assortment of Dwarves, Elves, Goblins, Gnobbits and Humnz are prisoners on the isle of Yawlcataz, a very, very, very nasty Goblin penal colony. With the brutal guard inside and hungry troll headhunters outside, it's hard to tell which side is safest. There's only one way to find out - escape! Players face an increasingly tough series of elimination encounters as they hightail it for the beach (while trying to pick up as much treasure as they go)!

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