



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

Preliminary Events List - Thursday

★ 12:00 PM ★

T-350 - One more Castro: el Coremeria, Lusitania 147 B.C.

Thurs. 12 PM, 4 hrs, 6 players

GM: Phil Viverito

Sponsor: LMW Works & MagWeb.com

Ancients 25mm, Rules: Classical Hack Second Edition

Rome has defeated Carthage and is attempting to subjugate Portugal and Spain. The Celts of Lusitania, however, are lead by their tenacious King, Viriathus, and the Romans have their hands full in the War of Fire. Viriathus has deployed his army beneath the castro of el Coremeria. For the men whose descendents will be the Portuguese it is the defense of their homeland and freedom. For Caius Vertilius and his full Roman legion, however, it is just one more castro to be taken.

Part of the Wars of Portugal Series. No experiece required.

T-504 - Northumbrians Taking Umbrage!

Thurs. 12 PM, 3 hrs, 6 players

GM: Jeffrey Ball

Sponsor: SAGA

Dark Ages 40mm, Rules: Skirmish Warfare

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

Over age 13 ok; rules taught.

T-206 - Battles in The Age of War (15mm Samurai)

Thurs. 12 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 eevents and get fighting. Game last for 20 points (D6 countdown per turn). Rules used are the new BAW (samurai battle rules) by Peter Pig. Game will be umpired by playtesters of the rules. Similar to CWB (Civil War battles). Good fun we hope.

T-319 - Battle of Lobositz, 1 Oct. 1756 - Theme Game

Thurs. 12 PM, 4 hrs, 6 players

GM: Phillip Pournelle and NOVAG

Seven Years War 25mm, Rules: Standards of Valor

Prussian Forces have entered Saxony and approach the town of Lobositz, held by the Austrians. Lead forces of both Armies meet in an outlying village on the Molda. Rules can be found at: <http://www.hyperbear.com/sg2/sg2-variants-sov.html>

Adults must be present with children.

T-507 - Leuthen - Theme Game

Thurs. 12 PM, 4 hrs, 6 players

GM: Bruce Taylor

Sponsor: SAGA

Seven Years War 28mm, Rules: Lace Warfare

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

Over age 13 ok; rules taught.

T-465 - The Settlement - Theme Game

Thurs. 12 PM, 4 hrs, 6 players

GM: Walt Siko

French & Indian War 28mm, Rules: Brother Against Brother

1757, a late summer day. Wildlife scatters ahead of the hurried footsteps of a large native war party. They are intent on burning out any roots of a new civilization trying to take hold in this rough wilderness called Pennsylvania. A settlement of English colonists have been alerted to this approaching danger. Now is the time for all stout men to take arms and defend thier home and kin.

Children under 13 with playing adult please. Rules taught.

T-162 - Hawkins Bend - Theme Game

Thurs. 12 PM, 4 hrs, 8 players

GM: Andy Turlington with Ashley Johnson and Southern Maryland Partizans

French & Indian War 28mm, Rules: Modified LOTR

Many forces have been set in motion on this fateful day in May...British regulars are responding to the French scouting activity and Indian natives on both sides are restless as tensions in the area mount. Will Hawkins Bend be the center of something big? Come and take command of British, French, or Indian forces in an attempt to influence this French and Indian struggle.

Rules taught.

T-665 - Battle of Hanging Rock

Thurs. 12 PM, 4 hrs, 6 players

GM: Bob McCaskill

AWI 28mm, Rules: Carnage and Glory

While we know of the big battles fought in the Carolinas, we sometimes overlook the many skirmishes. This was one of these battles. Under command of Gen. Thomas Sumter, SC and NC militia with some Catawba Indians attacked the British in camp at Hanging Rock. The battle lasted for over 3 hours. The American's left the field taking off much arms and equipment. When the smoke cleared, several Royalist Provisional units and the NC Royalist militia were decimated.

Using the Carnage & Glory computer moderated system, join us as we attempt to re-create history. No dice needed, only pace sticks and a chart.

T-425 - Galvez Strikes: 1st Battle of Baton Rouge, 21 Dec. 1779

Thurs. 12 PM, 4 hrs, 10 players

GM: Steve Wirth and HMGS Gulf South

AWI 25mm, Rules: Brother Against Brother FIW Variant

Hypothetical meeting engagement on or around the 1st Battle of Baton Rouge using simple skirmish rules. Units will include enthusiastic Spanish colonial troops and well trained professional British units. Dice, rulers, and troops will be supplied.

Adult w/children under 13 please.

T-326 - Uh Oh...

Thurs. 12 PM, 6 hrs, 12 players

GM: Larry Frost with Tom Brown and Gentleman Adventurer's Club

Napoleonic 15mm, Rules: Morgenrot

The French under Marshal de Fop have blundered into the Allies under Field Marshal von Klink. Nobody speaks anyone else's language and even their allies hate the French. Convention debut of this ruleset; developed from Mr. Nafziger's research, your units actually change formation and maneuver like the real thing. 2 minute turn time.

16 years or older please. At least some experienced Napoleonic players desirable. Email lwizzel@comcast.net if you plan to play and I will assign teams and send rules before HISTORICON.

T-615 - "That Devil Forrest": Brices Crossroads, June 1864

Thurs. 12 PM, 4 hrs, 6 players

GM: Roxanne Patton

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

In summer of 1864, Forrest posed a serious threat to William Sherman's march on Atlanta. Forrest's ability to appear at will and evade destruction lead Sherman to say "...Forrest is the very Devil..." So, he sent Brig.-Gen. Sturgis to lure Forrest. On June 10th under a broiling Mississippi sun, Sturgis's men trudged through thick mud from recent rains toward Brice's Crossroads where his cavalry had set up a bridgehead across the swollen Tishomingo Creek. Predictably, Forrest arrived first...

Not recommended For Kids.

T-131 - Texas Petey's Alamo Adventure

Thurs. 12 PM, 2 hrs, 30 players

GM: Pete Panzeri with Chris King

Sponsor: Old Glory, Prize: Kids' Games

Wild West 54mm, Rules: Texas Petey's Rules

Father/Son, Mommy/Daughters of all ages [spectators who want a laugh] join Big-Pete and Texas Petey in this massive "kids-game" to kick off Historicon 2008. Texans and Mexicans fight for the Alamo, while Confederates raid a Yankee RR bridge, Banditos raid the wagon train, Outlaws Rob the train, Cowboys stampede the herd, Indians scalp everybody and the Cavalry comes to the rescue! (Whew!). Prizes for everyone who survives and some who don't.

No Adult participation unless accompanied by a kid 4 to 11.

T-654 - Alamo, 6 Mar. 1836

Thurs. 12 PM, 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.

T-261 - The Iditicon Sled Dog Race

Thurs. 12 PM, 3 hrs, 9 players

GM: Jon Lundberg

Sponsor: RLBPS

Pulp 28mm, Rules: Home Rules

Start the convention with a lighthearted game. Battle blizzards, each other, and the various natural and supernatural hazards to get to the finish line first. Fast is not always better when you cannot see where you are going. Each racer has special skills to give them an advantage over their opponents.

Kid friendly game

T-114 - Assault From Breville: Normandy, 9 June 1944

Thurs. 12 PM, 4 hrs, 8 players

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

Sponsor: Skirmish Campaigns

WWII 25mm, Rules: Final Combat

Elements of the German 346th Inf Div attack south from Breville to take the Chateau St. Come and le Masnil Crossroads. British Paras of the 9th Parachute Battalion stand in their way. Join this 'Final Combat' skirmish adaptation of the first scenario of the Fisher/Fornay "Chateau No-Man's Land Campaign."

T-467 - Axis and Allies Minis Demo and Open Play

Thurs. 12 PM, 6 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!

T-366 - Engagement at Bir el Hurmat, May 1942

Thurs. 12 PM, 5 hrs, 6 players

GM: Ralph Hoegermeyer with Malcolm Sleight and HMGS Great Lakes

WWII 15mm, Rules: Battlefield with some house rules

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

Rules taught; players 12 years and older please.

T-460 - Unleashing the Tiger: Tunisia, 10 Dec. 1942

Thurs. 12 PM, 5 hrs, 5 players

GM: Peter Landry with Michael Sincavage

WWII 15mm, Rules: Battlefield: WWII

After brushing back the Americans from the heights overlooking Tebourba, the threat to Tunis was over. Now the Germans aimed at regaining the initiative and set their sights on Mejez el Bab. Leading the way was a new weapon the US and British had not yet encountered, the Tiger I. Hampered by soft ground the attack was mostly constricted to one road and the Americans took advantage. Break through with the Germans or hold your ground with the US! Come by and kick up some dust.

T-456 - Crossfire in 25mm Miniatures

Thurs. 12 PM, 4 hrs, 6 players

GM: Robert Kelso

WWII 25mm, Rules: Crossfire

Marine raiders will make the first American amphibious operation since 1898 on Tulagi. They will engage SNLF Japanese in company level tactics using a three days and two nights campaign format. The island is a 5'x10' model.

T-557 - The H Bomb F.U.B.A.R.

Thurs. 12 PM, 3 hrs, 6 players

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

Modern 6mm, Rules: Tabletop Battle System (Modern)

There couldn't have been a more perfect operation. With a violent militant group seizing control of a Pakistani nuclear facility the United States expertly inserts elite ground forces for an immediate extraction of all nuclear assets from the base. Advance troops maneuvered to clear perimeter defenses to ensure ground hugging transports escorted by attack helicopters arrive without difficulty. So what went wrong? Join us as the Pakistani rebellion or Elite US forces and find out.

T-139 - Gnome Wars: The Battle of the Bees

Thurs. 12 PM, 4 hrs, 8 players

GM: Jim Stanton with Steven Stanton

Sponsor: Brigade Games, Prize: Brigade Games Gnomes

Gnomes 28mm, Rules: Gnome Wars

A combined force of Indian and British troops will attempt to drive the Germans from the rail station on the outskirts of Tanga. After landing on the beach the Allies must approach Tanga through a wooded area that is the home to some African Killer Bees. Let's hope loud noises don't startle them. Anyone bringing a painted 300-pt Gnome unit from Brigade Games does not have to pre-register.

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

T-152 - Classic Battletech: Grinder 1

Thurs. 12 PM, 3 hrs, 6 players

GM: Dave Yingling

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

The Grinder is a free for all Classic Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. Game will use MWDA miniatures for game play with the Classic Battletech Stats.

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

T-337 - Apocalypse: D

Thurs. 12 PM, 2 hrs, 8 players

GM: Jason Hyland

Sponsor: Exploding Goat Games, Prize: Exploding Goat Swag

SciFi 28mm, Rules: Apocalypse-D: Battlefield Evolution

The new supplement for Battlefield Evolution by Mongoose Publishing written under the newly announced Open License. In Apocalypse: D, players fight for survival in a terrifying new world. After a rip in the space/time continuum, dinosaurs, prehistoric mammals and cavemen are running amok in what's left of the modern world. The only thing preventing humanity from being lunch are broken armies and dinosaur hunters!

Rules taught. This is a great way to get younger kids into the wargaming hobby so, of course, Kids Welcome with adult present!

T-156 - Classic Battletech: Highlanders Homecoming

Thurs. 12 PM, 6 hrs, 12 players

GM: Mark Yingling

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

During the Fourth Succession War the Northwind Highlanders were employed by house Liao. Hanse Davion knew the honor bound highlanders would not break their contract for anything, well almost anything. Control of Northwind itself was a bargaining chip too valuable to be overlooked by the mercenaries. Now, The Northwind Highlanders return to their ancestral home to find they must eject some rude guests from House Kurita's elite Genyosha regiment.

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

T-145 - Classic Battletech: Demo Game 1

Thurs. 12 PM, 1 hrs, 4 players

GM: Bethany Stahlman

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

Walk-up demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration necessary; just walk up and play. At end of game you will get a demo packet.

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

★ 1:00 PM ★

T-505 - Battle of the Gods

Thurs. 1 PM, 3 hrs, 6 players

GM: Paul Dobbins

Sponsor: SAGA

Ancients 28mm, Rules: Ancient Warfare modified for skirmish

Each player controls a god or goddess, as Achilles attempts to lead the Greeks through the roiling waters of the river Skamandros in his pursuit of the fleeing Trojans. Must kill Hektor! The game uses a heavily modified version of Terry Gore's Ancient Warfare. Greeks and Trojans are 25/28mm figures, the gods are 54mm figures.

Over 13 ok; rules taught.

T-574 - Master of the Broadside

Thurs. 1 PM, 3 hrs, 8 players

GM: Greg Whitaker and Woodbridge (VA) Area GamerS

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

Medieval 6mm, Rules: Cog Wars

The French line has spotted the English and are closing for action. The English are ready. New captains are welcome.

T-116 - "All the King's Men" Demo Games

Thurs. 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.

T-402 - The Redcoats are Coming! - An AWI Demo Game for American Battlelines

Thurs. 1 PM, 6 hrs, 2 players

GM: Kenny Noe with ODGW Staff

Sponsor: Old Dominion Game Works

AWI 15mm, Rules: American Battlelines

Are you a budding Washington or Clinton? Would you like to learn how to play a fast paced and easy game to use those new AWI miniatures with? Want to kill some time between games while playing a fun game. Grab a partner or bring yourself down to the Host Room and see one of the ODGW Staff members about pushing their AWI miniatures around the board and have some fun! Play as long as you want. No Pre-Reg or tickets needed! No Demos start after 6PM.

Rules Taught, beginners Welcome.

T-405 - "...and Never Invade Russia" - A Play-Test Demo Game for French Battlelines

Thurs. 1 PM, 6 hrs, 2 players

GM: Don Carter with ODGW Staff

Sponsor: Old Dominion Game Works

Napoleonic 15mm, Rules: French Battlelines

Napoleon and his elite army are committing one of the cardinal sins of warfare. Problem is that it wasn't a sin until Napoleon was beaten severely back to France. Would you like to learn how to play a easy, fast game? Want to take part in critiquing the evolving rules set before it is finally published; one of these days anyways. Grab a partner or bring yourself down to the Host Room! Play as long as you want. No Pre-Reg or Tickets needed! No Demos start after 6PM.

Rules Taught, beginners Welcome.

T-169 - "OK, I Want to Know Which One Of You Said I Should Invade Russia?"

Thurs. 1 PM, 4 hrs, 8 players

GM: Jerry Lannigan and Society of Daisy

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

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

T-224 - "Why those are Regulars, by God!" - Chippewa, 5 July 1814

Thurs. 1 PM, 4 hrs, 6 players

GM: Duncan Adams and the HAWKS

War of 1812 25mm, Rules: Wellington Rules

In the third summer of the war, the British commanders have learned to despise the American militia and their leaders. But the US regular Army has been gradually growing, training and finding aggressive leaders. In early July they crossed the Niagara river at Buffalo and swept north to clear the British out. The British reacted quickly and though outnumbered, are confident that they can drive the militia from the field once again. But wait ... Why those are Regulars, by God!

Under 12 welcome with playing adult.

T-404 - On to the Rio Grande! - An MAW Demo Game for American Battlelines

Thurs. 1 PM, 6 hrs, 2 players

GM: Bob Bengé with ODGW Staff

Sponsor: Old Dominion Game Works

Mexican War 15mm, Rules: American Battlelines

The American government sends General Zachary Taylor and his army to the Rio Grande to enforce the US mandated Texas/Mexican border. Problem is the Mexicans are going to enforce the border at the Nueces River. Would you like to learn how to play a fast paced and easy game to use those new MAW miniatures with? Then grab a partner or bring yourself down to the Host Room! Play as long as you want. No Pre-Reg or Tickets needed to play! No Demos start after 6PM.

Rules Taught, beginners Welcome

T-403 - Johnny Reb is Lookin' for a Scrap! An ACW Demo Game for American Battlelines

Thurs. 1 PM, 6 hrs, 2 players

GM: Mike Noe with ODGW Staff

Sponsor: Old Dominion Game Works

American Civil War 15mm, Rules: American Battlelines

Johnny Reb is spoilin' for a fight and the Bluecoats are rarin' to give it to em'. Would you like to learn how to play a fast paced and easy game to use those new ACW miniatures with? Want to kill time between games by playing a fun game. Grab a partner or bring yourself down to the Host Room and see one of ODGW's Staff members about pushing their ACW miniatures around the board and have some fun! Play as long as you want. No Pre-Reg or tickets needed! No Demos start after 6PM.

Rules Taught, beginners Welcome.

T-384 - Wedding Blues

Thurs. 1 PM, 4 hrs, 10 players

GM: Kim Caron with Sean Stratton

Wild West 25mm, Rules: High Noon

Poor Samantha is out to marry the love of her life - Nicholas. But they have some problems. Nick is promised to Allison who has found out about the event. Allison would rather see Nick dead than with another. With the smell of the feast in the air attracting all kinds of guests and pests who knows who or what will show up. Will it be a happy ending or or will anyone live?

T-622 - Egypt, 1801

Thurs. 1 PM, 4 hrs, 10 players

GM: Mark Stevens and CW Yahoo Group

Colonial 25mm, Rules: Brom Napoleonics Rules

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

T-407 - Daddy I want to Play Too! - A Demo Game for Mein Panzer Junior

Thurs. 1 PM, 6 hrs, 2 players

GM: Jon Coulter with ODGW Staff

Sponsor: Old Dominion Game Works

WWII 15mm, Rules: Mein Panzer Junior

Well Mom and Dad, you gonna let the little ones play too? Perfect rules for getting your kids playing historical Miniatures. We'll teach them, and you... Mein Panzer Junior is easy enough for even the little ones that may be interested. Four different levels of play allows you to increase complexity of game as they learn and master each level. Best of all, it's FREE. Take some time with your youngins' and bring them down to the Host Room! Play as long as you want. No Pre-Reg or Tickets needed! No Demos start after 6PM.

Kids Under 12 Only Welcome.

T-406 - "...and Really, Never Invade Russia" - An East Front Demo Game for Mein Panzer

Thurs. 1 PM, 6 hrs, 2 players

GM: Tran Tu with ODGW Staff

Sponsor: Old Dominion Game Works

WWII 15mm, Rules: Mein Panzer

Now wouldn't you think that he Germans would have learned from the French? Well, I guess not. The Germans try to prove the French and Napoleon were wusses. Would you like to learn how to play a fast paced and easy game to use those new WW2 tank miniatures with? Grab a partner or bring yourself down to the Host Room and have some fun! Play as long as you want. No Pre-Reg or Tickets needed! No Demos start after 6PM.

Rules Taught, beginners Welcome.

T-409 - Ground Pounding - An WWII Infantry Demo Game for Mein Panzer

Thurs. 1 PM, 6 hrs, 2 players

GM: JD Perry with ODGW Staff

Sponsor: Old Dominion Game Works

WWII 15mm, Rules: Mein Panzer

We have these really nice infantry stands so now what do we do with them? Why play with them of course. Would you like to learn how to play our newly revised infantry Drop-In rules, now squad level? Want to kill some time between games by playing a fun game. Grab a partner or bring yourself down to the Host Room. Play as long as you want. No Pre-Reg or Tickets needed! No Demos start after 6PM.

Rules Taught, beginners Welcome.

T-408 - Now We're Mad! - A Modern East Front Demo Game for Mein Panzer

Thurs. 1 PM, 6 hrs, 2 players

GM: Mike Moran with ODGW Staff

Sponsor: Old Dominion Game Works

Modern 15mm, Rules: Mein Panzer

Well I guess it finally had to happen. After being invaded so many times over the ages, the Russians finally decide to get even! Would you like to learn how to play a fast paced and easy game to use those new Modern tank miniatures with, eventually anyways? Grab a partner or bring yourself down to the Host Room and have some fun. Play as long as you want. No Pre-Reg or Tickets needed! No Demos start after 6PM.

Rules Taught, beginners Welcome.

T-146 - Classic Battletech: Demo Game 2

Thurs. 1 PM, 1 hrs, 4 players

GM: Bethany Stahlman

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

Walk-up demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration necessary; just walk up and play. At end of game you will get a demo packet.

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

★ 2:00 PM ★

T-576 - Cog Wars

Thurs. 2 PM, 3 hrs, 12 players

GM: Brian Whitaker and Woodbridge (VA) Area GamerS

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

Medieval 15mm, Rules: Cog Wars

Men in armor fighting on ships that sink. Go figure! Be the captain of your own cog. Defend the high seas in a most seaworthy vessel.

Beginners, and cabin boys and girls welcome.

T-484 - Prophet's Attack - Theme Game

Thurs. 2 PM, 4 hrs, 8 players

GM: John Lang with Ed Miller and Columbia Wargamer Club

French & Indian War 25mm, Rules: Columbia Wargamers Skirmishing Home Rules

American Forces under Gen. Harrison are marching to burn and destroy Prophetown in the Ohio territory. The "Prophet" has gathered the his followers to destroy the American forces. The American have marched to within a few miles of Prophetown town. The two forces had meet and agreed to a temporary truce. Early the next morning in the midst of a fog, the battle begins.

Good players, not recommended for young kids.

T-542 - Raid on Marshall's Landing - Theme Game

Thurs. 2 PM, 4 hrs, 6 players

GM: Bob Marshall with Mike Adair and Chuck Scholti

French & Indian War 28mm, Rules: Home Rules

Indian terror raid on colonial settlement during the French & Indian War.

Chronologically mature players only.

T-492 - Gettysburg, 1 July 1863 - Day One

Thurs. 2 PM, 8 hrs, 8 players

GM: Michael Panzer with Kurt Kramer and the Rogues

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

American Civil War 15mm, Rules: Fire and Fury

The 1st day of a multi-day campaign game of THE climatic battle of the Civil War. Played on Al Gaspar's award winning terrain and using the classic brigade level Fire & Fury rules, see if you can make history repeat itself. The results of each day will influence the next day's battle (see F-493 & S-494). Breaks will be 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!

T-387 - Mighty Mississippi Smash and Grab

Thurs. 2 PM, 4 hrs, 16 players

GM: Leo Walsh with Al Lyons

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

Ironclads, tinclads, cottonclads, rams, gunboats, transports, shore batteries and more! Easy to learn fast to play. Gives "wet and wild" a new meaning.

T-322 - Send the Spahis to the Bottom!

Thurs. 2 PM, 6 hrs, 12 players

GM: Jay Wissmann

WWI 1/6000, Rules: Fear God & Dread Nought

How many actions between the French and German navies can you point to during WWI? Well, we couldn't think of any either, but when have we ever let that get in the way? What if SMS Goeben had gotten amongst the troop ships carrying the French troops in the Med? All that was in her way were a few French pre-Dreadnoughts. You know that we HAVE to tamper with history when this one comes your way. Join Jay Wissmann and the rest of the Admiralty Trilogy crew.

First-time players invited as rules will be taught.

T-549 - Operation Goodwood, 18 July 1944

Thurs. 2 PM, 6 hrs, 12 players

GM: Tim Broome with Hattiesburg Kriegspielers

WWII 20mm, Rules: Command Decision: Test of Battle

Join the British 11th Armored Div to breakout of the Normandy beachhead, or man your panzer and hold the line with Von Luck.
Beginners and kids welcome.

T-147 - Classic Battletech: Demo Game 3

Thurs. 2 PM, 1 hrs, 4 players

GM: Bethany Stahlman

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

Walk-up demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration necessary; just walk up and play. At end of game you will get a demo packet.

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

★ 3:00 PM ★

T-265 - "Our Tomahawks Dripped Blood" - 1757 - Theme Game

Thurs. 3 PM, 4 hrs, 8 players

GM: Terry Carman with Bob Trantin

, Prize: Unpainted 28mm FIW figure French & Indian War 28mm, Rules: Home Rules

For too long we proud Hurons have endured the English settlers! They have taken the land of our fathers and claimed it as their own! Today, we make them pay for it, in scalps or ransom for captives. Will the natives drive out the settlers, or will the frontier settlers hold out long enough for the British regulars to arrive and save the day? Only bravery, solid tactical leadership, and hot die rolls will tell.

T-118 - "All the King's Men" Demo Games

Thurs. 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.

T-229 - Battle of Baylen, 19 July 1808

Thurs. 3 PM, 4 hrs, 6 players

GM: Eric Schlegel and the HAWKS

Napoleonic 15mm, Rules: The Continental System

Following a series of marches and counter-marches, the French ended up with a division behind the Spanish and vice-versa. Unfortunately, the Spanish reinforcements are closer, so the French must fight their way through the Spanish line before they are attacked from behind.

Familiarity with Johnny Reb is helpful, not required. Players under 13 welcome with playing adult.

T-416 - Revolutionary Ardor, 1794

Thurs. 3 PM, 3 hrs, 6 players

GM: Brian Robinette

Sponsor: Lost Battalion Games

Napoleonic 15mm, Rules: Napoleon's Battles

A meeting engagement between the Sans Cullottes and the fabulously drilled and turned out Prussians during the French Revolution. Will Revolutionary ardor win the day or with the old regime prevail.

Beginners welcome.

T-253 - I Strike Ike

Thurs. 3 PM, 3 hrs, 4 players

GM: Bruce Kohn and the HAWKS

WWII 1/300, Rules: Little Friends

On 4 July 1944, picked elements of the 356th Fighter Sqdrn, 354th Fighter Group escort a personal reconnaissance of the St. Lo area by a pair of VIPs. The Luftwaffe will provide the fireworks this time.

Rules taught.

T-642 - Coastal Actions in the Mediterranean

Thurs. 3 PM, 2 hrs, 6 players

GM: Buck Surdu and the HAWKS

WWII 1/600, Rules: Quick and the Dead: Coastal Actions in WWII

Inspired by Kurt Schlegel's unpublished Fire at Will system: unique, new card-based game, quick/hectic; no turns, few charts. Players take actions with their PT's, MTB's, MGB's, S-boats, and/or MAS boats as quickly as possible. Each session involves 3 half-hour games. If you take hours to plan your 30-sec move, this game is not for you. If you see yourself on the bridge of a coastal craft, lining up a torpedo shot while dodging enemy fire, come and experience perhaps the most stressful game you've ever played.

Players over 12 only, please.

T-153 - Classic Battletech: Grinder 2

Thurs. 3 PM, 3 hrs, 6 players

GM: Dave Yingling

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

The Grinder is a free for all Classic Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. Game will use MWDA miniatures for game play with the Classic Battletech Stats.

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

T-336 - Apocalypse: Z

Thurs. 3 PM, 2 hrs, 8 players

GM: Jason Hyland

Sponsor: Exploding Goat Games

SciFi 28mm, Rules: Apocalypse-Z: Battlefield Evolution

A new supplement for Battlefield Evolution by Mongoose Publishing written under the newly released Open License. In Apocalypse: Z, players square off in the ruins of the modern world. One side are humans desparately trying to survive; the other, ZOMBIES, desparately trying to eat them. This supplement is compatible with existing Evo armies. The rules wil be taught... if you've got the stomach to hear them!

T-148 - Classic Battletech: Demo Game 4

Thurs. 3 PM, 1 hrs, 4 players

GM: Bethany Stahlman

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

Walk-up demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration necessary; just walk up and play. At end of game you will get a demo packet.

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

★ 4:00 PM ★

T-130 - Seige of troy, 1200 BC

Thurs. 4 PM, 4 hrs, 10 players

GM: Victor Hiris

Ancients 15mm, Rules: Home Rules

The beseiged army of Troy counterattacks the Greek coalition army.

Kid friendly game.

T-375 - Battle on Snowshoes - Theme Game

Thurs. 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.

T-538 - Eagle over the Rising Sun, Tarawa 1943

Thurs. 4 PM, 4 hrs, 4 players

GM: Eric Alvarado with Jerry Frazee

Sponsor: Eagle over the Rising Sun

WWII 28mm, Rules: Modified Arc of Fire

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

T-559 - Chinook Down

Thurs. 4 PM, 3 hrs, 6 players

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

Modern 6mm, Rules: Tabletop Battle System (Modern)

A military transport in Iraq runs afoul of insurgents. Soon after crash landing the insurgents discover they were transporting the newly elected Iraqi president, an unexpected bargaining chip, but one they soon discover only gets them unwanted attention. Play as the US forces making an all out assault to rescue the president or as the insurgents trying to get their prize away from the firefight.

T-149 - Classic Battletech: Demo Game 5

Thurs. 4 PM, 1 hrs, 4 players

GM: Bethany Stahlman

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

Walk-up demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration necessary; just walk up and play. At end of game you will get a demo packet.

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

★ 5:00 PM ★

T-217 - Drawing Blood on the Frontier: The French and Indian War - Theme Game

Thurs. 5 PM, 5 hrs, 9 players

GM: Kaleb Dissinger 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.

T-464 - Prelude to Borodino: The Shevardino Redoubt

Thurs. 5 PM, 6 hrs, 10 players

GM: John Snead

Napoleonic 15mm, Rules: Carnage and Glory II

The opening action of the climactic battle of the 1812 campaign in Russia. Can the French force the Russians out of their prepared defensive line and put the Russian Army's left flank in jeopardy? Will the Russians maintain their composure and avoid escalating a small engagement to a full-sized battle? Lots of combined arms action on the plains of Russia!

T-163 - Valverde

Thurs. 5 PM, 4 hrs, 4 players

GM: Ashley Johnson with Andy Turlington and Southern Maryland Partizans

American Civil War 20mm, Rules: Modified Johnny Reb III

In the agony of a nation at war with itself, the Confederate invasion of the New Mexico Territory was a minor drama. However, the Rebels dreamed of access to the Santa Fe Trail and the gold mines of California and Colorado. The Union Army knew it had to deny the realization of those dreams. So then, 4000 Union and 3000 Confederate soldiers engaged in a battle for the far West...come take command of Gen Sibley's Rebs or the Gen Canby's "Blue Bellies" and see how well you fare!

Experience preferred, but not required.

T-140 - Gnome Wars: The Outskirts of Tanga

Thurs. 5 PM, 4 hrs, 8 players

GM: Jim Stanton with Steven Stanton

Sponsor: Brigade Games, Prize: Brigade Games Gnomes

Gnomes 28mm, Rules: Gnome Wars

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

T-150 - Classic Battletech: Demo Game 6

Thurs. 5 PM, 1 hrs, 4 players

GM: Bethany Stahlman

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

Walk-up demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration necessary; just walk up and play. At end of game you will get a demo packet.

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

★ 6:00 PM ★

T-472 - Actium: Final War in the Roman Republic

Thurs. 6 PM, 3 hrs, 8 players

GM: Bruce Moore

Ancients 15mm, Rules: Cog Wars

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

16 yrs. or older.

T-555 - Robin Hood: Scarlet on the Block

Thurs. 6 PM, 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.

T-509 - 1st St Albans

Thurs. 6 PM, 3 hrs, 6 players

GM: Peter Friesen with Mike Trout

Sponsor: SAGA

Medieval 28mm, Rules: Skirmish Warfare

King Henry VI is controlled by men bent on destroying Richard, Duke of York, but Richard and his men are having none of that! They are marching to wrest control of the King from them and they meet at St Albans - the first battle in the Wars of the Roses.

Over age 13 ok; rules taught.

T-451 - The Peasants are Revolting - Yuck!

Thurs. 6 PM, 3 hrs, 6 players

GM: Ralph Parker

Sponsor: Iron Wind Metals, Prize: Gift Certificates

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"?

T-212 - Battle of Ravenna, 1512

Thurs. 6 PM, 4 hrs, 6 players

GM: Bob Bryant

Renaissance 15mm, Rules: Might of Arms

Spanish piece-meal attacks and divided leadership succumbed to French mobile artillery and a coordinated command in this battle. The Spanish can win if they get their act together.

Adult must be present with child.

T-207 - Battles in The Age of War (15mm Samurai)

Thurs. 6 PM, 4 hrs, 4 players

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

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

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

T-101 - Seven Years' War: Austria versus Prussia - Theme Game

Thurs. 6 PM, 5 hrs, 8 players

GM: Jim Purky with Bill Protz and Randy Frye

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

Frederick the Great and Marshal Daun fight over an important supply depot in Silesia during the winter of 1758. Lead your brigade of big battalions (60 figure bns.) of Suren, Stadden and Crusader 30mm figures in unique winter warfare featuring spectacular winter terrain made by Herb Gundt of H.G. Walls fame.

T-508 - Leuthen - Theme Game

Thurs. 6 PM, 4 hrs, 6 players

GM: Bruce Taylor

Sponsor: SAGA

Seven Years War 28mm, Rules: Lace Warfare

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

Over age 13 ok; rules taught.

T-104 - The Plains of Abraham, 13 Sept. 1759 - Theme Game

Thurs. 6 PM, 3 hrs, 6 players

GM: Ben Pecson

French & Indian War 28mm, Rules: Volley & Bayonet

The end-game battle for North America between a defiant French army under the Comte De Montcalm and a determined James Wolfe. Can you as Montcalm change the fate of French America or will it be a repeat of history under the redoubtable Wolfe?

T-234 - Concord to Lexington

Thurs. 6 PM, 4 hrs, 8 players

GM: Geoff Graff and the HAWKS

AWI 15mm, Rules: Home Rules

Join the British expedition to Concord or bring your Massachusetts militia company to the sound of the guns. Come play a part in the unplanned and disorganized first battle of our Revolutionary War. Proven rules that will clearly model the disorganized situation both sides found themselves facing on this pivotal day. Be flexible, and have fun.

T-338 - Age of Ironclads: Steaming up the Big Muddy

Thurs. 6 PM, 4 hrs, 6 players

GM: Jim Brokaw

Sponsor: Old Glory Shipyard

American Civil War 10mm, Rules: Iron and Glory

A Union land force upriver is in need of supplies. Union naval forces must sail up the Big Muddy River to deliver these supplies. Opposing them are Confederate forts, ironclads, torpedo boats and other infernal devices.

Simple rules for fast play.

T-643 - Seminole Indians by GASLIGHT

Thurs. 6 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.

T-262 - Ice Station Aardvark

Thurs. 6 PM, 4 hrs, 8 players

GM: Jon Lundberg

Pulp 28mm, Rules: Rugged Adventures

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

Adult present with a child - may both play

T-344 - Somewhere in Hell: Kursk, 8 July 1943

Thurs. 6 PM, 5 hrs, 6 players

GM: Michael Sincavage with Peter Landry

WWII 15mm, Rules: Battlefront

Taking place during Operation Zitadelle, this scenario, designed by Rob Wubbenhorst, has heavy armor components for both sides battling for key crossroad areas. All players will have lots of armor (Panthers, Tigers, IV s, Stugs, Hornisses, KVs, 34/76s, SU-152s, etc.) to play with and considering the number of turns, action will be fast and furious. Expect air and artillery to make a difference.

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

T-251 - Panzer Attack at Mairy

Thurs. 6 PM, 4 hrs, 5 players

GM: James (Tank) Nickle and the HAWKS

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

Early in Patton's push into Lorraine the Germans launch a spoiling attack against elements of the US 90th Inf Div and supporting armor near the town of Mairy

T-613 - Omaha Beach, 6 June 1944

Thurs. 6 PM, 6 hrs, 10 players

GM: Greg Guth with Steve Wagner

Sponsor: Battlefront

WWII 15mm, Rules: Flames of War

D-Day. Come join the 16th and 116th Regimental Combat Teams as they find what awaits them on beach code named 'Omaha.'

T-335 - Deep Blue Death

Thurs. 6 PM, 1 hrs, 6 players

GM: Dino Perlot with Jason Hyland

Sponsor: Exploding Goat Games, Prize: Free rules to the winner

Modern board game (3 board), Rules: Deep Blue Death

Deep Blue Death is the new PDF format submarine boardgame from Exploding Goat Games. In DBD, two players face off on a hex board, each controlling fleets of 6 ships. One is the submarine, the other 5 are decoys! DBD, is quick and easy to learn, yet has important elements of strategy as well as resource management. This event will be open for 6 players (2 each on 3 boards). The "beer and pretzel" rule set will be taught and plays in roughly 45 minutes to an hour.

T-361 - We're Going In Full Throttle! Death Star Assault

Thurs. 6 PM, 4 hrs, 6 players

GM: Jackie Treehorn and Old Colony

SciFi 10mm, Rules: X Wing (Home)

This is it! Red Leader takes his group of X-Wings into combat to clear a path for Gold Leaders strike element of Y-Wings in this refight from that famous movie. Imperial TIE fighters are on the prowl, but we should be able to take care of them. Pick up your visual scanning. Let's blow this thing and go home. Fly with Luke, Wedge and Biggs against the Empire's ultimate weapon or join Anakin, ah sorry, I mean Lord Vader in defense of the fully operational battle station. The Force be with you!

Under 14 are welcome, but must have an adult. Longer arm reach will be required. Have one register and the other just come along.

T-154 - Classic Battletech: Grinder 3

Thurs. 6 PM, 3 hrs, 6 players

GM: Dave Yingling

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

The Grinder is a free for all Classic Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. Game will use MWDA miniatures for game play with the Classic Battletech Stats.

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

T-151 - Classic Battletech: Demo Game 7

Thurs. 6 PM, 1 hrs, 4 players

GM: Bethany Stahlman

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

Walk-up demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration necessary; just walk up and play. At end of game you will get a demo packet.

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

★ 7:00 PM ★

T-506 - Battle of the Gods

Thurs. 7 PM, 3 hrs, 6 players

GM: Paul Dobbins

Sponsor: SAGA

Ancients 28mm, Rules: Ancient Warfare modified for skirmish

Each player controls a god or goddess, as Achilles attempts to lead the Greeks through the roiling waters of the river Skamandros in his pursuit of the fleeing Trojans. Must kill Hektor! The game uses a heavily modified version of Terry Gore's Ancient Warfare. Greeks and Trojans are 25/28mm figures, the gods are 54mm figures.

Over 13 ok; rules taught.

T-575 - Romans Hack the Barbarians: King of the Mountain

Thurs. 7 PM, 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.

T-296 - The Fall of the Han

Thurs. 7 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.

T-351 - Almanza, 25 Apr. 1707 (Encore!)

Thurs. 7 PM, 4 hrs, 8 players

GM: Pat Condray

Age of Marlborough 15mm, Rules: Wargaming in the Age of Marlborough

The Duke of Berwick (English, but fighting for France) will get another shot at Lord Galway (French, but fighting for England) and das Minas (Portuguese and fighting for Portugal) as Berwick strives to keep the Spanish Crown for the House of Bourbon (very French). More French and Portuguese troops added since RECON.

Part of the Wars of Portugal Series. Beginners welcome.

T-650 - Battle of Kolin, 18 June 1757 - Theme Game

Thurs. 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 mistook a recall signal for an charge, the Austrian Heavy Cavalry followed and after wining the resultant cavalry scrum took the main Prussian infantry in the flank.

T-107 - Battle of Colon in the Seven Seasonings War - Theme Game

Thurs. 7 PM, 4 hrs, 6 players

GM: Jessee Scarborough

Seven Years War 6mm, Rules: Volley & Bayonet (2/3 scale)

The first campaign of the Seven Seasonings War continues. Before the fortress city of Tomache, the Spenarians were forced from the city yielding the field to the aggressive Livonians. After reaching an accommodation with the city fathers of Tomache, Gall the Imperial King of Livonia marches in pursuit of Charles of Splenn. The campaign continues in a march around (and around) the Testine Hills and through the Gate of Illium where the two armies meet of the field of Colon - aka Kolin, 1757.

Rules taught.

T-293 - Napoleon's Battles Boot Camp

Thurs. 7 PM, 4 hrs, 12 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

Learn how to play Napoleon's Battles. 400pt Game published in the 1st Napoleon's Battles Module, a hypothetical engagement between French and Prussians in 1814. This is for novice players and rules taught. If you feel like coaching instead of playing, please drop by. We have other NB's scenarios this weekend too, so this is your chance to get your feet wet. Is there a Marshall's baton in your knapsack?

New comers welcome. Kids under 13 with adult.

T-288 - Brawner Farm

Thurs. 7 PM, 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.

T-381 - Celluloid Heros of the West

Thurs. 7 PM, 4 hrs, 14 players

GM: Maurice Holmes with Sean Stratton

Wild West 25mm, Rules: High Noon

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

T-623 - Fleeing to Tientsin

Thurs. 7 PM, 4 hrs, 8 players

GM: Tom Anderson and CW Yahoo Group

Colonial 25mm, Rules: The Sword and the Flame

European missionaries fleeing the countryside have inflamed the local Boxers when they "temporarily" removed some antiquities from a Chinese temple for "safe keeping" (They should be very safe in antique shops in Europe.) Regulars from the Great Powers attempt a rescue of the missionaries, while the Imperial Chinese frustration with the arrogance of the Great Powers and the lawlessness of the Boxers has them intervene as well.

T-624 - Agordat, 1893

Thurs. 7 PM, 4 hrs, 6 players

GM: Gerry Webb with Jeff Baumaal and CW Yahoo Group

Sponsor: Castaway Arts

Colonial 28mm, Rules: The Sword and the Flame

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

T-625 - A Colonial Vignette" - Africa, Late 1800s

Thurs. 7 PM, 3 hrs, 6 players

GM: Ed Watts and CW Yahoo Group

Colonial 25mm, Rules: Vignette

An ill assortment of Western adventurers, some military, some less so, collide with the local populace in a mad scramble to acquire valuable artifacts on the edge of Empire.

T-388 - Clash of Colonial Fleets

Thurs. 7 PM, 4 hrs, 12 players

GM: Leo Walsh with Al Lyons

19th Century 1/2400, Rules: Age of Dreadnoughts

Around the turn of the century (1900) mixed fleets of Colonial powers meet on the open seas to decide once and for all who is the mightiest! Easy to learn fast play rules, torpedos, and mega guns make for bloody action.

T-170 - Battle of Seganka

Thurs. 7 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!

T-410 - Eastern Front Battles

Thurs. 7 PM, 3 hrs, 8 players

GM: Brian DeWitt and NOVAG

WWII 10mm, Rules: Battlefield for Dummies

Mechanized American forces attack a German Panzer Div in an Eastern Front WWII battle.

T-238 - Rear Area Raid, Russia (Fall 1942)

Thurs. 7 PM, 4 hrs, 6 players

GM: Don Hogge and the HAWKS

WWII 28mm, Rules: Battleground WWII

All seems to be quiet in the rear areas, a place to rest and perform maintenance. Of course this is not the case. Are those Russian partisans in the woods? Is that tank repaired yet?

Gamers under age 14 welcome with adult.

T-278 - Eye for an Eye: Markham Valley (New Guinea), Sept. 1943

Thurs. 7 PM, 4 hrs, 8 players

GM: Brian Cantwell

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

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

Children welcome with adult supervision.

T-182 - Little Friends Over Ploesti - Ploesti Romania, 10 June 1944

Thurs. 7 PM, 4 hrs, 9 players

GM: Phil D'Amato

WWII 1/300, Rules: Check Your Six!

Bomb-laden P-38's belonging to the 15th Air Force's 82nd Fighter Group was called upon to deliver a low level bombing attack on the Romana Americana Refinery at Ploesti, Romania. The American force was intercepted by elements of the Luftwaffe and Aeronautica Regala Romana. Can the US Fighter Bombers destroy their target or will they jettison their bombs and mix it up with the Axis aircraft?

T-418 - All for an Air Strip: French Indochina War, 1950

Thurs. 7 PM, 4 hrs, 5 players

GM: Matt Kirkhart and Army of Central Maryland

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

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

Rules taught.

T-530 - Forsaken: Patient Zero

Thurs. 7 PM, 3 hrs, 6 players

GM: Audrey Ewing

Modern Horror 28mm, Rules: Forsaken

It has been 72 hours since the virus outbreak in Providence City. With help of a Special Ops team information has been acquired about the infected, the virus itself and the city is being reclaimed. But there needs to be a way to stop any spreading of the virus or another outbreak from happening. A former scientist for Lazarus Corp. has provided info about the beginning virus and it's probable location. Your team is now heading towards the origin point of the virus to find patient zero.

T-157 - Classic Battletech: Pawn's at War

Thurs. 7 PM, 6 hrs, 12 players

GM: Mark Yingling

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

In 3066, at the Dawn of the Jihad, Free Worlds League forces spearheaded by the 2nd Sirian Lancers attack Skye. Help defend New Glasgow from the Free Worlds League forces that want to destroy it.

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

T-242 - Buck Rogers Comes to the Mysterious Planet X

Thurs. 7 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.

★ 8:00 PM ★

T-536 - Fontenoy - Theme Game

Thurs. 8 PM, 4 hrs, 8 players

GM: Alan Isabelle

Seven Years War 15mm, Rules: Volley Fire

Marshal Saxe vs. the British, Dutch, and Austrians in the low countries. Can the French guards win the day and drive the allies back? Or will the British guards win the day?

T-264 - Early Morning Surprise, Spring 1757 - Theme Game

Thurs. 8 PM, 3 hrs, 6 players

GM: Bob Trantin with Terry Carmen

French & Indian War 28mm, Rules: A Good Day to Die (modified)

The French, with their Indian Allies plan to conduct a surprise attack on a new English settlement foolishly planted in Indian land. English settlers, at work in their fields, are unaware of what awaits them. Oh yes, the settlers have a blockhouse with some local militia in the area but, will they be able to make the safety of the building in time or will they be killed, or worse yet, suffer the ordeal as captives of the Indians. Come find out who survives!

T-413 - Battle of Ulsan, 14 Aug. 1904

Thurs. 8 PM, 3 hrs, 6 players

GM: Michael Miller

Early 20th Century 1/1000, Rules: Fire when Ready

The Vladivostok Cruiser Unit of the Russian fleet made up of the armored cruisers raided against Japanese sea commerce in the first stage of the war. The Japanese fleet caught and engaged the Russian forces with the Japanese between themselves and their distant base.

T-273 - Boxing Day, 1940

Thurs. 8 PM, 4 hrs, 8 players

GM: Evan Duncan with Tim Niesen

WWII 1/1250, Rules: Command at Sea

On Boxing Day 1940, German raiders Pinguin and Thor, along with the pocket battleship Admiral Scheer and the supply ship Nordmark, feasted on the cargo of a captured British merchant ship somewhere in the South Atlantic. This time, however, a force of British cruisers happens to crash the party.

No players under 15 years old.

T-547 - 21 Sept. 1944 - The Poles Finally Arrive

Thurs. 8 PM, 4 hrs, 6 players

GM: Jake Strangeway with Marc Raiff and Test of Battle Games

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

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

Early in the afternoon, the 1st Polish Parachute Brigade finally took off to try and reinforce the beleaguered British at Arnhem. The weather was atrocious, visibility was nil - but the British couldn't hold. Panicked at the thought of being cutoff below the Rhine, the Germans threw everything they had into a blocking position along the railway leading north into Arnhem. Historically, the Poles waited until it was too late to attack. What if they hadn't? Could history have changed?

T-558 - The H Bomb F.U.B.A.R.

Thurs. 8 PM, 3 hrs, 6 players

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

Modern 6mm, Rules: Tabletop Battle System (Modern)

There couldn't have been a more perfect operation. With a violent militant group seizing control of a Pakistani nuclear facility the United States expertly inserts elite ground forces for an immediate extraction of all nuclear assets from the base. Advance troops maneuvered to clear perimeter defenses to ensure ground hugging transports escorted by attack helicopters arrive without difficulty. So what went wrong? Join us as the Pakistani rebellion or Elite US forces and find out.

★ 9:00 PM ★

T-155 - Classic Battletech: Grinder 4

Thurs. 9 PM, 3 hrs, 6 players

GM: Dave Yingling

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

The Grinder is a free for all Classic Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. Game will use MWDA miniatures for game play with the Classic Battletech Stats.

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