



HISTORICON™
Historical Miniature Gaming's Biggest Summer Vacation! **2009**

Preliminary Events List - Friday

★ 8:00 AM ★

F-168 - Battle of Farmington Moor, 13 May 1644

Fri. 8 AM, 4 hrs, 8 players

GM: Bob Moon and Jacksonville Garrison

ECW 28mm, Rules: Fire and Fury, ECW variant

The Parliamentarian Army has brilliantly outmaneuvered the Royalists by placing itself between the King and his base at Oxford. The Roundhead Army is arriving on the field, while Lord Percy, commanding the Van of the Kings Army anxiously looks to the south wondering where are Rupert and the King? Unlike other "set piece" ECW affairs, this will be a battle of maneuver. Can Charles reach Oxford?

Youth under 18 welcome w/playing adult.

F-272 - The Cache of Amontillado

Fri. 8 AM, 4 hrs, 10 players

GM: Kim Caron and Wednesday Gamers, Wild West 25mm, Rules: High Noon

The town of "Balogne" has long been rumored to have a vast store of the smoothest spirits in the west. Jacques Minot is determined to have it for his own! But, the dreaded pirate Robert also has designs on it. And probably a few others too. Those who have searched in the past have disappeared. Will you?

F-778 - Battle of Wagram, July 6, 1809 (Block 1)

Fri. 8 AM, 5 hrs, 16 players

GM: Paco Palomo and BoGs

Napoleonic 15mm, Rules: Napoleon's Battles 3

After being repulsed at Aspern-Essling the previous May, Napoleon conducted a deliberate river-crossing of the Danube in July. The result was the Battle of Wagram; the largest land battle up to that time. At great cost, Napoleon was able to beat the Austrians (on their own training ground), and force a conclusion to the War of the 5th Coalition. Some say that Wagram was the Emperor's last 'real' victory.

No instruction provided, experienced players only. Please check in with the referee at least 15 minutes prior to the start of your time block. Players with tickets will (obviously) be given preference, but there will be a stand-by roster to fill any empty slots.

F-143 - Prospect Hill: Battle of Fredericksburg

Fri. 8 AM, 4 hrs, 7 players

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

American Civil War 15mm, Rules: Fire and Fury

Relive the desperate fighting at the Battle of Fredericksburg as Franklin's Left Grand Division, with reinforcements from the 3rd Army Corps, attempts to break through Jackson's line on Prospect Hill. Will Jackson's line break? If he holds will he attempt a counterattack to try drive the Union forces into the Rappahannock River?

F-273 - Ram Them Yankees!

Fri. 8 AM, 4 hrs, 16 players

GM: Al Lyons with Leo Walsh and Wednesday Gamers

American Civil War 1:600, Rules: AGE OF IRON

Reb and Yank guboaats and rams meet to gain control of the Big Muddy. Easy to learn fast play rules.

F-611 - Bitter Harvest, Autumn 1917

Fri. 8 AM, 3 hrs, 4 players

GM: Keith Stine and Susquehanna Historical Wargamers, Sponsor: Iron Ivan Games

WWI 28mm, Rules: Price of Glory

Somewhere in France. A platoon of Poilus decides to go out on a strong patrol to find out what the Boche are up to in a nearby village. To their dismay they find an entrenched platoon of Germans awaiting. Take part in this nighttime fight in the ruins of a French village and fight across darkened fields and from house to house. *Over age 16 only.*

F-692 - Attack of the Corporate Zombies III: Head Hunter

Fri. 8 AM, 3 hrs, 6 players

GM: Shawn Reis with Chris Vaughn and Wednesday Night Painting Group, Sponsor: WNPG, Prize: Dice

Modern 40mm, Rules: Cube Wars 3.0

You've survived a week at work with out becoming a Zombie, but things are getting tougher and tougher. You and some of your non-zombie co-workers decide it's time to take the office back by force. No more Mr. Nice Guy (or Girl). No more Friday afternoon meetings and no more T.P.S. reports! It's time to kick some Zombie Booty! *Not recommended for kids.*

★ 9:00 AM ★

F-786 - Teutoburger Wald -- 2 Millenia later

Fri. 9 AM, 4 hrs, 6 players

GM: Perry Gray and SAGA

Ancients 28mm, Rules: Ancient Warfare

On the 2000th anniversary of the famous battle, come and try to slaughter the oppressive Roman invaders (or hold off the barbarous, traitorous Germanic tribes, depending on your inclination and/or which side you choose to play). A desperate, running battle through deep old growth forests. *Rules will be taught, adult w/ child under ~13.*

F-710 - Roman Civil Picnic

Fri. 9 AM, 2 hrs, 8 players

GM: James Reynolds and WNPG, Sponsor: Eureka USA, Prize: Eureka Miniatures

Ancients 28mm, Rules: Teddy Bear Picnic

In the waning years of the Great Roman Bear Empire two would be Emperors vie for control of the picnic ground. Who will it be, Yogiuis Ceasar or Poohpey? *Kids Game.*

F-790 - Aspern -- First Day's Fight - Theme Game

Fri. 9 AM, 4 hrs, 8 players

GM: Jeffrey Ball with Bruce Taylor and SAGA

Napoleonic 28mm, Rules: Napoleonic Warfare

Massena has gotten into the town and the Austrians gather to attack and drive him out. Game is refight of first day's struggle to take (and retake?) town. If the Austrians can take and hold it, Napoleon's lodgment across the Danube is doomed. *Rules taught, adult w/ child under ~13.*

F-115 - "One must break a great many Eggs to make a good Omelet "- Battle of Eggmuhl, 22 Apr 1809 - Theme Game

Fri. 9 AM, 6 hrs, 8 players

GM: Roger Downie with The Hofkreigsrat Team

Napoleonic 25mm, Rules: Field of Battle by Piquet

This is a more balanced "What If" scenario that assumes the Austrians actually managed to support the II Korps under Rosenberg with a good part of the several other Korps that were never more than 12 miles away from the battlefield. *Under age 15 only w/playing adult.*

F-748 - Battle of Eggmuhl, 22 Apr 1809 - Theme Game

Fri. 9 AM, 7 hrs, 14 players

GM: David Bonk with Nigel Marsh, John Snead, Lyle Bickley, Sponsor: Carnage and Glory Rules

Napoleonic 25mm, Rules: Carnage and Glory Computer Moderated Napoleonic Rules

Marshal Davout had bumped into the main Austrian Army, but he prepared to hold them in place. Throughout the night Napoleon directed elements of his army towards the village of Eggmuhl, while his counterpart Archduke Charles prepared to go over to the offensive the next day. The morning found the Austrians slowly organizing to attack while French continued to gather on their left flank.

F-337 - Battle of Raab, 14 June 1809 - Theme Game

Fri. 9 AM, 5 hrs, 6 players

GM: Jeff Billings with Matt Azzam and Cher Ami Legion, Sponsor: Lost Battalion Games, Prize: Stitched Napoleon's Battles Polo's

Napoleonic 15mm, Rules: Napoleon's Battles

After uniting with remnants of Jellicie's command, Archduke John planned to retreat into Hungary to join an additional 20,000 troops. Before he could move far, Eugene's French and Italian army appeared and the Austrians were forced to fight. *Napoleon's Battles: Scenario TL09.*

F-315 - Sharpe's Invasion of Spain - Theme Game

Fri. 9 AM, 4 hrs, 8 players

GM: John Lang with Ed Miller and Columbia Wargamer Club

Napoleonic 28mm, Rules: Columbia Wargamer Club Skirmishng Rules

Major Sharpe has been ordered to sneak through the French lines to meet with the Spanish militia leader, "the Monk". Sharpe is to obtain valuable information on French troop positions from the Monk. He has a mixed force of Rifles, Regulars and Portuguese troops. He has been warned that the French are after this Spanish militia to destroy them. *Game designed for good players, not recommended for young kids without adults*

F-421 - Civil War Squad Conflict: Early War

Fri. 9 AM, 4 hrs, 6 players

GM: Stan Church

American Civil War 25mm, Rules: Church's Battle Lines Civil War

Simple talk through rules; learn as you play. Players each control two squads. Both Union and Confederate sides will have 6 squads at their disposal to plan their strategy (each squad has 9 infantry for fighting and an officer for command and movement). *Adult must be present with child age 12 or under.*

F-671 - Antietam, 1862

Fri. 9 AM, 6 hrs, 6 players

GM: Jeff Kimmel with Michael Panzer and The Rogues
American Civil War 15mm, Rules: Fire and Fury

Considered one of the bloodiest battles on American soil, it foreshadowed the devastation that would define this deadliest of American Wars. Using Al Gaspar's beautiful award winning terrain; fight across the fields and streams of Sharpsburg. Continuation of the Rogues' Civil War series. Game is a continuation of T-670 TIME? covering the rest of the day into evening of this long scenario. *Children over 13 only w/adult.*

F-392 - The Northwest Frontier, 1881: Wagon Train

Fri. 9 AM, 4 hrs, 6 players

GM: Bob Bryant, Colonial 28mm, Rules: Clans and Companies

A supply train escorted by an Anglo-Indian force is ambushed by Afghan tribesmen. *Adult must be present with child.*

F-672 - Blue Skies: Canvas and Wood - WWI Aerial Dogfight

Fri. 9 AM, 4 hrs, 6 players

GM: Vincent Stella and The Rogues
WWI 1:285 micro, Rules: Blue Skies, Canvas and Wood (Modified)

Take to the skies over France with your wingman but watch your six because you don't know when and where the enemy will arrive. Based on the Blue Sky rules, this WWI aerial dogfight will make you think twice about flying in a tinderbox of canvas and wood. Tie on your scarf and pull down your goggles and pray your guns don't jam. *Children encouraged, but only over age 10.*

F-609 - Empire Strikes Back

Fri. 9 AM, 4 hrs, 4 players

GM: Jon Yuengling and Northern Lancaster Wargamers, Sponsor: Six Feet Under Games
WWII 3mm, Rules: Micro Armor the Game

It's July 15th and the Germans are breaking out of their bridgehead and hoping to make a quick assault to cut off London. Only thing to stop them are a few adhoc units pulled together since Dunkirk. Will the Allies throw the Germans back into the sea or will the PM need to look for new accommodations? *Under age 16 only w/playing adult.*

F-401 - Kursk, 1943

Fri. 9 AM, 4 hrs, 6 players

GM: Mitchell Austin with Richard Claydon and Boston Trained Bands
WWII 15mm, Rules: Flames of War

The German offensive has begun. Three company size German Kampfgruppen must break through the Russian lines. The Russians must hold the line through sheer numbers, battering back the invaders.

F-683 - Blenheims over the Maas

Fri. 9 AM, 4 hrs, 8 players

GM: Mark Burdette with David Burdette, Joe Cato and Slippery Weasel Gaming Group
WWII Other, Rules: Check Your Six!

Two days after the Germans had broken through the Ardennes Forest, the Allies were desperate to stop their advance. They recognized that German supplies had to pass over the Mass River bridges. Accordingly the Royal Air Force despatched the bulk of their medium and light bombers to attack the bridges. Unfortunately for the RAF crews the Germans were also aware of the importance of the bridges.

F-660 - Wounded Eagles Over Malame

Fri. 9 AM, 4 hrs, 6 players

GM: Jake Strangeway with Marc Raiff and Test of Battle Games, Sponsor: Test of Battle Games, Prize: Gift Certificate
WWII 15mm, Rules: Command Decision Test of Battle

German forces staged in Greece attempt the first airborne invasion in history. Their target: the island of Crete. The British had broken their code using ULTRA, and knew they were on their way. Commonwealth forces had been on a state of alert for days, scanning the water and the sky. At 08:15, a report came in from lookouts on Hill 107 near Maleme airfield – enemy transports inbound.

F-443 - 82nd Airborne on D-Day: Ambush at Neuville, 6 June 1944

Fri. 9 AM, 5 hrs, 6 players

GM: Tim Waybright with Ed Bates, Eric Shanoltz
WWII 15mm, Rules: Battleground

After a successful night landing by airborne forces behind the beaches of Normandy, elements of the 505th PIR, 2nd Btn, Co. D, 3rd Plt. led by Lt. Turnbull set up as a blocking force in Neuville-au-Plain, 2 km north of St. Mere-Eglise. With only 42 men and spread thin, Turnbull successfully delayed the Germans almost 8 hrs. Can you answer the call too?

F-444 - Last charge of the Savoia

Fri. 9 AM, 5 hrs, 6 players

GM: Peter Landry with Michael Sincavage, Sponsor: Legions East

WWII 15mm, Rules: Battlefront

August 1942 saw the last successful mounted cavalry charge of the Italian 3rd Dragoons, Savoia Regt. After holding back the Russians and maneuvering the day before, an opportunity presented itself and the charge was ordered. The Siberian 812th Inf Regt was smashed. Come lead the last charge to glory or dine on horse meat! Game will feature Legions East new Italian cavalry figures.

F-640 - A Mixed Bag, March 1945

Fri. 9 AM, 4 hrs, 8 players

GM: Peter English, Sponsor: Miniature Building Authority, Prize: TBA

WWII 28mm, Rules: IABSM, mod.

Inside the Ruhr pocket was the mixed bag of troops from German Army Group "B". The range of quality was from the last of the SS battlegroups to Volksstrum. As American armored formations raced to close the pincers they didn't know what type of enemy force they would encounter. German forces will be a random draw of forces found in the last days of the Reich.

F-181 - One Bloody Sandbox

Fri. 9 AM, 3 hrs, 8 players

GM: Ryan Meyers with Steven Meyers

SciFi 28mm, Rules: Kryomek

Desert maneuvers as Nexus takes on Kryo. Somebody is about to have a bad day! *Kid Friendly Game.*

F-496 - Operation: Lightning Ball

Fri. 9 AM, 5 hrs, 10 players

GM: D. Grant Greffey

SciFi 28mm, Rules: Ultimate Warzone (Modified)

Elite Bauhaus troops have arrived in the quiet town of Gunthershaven to guard something important in the local bank. Imperial Agent John Steele and Imperial special operations troops are going there to see about snatching whatever it is. But Steele has learned that his archenemy, Dr. Hugo Orenstein, may have similar plans. It's going to be a mélange of girls, guns, and fun all around!

This is the convention debut of the 2nd of the 5 Steele vs. Orenstein stories. Beginners Welcome

★ 10:00 AM ★

F-629 - Chevauchee (Kids)

Fri. 10 AM, 2 hrs, 6 players

GM: Rob Dean and the HAWKS

Medieval 54mm, Rules: Medieval Mayhem

As an English army advances across France during the 100 Years War, looting and burning, the French gather to stop them. Fast paced man-to-man action. Rules taught; basic literacy and number skills wanted. *The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!*

F-158 - "All the King's Men" Demo Games

Fri. 10 AM, 1 hrs, 2 players

GM: Ken Cliffe with Dave Hoyt

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

Go to war as a true gentleman... with 54mm miniatures! Join All the King's Men as we demo our own toy soldier rules. This is not skirmish gaming! Everything is 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 dealer area. Max four players per game. www.allthekingsmentoysoldiers.com *Children must be accompanied by adult.*

F-455 - Eckmuhl, 22 Apr 1809 - Theme Game

Fri. 10 AM, 5 hrs, 8 players

GM: Mike Pierce with Rob Lockley

Napoleonic 15mm, Rules: Shako II

After letting the opportunity to crush Davout's corps slip through his fingers for three days, the Archduke Charles tries again, convinced he has the French Marshal with his back to the Danube. Davout has been reinforced, however, and Napoleon is close at hand with the rest of the Grand Armee. Now the French have the chance to destroy an Austrian Corps and isolate the Austrian army. *Adult must be present w/child.*

F-433 - Salamanca - Theme Game

Fri. 10 AM, 5 hrs, 6 players

GM: Roxanne Patton and SMP

Napoleonic 15mm, Rules: Fury of Empires (Modified Fire and Fury House Rules)

Marechal Marmont attempts to move around the Duke of Wellington's right by marching over a series of rolling hills. Wellington used the hills to hide his redeployment and then delivers a telling blow to the strung out French columns.

F-184 - Thunder On The Danube: Battle For Aspern, 21 May 1809 - Theme Game

Fri. 10 AM, 7 hrs, 8 players

GM: Michael Fatovic

Napoleonic 25mm, Rules: Modified CLS using poker chips for orders/movement

Can Legrand and Molitor hold the tiny town of Aspern against the Austrian masses. Or will the French be swept back into the Danube in this mighty clash of Empires. You Decide! *Adult must be present with child.*

F-475 - Battle of Mylanta

Fri. 10 AM, 4 hrs, 8 players

GM: Otto Schmidt, Sponsor: Society of Daisy

American Civil War 30mm, Rules: Magnolia's Mint Juleps N' Gritz

A humorous view of The Civil War as Onion forces under Gen. Sterling Silver Service wish to cut the rail lines that supply Mylanta - a city defended by Holden MaJohnson and vital to the Cornfederate war effort which produces the antacid needed to settle Southern stomachs after their diet of green gorn, grits, hog jowls, gritz, greens, gritz, gritz, and more grits. Did I mention the gritz? *Don't bother pre-registering- just come and play; we'll find space for you. Those put off by humor and whimsy are advised to keep away.*

F-133 - Battle of Piedmont, 5 June 1864

Fri. 10 AM, 5 hrs, 12 players

GM: Dean West with Patrick Lebeau & Kermit Hilles and Old Northwest Mounted Volunteers

American Civil War 15mm, Rules: Johnny Reb III

General "Black Dave" Hunter is marching up the Shenandoah Valley with an army bent on destruction. Under orders from Lee, Confederate General W.E. "Grumble" Jones has scraped together an ad hoc Rebel army to stop him. The armies collide; a desperate and costly battle ensues. *Some knowledge of the JR III rule system recommended.*

F-696 - "Look at that damn Tenth, Steady 9th Alabama!" - Salem Church, 4 May 1863

Fri. 10 AM, 5 hrs, 6 players

GM: Kaleb Dissinger and Refuse the Flank Wargamers

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

The Army of the Potomac has been wholly beaten! And Sedgwick's "Fighting VI Corps" has been ordered to relieve Hooker's encircled Army before its complete destruction. The day before, Uncle John's veterans brushed aside Confederate defenders on the old Fredericksburg battlefield. Today promises more of the same, except that he's run into more fresh Confederates than he had bargained for!

F-182 - An Occurance at Lauffer Creek Bridge

Fri. 10 AM, 4 hrs, 8 players

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

American Civil War 15mm, Rules: Johnny Reb III

The retreating rebels have crossed the Lauffer Creek and blown the bridge in a nick of time. The nearest crossing is miles away, a light picket details is all that is needed as there is no way the Union can cross now... We use Johnny Reb 3 with house rules for leaders and troop quality. *Novice Johnny Reb players encouraged, but Not Recommended For Kids.*

F-123 - Little Kids...Big Horn!

Fri. 10 AM, 2 hrs, 30 players

GM: Pete Panzeri Jr. with Petey Panzeri III

Wild West 54mm, Rules: "Kidz Rulz!"

Cowboys, Indians and Kids! What else is there? Oh! A train, Fort Apache, A wagon train, Lincoln logs, carpeted floor & lots of fun! Adults who don't think kids are Cute - stay clear! Adults who want to laugh until you cry - come watch (from a safe distance.)

Parent or Guardian presence is mandatory (and participation preferred; no unattended children). Children age 3-6 may participate w/older supervisor. Children ages 7-12 may play alone. Ages 13 and up really need to enjoy some other more challenging wargames (unless they are supervising one younger sibling.) Parents of participating children w/any special or behavioral issues, please notify the GM in advance. [Note: Kids/Teens Wild West Costume Contest: Just before the game; prizes for all kids in costume. Special Awards for Best Dressed Indian boy/girl, Cowgirl/Cowboy, Parent-Child costumes, Family and best Teen Cowboy/Cowgirl/Indian; Refreshments and music.]

F-144 - The Lost Treasure of the Pulp Heroes

Fri. 10 AM, 4 hrs, 6 players

GM: Mark Follmer

Pulp 28mm, Rules: Pulp 45 Adventures

An island, a treasure map, some stalwart heroes (and dastardly villains), some local flora and fauna, a volcano - and you have a pulp heroic style adventure! Join us for fun on a tropical island while treasure is sought, evil is defeated (maybe, no promises) and much shouting and dice-rolling happens. *Adult must be present w/child; beginner friendly.*

F-474 - Thunder in the Pacific

Fri. 10 AM, 3 hrs, 10 players

GM: Marshall Lamm with Josh Hostetter

WWII 1:1800, Rules: Axis & Allies: War at Sea

This hypothetical Pacific Theater fleet action is designed to show off the Axis & Allies: War at Sea collectible miniatures game. The engagement features two 500-pt fleets, American and Japanese, and demonstrates both the simple game mechanics and the ease of fleet construction. *Children welcome w/playing adult. Beginner-friendly; rules taught.*

F-432 - Germans in the Bocage

Fri. 10 AM, 5 hrs, 6 players

GM: Rich Low with Tim Goodlett & Andy Turlington and SMP, Sponsor: SMPress

WWII 20mm, Rules: Soldat

Scenario TBD, but expect Americans, Germans, and plenty of nasty Bocage!

F-649 - Welcome to Wargaming 101: A Kid's Game

Fri. 10 AM, 4 hrs, 6 players

GM: Bob Bengé, Sponsor: Old Dominion Game Works

WWII 10mm, Rules: Mein Panzer Junior

Kids, it's time to play a tank game like your Dad. German and American tanks from late in WW2 will be used. We will be using Mein Panzer Junior level 3. *Kids 8-14 Only. Rules Taught/Beginners Welcome.*

F-226 - Commandos Strike at Dawn

Fri. 10 AM, 2 hrs, 6 players

GM: Buck Surdu and the HAWKS

WWII 28mm, Rules: Blood & Swash

British Commandos attack a German installation in France to capture an Enigma coding machine. The Germans try to defend it. Rules taught. Kids over 7 welcome; playing or assisting adult is encouraged. *The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!*

F-330 - The Ditch

Fri. 10 AM, 4 hrs, 6 players

GM: Ben Fornshell with Del Stover and WNGA

WWII 20mm, Rules: Tabletop Battle System

While advancing rapidly across the front a simple impediment has turned into a deadly trap. German tanks, despite their superior construction fall prey to mother nature. Can the allies take advantage of their weak moment? *Children welcome w/adult supervision.*

F-725 - Battle of Empress Augusta Bay

Fri. 10 AM, 4 hrs, 6 players

GM: Gregory Kuntz, Sponsor: Old Dominion GameWorks

WWII 1:6000, Rules: General Quarters 3

On Nov 1st the Marines landed at Cape Torokina on Bougainville. Vice Admiral Omori with Cruiser Division 5 decided to do what the IJN failed to do at Guadalcanal - destroy the landing transports. Come refight this battle to see if the USN had learned any lessons from the year's worth of night surface combat against the IJN. *Beginners welcome.*

F-412 - Cape Esperance, Oct 1942

Fri. 10 AM, 5 hrs, 8 players

GM: Sean Barnett and ODGW, WWII 1:2400, Rules: General Quarters 3

The U.S. and Japan are fighting bitterly for Guadalcanal. Japanese are trying to resupply their forces and bombard Henderson Field. Americans have dispatched a surface force under Admiral Scott to stop them. Historically, the U.S. scored its first victory in a night surface action here. Will this happen again or will Japan hold the supply line open? *Children only w/adult.*

F-613 - St. Joris Straat, Nijmegen (20 Sept 1944)

Fri. 10 AM, 5 hrs, 6 players

GM: Van L. Osgood with Joshua J. Osgood and Northern Lancaster Wargamers, Sponsor: Six Feet Under Games

WWII 28mm, Rules: Disposable Heroes

During Operation Market Garden the Allies made several attempts to take the road bridge over the Waal River. Heavy casualties were mounting as the Grenadier Guards sought a way to breach the SS Frundsberg's determined defense of the southern bridge approach. Players control actual platoon size forces and support units. *Under age 16 welcome w/playing adult.*

F-680 - Awful Things from the Research Lab, July 2009

Fri. 10 AM, 4 hrs, 8 players

GM: Rob Beattie with Bob Beattie and Ann Arbor Area Historical Gamers Group

Modern Other, Rules: The Awful Green Things from Outer Space, modified

Awful Green Things from Outer Space meet Resident Evil: In a large midwestern university far beneath their stadium, a research team discovers a cancer cure. What they didn't know was that M-Cure contained some DNA from an extraterrestrial life form so that the cure was actually killing the test subjects and re-animating them as a human killing creature. Can staff survive until help arrives? *Children only w/playing adult.*

F-186 - J. Patrick's Grand Prix Racing

Fri. 10 AM, 4 hrs, 6 players

GM: J. Patrick Chambers and the HAWKS

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

Faster and more challenging than ever, plus, new tracks! Get ready for fast, bring your racing gloves and your need for speed. *Under age 10 only w/supervising adult.*

F-654 - Raid into Sinai, Oct 1956

Fri. 10 AM, 4 hrs, 6 players

GM: Tran Tu with Mike Moran, Sponsor: Old Dominion Game Works

Modern 10mm, Rules: Mein Panzer 2

Saber rattling in Egypt has placed the Middle East at center of world attention. Egypt's pride and her new King Nasser are still wounded after defeat against Israel six years earlier. Nasser wants to lead the Arab League against their common enemy and has befriended the Soviet Union. Israel, in conspiracy with England and France, planned to take the Sinai and Suez Canal away from Egypt. *Rules Taught/Beginners Welcome.*

F-221 - Endor Invitational Speeder Bike Races

Fri. 10 AM, 2 hrs, 6 players

GM: Jamie Davis and the HAWKS

Future 25mm, Rules: Future Race

Run your speeder bikes through the forests of Endor and see if you can be the first scout trooper across the finish line. Watch out for those trees and vines! *Rules taught and simple enough for kids who can do simple arithmetic to master.*

F-131 - Death on the Nile

Fri. 10 AM, 5 hrs, 10 players

GM: Jon Lundberg

Fantasy 28mm, Rules: Wargods of Aegyptus

Necromancers have been busy raising the undead, in the process, they have awakened an unspeakable horror. Try to grasp the tigers tail and support the Eaters of the Dead or Prevent this horror from reaching the Nile. Bring a 1500pt Wargods Army (no heavy armor except on Harbringers) or try the rules with a supplied Army. *Preteens should be accompanied by adult.*

F-214 - Foraging Party

Fri. 10 AM, 3 hrs, 8 players

GM: Bill Acheson and the HAWKS

Fantasy 1:24, Rules: Strandhogg

Saruman's forces are on the march... and an army marches on its stomach. A detail is detached to raid a nearby Rohirrim village for fresh meat - any meat - and preferable still mobile; so it doesn't need to be carried. *Kids welcome w/adult player (although topic might be a bit intense for younger players).*

F-355 - Battletech - Loss of Babylon

Fri. 10 AM, 4 hrs, 8 players

GM: Mark Yingling, Sponsor: Battlecorps, Prize: Certificates

SciFi 1:285 micro, Rules: CBT – Total Warfare

In early 3072, Clan Diamond Shark lost their enclave on the planet of Babylon to an all out assault by unknown battlemechs that belonged to Clan Coyote. A combined force of battlemechs, protomechs, and battlearmor attacked the Diamond Sharks 39th Striker Cluster. Join the fight to help save Babylon or conqueror it for Clan Coyote. *All materials, miniatures and dice provided. Intermediate to experienced players; no players under age 15.*

★ 11:00 AM ★

F-733 - Agnadello, 1509: 500 Years of Obscurity

Fri. 11 AM, 4 hrs, 6 players

GM: Peter Hess w/Lorenzo, author of Impetus and DAWGs. Sponsor: On Military Matters, Prize: Copy of new Impetus Renaissance rules

Renaissance 25mm, Rules: Impetus

500 years ago, the French and Venetians clashed in a bloody contest hardly remembered this day. But hell, half millenium anniversaries come so infrequently: why not refight Agnadello four times, using a different set of rules each time to compare and contrast their recreations of history's most colorful periods? Impetus' Italian author introduces us Yankees to tabletop battles, Continental style.

F-103 - Eugene vs Johan: Battle of Raab, 14 June 1809 - Theme Game

Fri. 11 AM, 6 hrs, 6 players

GM: Bill Gray, Sponsor: Eureka - AB Miniatures, Prize: Napoleonic Command Sets

Napoleonic 15mm, Rules: Age of Eagles, Napoleonic Fire and Fury

One of the little known engagements of the 1809 campaign, Prinz Johan and a shabby crew of Austrian regulars and Insurrections face off against the Franco-Italians of Napoleon's stepson, Viceroy Prince Eugene de Beauharnais. Was a decisive contest where over 80,000 soldiers would decide who would reinforce who at the final battle of the campaign, Wagram. *Rules taught; beginner friendly; walk-on's welcome.*

F-170 - River Seige - Europe 1944

Fri. 11 AM, 4 hrs, 8 players

GM: Robert Varga

WWII 1:72, Rules: Home Rules (available upon request)

River Seige is a game of troop and tank combat that also includes artillery and airpower. The objective being the Allied capture of the three bridges spanning the river into occupied enemy territory. *Not recommended for kids under 14.*

F-466 - Gotha Melee, 24 Feb 1944

Fri. 11 AM, 4 hrs, 9 players

GM: Alvin Gunkel and Skirmish Campaigns, Sponsor: www.Skirmishcampaigns.com

WWII 1:300, Rules: Check Your Six!

As the 8th Air Force bomber stream pours into Germany the Luftwaffe scrambles every available aircraft. Scenario from the Check Your Six! 8th Air Force Scenario and Campaign book features P-38s, P-51s, Ju 88s, Bf 109s, Bf 110s, and Fw 190s in a deadly contest for survival in the air over Gotha, Germany.

F-297 - To Market, To Market: Holland, Sept 1944

Fri. 11 AM, 4 hrs, 8 players

GM: Michael Bowker

WWII 54mm, Rules: Forces of Valor

Advance forces of American airborne and British troops scout out a possible weak spot during Operation Market Garden. Using figures from Forces of Valor; Conte plastic; Britains Deetail players will command a squad or two of forces as they battle over this critical spot. Can Allies hold or will Germans break through and stop the advance? A fun game rather than super detailed. *Beginners encouraged; Children under age 14 welcome w/playing adult. Walk-ups welcome.*

F-362 - Battletech Demo Game 1

Fri. 11 AM, 1 hrs, 4 players

GM: Bethany Stahlman, Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1:285 micro, Rules: CBT – Total Warfare

Walk-up demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to players. This will allow a quicker translation into the Grinder event. *All materials, miniatures and dice will be provided. Beginner friendly.*

F-358 - Battletech – Grinder 1

Fri. 11 AM, 3 hrs, 6 players

GM: Dave Yingling, Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1:285 micro, Rules: CBT – Total Warfare

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. Game will be using miniatures from Iron Winds Metals beginner sets and other Mechs from the Classic Battletech line. *All materials, miniatures and dice provided. Beginner friendly; rules taught.*

F-691 - Ogre - Armored Warfare in the 21st Century

Fri. 11 AM, 2 hrs, 3 players

GM: Tim Kauffman

SciFi 1:285 micro, Rules: Steve Jackson's Ogre - GEV

Ogre and its sequel, G.E.V., are tactical ground combat games set in the late 21st century. In 2085 A.D., armored warfare is faster and deadlier than ever. Hovercraft, tanks and infantry slug it out with tactical nukes. But the most feared weapon of all needs no human guidance. It's the giant cybernetic tank called the Ogre.

★ 12:00 PM ★

F-631 - Flotsam and Jetsam

Fri. 12 PM, 4 hrs, 4 players

GM: William Dean and the HAWKS

Age of Piracy 40mm, Rules: Gloire

Unknown to each other, the crews of the Seawitch and the Royal Stewart have both arrived at Dead Man's Cove to salvage the washed up cargo and supplies of a sunken merchantman. With plunder (and biscuits) to be had, and the tensions of a bitter rivalry in the salty Caribbean air, the pirate bands won't back away from a fight! But Dead Man's Cove may hold some intrigue of its own...

F-166 - Carolinas 1780, Pt.2

Fri. 12 PM, 4 hrs, 4 players

GM: Bob Lehman with Matt Lehman, AWI 54mm, Rules: "All the Kings Men"

At Cold Wars the Americans stopped the British pursuit (that bloody stone fence!), now their doing the chasing! Come play with the "Big Boys" and see if the Kings forces can return the favor. New setup, more troops and larger table. Will use optional rules for troop movements using wing commanders. Castings by All the Kings Men. *Beginner friendly; rules taught. Kidw only w/adult.*

F-302 - Hell's Prairie: Ominous Dawn

Fri. 12 PM, 4 hrs, 12 players

GM: Christin Sciulli with Frank Sciulli, Steve Boley and BoGs

Wild West 28mm, Rules: Two Hour Wargames Modified for D10

It began as a typical day in a Texas town until the good, the bad, and the ugly collide; Hell's Prairie will soon live up to its name. The peaceful settlers of the town Reprieve may fall victim to Indians, Banditos, Cattle Barons, and Outlaws, each attempting to enact nefarious plans. What begins as a classic, western adventure will become a sinister and otherworldly nightmare. *Imagination required! Pt.1 of 2-part game. Children age 12 and older only w/playing adult.*

F-707 - The Struggle for Omaruru, Feb 1904

Fri. 12 PM, 3 hrs, 4 players

GM: Roy Jones with Eric Alvarado

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

German South-West Africa (present-day Namibia): The Hereros hold the German garrison town of Omaruru; the Kaiser wants it back! But Herero riflemen are defending in depth from stone field works and strong points, with their usual courage and skill. A tough job awaits Hauptmann Franke's elite 2nd Feldkompagnie. From the new scenario book *The Herero War*. More at: www.hererowars.com.

F-427 - Save the Last Bullet For Yourself

Fri. 12 PM, 4 hrs, 8 players

GM: Tim Wright and Monday Night Adventurers

Colonial 15mm, Rules: Sand and Blood...home rules

The Legion is considering abandoning this desolate outpost. Cost of holding it is too high. Local desert tribesmen want to give their input! Can desperate legionnaires on the parapets stop the onrushing hordes? Will the relief column arrive in time? Is there a relief column? French Foreign Legion vs Arab Tribesmen in a fast paced game of carnage!

F-623 - Encounter at Dieter's Kopje

Fri. 12 PM, 4 hrs, 6 players

GM: Chuck Turnitsa and Colonial Wars Group

Colonial 28mm, Rules: TSATF

A company of British infantry returning from a forward area operation stop to rest and re-water at a small farm near a large stony kopje. Shortly before dawn a reinforced Commando of Boer riders arrives. These two forces are drawn first into a minor skirmish, and then a protracted fight while both sides wait for reinforcements in the local area.

F-716 - Aerodrome 2.0: WW2 Aerial Combat

Fri. 12 PM, 5 hrs, 10 players

GM: Stanley Kubiak, Sponsor: Aerodrome Aerial Combat Games, Prize: Wings, pins and medals

WWII 1:100 1:144, Rules: Aerodrome 2.0 - Aerial Combat Game

Popular Aerodrome 1.1 rules adapted to WW2 air combat. Easy-to-learn, easy-to-play, lots of fun, but take into account faster speeds and greater weapons lethality of WW2 aircraft. Up to 10 players per round, rounds last about 1 hr, running continuously through allotted time. (Note: This game prepares new Aerodrome 2.0 players for Saturday Aerodrome 2.0 Carrier Attack game.) *Great game for spouses and newcomers to wargaming. Under age 15 only w/playing adult.*

F-363 - Battletech Demo Game 2

Fri. 12 PM, 1 hrs, 4 players

GM: Bethany Stahlman, Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1:285 micro, Rules: CBT – Total Warfare

Walk-up demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to players. This will allow a quicker translation into the Grinder event. *All materials, miniatures and dice will be provided. Beginner friendly.*

F-693 - Monster Island II

Fri. 12 PM, 3 hrs, 6 players

GM: Bill Donovan with Shawn Reis and Wednesday Night Painting Group, Sponsor: WNPG, Prize: DICE

SciFi 6mm, Rules: MMA 2.0

Somewhere in the Pacific the inhabitants of the tiny island of Shudupu are having a bad day. Godzilla destroyed the harbor, Mothra demolished the power grid and Rodan is laying waste to the capital city. (Did we forget to mention the erupting volcano?) Play your favorite Movie Monster and see how much of the island you can destroy before Monster Rumble begins. *Kid Friendly; adult must be present w/young child.*

F-792 - Aerodrome 1.1

Fri. 12 PM, 8 hrs, 10 players

GM: Hal Dyson

WWI 1:72, Rules: Aerodrome 1.1 by Stan Kubiak

Thrill to the "kill"! WWI combat as it was: simple, intense, bloody! Novice or veteran; chance, luck or skill; YOU live in fame or go down in flame! "Bennies" for combat success. Runs from Noon to 8 PM in a series of 60-90 min rounds, 10 players per. "Dead" yield seats to pilots awaiting aircraft at end of each round. Awards: 1st "kill", Silver Wings; 5 "kills", Gold Wings; 25 "kills", Blue Max *Beginner friendly, rules taught. Under 15 by consent of GM and parent.*

★ 1:00 PM ★

F-424 - Battle on the Saxon Shore, c. 480 AD

Fri. 1 PM, 4 hrs, 7 players

GM: John McBride, Sponsor: Splintered Light Miniatures, Prize: free mini and discount voucher for all players

Dark Ages 15mm, Rules: Pride of Lions

The Romano-British defend a large but unfinished fort along a river from Saxon attack by land and water. An Irish warband lurks nearby, willing to plunder either side. Preliminary set-up is most important "move"; many units will be in combat first turn. Rules feature simple mechanics, with lots of dice rolling and lots of decisions by every player. *Kid friendly w/playing adult; rules taught*

F-403 - Raiders at Wisbech, c.1069

Fri. 1 PM, 5 hrs, 8 players

GM: Ralph Hoegermeyer and OKW - Ohio-Kentucky-Wargamers

Dark Ages, Rules: Home Rules

Normans, Vikings, Saxons and Scots ! Oh my. All have converged on this little town in West Anglia to pillage the village. Take control of a warband and collect as much booty or kick as much booty as you can. *Children 10 and older with an adult.*

F-630 - Chevauchee

Fri. 1 PM, 4 hrs, 6 players

GM: Rob Dean and the HAWKS

Medieval 54mm, Rules: Medieval Mayhem

As an English army advances across France during the 100 Years War, looting and burning, the French gather to stop them. Fast paced man-to-man action. *Rules taught.*

F-612 - The Beached Whale

Fri. 1 PM, 4 hrs, 6 players

GM: Jason Roshon and Northern Lancaster Wargamers, Sponsor: Six Feet Under Games

Age of Piracy 25mm, Rules: Legend of the High Seas

A group of desperate pirates has banded together under one flag and

devised a daring plan. To attack and capture a Spanish treasure galleon that was beached during a terrible storm. Their prey sits helplessly waiting for another ship to transfer its treasure to. Can they capture and remove the treasure before help arrives? That be up to ye. *Players under 16 welcome w/playing adult.*

F-408 - Battle of Bunker Hill, 17 June 1775

Fri. 1 PM, 4 hrs, 10 players

GM: Marvin Veeder with James Veeder, Rick O'Brien and Fort Orange Gaming Society, Sponsor: The Flag Dude

AWI 28mm, Rules: Crucible of War

Two months after the siege of Boston began, the army of Observation moved onto the Charlestown peninsula to complete the encirclement of British forces in the city. The move forced Gage into action and that action resulted in the most controversial "victory" of the war.

F-159 - "All the King's Men" Demo Games

Fri. 1 PM, 1 hrs, 2 players

GM: Ken Cliffe with Dave Hoyt

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

Go to war as a true gentleman... with 54mm miniatures! Join All the King's Men as we demo our own toy soldier rules. This is not skirmish gaming! Everything is 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 dealer area. Max four players per game. www.allthekingsmentoy SOLDIERS.com *Children must be accompanied by adult.*

F-173 - Abensberg, 1809 - Theme Game

Fri. 1 PM, 4 hrs, 8 players

GM: Patrick Velas with Chris Velas, Sponsor: Piquet

Napoleonic 10mm, Rules: Field of Battle (Piquet)

The French and their German allies attempt to split Austrian army near the town of Abensberg. *Adult must be present w/child. No exp required.*

F-779 - The Battle of Wagram, July 6, 1809 (Block 2)

Fri. 1 PM, 5 hrs, 12 players

GM: Don Williams and BoGs

Napoleonic 15mm, Rules: Napoleon's Battles 3

After being repulsed at Aspern-Essling the previous May, Napoleon conducted a deliberate river-crossing of the Danube in July. The result was the Battle of Wagram; the largest land battle up to that time. At great cost, Napoleon was able to beat the Austrians (on their own training ground), and force a conclusion to the War of the 5th Coalition. Some say that Wagram was the Emperor's last 'real' victory.

No instruction provided, experienced players only. Please check in with the referee at least 15 minutes prior to the start of your time block. Players with tickets will (obviously) be given preference, but there will be a stand-by roster to fill any empty slots.

F-743 - Aspern-Essling, 1809 - Theme Game

Fri. 1 PM, 5 hrs, 8 players

GM: Jim Getz with Roger Gallagher

Napoleonic 15mm, Rules: Uncle Duke's Napoleonette

A re-fight of Napoleon's first attempt to cross the Danube. This is an easily learned and quick playing wargame using the regiment as the basic maneuver unit. *All players receive a free set of the latest version of the playing guide.*

F-741 - Brawner's Farm

Fri. 1 PM, 4 hrs, 6 players

GM: William Johnson with Keith Eshelman and Reading Area Wargamers
American Civil War 25mm, Rules: Fire and Fury

Brawner's Farm General Stonewall Jackson meets an untried brigade of Westerners on the way to Second Manassas. What happens if Marsena Patrick can rally his troops? Can Stonewall's men take control of the road? *No unaccompanied children.*

F-635 - Ironclads

Fri. 1 PM, 4 hrs, 6 players

GM: EJ Nash and the HAWKS, American Civil War 10mm, Rules: Iron & Fire

The Rebel forces are bottled up in their defenses before the gates of Richmond. Food, ammunition, and morale are in short supply. First glimmers of spring bring hope at the Richmond wharfs. The Ironclads are preparing to steam down the James to break Grant's army into 3 parts and destroy its supply base! *Rules taught; under age 15 welcome w/playing adult.*

F-210 - Look Sarge, Banks is Attacking!

Fri. 1 PM, 4 hrs, 5 players

GM: Eric Schlegel and the HAWKS, American Civil War 10mm, Rules: Look Sarge, No Charts: ACW

Battle of Cedar Mountain, 9 August 1862. MG Nathaniel Banks, in command of the II Corps of the newly formed Union Army of Virginia, encounters elements of Stonewall Jackson's Left Wing of the Army of Northern Virginia, near Cedar Mountain in Central Virginia, and attempts to crush the Rebel line before Jackson can bring up reinforcements. *Players under 13 only w/playing adult.*

F-274 - Beginner's Luck

Fri. 1 PM, 2 hrs, 8 players

GM: Sean Stratton with Leo Walsh and Wednesday Gamers
Wild West 25mm, Rules: High Noon

Beginners game for new and younger gamers. Everyone gets 2 figures and we have a real simple learning game of Wild West action.

F-294 - Fun in the Sudan

Fri. 1 PM, 4 hrs, 6 players

GM: Scott Bishop and AoCM, Colonial 15mm, Rules: TSATF

Brits are outnumbered against the Dervish. Who will survive? Come along for a long march through the beautiful sands of the Sudan to relieve the besieged town of Alebal. British must reach the town unscathed. The guided one of the prophet has a few tricks up his sleeve.

F-109 - After the Unobtainite! - Ghola Caravan Raid, 16 Aug 1881

Fri. 1 PM, 3 hrs, 6 players

GM: James Womack

Victorian Science Fiction 15mm, Rules: Battles by G.A.S.L.I.G.H.T. (modified)

The British Crown Colony of Mars has located another source of the strategically vital Unobtainite ore. But someone else wants to be sure they get their share of the goods, and Martian fundamentalists want to be sure no wetland devils get 'their' miracle ore. *Under age 13 only w/adult.*

F-738 - Battlewagons in Action!

Fri. 1 PM, 4 hrs, 8 players

GM: John Drye with Vince Stella, Paul Robinson, Sponsor: GHQ, Prize: GHQ Merchandise
WWII 1:2400, Rules: Micronauts the Game WWII

Test your powder by facing off against WWII's mightiest ships. No Washington Naval Treaty Restrictions! Multi-player games involving one of several "what-if" games using the Big Ships. *Gamers of all ages welcome!*

F-698 - Dogfight over Asch, 1 Jan 1945

Fri. 1 PM, 4 hrs, 8 players

GM: Michael Miller, WWII 1:144, Rules: Check Your Six!

The P-51's of the 487th Fighter Squadron were just preparing to take off on their morning patrol when they saw the fight erupt between the FW-190s and Bf-109s of JG 11 and 390th FS Thunderbolts. The Mustang pilots raced for the runway and were just getting airborne when the first elements of JG11 reached the Y-29 airfield.

F-151 - We Are Teaching Them How to Retreat, 18 Dec 1944

Fri. 1 PM, 4 hrs, 8 players

GM: Mark Zaslavsky and Miniature Gamers NJ, Sponsor: Renaissance Ink
WWII 28mm, Rules: WWII The Hard Way

The tranquility of winter has disappeared with the roar of artillery, rattling of tanks and roar of the MG42. German forces are smashing through the Ardennes, "teaching Americans how to retreat." Will the remnants of these battered units, reinforced by battle hardened veterans be able to stop the onslaught. Troops skirmish their way to victory, defeat and into history.

F-364 - Battletech Demo Game 3

Fri. 1 PM, 1 hrs, 4 players

GM: Bethany Stahlman, Sponsor: Iron Wind Metals, Prize: Certificates
SciFi 1:285 micro, Rules: CBT – Total Warfare

Walk-up demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to players. This will allow a quicker translation into the Grinder event. *All materials, miniatures and dice will be provided. Beginner friendly.*

F-324 - Not So Fast Jack!

Fri. 1 PM, 4 hrs, 8 players

GM: Martin Fenelon and Niantic Wargamers, Sponsor: Kryomek USA

SciFi 28mm, Rules: Kryomek

Tiko Megacorporation has been conducting illegal trade on Tau Beta for months. The Nexus Colonial Marines have been reinforced from Tau Gamma, and aim to stop the smuggling. The Tiko Corp Marines have their own special weapons, and are determined to show who really runs the planet. *Kid Friendly. Fast play rules taught.*

★ 2:00 PM ★

F-480 - Chang Ban Bridge - Chang Ban, Sept. 207

Fri. 2 PM, 4 hrs, 5 players

GM: Matthew Fisher, Sponsor: Your Hobby Place, Prize: TBA

Ancients 15mm, Rules: Home Rules

The vast forces of the Wei army descend from the north. Tens of thousands of peasants have placed themselves under the care of Liu Bei and his forces. Can Liu Bei and his generals escort the peasants to safety and escape themselves? Or will Wei end it all here?

F-721 - Battle of Marathon, 490 BC

Fri. 2 PM, 3 hrs, 6 players

GM: Matt Kirkhart and AoCM

Ancients Other, Rules: Homebrew

Will the Greeks save the West, or will the Persians destroy the seeds of democracy before it's had a chance to grow? This game features simple rules and a straight-forward scenario, but each side will have to make some important decisions at the outset that will have likely have a big effect on the outcome. *Game is played with whimsical home-made miniatures about 25mm scale with simple rules, so both veteran players and new players are welcome. Kid friendly game, but adult must be present.*

F-785 - Teutoburger Wald- - 2 Millenia later

Fri. 2 PM, 4 hrs, 6 players

GM: Shan Palmetier and SAGA

Ancients 28mm, Rules: AncientWarfare

On the 2000th anniversary of the famous battle, come and try to slaughter the oppressive Roman invaders (or hold off the barbarous, traitorous Germanic tribes, depending on your inclination and/or which side you choose to play). A desperate, running battle through deep old growth forests. *Rules taught, adult w/ child under ~13.*

F-752 - Where Was Arthur When the Lights Went Out?

Fri. 2 PM, 3 hrs, 8 players

GM: Phil Viverito and Northern Ohio Wargaming Society, Sponsor: LMW Works

Dark Ages 28mm, Rules: Hack in the Dark: Warfare in the Dark Ages

Can enemies of Arthur's Britain capture and burn one of his greatest forts? Four gates to defend, but which will be targeted? Walls and towers to man, does the enemy know about ladders and how to use them? A village to be sacked or protected. Will Arthur's Britain be sacked or saved?

F-636 - Magic Carpet Races

Fri. 2 PM, 3 hrs, 8 players

GM: Jamie Davis and the HAWKS

Dark Ages 25mm, Rules: Future Race and Blood & Swash

The Calph's daughters are lost in the desert. Will you and your intrepid magic carpet team be the ones to rescue one of them and first to claim the reward? Race across the sands and through the canyons to see if you've got what it takes to survive this no-holds-barred race to the finish line. Fun for all! *Rules explained. Children under age 13 welcome w/playing adult. A great parent-child game.*

F-751 - Knights Templar vs. the Muslim Army

Fri. 2 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 Tuetonic Knights must stop this attack or all is lost.

F-169 - Battle of Farmington Moor, 13 May 1644

Fri. 2 PM, 4 hrs, 8 players

GM: Bob Moon and Jacksonville Garrison

ECW 28mm, Rules: Fire and Fury, ECW variant

The Parliamentarian Army has brilliantly outmaneuvered the Royalists by placing itself between the King and his base at Oxford. The Roundheads Army is arriving on the field, as Lord Percy, commanding the Van of the Kings Army, anxiously looks to the South wondering where are Rupert and the King?. Unlike other ECW "set piece" affairs, this will be a battle of maneuver. Can Charles reach Oxford?

Under age 18 only w/playing adult.

F-145 - Return to Treasure Island

Fri. 2 PM, 4 hrs, 6 players

GM: Mel Follmer

Age of Piracy 28mm, Rules: Homebrew

Come back to Treasure Island, full of wicked pirates, irate natives, but more importantly, loads of gold and jewels! Race to collect the most treasure before the volcano makes the whole concept of "a lifetime's worth of treasure" a moot point. Steal boats, fight with everybody, but most of all, get gobs and gobs of gold and jewels to stack up in front of you. Not a serious game. *Adult must be present with child, beginner friendly rules taught, may run more than one time if there are enough players and no one needs the table!*

F-201 - Plastic Pirates Pilfer Pinnacle

Fri. 2 PM, 2 hrs, 8 players

GM: Geoff Graff and the HAWKS

Age of Piracy 40mm, Rules: Home Rules

Those Little Lego Looters are back again. This time they intend to steal that big, beautiful wooden ship sitting at the dock. (Yes, a wooden ship model.) But who could be on board the ship? And is that the local constabulary hiding in that alley? Any adults must be accompanied by a youngster. *The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!*

F-749 - Sailin' for the Queen's Booty!

Fri. 2 PM, 4 hrs, 8 players

GM: Michelle Preziosa with Frank Preziosa and Woodbridge (VA) Area GamerS

Age of Piracy 25mm, Rules: Home Rules

Got booty? No? The Queen of Wannahockalooogie sure does! Word has it that in the taverns, the Queen's got a lil extra booty, gold that is and she's bored. So, to stir things up o' bit she's havin' a race round her island...by ship! All ye scurvy pirates and sailors alike, gather up yer motley crews and get ready to sail! Beware...it ain't goin' to be an easy sail around – things...happen. *Kid Friendly, but if under age 12 then must bring their own scallywag (adult) to assist in playing.*

F-712 - Sharpe's Village - Theme Game

Fri. 2 PM, 3 hrs, 6 players

GM: John Brenner with James Reynolds and WNPG

Napoleonic 40mm, Rules: LotOW

A Sharpe inspired skirmish in a small Spanish Village.

F-338 - Drumming the Designer, 1809 - Theme Game

Fri. 2 PM, 1 hrs, 1 players

GM: Bob Coggins with S. Craig Taylor, Jr. and Cher Ami Legion, Sponsor: Lost Battalion Games, Prize: Stitched Napoleon's Battles Polo's

Napoleonic 15mm, Rules: Napoleon's Battles

Bob Coggins will face all challengers in a 1-on-1 engagement. He will likely have S. Craig Taylor Jr. acting as a stunt double when things get sticky. Small format 1809 French vs Pussian action. Come try and beat the shirt off of Bob's back! *Napoleon's Battles: Custom Scenario.*

F-137 - What's so Great about the Great Redoubt? Borodino, 1812

Fri. 2 PM, 4 hrs, 8 players

GM: Tod Kershner, Sponsor: On Military Matters

Napoleonic 22mm, Rules: Warfare in the Age of Napoleon

The Russians try again to devastate the French in a scenario based on Borodino. Will the Great Redoubt hold or fall to the French invaders?

Adult must be present with child.

F-275 - Celluloid Heroes of the West

Fri. 2 PM, 4 hrs, 12 players

GM: Maurice Holmes and Wednesday Gamers

Wild West 25mm, Rules: High Noon

"We take you now to those thrilling days of yesteryear!" Join us in this exciting adventure where the TV Gunfighters are pitted against the Gunfighters of the Movies. Put the characters in your hands and find out once and for all who the greatest gunfighter of all time is. Easy to learn and fast playing action with no waiting for your card to come up. Huge 200 square foot layout

F-388 - How Do You March to the Sound of a Heat Ray? - Mars, 10 July 1888

Fri. 2 PM, 3 hrs, 8 players

GM: Bob Charrette, Sponsor: Parroom Station Miniatures

Victorian Science Fiction 28mm, Rules: Valor & Steel & Flesh

Early in the Wars of Domination, Earth forces faced and usually defeated Cephalid-backed Martian armies. Can you? Or will you through the off-worlders back off-world? A mixed nationality Earth force will pit its its moral superiority and steam tech wonders against hordes of indignant Martians and their otherworldly super science. *Adult must be present w/child. Rules taught.*

F-684 - Moby Dick

Fri. 2 PM, 3 hrs, 9 players

GM: John Rigley

19th Century 25mm, Rules: Home Rules

The Great White Whale is back once again. All you want to be fisher men, come on down and pick up a harpoon. And try your luck at the biggest fish in the sea. *Kid friendly.*

F-750 - Forcing the Saale: Prussians and Bavarians at Kissingen, 10 July 1866

Fri. 2 PM, 5 hrs, 4 players

GM: Bruce Weigle

19th Century 6mm, Rules: 1866 (draft)

Still trying to combine the German Confederation's two army corps against Prussia's invasion, the Bavarian VII Corps has fallen back on the Saale River Valley near Kissingen. There the Prussian 13th Div found them – scattered, complacent and oblivious. Prussians must negotiate an impassible river when the only bridges are barricaded or destroyed, defeat the Bavarians, and secure the area pending further advances. The Bavarians must, well, do better than Bavarians.

F-449 - Ste Eugenie, 19 Aug 1944

Fri. 2 PM, 3 hrs, 5 players

GM: Tim Tilson and NOVAG, WWII 20mm, Rules: Disposable Heroes

The US 90th Inf Div is driving north to close the Falaise Gap. A combined arms task force is ordered to take the town of Ste Eugenie overlooking the main road. Standing in their way is a scratch force from the German 353rd Inf Div. Scenario is based on reports from the US National Archives and will be featured in an upcoming Skirmish Campaigns book.

F-674 - WWII Finns vs. Russians: Quality vs. Quantity

Fri. 2 PM, 5 hrs, 5 players

GM: Kurt Kramer and The Rogues, Sponsor: Two Tin Soldiers & Legions East

WWII 15mm, Rules: Battlefield

The Russian masses are on the move against the a weak Finnish line with supporting mobile fire brigades. Can the Russians break the Finns or is this another case of a Russian meltdown in the snow? Features new Finnish cavalry figures from Two Tin Soldiers & Legions East.

F-402 - Kursk, 1943

Fri. 2 PM, 4 hrs, 6 players

GM: Mitchell Austin with Richard Claydon and Boston Trained Bands, WWII 15mm, Rules: Flames of War

The German offensive has begun. Three company size German Kampfgruppen must break through the Russian lines. The Russians must hold the line through sheer numbers, battering back the invaders.

F-288 - Pala Passage Redux

Fri. 2 PM, 6 hrs, 12 players

GM: Chris Carlson with Jay Wissmann Larry Bond Michael Harris, Sponsor: Clash of Arms Games, Prize: CoA Credit

WWII 1:2400, Rules: Command at Sea 4.0

We've brought back one of the more popular Admiralty Trilogy events. We return to Pala Passage from "In Harm's Way"...but with a twist. Our combatants have snuck out of the recent Clash of Arms release "Atlantic Navies". Led by the heavy cruiser Suffren, the ships of French navy seek to hold back the Hunnish horde powered by the massive German battleship Friedrich der Grosse. Join the Admiralty Trilogy as we sail to the sound of the guns!

F-687 - Eagle over the Rising Sun: "Boys, I Sure Hate Leaving You"

Fri. 2 PM, 4 hrs, 4 players

GM: Eric Alvarado, Sponsor: Eagle over the Rising Sun

WWII 20mm, Rules: Modified Arc of Fire

Tarawa 1943, Red Beach 2 still maintains a strong pocket on D+1 with reinforcing pillboxes and rifle positions. In order for Americans to overtake the island, "The Pocket" must be reduced. Lt. Hawkins' Scout Sniper Platoon is selected to take on the task of reducing "The Pocket". Will the Marines be victorious or will Japanese fend off the assault! Visit <http://www.eotrs.com> for more info.

F-331 - Built to last

Fri. 2 PM, 4 hrs, 6 players

GM: Ben Fornshell with Del Stover and WNGA

WWII 20mm, Rules: Tabletop Battle System

Tanks, a marvel of warfare. Powerful, Tough, Reliable. Choose any two. Join us for this desparate WWII armor action as a superior armored group struggles to get underway while scouts strike from surprise. *Children welcome w/adult supervision.*

F-105 - "Assault on Xom-Pheo" (French Indochina) 8 Jan 1952

Fri. 2 PM, 4 hrs, 5 players

GM: Nathaniel Weber, Modern 20mm, Rules: "A Sergeant's War" (Home Rules)

This game represents a classic scenario, a Vietminh assault against a fortified French Foreign Legion position made up of bunkers, trenches, and barbed wire. But this game comes with a twist...the Vietminh are inside the wire before the alarm is raised! Come lead Legionnaires in a heroic defense, or breach the wire with your sappers and grenade the imperialist bunkers. *Adult must be present w/child.*

F-215 - Warg Attack

Fri. 2 PM, 3 hrs, 8 players

GM: Bill Acheson and the HAWKs, Fantasy 1:24, Rules: Strandhogg

Spying easy prey, Warg Riders of Saruman fall upon column of fleeing civilians. Can the 3 Heroes protect them? *Kids welcome w/adult player.*

F-641 - Gnome Wars: How did it come to this?

Fri. 2 PM, 4 hrs, 16 players

GM: Jim Stanton, Sponsor: Miniature Building Authority, Prize: TBA

Gnomes 28mm, Rules: Gnome Wars

On the last eve of the annual gathering of the Daoine Sidhe is usually a night of merriment and consumption. Lon the Lunkhead looked at the debauchery and surmised that the gnomes and leprechauns in the Village of Elmore wouldn't be much of a fighting force in the morning. With a sly smile Lon ducks away to get his troops and spring his trap.

Anyone bringing a painted unit of Gnomes or Leprechauns from Brigade Games does not have to preregister for the game. No one under 14 without playing adult; father/son teams encouraged.

F-490 - Gnome Wars: The Fort in Teutoburg Forest

Fri. 2 PM, 4 hrs, 8 players

GM: Jim Stanton with Steven Stanton and The Stout Gnomes, Sponsor: Brigade Games, Prize: Gnomes!

Gnomes 28mm, Rules: Gnome Wars

On retreat after losing their brewery in a fierce battle, Lon's Lunkheads race to meet up with the rest of their clan at a German fort in Teutoburg Forest. The Highlanders, Swiss, and Sikhs hope to catch and defeat Lon and crush his monopoly of the gnome beer market. Let's hope that their pillaging of the brewery doesn't influence the Allies' battle readiness. *No one under 14 without playing adult; parent/child teams encouraged.*

F-365 - Battletech Demo Game 4

Fri. 2 PM, 1 hrs, 4 players

GM: Mark Yingling, Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1:285 micro, Rules: CBT – Total Warfare

Walk-up demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to players. This will allow a quicker translation into the Grinder event. *All materials, miniatures and dice will be provided. Beginner friendly.*

F-359 - Battletech – Grinder 2

Fri. 2 PM, 3 hrs, 6 players

GM: Dave Yingling, Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1:285 micro, Rules: CBT – Total Warfare

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. Game will be using miniatures from Iron Winds Metals beginner sets and other Mechs from the Classic Battletech line. *All materials, miniatures and dice provided. Beginner friendly; rules taught.*

★ 3:00 PM ★

F-146 - Battle for the Straits, 14 Oct 1782

Fri. 3 PM, 8 hrs, 16 players

GM: Stanley Sunderwirth

AWI 1:2400, Rules: Victory Under Sail

Admiral Lord Howe with 34 battleships and a relief convoy of 27 ships has been caught by massive Franco-Spanish fleet of 46 battleships while trying to regain Gibraltar from the Mediterranean side. Howe must protect the vital convoy or lose the Rock. Players control entire squadrons or divisions. Lots of dice, few charts. *Rules taught.*

F-160 - "All the King's Men" Demo Games

Fri. 3 PM, 1 hrs, 2 players

GM: Ken Cliffe with Dave Hoyt

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

Go to war as a true gentleman... with 54mm miniatures! Join All the King's Men as we demo our own toy soldier rules. This is not skirmish gaming! Everything is 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 dealer area. Max four players per game. www.allthekingsmentoysoldiers.com *Children must be accompanied by adult.*

F-789 - Aspern -- Second Day's Fight - Theme Game

Fri. 3 PM, 4 hrs, 8 players

GM: Jeffrey Ball with Bruce Taylor and SAGA, Sponsor: SAGA

Napoleonic 28mm, Rules: Napoleonic Warfare

A continuation of the morning game (first day of the battle), it is now the morning of the second day of the battle and after rest and reorganizing overnight the struggle for the town resumes -- can the French prevail and hope Lannes and the cavalry center (and the bridge) hold until the rest of the French army cross, or will the Austrian throw the French into the Danube? *Rules will be taught, adult w/ child under ~13*

F-276 - "To the Knife!" The Peninsular is Under Fire! - Theme Game

Fri. 3 PM, 3 hrs, 8 players

GM: Kevin McNichols with Leo Walsh and Wednesday Gamers

Napoleonic 25mm, Rules: High Noon

Napoleon's troops face a mixed bunch of people resisting their control. Skirmish action using a well tested game in an earlier period. Muskets, rifles, pistols, sabers and knives!

F-119 - Encounter at Casa Rojo, Asturias 1809 - Theme Game

Fri. 3 PM, 3 hrs, 4 players

GM: Ben Pecson and Civic Guard

Napoleonic 25mm, Rules: Chosen Men skirmish rules

Casa Roji sits astride the road to Corunna, The french send a mixed force to seize it from the guerillas who hold it. Allied forces are sent to assist them. The caveat - the Casa hides a rare cache of vino which the staffs of all three armies are after! Can the guerillas evacuate the vino before the Spanish, British or French arrive to thwart them?

F-183 - "Hunting the Beast" - Norway, Kaafjord, 16 une 1944

Fri. 3 PM, 4 hrs, 10 players

GM: Thomas Ballou and BattleGroup Boston

WWII 1:600, Rules: Hunt for the Lonely Queen <http://www.salute.co.uk>

A "What If" game, the RAF 618 squadron trained for a very special mission; sinking the German battleship Tirpitz. The RAF came up with an audacious plan, using a small force of RAF Mosquitoes carrying the secret "Highball" bouncing depth bombs. The mission required a high speed run down the length of the fjord, with a final precision launch of the bouncing bomb, in the face of a wall of flak.

F-662 - Battle of Hoven, Late Nov 1944

Fri. 3 PM, 4 hrs, 8 players

GM: Frank Chadwick and Test of Battle Games, Sponsor: Test of Battle Games, Prize: Gift Certificate

WWII 20mm, Rules: Men Under Fire

The 5th Duke of Cornwall's Lt Inf launched an attack on the German viillage of Hoven, held by elements of the 15th Panzergrenadier Div. If street fighting's your thing, this is for you. Try out Test of Battle Games' upcoming Men Under Fire skirmish game system.

F-610 - On the road to Prokhorovka: Kursk, July 1943

Fri. 3 PM, 3 hrs, 4 players

GM: Keith Stine and Susquehanna Historical Wargamers, Sponsor: Iron Ivan Games

WWII 28mm, Rules: Disposable Heroes

Units of the 2nd SS Div are attacking through Russian defenses to break through to Prokhorovka. Will you be one of the SS Panzergrenadier platoons to break through, or one of the stalwart Soviet platoons which throws the Hitlerites out of Mother Russia? A platoon on platoon battle of infantry plus some tanks with a few surprises. *Over age 16 only.*

F-661 - Decision in the Desert:Hagfet Sciaaban

Fri. 3 PM, 4 hrs, 8 players

GM: Glenn Kidd with Mike Murphy and Test of Battle Games, Sponsor: Test of Battle Games, Prize: Gift Certificate

WWII 15mm, Rules: Command Decision Test of Battle

Once Bir Hachiem fell, Axis armored formations were freed to move north. 4th Armoured Brigade held a blocking position centered on Point 169 (Hagfet Sciaaban), with the two composite regiments of 2nd Armoured Brigade covering its flanks. German 15th Panzer slammed into them while combined reconnaissance battalions of the two panzer divisions and the 90th Lt Div worked to turn a flank.

F-356 - Battletech: Hells Highway

Fri. 3 PM, 4 hrs, 8 players

GM: Scott Peterson, Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1:285 micro, Rules: CBT – Total Warfare

A convoy of Liao supplies is on their way to the front lines but on the way a Mercenary attack. *All materials, miniatures and dice provided. Intermediate to experienced players; age 15 or older.*

F-497 - Star Wars: Battle of Dorshant

Fri. 3 PM, 3 hrs, 10 players

GM: D. Grant Greffey

SciFi 30mm, Rules: Home Rules

The village of Dorshant is a key village on the edge of Dansoon's capital city of Grodarine. Rebel troops and irregular militia attempt to hold off a determined assault by Imperial Stormtroopers. Will the Empire prevail, or will the rebels manage to repel the Imperial assault.

Padawan under the age 10 welcome w/some adult help.

F-366 - Battletech Demo Game 5

Fri. 3 PM, 1 hrs, 4 players

GM: Mark Yingling, Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1:285 micro, Rules: CBT – Total Warfare

Walk-up demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to players. This will allow a quicker translation into the Grinder event. *All materials, miniatures and dice will be provided. Beginner friendly.*

★ 4:00 PM ★

F-202 - Plastic Pirates Pilfer Pinnacle

Fri. 4 PM, 2 hrs, 8 players

GM: Geoff Graff and the HAWKS

Age of Piracy 40mm, Rules: Home Rules

Those Little Lego Looters are back again. This time they intend to steal that big, beautiful wooden ship sitting at the dock. (Yes, a wooden ship model.) But who could be on board the ship? And is that the local constabulary hiding in that alley? Any adults must be accompanied by a youngster. *The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!*

F-652 - You Sank My Battleship!

Fri. 4 PM, 4 hrs, 6 players

GM: Kenny Noe, Sponsor: Old Dominion Game Works

WWII 1/1800th, Rules: General Quarters 3

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

F-655 - Escape!

Fri. 4 PM, 4 hrs, 6 players

GM: Mike Moran with Tu Tran, Sponsor: Old Dominion Game Works

WWII 10mm, Rules: Mein Panzer 2

A Russian armored division tries to escape a German trap. They are out gunned and cut off. Will they be able to sneak through the woods to safety or will the Germans pounce at the right time to devastate the tired Russians? *Rules Taught/Beginners Welcome.*

F-614 - St. Joris Straat, Nijmegen (20 Sept 1944)

Fri. 4 PM, 5 hrs, 6 players

GM: R. Lee Stalter with Van L. Osgood and Northern Lancaster Wargamers, Sponsor: Six Feet Under Games

WWII 28mm, Rules: Disposable Heroes

During Operation Market Garden the Allies made several attempts to take the road bridge over the Waal River. Heavy casualties were mounting as the Grenadier Guards sought a way to breach the SS Frundsberg's determined defense of the southern bridge approach. Players control actual platoon size forces and support units. *Players under 16 welcome w/participating adult.*

F-463 - Little Friends, 6 Mar 1944 (Big Week)

Fri. 4 PM, 4 hrs, 7 players

GM: Scott Fisher and Skirmish Campaigns, Sponsor: www.Skirmishcampaigns.com

WWII 1:100, Rules: Check Your Six!

The 1st mission to Berlin was approaching its target. The P-51 escorts were stretched thin and struggling against the German attacks. A B-17 straggler was being attacked by Sturmstaffel I, a group of specially modified Fw 190s. Davis Perron dove to save the straggler. Perron was so focused on the Fw 190s that he missed their escorting Bf 109s. From the Check Your Six! 8th AF book.

F-653 - Berlin Brigade, June 1948

Fri. 4 PM, 4 hrs, 6 players

GM: Tran Tu with Mike Moran, Sponsor: Old Dominion Game Works

Modern 10mm, Rules: Mein Panzer 2

Stalin has ordered Berlin surrounded. This includes cutting the Western Allies access to the city. Historically, while tensions remained tense during this period, neither side was willing to start actually shooting. However, a junior officer (does the side really matter?) commits a mistake and war erupts. The forces garrisoned in Western Berlin attempts a daring escape west. *Rules Taught/Beginners Welcome.*

F-367 - Battletech Demo Game 6

Fri. 4 PM, 1 hrs, 4 players

GM: Bethany Stahlman, Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1:285 micro, Rules: CBT – Total Warfare

Walk-up demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to players. This will allow a quicker translation into the Grinder event. *All materials, miniatures and dice will be provided. Beginner friendly.*

F-794 - 82nd Airborne on D-Day - Flank Attack at Neuville

Fri. 4 PM, 5 hrs, 5 players

GM: Tim Waybright with Ed Bates, Eric Shanoltz

WWII 15mm, Rules: Battleground WW2

June 6, 1944 - Members of the 82nd Airborne "All American" division led by Lt. Turnbull have successfully blunted the initial German assault south from Neuville-au-Plain towards St. Mere-Eglise. Undeterred, the Germans begin a flanking movement to push by the blocking force. With casualties mounting, can the paratroopers hold the flank just a little bit longer? Take command and "Follow Me!"

★ 5:00 PM ★

F-116 - Near-Disaster on the Danube: Aspern Essling, 21/21 May 1809 - Theme Game

Fri. 5 PM, 6 hrs, 9 players

GM: Dan Beattie with The Hofkreigsrat Team

Napoleonic 25mm, Rules: Field of Battle by Piquet

Napoleon's plans miscarry when he launches a surprise offensive across the Danube and is in turn surprised by the whole Austrian army acting aggressively. He is unable to adequately reinforce his initial force, which grimly holds on in the towns of Aspern and Essling. Portrayed at the regimental-brigade level. *Under age 15 only w/playing adult.*

F-411 - Battle of Courna - There Is No Escape! - Theme Game

Fri. 5 PM, 4 hrs, 8 players

GM: David Waxtel with Andrew Waxtel and Maplewood Hobby, Sponsor: Quantum Publishing

Napoleonic 25mm, Rules: Shako II

The British retreat to Coruna and there they made there stand. Soult's attacked the trapped Moore against the sea. David Waxtel will walk you through a wonderful game which has changed the face of Napoleonics, and is lots of fun.

F-132 - Digging in the Desert

Fri. 5 PM, 5 hrs, 10 players

GM: Jeff McCarroll with Jon Lundberg

Pulp 28mm, Rules: Rugged Adventures

Rumours of an ancient artifact with remarkable powers have drawn explorers from across the globe. In the meantime the Precious Penelope Peach has been kidnapped by Sheikh Mustafah of the Secret Hummus movement. Rescue the girl, find the treasure or thwart your opponents *Preteens should be accompanied by adult.*

F-435 - The Cauldron in the Sand, 5 June 1942

Fri. 5 PM, 5 hrs, 8 players

GM: Tony Exline with Chris Collins and SMP

WWII 6mm, Rules: Spearhead

North Africa, North of Bir Hacheim: Elements of the Commonwealth 5th Indian Div and the British 1st Armoured Div launch a massive assault on Aslagh Ridge to the east of the Gazala line. In an effort to break Rommel's momentum in his quest for Tobruk they will attempt to smash through the dug-in Italian positions and exploit the breakthrough.

F-111 - Battle for Stonne, France (15 May 1940): Flames of War - Early War

Fri. 5 PM, 4 hrs, 6 players

GM: Ronald Bingham and Battle Barn of Williamburg VA

WWII 15mm, Rules: Flames of War

IR Gross Deutschland is locked in combat with the French 3rd Div. Cuirassee de reserves (DCR) over the village of Stonne, a small French village south of Sedan. This FoW battle will be a "Fighting Withdrawal" scenario from the village to re-organize and prepare for a counter attack. *This is a 2000pt FoW game using FoW V2, EW Playtest Intell Briefs found on web FoW experience preferred. No Players under age 16.*

F-434 - Operation Epsom

Fri. 5 PM, 5 hrs, 6 players

GM: Andy Turlington with Tim Goodlett & Rich Low and SMP, Sponsor: SMPress

WWII 20mm, Rules: Soldat

On the 27th, the 11th Armored Div would push across the Odon over a bridge captured that morning by the Scots, and take hill 112. This hill would be fought over for the next 7 weeks with the British forces losing some 25,000 men and 500 tanks in the attempt to wrest control of the feature from the Germans.

F-360 - Battletech – Grinder 3

Fri. 5 PM, 3 hrs, 6 players

GM: Dave Yingling, Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1:285 micro, Rules: CBT – Total Warfare

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. Game will be using miniatures from Iron Winds Metals beginner sets and other Mechs from the Classic Battletech line. *All materials, miniatures and dice provided. Beginner friendly; rules taught.*

F-368 - Battletech Demo Game 7

Fri. 5 PM, 1 hrs, 4 players

GM: Bethany Stahlman, Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1:285 micro, Rules: CBT – Total Warfare

Walk-up demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to players. This will allow a quicker translation into the Grinder event. *All materials, miniatures and dice will be provided. Beginner friendly.*

★ 6:00 PM ★

F-445 - Malplaquet

Fri. 6 PM, 6 hrs, 10 players

GM: Alan Isabelle with Jeff Hiley, Lou Cardinale, Sponsor: Maplewood Hobbies

Age of Reason 15mm, Rules: Volley Fire

Refight the bloodiest battle of the 18th century as the unbeaten Duke of Marlborough finally faces a French commander of ability similar to his own in Marshal Villars.

F-736 - Fix Bayonets! Bavaria, 1809 - Theme Game

Fri. 6 PM, 4 hrs, 8 players

GM: Jack Decker with Kevin French, Sponsor: Decker Games LLC, Prize: Trophy, Decker Games products

Napoleonic 15mm, Rules: Cold Steel & Canister

It is 1809 and you command a determined force of Austrian or French soldiers with a chance to change history. Fun, easy to learn system. Top notch terrain and miniatures. *Not recommended for kids.*

F-780 - The Battle of Wagram, July 6, 1809 (Block 3)

Fri. 6 PM, 5 hrs, 12 players

GM: Tom Ruta and BoGs

Napoleonic 15mm, Rules: Napoleon's Battles 3

After being repulsed at Aspern-Essling the previous May, Napoleon conducted a deliberate river-crossing of the Danube in July. The result was the Battle of Wagram; the largest land battle up to that time. At great cost, Napoleon was able to beat the Austrians (on their own training ground), and force a conclusion to the War of the 5th Coalition. Some say that Wagram was the Emperor's last 'real' victory.

No instruction provided, experienced players only. Please check in with the referee at least 15 minutes prior to the start of your time block. Players with tickets will (obviously) be given preference, but there will be a stand-by roster to fill any empty slots.

F-319 - LASALLE, 1809 - Theme Game

Fri. 6 PM, 3 hrs, 8 players

GM: Sam Mustafa with John Holly and NJMGS

Napoleonic 15mm, Rules: Honour

Come try LASALLE, the first module for HONOUR, Sam Mustafa's new series of horse-and-musket games. This new petit-tactical Napoleonic game allows players to command small forces and play specific missions or competition games. For more information on the HONOUR series, go to: www.sammustafa.com

F-339 - Trouble on the Military Border, 1809 - Theme Game

Fri. 6 PM, 5 hrs, 8 players

GM: Brian Robinette with Jeff Billings and Triangle Simulation Society

Sponsor: Lost Battalion Games, Prize: Stitched Napoleon's Battles Polo's

Napoleonic 15mm, Rules: Napoleon's Battles

The Governor of Serbia is taking advantage of Napoleon's invasion of Austria by making a land grab for himself. Come play one of the most colorful armies of the period, the Ottomans or play the most colorful Austrian army you will ever see (with Grenz, Insurrection, Landwehr, and Hungarian troops). *Napoleon's Battles - Custom Scenario. No experience necessary.*

F-171 - Escape of the Owl

Fri. 6 PM, 3 hrs, 8 players

GM: Randy Hardin, Sponsor: Thoroughbred Figures, Prize: 1812 small boat, 15mm

War of 1812 15mm, Rules: Prevailing winds

Men of steel, iron guns and matchstick boats class on the Great Lakes in 1813 on Lake Ontario, the HMS Owl is tasked with picking up a raiding party from the American shore. While waiting for the the raiders American gunboats have discovered the activity and are gathering to stop the British. The Owl and her escorts must escape before the American forces gain too much strength. *Adult must be present with child; kid friendly game.*

F-326 - Raid

Fri. 6 PM, 4 hrs, 6 players

GM: Ed Miller with La Verne Miller

American Civil War 28mm, Rules: Brother Against Brother

Northern raid on Southern supply depot. Adults only.

F-685 - Moby Dick

Fri. 6 PM, 3 hrs, 9 players

GM: John Rigley

19th Century 25mm, Rules: Home Rules

The Great White Whale is back once again. All you want to be fisher men, come on down and pick up a harpoon. And try your luck at the biggest fish in the sea. *Kid friendly.*

F-167 - The Jutland Project, May 1916

Fri. 6 PM, 6 hrs, 8 players

GM: Dale Kemper with Rich Smethurst and Smethurst's Basement, Sponsor: Star Books & Games, Prize: Jutland "T" Shirt
WWI 1:1200, Rules: Modified AH Jutland

The complete Battle of Jutland with 60+ Dreadnoughts and light forces in 1/1200 scale! Schnapps & Pusser's Rum provided for gunnery modifiers. Jutland Commemorative "T" Shirts on sale at cost. Sing Off at Midnight! Be Hipper, Scheer, Jellicoe or Beatty & see what you can do to control the North Sea! Those over 50 knee pads are recommended. *A fast, fun game.*

F-404 - Onslaught at Orsha, 27 June 1944

Fri. 6 PM, 6 hrs, 6 players

GM: Michael Sincavage with Peter Landry
WWII 15mm, Rules: Battlefront

The Soviet 11th Guards Army must take the Orsha rail depot to prevent the further escape of Germans. The 78th Sturmdivision, though prepared, must face the massive onslaught of armor and infantry. Will Soviets be able to force their way through the destroyed urban interior and then successfully assault the depot or will Germans get the wounded out in time? *Experience with Battlefront rules system helpful, but not required as rules will be explained. Only age 15 or older.*

F-708 - Thunder in the Pacific

Fri. 6 PM, 4 hrs, 10 players

GM: Eric Ray, WWII 1:1800, Rules: Axis & Allies: War at Sea

Come experience the fun and ease of the War At Sea naval miniatures game, in this hypothetical Pacific Theater fleet action. Game will feature a large American fleet slugging it out with an equally large Japanese fleet. *Children welcome w/playing adult. Beginner friendly; rules taught.*

F-465 - The Blue Goose

Fri. 6 PM, 4 hrs, 10 players

GM: Mark Fastoso and Skirmish Campaigns, Sponsor: www.Skirmishcampaigns.com
WWII 1:600, Rules: Check Your Six!

Trying to destroy the Cactus AF, Japanese battlecruisers parked off of Guadalcanal and pummeled Henderson Field with 14" shells. By morning several SBDs, F4Fs and P-39s were launched against the Jap transports. Joining them would be an unlikely warrior, the Blue Goose. This PBY-5A was a General's personal aircraft. They jury-rigged torpedo mounts and the Blue Goose joined the attack.

F-369 - Battletech Demo Game 8

Fri. 6 PM, 1 hrs, 4 players

GM: Bethany Stahlman, Sponsor: Iron Wind Metals, Prize: Certificates
SciFi 1:285 micro, Rules: CBT – Total Warfare

Walk-up demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to players. This will allow a quicker translation into the Grinder event. *All materials, miniatures and dice will be provided. Beginner friendly.*

★ 7:00 PM ★

F-285 - Hannibal vs Rome, (Trebbsia, 218 BC)

Fri. 7 PM, 3 hrs, 6 players

GM: John Mitchell, Ancients 54mm, Rules: Rule By Matt Fritz (modified)

You know what Hannibal did to the Romans at this battle, but I didn't paint over 800 figs just to watch the Romans get whacked! See if you can change history with good Generalship. (and a little help from me). A must see event! *Gamers over age 16 preferred.*

F-399 - Zagloba vs. Pluck or the Joys of the Liberum Veto

Fri. 7 PM, 4 hrs, 8 players

GM: Jeff Wasileski with Nick Wasileski

Renaissance 28mm, Rules: Science vs. Pluck, modified for 17th century

The Cossacks have risen! The army is defeated, the hetmans captured, the Tartars marauding and the King is dead. What is the Polish Commonwealth to do? Raise an army of ill-disciplined nobles and give joint command to three jealous generals, of course. The referee controls the Cossacks while players control various commanders of the Polish forces. Strong element of role-playing.

F-735 - Agnadello, 1509: 500 Years of Obscurity

Fri. 7 PM, 4 hrs, 6 players

GM: Steve Turn with Peter Hess and DAWGs

Sponsor: The Perfect Captain, Prize: One copy of The Perfect Captain's free Spanish Fury rules

Renaissance 25mm, Rules: Spanish Fury

The Renaissance marked the transition into the modern era of warfare--or did it? Gunpowder influenced the outcome of this bloody confrontation between the Venetian and their mercenaries and the French invaders bent on conquest of the rich Italian City States. But this battle would be decided by cold steel--sword, pike, halberd, lance, mace or axe: whose resolution prevails at the end of the day?

F-409 - Battle of Bunker Hill, 17 June 1775

Fri. 7 PM, 4 hrs, 10 players

GM: Jamie Veeder with Marvin Veeder, Rick O'Brien and Fort Orange Gaming Society, Sponsor: The Flag Dude
AWI 28mm, Rules: Crucible of War

Two months after the siege of Boston began, the army of Observation moved onto the Charlestown peninsula to complete the encirclement of British forces in the city. The move forced Gage into action and that action resulted in the most controversial "victory" of the war.

F-447 - Spanish Mission, 1809 - Theme Game

Fri. 7 PM, 4 hrs, 6 players

GM: Chris Hughes, Sponsor: Sash and Saber Castings, Prize: Gift Certificate
Napoleonic 40mm, Rules: Sharp Practice

Peninsular skirmish featuring Sash and Saber's 40mm range of Napoleonic figures.

F-318 - Sharp and the Village of Sula, 1809 - Theme Game

Fri. 7 PM, 4 hrs, 6 players

GM: Paul Mackowick, Napoleonic 28mm, Rules: Sharp Practice

Capt Sharp must accompany the inept Col. Simmerson as he leads an adhoc force of British and Spanish troops to secure the village of Sula. In the town they will need to bring back any supplies they can find. Sharpe must also rescue the lovely Esmerelda from the clutches of the evil Brigadier Loup. If this all sounds too familiar, you are just the right player!

F-425 - The Fight for North Carolina, March 1865

Fri. 7 PM, 4 hrs, 6 players

GM: Jim Kopchak and Nows(Northern Ohio Wargame Society)
American Civil War 15mm, Rules: Civil War Commander

Sherman left Savannah in January 1865, burnt Columbia, SC and in March entered North Carolina moving to join Grant. Lee convinces Jeff Davis to give Johnston a command to stop him. Johnston needs time and orders Hardee's Corps to delay Sherman's left wing a full day. Hardee builds earthworks in a gap between two rivers. Union cavalry approach and a fight begins. *Not recommended for children.*

F-727 - First Bull Run, 21 July 1861

Fri. 7 PM, 4 hrs, 6 players

GM: Richard Hasenauer with Anthony Figlia, Sponsor: Fire and Fury Games
American Civil War 15mm, Rules: Regimental Fire and Fury

The North tries to smash the rebellion as General McDowell leads his army in a flank attack on the Confederate army at Manassas, Virginia, under the command of Generals Joe Johnston and P.G.T. Beauregard. Recreate the Union attack up Henry House Hill.

F-154 - Damn the Torpedoes! The Union Navy Attacks the Confederate Fleet in Mobile Bay, 5 Aug 1864

Fri. 7 PM, 4 hrs, 10 players

GM: Douglas Lipton with Joe Seliga and New Jersey Miniatures Society
American Civil War 1:1200, Rules: Raiders & Blockaders modified for convention game

Re-fight the epic confrontation when Farragut's Union fleet tries to get through the narrow slot overlooked by Ft Morgan's 42 guns, across the ready-to-blow minefield, and vanquish the Mobile Bay Defense Fleet led by the huge CSS Tennessee. This true-to-scale model of the Bay has all the ships historically available and includes the tides, shoals, weather conditions, and personalities. *Over age 14 only.*

F-149 - Aggressive Negotiations Afloat - Theme Game

Fri. 7 PM, 3 hrs, 10 players

GM: C. Patrick Hreachmack with Norm Lunde, Sponsor: The Last Square, Prize: TBA
Wild West 25mm, Rules: Despeado

Ride to the sounds of the gunfire on board the riverboat Keystone. The City-State of New Orleans declared independence at the end of the ACW, but now realizes they need to be economically associated with a major power. Delegates from England, Russia, French/Mexico, the USA and the League of Independent Nations are meeting on board. Are you aggressive enough to win the gunfire negotiation? *Over age 17 only.*

F-625 - The Search for the Ark"

Fri. 7 PM, 4 hrs, 6 players

GM: Mark Stevens with Gerry Webb and Colonial Wars Group, Sponsor: Castaway Arts, Prize: Best Player prize
Colonial 28mm, Rules: TSATF

Capt. Stephani & his patrol have separated from the main column at Adowa. There is a small valley close by reputed to contain a small chapel containing the Ark of the Covenant. It is guarded only by Coptic priests & would make a wonderful trophy to take back to Rome.

F-206 - Air Fleet Battles by GASLIGHT: Mars 1890

Fri. 7 PM, 4 hrs, 6 players

GM: Chris Palmer and the HAWKS
Victorian Science Fiction 1:1200, Rules: Fleet Battles by G.A.S.L.I.G.H.T.

German Airships are massing for an attack on the British hanger facilities at Kal'nar. Will British air fleet on Mars be caught at their moorings or will they be ready in time to stop attack. Last round playtest for GASLIGHT fleet battle rules. *Children under age 13 only w/playing adult.*

F-389 - How Do You March to the Sound of a Heat Ray? - Mars, 10 July 1888

Fri. 7 PM, 3 hrs, 8 players

GM: Bob Charrette, Sponsor: Parroom Station Miniatures

Victorian Science Fiction 28mm, Rules: Valor & Steel & Flesh

Early in the Wars of Domination, Earth forces faced and usually defeated Cephalid-backed Martian armies. Can you? Or will you through the off-worlders back off-world? A mixed nationality Earth force will pit its moral superiority and steam tech wonders against hordes of indignant Martians and their otherworldly super science. *Adult must be present w/child. Rules taught.*

F-451 - The American Squadron in the Mist, 1918

Fri. 7 PM, 4 hrs, 10 players

GM: John Knuth with Chris Pinto and New Jersey Naval Gaming Society

WWI 1:6000, Rules: SeeKreig 5

The U.S. has sent over a squadron of Dreadnoughts to support the Royal Navy. One cold misty day while returning from covering a mine laying operation in the North Sea the US ships stumble into the German fleet. The untested American fleet vs the battle tested High Seas Fleet aching to avenge Jutland and change the balance of power in Europe. *No Experience needed; rules taught, Sailors over age 14 can command a ship.*

F-196 - XIV Annual BAPS Extravaganza: The Guns of August

Fri. 7 PM, 4 hrs, 20 players

GM: Duncan Adams and the HAWKS

WWI 25mm, Rules: BAPS

Amid the chaotic battles on the frontiers a French company has been cut off. They cling to a village perimeter while the relief force hacks its way in. "Offensive a' outrance" collides with "victory, cost what it may"

F-697 - Kaiser Wilhelm's Flying Circus

Fri. 7 PM, 4 hrs, 12 players

GM: Ray Bishop and Refuse the Flank Wargamers, Sponsor: Cotton Jim's Flags.

WWI 1:144, Rules: Wings of War

Take to the skies and battle high above the trenches. We will be playing several rounds in the 4-hr period, including dogfights and mission games. Wings of War is a fast and fun game that everyone can pick up quickly.

F-642 - Trench Wars: Legends of the Fall, Aug 1914

Fri. 7 PM, 4 hrs, 8 players

GM: John Spiess with Frank Luberti, Sponsor: Miniature Building Authority, Prize: TBA

WWI 25mm, Rules: Trench Wars

Mons sector. As the Kaiser's troops continue their unrelenting advance, the BEF needs to buy time for the allies to regroup. A small contingent of British troops needs to hold an important crossroad long enough for the rest of their division to withdraw with their guns. German lancers and hordes of infantry will not make this easy.

F-289 - To Arms! For the Mother Country, Bread and Justice!

Fri. 7 PM, 4 hrs, 6 players

GM: George Callinan and AoCM, Sponsor: HPC, Prize: 20mm SCW

Spanish Civil War 20mm, Rules: AL Front!

Nationalist army at Seville, under Colonel Asensio, with German and Italian help, began its lightning drive north on August 2nd, in trucks supplied by General Queipo de Llano. Major Castejón followed with a second force a day later. Asensio smashed fierce Republican resistance, now they must take the village of Almedralejo. Will their drive on Madrid be a success or will the Republicans hold?

F-323 - Hell at RP#1, April 1945

Fri. 7 PM, 4 hrs, 8 players

GM: Martin Fenelon and Niantic Wargamers, Sponsor: MSD Games

WWII 1:285 micro, Rules: Kamikaze 1946: Divine Wind

Japanese Operation Ten Go aims to destroy the US invasion fleet off Okinawa before the Marines can gain a foothold. The size and ferocity of the Kamikaze attacks have surprised the US Navy, overwhelming the radar picket ships north of the island. USS Bush DD-529 has been crippled. Support ships are rushing to the scene along with fighters. Will they be in time? *Fast play rules taught, no experience needed.*

F-429 - Finland's Hawks, Stalin's Falcons: Lotinapelto, Finland, Sept 1942

Fri. 7 PM, 4 hrs, 9 players

GM: Brian Cantwell, Sponsor: I-94 Enterprises, WWII 1:300, Rules: Check Your Six!

Although they received less attention than the glory boys of LeLv 24 flying the Brewsters, the Finnish pilots of LeLv 32 established a formidable record flying Curtiss Hawk 75 fighters. Six pilots from LeLv 32 encounter a large formation of LaGG-3s, Mig-3s, I-16s, and Pe-2s and attack in typical Finnish fashion. Can the Finns repeat the historical performance of 11 Soviets downed without a loss? *Young players welcome with adult.*

F-332 - "Sarge, How Are We Gonna Cross that Field—And Live?"

Fri. 7 PM, 4 hrs, 4 players

GM: Del Stover with Ben Fornshell and WNGA, WWII 20mm, Rules: Battleground

Three months have passed since D-Day, and your platoon is a mix of hardened veterans and clumsy new recruits. This morning, your sergeant tells you that there's a Kraut-held village up ahead, but surrounded by open fields – a perfect landscape for those damnable German machine

guns. Artillery support? You wish. It's up to you to figure out a plan that'll get you across those fields without getting butchered. *Children welcome w/adult supervision.*

F-180 - The British are Coming!

Fri. 7 PM, 3 hrs, 10 players

GM: Brian DeWitt and NOVAG

WWII 1:72, Rules: Disposable Heroes (slightly modified)

Commonwealth troops and vehicles attack the German position at Blerick after Normandy Invasion. Commonwealth troops use their APC Ram Kangaroos to reach German positions. *Previous experience with rules not required.*

F-632 - Carrier Strike

Fri. 7 PM, 4 hrs, 12 players

GM: Don Smith and the HAWKS, Modern 1:200, Rules: Chief's Rules

A4 Skyhawks and F8 Crusaders will attempt to destroy targets in North Vietnam. Will they succeed against SAMS. Migs and AAA?

F-464 - Defend Our Chaps! - 8 June 1942

Fri. 7 PM, 3 hrs, 8 players

GM: C.B. Stevens and Skirmish Campaigns, Sponsor: www.Skirmishcampaigns.com

Modern 1:300, Rules: Check Your Six!

1540 hours. Choiseul Sound, Falkland Islands. Two inbound Argentine formations were detected by HMS Exeter, who vectored a CAP section of two Sea Harriers to intercept. With a Mirage III top cover, four Skyhawks of Argentine Air Force Grupo 5 arrived and slipped past the CAP to catch LCU F4 sailing from Goose Green to Fitzroy.

F-187 - J. Patrick's Grand Prix Racing

Fri. 7 PM, 4 hrs, 6 players

GM: J. Patrick Chambers and the HAWKS

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

Faster and more challenging than ever, plus, new tracks! Get ready for fast, bring your racing gloves and your need for speed.

Under age 10 only w/supervising adult.

F-470 - Demolition Derby

Fri. 7 PM, 3 hrs, 12 players

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

Modern 20mm, Rules: Home Rules

It's time for the annual Lancaster County Demolition Derby! Rev up your Chevy and bash into that unsuspecting Ford! No helmet or driver's license required. *Kids encouraged. Parental assistance for young children requested.*

F-797 - Canadians Close the Door

Fri. 7 PM, 4 hrs, 6 players

GM: Don Hogge and the HAWKS

WWII 25mm, Rules: Battleground WW2

In mid-August 1944, the German Seventh Army is in full retreat in Normandy. C Squadron of the 29th Armoured Recon (The South Alberta Regiment) with attached infantry from the Argyll and Sutherland Highlanders of Canada was ordered to capture and hold Saint Lambert-sur-Dives to prevent German forces from escaping through the Falaise Gap. Can the German escape before the Canadians close the door?

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

★ 8:00 PM ★

F-756 - Buccaneer Wars

Fri. 8 PM, 3 hrs, 8 players

GM: Brian Whitaker with Joel Gregory and Woodbridge (VA) Area GamerS, Sponsor: Merrimack: Old Glory Shipyard, Prize: Gift Certificate

Age of Piracy 25mm, Rules: Oars to Cannon - Buccaneer Wars

Form "Line of Battle" with the big ships and see how well you handle the ship. *Beginners & cabin boys and girls welcome.*

F-125 - Napoleon Rules in Spain! 1809 - Theme Game

Fri. 8 PM, 3 hrs, 12 players

GM: Bob Kerstetter with Pete Panzeri Jr., Sponsor: Old Glory, Prize: Video's & Wargames

Napoleonic 1:1, Rules: Napoleon Rules! By Pete Panzeri

Spanish meat-grinder using fast play rules. Masses of cavalry, guns and grenadiers! Can Brits and ample allies escape with their Arses? Will Guerillas and irregular cavalry wear away the French Arses? What more can you ask for? Oh! Accents mandatory. Medals and Marshals Batons + Prizes. Cigars on the Veranda! Fun and Comradie. Portuguese Wine & French Brandy! *Adults only (Adults participating w/any special behavioral issues, notify GM in advance.)*

F-675 - ACW Naval: Tournament Style

Fri. 8 PM, 4 hrs, 12 players

GM: Scott Landis and The Rogues

American Civil War 15mm, Rules: BAPS Ironclads

You've done it all before, the shooting, the sinking, the boarding, the taunting from the GM, but now it is time to see how really bad you are. Instead of the usual free for all, This "game" will be run as one on one encounters in a defined area. Winner can choose to move into next section of the river to "help or hurt" teammate. Loser come back, but where? A fun and easy rule system. *Over age 13 only.*

F-277 - Any Thing Goes Western Skirmish

Fri. 8 PM, 4 hrs, 16 players

GM: Leo Walsh and Wednesday Gamers, Wild West 25mm, Rules: High Noon

It's Leo's usual Anything goes "How the West Wasn't" game. Outlaws, Lawmen, Rangers, Injuns, Mexicans, Troopers, settlers, towns people. Bring your own figs or use ours. Bring your friends and family there's room at the table for a lot of people. It's very helpful to have some gaming experience and know some of the rules as there will be chaos all over this huge 200 square foot layout!

F-627 - North West Frontier

Fri. 8 PM, 4 hrs, 6 players

GM: Brett Abbott with Ed Watts and Colonial Wars Group

Colonial 28mm, Rules: TSATF

A punitive raid by British troops on an Afghan village, the British have the element of surprise, or do they?

F-686 - War of the Worlds - At Sea! (21 Sept 1889)

Fri. 8 PM, 4 hrs, 8 players

GM: Raymond Frandsen, Sponsor: Molniya Miniatures, Prize: Molniya ship miniatures

Victorian Science Fiction 1:2400, Rules: Perfidious Albion

A Martian cylinder has landed near Portsmouth Harbour, and the Royal Navy boldly sallies to do battle. But what is the Queen doing out there? Fun and fast-playing game featuring ships and custom miniatures by Molniya Miniatures. *Kids 10+ welcome w/adult; beginner friendly.*

F-664 - In the Ardennes, France: 20 Aug 1914

Fri. 8 PM, 4 hrs, 8 players

GM: Jessee Scarborough and Test of Battle Games, Sponsor: Test of Battle Games, Prize: Gift Certificate

WWI 15mm, Rules: Command Decision Test of Battle

About 1100, the German 88th Inf Regt just completed its day's march and is preparing to occupy quarters. Firing's heard to the SW, toward Longlier. A regimental level meeting engagement occurs as the opposing forces march to the sound of the guns. Scenario playtest for forthcoming France 1914 – Onto the Marne.

F-454 - "Fall of Eagles" - Stalluponen, 1 Aug 1914

Fri. 8 PM, 4 hrs, 6 players

GM: Lou Valenti with Joe Brimer, Dillon Valenti and Battle Barn, WWI 15mm, Rules: Battlebarn Fastplay

Desperate to help the French, Russia mobilizes and invades Prussia. Can the lone German 8th army hold off the Russians? Or will the Russians capture Prussia, threaten Berlin and prematurely end the sacred Schlieffen Plan? Grab your pickelhaube/vodka and get ready to fight a battle of maneuver and counter maneuver. Trenches! What trenches! Trenches are for sissies!

F-754 - Oddjob and Kelly on D-Day +10

Fri. 8 PM, 4 hrs, 10 players

GM: Ron Prillaman and Woodbridge (VA) Area GamerS, WWII 54mm, Rules: Home Rules

Oddjob and his Shermans take on the 100th Panzer Training Batt and elements of the 116th Panzer Div. Kelly calls on the Gravediggers to save them. It's not Tank country and the gravediggers have lots of Ba-zok-ka's!

F-753 - Atlantic Wall, June '44

Fri. 8 PM, 4 hrs, 10 players

GM: Greg Whitaker with Geoff Golliver and Woodbridge (VA) Area GamerS, Sponsor: Acheson Creations & Iron Ivan

WWII 25mm, Rules: Disposable Heroes

Acheson Creations and Iron Ivan partnered with WAGS to host this D-Day Normandy landing scenario with fast paced rules. Can the Germans rack up enough kills to make it a "victory" or will the Allies take lighter than expected casualties in this three wave assault on the beaches of France? *Beginners welcome.*

F-757 - Fortress Pacific

Fri. 8 PM, 3 hrs, 6 players

GM: Steve Robinson and Woodbridge (VA) Area GamerS, Sponsor: Acheson Creations

WWII 25mm, Rules: Modified Trench Wars

"Sarge, what the hell is the name of this god forsaken island again?" asked the hunkering private as blood stained seawater sprays into the amtrak. The US Marines are assaulting a fortified island, can Baker Company reach their objectives? Or, can the Imperial Japanese Army hold out long enough to receive reinforcements? Only you can write this history! *Beginners welcome.*

F-483 - Trench Wars, Bulge 1944: "Castle Keep"

Fri. 8 PM, 2 hrs, 12 players

GM: Frank Luberti and Connecticut Game Club, Sponsor: Miniature Building Authority, Prize: TBA
WWII 25mm, Rules: Trench Wars

A squad of American replacements occupy a 10th century castle in Belgium. Can Major Falconer and Sgt. Rossi hold out against the Germans? Skirmish game designed for players who are new to the rules or the period. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Scenario based on the 1969 film "Castle Keep" directed by Sydney Pollack. *Rules taught. Adult must be present w/child.*

F-663 - Forlorn Hope: Kampfgruppe Peipers attempt to breakout at Stoumont

Fri. 8 PM, 4 hrs, 8 players

GM: Thomas Harris and Test of Battle Games, Sponsor: Test of Battle Games, Prize: Gift Certificate
WWII 20mm, Rules: Command Decision Test of Battle

19 Dec 1944. Out of the fog comes the full weight of Kampfgruppe Peiper. Can the thin American line hold the onslaught until the noose is tightened on the Germans?

F-498 - Batman: The Unusual Suspects

Fri. 8 PM, 4 hrs, 10 players

GM: D. Grant Greffey, Modern 28mm, Rules: Ultimate Warzone (Modified)

Gotham City is an important hub of commerce - both legal and illegal. And something very fishy is going on down at the harbor. Captain Jim Gordon of the GCPD Organized Crime Unit believes that the legendary master criminal Keyser Soze may be engineering some huge deal. But are Gordon and his ally Batman ready for what is going down tonight?

F-755 - Sumo Wars

Fri. 8 PM, 3 hrs, 12 players

GM: Chad Miller and Woodbridge (VA) Area Gamers
Modern 25mm, Rules: Sumo Arena

The Belly Bumper Big Boys have returned for another engagement. Push all your opponents out of the ring and become Grand Champion. Each player will play at least two rounds. *Beginners welcome.*

F-488 - Gnome Wars: The Joust!

Fri. 8 PM, 3 hrs, 25 players

GM: Steven Stanton with Jim Stanton and The Stout Gnomes, Sponsor: Brigade Games, Prize: Gnomes!
Gnomes 28mm, Rules: To Cry a Joust

Come and compete in the second Gnome Wars Jousting Tournament! Rules taught and prizes given away. Double elimination - Quick, Easy, and Fun. *No one under 14 without playing adult; parent/child teams encouraged.*

F-361 - Battletech – Grinder 4

Fri. 8 PM, 3 hrs, 6 players

GM: Dave Yingling, Sponsor: Iron Wind Metals, Prize: Certificates
SciFi 1:285 micro, Rules: CBT – Total Warfare

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. Game will be using miniatures from Iron Winds Metals beginner sets and other Mechs from the Classic Battletech line. *All materials, miniatures and dice provided. Beginner friendly; rules taught.*

F-357 - Battletech: Assault on Robyn's Crossing

Fri. 8 PM, 4 hrs, 10 players

GM: Mark Yingling, Sponsor: Battlecorps, Prize: Certificates
SciFi 1:285 micro, Rules: CBT – Total Warfare

In 3052, the ComGuards took the fight to the Clans in the Battle of Tukayyid. At Robyn's Crossing the 214th and 388th Divisions defended the bridge across the river from Clan Jade Falcon. The early attack went well for the Falcons by crushing the 214th Divisions. Join the fight for the Crossing by either defending it from the Falcons or join the Falcon Guards in the assault. *All materials, miniatures and dice provided. Intermediate to experienced players and no players under age 15.*

★ 12:00 AM ★

F-278 - The Midnight Shootout

Fri. Midnight, 2 hrs, 8 players

GM: Leo Walsh and Wednesday Gamers, Prize: "Hollow House"
American Civil War 25mm, Rules: High Noon

Knock down stand up shootout for experienced High Noon players only. Last man (or woman) standing wins. Bring your own figs and figure out the point values. Who said "shoot outs ain't fair?" Sign up early.