



## Preliminary Events List

### THURSDAY

#### ★ 9:00 AM ★

##### **T-637 - Return to Enemy Territory**

Thurs. 9 AM, 4 hrs, 14 players

GM: Orest Swystun with Nathan Orest

Sponsor: Miniature Building Authority, Prize: TBA

WWII 28mm, Rules: Enemy Territory

The town of Totenberg is crucial to the war cause. The Allies want it. The Germans want it. Time for a hurried uncoordinated attack to take the town and hold it. Take on the role of a single Allied/Axis soldier, engineer, covert ops, field ops or medic, and gain skill and get better at what you do. Walk ups and children welcome.

*Important: This game starts before the Registration Desk opens at 10 AM Thursday, so only those that arrived on Wednesday to get their badge may play; do not pre-reg if you will not be able to pick up your badge to play in time!*

#### ★ 10:00 AM ★

##### **T-265 - Pretty Fireworks**

Thurs. 10 AM, 4 hrs, 10 players

GM: Kim Caron and Wednesday Gamers

Wild West 25mm, Rules: High Noon

The 4th of July finds citizens of "Americanville" (aka High Noon) preparing the night's activities. The meat is on the spit, the fireworks are set up for display by the master demolitionists. But, who are those shadowy figures lurking in the woods? Why isn't the telegraph working? Come see the fireworks... are they out of town or in? A wild and wacky game bursting with mirth... and other stuff

##### **T-266 - Heavy Metal on the High Seas**

Thurs. 10 AM, 4 hrs, 12 players

GM: Al Lyons with Leo Walsh and Wednesday Gamers

19th Century 1:2400, Rules: Age of Dreadnought

It will be a fast and furious game of close combat with assorted ships from around the world. The fate of control of power in North America is at stake. Play for a few hours then hit the dealer area! Easy to learn and fast to play.

##### **T-405 - Breakthrough at Plessis (Poland), 2 Sept 1939**

Thurs. 10 AM, 5 hrs, 6 players

GM: Michael Sincavage with Peter Landry

WWII 15mm, Rules: Battlefront

Having driven in the outlying enemy defenses on Sept 1st, the German 5th Panzer unleashed its armor in an attempt to break into the Polish rear. Elements of the Polish 6th Inf Div, supported by part of the 21st Highland Div, are dug in to block the way. This scenario, taken from the Fire and Fury Battlefront website, should provide plenty of action for both sides.

*Experience with Battlefront rules system is helpful but not required as rules will be explained. No children under age 15.*

#### ★ 12:00 PM ★

##### **T-491 - I'm A Workin On The Railroad**

Thurs. 12 PM, 5 hrs, 12 players

GM: Joe Swartz with Ed Hutchinson and Northern Ohio Wargaming

Society: Sponsor: LMW Works

Ancients 25mm, Rules: Modified Classical Hack

The Romans had mining carts. What if they had used this technology to transport supplies & cohorts. The Romans will be patrolling a section of the rail line while the barbarians are seeking to destroy the railroad. *Rules taught; minors welcome w/playing adult.*

##### **T-301 - Siege of the Mighty Fortress - Theme Game**

Thurs. 12 PM, 4 hrs, 8 players

GM: Robert Kelso

Medieval 25mm, Rules: Tactics

Using the Tactics Siege Supplement, medieval attackers with historical weapons assault epic stone walls and a detailed Keep. The figures are individually mounted with movement trays for warbands. The front wall measures 90" long with a below the surface moat. Skirmish level rules are fast playing with no house rules needed. Review your original Tactics manual. *Vivid imaginations welcome.*

##### **T-788 - Battle of Kolin: Frederick's First Defeat?**

Thurs. 12 PM, 4 hrs, 6 players

GM: Bruce Taylor and SAGA

Seven Years War 28mm, Rules: Lace Warfare

Frederick attacked a superior Austrian army, attempting to swing around the Austrian right flank, but the attack was bungled and the Prussians attack was frontal and made piecemeal, allowing the Austrians to hold and counterattack, defeating the Prussians. Can you do better than the Prussian general? or the Austrians?

*Rules will be taught, adult w/ child under ~13.*

##### **T-706 - Battle of Raab, 14 June 1809 - Theme Game**

Thurs. 12 PM, 4 hrs, 6 players

GM: Tony Figlia and Capital Region Grognards

Napoleonic 10mm, Rules: Shako II

Austrian Archduke John is on the defensive and withdraws into Hungary. Reinforced near the fortress of Raab, Archduke John makes a stand. Prince Eugene faces a stream only fordable by infantry. His cavalry is searching for a place where their superior numbers can cross. A defensive line anchored on the Kis-Megyér farm waits. Eugene attacks! *Not recommended for kids.*

##### **T-129 - Mush You Huskies!**

Thurs. 12 PM, 4 hrs, 10 players

GM: Jon Lundberg with Jeff McCarroll, Sponsor: RLBPS

Pulp 28mm, Rules: Home Rules

It may be July in Lancaster, but the winds are howling and the snow is flying. Race dogsleds against each other and nature as all the arctic seems to have turned out to prevent you finishing.

*Adult should accompany preteens.*

### **T-657 - Battle of Hoven, Late Nov 1944**

Thurs. 12 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.

### **T-342 - Battletech: Raid on New Earth**

Thurs. 12 PM, 6 hrs, 8 players

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

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

In 3076, as preparation for invading the Blake Protectorate, the Coalition decided to raid New Earth to test the defenses for Protectorate worlds. The raid started off bad with heavy losses in the space battle and then became worse once on world. Join the action on either side to find out what the Coalition ran into on world.

*All materials, miniatures and dice provided. Intermediate to experienced players; no players under age 15.*

### **T-694 - Monster Island II**

Thurs. 12 PM, 3 hrs, 6 players

GM: John Brennan 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 really having a bad day. Godzilla has destroyed the harbor, Mothra has demolished the power grid and Rodan is laying waste to the capital city. (Did we forget to mention the erupting volcano?) Come and play as your favorite Movie Monster and see how much of the island you can destroy before the Monster Rumble begins. *Kid friendly; adult must be present with young children.*

### **T-348 - Battletech Demo Game 1**

Thurs. 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/dice provided. Beginner friendly.*

### **T-419 - "Within the Whirlpool"**

Thurs. 12 PM, 4 hrs, 8 players

GM: Eric Shanoltz, Sponsor: Fox Miniatures, Prize: Coupons

SciFi 1:5000, Rules: Colonial Battlefleet (Modified)

The Cylons have launched their suprise attack on Piecon. But before that can get at Colonial Fleet HQ the have to get by "The Whirlpool". The whirlpool is the colonial Meleestar Charybdis. A massive basestar killer with 64 rail guns. Can the Cylon fleet get by "The Whirlpool", or is it just a drop in the water for them to deal with?

*Kids only w/playing adult; rules taught.*

### **T-457 - Time to Strike Back**

Thurs. 12 PM, 4 hrs, 5 players

GM: Ed Bates

Sponsor: Ravenstar Studios, Prize: Battlestar Galactica ships

SciFi 1:285 micro, Rules: Modified Colonial Battlefleet

The Galactica and Pegasus have located a Cylon Resurrection ship with escorting Basestars and have decided it's time for some payback. Come jion the Colonial Fleet and give the Cylons some longer over due punishment or help the Cylons destroy the last Battlestars of the Colonial Fleet.

### **T-344 - Battletech – Grinder 1**

Thurs. 12 PM, 2 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.*

**★ 1:00 PM ★**

### **T-745 - Angles, Saxons and Jutes Need Not Apply**

Thurs. 1 PM, 4 hrs, 8 players

GM: Phil Viverito

Sponsor: LMW Works

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

It is the Age of Arthur and Britain is being invaded by Angles, Saxons and Jutes. It will be up Arthur to drive these invaders back into the sea. Arthur must protect hearth and home of all Britons. The enemies are landing to take what they want from people left to rely on their own resources for protection. The Angles, Saxons and Jutes want it all, making might right establishing their new world order. Arthur is not about to give up his people's rights or his job as leader. Angles, Saxons and Jutes need not apply!

### **T-730 - Agnadello, 1509: 500 Years of Obscurity**

Thurs. 1 PM, 4 hrs, 6 players

GM: Peter Hess with Jeff Ball and DAWGs

Sponsor: Lance & Longbow Society, Prize: One year L&L Society membership and "The Hobilar" subscription

Renaissance 25mm, Rules: Renaissance Warfare with Jeff Ball

The French and Venetians fought a half millennium ago in a Gettysburg-esque clash which grew in size and scope as both armies fed reinforcements into the battle. Relive the glorious pageantry of this forgotten Renaissance engagement: knights, pistoleers and skirmishing cavalry vie with colorful pikemen, spearmen, swordsman, arquebusiers, crossbowmen and artillery for battlefield supremacy.

### **T-114 - Fritz und Polish: Battle of Razyn, 19 Apr 1809 - Theme Game**

Thurs. 1 PM, 4 hrs, 6 players

GM: Barry Frandsen with The Hofkreigsrat Team

Napoleonic 25mm, Rules: Field of Battle by Piquet

Poniatowski with his newly created army of the Grand Duchy of Warsaw faces an invasion by an Austrian Korps under Archduke Ferdinand. Supported by some Saxon troops, Poniatowski adopts a strong defensive position behind the Mrowa stream and awaits the assault by the Kaiserlicks.

*Children under 15 welcome w/playing adult*

### **T-121 - Longstreet's Assault: Day 3 at Gettysburg**

Thurs. 1 PM, 4 hrs, 8 players

GM: Scott Mingus and Johnny Reb Gaming Society

Sponsor: Battlefield Terrain Concepts, Prize: Discount at dealer's booth

American Civil War 15mm, Rules: Johnny Reb III

It's early afternoon 3 July 1863, and the angry roar of artillery can be heard for a hundred miles. More than 10,000 Confederate infantry from four divisions prepare to assault the distant Union line on Cemetery Ridge, across what will later be termed the "Valley of

Death." It's not as hopeless in this JR3 scenario as you might think, because the Rebels can better coordinate their attacks.

*Kids only w/adult; rules taught.*

### **T-314 - Burning of Prophetstown, 1811 - Theme Game**

Thurs. 1 PM, 4 hrs, 8 players

GM: Ed Miller with John Lang and Columbia Wargamer Club  
19th Century 28mm, Rules: Club Skirmish Rules

American General Harrison has decided to invade the Ohio Valley and destroy the Indian capitol city of Prophetstown. He has gattering a mixed force of regulars, and militia to attack the Indians. The Shawnee Indians under the leadership of Tecumseh's brother the "Prophet" will attempt to destroy them. *Designed for good players, not recommended for young kids without adults.*

### **T-416 - Battle for the Sammich Islands, 1895**

Thurs. 1 PM, 4 hrs, 6 players

GM: Gary Richard  
19th Century 1:600, Rules: Jingo of the Seas (home rules)

Colalition naval warfare, with fleets of (might well as be) experimental ironclads, imperialism, chauvinism, and rank hubris. Command a squadron of ahistorical (scratchbuilt) warships in the grand (or gross) struggle for colonies in the jewels of the Warrific Ocean, the Sammich Islands. *Children please bring an adult.*

### **T-740 - Battlewagons in Action!**

Thurs. 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!*

### **T-658 - A Conflict of Eagles**

Thurs. 1 PM, 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

On the afternoon of June 12th the 506th and the 501st Parachute Inf Regs had started to carried out their mission of securing the southwestern approaches to Carentan. Some sporadic fighting held up the 506th, but had advanced as far as Douville. The 501st met heavy resistance, and had only advanced a short way southwest of Hill 30. On the morning of the 13th, the 506th was supposed to launch an attack with the 2nd and 3rd Battalions, but just as they began their attack, they were struck by a German counterattack...

### **T-293 - Raid on Auntdebbie**

Thurs. 1 PM, 4 hrs, 6 players

GM: Mike Heagerty and AoCM

Modern 28mm, Rules: ARC of Fire

Having changed their name to the Zamundan Army of the People's Pious Auxiliary, they seek to further their aims by courting support from Russia. To this end, rebel leader "Papa" Booya is delivering a large amount of cash to a rebel held airstrip where he plans to meet with a Russian delegation. US and British forces have been dispatched to capture Booya and prevent the meeting.

### **T-349 - Battletech Demo Game 2**

Thurs. 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/dice provided. Beginner friendly.*

## **★ 2:00 PM ★**

### **T-638 - The Dark Prince Besieged**

Thurs. 2 PM, 4 hrs, 12 players

GM: Michael Johns, Sponsor: Miniature Bldg Authority, Prize: TBA  
Medieval 28mm, Rules: Warhammer Ancients Siege & Conquest

The Ottomans believe they have cornered a significant leader of the Walachian army in a small castle and have invaded the area. The local village has fallen and final preparations for taking the castle are completed. Can the Ottoman army complete their mission before relief forces can turn the tide?

### **T-156 - "All the King's Men" Demo Games**

Thurs. 2 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.allthekingsmentoyoldsoldiers.com](http://www.allthekingsmentoyoldsoldiers.com) *Children must be accompanied by adult.*

### **T-670 - Antietam, 1862**

Thurs. 2 PM, 6 hrs, 6 players

GM: Michael Panzer with Jeff Kimmel 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 Sharpsburg's fields and streams. Continuation of Rogues' Civil War series. Game covers 1st half of day of this long scenario, continues Fri. [see F-671, 9 AM]. *Children over 13 only w/adult.*

### **T-267 - Beginner's Luck**

Thurs. 2 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.

### **T-391 - The Northwest Frontier, 1881: Wagon Train**

Thurs. 2 PM, 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.*

### **T-195 - The Poilus Come to Schlegelfahre, July 1914**

Thurs. 2 PM, 3 hrs, 8 players

GM: Duncan Adams and the HAWKS

Pulp 25mm, Rules: Blood & Swash

As the diplomatic glacier slides toward the brink impatient French patriots slip across the border to sting German pride. In surprising the Germans, they find some surprises themselves.

### **T-484 - Trench Wars, Greece 1941: "Go, Tell The Spartans"**

Thurs. 2 PM, 2 hrs, 12 players

GM: Frank Luberti and Connecticut Game Club

WWII 25mm, Rules: Trench Wars

German forces have invaded Greece. A rearguard of Australians and New Zealanders blocks the way south. Can the Commonwealth "300"

stop the Axis hordes? Freda, this one's for you (and your brave ancestors). Novices, children w/adults, rules lawyers 7 GMs looking for revenge welcome. Scenario based on "The Gods Were Neutral" by Major Robert Crisp. *Skirmish rules taught. Children only w/adult.*

### **T-723 - Battle of Empress Augusta Bay**

Thurs. 2 PM, 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.*

### **T-286 - Echoes of Pala Passage**

Thurs. 2 PM, 6 hrs, 12 players

GM: Larry Bond with Jay Wissmann Chris Carlson Michael Harris  
Sponsor: Clash of Arms Games, Prize: CoA Credit  
Modern 1:2400, Rules: Harpoon 4.1

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. The year is 1985; the monster on the prowl is the Soviet terror Kirov. Can NATO forces led by modified USS Des Moines turn back the red menace? Or will the modern 'biggest boy you've ever seen' smash the fledgling amphibious landing? Join the Admiralty Trilogy Team as we sail into gaming glory!

### **T-328 - Fall of the Troll Kingdom**

Thurs. 2 PM, 4 hrs, 6 players

GM: Ben Fornshell with Del Stover and WNGA  
Fantasy 25mm, Rules: Tabletop Battle System

In times long gone by Trolls ruled the land. Hunted to near extinction they were thought dead. Now they've returned, and they've brought friends. Join us for a beautifully landscaped fantasy battle. *Children welcome w/adult supervision.*

### **T-345 - Battletech – Grinder 2**

Thurs. 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 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/minis/dice provided. Beginner friendly; rules taught.*

### **T-350 - Battletech Demo Game 3**

Thurs. 2 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/dice provided. Beginner friendly.*

★ 3:00 PM ★

### **T-746 - Cog Wars**

Thurs. 3 PM, 3 hrs, 10 players

GM: Brian Whitaker and Woodbridge (VA) Area GamerS  
Sponsor: Merrimack: Old Glory Shipyard, Prize: Gift Certificate  
Dark Ages 15mm, Rules: Oars to Cannon - Cog Wars

Men in armor fighting on ships that sink. Go figure! Be the captain of your own cog. Defend the high seas in a most seaworthy vessel. *Beginners & cabin boys and girls welcome.*

### **T-209 - Battle of Ebersberg, 3 May 1809 - Theme Game**

Thurs. 3 PM, 4 hrs, 4 players

GM: Eric Schlegel and the HAWKS  
Napoleonic 15mm, Rules: The Continental System

Austrian army under Gen. Hiller has taken up positions near Ebersberg on the Traun River, in the hopes of delaying the French advance on Vienna. French under Marshall Massena have forced their way across the bridge, taken the town and are preparing to assault the Austrians on the heights. *Players under 13 only w/playing adult. Familiarity w/Johnny Reb is helpful, not required.*

### **T-268 - "The Pleasant Valley War 10 Aug 1887 (Pleasant Valley, Arizona)**

Thurs. 3 PM, 4 hrs, 10 players

GM: Maurice Holmes and Wednesday Gamers  
Wild West 25mm, Rules: High Noon

This was a range war between the cattlemen of the Graham Family and the sheepherders of the Tewksbury family. This scenario depicts the attack on the Tewksbury home by cattlemen lead by Tom Tucker.

### **T-418 - Enemy In Our Midst**

Thurs. 3 PM, 4 hrs, 4 players

GM: Steve Barosi with Martin Connell  
Pulp 28mm, Rules: FMAS

During an alternate history WWII, German forces led by Ilsa and her She-Wolves and their Zeppelin Troopen transport seek to make contact with a double agent. Can the marines, the rocket corp and the forces of good Prevail. *Skirmish rules taught.*

### **T-459 - Kubanic Chaos, Apr 1943**

Thurs. 3 PM, 3 hrs, 10 players

GM: Alvin Gunkel and Skirmish Campaigns  
Sponsor: Skirmishcampaigns.com  
WWII 1:300, Rules: Check Your Six!

Over the Kuban rages one of the most dramatic air battles of WWII as the Soviet VVS is finally putting its hard-learned lessons into practice. Pilots encounter new aircraft like the Fw 190 and the Spitfire Vb and the air reverberates with sounds of screaming engines and pounding cannon. Come fly with Günther Rall in this exciting struggle for air supremacy on the East Front.

### **T-212 - Alive? Then Let Die**

Thurs. 3 PM, 3 hrs, 6 players

GM: Bruce Kohn and the HAWKS  
WWII 1:300, Rules: Little Friends

Late 1942, PO/1c Minoru Hondo survived a mission despite being declared dead and promoted 2 grades (unprecedented for a living enlisted man). Rather than correct the paper work, his superiors sent him on repeated solo suicide missions until higher ranking officers finally intervened. *Rules taught; children w/adult co-pilots welcome.*

### **T-213 - Fords of Isen**

Thurs. 3 PM, 3 hrs, 8 players

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

Saruman's forces are on the march. The first objective is to seize the Ford of Isen. *Kids are welcome w/adult player.*

### **T-351 - Battletech Demo Game 4**

Thurs. 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 using Quick Start rules. You'll be able to choose from 4 different mechs included with 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/minis/dice provided. Beginner friendly.*

★ 4:00 PM ★

### **T-157 - "All the King's Men" Demo Games**

Thurs. 4 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](http://www.allthekingsmentoysoldiers.com)  
*Children must be accompanied by adult.*

### **T-269 - "To the Knife!" The Peninsular is Under Fire! - Theme Game**

Thurs. 4 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!

### **T-352 - Battletech Demo Game 5**

Thurs. 4 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/minatures/dice provided. Beginner friendly.*

★ 5:00 PM ★

### **T-431 - Brice's Crossroads**

Thurs. 5 PM, 5 hrs, 6 players

GM: Roxanne Patton and SMP

American Civil War 15mm, Rules: Fire and Fury

In the summer of 1864, Forrest posed a serious threat to William Sherman's march on Atlanta. On June 10th under a broiling Mississippi sun, Sturgis's men trudged though thick mud from recent rains toward Brice's Crossroad where his cavalry had set up a bridgehead across the swollen Tishomingo Creek. Predictably, Forrest arrived first...

### **T-130 - Ice Station Springbok**

Thurs. 5 PM, 4 hrs, 10 players

GM: Jon Lundberg, Sponsor: RLBPS

Pulp 28mm, Rules: Rugged Adventures

Dr. Szneprewriski sent the last message. The last three supply shipments had gone missing and something was killing the local wildlife. Horrible howls lasted all night and now Williams had failed to return after going to see what was in the equipment shed. Count

Von Drogprau has gone missing on a sensitive diplomatic mission. Trek across the frozen North and watch out for the other players!  
*Preteens should be accompanied by adult.*

### **T-423 - Direct from Detroit - Panzer Lehr in Normandy, July 1944**

Thurs. 5 PM, 5 hrs, 6 players

GM: Michael Sincavage

WWII 15mm, Rules: Battlefront

Taken largely from Skirmish Campaigns' book "Heroes of Omaha and Panzer Lehr," the scenario pits a mechanized US force from Combat Command B as it tries to drive through Panzer Lehr towards Hauts-Vents. Game is short and furious with bocage busting and ambushes everywhere. *Familiarity with Battlefront rules system helpful but not required as rules explained. Only age 15 or older.*

### **T-353 - Battletech Demo Game 6**

Thurs. 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/minatures/dice provided. Beginner friendly.*

### **T-346 - Battletech – Grinder 3**

Thurs. 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 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/minis/dice provided. Beginner friendly; rules taught.*

★ 6:00 PM ★

### **T-621 - Greece, aftermath of Battle of the Crocus Fields, 352 BC**

Thurs. 6 PM, 4 hrs, 6 players

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

Wargamers, Sponsor: Six Feet Under Games

Ancients 28mm, Rules: Homebrew based on WAB w/simultaneous movement.

The Athenian Hoplite Allies of the defeated Phocians are attempting to evade the pursuing Macedonian forces of Philip II and link up with their fleet in the Third Sacred War. *Players under 16 welcome w/participating adult.*

### **T-720 - Battle of Marathon, 490 BC**

Thurs. 6 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 welcome. Kid friendly game, but adult must be present.*

### **T-787 - Battle of Kolin -- Frederick's First Defeat?**

Thurs. 6 PM, 4 hrs, 6 players

GM: Richard Sartore and SAGA

Seven Years War 28mm, Rules: Lace Warfare

Frederick attacked a superior Austrian army, attempting to swing around Austrian right flank, but attack was bungled and Prussians attack was frontal and piecemeal, allowing Austrians to hold and counterattack, defeating the Prussians. Can you do better? *Rules taught, adult w/ child under ~13.*

### **T-634 - The Swedes Strike Early! - 1 May 1789**

Thurs. 6 PM, 4 hrs, 6 players

GM: James (Tank) Nickle and the HAWKS

Napoleonic other, Rules: Fire as She Bears, 2nd Edition

The Russian port of Revel is still frozen in with the winter ice. So the Swedish fleet is heading out early to try to catch the Russian Kronstadt fleet before the ice thaws and the Russian fleet can combine. With their smaller ships this is the Swedes best shot at a naval victory that may open the door to St. Petersburg.

### **T-482 - Raszyn, 19 Apr 1809 - Theme Game**

Thurs. 6 PM, 5 hrs, 7 players

GM: John Snead and AoCM

Napoleonic 15mm, Rules: Carnage & Glory II

The Austrians have invaded Poland too! As part of the offensive against the French and their Allies, the Austrians have sent the VII Corps to secure the Duchy of Warsaw. Prince Poniatowski, in his first independent command, has decided to remain mobile and fight in the field versus holing up in various strongholds in Poland. Refight the opening battle of this little known campaign.

### **T-724 - Battle of Mittel Schlossburg: French vs. Austrians, 1809 - Theme Game**

Thurs. 6 PM, 4 hrs, 6 players

GM: Robert Lockley

Napoleonic 15mm, Rules: Shako II

Archduke Charles is withdrawing his forces after his battle with Napoleon at Eckmuhl. The French vanguard under command of Gen. Hillare of Davout's III Corp is relentlessly pursuing Charles's forces. He has ordered Gen. Vincent of the Austrian VI Corp to act as the rearguard and delay the French advance unto all the Austrian forces are across the Danube. Can he carry out his orders?

*Novice of Shako welcome and children age 16 or older.*

### **T-791 - Talavera - Theme Game**

Thurs. 6 PM, 4 hrs, 6 players

GM: Jeffrey Ball and SAGA

Napoleonic 28mm, Rules: Napoleonic Warfare

Marshall Victor sends Sebastiani's Corps against the open right center of the British line. The KGL and the Guards against Napoleon's veterans in the first large scale set piece battle Wellington would fight in the Peninsula. Will line beat columns and massed artillery again? It's up to you... *Rules taught, adult w/ child under ~13*

### **T-336 - Battle of Talavera, 28 July 1809 - Theme Game**

Thurs. 6 PM, 5 hrs, 7 players

GM: Peter Landry with Brian Robinette and Cher Ami Legion

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

Napoleonic 15mm, Rules: Napoleon's Battles

Wellesley marched his army into Spain to link up with Cuesta's Spanish army. While the two allied commanders disagreed as to a common plan, King Joseph Bonaparte's French army gathered to meet the threat. Joseph and his advisor, Marshal Jourdan, wished to wait for the arrival of Marshal Soult's corps before offering battle but, urged on by an impatient Marshal Victor, the French attacked.

*Napoleon's Battles - Scenario TL09*

### **T-695 - Me Jolly Jolly Grog**

Thurs. 6 PM, 4 hrs, 6 players

GM: Nate Gerstner and Refuse the Flank Wargamers

American Civil War 1:600, Rules: Scurvy For You (home rules)

A Union watchman sounds his whistle as he spots enemy gunboats approaching. "Clear Decks and Prepare for Action" the Captain yells. "Heave, Ho." is the cry as guns are pulled into position. Come join us as the Union and Confederate Navies clash over control of Southern Waters! BYOG (Bring Your Own Grog).

### **T-304 - Battle of First Bull Run, 21 July 1861**

Thurs. 6 PM, 5 hrs, 4 players

GM: Gwyn Reeves and The Rogues, Cleveland Chapter

American Civil War 10mm, Rules: Fire and Fury Brigade Level

Refight the first major battle of the American Civil War where Jackson earns the name (Stonewall). See if you can knock General Jackson off of Henry House Hill!... I think not!!

### **T-703 - Trial of the Red Guards, 1919**

Thurs. 6 PM, 4 hrs, 6 players

GM: Chuck Turnitsa and Old Dominion Military Society

Early 20th Century 15mm, Rules: Forward for the Revolution

The Red Guard has been forming to secure the position of the Revolution. However, can it withstand the challenge of the Don Cossacks? Lots of action with fast paced rules, including tanks, aircraft, armored cars and, of course, lots of cossacks!

### **T-440 - Operation FI, 17 Nov 1942**

Thurs. 6 PM, 6 hrs, 12 players

GM: Evan Duncan with Tim Niesen, Don Carlucci

WWII 1:2400, Rules: Command at Sea, 3rd edition

Admiral Abe's Volunteer Bombardment Group foregoes its attack on Guadalcanal and goes further afield, to attack an American base in the Fiji Islands. Game will feature hidden movement, a different lineup of U.S. ships, and active shore installations. Rules taught; refreshments served.

### **T-203 - Look Sarge, The Germans are Encircling Smolensk!**

Thurs. 6 PM, 4 hrs, 8 players

GM: Geoff Graff and the HAWKS

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

Late August '41 and Army Group Center's armored thrust is held up while encircling Red Army units near Smolensk. German infantry divisions are still plodding forward and several Russian Armies are now pushing back. Can the Germans hold back yet another counter-thrust or will the Red Army break through this morning?

*Rules have no chart cards; allows players to concentrate on tactical situation, not the game.*

### **T-462 - The Hornet's Sting, 5 Oct 1942**

Thurs. 6 PM, 4 hrs, 8 players

GM: Mark Fastoso and Skirmish Campaigns

WWII 1:600, Rules: Check Your Six!

Admiral Ghormley decided to launch an air offensive aimed at destroying the buildup of Japanese forces based near the Slot. He promptly ordered the USS Hornet, his only aircraft carrier, to launch a raid on the R Area Air Force's seabase on Shortland Island. Hampered by a cold front and low hanging clouds the navy flyers straggled towards their objective.

### **T-659 - Eagles in the Bocage**

Thurs. 6 PM, 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

On 26 June 1944, Cherbourg had fallen to the Allies. US First Army then attacked with 4 corps on a broad front. Objective, Saint Lo and road network beyond. Countryside around Saint Lo was primarily filled with bocage; field after field bordered by high earthen banks, some almost 9' high, topped by thick bracken up to another 15' in height. The Germans fought for each field.

### **T-473 - Thunder in the Pacific**

Thurs. 6 PM, 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. Engagement features two 500-pt fleets, American and Japanese, and demonstrates both the simple game mechanics and the ease of fleet construction. *Children welcomed w/playing adult. Beginner-friendly; rules taught.*

### **T-153 - On to Dinant: The Ardennes Offensive, 16 Dec 1944**

Thurs. 6 PM, 4 hrs, 8 players

GM: Mark Zaslavsky and Miniature Gamers NJ

Sponsor: Renaissance Ink

WWII 28mm, Rules: WWII The Hard Way

Lead elements of PzGp Pieper have raced to outskirts of an American supply depot. They must secure petrol and advance on toward Dinant. American troops must stop the German advance by preventing the fuel depot from falling into the hands of the SS. Will the fighting be hand-to-hand or will it be a cake walk for the Germans?

### **T-441 - Operation Phantom Fury (Fallujah), Nov 2004**

Thurs. 6 PM, 4 hrs, 8 players

GM: Dewey LaRoche, Sponsor: Wargamesminis.com, Prize: TBA  
Modern 20mm, Rules: Home Rules

The city of Fallujah erupted into the major battle of the Iraqi insurgency, involving 15,000 combatants and claiming 153 American and thousands of Iraqi lives. Operation Phantom Fury was the second time the Marines were ordered to seize Fallujah, the first stopped for political considerations. The Marines responded with full force, and the insurgents with fanatical defense.

### **T-104 - "Retreat from Tu-Le" (French Indochina), 20 Oct 1952**

Thurs. 6 PM, 4 hrs, 5 players

GM: Nathaniel Weber

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

Dropped deep in the T'ai Highlands to cover the French retreat to the Delta, the 6th Colonial Parachute Batt had to execute its own desperate fighting withdrawal as elements of the Vietminh 312th Div descended upon it from all sides. This scenario sees a paratrooper platoon struggle to fight its way out of an encirclement, against superior numbers, without air- or artillery support.

*Adult must be present with child.*

### **T-420 - 'Schools Out'**

Thurs. 6 PM, 4 hrs, 6 players

GM: Eric Shanoltz with Karl Shanoltz and The Fairfield Group

Sponsor: Fox Miniatures, Prize: Gift Discounts and Miniatures

SciFi 1:5000, Rules: Colonial Battlefleet

Time for training is at an end! The training battlestar "Hera" is returning from flight exercises. This small battlegroup has run into the Cylon invasion fleet at Geminon. Joining force with what little is left of the Colonial fleet, can "Hera" hold off the Cylons long enough to let some civilian ships escape? Or will this be just more ships in the bag for the Cylons? *Kids only w/playing adult; rules taught.*

### **T-354 - Battletech Demo Game 7**

Thurs. 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/dice provided. Beginner friendly.*

### **T-458 - Battle for New Caprica**

Thurs. 6 PM, 4 hrs, 5 players

GM: Ed Bates

Sponsor: Ravenstar Studios, Prize: Battlestar Galactica ships

SciFi 1:285 micro, Rules: Modified Colonial Battlefleet

The Battlestar Galactica is engaging the Cylon ships above New Caprica as the Civilians on the planet try to leave. Will the Pegasus arrive in time to keep the Galactica from being destroyed and turn the battle into a Colonial victory.

### **T-800 - A Bridge Too Far. Operation Market Garden**

Thurs. 6 PM, 4 hrs, 6 players

GM: Stephen Wagner and Showcase Comics

Sponsor: Miniatures of Chesapeake, Prize: Yes

WWII 15mm, Rules: Flames of War

Operation Market Garden was an allied attempt to capture the bridges on a path through Holland by air drop, then penetrate into the heart of the German industrial district with British armor. Historically we attempted to go "A Bridge Too Far". Maybe a more aggressive general could have got the job done. You decide.

*Age 12 and up.*

## **★ 7:00 PM ★**

### **T-492 - Malachi Crunch**

Thurs. 7 PM, 5 hrs, 12 players

GM: Ed Hutchinson with Joe Swartz and Northern Ohio Wargaming Society, Sponsor: LMW Works

Ancients 25mm, Rules: Modified Classical Hack

Recently formed cohorts of legionaires & auxiliaries are on the way to the front. The barbarians are on the way to prevent them from joining Caesar. Caesar is rushing reinforcements to rescue them.

*Rules taught; minors welcome w/playing adult.*

### **T-178 - Siege of Fort William Henry**

Thurs. 7 PM, 4 hrs, 8 players

GM: Bill Molyneaux and Gettysburg Area Gamers

Sponsor: Gettysburg Miniatures, Prize: TBA

French & Indian War 28mm, Rules: Home mix Sword  
Flame/Brother/Brother

Third scenario for Fort William Henry - the Siege. This has a few twists on history however, the French army while traveling down Lake George has lost many of its heavy siege guns and powder stores. Due to these losses the French may only bombard the fort a short time then launch a full assault on the fort. *No children.*

### **T-113 - The French Connection: Teugen-Hausen (Thann), 19 Apr 1809 - Theme Game**

Thurs. 7 PM, 4 hrs, 6 players

GM: Thomas Kinstler with The Hofkreigsrat Team

Napoleonic 25mm, Rules: Field of Battle by Piquet

Austrian invasion of Bavaria has caught the French off balance. Davout's corps was left unsupported near Ratsibon. Finally ordered to reunite with the main army, the French run in to Hohenzollern's troops holding the ridge between the villages of Teugen and Hausen.

Can the "new" Austrian army stop the Iron Marshal and seize the opportunity to destroy his isolated Corps? *Children under 15 welcome w/playing adult*

### **T-777 - Napoleon's Battles Boot Camp**

Thurs. 7 PM, 4 hrs, 12 players

GM: Tom Ruta and BoGs

Napoleonic 15mm, Rules: Napoleon's Battles 3

Come to the Camp de Boulougne and learn to play Napoleon's Battles (3rd ed). We will be playing the "400 Point Demonstration Game", published in the first Napoleon's Battles Module. This scenario will depict a hypothetical meeting engagement between the French and Prussians in 1814. This event is intended for novice players, and rules instruction will (obviously) be provided. We will be playing the Battle of Wagram over the rest of the weekend, so this is your opportunity to learn the system. Is there a Marshall's baton in your knapsack? *Children under 13 welcome w/playing adult.*

### **T-622 - The Hostage**

Thurs. 7 PM, 4 hrs, 8 players

GM: Tom Anderson and Colonial Wars Group

Colonial 28mm, Rules: TSATF

Boxer Bandits have kidnapped and threatened to execute a Manchu tax collector. Imperial Chinese forces attempt to disperse the Boxers and rescue the tax collector before the situation spirals out of control.

### **T-624 - The Search for the Ark"**

Thurs. 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 main column at Adowa. There is a small valley close by reputed to contain a small chapel containing the Ark of the Covenant. It's guarded only by Coptic priests & would make a wonderful trophy to take back to Rome.

### **T-316 - Biplanes Attack, 1931**

Thurs. 7 PM, 4 hrs, 6 players

GM: Jessee Scarborough

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

Inspired by Hector Bywater's book, "The Great Pacific War." The US fleet suffered a major setback at Cold War. Now, the US is sending a major convoy to reinforce Enewetok. Carriers clash in the Central Pacific as the IJN seeks to further isolate the US forward fleet base.

### **T-485 - Trench Wars, Russia 1919: The Mad Baron and The Battle for Bakou**

Thurs. 7 PM, 3 hrs, 8 players

GM: Frank Luberti and New York Wargamers Association

Inter-War 25mm, Rules: Trench Wars

Baron Waxtel leads his White Russians against local Red units commanded by Comrade General Spiess. Will "The Mad Baron" prevail? Can the "foreign interventionists" be stopped? It's chaos in the Caucasus, brought to you by NYWA, and you're invited. If you know the story of Dunsterforce, this is the game for you. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. *Rules taught. Children only w/adult.*

### **T-639 - Vodka Martini: A Spy Romp (Mittel Europa, 1966)**

Thurs. 7 PM, 4 hrs, 25 players

GM: Howard Whitehouse

Sponsor: Miniature Building Authority, Prize: TBA

Pulp 28mm, Rules: Astounding Pulp

In an unspoiled landscape unblemished by wars hot and cold, secret envoys from the Great Powers meet at a castle, now converted to a luxury hotel / dungeon / underground missile testing site / scientific research institute / health spa. As do secret policemen, agents from

the KGB, MI6 and CIA, sinister criminals with fluffy cats, international playboys and bebies of beautiful women in bikinis. As you'd expect.

*The annual 'Astounding Tales!' Pulpstravaganza moves forward into the swinging 60s with this Aston Martin quality presentation. Black tie optional. Leave your exploding cigarette cases at the desk. Players expected to be at least able to hum James Bond Theme.*

### **T-179 - Big Guns on the Eastern Front**

Thurs. 7 PM, 3 hrs, 10 players

GM: Brian DeWitt and NOVAG

WWII 1:72, Rules: Disposable Heroes

Late WWII Tank Battle on the Eastern Front featuring plenty of the heavy weights. Russians will be on the offense trying to break through the German Lines. *Previous experience w/rules not required.*

### **T-460 - Better Lucky Than Good, 15 May 1940**

Thurs. 7 PM, 4 hrs, 8 players

GM: Sabastian Haff and OCW, Sponsor: Skirmishcampaigns.com

WWII 1:300, Rules: Check Your Six!

The bombers of the French Armée de L'Air attempted to knock out the German bridgeheads over the Meuse River. The French suffered grievous losses 2 days earlier and were only able to mount one raid. Still, a mixed bag of 9 Breguet 693 and 6 LeO 451 took off for the Meuse crossings at 1830. Lessons were slowly being learned and an escort of Bloch 152 and MS 406 was provided to the bombers.

### **T-321 - Massacre in East Hartford, May 1945**

Thurs. 7 PM, 4 hrs, 8 players

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

WWII 1:285 micro, Rules: Luftwaffe 1946: Fight for the Skies

The Luftwaffe has identified the Pratt & Whitney plants in East Hartford, CT as critical aircraft plants. In addition to the P&W engines used in bombers and fighters, the nearby Hamilton-Standard plant manufactures propellers. He-277s are on the way in after refueling over the Atlantic. Can Red Hot Jack O'Malley and her WASPs save the citizens of East Hartford? Will the Navy arrive in time? *Fast play rules taught, no experience needed.*

### **T-327 - Axis and Allies: War at Sea Tournament**

Thurs. 7 PM, 5 hrs, 32 players

GM: Eugene Suchora, Sponsor: Wizards of the Coast, Prize: TBA

WWII 1:1800, Rules: Axis & Allies Naval Miniatures

Round Robin style tournament for this popular game. Total 4 rounds; rounds last about 1 hr. Players of all ages welcomed (age bracketing used). Bring your own fleets of 150pts & 120pts. Up to 18 units per fleet; 6 airplanes can be stacked to airbases. Map features can be used at any time. Axis may use Vichy France ships. Red fleet can mix units except airplanes on carriers. All must use named ships in class if model was made. *Some familiarity with rules required.*

### **T-428 - Come On Charlie! - New Guinea, June 1942**

Thurs. 7 PM, 4 hrs, 8 players

GM: Brian Cantwell, Sponsor: I-94 Enterprises

WWII 1:300, Rules: Check Your Six!

Charlie Flight from 39th Fighter Sqdrn is on their way to rendezvous with B-26 Maruders returning from a raid on Lae. Hearing distress calls, the American fighters arrive on the scene to find the bombers under attack by Zeros of the famed Tainan Air Group. For a change, the Airacobras have the advantages of surprise and altitude. Fight for control of the skies. *Young players welcome w/adult.*

### **T-329 - Dark Days of Rohan**

Thurs. 7 PM, 4 hrs, 4 players

GM: Del Stover with Ben Fornshell and WNGA

Fantasy 25mm, Rules: Lord of the Rings

War! The forces of Isengard force a crossing of the River Isen, and an army of Urak-hai sweep the land, pillaging and burning village after

village. But the Rohirrim will not allow this outrage to go unchallenged. With pike and sword, lead the Urak-hai as they descend upon the next village in their path. Or lead the charge of the Rohirrim as they strike back. Played on nice scenery. *Children welcome w/adult supervision.*

### **T-343 - Battletech: Assault on Tikograd**

Thurs. 7 PM, 6 hrs, 8 players

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

In Sept 3028, the Federated Suns launched the second wave of their massive invasion of the Capellan Confederation. The key target of this wave was the planet of Tikonov, which was defended by several Capellan Mech Regts. Help the 6th and 8th Crucis Lancers take Tikograd or defend the city from the Federated Suns.

*All materials, miniatures and dice provided. Intermediate to experienced players; no players under age 15.*

### **T-796 - Battle for Kommerscheidt**

Thurs. 7 PM, 4 hrs, 6 players

GM: Don Hogge and the HAWKS  
WWII 25mm, Rules: Battleground WW2

On 4 November 1944, the Germans counterattack to retake the small villages of Schmidt and Kommerscheidt in the Huertgen Forest. The attack on Schmidt was successful and the Germans continued their attack. The routed Americans were reluctantly reorganized into a hasty defense. Can they hold off the attack or will they continue to retreat?

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

## **★ 8:00 PM ★**

### **T-731 - Agnadello, 1509: 500 Years of Obscurity**

Thurs. 8 PM, 4 hrs, 6 players

GM: Peter Hess with Peter Anderson and DAWGs  
Sponsor: Lance & Longbow Society, Prize: One year L&L Society membership and "The Hobilar" subscription  
Renaissance 25mm, Rules: Piquet Band of Brothers

This little-remembered Renaissance field battle was the high water mark for Venetian domination of the Italy as its mercenary Condotierri army faced bloodthirsty French invaders eager to cast aside outmoded notions of gentlemanly battle. Can the Venetian rearguard hold off the French attack until the rest of their forces arrive?

### **T-270 - Wacky Alternate ACW Skirmish**

Thurs. 8 PM, 4 hrs, 16 players

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

With the death of the Confederate Gen. A.W. Stilborne earlier in the year command has passed on to his Aide, Col. Willam Neva Sorenda of mixed Spanish and American blood. He will bring new forces and contraptions to the field in this wacky alternate continuation of the Great Civil War. Can the Yanks counter his forces with new machines and tactics?

### **T-126 - Valkerie II**

Thurs. 8 PM, 3 hrs, 30 players

GM: Pete Panzeri Jr. with Chris King  
Sponsor: Old Glory, Prize: Video's & Wargames  
WWII 1:1, Rules: Rommel Rules!

Is Adolf dead? Struggle between SS and Coup for control of the Nazi Government. Who will arrest whom? Who will shoot whom? Battle for Berlin in 1944 with Kraut-on-Kraut action! Both wargame and political play. Prizes, fun and comradeship. German beer and schnapps. This game is a party and all are invited to attend.

*Adults only; no children/teens. (Adults participating w/any special behavioral issues, please notify GM in advance.)*

### **T-461 - Save the Bismark**

Thurs. 8 PM, 3 hrs, 6 players

GM: Phil D'Amato and Skirmish Campaigns  
Sponsor: Skirmishcampaigns.com  
WWII 1:300, Rules: Check Your Six!

What if the Ark Royal's Swordfish had not hit the Bismarck's rudder? The Luftwaffe would have provided long range air cover. The British would commit all its air power to stop the German battleship. The Luftwaffe would do all it could to help the Bismarck. See if the Bismarck can make it to a friendly port?

### **T-489 - Gnome Wars: The Fort in Teutoburg Forest**

Thurs. 8 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 the 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.*

### **T-347 - Battletech – Grinder 4**

Thurs. 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/minis/dice provided. Beginner friendly; rules taught.*

## **★ 12:00 AM ★**

### **T-271 - The Midnight Shootout**

Thurs. 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 pt values. Who said "shoot outs ain't fair?" Sign up early.

## **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 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 gubots 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 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, Yogius 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. This game will refight the first day's struggle to take (and retake?) the 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" 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/Stitched Napoleon's Battles Polos  
Napoleonic 15mm, Rules: Napoleon's Battles

After uniting with the remnants of Jellicic'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.

### **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: Club Skirmish 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 is 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 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: Battlefield

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 Bldg 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 Volkstrum. 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](http://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 Confederate 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 Soc

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+ 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, notify 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

Hypothetical Pacific Theater fleet action designed to show off Axis & Allies: War at Sea collectible miniatures game. Engagement features two 500-pt fleets, American and Japanese, and demonstrates both the simple game mechanics and the ease of fleet construction. *Children only 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 only 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 the 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 w/Mike Moran, Sponsor: Old Dominion Game Works  
Modern 10mm, Rules: Mein Panzer 2

Saber rattling in Egypt has placed the Middle East at the center of world attention. Egypt's pride and her new King Nasser are still wounded after the defeat against Israel six years earlier. King 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 with Lorenzo, author of Impetus and DAWGs  
Sponsor: On Military Matters, Prize: One copy of the new Impetus Renaissance wargaming 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. This 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: 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 figs from Forces of Valor; Conte plastic; Britains Detail 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 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/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/dice 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 game where new (or returning) players will be taught using 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/minis/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](http://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/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/dice 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 really having a bad day. Godzilla has destroyed the harbor, Mothra has demolished the power grid and Rodan is laying waste to the capital city. (Did we forget to mention the erupting volcano?) Come and play as your favorite Movie Monster and see how much of the island you can destroy before the Monster Rumble begins. *Kid Friendly; adult must be present w/young children.*

### **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  
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.allthekingsmentoyoldsoldiers.com](http://www.allthekingsmentoyoldsoldiers.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)

French and their German allies attempt to split Austrian army near 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 outnumbered against 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 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 Sci Fiction 15mm, Rules: Battles by GASLIGHT (mod)

British Crown Colony of Mars has located another source of strategically vital Unobtainite ore. But someone else wants to be sure they get their share, 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/dice 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 Parliamentary 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-o- 1 Napoleon's Battles engagement. He will likely have S. Craig Taylor J. acting as a stunt double when things get sticky. This is a small format 1809 French versus 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 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: Battlefront

The Russians 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 & 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)

Game represents classic scenario: 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 Bldg Authority, Prize: TBA

Gnomes 28mm, Rules: Gnome Wars

The last eve of annual gathering of Daoine Sidhe is usually a night of merriment and consumption. Lon the Lunkhead looked at the debauchery and surmised 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 the 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/dice 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 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/minis/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 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.allthekingsmentosoldiers.com](http://www.allthekingsmentosoldiers.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

Napoleonic 28mm, Rules: Napoleonic Warfare

Continuation of morning game (first day of the battle): Now morning of second day of battle and after rest and reorganizing overnight the struggle for the town resumes – can French prevail and hope Lannes and the cavalry center (and bridge) hold until rest of French army cross, or will Austrians throw French into the Danube? *Rules 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 Rojo 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 June 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 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/dice 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 w/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: 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/minatures/dice 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 the 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 form the village to re-organize and prepare for a counter attack. *This is a 2000pt FoW game using FoW V2, EW Play-test Intell Briefs found on the 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 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/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/dice 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](http://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 Soc

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: 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 PBV-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/dice provided. Beginner friendly.*

### **F-793 - 55 Turns in Peking**

Fri. 6 PM, 4 hrs, 8 players

GM: Bob & Cleo Liebl and First Friday Gamers

Sponsor: The Cookie Man, Prize: Cookies for all

Colonial 25mm, Rules: 1 page Home Rules

Chinese Boxers are thinking out of the box. Eight Western powers are trapped in Peking & against all odds they try to hold out for 55 days until relieved. Each wants the other to fail. They are short of food, water, ammunition, and the officer's mess is out of Claret. Desperate times! The Western rivals must cooperate to survive. The Chinese hordes march in to the tune of Chop Sticks.

*An adult must be present w/child*

## **★ 7:00 PM ★**

### **F-285 - Hannibal vs Rome, (Trebba, 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 16 ft table and 54mm troops will make this an event to see!

*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 Soc  
American Civil War 1:1200, Rules: Raiders & Blockaders modified for convention game

Re-fight 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 main column at Adowa. There's a small valley close by reputed to contain a small

chapel containing the Ark of the Covenant. It's guarded only by Coptic priests & would make a wonderful trophy to take back to Rome.

### **F-206 - Air Fleet Battles by GASLIGHT**

Fri. 7 PM, 4 hrs, 6 players

GM: Chris Palmer and the HAWKS

Victorian Sci Fiction 1:1200, Rules: Fleet Battles by GASLIGHT

Mars, 1890. German Airships are massing for an attack on the British hanger facilities at Kal'nar. Will the British air fleet on Mars be caught at their moorings or will they be ready in time to stop the attack. A 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 w/Chris Pinto and New Jersey Naval Gaming Soc

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 Almendralejo. 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: Lotinanpelto, 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

Commonwealth troops and vehicles attack the German position at Blerick after Normandy Invasion. Commonwealth troops use their APC Ram Kangaroos to reach German positions. Scale is 1/72 and rules will be slightly modified Disposable Heros. *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 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 2 Sea Harriers to intercept. With a Mirage III top cover, 4 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 Comraderie. 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 Schleiffen 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: Grant Greffey, Modern 28mm, Rules: Ultimate Warzone (Mod)

Gotham City is an important hub of commerce, both legal and illegal. Something very fishy is going on down at the harbor. Capt Jim Gordon of the GCPD Organized Crime Unit believes 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?

### **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 plays at least 2 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. 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 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/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/minis/dice provided. Intermediate to experienced players; no players < 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 pt values. Who said "shoot outs ain't fair?"

## **SATURDAY**

## **★ 8:00 AM ★**

### **S-117 - I Hof to Disagree: Raid in Thuringia, June 1809 - Theme Game**

Sat. 8 AM, 4 hrs, 6 players

GM: Joe Fish with The Hofkreigsrat Team

Napoleonic 25mm, Rules: Piquet : Les Grognards, Company Scale

It was hoped that attacks away from the main French armies might cause a Pan German uprising in support of Austria's war with Napoleon. The table action is a small scale battle between pursuing French allies and the Brunswick and Austrian contingent that almost took place near the town of Hof, just northeast of Nuremburg. Basic units are companies, commands are battalions.

*Children under 15 welcome w/playing Adult*

### **S-279 - Dearly Departed ... or Not!**

Sat. 8 AM, 4 hrs, 10 players

GM: Kim Caron and Wednesday Gamers

Wild West 25mm, Rules: High Noon

Grand Dame, Petmusky, a fabulously wealthy recluse has died. But will she rest in peace? Relatives have come from all over for the funeral and the reading of the will. What of her treasure? Who will inherit the fortune? And who will not survive to spend it?

### **S-422 - Overwhelming Odds, A Strategy Conquest Board Game**

Sat. 8 AM, 4 hrs, 4 players

GM: Stan Church

American Civil War 25mm, Rules: Overwhelming Odds

This strategy board game of infantry, cavalry and artillery is played on a continent sized battle field. Conquer land and purchase military units as you plan your strategy of attack or defense. this game has more options than RISK, and is not as in depth as Axis & Allies.

*Players must be age 10+; age 10-13 must be accompanied by adult.*

### **S-471 - "Broken Halberd" - Malta Convoy Battle, 26 Sept 1941**

Sat. 8 AM, 5 hrs, 8 players

GM: Joe Cato and Slippery Weasel Gaming Group

WWII 1:6000, Rules: Micronauts Naval Rules

Desperate to supply Malta, the Royal Navy launches Operation Halberd. Nine merchant ships carrying vital supplies are to fight their way through to Malta, escorted by three of the Royal Navy's most modern battleships. But with HMS Nelson damaged by an Italian torpedo bomber, can only two battleships and a handful of cruisers and destroyers fend off the onrushing Regia Marina and save Malta?

*Players under 16 welcome w/adult.*

## **★ 9:00 AM ★**

### **S-711 - Roman Civil Picnic**

Sat. 9 AM, 2 hrs, 8 players

GM: James Reynolds and WNPB

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, Yogius Caesar or Poohpey? *Kids Game.*

### **S-393 - Battle Of Marignano, 1515**

Sat. 9 AM, 4 hrs, 8 players

GM: Bob Bryant

Renaissance 15mm, Rules: Might of Arms

In this historical battle, Swiss columns in Hapsburg service attacked a force commanded by the new king of France, Francis I. The Swiss assault could make no headway against repeated charges by French men at arms and French artillery. This scenario features the first day of a two-day battle. *Adult must be present with child.*

### **S-394 - Pieces of Eight - 18th Century Pirate Ships**

Sat. 9 AM, 3 hrs, 3 players

GM: Martin Goddard with Julie, Grace and Rachel Goddard

Age of Piracy 1/450th, Rules: Pieces of Eight by Peter Pig

A mini campaign of multiple engagements fought within a 3 hour time slot. Uses peter Pig 1/450th scale pirate ships along with Peter Pig Pieces of Eight rules. All pretty straightforward! Rules writer and sculptor will be present. *Not recommended for kids.*

### **S-107 - A Bad Day Along Frenchman's Creek, 1757**

Sat. 9 AM, 4 hrs, 6 players

GM: John Michael Priest

French & Indian War 54mm, Rules: "Fix Bayonets!" by John Michael Priest

Word has come down that French troops, including artillery, with Indian allies and a contingent of irregulars are constructing works to

block a retaliatory strike against Fort Dusquesne. British regulars under the command of General Lawrence and a contingent of Indians and colonials are going to drive them out. *Walk ups welcome; rules taught. Kids under age 14 only w/adult.*

### **S-761 - Monmouth, July 1778**

Sat. 9 AM, 6 hrs, 8 players

GM: David Bolton and Woodbridge (VA) Area Gamers with rules author Mr Richard Kane

AWI 15mm, Rules: Modified Flint and Steel

General Lee launched an attack on the British Rear Guard near Monmouth, NJ. The attack fails and Gen Cornwallis launches a strong counterattack that drives Lee and his forces from the field. Gen Washington moves the main body towards the sound of the guns and decides to make a stand. Only his determination and leadership save the Patriot Army. Can you as Cornwallis and Clinton, finally destroy the Rebel Army once and for all, or will you as Washington deal a crippling blow to crown forces. *Players must be over age 15.*

### **S-340 - Battle of Raab, 14 June 1809 - Theme Game**

Sat. 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 the 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.*

### **S-197 - Ambush at Maguaga: Michigan Territory, 1812**

Sat. 9 AM, 4 hrs, 8 players

GM: Duncan Adams and the HAWKS

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

General Hull clinging to hope at Detroit, has sent a force to meet the supply column and escort it forward. The British and their native allies are on the prowl. Come experience the War of 1812 on the frontier where armies are small and supply lines long. Victory and defeat pivot on control of a few yards of woodland trail.

### **S-155 - Damn the Torpedoes! The Union Navy Attacks the Confederate Fleet in Mobile Bay, 5 Aug 1864**

Sat. 9 AM, 4 hrs, 10 players

GM: Douglas Lipton with Joe Seliga and New Jersey Miniatures Soc  
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. *Age 15+ only.*

### **S-207 - Look Sarge, No Charts: American Civil War**

Sat. 9 AM, 4 hrs, 6 players

GM: Chris Palmer and the HAWKS

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

Take command of a Yankee or Rebel Division in this fun and fast paced game of large scale Civil War combat using the newly released "Look Sarge, No Charts: ACW" rules. A Union corps faces off against a Confederate one. *Rules taught. Children under age 13 only w/playing adult.*

### **S-298 - Antietam: Burnside's Bridge, 17 Sept 1862**

Sat. 9 AM, 4 hrs, 9 players

GM: John McConnell with John Wilk

American Civil War 28mm, Rules: Brother Against Brother

Union Gen. Ambrose E. Burnside's corps is ordered to capture a 12' wide bridge over Antietam Creek. Two Georgian Regiments have taken up positions behind trees and in rifle pits on a steep wooded bluff overlooking what became known as "Burnside's Bridge". Despite being greatly outnumbered, the Confederates had driven back all Union advances. At around 1 PM the final attack begins. *Children under age 16 permitted with adult.*

### **S-676 - Up the Wazoo Again: ACW Naval**

Sat. 9 AM, 4 hrs, 12 players

GM: Eric Turner and The Rogues

American Civil War 1:600, Rules: BAPS Ironclads

Well here we are on the mighty Wazoo all over again and it seems like things never change or do they? A continuation of last years Union Naval advance up the river to find out how far you can take it up the Wazoo and when you get there what will you find? *Fast and easy BAPS Ironclad rules.*

### **S-677 - Annie and Billy git your Guns!**

Sat. 9 AM, 4 hrs, 10 players

GM: Billy Landis with Scott Landis and The Rogues

Wild West 28mm, Rules: Home Rules

A Western shoot-out designed for kids to take on their parents at High Noon. Whether you are packin a six shooter or a shotgun it all comes down to who has the quickest draw and best die rolls (and we always know that is the kids). *Kid/family friendly; quick/easy rules. Keep these games on the same table, we are going to use the same terrain*

### **S-626 - "The First Spanish Civil War - The Spanish Ulcer Continues"**

Sat. 9 AM, 4 hrs, 6 players

GM: Mark Stevens and Colonial Wars Group

Colonial 28mm, Rules: Home Rules

Colorful warfare in 1830s Spain between the Queen regent Isabella & the Pretender to the throne Carlos. An expedition of redcoated British volunteers has landed to support Isabella.

### **S-728 - Wings of War Mega-Game: The St. Mihiel Offensive, Day 2**

Sat. 9 AM, 3 hrs, 36 players

GM: Arthur DeFilippo with Stephen Gibson and NOVAG

WWI Other, Rules: Wings of War, Watch Your Back

On 13 Sept 1918, the American Expeditionary Force in France continues its massive offensive against the German St. Mihiel Salient. As artillery and ground forces assault the German fortifications, over 1400 American and allied aircraft battle veteran German aviators in the skies over the battlefield. Each player will take an American, German, British, French, or Italian miniature aircraft.

### **S-453 - "Fall of Eagles" - Gumbinnen, 1 Aug 1914**

Sat. 9 AM, 4 hrs, 6 players

GM: Joe Brimer with Lou Valenti, CAPTAINLMV@aol.com and Battlebarn

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!

### **S-617 - Valley of the King**

Sat. 9 AM, 3 hrs, 3 players

GM: Chalfant Conley and Susquehanna Historical Wargamers

Sponsor: Iron Ivan Games

Pulp 28mm, Rules: Where Heroes Dare!

Rumors float from the jungle... the Cult of the Old King has returned. Is this why there have been so many disappearances? Why there has been so much unrest? Gather your hunting comrades and join an expedition to claim the truth. Heck, bring your amateur anthropologist wife. *Players under 16 welcome w/participating adult.*

### **S-762 - Fortress Pacific**

Sat. 9 AM, 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.*

### **S-222 - Look, Sarge, the Germans are Coming to Poland, 7 Sept 1939**

Sat. 9 AM, 3 hrs, 6 players

GM: Buck Surdu and the HAWKS

WWII 12mm, Rules: Look Sarge, No Charts: World War II

German 2nd Panzer pushing past Tarnow in southern Poland crashes into the Polish 21st Mtn Inf Div. Can the Polish infantry blunt the German attack long enough for the 10th Mechanized Brigade to move up for a counter attack? *Rules have no chart cards; allows players to concentrate on tactical situation, not the game.*

### **S-759 - Oddjob and Kelly on D-Day +10**

Sat. 9 AM, 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! *Beginners welcome.*

### **S-619 - Panthers on the Prowl**

Sat. 9 AM, 4 hrs, 6 players

GM: Zach Pfiefer and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

WWII 28mm, Rules: Disposable Heroes

Market Garden, 1944. The 101st Airborne was assigned to defend Hell's Highways after their initial objectives were achieved. Panther tanks of the 107th Panzer attempted to cut off the highway and prevent XXX Corps from reaching Arnhem. *Players under 16 welcome w/participating adult.*

### **S-648 - Operation Catapult, July 1940**

Sat. 9 AM, 4 hrs, 6 players

GM: Bob Benge, Sponsor: Old Dominion Game Works

WWII 1:2400, Rules: General Quarters 3

British want to eliminate possible threat of Germans capturing and using capitulated French Navy against His Majesty's Fleet in the Mediterranean. Churchill sends a fleet to Mers-el Kébir to force the Vichy French Admiralty to join the allies, sail to the US, Britain or French ports in the West Indies or Martinique to be interred, demilitarized or be sunk. *Rules Taught/Beginners Welcome.*

### **S-152 - The Bridge at Trois Ponts, 20 Dec 1944**

Sat. 9 AM, 4 hrs, 8 players

GM: Mark Zaslavsky and Miniature Gamers NJ

Sponsor: Renaissance Ink

WWII 28mm, Rules: WWII The Hard Way

The Ardennes Offensive is in its fourth day with the 9th SS preparing to cross the the Salm at a bridge near Trois Ponts. Elements of the 82nd AB and 7th AR Divisions must stop the crossing. Squads of Paratroopers backed by a few available Shermans verse elite SS troops and their Tigers. Your destiny awaits....

### **S-650 - Mussolini Invades Egypt, 1940**

Sat. 9 AM, 4 hrs, 4 players

GM: Don Carter, Sponsor: Old Dominion Game Works

WWII 15mm, Rules: Mein Panzer 2

As 80,000 Italians cross the Egyptian border, the outnumbered British forces fall back to some defensible positions. In attempt to buy time for reinforcements to arrive, some "Tommies" decide to act as a rear guard. In a small cluster they setup their defenses and prepare to hold out. *Rules taught; beginners welcome.*

### **S-758 - Atlantic Wall, June '44**

Sat. 9 AM, 4 hrs, 10 players

GM: Geoff Golliver with Greg Whitaker 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.*

### **S-450 - Clerk's Attack, 20 Aug 1944**

Sat. 9 AM, 3 hrs, 5 players

GM: Tim Tilson and NOVAG

WWII 20mm, Rules: Disposable Heroes

German Army is attempting to flee the Falaise Gap. The 358th Inf holds the city of Chambois. A fleeing German column veers around the city. The Adjutant of the 2/359th organizes a scratch HQ force of clerks, cooks and mechanics to stop them. Drawn from reports in the US National Archives. Scenario will be featured in an upcoming Skirmish Campaigns book.

★ 10:00 AM ★

### **S-760 - Where Was Arthur When the Lights Went Out?**

Sat. 10 AM, 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?

### **S-486 - Die Strassenkreuzung - Bavaria, 19 Apr 1809 - Theme Game**

Sat. 10 AM, 4 hrs, 8 players

GM: Nigel Marsh

Napoleonic 28mm, Rules: Carnage and Glory II Computer Moderated Rules

The Austrian V Korps commanded by Archduke Louis are advancing towards the river Abens. In his path stands an isolated Bavarian force

commanded by Wrede. Initially outnumbered and outgunned, Wurttemberg, French and Bavarian forces commanded by Marshal Lefebvre are marching rapidly to Wrede's support. Can Wrede persevere or will Archduke Louis overwhelm him before Lefebvre arrives?

### **S-333 - To Know Your Enemy**

Sat. 10 AM, 4 hrs, 6 players  
GM: Ben Fornshell with Del Stover and WNGA  
Dark Ages 25mm, Rules: Tabletop Battle System

The Dark Ages ushered in a new era of fighting. One far less civilized than the crisp Roman legions. The Saxons faced off against a cunning foe. They were daring, strong, and knew all of their weaknesses as only one opponent could...themselves.  
*Children welcome w/adult supervision*

### **S-719 - Medieval Siege**

Sat. 10 AM, 3 hrs, 10 players  
GM: Jamie Schempp with Joe Kapes  
Medieval Other, Rules: Lord Merlin's Rules of Engagement

This maybe a kids battle, but its not for the feint of heart. Siege between French aggressors and English defending a massive 6' X 6' castle. The French however are equipped with catapults, towers and other siege equipment and is sure to be a ferocious battle. Schleich knights are the figures used to fight this battle. *Kids only w/adult.*

### **S-493 - Cat Fight at Lagersteinplatzendorff**

Sat. 10 AM, 4 hrs, 8 players  
GM: Jerry Lannigan  
Age of Reason 28mm, Rules: OGABAS (Oh God, Anything But a Six!)

The Imagi-nation armies of Margravina Sophia Marie and Princess Trixie clash in what many historians believe is the only Lace Wars battle worthy of the name. The two armies may be the very best dressed armies in military history...or non history! Fight in a an army driven by gentlemanly conduct, led by female warrior monarchs.

### **S-141 - Close Action Fleet Battle: Saturday**

Sat. 10 AM, 10 hrs, 30 players  
GM: Mark Campbell with Lee Girer and M.A.N.O.F.W.A.R.  
Age of Reason 1:600, Rules: Close Action

Captains! Come refight a dramatic naval battle from the Age of Fighting Sail, when fleets of ships of the line dueled to determine which nation would rule the seas. Realistic movement, combat, and limited communications rules assure that you'll get as close to real combat in this battle as possible. Will you win Honor and Glory for King and Country, or be disgraced in dishonorable defeat?  
*Rules taught; Kid friendly and welcome if accompanied by a parent*

### **S-161 - "All the King's Men" Demo Games**

Sat. 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](http://www.allthekingsmentoysoldiers.com)  
*Children must be accompanied by adult.*

### **S-148 - Battle of Scilly, 30 Aug 1779**

Sat. 10 AM, 8 hrs, 15 players  
GM: Stanley Sunderwirth  
AWI 1:2000, Rules: Victory Under Sail

A combined Franco-Spanish fleet of 66 battleships went hunting for the British Channel fleet with only 37 SOL plus two 50s. The fleets passed each other in the fog near the Isles of Scilly. Fog rules will be

in effect for this very large battle. Players control entire squadrons or divisions. Lots of dice and few charts. *Rules taught.*

### **S-397 - Battle of Bunker Hill, 17 June 1775**

Sat. 10 AM, 4 hrs, 8 players  
GM: Richard Claydon and Boston Trained Bands  
AWI 28mm, Rules: British Grenadier

On the night of June 16, in response to intelligence that the British were soon to attempt the capture of undefended high ground around Boston, Colonial forces stealthily occupied Bunker Hill and Breed's Hill, constructed an earthen redoubt on Breed's Hill, and built lightly fortified lines across most of the Charlestown Peninsula. In response, the British attacked. *Over age 14 only.*

### **S-673 - Austerlitz, 2 Dec 1805: Battle of the 3 Emperors**

Sat. 10 AM, 8 hrs, 16 players  
GM: Dave Reiners with Jeff Kimmel, Dave Wextel and The Rogues  
Napoleonic 28mm, Rules: Shako II

One of Napoleon's greatest victories, effectively destroying the Third Coalition against the French Empire. French decisively defeated a Russo-Austrian army after nearly nine hours of intense fighting. Are the French going to make the heights or will Russian and Austrian soldiers break the French flank before they skate to their deaths on the frozen lakes? Large engagement; fast rules. *Age 17+ only.*

### **S-120 - To the sound of Battle! Suvorov in Italy, 1799**

Sat. 10 AM, 3 hrs, 6 players  
GM: Ben Pecson and Civic Guard  
Napoleonic 25mm, Rules: Volley and Bayonet, 1st Edition

Suvorov, withdrawing from Italy, sees a chance to turn on his pursuers. He details a force under the command of Prince Bagration, in ambush. The French, under the command of St Cyr are in hot pursuit. Can the Prince fulfill his duty or will the French breakthrough to wreck the Marshall's plans?

### **S-437 - Talavera - Theme Game**

Sat. 10 AM, 8 hrs, 8 players  
GM: Chris Collins and SMP  
Napoleonic 15mm, Rules: Fury of Empires (Modified Fire and Fury House Rules)

Gathering forces in order to meet the combined threat of the Anglo-Spanish army. King Joseph with Marshal Jourdan as his chief advisor decides to assault the allied position. Two earlier attacks by Victor's I Corp have already been beaten back. But now IV Corp had arrived and the French believed they could overwhelm the allies with one last combined assault.

### **S-185 - Thunder On The Danube: Battle For Aspern, 21 May 1809 - Theme Game**

Sat. 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.*

### **S-110 - Guns at Cedar Creek**

Sat. 10 AM, 8 hrs, 6 players  
GM: Bill Moreno and South Florida Miniatures Gamers  
American Civil War 10mm, Rules: Classic Fire & Fury

The climax of Sheridan's 1864 Valley Campaign began on 19 Oct 1864. Jubal Early's Army of the Valley surprised Sheridan's Army of the Shenandoah with an early morning attack they found them a rest in their tents while Little Phil was away in Washington. Can Little

Phil save the day or will Jubal keep the Confederacy's breadbasket safe? *Some gaming experience preferred. Minors must be accompanied by adults.*

### **S-452 - Colonization of the New World**

Sat. 10 AM, 4 hrs, 6 players

GM: John Rentovich with Skip Carey, Tim Kaufman  
Colonial 15mm, Rules: Home Rules

A strategic level game based on the computer game "Sid Myers Colonization". A game that simulates the rush to the New World to establish thriving, profitable colonies. Game play stresses economic development of colonies over conquest. Play as one of the Great European, or as the Native American Indian nations. *Adult must be present w/child.*

### **S-415 - Pursuit of the Sultan Osmun I**

Sat. 10 AM, 5 hrs, 16 players

GM: Dave Emdee

Early 20th Century 1:1200, Rules: Victory at Sea

What if the Sultan Osman I (SOI) had been completed a month early? The Turkish ship sails before ArchDuke Ferdinand's assassination. Visiting ports on the way home the British realize that a possible enemy will get a new BB. Turkey is ordered to intern the ship or be sunk. Germany offers to escort her with the SMS Goeben. Can the 1st AC and 1st BC Sdrns stop her? *Rules taught in 3 minutes!*

### **S-177 - Dawn Patrol: WWI Dogfight**

Sat. 10 AM, 4 hrs, 14 players

GM: Bruce Kimball with Bill Smith and BPGS  
WWI 1:72, Rules: Modified Aerodrome

Your squadron is on a trench strafing mission. As you fly over no man's land, you encounter an enemy squadron and the dogfights begin. Who will rule the skys today? Uses modified, Aerodrome rules with additional maneuvers and a new firing system. Fast paced, easy to learn. *Ages 15+. Pre-reg appreciated, but walkups welcome.*

### **S-413 - War Plan Orange: Battle for Guam, 1925**

Sat. 10 AM, 6 hrs, 20 players

GM: Sean Barnett

Inter-War 1:2400, Rules: General Quarters 3

In this hypothetical scenario, after six months of war, the Japanese home fleet and an invasion convoy are lunging toward Guam to break the U.S. supply line to the Philippines. With its main fleet at Manila, the U.S. is left defending the island with its smaller scouting fleet. A potentially decisive battle of the type envisioned by naval planners for both nations. *Adult must be present with child.*

### **S-436 - The Winter War 1939: The Church Village**

Sat. 10 AM, 5 hrs, 4 players

GM: James Dzedzic and SMP, Sponsor: SMPress

WWII 20mm, Rules: Soldat

On the outskirts of Soumussalmi, elements of the Soviet 163rd Rifle Div must fend off counterattacking Finns of the 27th Batt. Can the Soviets, isolated and short on supplies, survive the combination of the Finns attack and the harsh winter weather?

### **S-615 - Stonne, France (May 1940): House on a Fiery Hill, Part Ein**

Sat. 10 AM, 4 hrs, 6 players

GM: Keith Stine and Susquehanna Historical Wargamers

Sponsor: Iron Ivan Games

WWII 15mm, Rules: Disposable Heroes

Units of the Grossdeutschland Regt and tanks of 10th Panzer race to the top of the Mont Dieu and into Stonne only to find waiting French AT guns supported by infantry of the 67e RI and elements of the 6e GRDI. Attempt to drive out the French and secure the town for the inevitable counterattack, or halt the Germans. *Age 17+ only.*

### **S-665 - Green Devils, Red Devils**

Sat. 10 AM, 4 hrs, 6 players

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

Sponsor: Test of Battle Games, Prize: Gift Certificate

WWII 15mm, Rules: Command Decision Test of Battle

In Jan 1944 the Soviets aimed their main blow at the juncture of Gen. Wohler's 8th Army's LII Korps and XXXXVII Panzerkorps. 2nd Fallschirmjäger Div was holding northern end of LII Korps front line. Fortunately most of the blow of 7th Guards Army was aimed at its neighbor to the north, the 376th Inf. Unfortunately even a portion of the Soviet thrust was far larger than the Germans would have liked.

### **S-407 - Panzer Ace, 11 July 1944**

Sat. 10 AM, 4 hrs, 8 players

GM: Mark Fastoso

WWII 15mm, Rules: Fireball Forward

American Army is driving inland from Normandy beaches toward the town of St. Lo. German High Command commits the elite Panzer Leher Div in a counterattack to stall US advance. Led by Mark V Panthers the attack falls on the dogfaces of the 9th Inf Div who desperately try to hold their ground. *Simple squad level rules taught.*

### **S-688 - Eagle over the Rising Sun - Ya Wanna Live Forever!**

Sat. 10 AM, 4 hrs, 4 players

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

WWII 20mm, Rules: Modified Arc of Fire

Tarawa 1943, the Marines have landed with high losses. With the taxiway in sight and a gap in the seawall, the NCOs drive the Marines over the seawall and through the gap. Air support arrives, but due to poor communications, they will strafe friend or foe. Will the Marines capture the taxiway or will the Japanese drive them back to the beach. Visit <http://www.eotrs.com> for more info.

### **S-106 - "Death of a Mobile Group" - French Indochina, 1954**

Sat. 10 AM, 4 hrs, 6 players

GM: Nathaniel Weber

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

Surrounded by the Vietminh, desperate Legionnaires and Moroccans of Mobile Group 103 must blast their way free of the encirclement so that their truck-bound wounded may be evacuated. Against them are large numbers of determined and heavily-armed Vietminh. Will French armor, artillery, and air support get them through? Based on the actions of GM 100 in the Central Highlands.

### **S-651 - Red Bear, American Eagle, 1985**

Sat. 10 AM, 4 hrs, 6 players

GM: Kenny Noe, Sponsor: Old Dominion Game Works

Modern 10mm, Rules: Mein Panzer 2

The threat of President Regan deploying tactical nuclear on European soil proved too much for the Red Bear. Soviet and Warsaw Pact forces have crossed borders. Limited nuclear strikes and deep strategic bomber strikes took their toll on both sides, now it's up to the ground pounders to fight it out! Come fight a cold war brawl that has been brewing for fifty years! *Rules Taught/Beginners Welcome.*

### **S-188 - J. Patrick's Grand Prix Racing**

Sat. 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.*

### **S-204 - Warriors: Rescue the Kits**

Sat. 10 AM, 2 hrs, 6 players

GM: Katherine Adams and the HAWKS

Fantasy 120mm, Rules: Blood & Swash

Erin Hunter's popular book series comes to Historicon as Shadow Clan's leader Brokenstar has abandoned the warrior code and is after the other clans' hunting grounds. Only Thunder Clan stands firm. Yesterday they drove off an attack on their camp, only to have Brokenstar's followers return to snatch a liter of kits. Now Thunder Clan warriors must brave the Shadow Clan camp to rescue the kits.

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

### **S-216 - Battle of Hornburg**

Sat. 10 AM, 6 hrs, 10 players

GM: Bill Acheson and the HAWKS

Fantasy 1:24, Rules: Strandhogg

Theoden has led the people of Rohan to refuge in Helm's Deep. Can they withstand the onslaught of Saruman's army? *Kids are welcome w/adult player.*

### **S-370 - Battletech: Trap on York**

Sat. 10 AM, 4 hrs, 8 players

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

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

York was suppose to be a quite base for Victor Davion and his Allied forces during the Fed Com Civil War, but to their surprise General Esteban had set a trap for them. Within a few short hours of their landings, the Loyalist had divided the Allied forces and was close to capturing Victor Davion. Join the fight to either save Victor Davion's Allied forces or destroy them. *All materials/minis/dice provided. Intermediate to experienced players and no players under age 15.*

## **★ 11:00 AM ★**

### **S-699 - Drawing Blood on the Frontier: The French and Indian War**

Sat. 11 AM, 4 hrs, 8 players

GM: Chris Rothermel

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

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

### **S-479 - Carnage and Glory - New Jersey 1780: "The Forgotten Victory"**

Sat. 11 AM, 3 hrs, 8 players

GM: Frank Luberti and New York Wargamers Association,

Connecticut Game Club, Sponsor: Carnage and Glory

AWI 25mm, Rules: Carnage and Glory II

Pt.1 of an AWI campaign game using the Carnage and Glory computer moderated rule system. General Knyphausen orders the British and Hessian forces in New York to raid New Jersey. Will the raid turn into the invasion that wins the war? Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Scenario based on "The Forgotten Victory" by Thomas Fleming.

*Rules taught. Adult must be present with child.*

### **S-704 - "Hold that Tiger!" - Stalingrad, Oct 1942**

Sat. 11 AM, 4 hrs, 8 players

GM: Corey Weaver with Mike Sarno

WWII 1:72, Rules: Modern Ops (Savage Showdown)

Sgt Wieber and his men are assigned to escort a Tiger tank just a few blocks where it is needed to support an assault. Russian defenders can hear the Tiger crawling along, but have trouble locating it in the maze of ruins. Modern Ops recreates 20th Century battles, including vehicles and aircraft, as well as trademark Savage Tales and random events that make every battle a surprise.

*Players under age 16 welcome w/adult.*

### **S-317 - Force of Valor, France 1944**

Sat. 11 AM, 2 hrs, 5 players

GM: Ethan Mackowick with Paul Mackowick

WWII 54mm, Rules: Home Rules

This award winning game is for the kids. The rules are easy and the figures are big. Germans are trying to get past Allied juggernaut and are bringing up their Tiger tanks to take on the Sherman's. All tanks have plenty of infantry and AFV support so let's see what happens! Plenty of shooting and drama!

*Kid friends, but ages 8-12 parent must be in vicinity of game.*

### **S-373 - Battletech – Grinder 1**

Sat. 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 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, minis and dice provided. Beginner friendly; rules taught.*

### **S-377 - Battletech Demo Game 1**

Sat. 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/dice provided. Beginner friendly.*

## **★ 12:00 PM ★**

### **S-763 - Battle of Bolanovka: Evening, 15 May 1709**

Sat. 12 PM, 4 hrs, 6 players

GM: Lyle Bickley with David Bonk and Triangle Simulation Society

Sponsor: Carnage and Glory Rules

Age of Reason 25mm, Rules: Carnage and Glory Computer

Moderated Great Northern War Rules

100 years before Napoleon's 1809 campaign another great captain, Charles XII, struggled against Russia. After invading Russian in 1708, the Swedes under Charles advanced against Peter the Great. While maneuvering to bring the main Russian army to battle Charles directs that the stronghold of Bolanovika be captured to block the Russians from reinforcing Poltava. Results of this game will be carried forward when battle resumes.

### **S-303 - Hell's Prairie- All Hell Breaks Loose!**

Sat. 12 PM, 4 hrs, 12 players

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

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

The denizen's of Hell's Prairie have been victimized by Indians, Banditos, Cattle Barons, and Outlaws...and that was tame compared with the true evil that has descended across the plains! Will help arrive in a "timely" manner? Or will these plucky settlers be forced to fight the resident evil alone? If Zane Grey married Mary Shelley and had Jules Verne as a son, this is the game they'd write!

*Imagination required! Conclusion of Hell's Prairie game. Children age 12 or older w/playing adult.*

### **S-701 - Kaiser Wilhelm's Flying Circus**

Sat. 12 PM, 4 hrs, 12 players

GM: Justin Kennel 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 games 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.

### **S-717 - Aerodrome 2.0: WW2 Aircraft Carrier**

#### **Attack in the Pacific**

Sat. 12 PM, 5 hrs, 15 players

GM: Stanley Kubiak

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

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

World War 2 in the Pacific! Torpedoes in the water! Bombs! Flaming Zeroes! Attack or defend an aircraft carrier and escorts using Aerodrome 2.0 rules, with Naval Air Combat extensions! Players control torpedo bombers, dive bombers or fighters, fighting to sink the enemy carrier or to defend it as part of the carrier's Combat Air Patrol. Aerodrome 2.0 or 1.1 experience helpful but not required.

*Under age 15 only w/playing adult.*

### **S-467 - To Berlin: Mission 250, 6 Mar 1944, 1300 hours**

Sat. 12 PM, 4 hrs, 12 players

GM: Scott Fisher and Skirmish Campaigns

Sponsor: Skirmishcampaigns.com, Prize: TBA

WWII 1:300, Rules: Check Your Six!

The first large mission to Berlin is approaching the target. The P-51Bs are stretched thin and struggling to keep up with the German attacks. Come fly US or German fighters in a Grand Scale battle and re-create this historic mission. Players will allocate escorts and attackers against a giant bomber stream (50+ 1/300 B-17s). From the newly released Check Your Six! 8th AF book.

### **S-205 - Warriors: Battle in the Uplands**

Sat. 12 PM, 2 hrs, 6 players

GM: Katherine Adams and the HAWKS

Fantasy 120mm, Rules: Blood & Swash

Erin Hunter's popular book series again comes to Historicon. Once defeated, Shadow Clan has rallied and joined forces with River Clan. Together they hope to defeat the other clans one by one. But as Wind Clan fights for survival Thunder Clan war parties race to turn the tide. Join Fireheart and his friends in the fight for freedom in the forest.

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

### **S-378 - Battletech Demo Game 2**

Sat. 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 provided. Beginner friendly.*

## **★ 1:00 PM ★**

### **S-729 - Rule Britannia! - English Channel, 289 AD**

Sat. 1 PM, 4 hrs, 8 players

GM: Brian Cantwell, Sponsor: Hotz Artworks

Ancients 6mm, Rules: Salamis ad Actium

Roman general Carausius has rebelled against the empire, seized the fleet in Gaul and established an independent empire in Britain. The Roman emperor in the west, Maximian, has constructed a new fleet and sallied forth from the Rhine river to defeat the rebels and reconquer Britain. Take command of a squadron of liburnians and fight for control of the waters around Britain. Ramming Speed!

*Young players welcome w/adult.*

### **S-618 - Battle of Trollsford**

Sat. 1 PM, 2 hrs, 4 players

GM: Allen Hayden and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

Dark Ages 28mm, Rules: One Page Fantasy Skirmish - Modified

A battle between Viking warbands to take the ford! Rules taught.

*Over age 16 only.*

### **S-499 - A Little Skirmish at Hubbardton, July 1777**

Sat. 1 PM, 4 hrs, 6 players

GM: Les Faison

AWI 40mm, Rules: Home Rules

Burgoyne has taken Ticonderoga. Now he must catch up to the fleeing American forces before they can join the rest of the Army. His advance elements have surprised them at Hubbardton. Can you as the British destroy this small rearguard or will the Americans delay long enough for the rest of Army to make good their escape?

### **S-162 - "All the King's Men" Demo Games**

Sat. 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.allthekingsmentoyssoldiers.com](http://www.allthekingsmentoyssoldiers.com)

*Children must be accompanied by adult.*

### **S-101 - "We fight, get beat, rise and fight again..."**

#### **The Battle of Guilford Courthouse; 15 Mar 1781**

Sat. 1 PM, 5 hrs, 6 players

GM: Joe Moore with Sean Mackintosh and I-95 Gamers

AWI 28mm, Rules: British Grenadier

American General Nathanael Greene faces British General Lord Cornwallis in the Carolina Piedmont. Having analyzed Morgan's success using multiple lines at Cowpens, Greene adopts a similar battle array in mixed terrain. Troop quality advantage rests with the

British while the colonists hold a 2:1 numerical edge. The British held the battlefield with fearful losses. Can you do better?

*These are probably not the most kid friendly rules set, but with a parent, kids age 12 and older welcome.*

### **S-295 - Battle of Sacile, 16 Apr 1809**

Sat. 1 PM, 4 hrs, 6 players

GM: Jan Spoor with Eric Johnson, Phillip Myers and Silver Spring Civic Guard

Napoleonic 15mm, Rules: Age of Eagles

While Napoleon lingered on the Danube, at Sacile, northwest of Venice, the Army of Italy under the emperor's stepson Prince Eugene de Beauharnais barred the advance of the Army of Inner Austria under the Hapsburg Archduke John. Outmaneuvered by the Austrians, Eugene was forced to withdraw and fight another day.

*Adults only.*

### **S-732 - Cold Steel & Canister Boot Camp (Demo) - Theme Game**

Sat. 1 PM, 4 hrs, 8 players

GM: Jack Decker with Kevin French, Sponsor: Decker Games  
Napoleonic 15mm, Rules: Cold Steel & Canister

Stop by and try the new quick play napoleonic system. Ask the designers questions or try a 30 minute demo game. If you feel lucky enter the CS&C National Championship Tournament. Glory, prizes, and a big honkin trophy await! *Not recommended for kids.*

### **S-782 - The Battle of Wagram, July 6, 1809 (Block 5)**

Sat. 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.*

### **S-775 - The Battle of Eggmuhl (the 2nd Day) 22 April 1809 - Theme Game**

Sat. 1 PM, 6 hrs, 8 players

GM: Eric Nason and SMP, Napoleonic 15mm, Rules: Fire and Fury

Napoleon has the Austrians on the run in Bavaria. During this turning point of the 1809 Campaign in Bavaria, the Austrian IV Corps under FML Rosenberg is tasked to delay the French advance and buy time for Archduke Charles to continue their withdrawal. Moving to stop him, Napoleon with Massena, Davout and Lannes Corps will strike the Austrians and continue their pursuit of Archduke Charles.

### **S-726 - Down with Joseph, Battle of Maida, 1806**

Sat. 1 PM, 4 hrs, 6 players

GM: Alex Hawkins w/Trevor Hawkins and Western NY Wargamers  
Napoleonic 15mm, Rules: General de Brigade

Join in the fun as Sir Stuart runs off General Reynier on his way to depose his puppet Brother King Joseph of Naples. *Age 16 or older.*

### **S-744 - Aspern-Essling, 1809 - Theme Game**

Sat. 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.*

### **S-174 - Abensberg, 1809 - Theme Game**

Sat. 1 PM, 4 hrs, 8 players

GM: Chris Velas with Patrick Velas, Sponsor: Piquet  
Napoleonic 10mm, Rules: Field of Battle (Piquet)

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

### **S-172 - Clash on the Lake**

Sat. 1 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 clash on the Great Lakes in 1813. On Lake Ontario. American and British gunboats strive for supremacy of the lake. Small gunboats with large guns will hammer away at each other to make the lake their own. *Adult must be present w/child; kid friendly game.*

### **S-390 - How Do You March to the Sound of a Heat Ray? - Mars, 10 July 1888**

Sat. 1 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 throw 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. Like the Martian sands, force components are likely to shift.

*Adult must be present w/child. Rules explained.*

### **S-689 - "Hell Ride" - The Charge of the Light Brigade, 25 Oct 1854**

Sat. 1 PM, 3 hrs, 6 players

GM: Paul Delaney with Mike Fijalka and Ray Maclure

Sponsor: Eagle and Empire Game Shop

19th Century 28mm, Rules: Home Rules

Into the Valley of Death. On the Balaclava plain in the Crimea. British can you make it down the Valley of Death, take the guns and return back to your lines again? Russians can you stop the mad and insane British light cavalry? Game based on the book "Hell Riders" by Terry Brightin. *Kids over age 10 welcome w/adult.*

### **S-764 - The 101st at Bastonge, 24-25 Dec 1944**

Sat. 1 PM, 4 hrs, 8 players

GM: Dick Bryant

WWII 15mm, Rules: Modified CrossFire 2ed

The 506th Par Btn is holding the NE sector of the line against overwhelming numbers of Volksgrenadiers and German armor. Can they hold these approaches to Bastonge? *Some CF experience is helpful, but not necessary.*

### **S-194 - Bad Day on the Baltic Front (Double Blind), 22 June 1941**

Sat. 1 PM, 4 hrs, 5 players

GM: Kurt Schlegel with Jim 'Tank' Nickle and the HAWKS

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

First day of Operation Barbarossa, the Soviet border guards were quickly overrun. Col. Federov in command of the 5th Tank Div ordered bridges across the Nieman blown and personally led his reserves to stop Germans from crossing. When he arrived not only hadn't the bridges been destroyed, but Germans were already across.

He ordered a counterattack. Lead raw Soviet tanks or command the smaller but better trained Germans panzers.

### **S-742 - Operation Strachwitz, 16 Apr 1944**

Sat. 1 PM, 4 hrs, 8 players

GM: Kurt Reese and WAMP (Wargamers assoc of Media, PA)  
WWII 15mm, Rules: Flames of War

III SS pz Korp lays astride the estuary of the Narwa river near Kingsepp. The Soviets have thrown a bridgehead across the river in strength. Elements of the Wiking and Nordland SS Divisions, along with the 502 sPz abt have been given the mission of smashing the Soviet bridgehead and establishing one of their own across the otherside of the river, all by 4/20, the Fuhrer's B-day. *Experienced players welcome.*

### **S-325 - Talos Up!**

Sat. 1 PM, 4 hrs, 8 players

GM: Martin Fenelon and Niantic Wargamers

Sponsor: Kryomek USA, SciFi 28mm, Rules: Kryomek

Nexus Marines aim to sweep the Kryomek off Hegda Three. Talos Mk V combat bipeds are being used en masse to clear the way. Nothing can stop the Talos, but the Kryomek have other ideas. Fast moving squads and vehicles against masses of aliens.  
*Kid Friendly. Fast play rules taught; no exp needed.*

### **S-379 - Battletech Demo Game 3**

Sat. 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 provided. Beginner friendly.*

## **★ 2:00 PM ★**

### **S-702 - "Clash of Iron" demo**

Sat. 2 PM, 4 hrs, 8 players

GM: Howard Whitehouse, Sponsor: Wargames Factory, Prize: Many, many model figures, Ancients 28mm, Rules: Clash of Iron

Demo of forthcoming rules. Card-driven game, simple in style, but with cunning twists and many decisions for players; designed to reflect confusion, excitement and sheer mayhem of battle. System is about moral and discipline (which go up and down) more than weaponry. Quick and fun, but not for rules lawyers and accountants!

### **S-722 - Battle of Plataea, 479 BC**

Sat. 2 PM, 3 hrs, 6 players

GM: Matt Kirkhart and AoCM

Ancients Other, Rules: Neil Thomas's Ancient & Medieval Wargaming

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.*

### **S-334 - Dark Days of Briton**

Sat. 2 PM, 4 hrs, 4 players

GM: Del Stover with Ben Fornshell and WNGA

Dark Ages 25mm, Rules: Lord of the Rings (modified)

Only the old talk of the civilized days of the old Roman Empire. Now Briton is divided into small kingdoms ruled by Saxon warlords, who fight brutal, no-quarter battles of survival against one another. Such a battle is this. One king, with his "army" of 100, attacks the holding of another, seeking weapons, armor, slaves, and livestock. Played on nice scenery. *Children welcome w/adult supervision.*

### **S-644 - The Dark Prince Besieged**

Sat. 2 PM, 4 hrs, 12 players

GM: Michael Johns

Sponsor: Miniature Building Authority, Prize: TBA

Medieval 28mm, Rules: Warhammer Ancients Siege & Conquest

The Ottomans believe they have cornered a significant leader of the Walachian army in a small castle and have invaded the area. The local village has fallen and final preparations for taking the castle are completed. Can the Ottoman army complete their mission before relief forces can turn the tide?

### **S-766 - Polish Revote against the Tuetonic Knights**

Sat. 2 PM, 4 hrs, 8 players

GM: David Fyfe and Woodbridge (VA) Area GamerS

Medieval 15mm, Rules: Might of Arms

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

### **S-478 - Ride to the sound of the Guns, Leonardo!?**

Sat. 2 PM, 4 hrs, 10 players

GM: Peter Frechtling

Renaissance 28mm, Rules: Leonardo Plus - modified

In the sleepy little Spanish town of Santo Siesta, the Imperial Army has stopped for a "rest". On the horizon a cloud appears, with rumblings and flashes of light. However the origin is not meteorological, but Mechanical. It is not the 1800s, but the 1500s and this is Leonardo. *Attention spans of over 15 minutes a plus!*

### **S-395 - Pieces of Eight - 18th Century Pirate Ships**

Sat. 2 PM, 3 hrs, 3 players

GM: Martin Goddard with Julie, Grace and Rachel Goddard

Age of Piracy 1/450th, Rules: Pieces of Eight by Peter Pig

A mini campaign of multiple engagements fought within a 3 hour time slot. Uses peter Pig 1/450th scale pirate ships along with Peter Pig Pieces of Eight rules. All pretty straightforward! Rules writer and sculptor will be present. *Not recommended for kids.*

### **S-139 - Monster GNW schlacht**

Sat. 2 PM, 4 hrs, 9 players

GM: Tim Ruffner and NJMS

Age of Reason 6mm, Rules: Polemous

A monster battle, at least for the Great Northern War. The Danes and Saxons, must escort their siege train to Malmo and defeat the Swedish home army. The Swedes, wish to halt the impending siege and drive the invaders out. A possible, but not probable action from the GNW. *Kids welcome w/adult or friend; rules can be complex.*

### **S-341 - Drumming the Designer, 1809 - Theme Game**

Sat. 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 Napoleon's Battles engagement. He will likely have S. Craig Taylor Jr. acting as a stunt double when things get sticky. This is a small format 1809 French versus Pussian action. Come try and beat the shirt off of Bob's back!  
*Napoleon's Battles - Custom Scenario.*

### **S-211 - Skirmish at Schlegel's Farm**

Sat. 2 PM, 2 hrs, 6 players

GM: Eric Schlegel and the HAWKS

American Civil War 25mm, Rules: Home Rules

Both the Yankees and Rebels are hungry and foraging looks good at Schlegel's Farm. Whoever holds the farm at the end of the day will feast on fried chicken, steak, ham and lamb chops.

*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! Note: Adult assistants welcome.*

### **S-280 - On the Road from San Pedro**

Sat. 2 PM, 4 hrs, 16 players

GM: Leo Walsh and Wednesday Gamers

Wild West 25mm, Rules: High Noon

A caravan leaves San Pedro headed for "High Noon". Across desert, highlands, mountains, woods and farms it travels to the rail head and docks. Western treasures buy staples from the east. It's a dangerous route even with escorts. Maybe a passing army troop will protect you? Scoundrels, Injuns and Banditos menace every mile! Bring your friends and they can play too. Fun will be had by all.

### **S-122 - The Hand of Captain Danjou, Mexico 1863**

Sat. 2 PM, 4 hrs, 6 players

GM: Don Manser, Sponsor: Age of Glory

19th Century 25mm, Rules: Modified Sword and the Flame

Refight Camerone, the most hallowed battle in the history of the French Foreign Legion. Whether you command the Mexican hordes bent on evicting the French invaders or the dogged defenders of the 3rd Coy, 1st Battalion of the Regiment Etranger, a fun time will be had by all. Custom built terrain with figs designed, sculpted and painted by Ally Morrison and Bruno Allanson.

*Children under age 14 only with adult.*

### **S-765 - Forcing the Saale: Prussians and Bavarians at Kissingen, 10 July 1866**

Sat. 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.

### **S-287 - Pala Passage: Pre-Duke**

Sat. 2 PM, 6 hrs, 12 players

GM: Jay Wissmann with Larry Bond Chris Carlson Michael Harris

Sponsor: Clash of Arms Games, Prize: CoA Credit

WWI 1:2400, Rules: Fear God and Dread Nought

We step back into time with Pala Passage as witness to another nightmare of Prussian prowess. German behemoth Baden is steaming down, intent upon crushing the impudent British defenders. Can a handful of ships led by Lord Nelson (the ship, not the dead hero guy) rise to the occasion and defeat the massive power of the Kaiser's own? Come join the Admiralty Trilogy Team in this third of three Pala Passage battles span time and history.

### **S-223 - Look, Sarge, the Germans are Coming to France, May 1940**

Sat. 2 PM, 3 hrs, 6 players

GM: Buck Surdu and the HAWKS

WWII 12mm, Rules: Look Sarge, No Charts: World War II

Advancing German columns try to force a crossing of the Meuse River. Rules used have no chart cards; allows players to concentrate on the tactical situation, not the game.

### **S-442 - Operation Phantom Fury (Fallujah), Nov 2004**

Sat. 2 PM, 4 hrs, 8 players

GM: Dewey LaRochelle, Sponsor: Wargamesminis.com, Prize: TBA  
Modern 20mm, Rules: Home Rules

The city of Fallujah erupted into the major battle of the Iraqi insurgency, involving 15,000 combatants and claiming 153 American and thousands of Iraqi lives. Operation Phantom Fury was the second time the Marines were ordered to seize Fallujah, the first stopped for political considerations. The Marines responded with full force, and the insurgents with fanatical defense.

### **S-374 - Battletech – Grinder 2**

Sat. 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 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, minis and dice provided. Beginner friendly; rules taught.*

### **S-176 - Destroy All Monsters**

Sat. 2 PM, 2 hrs, 10 players

GM: Douglas Kaufman with Angela Kaufman

SciFi 10mm, Rules: Home rules - real easy

Godzilla and some of his monster buddies are coming to NY to destroy the city. Can the army stop them before NY becomes one big parking lot? This is a simple kids game to let them have some gaming fun. Buildings will be made out of paper, and you will get to stomp any building destroyed! *Parent supervision is not required, but we are not babysitters!*

### **S-380 - Battletech Demo Game 4**

Sat. 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 provided. Beginner friendly.*

### **S-795 - Freeman's Farm**

Sat. 2 PM, 4 hrs, 8 players

GM: Geoff Graff and the HAWKS

AWI 15mm, Rules: Home

Down from Canada, the third largest British army in North America has taken Ticonderoga and is just a few miles from Albany and a river connection to New York. In front of them is a Continental army of some regulars (how regular can these rebels be?) and an assortment of named and un-named regiments. Burgoyne's orders -- "Send out a reconnaissance in force." Is this ever a good idea?

★ 3:00 PM ★

### **S-768 - Lepanto Wars**

Sat. 3 PM, 3 hrs, 10 players

GM: Brian Whitaker and Woodbridge (VA) Area GamerS

Sponsor: Merrimack: Old Glory Shipyard, Prize: Gift Certificate

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

The Arab galleys have spotted two Spanish Treasure Galleons and are intent on having their cut. Can they close and board without getting shot up? *Beginners, cabin boys and girls welcome.*

### **S-494 - Cat Fight at Lagersteinplatzendorff**

Sat. 3 PM, 4 hrs, 8 players

GM: Jerry Lannigan

Age of Reason 28mm, Rules: Oh God, Anything But a Six!)

The Imagi-nation armies of Margravina Sophia Marie and Princess Trixie clash in what many historians believe is the only Lace Wars battle worthy of the name. The two armies may be the very best dressed armies in military history...or non history! Fight in an army driven by gentlemanly conduct, led by female warrior monarchs

### **S-108 - A Bad Day Along Frenchman's Creek, 1757**

Sat. 3 PM, 4 hrs, 6 players

GM: John Michael Priest

French & Indian War 54mm, Rules: "Fix Bayonets!" by John Michael Priest

Word has come down that French troops, including artillery, with Indian allies and a contingent of irregulars are constructing works to block a retaliatory strike against Fort Dusquesne. British regulars under the command of General Lawrence and a contingent of Indians and colonials are going to drive them out.

*Walk ups welcome; rules taught. Kids under age 14 only w/adult.*

### **S-163 - "All the King's Men" Demo Games**

Sat. 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.allthekingsmentoyoldsoldiers.com](http://www.allthekingsmentoyoldsoldiers.com)

*Children must be accompanied by adult.*

### **S-481 - Carnage and Glory - New Jersey 1780: "The Forgotten Victory"**

Sat. 3 PM, 2 hrs, 12 players

GM: Tom Cusa and Connecticut Game Club

AWI 25mm, Rules: Carnage and Glory II

Pt.2 of an AWI campaign game using the Carnage and Glory computer moderated rule system. The British have invaded New Jersey. The Americans, under Generals Washington and Greene, are forced to react. Will the Jersey Boys stand? Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Scenario based on "The Forgotten Victory" by Thomas Fleming.

*Rules taught. Adult must be present with child.*

### **S-138 - What's so Great about the Great Redoubt? Borodino, 1812**

Sat. 3 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.*

### **S-487 - Die Strassenkreuzung - Bavaria, 19 Apr 1809 - Theme Game**

Sat. 3 PM, 4 hrs, 8 players

GM: Nigel Marsh

Napoleonic 28mm, Rules: Carnage and Glory II Computer Moderated Rules

The Austrian V Korps commanded by Archduke Louis are advancing towards the river Abens. In his path stands an isolated Bavarian force commanded by Wrede. Initially outnumbered and outgunned, Wurttemberg, French and Bavarian forces commanded by Marshal

Lefebvre are marching rapidly to Wrede's support. Can Wrede persevere or will Archduke Louis overwhelm him before Lefebvre arrives?

### **S-320 - LASALLE, 1809 - Theme Game**

Sat. 3 PM, 3 hrs, 8 players

GM: 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](http://www.sammustafa.com)

### **S-299 - Antietam: Burnside's Bridge, 17 Sept 1862**

Sat. 3 PM, 4 hrs, 9 players

GM: John Wilk with John McConnell

American Civil War 28mm, Rules: Brother Against Brother

Union Gen. Ambrose E. Burnside's corps is ordered to capture a 12' wide bridge over Antietam Creek. Two Georgian Regiments have taken up positions behind trees and in rifle pits on a steep wooded bluff overlooking what became known as "Burnside's Bridge". Despite being greatly outnumbered, the Confederates had driven back all Union advances. At around 1 PM the final attack begins.

*Children under age 16 permitted with adult.*

### **S-678 - The Return of Lt Col Markert to the Plains of the Old West**

Sat. 3 PM, 4 hrs, 10 players

GM: Erik Kramer and The Rogues

Wild West 28mm, Rules: Home Rules

Everyone thought that the gun running Major Markert was left for dead last year as he was running away from Cavalry. Now he shows up a year later and he is promoted? Be part of the Cavalry, Indians, or Mexican gunrunners in this game designed to keep you in the action. Help bring Markert to justice before he retires and lives off his pension and money he makes selling guns to the Indians!

*Kid/family friendly.*

### **S-709 - Owumbo: Revenge of the Hereros, 13 Apr 1904**

Sat. 3 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 took heavy casualties at Onganjira 4 days ago, but have assembled a huge force to avenge their fallen comrades. Will they be able to encircle the Germans and then destroy them with a combination of rapid rifle fire and overwhelming charges? From the new scenario book The Herero War. More at: [www.hererowars.com](http://www.hererowars.com).

### **S-198 - Sometimes Ya Win; Sometimes Zulus**

Sat. 3 PM, 1 hrs, 6 players

GM: Duncan Adams and the HAWKS

Colonial 20mm, Rules: Home Rules

British prisoners awaiting their fate get a chance make a break for it. Run for your life with Zulus in hot pursuit. *The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!*

### **S-776 - Dawn Patrol: WWI Dogfight**

Sat. 3 PM, 4 hrs, 14 players

GM: Bruce Kimball with Bill Smith and BPGS

WWI 1:72, Rules: Modified Aerodrome

Your squadron is on a trench strafing mission. As you fly over no man's land, you encounter an enemy squadron and the dogfights begin. Who will rule the skys today? Uses modified, Aerodrome rules

with additional maneuvers and a new firing system. Fast paced, easy to learn.

### **S-620 - Red Skull vs the Haunted Tank**

Sat. 3 PM, 4 hrs, 4 players

GM: Ted Scribner and Northern Lancaster Wargamers

Sponsor: Six Feet Under Games

Pulp 15mm, Rules: Star Grunt 2

WWII: The Red Skull is up to something (when isn't he?) Sources say it involves a giant robot and too much electricity. Can the Haunted Tank backed by a CIC science team stop him before it is too late? What are the Soviets doing in the American zone of operations? And what was that odd glowing on the horizon? *Mature and have at least read the SG2 rules which are a free download from <http://www.groundzerogames.net/>*

### **S-739 - Battlewagons in Action!**

Sat. 3 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!*

### **S-666 - Decision in the Desert: Hagfet Sciaaban**

Sat. 3 PM, 4 hrs, 8 players

GM: Mike Murphy with Glenn Kidd 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, the Axis armored formations were freed to move north and complete the destruction of the British armor. 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. The German 15th Panzer slammed into them shortly after dawn while the combined reconnaissance battalions of the two panzer divisions and the 90th Lt Div worked to turn a flank.

### **S-767 - English Country Side, 2040**

Sat. 3 PM, 3 hrs, 8 players

GM: Matt Pierce with Mark Young and Woodbridge (VA) Area Gamers

Future 25mm, Rules: Home Rules

The collapse of the petroleum market has created widespread unrest throughout the developed world. As traditional infrastructures breakdown, new power centers begin to contest control of society. Bikers, Rollers, Punksters, Crips, Bloods, Banditos and others vie with the police and the military for control of the street. Who will come out on top? *Beginners welcome.*

### **S-381 - Battletech Demo Game 5**

Sat. 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 provided. Beginner friendly.*

### **S-371 - Battletech: Fight for Galatea 3075**

Sat. 3 PM, 4 hrs, 10 players

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

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

In 3075 Coalition forces arrived on Galatea to free it from Word of Blake forces. The fighting bogged down in Galatea City between both sides and resulted in brutal house to house fighting. Either help the Allies push Blakist forces from the city or stand and defend it. *All materials, miniatures and dice provided. Intermediate to experienced players; no players under age 15.*

## **★ 4:00 PM ★**

### **S-770 - Where Was Arthur When the Lights Went Out?**

Sat. 4 PM, 4 hrs, 8 players

GM: Phil Viverito, 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?

### **S-398 - Battle of Bunker Hill, 17 June 1775**

Sat. 4 PM, 4 hrs, 8 players

GM: Richard Claydon and Boston Trained Bands

AWI 28mm, Rules: British Grenadier

On the night of June 16th, in response to intelligence that the British were soon to attempt the capture of undefended high ground around Boston, Colonial forces stealthily occupied Bunker Hill and Breed's Hill, constructed an earthen redoubt on Breed's Hill, and built lightly fortified lines across most of the Charlestown Peninsula. In response, the British attacked. *Over age 14 only.*

### **S-769 - Batallas Insignificantes: Battle of Amusco, 1813**

Sat. 4 PM, 5 hrs, 4 players

GM: Dave Good

Napoleonic 15mm, Rules: Shako II

A little known battle on the way to Vitoria. A great looking table and lot's of little men! *Experience helpful, but not necessary.*

### **S-300 - "Batallas Insignificantes": (Amusco, Spain), 2 June 1813 - Theme Game**

Sat. 4 PM, 6 hrs, 4 players

GM: Dave Good and Roger's Bastion Gamers

Napoleonic 15mm, Rules: Shako II

A little known battle leading up to the Battle of Victoria. The British and their Portugese allies are defending the town of Amusco from a probing attack by French forces under Count Reille. A great looking table with lot's of little men. A good intro to Shako 2.

*Experience helpful, but not necessary. No rules lawyers!*

### **S-656 - Breakthrough at Mercado Nuevo, Summer 1809 - Theme Game**

Sat. 4 PM, 4 hrs, 6 players

GM: Guy Gormley and Blackstone Disorganized Militia Game Club

Napoleonic 15mm, Rules: Carnage and Glory II, Napoleon's Wars 1796-1815

After their failure to take the bridges at La Mierda, the French force under Marshal Lannes is retreating toward Soult's main army. Wellesley has ordered Hill's force to pursue. Hill has established a blocking force in front of Lannes near the village of Mercado Nuevo. This is a fictional scenario set during the Peninsula War and is a follow up to game run last year. *Rules Taught/Beginners Welcome.*

### **S-647 - Remember the Alamo?**

Sat. 4 PM, 4 hrs, 6 players

GM: Don Carter, Sponsor: Old Dominion Game Works

Mexican War 15mm, Rules: American Battlelines

1846; US troops under General Wool advance into northern Mexico. The vanguard passes a small villa and advance into the valley running into a large Mexican army. After a sharp skirmish the Americans retreat into the town to await reinforcements. Flushed with victory and thoughts of another Alamo, the Mexicans advance toward the town. *Rules Taught/Beginners Welcome.*

### **S-199 - Sometimes Ya Win; Sometimes Zulus**

Sat. 4 PM, 1 hrs, 6 players

GM: Duncan Adams and the HAWKS

Colonial 20mm, Rules: Home Rules

British prisoners awaiting their fate get a chance make a break for it. Run for your life with Zulus in hot pursuit. *The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!*

### **S-705 - "Sarnov's House" - Stalingrad, Oct 1942**

Sat. 4 PM, 4 hrs, 8 players

GM: Mike Sarno with Corey Weaver

WWII 1:72, Rules: Modern Ops (Savage Showdown)

Junior Sgt Sarnov has been ordered to take an apartment building from German defenders. When the assault begins, Germans realize what is happening and rush every available man to reinforce the position. Will it be enough to hold? Modern Ops recreates 20th Century battles, including vehicles and aircraft, as well as trademark Savage Tales and random events that make every battle a surprise.

*Players under age 16 only w/adult.*

### **S-382 - Battletech Demo Game 6**

Sat. 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 provided. Beginner friendly.*

## **★ 5:00 PM ★**

### **S-118 - Apogee of Empire: Battle of Wagram, 6 July 1809 - Theme Game**

Sat. 5 PM, 6 hrs, 16 players

GM: Peter Anderson with The Hofkreigsrat Team

Napoleonic 25mm, Rules: Field of Battle by Piquet (regt./brigade scale)

The climactic 2nd day of this hard fought battle will be depicted using over 2,000 figures. Let it not be said by posterity that "It is evident that you were not present at Wagram"... or at least its 200th anniversary recreation! *Children under 15 welcome w/playing Adult*

### **S-200 - Sometimes Ya Win; Sometimes Zulus**

Sat. 5 PM, 1 hrs, 6 players

GM: Duncan Adams and the HAWKS

Colonial 20mm, Rules: Home Rules

British prisoners awaiting their fate get a chance make a break for it. Run for your life with Zulus in hot pursuit. *The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!*

### **S-616 - Stonne, France (May 1940): House on a Fiery Hill, Part Deux**

Sat. 5 PM, 4 hrs, 6 players

GM: Keith Stine and Susquehanna Historical Wargamers

Sponsor: Iron Ivan Games

WWII 15mm, Rules: Disposable Heroes

Players control either units of the Grossdeutschland Regt and armor support of the 10th Panzer, or French motorized infantry and tank support of the 3 DIM and the 45e and 49e BCC. Pt-2 of a 2-pt game which outcome of first game determined what positions, strengths, and objectives will be for players in this game. *Age 17+ only.*

### **S-112 - Armor Encounter: France, May 1940**

Sat. 5 PM, 4 hrs, 6 players

GM: Ronald Bingham with Phil Gibbons and Battle Barn of Williamsburg VA

WWII 15mm, Rules: Flames of War

Elements of the 7th Pz Div have "encountered" Armor from the French 3rd Div. Cuirassée de Réserve (DCR) near Sedan. This FoW battle will be an "Armor Encounter" scenario where both sides meet in combat and roll for reserves. *A 200pt FoW game using FoW V2, EW Playtest Intel Briefs and the Armor Encounter scenario found on web.*

### **S-438 - Cat Fight at Cologne**

Sat. 5 PM, 5 hrs, 6 players

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

Sponsor: SMPress

WWII 20mm, Rules: Soldat

By March of 1945, American forces in Germany were rapidly approaching the Rhine. Cologne had not offered as stiff a defense as anticipated. The Vaunted Volkssturm surrendered in incredible numbers, having been abandoned by their Heer Officers. Still, small bands of Volkssturm were holed up throughout the city, still prepared to give their last full measure to defend the Reich.

### **S-375 - Battletech – Grinder 3**

Sat. 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 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, minis and dice provided. Beginner friendly; rules taught.*

### **S-383 - Battletech Demo Game 7**

Sat. 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 provided. Beginner friendly.*

## **★ 6:00 PM ★**

### **S-426 - Battle on the Saxon Shore, c. 480 AD**

Sat. 6 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.*

### **S-446 - Minden**

Sat. 6 PM, 6 hrs, 10 players

GM: Jeff Hiley with Alan Isabelle, Lou Cardinale

Sponsor: Maplewood Hobbies

Age of Reason 15mm, Rules: Volley Fire

Prince Ferdinand of Brunswick and his army of British, Brunswickers, Hanoverians, and Hessians face the French army menacing Frederick the Great's western flank. Stinging from a repulse at the Battle of Bergen, Ferdinand's forces are looking to even the score.

### **S-771 - Battle of Bolanovka: Morning, 16 May 1709**

Sat. 6 PM, 4 hrs, 6 players

GM: David Bonk with Lyle Bickley and Triangle Simulation Society

Sponsor: Carnage and Glory Rules

Age of Reason 25mm, Rules: Carnage and Glory Computer

Moderated Great Northern War Rules

Continued from the earlier game: While maneuvering to bring the main Russian army to battle Charles directs that the stronghold of Bolanovka be captured to block the Russians from reinforcing Poltava. After attacking the Russians late in the day, the Swedish forces are now concentrated and ready to capture Bolanovka. Russian reinforcements are expected, but unknown from which direction they will arrive.

### **S-734 - Cold Steel & Canister National Championship Tournament - Theme Game**

Sat. 6 PM, 5 hrs, 16 players

GM: Jack Decker with Kevin French

Sponsor: Decker Games LLC, Prize: Trophy, Decker Games products  
Napoleonic 15mm, Rules: Cold Steel & Canister

Choose a brigade and battle for glory, honor, and prizes. Bring your own brigade or use one of ours. 15mm, 60:1 almost any basing type is ok. Single elimination. Watch [www.deckergames.com](http://www.deckergames.com) for further information. Quick play (about 1 hour per round). Some experience or CS&C bootcamp required. *Not recommended for kids. Register at Tournament.*

### **S-783 - The Battle of Wagram, July 6, 1809 (Block 6)**

Sat. 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.*

### **S-140 - Battle of Albuera, Spain 1811 - Theme Game**

Sat. 6 PM, 5 hrs, 7 players

GM: Nick Zizo

Napoleonic 15mm, Rules: Age of Eagles

Marshal Soult is attempting to take the town of Albuera. He is using 5th Corps and independent units. General Beresford opposes him with an Anglo-Portuguese Army and two Spanish Armies. On paper

Beresford outnumbers Soult, but when quality is counted, the French are superior. Will Beresford's hodgepodge army defeat the French?  
*Adults only.*

### **S-714 - Battle of Hausen-Teugn, 19 Apr 1809 - Theme Game**

Sat. 6 PM, 3 hrs, 12 players

GM: Thomas Uhl with Dave Waxtel and MAPHOGS (Maplewood Hobby Gamers), Sponsor: Maplewood Hobby

Napoleonic 15mm, Rules: Shako II

Austrian headquarters received a captured dispatch leading them to believe that Davout's Corps would remain stationary around Regensburg. Archduke Charles felt that an opportunity existed to defeat the isolated III Corps, so the Austrians moved north to attack Davout.

### **S-715 - Battle of Eggmuhl (North Flank), 22 Apr 1809 - Theme Game**

Sat. 6 PM, 3 hrs, 12 players

GM: Thomas Uhl with Dave Waxtel and MAPHOGS (Maplewood Hobby Gamers), Sponsor: Maplewood Hobby

Napoleonic 15mm, Rules: Shako II

Archduke Charles issued orders for Bellegarde's Austrian I Corps to march on Regensburg providing his army with a route over the Danube. Kolowrat's II Corp was to cut off access to Regensburg from the south while main Austrian army attacked the French left flank. Davout was ordered on the offensive. Napoleon intended to crush Rosenberg's IV Corps, while the Austrians were somewhat dispersed.

### **S-448 - Elkhorn Tavern, 7 Mar 1862**

Sat. 6 PM, 5 hrs, 6 players

GM: Mark Hayes

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

At the Battle of Pea Ridge, Price's Division skirmished with Federal troops around Elkhorn Tavern for most of the day, waiting for McCulloch's Division to join them. Late in the afternoon Price and the army's commander, Earl Van Dorn learned that McCulloch was dead, and his men had been checked at Leetown. At 4:30 PM Price launched a fierce assault against the thin Union line as light faded.

### **S-468 - Get Home! - Mission 250, 6 Mar 1944 (1450 hours)**

Sat. 6 PM, 4 hrs, 12 players

GM: Scott Fisher and Skirmish Campaigns

Sponsor: Skirmishcampaigns.com, Prize: TBA

WWII 1:300, Rules: Check Your Six!

The B-17s are headed home after bombing their targets. The P-47 escorts struggle to protect the bombers from the aces of JG.11. Come fly either US or German fighters in this massive battle. Players will allocate escorts and attackers against a giant bomber stream (50+ 1/300 B-17s). Come join this second grand scale game from the newly released Check Your Six! 8th AF book.

### **S-384 - Battletech Demo Game 8**

Sat. 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 provided. Beginner friendly.*

★ 7:00 PM ★

### **S-335 - To Know Your Enemy**

Sat. 7 PM, 4 hrs, 6 players

GM: Ben Fornshell with Del Stover and WNGA

Dark Ages 25mm, Rules: Tabletop Battle System

The Dark Ages ushered in a new era of fighting. One far less civilized than the crisp Roman legions. The Saxons faced off against a cunning foe. They were daring, strong, and knew all of their weaknesses as only one opponent could...themselves.

*Children welcome w/adult supervision.*

### **S-396 - Pieces of Eight - 18th Century Pirate Ships**

Sat. 7 PM, 3 hrs, 3 players

GM: Martin Goddard with Julie, Grace and Rachel Goddard

Age of Piracy 1/450th, Rules: Pieces of Eight by Peter Pig

A mini campaign of multiple engagements fought within a 3 hour time slot. Uses Peter Pig 1/450th scale pirate ships along with Peter Pig Pieces of Eight rules. All pretty straightforward! Rules writer and sculptor will be present.

*Not recommended for kids.*

### **S-208 - Tavern Brawl**

Sat. 7 PM, 4 hrs, 8 players

GM: Jennifer Palmer and the HAWKS

Age of Piracy 25mm, Rules: Blood & Swash

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

*Under age 13 only w/playing adult.*

### **S-713 - Battle of Barossa, 5 Mar 1811 - Theme Game**

Sat. 7 PM, 3 hrs, 4 players

GM: Patrick Long and Capital Region Grognards

Napoleonic 10mm, Rules: Shako II

The armies of Marshal Victor and Maj.Gen. Graham clash over a small piece of ground called Barrosa Hill. One of the smaller battles of the war in Spain. Can you lead the British to victory again or will the French forces win one for the Emperor.

### **S-150 - Fleet Demolition Derby during the ACW: Naval Battle of Memphis**

Sat. 7 PM, 3 hrs, 12 players

GM: C. Patrick Hreachmack with Norm Lunde

Sponsor: Bay Area Yards & The Last Square, Prize: TBA

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

The closest thing to a fleet action demolition derby to come out of the ACW, 7 Federal vessels were met by 8 Confederate vessels on 6 June 1862 at Memphis. The action took place in front of picnic crowds lining the Memphis riverbanks. If you enjoy taking part in an actual & historical floating demolition derby, please join us and see if you can do better than history! *Over age 17 only.*

### **S-102 - Boys in the Hood**

Sat. 7 PM, 4 hrs, 8 players

GM: James Mattes and FLAGs (Fayetteville Legion of Area Gamers), & AoCM

Sponsor: Sash & Saber, Prize: Gift Certificate

American Civil War 40mm, Rules: Modified Johnny Reb III

John Bell Hood's division attack on 2 July 1863 on Little Round Top and Devils Den.

### **S-291 - Rebel Yell: Union and Rebs are at it again!**

Sat. 7 PM, 4 hrs, 6 players

GM: Devon McKenzie and AoCM

American Civil War 28mm, Rules: Home Rules

Ye haw Lets shoot dem Yankees! The Blue and the Grey are at it again. Can you break your opposition? Stomp the grapes of wrath or bring your heart to Dixie? *Play as you go rules. 40K rule variant.*

### **S-281 - Celluloid Heroes of the West**

Sat. 7 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

### **S-225 - Ribbit!**

Sat. 7 PM, 3 hrs, 8 players

GM: Buck Surdu with Chris Palmer and the HAWKS

Victorian Science Fiction 28mm, Rules: G.A.S.L.I.G.H.T.

South American frogs and turtles battle the North American frogs and turtles for control of the Saurian idol of significant religious significance. Players control one or two units of frogs or turtles. Frog cavalry and turtle tanks make their appearance for the first time.

*Under age 13 only w/playing adult.*

### **S-690 - "Hell Ride" - The Charge of the Light Brigade, 25 Oct 1854**

Sat. 7 PM, 3 hrs, 6 players

GM: Paul Delaney with Mike Fijalka and Ray Maclure

Sponsor: Eagle and Empire Game Shop

19th Century 28mm, Rules: Home Rules

Into the Valley of Death. On the Balaclava plain in the Crimea. British can you make it down the Valley of Death, take the guns and return back to your lines again? Russians can you stop the mad and insane British light cavalry? Game based on the book "Hell Riders" by Terry Brightin. *Kids over age 10 welcome w/adult.*

### **S-282 - The New Reb Navy Rules the Seas!**

Sat. 7 PM, 4 hrs, 12 players

GM: Leo Walsh and Wednesday Gamers

19th Century 1:1000, Rules: AGE OF IRON EXPANSION

Those Rebs just don't give up. A new batch of ocean going ironclad warships search out a Yankee flotilla.

### **S-406 - "Fall of Eagles" - Battle of Tannenberg, Aug 1914**

Sat. 7 PM, 5 hrs, 11 players

GM: Lou Valenti with Joe Brimer and Battle Barn

WWI 15mm, Rules: Battle Barn Fast Play

East Prussia: What many consider to be the most decisive German victory of the War. Outnumbered 3:1 the German 8th Army must repel invasion of 2 Russian armies. Grab your pickelhaube/vodka and get ready to fight a battle of encirclement and annihilation. Trenches! What trenches! Trenches are for sissies! *Not recommended for kids.*

### **S-410 - Blue Max Flying Circus**

Sat. 7 PM, 3 hrs, 10 players

GM: Richard Oster with Alan Wright and TWA

WWI 1:72, Rules: Canvas Eagles (Blue Max variant)

Come fly with the infamous Richtofen's flying circus escorting a Gotha Bomber (yes a Gotha in 1/72 scale). Richtofen's flying circus has been ordered to escort a Gotha bomber to its target. Fly with Manfred and Lothar Richtofen, Ernst Udet and even Bruno Stockel from the movie The Blue Max. If you prefer the good guys fly Eddies Richenbackers' Spad XIII with the allied powers to stop tyranny.

### **S-296 - Grossdeutschland vs 6th Tank Army**

Sat. 7 PM, 3 hrs, 8 players

GM: Vittorio Magazzeni with Anthony Magazzeni and The Rogues  
WWI 1:285 micro, Rules: Flames of War

Grossdeutschland, Panzer Group Strachwitz, supported by the division's Fusilier Regt, captured Hill 243 after a vicious 3-hr battle during which the Germans took heavy losses, including Col. Graf von Strachwitz. Despite his frantic efforts to halt the German flank attack, Getman's tank corps was decimated.

### **S-290 - To Arms! For the Mother Country, Bread and Justice!**

Sat. 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 2, 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 Almendralejo. Will their drive on Madrid be a success or will the Republicans hold?

### **S-400 - Fall Purporrot (Case Magenta) - The Nazi Conquest of Ruritania**

Sat. 7 PM, 4 hrs, 8 players

GM: Jeff Wasileski with Nick Wasileski  
Pulp 28mm, Rules: Astounding Tales!

When aged King Ruprikt of Ruritania joined the Allies in declaring war on Germany in Sept 1939, he never thought his small nation would be the place where Hitler would test his Super Science weapons. All that stands before this onslaught are Ruritania's brave, but antiquated army, the folklore of her dark forests and the mad genius of Nikola Tesla. WWII was never so weird!

### **S-191 - Look Sarge, Maltot may be One Town Too Far! 10 July 1944**

Sat. 7 PM, 4 hrs, 5 players

GM: James (Tank) Nickle and the HAWKs  
WWII 1:285 micro, Rules: Look Sarge, No Charts

Operation Jupiter is underway with the British 130th Brigade trying to make a push to cross the river Orne. The prize is the village of Maltot and British infantry supported by Churchill tanks will drive hard to reach their goal. Unfortunately for them the 12th SS Panzer is intent on holding this sector of the front at all costs.

### **S-439 - Kursk Offensive: Luftwaffe Operations in the Orel Bulge, 16-31 July 1943**

Sat. 7 PM, 4 hrs, 8 players

GM: Ashley Johnson and SMP  
WWII 1:144, Rules: Warbirds

The Luftwaffe was called upon to halt the offensive, and its actions proved decisive to saving the German armies from encirclement. It organized a massive aerial offensive to blunt the threat. On 16 July, it flew 1595 sorties; double of previous days. In daylight hours the Sturzkampfgeschwader and Schlachtgeschwader attacked Red Army units while the Kampfgruppen targeted rear supply lines.

### **S-322 - Marianas Turkey Shoot, 19 June 1944**

Sat. 7 PM, 4 hrs, 8 players

GM: Martin Fenelon and Niantic Wargamers, Sponsor: MSD Games  
WWII 1:285 micro, Rules: Kamikaze 1946: Divine Wind

A Japanese strike group is heading towards the US carriers off Saipan. Operation A has placed the IJN carriers in an ideal position for the strike. Can the inexperienced IJN pilots fight through the Hellcats and flak to reach the ships? *Fast play rules taught; no exp needed.*

### **S-189 - J. Patrick's Grand Prix Racing**

Sat. 7 PM, 4 hrs, 6 players

GM: J. Patrick Chambers and the HAWKs  
Modern 28mm, Rules: J. Patrick's Grand Prix Racing

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.*

### **S-472 - Snowball's Chance**

Sat. 7 PM, 3 hrs, 20 players

GM: Gwyneth Gaspari with Richard Kane and New Jersey Miniatures Society  
Modern 40mm, Rules: Home Rules

It might be summer, but the kids are back for their annual snowball fight. Get those snowballs you saved up in the kitchen freezer and meet the kids from the other development. Send the other side running home crying. New and improved kids will debut at this game. *Parental assistance for very young players requested.*

### **S-633 - Carrier Strike**

Sat. 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?

### **S-469 - One Full Day, 19 Apr 1967**

Sat. 7 PM, 3 hrs, 8 players

GM: C.B. Stevens and Skirmish Campaigns  
Sponsor: Skirmishcampaigns.com  
Modern 1:300, Rules: Check Your Six!

Near the Red River Delta, North Vietnam. Leo Thorsness, the "Chief Weasel" at Thakli Air Base in Thailand led a SAM suppression mission of four F-105s near Xuan Mai. In the ensuing action Kingfish 02 was shot down. Thorsness quickly shot down a Mig-17 and was the called upon to defend the inbound rescue force against many more Mig-17s.

### **S-193 - Buck Rogers by GASLIGHT**

Sat. 7 PM, 4 hrs, 8 players

GM: Kurt Schlegel and the HAWKs  
Future 54mm, Rules: G.A.S.L.I.G.H.T.

Come join Buck Rogers and Wilma Derring on a secret mission to Mars as they attempt to foil the Emperor's latest plan to conquer Earth. Even though the mission is secret, somehow word tends to get out and all your favorite characters will probably show up, including Buck Rogers, Col Wilma Derring, Dr. Huer, Black Barney, Killer Kane, Princess Ardalla, Prince Baron...even the Emperor himself!

### **S-645 - Gnome Wars: Dagda's Cauldron**

Sat. 7 PM, 4 hrs, 16 players

GM: Jim Stanton, Sponsor: Miniature Bldg Authority, Prize: TBA  
Gnomes 28mm, Rules: Gnome Wars

The Germans and Samurai have managed to loot Dagda's Cauldron, one of the Leprechaun's Four Treasures, and are trying to get it out of Ireland. After a frantic march the Leprechauns caught them at Elmore's Castle. Ard-RI Stanton has enlisted the Ri Ruirech of the Clurichaun, King Redding, to reform their old alliance and keep the cauldron in Ireland. *Anyone bringing a painted unit of Gnomes or Leprechauns from Brigade Games does not have to prereg for game. No one under 14 without playing adult; father/son teams encouraged.*

### **S-798 - Rough Reception at Rheinburg (Double-blind)**

Sat. 7 PM, 4 hrs, 7 players

GM: Don Hogge and the HAWKs  
WWII 25mm, Rules: Battleground WW2

On 5 March 1945, elements of the 36th Tank Battalion and the 49th Armored Infantry Battalion were ordered to seize the town of Rheinberg near the Rhine River. The plan was based on a premise of negligible resistance. The commander of the Task Force, Major Van Houten said, "We thought it was to be a road march." He was wrong. Waiting were elements of the 116th Panzer and 190th Infantry Division.

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

## ★ 8:00 PM ★

### **S-773 - Viking Looters**

Sat. 8 PM, 3 hrs, 12 players

GM: Greg Whitaker and Woodbridge (VA) Area Gamers

Dark Ages 25mm, Rules: Home Rules

The classic Saturday Night convention game is back after a 2 convention hiatus. You've driven off the men, had fun with the women, gathered the loot, and put the town to the torch. Now it's time to make it back to the boat, but the only thing between you and the open sea (and your bragging rights) are your fellow Viking Looters. Looters beware... of each other! *Beginners welcome.*

### **S-127 - Caribbean Pirate King, 1809 - Theme Game**

Sat. 8 PM, 3 hrs, 30 players

GM: Pete Panzeri Jr. with Chris King

Sponsor: Old Glory, Prize: Video's & Wargames

Age of Piracy 1:1, Rules: Blackbeard Rules! By Pete Panzeri

Struggle between Brit, Spanish, French, American Navy/Marines to depose or enthrone the privateers of 1809 for control of the Caribbean. Secret pirate ports, pirate fleets and treasure at stake. Both wargame and political play. Prizes, Fun and Camaraderie. Adults-only Rumrunner Evening Game. Pirae costumes urged; the game is a party and all are invited to attend. *No Children or Teens please. (Adults participating with any special behavioral issues, please notify the GM in advance.) [Note: Costume Contest just before game. Any costume related to 1809 pirates - British, Spanish, French, American Navy or Marines. Prizes for most authentic and funniest: male, female, couple.]*

### **S-781 - Battle of Wagram, July 6, 1809 (Block 4)**

Sat. 8 PM, 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.*

### **S-772 - Cowboy Wars Out West**

Sat. 8 PM, 3 hrs, 10 players

GM: Jim Foster and Woodbridge (VA) Area Gamers

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

Wild West 25mm, Rules: Cowboy Wars

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

### **S-628 - The Sword in Africa**

Sat. 8 PM, 4 hrs, 6 players

GM: Brett Abbott with Ed Watts and Colonial Wars Group

Colonial 28mm, Rules: TSIA

Belgians try to suppress an Azande uprising. The Belgians have to break the uprising before it spreads and the loyalty of their own troops is questionable.

### **S-667 - Quiche Lorraine, France (20 Aug 1914)**

Sat. 8 PM, 4 hrs, 10 players

GM: Jesse Scarborough and Test of Battle Games

Sponsor: Test of Battle Games, Prize: Gift Certificate

WWI 15mm, Rules: Command Decision Test of Battle

The French offensive in Lorraine has opened auspiciously. Sarrebourg has fallen. Now, the 8th Infantry Div has been tasked with seizing additional bridges over the Saar. The Germans dissent; battle results. Scenario playtest for the forthcoming France 1914 – Onto the Marne.

### **S-476 - Conflict at Bari, 1943 Italian Campaign (Hypothetical Boardgame & 15mm Minis Scenario)**

Sat. 8 PM, 4 hrs, 6 players

GM: Byron Collins and ODMS

Sponsor: Collins Epic Wargames, Prize: Gift Certificate

WWII 15mm, Rules: Frontline General

Learn the Frontline General Boardgame/Minis hybrid system from the publisher (GM) as you play a challenging hypothetical scenario for control of the Italian port of Bari. The boardgame serves to drive most of the action setting up the final battle for Bari that will be resolved using 15mm miniatures (provided). *Not recommended for children. For more info on the Frontline General System and to preview the scenario, please see <http://www.frontlinegeneral.com>.*

### **S-668 - Broken Spearhead: Second Day at Sidi Rezegh, 22 Nov 1941**

Sat. 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

Yesterday as the British attacked North to relieve Tobruk they met the DAK. After a see-saw battle the British held, but lost most of their armor. During the night, 21st Panzer Div, organized in two battle groups shifted to the north to launch a renewed attack. In the morning, the somewhat battered 22nd Brigade races north to reinforce the defenders, but 21st Panzer's attack starts first.

### **S-774 - Sumo Wars**

Sat. 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.*

### **S-456 - Left For Dead**

Sat. 8 PM, 4 hrs, 8 players

GM: Mike Pierce

SciFi 15mm, Rules: All Things Zombie: Better Dead Than Zed

In the gathering dusk, the town of Midvale is quiet. Your group needs shelter and supplies. Will the dark houses and stores of this small Midwestern village yield food, fuel, ammo, perhaps more survivors? Is there sanctuary here, perhaps a little peace in this crazy existence? Or will the night fill with the eerie shrieking moan of undead horrors sensing a hot feast of living flesh and blood? *Adult must be present with child.*

### **S-376 - Battletech – Grinder 4**

Sat. 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 Introductory Rules. You start out with a Light Mech and as you die, you advance up to next weight class. Game will be using miniatures from Iron Winds Metals beginner sets and other Mechs from Classic Battletech line. *All materials, minis and dice provided. Beginner friendly; rules taught.*

### **S-372 - Battletech: Grand Melee**

Sat. 8 PM, 5 hrs, 14 players

GM: Mark Yingling  
SciFi 1:285 micro, Rules: CBT – Total Warfare

The Trial for Bloodright is going to start and your only way to get in is by winning the Grand Melee. Select any clan mech (omni or standard) of any battlevalue 1 (BV1), but the gunnery and piloting of the mech is determined by the BV. If a player selects a mech with a high BV1, their gunnery and piloting skills will also be high. Top 3 Mechwarriors receive prizes. *All materials, minis and dice provided. Intermediate to experienced players and no players under age 15.*

## ★ 11:00 PM ★

### **S-283 - Midnight Massacre**

Sat. 11 PM, 6 hrs, 30 players

GM: Scott Landis with Kurt Kramer, Gwyn Reeves, Jeff Kimmel, Michael Panzer, Dave Reiners, Eric Turner and The Rogues  
American Civil War 15mm, Rules: Fire and Fury and BAPS Ironclads

Late night classic is back for its 15th year. Game will involve all of the "Madness" 30+ regulars have come to know and love. Rebels fight a weakened/demoralized Union Army, while Navy scenario has a new twist. The real reason folks come to the game is to be part of "The Social Event at the Con". Pre-reg gets you an Elite Command. Latecomers welcomed for "2nd Wave". As always, 2 drink minimum!

## SUNDAY

## ★ 9:00 AM ★

### **Z-142 - Close Action Fleet Battle: Sunday**

Sun. 9 AM, 6 hrs, 30 players

GM: Lee Girer with Mark Campbell and M.A.N.O.F.W.A.R.  
Age of Reason 1:600, Rules: Close Action

Captains! Come refight a dramatic naval battle from the Age of Fighting Sail, when fleets of ships of the line dueled to determine which nation would rule the seas. Realistic movement, combat, and limited communications rules assure that you'll get as close to real combat in this battle as possible. Will you win Honor and Glory for King and Country, or be disgraced in dishonorable defeat? *Rules taught; Kid friendly and welcome if accompanied by a parent*

### **Z-477 - Battle for the Gulag Archipelago**

Sun. 9 AM, 4 hrs, 6 players

GM: Otto Schmidt, Sponsor: Society of Daisy  
Inter-War 20mm, Rules: The Shattered Century

Battle in a darkly humorous, but strangely familiar world. Fahrvergnügen is driving on the capital of the Gulag Archipelago (Gullaggin's Island) to take it from the Workers Winter Wonderland of Freeland. You have the chance to affix Nozi glori over this bleak,

black, frozen rock for a thousand years! Or you can wipe the stain of the fish-faced enemy of the people from the icy motherland.

### **Z-737 - The Wadi of No Return, 1943**

Sun. 9 AM, 4 hrs, 6 players

GM: Chuck Cothran and The Cape Historical Gaming Society  
WWII 28mm, Rules: Warhammer 40K for WWII

Specially trained British SAS Commandos Paradrop at night to capture German 88 positions. The must turn the guns on their owners to stave off vicious counter-attacks while waiting for the relief of Monty's armoured columns. *Under age 16 only w/adult.*

### **Z-646 - Vampire Wars**

Sun. 9 AM, 3 hrs, 10 players

GM: Dennis Layson, Sponsor: Miniature Bldg Authority, Prize: TBA  
Fantasy 28mm, Rules: Vampire Wars

Based on Bram Stoker's novel set in the 1800s where each player can run a group of classic monsters or monster hunters.

### **Z-147 - Battle of Cape Spartel, 20 Oct 1782**

Sat. 9 AM, 7 hrs, 14 players

GM: Stanley Sunderwirth  
AWI 1:2400, Rules: Victory Under Sail

Having saved Gibraltar, Admiral Lord Howe with 35 battleships is caught on his return to England by don Luis de Cordoba with 46 Spanish and French battleships off Cape Spartel. In a moonlit battle, the Bourbons gave as good as they got. Players will control entire squadrons or divisions. Lots of dice, few charts. *Rules taught.*

## ★ 10:00 AM ★

### **Z-224 - Incident at the Ruptured Swordfish**

Sun. 10 AM, 2 hrs, 8 players

GM: Buck Surdu and the HAWKS  
Age of Piracy 28mm, Rules: Blood & Swash

It's another quiet evening at the Ruptured Swordfish. Crews for numerous pirate ships gather with intentions of relieving the tavern keeper of his evenings receipts. Tensions are high until the bar wench bends a tray over a pirate's head in response to unwanted attentions. In moments all is flying beer mugs, flailing blades, flipping tables, pulled rugs, a fusillade of musketry, and fisticuffs. *Rules taught; simple/fast. Players under 13 welcome w/playing adult.*

### **Z-700 - Drawing Blood on the Frontier: French and Indian War**

Sun. 10 AM, 4 hrs, 6 players

GM: Andy Kling and Refuse the Flank Wargamers  
French & Indian War 25mm, Rules: Brother Against Brother

French and British forces, along with their colonial and native allies, clash in the backwoods of the North American Frontier. Action will be fast/bloody, as you command some of the best troops of the conflict; Rangers, Marines, Native Warriors, and even Highlanders. Grab your musket, don your war paint – this will be a bloodletting.

### **Z-164 - "All the King's Men" Demo Games**

Sun. 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](http://www.allthekingsmentoysoldiers.com)  
*Children must be accompanied by adult.*

### **Z-414 - Pursuit of the Goeben**

Sun. 10 AM, 5 hrs, 12 players

GM: Dave Emdee

Early 20th Century 1:1200, Rules: Victory at Sea!

Another run of the SMS Goeben for Turkey. See if you can get past the British 1st Armored Cruiser Sqdr. Meanwhile looking over your shoulder for those British BC's chasing you. A cool head and nerves of Krupp steel required. *Rules taught in about 3 minutes!*

### **Z-192 - The Boys Are Hungry! 18 June 1920**

Sun. 10 AM, 2 hrs, 8 players

GM: James (Tank) Nickle and the HAWKs

Inter-War 28mm, Rules: Blood & Swash

The Irish War of Independence has torn the countryside for a year and a half. Both IRA men and the local British forces are finding it harder to get sufficient food from the Irish population. Word has come to Auxie HQ of a still prosperous farm near the town of Ross on the River Barrow. Perhaps some quick action would allow for a refill of the larder by foraging, legitimate or otherwise.

### **Z-669 - Broken Spearhead: Second Day at Sidi**

#### **Rezegh, 22 Nov 1941**

Sun. 10 AM, 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

November 22, 1941, Yesterday as the British attacked North to relieve Tobruk they met the DAK. After a see-saw battle the British held but lost most of their armor. During the night, 21st Panzer Division, organized in two battle groups (Knabe for the infantry and Stephan for the tanks), shifted to the north, to launch a renewed attack from that direction. In the morning, the somewhat battered 22nd Brigade races north to reinforce the defenders, but 21st Panzer's attack starts first.

### **Z-190 - J. Patrick's Grand Prix Racing**

Sun. 10 AM, 3 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.*

## **★ 11:00 AM ★**

### **Z-679 - Sunday Morning Cool Down: WWII Air**

Sun. 11 AM, 3 hrs, 6 players

GM: Jeff Kimmel and The Rogues

WWII 1:285 micro, Rules: Blue Sky

Everyone needs a little cool down after an intense weekend of gaming, how about some casual WWII air warfare? Simple scenario in a relaxed atmosphere to give you time to talk about all your wargame triumphs before you are shot out of the sky by a crazed maniac who has not slept all night (probably one of us after the Massacre!)