



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

## Preliminary Events List - Saturday

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### ★ 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 Grogards, 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 Nuremberg. 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 Stratigy 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. *All players must be at least 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 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.*

#### **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 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. *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 Society

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

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

### **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, Confederates had driven back all Union advances. Around 1 PM 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 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](mailto: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: Market Garden, 1944**

Sat. 9 AM, 4 hrs, 6 players

GM: Zach Pfiefer and Northern Lancaster Wargamers, Sponsor: Six Feet Under Games

WWII 28mm, Rules: Disposable Heroes

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 Bengé, 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 Pontois, 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 Pontois. 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 Campgns 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-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-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-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 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.allthekingsmentoy SOLDIERS.com](http://www.allthekingsmentoy SOLDIERS.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. The 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. *Over age 16 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 Dziedzic 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. *Over age 16 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 January 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 Lehr 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-219 - Colonial Marines vs Aliens**

Sat. 10 AM, 3 hrs, 6 players

GM: Mike Kogelschatz and the HAWKS

Future 6", Rules: Home Rules

All communication with the terra-forming outpost on LV 1790 has been cutoff. The Weyland-Yetani Corporation has requested the Colonial Marines to investigate the disturbance. Join the marines for this bug hunt.

### **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 onslaught of Saruman's army? *Kids 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, miniatures and 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 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.*

### **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 and dice will be 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 Bolanovka be captured to block the Russians from reinforcing Poltava. Results 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 with Naval Air Combat extensions!

WW2 in the Pacific! Torpedoes in the water! Bombs! Flaming Zeroes! Attack or defend an aircraft carrier and escorts. 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: [www.Skirmishcampaigns.com](http://www.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 will be 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 - 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 - 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 withdraw. 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 with 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)

French and their German allies attempt to split Austrian army near 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 German 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 Furrer's birthday. *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 will be 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. A card-driven game, simple in style, but with cunning twists and many decisions for the players, and designed to reflect the 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 and 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 againt 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 allies, 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 as 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 engagement. He will likely have S. Craig Taylor Jr. acting as a stunt double when things get sticky. Small format 1809 French vs Pussian action. Come try and beat the shirt off of Bob's back! *Napoleon's Battles: Custom Scenario.*

### **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 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.

### **S-220 - Colonial Marines vs Aliens**

Sat. 2 PM, 3 hrs, 6 players

GM: Harry Kogelschatz and the HAWKs

Future 6", Rules: Home Rules

All communication with the terra-forming outpost on LV 1790 has been cutoff. The Weyland-Yetani Corporation has requested the Colonial Marines to investigate the disturbance. Join the marines for this bug hunt.

### **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 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.*

### **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 will be 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: 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-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.allthekingsmentoyssoldiers.com](http://www.allthekingsmentoyssoldiers.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, Sponsor: Carnage and Glory

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, Wurtemberg, 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 - Owiumbo: 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 thAmerican 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 will be 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 the 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 will be 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 Regiment and armor support of the 10th Panzer, or French motorized infantry and tank support of the 3 DIM and the 45e and 49e BCC. Part two of a 2-part game which outcome of first game determined what positions, strengths, and objectives will be for players in this game. *Over age 16 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. Cuirassee de Reserve (DCR) near Sedan. This FoW battle will be an "Armor Encounter" scenario where both sides meet in combat and roll for reserves. *This is 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 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.*

### **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 will be 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 - 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: [www.Skirmishcampaigns.com](http://www.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 will be 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.*

### **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 the 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 Eddie 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 Almedralejo. 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: [www.Skirmishcampaigns.com](http://www.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 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 Building 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 - Carribean 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, notify 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 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.*

### **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, miniatures 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!