



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

Preliminary Events List - Thursday

★ 9:00 AM ★

T-637 - Return to Enemy Territory

Thurs. 9 AM, 4 hrs, 14 players

GM: Orest Swystun with Nathan Orest, Sponsor: Miniature Building Authority, Prize: TBA

WWII 28mm, Rules: Enemy Territory

The town of Totenberg is crucial to the war cause. The Allies want it. The Germans want it. Time for a hurried uncoordinated attack to take the town and hold it. Take on the role of a single Allied/Axis soldier, engineer, covert ops, field ops or medic, and gain skill and get better at what you do. Walk ups and children welcome. *Important: This game starts before the Registration Desk opens at 10 AM Thursday, so only those that arrived on Wednesday to get their badge may play; do not pre-reg if you will not be able to pick up your badge to play in time!*

★ 10:00 AM ★

T-265 - Pretty Fireworks

Thurs. 10 AM, 4 hrs, 10 players

GM: Kim Caron and Wednesday Gamers

Wild West 25mm, Rules: High Noon

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

T-266 - Heavy Metal on the High Seas

Thurs. 10 AM, 4 hrs, 12 players

GM: Al Lyons with Leo Walsh and Wednesday Gamers

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

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

T-405 - Breakthrough at Pless (Poland), 2 Sept 1939

Thurs. 10 AM, 5 hrs, 6 players

GM: Michael Sincavage with Peter Landry

WWII 15mm, Rules: Battlefront

Having driven in the outlying enemy defenses on Sept 1st, the German 5th Panzer unleashed its armor in an attempt to break into the Polish rear. Elements of the Polish 6th Inf Div, supported by part of the 21st Highland Div, are dug in to block the way. This scenario, taken from the Fire and Fury Battlefront website, should provide plenty of action for both sides. *Experience with Battlefront rules system is helpful but not required as rules will be explained. No children under age 15.*

★ 12:00 PM ★

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

Thurs. 12 PM, 5 hrs, 12 players

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

Ancients 25mm, Rules: Modified Classical Hack

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

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

Thurs. 12 PM, 4 hrs, 8 players

GM: Robert Kelso, Medieval 25mm, Rules: Tactica

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

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

Thurs. 12 PM, 4 hrs, 6 players

GM: Bruce Taylor and SAGA, Sponsor: SAGA, Seven Years War 28mm, Rules: Lace Warfare

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

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

Thurs. 12 PM, 4 hrs, 6 players

GM: Tony Figlia and Capital Region Grognards, Napoleonic 10mm, Rules: Shako II

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

T-129 - Mush You Huskies!

Thurs. 12 PM, 4 hrs, 10 players

GM: Jon Lundberg with Jeff McCarroll, Sponsor: RLBPS

Pulp 28mm, Rules: Home Rules

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

T-657 - Battle of Hoven, Late Nov 1944

Thurs. 12 PM, 4 hrs, 8 players

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

WWII 20mm, Rules: Men Under Fire

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

T-342 - Battletech: Raid on New Earth

Thurs. 12 PM, 6 hrs, 8 players

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

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

In 3076, as preparation for invading the Blake Protectorate, the Coalition decided to raid New Earth to test the defenses for Protectorate worlds. The raid started off bad with heavy losses in the space battle and then became worse once on world. Join the action on either side to find out what the Coalition ran into on world. *All materials, miniatures and dice provided. Intermediate to experienced players; no players under age 15.*

T-694 - Monster Island II

Thurs. 12 PM, 3 hrs, 6 players

GM: John Brennan with Shawn Reis and Wednesday Night Painting Group, Sponsor: WNPG, Prize: Dice

SciFi 6mm, Rules: MMA 2.0

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

T-348 - Battletech Demo Game 1

Thurs. 12 PM, 1 hrs, 4 players

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

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

Walk-up demos for Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to players. This will allow a quicker translation into the Grinder event. *All materials, miniatures and dice will be provided. Beginner friendly.*

T-419 - "Within the Whirlpool"

Thurs. 12 PM, 4 hrs, 8 players

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

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

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

T-457 - Time to Strike Back

Thurs. 12 PM, 4 hrs, 5 players

GM: Ed Bates, Sponsor: Ravenstar Studios, Prize: Battlestar Galactica ships

SciFi 1:285 micro, Rules: Modified Colonial Battlefleet

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

T-344 - Battletech – Grinder 1

Thurs. 12 PM, 2 hrs, 6 players

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

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

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

★ 1:00 PM ★

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

Thurs. 1 PM, 4 hrs, 8 players

GM: Phil Viverito

Sponsor: LMW Works

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

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

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

Thurs. 1 PM, 4 hrs, 6 players

GM: Peter Hess with Jeff Ball and DAWGs

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

Renaissance 25mm, Rules: Renaissance Warfare with Jeff Ball

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

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

Thurs. 1 PM, 4 hrs, 6 players

GM: Barry Frandsen with The Hofkreigsrat Team

Napoleonic 25mm, Rules: Field of Battle by Piquet

Poniatowski with his newly created army of the Grand Duchy of Warsaw faces an invasion by an Austrian Korps under Archduke Ferdinand. Supported by some Saxon troops, Poniatowski adopts a strong defensive position behind the Mrowa stream and awaits the assault by the Kaiserlicks. *Children under 15 welcome w/playing adult*

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

Thurs. 1 PM, 4 hrs, 8 players

GM: Scott Mingus and Johnny Reb Gaming Society, Sponsor: Battlefield Terrain Concepts, Prize: Discount at dealer's booth

American Civil War 15mm, Rules: Johnny Reb III

It's early afternoon 3 July 1863, and the angry roar of artillery can be heard for a hundred miles. More than 10,000 Confederate infantry from four divisions prepare to assault the distant Union line on Cemetery Ridge, across what will later be termed the "Valley of Death." It's not as hopeless in this JR3 scenario as you might think, because the Rebels can better coordinate their attacks. *Kids only w/adult; rules taught.*

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

Thurs. 1 PM, 4 hrs, 8 players

GM: Ed Miller with John Lang and Columbia Wargamer Club

19th Century 28mm, Rules: Columbia Wargamer Club Skirmishng Rules

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

T-416 - Battle for the Sammich Islands, 1895

Thurs. 1 PM, 4 hrs, 6 players

GM: Gary Richard

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

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

T-740 - Battlewagons in Action!

Thurs. 1 PM, 4 hrs, 8 players

GM: John Drye with Vince Stella, Paul Robinson, Sponsor: GHQ, Prize: GHQ Merchandise

WWII 1:2400, Rules: Micronauts the Game WWII

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

T-658 - A Conflict of Eagles

Thurs. 1 PM, 4 hrs, 6 players

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

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

T-293 - Raid on Auntdebbie

Thurs. 1 PM, 4 hrs, 6 players

GM: Mike Heagerty and AoCM, Modern 28mm, Rules: ARC of Fire

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

T-349 - Battletech Demo Game 2

Thurs. 1 PM, 1 hrs, 4 players

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

Walk-up demos for Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to players. This will allow a quicker translation into the Grinder event. *All materials, miniatures and dice will be provided. Beginner friendly.*

★ 2:00 PM ★

T-638 - The Dark Prince Besieged

Thurs. 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?

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

Thurs. 2 PM, 1 hrs, 2 players

GM: Ken Cliffe with Dave Hoyt, AWI 54mm, Rules: "All the King's Men"

Go to war as a true gentleman... with 54mm miniatures! Join All the King's Men as we demo our own toy soldier rules. This is not skirmish gaming! Everything is provided. Just bring your memory of what got you into wargaming in the first place. Demos run all convention long at the ATKM booth in the dealer area. Max four players per game. www.allthekingsmentoysoldiers.com *Children must be accompanied by adult.*

T-670 - Antietam, 1862

Thurs. 2 PM, 6 hrs, 6 players

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

Considered one of the bloodiest battles on American soil, it foreshadowed devastation that would define this deadliest of American Wars. Using Al Gaspar's beautiful award winning terrain; fight across the fields and streams of Sharpsburg. Continuation of the Rogues' Civil War series. Game will cover first half of the day of this long scenario, continuing Friday morning [see F-671, 9 AM]. *Children over 13 only with adult.*

T-267 - Beginner's Luck

Thurs. 2 PM, 2 hrs, 8 players

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

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

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

Thurs. 2 PM, 4 hrs, 6 players

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

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

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

Thurs. 2 PM, 3 hrs, 8 players

GM: Duncan Adams and the HAWKS

Pulp 25mm, Rules: Blood & Swash

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

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

Thurs. 2 PM, 2 hrs, 12 players

GM: Frank Luberti and Connecticut Game Club, Sponsor: Trench Wars

WWII 25mm, Rules: Trench Wars

German forces have invaded Greece. A rearguard of Australians and New Zealanders blocks the way south. Can the Commonwealth "300" stop the Axis hordes? Freda, this one's for you (and your brave ancestors). Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Scenario based on "The Gods Were Neutral" by Major Robert Crisp. *Skirmish rules taught. Children only w/adult.*

T-723 - Battle of Empress Augusta Bay

Thurs. 2 PM, 4 hrs, 6 players

GM: Gregory Kuntz, Sponsor: Old Dominion GameWorks

WWII 1:6000, Rules: General Quarters 3

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

T-286 - Echoes of Pala Passage

Thurs. 2 PM, 6 hrs, 12 players

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

Modern 1:2400, Rules: Harpoon 4.1

We've brought back one of the more popular Admiralty Trilogy events. We return to Pala Passage from "In Harm's Way"...but with a twist. The year is 1985; the monster on the prowl is the Soviet terror Kirov. Can NATO forces led by modified USS Des Moines turn back the red menace? Or will the modern 'biggest boy you've ever seen' smash the fledgling amphibious landing? Join the Admiralty Trilogy Team as we sail into gaming glory!

T-328 - Fall of the Troll Kingdom

Thurs. 2 PM, 4 hrs, 6 players

GM: Ben Fornshell with Del Stover and WNGA

Fantasy 25mm, Rules: Tabletop Battle System

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

T-345 - Battletech – Grinder 2

Thurs. 2 PM, 3 hrs, 6 players

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

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

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using 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.*

T-350 - Battletech Demo Game 3

Thurs. 2 PM, 1 hrs, 4 players

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

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

Walk-up demos for Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to players. This will allow a quicker translation into the Grinder event. *All materials, miniatures and dice will be provided. Beginner friendly.*

★ 3:00 PM ★

T-746 - Cog Wars

Thurs. 3 PM, 3 hrs, 10 players

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

Dark Ages 15mm, Rules: Oars to Cannon - Cog Wars

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

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

Thurs. 3 PM, 4 hrs, 4 players

GM: Eric Schlegel and the HAWKS

Napoleonic 15mm, Rules: The Continental System

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

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

Thurs. 3 PM, 4 hrs, 10 players

GM: Maurice Holmes and Wednesday Gamers

Wild West 25mm, Rules: High Noon

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

T-418 - Enemy In Our Midst

Thurs. 3 PM, 4 hrs, 4 players

GM: Steve Barosi with Martin Connell

Pulp 28mm, Rules: FMAS

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

T-459 - Kubanic Chaos, Apr 1943

Thurs. 3 PM, 3 hrs, 10 players

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

WWII 1:300, Rules: Check Your Six!

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

T-212 - Alive? Then Let Die

Thurs. 3 PM, 3 hrs, 6 players

GM: Bruce Kohn and the HAWKS

WWII 1:300, Rules: Little Friends

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

T-213 - Fords of Isen

Thurs. 3 PM, 3 hrs, 8 players

GM: Bill Acheson and the HAWKS

Fantasy 1:24, Rules: Strandhogg

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

T-351 - Battletech Demo Game 4

Thurs. 3 PM, 1 hrs, 4 players

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

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

Walk-up demos for Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to players. This will allow a quicker translation into the Grinder event. *All materials, miniatures and dice will be provided. Beginner friendly.*

★ 4:00 PM ★

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

Thurs. 4 PM, 1 hrs, 2 players

GM: Ken Cliffe with Dave Hoyt, AWI 54mm, Rules: "All the King's Men"

Go to war as a true gentleman... with 54mm miniatures! Join All the King's Men as we demo our own toy soldier rules. This is not skirmish gaming! Everything is provided. Just bring your memory of what got you into wargaming in the first place. Demos run all convention long at the ATKM booth in the dealer area. Max four players per game. www.allthekingsmentoysoldiers.com *Children must be accompanied by adult.*

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

Thurs. 4 PM, 3 hrs, 8 players

GM: Kevin McNichols with Leo Walsh and Wednesday Gamers, Napoleonic 25mm, Rules: High Noon

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

T-352 - Battletech Demo Game 5

Thurs. 4 PM, 1 hrs, 4 players

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

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

Walk-up demos for Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to players. This will allow a quicker translation into the Grinder event. *All materials, miniatures and dice will be provided. Beginner friendly.*

★ 5:00 PM ★

T-431 - Brice's Crossroads

Thurs. 5 PM, 5 hrs, 6 players

GM: Roxanne Patton and SMP

American Civil War 15mm, Rules: Fire and Fury

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

T-130 - Ice Station Springbok

Thurs. 5 PM, 4 hrs, 10 players

GM: Jon Lundberg, Sponsor: RLBPS

Pulp 28mm, Rules: Rugged Adventures

Dr. Szneprewriski sent the last message. Last three supply shipments went missing and something was killing the local wildlife. Horrible howls lasted all night and now Williams had failed to return after going to see what was in the equipment shed. Count Von Dropptrau has gone missing on a sensitive diplomatic mission. Trek across the frozen North and watch out for the other players! *Preteens should be accompanied by adult.*

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

Thurs. 5 PM, 5 hrs, 6 players

GM: Michael Sincavage, WWII 15mm, Rules: Battlefront

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

T-353 - Battletech Demo Game 6

Thurs. 5 PM, 1 hrs, 4 players

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

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

Walk-up demos for Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to players. This will allow a quicker translation into the Grinder event. *All materials, miniatures and dice will be provided. Beginner friendly.*

T-346 - Battletech – Grinder 3

Thurs. 5 PM, 3 hrs, 6 players

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

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

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using 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.*

★ 6:00 PM ★

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

Thurs. 6 PM, 4 hrs, 6 players

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

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

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

T-720 - Battle of Marathon, 490 BC

Thurs. 6 PM, 3 hrs, 6 players

GM: Matt Kirkhart and AoCM

Ancients Other, Rules: Homebrew

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

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

Thurs. 6 PM, 4 hrs, 6 players

GM: Richard Sartore and SAGA, Sponsor: SAGA

Seven Years War 28mm, Rules: Lace Warfare

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

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

Thurs. 6 PM, 4 hrs, 6 players

GM: James (Tank) Nickle and the HAWKS

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

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

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

Thurs. 6 PM, 5 hrs, 7 players

GM: John Snead and AoCM

Napoleonic 15mm, Rules: Carnage & Glory II

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

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

Thurs. 6 PM, 4 hrs, 6 players

GM: Robert Lockley, Napoleonic 15mm, Rules: Shako II

Archduke Charles is withdrawing his forces after his battle with Napoleon at Eckmuhl. French vanguard under command of Gen. Hillare of Davout's III Corp is pursuing Charles's forces. He has ordered Gen. Vincent of the Austrian VI Corp to act as the rearguard and delay the French advance until all the Austrian forces are across the Danube. Can he carry out his orders? *Novice of Shako welcome and children age 16 or older.*

T-791 - Talavera - Theme Game

Thurs. 6 PM, 4 hrs, 6 players

GM: Jeffrey Ball and SAGA, Sponsor: SAGA

Napoleonic 28mm, Rules: Napoleonic Warfare

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

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

Thurs. 6 PM, 5 hrs, 7 players

GM: Peter Landry with Brian Robinette and Cher Ami Legion, Sponsor: Lost Battalion Games, Prize: Stitched Napoleon's Battles Polo's

Napoleonic 15mm, Rules: Napoleon's Battles

Wellesley marched his army into Spain to link up with Cuesta's Spanish army. While the allied commanders disagreed as to a common plan, King Joseph Bonaparte's French army gathered to meet the threat. Joseph and his advisor, Marshal Jourdan, wished to wait for the arrival of Marshal Soult's corps before offering battle but, urged on by impatient Marshal Victor, the French attacked. *Napoleon's Battles: Scenario TLO9.*

T-695 - Me Jolly Jolly Grog

Thurs. 6 PM, 4 hrs, 6 players

GM: Nate Gerstner and Refuse the Flank Wargamers

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

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

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

Thurs. 6 PM, 5 hrs, 4 players

GM: Gwyn Reeves and The Rogues, Cleveland Chapter

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

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

T-703 - Trial of the Red Guards, 1919

Thurs. 6 PM, 4 hrs, 6 players

GM: Chuck Turnitsa and Old Dominion Military Society

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

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

T-440 - Operation FI, 17 Nov 1942

Thurs. 6 PM, 6 hrs, 12 players

GM: Evan Duncan with Tim Niesen, Don Carlucci
WWII 1:2400, Rules: Command at Sea, 3rd edition

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

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

Thurs. 6 PM, 4 hrs, 8 players

GM: Geoff Graff and the HAWKS

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

Late August '41 and Army Group Center's armored thrust is held up while encircling Red Army units near Smolensk. German infantry divisions are still plodding forward and several Russian Armies are now pushing back. Can the Germans hold back yet another counter-thrust or will the Red Army break through this morning? *Rules have no chart cards; allows players to concentrate on tactical situation, not the game.*

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

Thurs. 6 PM, 4 hrs, 8 players

GM: Mark Fastoso and Skirmish Campaigns, Sponsor: www.Skirmishcampaigns.com

WWII 1:600, Rules: Check Your Six!

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

T-659 - Eagles in the Bocage

Thurs. 6 PM, 4 hrs, 6 players

GM: Jake Strangeway with Marc Raiff and Test of Battle Games, Sponsor: Test of Battle Games, Prize: Gift Certificate

WWII 15mm, Rules: Command Decision Test of Battle

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

T-473 - Thunder in the Pacific

Thurs. 6 PM, 3 hrs, 10 players

GM: Marshall Lamm with Josh Hostetter

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

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

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

Thurs. 6 PM, 4 hrs, 8 players

GM: Mark Zaslavsky and Miniature Gamers NJ, Sponsor: Renaissance Ink

WWII 28mm, Rules: WWII The Hard Way

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

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

Thurs. 6 PM, 4 hrs, 8 players

GM: Dewey LaRochelle, Sponsor: Wargamesminis.com, Prize: TBA

Modern 20mm, Rules: Home Rules

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

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

Thurs. 6 PM, 4 hrs, 5 players

GM: Nathaniel Weber

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

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

T-420 - 'Schools Out'

Thurs. 6 PM, 4 hrs, 6 players

GM: Eric Shanoltz with Karl Shanoltz and The Fairfield Group, Sponsor: Fox Miniatures, Prize: Gift Discounts and Miniatures
SciFi 1:5000, Rules: Colonial Battlefleet

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

T-354 - Battletech Demo Game 7

Thurs. 6 PM, 1 hrs, 4 players

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

Walk-up demos for Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to players. This will allow a quicker translation into the Grinder event. *All materials, miniatures and dice will be provided. Beginner friendly.*

T-458 - Battle for New Caprica

Thurs. 6 PM, 4 hrs, 5 players

GM: Ed Bates, Sponsor: Ravenstar Studios, Prize: Battlestar Galactica ships
SciFi 1:285 micro, Rules: Modified Colonial Battlefleet

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

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

Thurs. 6 PM, 4 hrs, 6 players

GM: Stephen Wagner and Showcase Comics
Sponsor: Miniatures of Chesapeake
WWII 15mm, Rules: Flames of War

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

Age 12 and up.

★ 7:00 PM ★

T-492 - Malachi Crunch

Thurs. 7 PM, 5 hrs, 12 players

GM: Ed Hutchinson with Joe Swartz and Northern Ohio Wargaming Society, Sponsor: LMW Works
Ancients 25mm, Rules: Modified Classical Hack

Recently formed cohorts of legionnaires & auxiliaries are on the way to the front. The barbarians are on the way to prevent them from joining Caesar. Caesar is rushing reinforcements to rescue them. *Rules taught; minors welcome w/playing adult.*

T-178 - Siege of Fort William Henry

Thurs. 7 PM, 4 hrs, 8 players

GM: Bill Molyneaux and Gettysburg Area Gamers, Sponsor: Gettysburg Miniatures, Prize: TBA
French & Indian War 28mm, Rules: Home mix Sword Flame/Brother/Brother

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

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

Thurs. 7 PM, 4 hrs, 6 players

GM: Thomas Kinstler with The Hofkreigsrat Team
Napoleonic 25mm, Rules: Field of Battle by Piquet

Austrian invasion of Bavaria has caught the French off balance. Davout's corps was left unsupported near Ratsibon. Finally ordered to reunite with the main army, the French run in to Hohenzollern's troops holding the ridge between the villages of Teugen and Hausen. Can the "new" Austrian army stop the Iron Marshal and seize the opportunity to destroy his isolated Corps? *Children under 15 welcome w/playing adult.*

T-777 - Napoleon's Battles Boot Camp

Thurs. 7 PM, 4 hrs, 12 players

GM: Tom Ruta and BoGs
Napoleonic 15mm, Rules: Napoleon's Battles 3

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

T-622 - The Hostage

Thurs. 7 PM, 4 hrs, 8 players

GM: Tom Anderson and Colonial Wars Group

Colonial 28mm, Rules: TSATF

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

T-624 - The Search for the Ark"

Thurs. 7 PM, 4 hrs, 6 players

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

Colonial 28mm, Rules: TSATF

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

T-316 - Biplanes Attack, 1931

Thurs. 7 PM, 4 hrs, 6 players

GM: Jessee Scarborough

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

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

T-485 - Trench Wars, Russia 1919: The Mad Baron and The Battle for Baku

Thurs. 7 PM, 3 hrs, 8 players

GM: Frank Luberti and New York Wargamers Association, Sponsor: Trench Wars

Inter-War 25mm, Rules: Trench Wars

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

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

Thurs. 7 PM, 4 hrs, 25 players

GM: Howard Whitehouse, Sponsor: Miniature Building Authority, Prize: TBA

Pulp 28mm, Rules: Astounding Pulp

In an unspoiled landscape unblemished by wars hot and cold, secret envoys from the Great Powers meet at a castle, now converted to a luxury hotel / dungeon / underground missile testing site / scientific research institute / health spa. As do secret policemen, agents from the KGB, MI6 and CIA, sinister criminals with fluffy cats, international playboys and bebies of beautiful women in bikinis. As you'd expect.

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

T-179 - Big Guns on the Eastern Front

Thurs. 7 PM, 3 hrs, 10 players

GM: Brian DeWitt and NOVAG

WWII 1:72, Rules: Disposable Heroes

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

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

Thurs. 7 PM, 4 hrs, 8 players

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

WWII 1:300, Rules: Check Your Six!

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

T-321 - Massacre in East Hartford, May 1945

Thurs. 7 PM, 4 hrs, 8 players

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

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

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

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

Thurs. 7 PM, 5 hrs, 32 players

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

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

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

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

Thurs. 7 PM, 4 hrs, 8 players

GM: Brian Cantwell, Sponsor: I-94 Enterprises

WWII 1:300, Rules: Check Your Six!

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

T-329 - Dark Days of Rohan

Thurs. 7 PM, 4 hrs, 4 players

GM: Del Stover with Ben Fornshell and WNGA

Fantasy 25mm, Rules: Lord of the Rings

War! The forces of Isengard force a crossing of the River Isen, and an army of Urak-hai sweep the land, pillaging and burning village after village. But the Rohirrim will not allow this outrage to go unchallenged. With pike and sword, lead the Urak-hai as they descend upon the next village in their path. Or lead the charge of the Rohirrim as they strike back. Played on nice scenery. *Children welcome w/adult supervision.*

T-343 - Battletech: Assault on Tikograd

Thurs. 7 PM, 6 hrs, 8 players

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

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

In Sept 3028, the Federated Suns launched the second wave of their massive invasion of the Capellan Confederation. The key target of this wave was the planet of Tikonov, which was defended by several Capellan Mech Regts. Help the 6th and 8th Crucis Lancers take Tikograd or defend the city from the Federated Suns. *All materials, miniatures and dice provided. Intermediate to experienced players; no players under age 15.*

T-796 - Battle for Kommerscheidt

Thurs. 7 PM, 4 hrs, 6 players

GM: Don Hogge and the HAWKS

WWII 25mm, Rules: Battleground WW2

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

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

★ 8:00 PM ★

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

Thurs. 8 PM, 4 hrs, 6 players

GM: Peter Hess with Peter Anderson and DAWGs

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

Renaissance 25mm, Rules: Piquet Band of Brothers

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

T-270 - Wacky Alternate ACW Skirmish

Thurs. 8 PM, 4 hrs, 16 players

GM: Leo Walsh and Wednesday Gamers

American Civil War 25mm, Rules: High Noon

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

T-126 - Valkerie II

Thurs. 8 PM, 3 hrs, 30 players

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

WWII 1:1, Rules: Rommel Rules!

Is Adolf dead? Struggle between SS and Coup for control of the Nazi Government. Who will arrest whom? Who will shoot whom? Battle for Berlin in 1944 with Kraut-on-Kraut action! Both wargame and political play. Prizes, fun and comradeship. German beer and schnapps; game is a party and all are invited to attend. *Adults only; no children/teens. (Adults participating w/any special behavioral issues notify GM in advance.)*

T-461 - Save the Bismarck

Thurs. 8 PM, 3 hrs, 6 players

GM: Phil D'Amato and Skirmish Campaigns, Sponsor: www.Skirmishcampaigns.com

WWII 1:300, Rules: Check Your Six!

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

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

Thurs. 8 PM, 4 hrs, 8 players

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

Gnomes 28mm, Rules: Gnome Wars

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

T-347 - Battletech – Grinder 4

Thurs. 8 PM, 3 hrs, 6 players

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

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

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

★ 12:00 AM ★

T-271 - The Midnight Shootout

Thurs. Midnight, 2 hrs, 8 players

GM: Leo Walsh and Wednesday Gamers, Prize: "Hollow House"

American Civil War 25mm, Rules: High Noon

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