



HISTORICON™

Historical Miniature Gaming's Biggest Summer Vacation! **2010**

Preliminary Events List – SATURDAY

★ 8:00 AM ★

S-492 - Babylon I

Sat. 8 AM, 4 hrs, 16 players

GM: Scott Hansen with Duke Seifried and Uncle Duke's Diamond Jubilee
Ancients 25mm, Rules: DBA Variant: DBE (De Bellis Extravaganza)

The Babylonians are tired of the oppression of the Assyrians and have amassed an army supported by allies including Elamites and Midianite Arabs. The Assyrians have driven them to the legendary walls of Babylon and this final encounter will be fought in the shadow of the Tower of Babel and the classic Hanging Gardens.

S-494 - Hannibal

Sat. 8 AM, 4 hrs, 10 players

GM: Frank Chadwick with Duke Seifried and Uncle Duke's Diamond Jubilee
Ancients 25mm, Rules: Quincunx

The great general has set the stage for a conclusive combat with his arch rival, Scipio. The outcome of this melee will color history for many years. Can the might of Rome meet this clever tactician who has defeated them in the past? Will Hannibal once again outwit the Romans?

S-498 - Viking!

Sat. 8 AM, 3.5 hrs, 8 players

GM: Bob & Cleo Liebl with Duke Seifried and Uncle Duke's Diamond Jubilee
Dark Ages 25mm, Rules: Viking Raid! (Home) Rules

The very name of these raiders casts fear into the hearts of the peaceful Saxons living close to the seashore. In their Longships, these Vikings - giant men and their Captains - will vie with one another (as well as their prey) in this game of vicious and brutal conflict in the period we call the dark ages.

S-512 - Liberty or Death

Sat. 8 AM, 4 hrs, 8 players

GM: Pete Elmer with Duke Seifried and Uncle Duke's Diamond Jubilee
AWI 25mm, Rules: Liberty or Death (Home) Rules

Learning from their previous struggle with the French, the fledgling American colonists take up arms against an unjust King. We find ourselves in the South; and Americans are finally beginning to show the British that they can fight! Some new concepts of how to best utilize the militia have added some interesting elements to the fray.

S-462 - Leipzig Day 1

Sat. 8 AM, 6 hrs, 12 players

GM: Paul Olszanski with Gwyn Reeves

Sponsor: Age of Eagles

Napoleonic 15mm, Rules: Age of Eagles

Come play in the biggest napoleonic battle in history!

S-291 - Battle of Bailen (Baylen) - Penninsular War, 19 July 1808

Sat. 8 AM, 4 hrs, 6 players

GM: Bob Rodgers with Dave Rodgers and The Table Top Gaming Society

Napoleonic 15mm, Rules: Imperial Lances

French forces under Dupont attempt to push aside Castanos' Spanish troops near the town of Baylen (Bailen). The Spanish decide to push back. There are some interesting twists. Historically a Spanish victory. NEW rules "Imperial Lances" taught by the author.

S-263 - Pickett's Charge Gettysburg, 1863

Sat. 8 AM, 4 hrs, 6 players

GM: David Kozlow

American Civil War 28mm, Rules: Black Powder, Modified

The pride of Virginia attack the defenders of federalism. Who will win this time? This will be a fast playing recreation of the epic charge that epitomized rebel valor for a lost cause.

Teenagers are welcome. Children with adults please.

S-567 - Sticks and Stones

Sat. 8 AM, 4 hrs, 10 players

GM: Kim Caron with Liz Caron

Wild West 25mm, Rules: High Noon

McGurk has been a bad boy. He runs the whisky trade in town, and his wife is a temperance convert. Will he give up his wicked ways? I don't think so. Claudia has vowed that she will see him run out of town and the whiskey destroyed. He will stop at nothing to keep his business. Will either of them - and the town - survive? Come and protect your rights - whatever side you are on!

Layout is biggest ever for the High Noon games group.

S-170 - Aerodrome 1.1 : WW1 Aerial Combat

Sat. 8 AM, 8 hrs, 10 players

GM: Richard Heffner

WWI 1/72, Rules: Aerodrome1.1 by Stan Kubiak

WWI Aerial combat, close to the way it was, simple, intense, bloody! Novice or Veteran; chance, luck or skill; you will live in Fame or go down in Flames. "Bennies" for combat success. After first two (2) games pilots shot down, yeild seat to awaiting pilots (first come, first servered, list). Great, Fun Game.

Beginner friendly; rules taught on site. Under 15 by mutual agreement of GM & parent.

S-169 - Saving Private Ryan, 1944

Sat. 8 AM, 8 hrs, 4 players

GM: John Sorge with Lee Sowers

WWII 10mm, Rules: V for Victory

Straight from the hit movie re-fight the famous final climatic battle of Ramelle where your heavily outnumbered US Rangers and Screaming Eagles attempt to hold off the superior German SS Forces with their Tiger Tanks while "saving" Private Ryan! 2-4 Players can play either the US Rangers/Paras or German SS.

Rules and Minis provided. Rules taught. 2-4 players for each game. Games run continuously.

S-168 - Missing in Action - Vietnam, 1967

Sat. 8 AM, 8 hrs, 4 players

GM: John Sorge with Lee Sowers

Modern 10mm, Rules: V for Victory

Scenario adapted from the hit movie Missing in Action, your Special Forces Platoon is tasked with a Search & Rescue Mission to sweep a local VC held village to locate and rescue two downed US Pilots before the Regular NVA Forces can send in their troops to take them back "North". Special Forces outgun the enemy, time is not on your side.

Rules and Minis provided. Rules taught. 2-4 players for each game. Games run continuously.

S-167 - Black Hawk Down - Somalia, 1993

Sat. 8 AM, 8 hrs, 4 players

GM: John Sorge with Lee Sowers

Modern 10mm, Rules: V for Victory

Blackhawk Crew hold out against masses of Somalian Militia until the Rangers and Delta Force can break through and rescue them? This fast paced game pits the best of the best from the US in their unarmored HUMVEEs against waves of Militant Militia and "Technicals" blocking every path.

Rules and Minis provided. Rules taught. 2-4 players for each game. Games run continuously.

★ 9:00 AM ★

S-245 - Battle Of Dreux, 19 Dec 1562

Sat. 9 AM, 4 hrs, 6 players

GM: Bob Bryant

Renaissance 15mm, Rules: Might Of Arms

Huguenots and the Catholic League square off against each other in the first battle of the French wars of religion. The Huguenots have a significant superiority of horse. The League has more foot, including a large stalwart Swiss contingent. The historical battle was mismanaged on both sides. Re-fight the battle as it could have been.

Adult must be present with child.

S-308 - Blenheim Redux, 1704

Sat. 9 AM, 5 hrs, 8 players

GM: Bill Gray

Sponsor: Age of Eagles

Age of Reason 15mm, Rules: Age of Honor (Lace Wars Fire & Fury)

Lord Marlborough and Marshal Tallard are at it again with one of the most famous battles from the Wars of Lace. Join the fun as 120,000 troops in some of the spiffiest uniforms this side of a Napoleonic dress ball square off to celebrate the official publication of Age of Honor (Lace Wars Fire & Fury). See <http://ageofeagles.groupy.com>.

Rules taught; beginner friendly.

S-636 - Pig Wars - Rebellng Scotts

Sat. 9 AM, 3 hrs, 6 players

GM: Steve Robinson and Woodbridge (VA) Area GamerS

Sponsor: Acheson Creations

Age of Reason 25mm, Rules: Pig Wars (modified for 1740's)

(Fictional) The King of France has decided to provide significant support for Bonnie Prince Charles claim to the English throne. Rallying around the Prince, Scottish Clans are once again on the warpath. Standing in the way is Fort Mongrath. Can the Scottish clans crush the fort before English reinforcements arrive?

Beginners welcome.

S-259 - Battle of Almaraz - Spain, 6 Aug 1809

Sat. 9 AM, 3 hrs, 8 players

GM: Clarence Harrison with Barry Hilton

Sponsor: League of Augsburg and Quindia Studios

Napoleonic 28mm, Rules: Republic to Empire

After the battle of Talavera, the British were victorious but forced to retreat all the same as French reinforcements arrived. The British formed a new defensive position behind the river Tagus. All of the crossings were well defended, but that might not have been the case if Marshal Soult had been more decisive....

S-227 - The Central Position - Battle of Litezig, 16 Oct 1813

Sat. 9 AM, 4 hrs, 8 players

GM: Gunner Bearden

Sponsor: LPA Games, Prize: Half-Off Discount Coupon for LPA Rules for all Participants

Napoleonic 10mm, Rules: La Petite Arme

Assume the role of Blucher, Schwarzenberg, Ney, Murat, or the Emperor to explore the advantage and peril of the central position in this half-scaled version of the 1813 Battle of Leipzig hosted by LPA Games. Fight for Mockern, Lindenau, or Leibertwolkwitz in separate combats or direct the entire battlefield. Extra LPA Games available for solo play.

Age 12-14 with a Parent Only.

S-430 - Battle of Castiglione (morning phase), Italy 5 Aug 1796

Sat. 9 AM, 4 hrs, 10 players

GM: Tom Garnett with Rob Walker

Sponsor: Eureka Miniatures

Napoleonic 28mm, Rules: Carnage and Glory

The Austrians broke the French Siege of Mantua by placing three converging columns meant to meet on the field to defeat the French. It only succeeded by having Gen. Bonaparte lifted the siege to have sufficient manpower to keep the Austrian columns separated and to defeat each in detail. In this battle, Napoleon defeats the 2nd and largest column.

Open to young folks age 14 and older

S-364 - Battle of Lutzen, 1813

Sat. 9 AM, 12 hrs, 8 players

GM: Tom Ruta with Don Williams, Paco Palomo and The BOG

Napoleonic 15mm, Rules: Napoleon's Battles (3rd Ed.)

Napoleon's large, but untrained and ill equipped, Grande Armée blundered into the combined Russo-Prussian army near Lutzen in Saxony. Napoleon needed a crushing victory. The Allies needed at least a minor victory to show that Napoleon could be beaten, thus persuading the Austrians to join their coalition.

No instruction provided.

S-638 - Storming the Great Redoubt

Sat. 9 AM, 4 hrs, 12 players

GM: Mark Stevens and ColonialWars

Colonial 28mm, Rules: Flames in the Punjab

The French-trained Sikh regular army has advanced into British territory and is building fortifications. The British army under Lord Gough advances to drive them out.

S-444 - The Last Stand of Beau Geste Again

Sat. 9 AM, 3 hrs, 8 players

GM: Ed Watts with Brendan Watts and Monday Night Adventurers

Colonial 25mm, Rules: Sandscape, a Colonial Heroscape variant

The French Foreign Legion's original hard luck Geste brothers are once more besieged in Fort Zinderneuf hoping the relief column arrives in time. So far it's been Legion 2, Tuaregs 13 in this fast and vicious game using simple rules originally written for kids that had 10 adult players at Cold Wars.

All ages capable of reading the rules welcome.

S-319 - Freedom or Martyrdom

Sat. 9 AM, 4 hrs, 6 players

GM: John Shirey and Potomac Wargamers

Colonial 15mm, Rules: Black Powder

The Smimabara Rebellion in Kyushu from 1637-38 was the last threat against the Tokugawa Shogunate. It was a largely Christian rebellion and in the end 37,000 were beheaded. This scenario occurs in December 1637 when the rebels defeated the local Shogunate forces from Nagasaki.

S-382 - The Return of Victoria Hawkes by GASLIGHT

Sat. 9 AM, 4 hrs, 6 players

GM: Chris Palmer and the HAWKS

Victorian Science Fiction 25mm, Rules: G.A.S.L.I.G.H.T.

We return to GASLIGHT's early days with a classic battle from the American Civil War with steam vehicles and Fantastic Weaponry. Victoria Hawkes finds herself on a battlefield once again as Union forces attempt to destroy a Confederate super=weapon before it can vaporize Washington DC.

Gamers under age 14 only with a playing adult.

S-116 - The Thirteenth Day of Glory - Final Attack Upon the Alamo

Sat. 9 AM, 4 hrs, 10 players

GM: John Michael Priest with William L. Priest

19th Century 54mm, Rules: Hand - to Hand, Fix Bayonets! by John M. Priest

Hordes of Mexican soldiers are assaulting the trapped Texicans within the mission compound. Join the melee and see if you can change history in a fast paced very playable simulation. Rules Taught.

Children under age 14 must be accompanied by a playing adult.

S-595 - Crescendo - The Falaise Gap, Normandy. 1700 hours, 20 Aug 1944

Sat. 9 AM, 4 hrs, 5 players

GM: Tim Tilson and Skirmish Campaigns

WWII 20mm, Rules: Disposable Heroes

The German 7th Armee is trapped inside the Falaise Pocket. The 2nd SS Panzer Div is ordered to attack and open an escape route. Blocking their way is the Polish 1st Armored Division. Earlier attacks were defeated. This is the final chance to break through and save thousands from being captured. From an upcoming Skirmish Campaigns Book.

S-479 - Advance in Normandy

Sat. 9 AM, 4 hrs, 6 players

GM: Arthur DeFilippo and TNGG

Sponsor: Miniature Building Authority

WWII 28mm, Rules: Nuts!!

On the morning of 6 June 1944, A Company of the 505th PIR set out for their D-Day objective, along the way they meet they encounter elements of the German 1057th Inf Regt, 91st Inf Div.

Under age 14 only with accompanying adult.

S-649 - Dogfight over Asch, 1 Jan 1945

Sat. 9 AM, 4 hrs, 8 players

GM: Michael Miller

WWII 1:144, Rules: Check Your 6!

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

S-637 - Atlantic Wall, June 1944

Sat. 9 AM, 4 hrs, 10 players

GM: Geoff Golliver with Greg Whitaker and Woodbridge (VA) Area GamerS

Sponsor: Acheson Creations & Iron Ivan

WWII 28mm, Rules: Conventiozined Disposable Heroes & Coffins for 7 Brothers (Iron Ivan)

Acheson Creations and Iron Ivan partnered with WAGS host this D-Day Normandy landing scenario in 28mm using DH&C7B conventiozined, 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-528 - Grossdeuthcland vs 6th Tank Army

Sat. 9 AM, 4 hrs, 8 players

GM: Vittorio Magazzeni with Anthony Magazzeni and The Rogues

WWII 15mm, Rules: Flames of War

Did somebody cut the phone line so Hitler could not reach his prized tanks to pull back? Can Russians stop Germans from crossing the river this time? Grossdeutschland, Panzer Group Strachwitz, supported by the division's Fusilier Regiment, captured Hill 243 after a vicious 3 hour battle. Despite frantic efforts to halt the German flank attack, Getman's tank corps was decimated in the heavy and confused fire.

S-236 - Picnic at Pharsalus

Sat. 9 AM, 3 hrs, 8 players

GM: James Reynolds and WNPG

Sponsor: Eureka Miniatures, Prize: Miniatures

Fantasy 28mm, Rules: Teddy Bear Picnic

Who will have the honor of hosting the great Roman Teddy Bear picnic. Will it be Yogius Caesar or Poohpey. We will be using Eureka's teddy bear Romans.

Kid Friendly.

S-394 - LV426

Sat. 9 AM, 3 hrs, 6 players

GM: Harry Kogelschatz with Mike Kogelschatz and the HAWKS

SciFi 120mm, Rules: Home Rules

The Colonial Marines have been sent to LV426 to investigate after the colony has missed its standard monthly check-in. Looks like another bug hunt!

Kid Friendly Game!

S-414 - Colonial Day of Infamy

Sat. 9 AM, 3 hrs, 6 players

GM: John Currin with Jay Kyle

SciFi 1/6000, Rules: Tactics and Theories of the Colonial Fleet

The Cylon sneak attack has caught the Colonial forces by surprise. The largest fleet anchorage at Scorpion is under heavy attack, and its survival will determine the ultimate fate of the Twelve Colonies. Will the leadership of Admiral Cain allow the Colonial ships to fend off the Cylon attack and save humanity, or will the toasters triumph?

Adult must be present with child.

★ 10:00 AM ★

S-560 - Foggy Roses - A Melee in the Mist

Sat. 10 AM, 4 hrs, 6 players

GM: Jeffrey Ball and SAGA

Medieval 28mm, Rules: Renaissance Warfare

King Edward is back from exile and facing the Kingmaker, the Earl of Warwick, in the latest round of the Wars of the Roses. The armies arrive on the field at nightfall too late to fight. The battle is delayed until the morrow. Dawn sees thick fog shrouding the field. Will battle commence, or will you wait to see your enemy?

Rules taught; under age 13 only with parent.

S-557 - Forcing the Shannon, 1691 - Theme Game

Sat. 10 AM, 4 hrs, 6 players

GM: Peter Friesen and SAGA

Pike and Shot 28mm, Rules: Renaissance Warfare

After the debacle at the River Boyne, King James has fled to Louis XIV court, the army has split toward Cork and Galway. King William sends his trusted Dutch General van Ginkel after the Irish rebels in Galway. The dashing Patrick Sarsfield leads the Jacobite forces in a surprise attack as the Williamites approach the River Shannon.

Rules taught, under age 13 with parent.

S-149 - Battle of Augusta, 22 Apr 1676 - Theme Game

Sat. 10 AM, 6 hrs, 12 players

GM: Stanley Sunderwirth

Pike and Shot 1:2000, Rules: Victory Under Sail

French Admiral DuQuesne with 29 ships of the line (SOL) engaged de Ruyter's Dutch/Spanish fleet of 24 SOL and 4 frigates. De Ruyter was mortally wounded in this battle. Players control squadrons -with lots of dice and few charts.

Rules taught.

S-432 - Battle of the Dunes, 14 June 1658 - Theme Game

Sat. 10 AM, 4 hrs, 8 players

GM: Chris Bergonzi with Richard Claydon, Austin Mitchell and Boston Trained Bands

Pike and Shot 15mm, Rules: Regiment of Foote

Leaving some men to continue the siege, the French advanced to meet the Spanish army. The battle which resulted from this maneuver, became known in England as the Battle of the Dunes. The French were supported by troops from the New Model Army and the Spanish by Royalist English and French Rebels.

S-297 - Shropshire, Apr 1643 - Theme Game

Sat. 10 AM, 3 hrs, 8 players

GM: Nigel Marsh

ECW 28mm, Rules: Carnage & GloryII Computer Moderated Rules

Lord Davenport's garrison at Bridgnorth, has been ordered south along the Severn valley to Kidderminster to procure powder and shot for Prince Rupert. At the village of Alveley they encounter a Parliamentary force commanded by the Hon. Peter Berghane. Both Royalist and Parliamentarians will seek glory amidst the carnage of the First Civil War.

S-509 - Tomahawk

Sat. 10 AM, 4 hrs, 8 players

GM: Duke Seifried and Uncle Duke's Diamond Jubilee

French & Indian War 25mm, Rules: Tomahawk (Home) Rules

The French and Indian Wars bring havoc to settlers and the King's Men as Indians under the leadership of the French (plus many Frenchmen) bring the frontier to a searing flame. America in the 1750's is alight with the spark of this deadly conflict. Scalping and burning are an everyday event!

S-627 - Battle of Brandywine, Sept 1777

Sat. 10 AM, 4 hrs, 6 players

GM: Bobby Varas and the Rogues

AWI 28mm, Rules: Fire and Fury, Modified

A decisive victory for the British, left Philadelphia, the revolutionary capital, undefended. Under a heavy fog Washington received contradictory reports on the size and location of British forces. Leaving his right flank open, the British overran the Americans who had to leave men and artillery behind. With the loss here and in other small attacks, Philadelphia soon fell to the British.

S-585 - Breakthrough at Mercado Nuevo, Summer 1809

Sat. 10 AM, 4 hrs, 6 players

GM: Guy Gormley and BDMGC

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

Marshal Soult has slipped a significant force around Wellesley's flank and has stolen a march! Scouts report the enemy advance guard is on the outskirts of Mercado Nuevo in the Alberche Valley, less than one days march from the Army supply train. Wellesley orders the vanguard of Mackenzie's Division to hurry towards Mercado Nuevo.

Rules taught, beginners welcome.

S-514 - Uncle Duke's Napoleonettes

Sat. 10 AM, 4 hrs, 12 players

GM: Jim Getz with Duke Seifried and Uncle Duke's Diamond Jubilee

Napoleonic 15mm, Rules: Uncle Duke's Napoleonettes

Have at it in a massive encounter in the year 1809. Can the vaunted French maintain their superiority over everyone else? 1805 and 1806 did much to demoralize the continental powers. Are the Austrians up to the task? Thousands of Napoleonettes (Duke's old line of figurines) form up in regiments for the conflict.

S-529 - Wagram, Napoleon's Bloody Victory Pt 1 - 1809

Sat. 10 AM, 4 hrs, 16 players

GM: Dave Reiners with Jeff Kimmel and The Rogues

Napoleonic 28mm, Rules: Shako II

One of Napoleon's bloodiest victories and the most important military engagement of the War of the Fifth Coalition. A French, German and Italian coalition defeated the Army of the Austrian Empire led by Archduke Charles. Can you repeat history, crush the will of Charles and exact a treaty or turn the losses back on the French and halt their advances?

Large scale engagement; 1,000s of figs.

S-246 - The Battle of Nations- Leipzig, 16 Oct 1813

Sat. 10 AM, 10 hrs, 12 players

GM: Graydon VanRy with Jim Welch

Sponsor: Mike Vassile's Free Miniatures Emporium

Napoleonic 15mm, Rules: Easiest Rules Ever for Napoleonics

Largest battle of the Napoleonic Wars featuring Napoleon's Grande Armee surrounded by the combined might of Austria Russia, and Prussia. Can the French use their central position to win a victory before being overwhelmed? Simple, fast play rules will be taught. Stop by and play a while if you can't stay the whole time. Don't miss this one!

S-128 - "All the King's Men" Demo Game

Sat. 10 AM, 1 hrs, 4 players

GM: Ken Cliffe with Dave Hoyt

War of 1812 54mm, Rules: All the King's Men

Go to war as a true gentleman... with 54mm toy soldiers! Join All the King's Men Toy Soldiers as we demo our own rules for the horse-and-musket period. 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 vendor booth.

Children must be accompanied by an adult.

S-583 - Diversion at Glass Mill, 19 Sept 1863

Sat. 10 AM, 4 hrs, 6 players

GM: Gregory Kuntz and ODGW

American Civil War 15mm, Rules: Historical Battlelines

A what-if scenario at Chickamauga concerning Breckenridge against the Union right. A successful push could have rolled up the Union right flank, and prevented reinforcement of the Union center by his opponent, Negley. Can you change the course of the battle of Chickamauga? *Come playtest the newly revised Historical Battlelines (formerly American Battlelines) Rules taught, beginners welcome.*

S-144 - "How Mean Was My Valley" - Battle of Downer's Station, Mar 1864

Sat. 10 AM, 6 hrs, 8 players

GM: Edward Pauley with Jeff Hutton

American Civil War 28mm, Rules: Stonewall!

Union forces are preparing their usual spring offensive in the lower Shenandoah Valley. But this time the Confederacy launches a surprise attack on their main staging area; the Union army supply railhead at Downer's Station. A vicious, swirling battle with both open field and town fighting with the "breadbasket of the Confederacy" the prize.

Not recommended for kids. But over age 10 with accompanying adult acceptable.

S-449 - Ambush at Gross-Barmen (German South-West Africa, 1904)

Sat. 10 AM, 4 hrs, 6 players

GM: Roy Jones with Eric Alvarado

Sponsor: Falcon Miniatures, Prize: Gift Certificate

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

German sailors march in a narrow defile. The Hereros wait in ambush, hidden in the boulder-strewn hills above. They know that the Sanitation Carriage holds more than just medical supplies (maybe even cartridges)! The Herero plan: shoot the oxen, shoot the sailors, take the Carriage! From the new scenario book The Herero War. See www.hererowars.com.

S-519 - Khyber Pass

Sat. 10 AM, 4 hrs, 8 players

GM: Jon Seifried with Duke Seifried, Jesse Seifried and Uncle Duke's Diamond Jubilee

Colonial 25mm, Rules: Sword & the Flame Variant

The North-West Frontier of India. The Afghans and the Pathans have risen in a great wave of revolution against the British who plan to settle this uprising with "a few punitive columns". In a terrain that is as vertical as it could possibly be will fortune still smile on the Queen's Men?

S-659 - 'Open Door' Assault, 1924

Sat. 10 AM, 4 hrs, 8 players

GM: Chris Carlson

Inter-War 1:2400, Rules: Fear God and Dread Nought

Tensions are high in the Persian Gulf as the struggle between American and British interests over Persian oil intensifies. Citing the same 'Open Door' policy that has led to interventions in Central American, the decision is made to send in the Marines. Join the Admiralty Trilogy team as colonial powers come into conflict in the shark infested Gulf.

S-255 - Warplan Orange: Raid On Truk, 1922

Sat. 10 AM, 3 hrs, 10 players

GM: Mitch Reed with Brian DeWitt and NOVAG

Inter-War 1:2400, Rules: Home Rules

The Japanese balking at the terms of the Washington Naval treaty has caused the US much concern over controlling access to its Pacific territories. Knowing that a war between the two Pacific powers is imminent; the US Navy decided to try a dawn sneak attack at the Japanese fleet lying at anchor off Truk Island.

Easy play; 5 Mins to learn basic rules.

S-621 - Chapter 1 of Shield of the Gods: The Devil at Delphi

Sat. 10 AM, 2 hrs, 6 players

GM: Jayson Gardner and NLW

Pulp 28mm, Rules: Where Heroes Dare!

"Captain Achilles! It's me, Professor Pangloss. You must come quickly to Delphi! There are strangers in the camp and I think I've found it! The Shield of Aegis-KLIK" cried Professor Pangloss into the phone before it abruptly cut off. Join the Heroes or Villains in this 1920's adventure! *Players age 13-16 welcome with participating adult.*

S-592 - Battle Off Samar, Oct 1944

Sat. 10 AM, 6 hrs, 12 players

GM: Sean Barnett and Skirmish Campaigns

WWII 1:2400, Rules: General Quarters 3

At Leyte Gulf, Kurita's Force A, led by battleship Yamato, pushed through the San Bernadino Strait, evaded Halsey's carriers and encountered Sprague's lightly screened escort carriers of Taffy 3. Taffy 3 desperately sought to escape while conducting air operations! Come replay Taffy 3's glorious defense or grant Japan one last victory!

Young players welcome w/adult.

S-277 - Heinkels Over England, 15 Aug 1940

Sat. 10 AM, 2 hrs, 8 players

GM: Bill Perry

Sponsor: Blue Sky Enterprises

WWII 1/285 micro, Rules: Black Cross/Blue Sky

This is a scenario from "Black Cross/Blue Sky". Players will be using the updated Blue Sky Series rules 2.0. Two simultaneous games will be run, each with 2 Luftwaffe and 2 RAF players. Game will be played on gorgeously rendered maps of the English Channel coast which are included in the new, boxed game.

Kids under age 14 welcome to play with an adult. Parachutes NOT required!

S-217 - Gibraltar Under Attack, Part 3: Assault on Gibraltar, Sept 1940

Sat. 10 AM, 4 hrs, 8 players

GM: Josh Hostetter with Marshall Lamm, Ryan Goodman and ECU Historical Simulations Group

Sponsor: East Carolina University's Phi Alpha Theta Chapter

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

The German and Italian fleets prepare for their attack on Gibraltar. Fleet strength and composition will depend upon the results of the previous scenarios. Will the Axis powers have enough resources and skill to take The Rock that has withstood so many previous attacks?

Beginners welcome, rules taught. Children welcome with playing adult.

S-626 - Charge of the Samurai, Saipan, 17 June 1944

Sat. 10 AM, 4 hrs, 4 players

GM: Chalfant Conley and Susquehanna Wargamers

WWII 28mm, Rules: Disposable Heroes and Coffin for Seven Brothers

Elements of the Japanese 9th Tank Regt supported by 136th Inf Regt launched a combined arms assault against the USMC 6th Regt in an attempt to pierce their line, reach the radio station, and disrupt the American held beachhead. It was the largest armored attack endured by US forces in the Pacific.

Players 13-16 welcome with participating adult.

S-281 - Like Unsuspecting Sheep - Defiants are Slaughtered, 17 July 1940

Sat. 10 AM, 2 hrs, 10 players

GM: Jerry Boles

Sponsor: Blue Sky Enterprises

WWII 1/285 micro, Rules: Black Cross/Blue Sky

This is a scenario from "Black Cross/Blue Sky". Players will be using the updated Blue Sky Series rules 2.0. Two simultaneous games will be run, each with 2 Luftwaffe and 3 RAF players. Game will be played on gorgeously rendered maps of the English Channel coast which are included in the new, boxed game.

Kids under age 14 welcome to play with an adult. Parachutes NOT required!

S-202 - Bloody Tarawa! 20 Nov 1943

Sat. 10 AM, 6 hrs, 6 players

GM: Thomas Sessler with George Boyett

Sponsor: The Compleat Strategist Game Store

WWII 15mm, Rules: Axis & Allies: Miniatures Expanded Rules w/errata

Are you Gung Ho or Banzai? Island invasion scenario with US Marines vs. Imperial Japanese SNLF using an award winning Axis & Allies: Miniatures game map. This was the first opposed landing of the Pacific War in World War Two. Historically, the Marines were almost thrown back into the sea. More detailed info at <http://home.comcast.net/~tessler/site>

All ages welcomed. Some familiarity with rules required.

S-139 - From Volturno to the Winter Line, 6 Oct - 15 Nov 1943

Sat. 10 AM, 4 hrs, 8 players

GM: Mark Zaslavsky and MiniatureGamers NJ

WWII 28mm, Rules: World War II The Hard Way

Platoon and Squad combat operations as elements of the US 776th Tank Destroyer Battalion and 3rd Battalion 168th Inf Regt, 34th Inf Div cross Italy's Volturno River to assault and capture Caiazzo. German Wehrmacht must defeat the American advance and hold Caiazzo to split the 34th ID from the 3rd ID at the Volturno River.

S-584 - Just a Small Bridge

Sat. 10 AM, 4 hrs, 6 players

GM: JD Perry and ODGW

WWII 25mm, Rules: ACA

One of the objectives of the 1Btn, 506 Rgt was to secure a small bridge across a canal. The bridge was vital in securing the road between Ste Mère-Eglise and the western Contentin, eventually to be used in the advance. On the eastern end of the bridge is farm complex called le Manoir provided an excellent stronghold for the German forces.

Rules taught; beginners welcome.

S-410 - Skyline Drive Part 3

Sat. 10 AM, 4 hrs, 6 players

GM: Jake Strangeway with Marc Raiff

Sponsor: TOB Games, Prize: Gift Certificate

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

In December 1944 the Wehrmacht launched Operation Wacht am Rhein - a drive toward Antwerp to split the Allied armies in two. This is the third in a three part series of games that simulates the fighting that took place in the southern arm of the drive - from the initial breakthrough on toward one of the German's key objectives: Bastogne.

S-122 - Rendezvous with Destiny - Holland, Sept 1944

Sat. 10 AM, 4 hrs, 8 players

GM: Michael Bowker

WWII 54mm, Rules: Forces of Valor - Modified

Following the destruction of the Son Bridge, Allied forces looked for other bridges to keep troops headed toward Arnhem. Germans often used these bridges to counterattack. Now Allied recon units are heading into one such encounter. A game for those that want a fun, enjoyable game not a lesson in rules memorization or stats.

Rules Taught. Under age 14 with playing adult.

S-604 - CY6! Jet Age, Vietnam - One Full Day - 19 Apr 1967

Sat. 10 AM, 3 hrs, 8 players

GM: C.B. Stevens and Skirmish Campaigns

Modern 1/300, Rules: Check Your 6! - Jet Age

As part of the action for which won he the Medal of Honor, Leo K. Thorsness, in a F-105F Wild Weasel, was circling a bailed-out crew when his EWO spotted a MiG-17. Thorsness destroyed it with his cannon. After tanking, he returned to find the rescue force with four MiGs boring in on it. Alone, he pressed the attack with only 500 rounds of ammo.

S-253 - World Cup Final

Sat. 10 AM, 3 hrs, 6 players

GM: Jeff Wiltrot and Potomac Wargamers

Modern 28mm, Rules: SOCCER!!!

Winners of the Friday semi-finals will square off for the highest honor in the sport of soccer. Spain/Argentina versus Germany/Brazil. Two players from each semi-final winner will have automatic slots in the final. 6 more slots are open for registration.

Game rules taught at table. Understanding of the rules and tactics of soccer is expected.

S-582 - Operation Kadesh - Battle of Bi'r Gifgafa, 2 Nov 1956

Sat. 10 AM, 4 hrs, 6 players

GM: Kenny Noe and ODGW

Modern 12mm, Rules: Mein Panzer

Israel 7th Armored Div, 79th and 82nd Armored Brigades are racing toward Suez Canal in the newest addition - the secret M50 Super Sherman. The goal is to get to the Suez and capture the Sinai. Newly acquired Egyptian T-34/85 and SU-100 from the Egyptian 4th Div, 1st and 2nd Armored Brigades are racing west to reinforce an field artillery outpost.

Rules taught; beginners welcome.

S-389 - Warriors: Forest of Secrets

Sat. 10 AM, 2 hrs, 6 players

GM: Katherine Adams and the HAWKS

Fantasy 120mm, Rules: Blood & Swash

Erin Hunter's popular series comes to Historicon; Fireheart is determined to find out the truth about the mysterious death of the former ThunderClan deputy, Redtail. But as he searches for answers, he uncovers secrets that some believe would be better left hidden. Now ThunderClan's camp is threatened and Fireheart must rally the defenders.

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-443 - The Mystic Wood

Sat. 10 AM, 3 hrs, 6 players

GM: Nancy Ott and Band of Gamers

Fantasy 28mm, Rules: Mystic Wood by Avalon Hill (modified)

Six brave knights enter the Mystic Wood. Who will complete their quest and leave the wood through the Heavenly Gate? Slay the dragon, rescue the prince or princess, find the unicorn, defeat the king - the choice is yours. But beware! The wood has many dangers, your fellow knights not least among them!

Kid-friendly, rules taught. Young children welcome with adult who plays or assists.

S-350 - Battletech - Break Through at Brzo

Sat. 10 AM, 4 hrs, 10 players

GM: Mark Yingling

Sponsor: Catalyst Game Labs, Prize: Certificates

SciFi 1/285 micro, Rules: Strat-Ops Battleforce

During the fighting on Tukayyid, Clan Wolf had already secured Skupo and now were running for Brzo. The battle for Brzo took a turn for the worse for the Com Guards when the 4th Wolf Guards and 3rd Battle Clusters arrived to crush through the defenders.

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

S-423 - Picon Military Academy: "Capture the Flag"

Sat. 10 AM, 4 hrs, 8 players

GM: Robert Smethurst

Sponsor: Fox Miniatures

SciFi 1/6000, Rules: Picon Military Academy

A fleet combat simulation straight from the Colonial Fleets top Officer Training course - The Picon Military Academy's "Tactics and Theories of the Colonial Fleet". Game scenario - Charybdis, pride of the Colonial 10th Fleet, is badly damaged and adrift. What are both sides willing to sacrifice for such a prize. My Gods the Admiral is on board!!

No experience necessary; rules taught. Younger players welcome with an adult.

S-158 - NATO Team Alpha

Sat. 10 AM, 2 hrs, 4 players

GM: Ben Fornshell and Wednesday Night Gamers of Alexandria

SciFi 25mm, Rules: Tabletop Battle System

The first ever Hunter-Imperium team works to stave off the largest bug invasion ever. Sign on as part of the Nuclear Assault Tactical Operations Team tasked with providing targeting information for orbital bombardment or become part of the horde. Diorama-quality table featured in 2/10 Wargames Illustrated. Visit www.wnga.org

Children age 8 and under with adult supervision. Rules taught, easy to learn.

★ 11:00 AM ★

S-533 - Red Cliff: China 208 - See Woo's movie, Play the Game

Sat. 11 AM, 4 hrs, 8 players

GM: Al Gaspar and The Rogues

Medieval 15mm, Rules: Home Rules

Can the 3 kingdoms' amphibious attack beat the larger naval & land forces of Cao Cao, the northern invader? Command over 70 infantry stands and their junks in another exquisitely landscaped game from Al's award winning Smithsonian camps. Quickly learn and use these fast-play rules with area movement & bloody melees.

S-416 - I Want That Castle

Sat. 11 AM, 4 hrs, 16 players

GM: Jamie Schempp with Joe Kapes and Christian Warriors

Medieval 90mm, Rules: Lord Merlin's Rules of Engagement

This is a Medieval siege between French slimeys and English dogs. A huge castle the English own and the French want. Game is easy to learn with lots of action.

This is a kid friendly game. Parents and adult friends are welcome.

S-547 - The Siege of Rothenburg, Oct 1633 - Theme Game

Sat. 11 AM, 2 hrs, 4 players

GM: Cameron Smith with Chris Langevin and Dice Dogs

Sponsor: Rattrap Productions

Pike and Shot 28mm, Rules: Gloire

Will you withstand the assault, or overrun the town with marauding dragoons? This game for four players is a fast-paced narrative skirmish full of dramatic duels, swashbuckling heroics and the blackest villainy. Challenge your enemies to single combat, loot and pillage, and see if you are lucky enough to make off with the giant turnip!

S-639 - Battle of Long Island, 11 Sept 1777

Sat. 11 AM, 6 hrs, 8 players

GM: David Bolton and Woodbridge (VA) Area Gamers

AWI 15mm, Rules: Flint and Steel, Modified

The British and Hessian Army under Lord Howe launches an attack against Gen Washington's Army south of Philadelphia. Howe executes a superb hammer and anvil maneuver to destroy Washington. Washington rallies his men and escapes to fight another day. Come see if you can do better.

S-661 - Albuera, 16 May 1811

Sat. 11 AM, 4 hrs, 8 players

GM: Tod Kershner

Sponsor: On Military Matters

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

A bloody battle from the Anglo-Portuguese campaign in Spain. The French must desperately break the allied line the break the siege of Badajoz. Rules are quick, fun and bloody.

S-607 - Steel Curtain - 2nd SS Engineers at St. Lo

Sat. 11 AM, 3 hrs, 6 players

GM: Mark Fastoso and Skirmish Campaigns

WWII 15mm, Rules: Fireball Forward

The 2nd SS Engineer's counterattack north of St. Lo had punched a hole in the American front line. As they pushed on US artillery started to hammer the road network causing their advance to slow. Soon the German lead elements ran into the dogfaces of a fresh battalion. Using the Division's artillery assets they were determined to stop the SS.

S-613 - CY6! Jet Age, Libya - Danger Zone, 19 Aug 1981

Sat. 11 AM, 4 hrs, 6 players

GM: Alvin Gunkel and Skirmish Campaigns

Modern 1/600, Rules: Check Your 6!

The USS Nimitz has been deployed to the Gulf of Sidra for freedom of navigation exercises after Muammar Gaddafi established a so-called 'Line of Death'. The Libyans sporadically tested the Americans by flying mock attacks. US Navy F-14s and Libyan Su-22s and MiG-25s each have strict (and differing) rules of engagement; who will cause an incident?

This is an advanced game, some CY6! Jet Age experience with missiles is recommended.

S-294 - Death Race "The Movie"

Sat. 11 AM, 4 hrs, 8 players

GM: Stan Johansen

Sponsor: Stan Johansen Miniatures, Prize: Gift Certificate

Future 20mm, Rules: Road Rage

Using our new Road Rage Rules, 6-8 convicts race through the prison complex for a chance at a full pardon and gift certificate. The Warden has many nasty surprises in store for the convicts with their armed, armored, high speed vehicles. Last man standing or in first place at time limit wins.

Ages 10 and over, preteens with parent please. Father and child playing in same game encouraged.

S-353 - Battletech - Grinder 1

Sat. 11 AM, 3 hrs, 6 players

GM: Dave Yingling

Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1/285 micro, Rules: 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. Winner of this round will get a spot in the Grinder Championship Saturday evening.

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

S-356 - 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: 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 the players. This will allow a quicker translation into the Grinder event.

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

★ **12:00 PM** ★

S-496 - Barbarians

Sat. 12 PM, 4 hrs, 8 players

GM: Glenn Kidd with Duke Seifried and Uncle Duke's Diamond Jubilee

Ancients 25mm, Rules: Rome & the Barbarians (Home) Rules

The tribes have at last come together in a massive effort to defeat the tenacious Romans who dare to put them under the yoke. Gauls and Germans combine to ambush and destroy these hated overlords. Can the Legions survive this all out attempt to "once and for all" drive out the Romans?

S-662 - Invasion of the Vikings, Jan. 8th 871 (Demo)

Sat. 12 PM, 2 hrs, 4 players

GM: Sean Christy

Dark Ages 15mm, Rules: Fields of Valor

Prince Alfred leads his Saxons at the battle of Ashdown against the Danes. At the end of the day both sides take heavy casualties but who will emerge victorious! Game uses a new rule set created by Sean Christy. Nothing required everything taught.

S-503 - Azteca!

Sat. 12 PM, 4 hrs, 8 players

GM: Keith Leidy with Duke Seifried and Uncle Duke's Diamond Jubilee

Renaissance 25mm, Rules: Aztec! The Game (Home) Rules

Tenochtitlan (Mexico City) gleams in the sunlight. The largest city in the world of 1519. Conquistadores stare in sheer admiration - for it is like a jewel. Their greed culminates in their disastrous and ignominious exit on the "Night of Tears" (Noche Triste). Aztecs harass them on their way out with a brutal and determined effort to rid themselves forever of these evil foreigners.

S-120 - Last Train to Clarksville

Sat. 12 PM, 4 hrs, 10 players

GM: Greg Novak and Central Illinois Tabletop Warriors

American Civil War 54mm, Rules: Red Badge of Courage

As the war draws to a close a group of individuals gather at Clarksville in the hopes making it to Columbus - the last port still open from which a blockade runner is preparing to dash to the sea. Join the Widow Sharpe, Major Wilkes, Zane Cooper, and others as they interact while waiting to make the connection.

Players will be given a mission - victory will belong to who can carry it out. Some adult themes - bring your sense of humor.

S-516 - Zulu!

Sat. 12 PM, 4 hrs, 8 players

GM: Curt Benson with Duke Seifried and Uncle Duke's Diamond Jubilee

Colonial 25mm, Rules: The Sword & the Flame Variant

The camp at Isandlwana Mountain is under attack. Zulus will also turn their attention to Rorke's Drift. With Isandlwana on one end and the Drift at opposite end of layout, the Zulus enter from the center and go both ways. Will there be a British soldier left standing when they have finished their deadly work? Isandlwana Mountain is very large!

S-522 - Fire & Sword in the Sudan

Sat. 12 PM, 4 hrs, 12 players

GM: Bruce Weil with Duke Seifried and Uncle Duke's Diamond Jubilee

Colonial 25mm, Rules: Fire & Sword (Home) Rules

The Mahdi has electrified the tribes; the Dervishes with their Fuzzy Friends have provided a terrible predicament for the popular General in Khartoum. They have surrounded him, and one can only hope that the British columns will arrive in time to save him.

S-212 - We're Off on the Road to Skull Island!

Sat. 12 PM, 4 hrs, 12 players

GM: Jeff Wasileski with Nick Wasileski

Pulp 28mm, Rules: Astounding Tales

Bing & Bob hit the Road again to a Lost World where Prehistoric Monsters roam and Curved Cave girls await! Swoon to Bing's crooning to a beautiful pirate queen. Laugh as Bob faces a troop of trepidatious chimps! Evil cultists, dangerous warlords, dueling airships! And Kang, the Ninth Wonder of the World! The Riproaringest Road Ever!

Children under age 14 welcome with a playing adult.

S-182 - Bomber Busting - Above Germany, Early Spring 1944

Sat. 12 PM, 4 hrs, 6 players

GM: Nathaniel Weber and Brazos Valley Historical Miniatures

WWII 1/285 micro, Rules: Check Your 6!

Several elements of Luftwaffe fighters have moved in to destroy an American bomber stream. Can massed defensive fire and a handful of P-51s stop them? This scenario, representative of the critical period of the American bombing offensive, features numerous types of aircraft, crack veterans and green recruits, and air-to-air rockets.

Beginners welcome, adult must be present with child.

S-221 - Aerodrome 2.0 - Convoy Attack in the Med

Sat. 12 PM, 5 hrs, 15 players

GM: Stanley Kubiak

Sponsor: Aerodrome Aerial Combat Games, Prize: Wings and Medals

WWII 1:144, Rules: Aerodrome 2.0 - WW2

World War 2 in the Med! Torpedoes in the water! Bombs! Flaming Stukas! Attack or defend a British Malta convoy. Players control bombers, torpedo bombers, dive bombers or fighters, fighting to sink the convoy or to defend it with a few gallant Spitfires. Aerodrome 2.0 experience helpful but not necessary; rules will be taught. Awards for valor.

Under age 15 only with playing adult.

S-390 - Warriors: Forest of Secrets

Sat. 12 PM, 2 hrs, 6 players

GM: Katherine Adams and the HAWKS

Fantasy 120mm, Rules: Blood & Swash

Erin Hunter's popular series comes to Historicon; Fireheart is determined to find out the truth about the mysterious death of the former ThunderClan deputy, Redtail. But as he searches for answers, he uncovers secrets that some believe would be better left hidden. Now ThunderClan's camp is threatened and Fireheart must rally the defenders.

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-357 - 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: 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 the players. This will allow a quicker translation into the Grinder event.

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

★ 1:00 PM ★

S-599 - Even Caesar's Men Must Eat - Aegean Sea, 49 BC

Sat. 1 PM, 4 hrs, 8 players

GM: Brian Cantwell and Skirmish Campaigns

Sponsor: Hotz Artworks

Ancients 6mm, Rules: Roman Seas

Unable to defeat Caesar and his legions on land, the Republican forces seek to starve out his army by naval blockade. A convoy of badly needed supplies is en route to Greece and must get through to Caesar at all costs. Man your rowing stations, ready the grapples, and fight for control of Our Sea at the head of a squadron of war galleys.

Young players welcome w/adult.

S-186 - Incident at Spring House Tavern, 1778

Sat. 1 PM, 3 hrs, 8 players

GM: Joseph Alexander with Mark Edgerton, Jeremy Alexander and Ambler Gamers

AWI 25mm, Rules: Washington's Fury - Home rules

The British and their Hessian mercenaries have once again taken the field in an attempt to crush the rebellion. They have massed their largest army yet. It looks bad for the Continentals. Can they hold off the onslaught? And maybe the French will even show up in time. Over 1500 25mm figures battle it out using simple, fast moving rules.

Adult must be present with child.

S-419 - Placenoit, 18 June 1815

Sat. 1 PM, 5 hrs, 8 players

GM: Mike Pierce with Rob Lockley

Napoleonic 15mm, Rules: Shako 2

Lobau's VI Corps, reinforced by both Young and Old Guard troops, must resist the Prussian IV Corps assault against the key to the rear of Napoleon's position at Waterloo. Cry "En Evant" or "Vorwarts" as you command in the final battle of the Napoleonic Wars!

Children under age 12 must be accompanied by adult.

S-316 - Black Powder in the Penninsula

Sat. 1 PM, 5 hrs, 6 players

GM: Ernest Baker with John Stallard, Alan Perry, Michael Perry and ECAGMA

Sponsor: Architects of War/Warlord Games/Perry Miniatures

Napoleonic 28mm, Rules: Black Powder

Wellington takes on the French in this spectacular Black Powder Penninsula game. The game will be played out on a 20 foot table with spectacular scenery and thousands of Napoleonic Miniatures. Play with the creator of the rules and three of its chief contributors! This is a partial demonstration game with audience questions encouraged.

This game is not recommended for kids.

S-365 - Battle of Lutzen (Continued)

Sat. 1 PM, 8 hrs, 4 players

GM: Tom Ruta with Paco Palomo, Don Williams and The BOG

Napoleonic 15mm, Rules: Napoleon's Battles (3rd Ed.)

This event is a continuation of the Battle of Lützen, started on Saturday morning at 9 AM. Please refer to the description of event S-364. Players signing up for this event will join the battle by bringing in reinforcements, scheduled to arrive throughout the day.

No instruction provided.

S-427 - Battle of New Market, 15 May 1864

Sat. 1 PM, 2 hrs, 8 players

GM: Michael Baker with Jim Birdseye and CSRA Gamers Association

Sponsor: Arsenal Games, Prize: Box of 25mm Civil War Infantry from Old Glory

American Civil War 25mm, Rules: New Market Rules by Dr. Jim Birdseye

From Wikipedia, the free encyclopedia: The Battle of New Market was fought in Virginia during Valley Campaigns. Cadets from the Virginia Military Institute (VMI) fought alongside the Confederate Army and forced Union General Franz Sigel and his army out of the Shenandoah Valley.

Children under age 14 must be accompanied by adult

S-568 - Celluloid Heroes of the West!

Sat. 1 PM, 4 hrs, 10 players

GM: Maurice Holmes with Sean Stratton

Wild West 25mm, Rules: High Noon

"We take you now to those thrilling days of yesteryear..." Have you ever wondered who the greatest gunfighters of the movies and TV were? Was it the Lone Ranger, John Wayne, Clint Eastwood, Paladin, The Rifleman, the Silverado gang, Butch Cassidy and the Sundance Kid? Now you can take control and find out! Join us as TV Gunfighters are pitted against Gunfighters of the Movies. Find out who the greatest is.

This layout is the biggest ever for the High Noon games group. Easy to learn and fast playing action with no waiting for your card to come up. 3-part game, but you do not need to play in the other parts.

S-468 - Hold the Rail Line

Sat. 1 PM, 4 hrs, 6 players

GM: Joe Schulze with Jim Ferich and Delaware Area Wargamers

Colonial 25mm, Rules: The Sword & the Flame

A combined force of Russian, American, French, Italian and British sailor and marines are trying to secure a rail line for supplies and troop movement. The Boxer Chinese and imperial forces are swarming the area to destroy the rail line and halt the foreign invaders.

Must be at least 18 years old to play.

S-195 - Secret Science Test Arena, c.1900

Sat. 1 PM, 1 hrs, 6 players

GM: Bob Charrette

Sponsor: Parroom Enterprises

Victorian Science Fiction 28mm, Rules: Secret Science Test Rules

Monsters! Mechanical wonders! Masked Minions! Try out Parroom Enterprise's forthcoming Secret Science rules for turn-of-the-century battles with mad science. Small forces supplied. Rules taught. Drop in and try out a faction's capabilities in a "rolling" playtest. Play for an hour, or stay for another round. Mayhem and destruction - fun for all!

Children over age 12 playing with adult welcome.

S-640 - Custoza 1866: Second Time's the Charm

Sat. 1 PM, 5 hrs, 6 players

GM: Bruce Weigle

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

Seven years to the day since they had last been bloodied by the Austrians, and on the same battlefield they were decisively defeated in 1848, the Italians are again seeking to evict the Habsburgs from their Italian possessions. The Italians are bringing over 60,000 men to the brawl, the Austrians 75,000 - but Italians have plenty more in reserve.

S-439 - Moby Dick

Sat. 1 PM, 3 hrs, 9 players

GM: John Rigley

Sponsor: Eureka Miniatures

19th Century 25mm, Rules: Home Rules

Once again the Great Whale Moby Dick is free and swimming the seven seas. Captain Ahab is putting together a new crew, to once again go to sea and hunt down this beast.

Kid Friendly Game.

S-431 - Fall of Eagles - Battle of Gnila Lipa, 1914

Sat. 1 PM, 4 hrs, 8 players

GM: Lou Valenti and Battle Barn of Williamsburg

WWI 15mm, Rules: Home Rules

3rd Battle of the Galician Campaign. Russian Forces invade Galicia eager to capture enemy land early in the war. Can the Russian juggernaut sweep away the Hapsburg Empire or will the Austro-Hungarians expel Russia from Central Europe? Grab your schnapps/vodka and play a game of maneuver. Trenches! What trenches? Trenches are for sissies!

Not for kids.

S-384 - A Winter Melee

Sat. 1 PM, 4 hrs, 6 players

GM: Kurt Schlegel and the HAWKS

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

Okorovovo Jan 29, 1942. While the Soviets have been successfully counterattacking in front of Moscow, at Okorovovo the local German commander has fought off every attack. This has been such a thorn in the Winter Offensive's side that STAVKA has taken direct control of the area and ordered that the town be taken by the end of the month.

This scenario will be double-blind for the ultimate in fog-of-war.

S-273 - Operation Greif, Battle for Malmady - Ardennes, 21 Dec 1944

Sat. 1 PM, 5 hrs, 7 players

GM: Dick Bryant and Plimouth County Wargamers

WWII 15mm, Rules: Cross Fire

Otto Skorzeny was given the mission of capturing the vital Meuse Bridges with Panzer Bde. 150 in advance of the main German force. The battle centered around a house containing the HQ of the 823rd Tank Destroyer Battalion, plus men of an Engineer unit and K Company of the 120th Regt. The Germans eventually called off the attack.

Some experience with CF helpful, but not mandatory. Children over age 11 welcome.

S-269 - Breakout at Juniville - France 1940

Sat. 1 PM, 5 hrs, 8 players

GM: Michael DiGenova and NJMS

WWII 1/285 micro, Rules: Command Decision: Test of Battle

1st Pz Div is across the Aisne in the Final Battle for France and attempting to exploit a breakthrough. The French throw a hasty, but powerful combined arms force to destroy the German advance. Mobile warfare 1940 style. Hat tip to Bob MacKenzie for scenario design.

S-239 - Car Wars - Arena Division 10

Sat. 1 PM, 4 hrs, 8 players

GM: Todd Heffner with Ryan Heffner

Future 1:64, Rules: SJ's Car Wars Compendium Edition, Modified

Road rage? Ever want to just blast the guy in front of you? Now's your chance. Challenge your friends in this Division 10 Arena match. Eight well armed and armored cars enter the arena, but only one will drive away. The right of way goes to the biggest guns. All cars are provided.

Please bring any custom designs a 1/2 hour early for approval. Beginner friendly, rules taught. No players under age 13 without adult.

S-237 - Zombies in the Sand

Sat. 1 PM, 4 hrs, 6 players

GM: Josh Ajima and WNPG

SciFi 28mm, Rules: All Things Zombie

Take two parts U.S. Special Forces, two parts Taliban Fighters, 1 part Hostages and mix together in a Middle Eastern village at dusk and stir for 4 hours. Once combined add hordes of Zombies and cook until dead (or Undead). Add a Dash of Fun and Pinch of Laughter to Taste. Serves 5.

S-395 - LV426

Sat. 1 PM, 3 hrs, 6 players

GM: Harry Kogelschatz with Mike Kogelschatz and the HAWKS

SciFi 120mm, Rules: Home Rules

The Colonial Marines have been sent to LV426 to investigate after the colony has missed its standard monthly check-in. Looks like another bug hunt!

Kid Friendly Game!

S-163 - The Fall of Hyadum V

Sat. 1 PM, 2 hrs, 3 players

GM: Del Stover and Wednesday Night Gamers of Alexandria

SciFi 25mm, Rules: Tabletop Battle System

Millions of giant insects have risen from beneath the surface of Hyadum V, and most of the planet's colony is now dead. Your squad is ordered to rescue the remaining survivors from an isolated outpost. Played on a diorama-quality table featured in 2/10 Wargames Illustrated, with movies and computer graphics. Visit www.wnga.org for details.

Children age 8 and under with adult supervision. Rules taught, easy to learn.

S-358 - 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: 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 the players. This will allow a quicker translation into the Grinder event.

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

★ 2:00 PM ★

S-471 - The Third Servile War - The Empire Strikes Back

Sat. 2 PM, 4 hrs, 8 players

GM: Orest Swystun

Sponsor: Miniature Building Authority

Ancients 25mm, Rules: Platemail - (Home Rules)

The Third Servile War (73-71 BC), also called the Gladiator War and The War of Spartacus by Plutarch, was the last of a series of unrelated and unsuccessful slave rebellions against the Roman Republic, known collectively as the Roman Servile Wars. Finally the richest man in Rome, Crassus takes command and strikes back

S-489 - Giza

Sat. 2 PM, 4 hrs, 10 players

GM: Duke Seifried and Uncle Duke's Diamond Jubilee

Ancients 25mm, Rules: Warhammer Ancient Battles

Egyptians face pursuing hosts of Hittites who have followed them after the Battle of Kadesh. This last stand will be fought in the unique setting of the Giza Plateau with all the familiar Egyptian antiquities abounding. Masses of chariots and hordes of infantry meet in a final and concluding history-making struggle.

S-641 - Bring me this man Robin Hood! (England, Mar 1194)

Sat. 2 PM, 4 hrs, 4 players

GM: Chris Parker

Sponsor: Day of Battle

Medieval 90mm, Rules: Knighthood and The Middle Ages II

The English King John and the evil Sherriff of Nottingham invade Nottingham to drive out the rebels and riff raff which includes Robin Hood's "Merry Band" of Men. Sir Robin of Locksley along with Friar Tuck and Little John have raised an army of yeoman, freeman and renegade knights and sent for help from the Welsh and the Scots.

Children under age 13 welcome if playing with an adult as a team.

S-501 - Siege

Sat. 2 PM, 4 hrs, 6 players

GM: Brian Beal with Duke Seifried and Uncle Duke's Diamond Jubilee

Medieval 25mm, Rules: Siege! (Home) Rules

A great city stands under siege. Attackers have assembled a large number of complex equipment that have been unlimbered to face off against the sturdy stone walls. Towers and trebuchets and all manner of engines of destruction will be used in an attempt to bring down the walls of this city and butcher its defenders. Medieval siege in masse!

S-261 - Battle of the Boyne - Ireland, 1 July 1690 - Theme Game

Sat. 2 PM, 3 hrs, 8 players

GM: Clarence Harrison with Barry Hilton

Sponsor: League of Augsburg and Quindia Studios

Pike and Shot 28mm, Rules: Beneath the Lily Banners

Two armies consisting of Danish, French, Dutch, Huguenot, German, English and even Irish troops met on the banks of the River Boyne near Drogheda. Both were led by men insisting that they alone were the rightful King of England...

S-534 - Cath Eachroma - Battle of Aughrim, 1691 - Theme Game

Sat. 2 PM, 4 hrs, 8 players

GM: George Garifo and the Rouges/Alternate Universe Regulars

Pike and Shot 28mm, Rules: Volley and Bayonet, modified 17th century

Despite the fiasco at the Boyne, the Irish Jacobite Army is intact. If Marshall St. Ruth can hold the line along the Shannonriver, keeping Galway and Limerick open, support from Louis XIV will still be forthcoming. Marshall Ginkel and his Dutch, English and Danish forces have other ideas.

S-143 - Gustav Adolf's Adventure in Poland, 1627 - Theme Game

Sat. 2 PM, 3 hrs, 6 players

GM: Troy Turner

Pike and Shot 15mm, Rules: Fire and Fury Thirty Years War

Long before Gustav Adolf savaged the Catholic armies in the Thirty Years War he was embroiled in a brutal war in Poland. The Polish army was a tough lot comprised of Winged Hussars, Cossacks, and resolute infantry. Gustav's men found the Poles to be more than they could handle, until the Swedes changed their way of waging war.

Adult must be present with child.

S-506 - Jolly Roger - Theme Game

Sat. 2 PM, 4 hrs, 12 players

GM: Pete Panzeri with Duke Seifried and Uncle Duke's Diamond Jubilee

Age of Piracy 25mm, Rules: Jolly Roger (Home) Rules

A small section of Duke's massive "Pirate" game with Brigantines, Sloops, Schooners and Ships - enhanced with some of their Island Fortresses built in the Colonies and defended by stalwart Spanish soldiers. Swashbuckling Pirate Captains must brave the ships and Castillos of the Spanish Main to get to the Governor's daughter...or the gold.

S-387 - WHAT!?! No Peas?

Sat. 2 PM, 2 hrs, 8 players

GM: Geoff Graff and the HAWKS

Age of Piracy LEGO, Rules: Home Rules

Gold and jewels are well enough, but Pirates want something healthy for supper. Not a crew member would eat Cookie's Baked Dubloon Flambe. The Little Lego Looters have just raided the town's food storehouse, but someone saw them! Now they have to escape through the jungle with tomorrow's dinner. And the jungle is full of surprises.

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-447 - Rossbach, 1757

Sat. 2 PM, 4 hrs, 8 players

GM: Alan Isabelle with Jeff Hiley and Bob Andriola

Seven Years War 15mm, Rules: Volley Fire

After being defeated at Kolin Frederick the Great rebounded with one of his masterpiece victories - virtually destroying a French/Imperial army at Rossbach. In the refight the Prussians must repeat Frederick's smashing success. For the Austrians, remaining on the field is victory.

S-228 - The Central Position - Battle of Litezig, 16 Oct 1813

Sat. 2 PM, 4 hrs, 8 players

GM: Gunner Bearden

Sponsor: LPA Games, Prize: Half-Off Discount Coupon for LPA Rules for all Participants

Napoleonic 10mm, Rules: La Petite Armee

Assume the role of Blucher, Schwarzenberg, Ney, Murat, or the Emperor to explore the advantage and peril of the central position in this half-scaled version of the 1813 Battle of Leipzig hosted by LPA Games. Fight for Mockern, Lindenau, or Leibertwolkwitz in separate combats or direct the entire battlefield. Extra LPA Games available for solo play.

Age 12-14 with a Parent Only.

S-306 - Tribute Interrupted

Sat. 2 PM, 4 hrs, 8 players

GM: John Covello and Connecticut Game Club

Napoleonic 28mm, Rules: Home Rules

The Royal Navy is escorting a cargo of tribute to the local Bey off the Barbary coast. The Beys' rival pirates have other plans. Can you get the tribute to safety as the British or pillage and plunder as the pirates?

Children under age 12 must be accompanied by an adult.

S-127 - "All the King's Men" Demo Game

Sat. 2 PM, 1 hrs, 4 players

GM: Ken Cliffe with Dave Hoyt

War of 1812 54mm, Rules: All the King's Men

Go to war as a true gentleman... with 54mm toy soldiers! Join All the King's Men Toy Soldiers as we demo our own rules for the horse-and-musket period. 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 vendor booth.

Children must be accompanied by an adult.

S-396 - Give Them Hell 54!

Sat. 2 PM, 4 hrs, 6 players

GM: EJ Nash with Jesse Nash and the HAWKS

American Civil War 10mm, Rules: Iron & Fire with land supplement

For days Dahlgren's ironclads rained shell on Ft Wagner, SC. Finally General Seymour knew the bayonet would be needed. He placed the 54th Massachusets in the lead. Strong addressed them: "I too am a Massachusetts man and know you will uphold the state's honor... Who shall pick up this flag if this color-sergeant should fall?"

Rules taught. Children age 10 and over welcome with playing adult.

S-105 - "Do You Want to Live forever?" - Little Big Horn, 1876

Sat. 2 PM, 4 hrs, 8 players

GM: Ben Pecson

Wild West 6mm, Rules: Home Rules

With the hindsight of history, can General Custer lead the 7th Cavalry to triumph or for the Native Americans will this be their swan song ?

S-196 - Secret Science Test Arena, c.1900

Sat. 2 PM, 1 hrs, 6 players

GM: Bob Charrette

Sponsor: Parroom Enterprises

Victorian Science Fiction 28mm, Rules: Secret Science Test Rules

Monsters! Mechanical wonders! Masked Minions! Try out Parroom Enterprise's forthcoming Secret Science rules for turn-of-the-century battles with mad science. Small forces supplied. Rules taught. Drop in and try out a faction's capabilities in a "rolling" playtest. Play for an hour, or stay for another round. Mayhem and destruction - fun for all!

Children over age 12 playing with adult welcome.

S-485 - Battle for the Suez Canal

Sat. 2 PM, 4 hrs, 8 players

GM: Joe Puzzo and Dice Dogs of New Jersey

Sponsor: Miniature Building Authority

WWI 28mm, Rules: Contemptible Little Armies 3rd edition.

Based loosely on the battle of Romani, 1916. Turkish forces along with German and Arab allies attempt to break through the British defenses at Romani and gain a foothold on the banks of the Suez canal. With only a minimal force to defend the town initially, the British will need to use the reinforcements wisely to throw the attackers back.

S-549 - Sacrifice in the Museum

Sat. 2 PM, 3 hrs, 4 players

GM: Richard Johnson

Sponsor: Rattrap Productions

Inter-War 28mm, Rules: .45 Adventure

A secret organization seeks to bring a forth the end of the world and the last part of their ritual will take place at the New Commerce Museum. Will New Commerce's finest be able to stop them? Will there be pictures? Only you can decide

Under age 13 must be accompanied by a parent.

S-180 - Battle of Orel

Sat. 2 PM, 4 hrs, 6 players

GM: Steve Turn and Ambler Gamers

Sponsor: Perfect Captain

Inter-War 15mm, Rules: Red Actions!

This is the Gettysburg of the Russian Civil War. Red Actions! is available free from the Perfect Captain. Elite troops from the Red Latvian division versus elite troops from the White Kornilovsky Division.

S-658 - Defending the Open Door, 1924

Sat. 2 PM, 4 hrs, 8 players

GM: Jay Wissmann

Inter-War 1:2400, Rules: Fear God and Dread Nought

American bravado and brashness have gone too far for Britain. Despite past alliances, the American naval intervention into Persia and armed seizure of the port facility of Chrisababba will not be tolerated. Join the Admiralty Trilogy team as naval pride as well as a key port becomes the prize in a deadly contest between the top navies of WWI.

S-366 - Flavion, 15 May 1940

Sat. 2 PM, 4 hrs, 7 players

GM: Ken Frost with Duncan Adams and the HAWKS

WWII 1/285 micro, Rules: Command Decision: Test of Battle

Flavion was one of the biggest armor clashes during the Battle of France. Historically, Rommel's panzers caught the French 1st DCR (Armored Division) refueling and destroyed it. The French were caught without recon units and artillery, sitting next to their fuel trucks. This time the Germans may not find such an easy target.

Under age 12 welcome with a playing adult.

S-286 - Unkonwn Victory: Stuka Attack on Chain Home Radar, 15 Aug 1940

Sat. 2 PM, 2 hrs, 8 players

GM: Jim Gursha

Sponsor: Blue Sky Enterprises

WWII 1/285 micro, Rules: Black Cross/Blue Sky

This is a scenario from "Black Cross/Blue Sky". Players will be using the updated Blue Sky Series rules 2.0. Two simultaneous games will be run, each with 2 Luftwaffe and 2 RAF players. Game will be played on gorgeously rendered maps of the English Channel coast which are included in the new, boxed game.

Kids under age 14 welcome to play with an adult. Parachutes NOT required!

S-596 - Breaking Through - The Falaise Gap, Normandy. 0900 hours, 20 Aug 1944

Sat. 2 PM, 4 hrs, 5 players

GM: Tim Tilson and Skirmish Campaigns

WWII 20mm, Rules: Disposable Heroes

The remnants of the German 7th Armee are trapped inside the Falaise Pocket by the Polish 1st Armored Div. atop Mount Ormel. From outside the pocket, the 2nd SS Panzer Div. is ordered to attack and open an escape route. At 0900 Captain Werner leads forward No. 11 Co. III Batt. 4th Panzer Grenadier Regt. From an upcoming Skirmish Campaigns Book.

S-411 - Skirmanovo

Sat. 2 PM, 4 hrs, 8 players

GM: Mike Murphy with Marc Raiff

Sponsor: TOB Games, Prize: Gift Certificate

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

Outnumbered and outgunned, on 12 Nov 1941, Stavka ordered the 16th Army to strike back against the Germans, and drive them out of the town of Skirmanovo. To do this, the 4th Tank Brigade under Katukov was marched through Moscow for a head on collision with 10th Panzer Division.

S-442 - The Mystic Wood

Sat. 2 PM, 3 hrs, 6 players

GM: Nancy Ott and Band of Gamers

Fantasy 28mm, Rules: Mystic Wood by Avalon Hill (modified)

Six brave knights enter the Mystic Wood. Who will complete their quest and leave the wood through the Heavenly Gate? Slay the dragon, rescue the prince or princess, find the unicorn, defeat the king - the choice is yours. But beware! The wood has many dangers, your fellow knights not least among them!

Kid-friendly, rules taught. Young children welcome with adult who plays or assists.

S-354 - Battletech - Grinder 2

Sat. 2 PM, 3 hrs, 6 players

GM: Dave Yingling

Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1/285 micro, Rules: 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. Winner of this round will get a spot in the Grinder Championship Saturday evening.

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

S-359 - 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: 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 the players. This will allow a quicker translation into the Grinder event.

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

★ 3:00 PM ★

S-403 - Le Carousel - Jousting Tournament

Sat. 3 PM, 3 hrs, 12 players

GM: Frank Sciulli with Christin Sciulli, Brian Cusick and Band of Gamers

Age of Reason 28mm, Rules: Le Carousel Demo

If the thunder of hooves, the roar of the crowd, and the crack of a lance as it shatters on a shield can spur your imagination then join us in a recreation of a jousting tournament. Prizes awarded to the victors, and contestants may even court favors from the ladies to use during the tournament.

Rules taught. Young children with an adult are welcome.

S-647 - Ambush in the Woods - North America, 1779

Sat. 3 PM, 4 hrs, 12 players

GM: Ben Rubin with Marc Rubin and Gabe Rubin

AWI 25mm, Rules: Home Rules

Tory and Patriot Militias hunt each other in the deep woods in this skirmish game set in the AWI. Limited visibility, confused fighting in dense woods and a prize system that rewards getting home alive are just a few of the challenges this game presents its participants.

Children welcome. Would prefer if children under age 10 to play with an adult or older sibling.

S-530 - Wagram, Napoleon's Bloody Victory Pt 2 - 1809

Sat. 3 PM, 4 hrs, 16 players

GM: Dave Reiners with Jeff Kimmel and The Rogues

Sponsor: Shako II

Napoleonic 28mm, Rules: Shako II

One of Napoleon's bloodiest victories and the most important military engagement of the War of the Fifth Coalition. A French, German and Italian coalition defeated the Army of the Austrian Empire led by Archduke Charles. Can you repeat history, crush the will of Charles and exact a treaty or turn the losses back on the French and halt their advances?

Large scale engagement; 1,000s of figs.

S-575 - Lt George S. Patton in Mexico, 1916

Sat. 3 PM, 3 hrs, 10 players

GM: Leo Walsh with Kevin McNichols

Wild West 25mm, Rules: High Noon

Lt Patton has cornered Pancho Villa's body guard in a small farm village in Mexico. This is how he earned his pistols as he led his troopers in his climb to fame.

S-197 - Secret Science Test Arena, c.1900

Sat. 3 PM, 1 hrs, 6 players

GM: Bob Charrette

Sponsor: Parroom Enterprises

Victorian Science Fiction 28mm, Rules: Secret Science Test Rules

Monsters! Mechanical wonders! Masked Minions! Try out Parroom Enterprise's forthcoming Secret Science rules for turn-of-the-century battles with mad science. Small forces supplied. Rules taught. Drop in and try out a faction's capabilities in a "rolling" playtest. Play for an hour, or stay for another round. Mayhem and destruction - fun for all!

Children over age 12 playing with adult welcome.

S-115 - The Thirteenth Day of Glory - Final Attack Upon the Alamo

Sat. 3 PM, 4 hrs, 10 players

GM: John Michael Priest with William L. Priest

19th Century 54mm, Rules: Hand - to Hand, Fix Bayonets! by John M. Priest

Hordes of Mexican soldiers are assaulting the trapped Texicans within the mission compound. Join the melee and see if you can change history in a fast paced very playable simulation. This game continues where the morning session left off and will continue as long as there are players interested in staying upon the field. Rules Taught.

Children under age 14 must be accompanied by a playing adult.

S-642 - The Spanish Ulcer still bleeds

Sat. 3 PM, 4 hrs, 8 players

GM: Mark Stevens and ColonialWars

19th Century 28mm, Rules: Brom Napoleonic

1830s combat between Spanish forces contending for the throne of Spain. The Isabelinos are supported by the British Auxillary Legion and Royal Marines.

S-622 - Chapter 2 of Shield of the Gods: The Long Tomb of Doom

Sat. 3 PM, 3 hrs, 6 players

GM: Jayson Gardner and NLW

Pulp 28mm, Rules: Where Heroes Dare!

Kong Fang's trail leads back to China in The Lost Valley of Souls. There lie the remains of a segment of The Great Wall, like a dragon's broken back, scattered across these war scarred hills. "Kong Fang has to be around here somewhere", shouted Captain Achilles as they descended into the misty valley - Where Heroes Dare!

Players age 13-16 welcome with participating adult.

S-601 - CY6! Jet Age, Vietnam - Lions in Tigers and Beagles - 9 Oct 1972

Sat. 3 PM, 3 hrs, 9 players

GM: C.B. Stevens and Skirmish Campaigns

Modern 1/300, Rules: Check Your 6! - Jet Age

After its successful air attack on two US ships in April '72, North Vietnam planned another "spoiling" mission, targeting the secret U.S. base at Ban Louang in Laos. The VPAF took two IL-28 Beagles out of storage, recalled the Chinese-trained bomber crews from their fighter regiments, and sent them across the border with an escort of four MiG-21s.

S-360 - 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: 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 the players. This will allow a quicker translation into the Grinder event.

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

S-351 - Battletech - Raid on Halstead Station, 3013

Sat. 3 PM, 4 hrs, 10 players

GM: Mark Yingling

Sponsor: Catalyst Game Labs, Prize: Certificates

SciFi 1/285 micro, Rules: Total Warfare

In October 3013, Prince Ian Davion was killed in battle with House Kurita, this advanced Hanse Davion to the throne of the Federated Suns. One of his first acts was to raid the Combine planet of Halstead Station, where a Star League University had just been uncovered. Join the fight for the University.

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

★ 4:00 PM ★

S-433 - Battle of the Dunes, 14 June 1658 - Theme Game

Sat. 4 PM, 4 hrs, 8 players

GM: Chris Bergonzi with Richard Claydon, Austin Mitchell and Boston Trained Bands

Pike and Shot 15mm, Rules: Regiment of Foote

Leaving some men to continue the siege, the French advanced to meet the Spanish army. The battle which resulted from this maneuver, became known in England as the Battle of the Dunes. The French were supported by troops from the New Model Army and the Spanish by Royalist English and French Rebels.

S-388 - WHAT!?! No Peas?

Sat. 4 PM, 2 hrs, 8 players

GM: Geoff Graff and the HAWKS

Age of Piracy LEGO, Rules: Home Rules

Gold and jewels are well enough, but Pirates want something healthy for supper. Not a crew member would eat Cookie's Baked Dubloon Flambe. The Little Lego Looters have just raided the town's food storehouse, but someone saw them! Now they have to escape through the jungle with tomorrow's dinner. And the jungle is full of surprises.

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-298 - First Battle of Polotsk, Aug 1812

Sat. 4 PM, 6 hrs, 8 players

GM: Nigel Marsh with John B. Snead

Napoleonic 28mm, Rules: Carnage & GloryII Computer Moderated Rules

Wittgenstein defends the approaches to St. Petersburg, and engages Marshal's Oudinot and St. Cyr at the town of Polotsk. French, Swiss, Bavarians, Croatians and Russians will seek glory amidst the carnage of the Russian campaign of 1812. We will refight the battle as two separate games, the eastern and western flanks.

S-299 - First Battle of Polotsk, Aug 1812

Sat. 4 PM, 6 hrs, 8 players

GM: John Snead with Nigel P. Marsh

Napoleonic 28mm, Rules: Carnage & GloryII Computer Moderated Rules

Wittgenstein defends the approaches to St. Petersburg, and engages Marshal's Oudinot and St. Cyr at the town of Polotsk. French, Swiss, Bavarians, Croatians and Russians will seek glory amidst the carnage of the Russian campaign of 1812. We will refight the battle as two separate games, the eastern and western flanks.

S-126 - "All the King's Men" Demo Game

Sat. 4 PM, 1 hrs, 4 players

GM: Ken Cliffe with Dave Hoyt

War of 1812 54mm, Rules: All the King's Men

Go to war as a true gentleman... with 54mm toy soldiers! Join All the King's Men Toy Soldiers as we demo our own rules for the horse-and-musket period. 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 vendor booth.

Children must be accompanied by an adult.

S-198 - Secret Science Test Arena, c.1900

Sat. 4 PM, 1 hrs, 6 players

GM: Bob Charrette; Sponsor: Parroom Enterprises

Victorian Science Fiction 28mm, Rules: Secret Science Test Rules

Monsters! Mechanical wonders! Masked Minions! Try out Parroom Enterprise's forthcoming Secret Science rules for turn-of-the-century battles with mad science. Small forces supplied. Rules taught. Drop in and try out a faction's capabilities in a "rolling" playtest. Play for an hour, or stay for another round. Mayhem and destruction - fun for all!

Children over age 12 playing with adult welcome.

S-256 - Warplan Orange: Raid On Truk, 1922

Sat. 4 PM, 3 hrs, 10 players

GM: Mitch Reed with Brian DeWitt and NOVAG

Inter-War 1:2400, Rules: Home Rules

The Japanese balking at the terms of the Washington Naval treaty has caused the US much concern over controlling access to its Pacific territories. Knowing that a war between the two Pacific powers is imminent; the US Navy decided to try a dawn sneak attack at the Japanese fleet lying at anchor off Truk Island.

Easy play; 5 Mins to learn basic rules.

S-456 - 'Sudden Storm: Japan vs US, 1937 - To the Philippines!

Sat. 4 PM, 5 hrs, 10 players

GM: Michael Baulch

Sponsor: ODGW

Inter-War 1:6000, Rules: General Quarters 3

Japan has invaded Luzon prompting the US to send vital reinforcements. Covered by a strong escort drawn from the pride of the Pacific Fleet, the convoy must succeed or the Philippines will fall. But the proud Japanese Fleet stands in the way. Preview of the new ODGW General Quarters 3 campaign game 'Sudden Storm: Japan vs US, 1937'.

S-589 - Mad Channel Dash, May 1941

Sat. 4 PM, 4 hrs, 6 players

GM: Bob Bengé and ODGW

WWII 1:2400, Rules: General Quarters 3

Hypothetical. Hitler wants to disrupt Allied convoys using all of the available capital ships of his surface fleet. Operation Omega is put into action: the launch of the German task force into the Atlantic. British get wind of the operation through the French underground and make desperate plans to intercept what they call "The Mad Channel Dash".

Rules Taught, beginners welcome.

S-608 - CY6! - Breaking Bread - Kanalkampf, 1940

Sat. 4 PM, 3 hrs, 6 players

GM: Mark Fastoso and Skirmish Campaigns

WWII 1/600, Rules: Check Your 6!

Convoy 'Bread' was moving out in to the channel when Chain Home RDF station reported a large German formation headed out to sea. Elements of several British squadrons were scrambled to protect the convoy. As the Germans approached 32 Squadron lost them in the clouds but the Hurricanes of 111 arrived and charged the German bombers head-on.

S-587 - Race

Sat. 4 PM, 4 hrs, 6 players

GM: Mike Moran and ODGW

WWII 12mm, Rules: Mein Panzer

The Russians and Germans have fought to a standstill on the Eastern front. Both sides are limited to light tanks because of a lack of fuel. One lone fuel dump resides in the territory. Each side strives to retrieve enough fuel to power their heavy tanks. Race to the fuel yard, get fuel, and bring your heavy tanks to the fight.

Rules taught, beginners welcome.

S-588 - The Forest of Hell, 25 Nov 1944

Sat. 4 PM, 4 hrs, 6 players

GM: JD Perry and ODGW

WWII 25mm, Rules: ACA

The objective of the 22 Rgt was to take the village of Grosshau in the Hurtgun Forest. A small Task Force was to attack from the south. Under the impression the village was lightly defended, the attack of infantry were to break through. Unfortunately this called for units of the 22 Rgt to advance through the forest and over a small hill.

Rules Taught, beginners welcome.

S-586 - The Cold War - Continued

Sat. 4 PM, 4 hrs, 6 players

GM: Tu Tran and ODGW

Modern 12mm, Rules: Mein Panzer

"What if the Cold War didn't end? US Forces clash with the Red Army as the Soviets launch an attack on the continental United States. US Forces have been cut off during a viscous battle with Red Army. Will the United States reinforcements arrive in time? Will the Red Army succeed in over running the cut off US Forces?"

Rules taught, beginners welcome.

S-591 - CY6! Jet Age, Korea - Ace of Two Wars

Sat. 4 PM, 4 hrs, 9 players

GM: Scott Fisher and Skirmish Campaigns

Modern 1/200, Rules: Check Your 6! - Jet Age

On his 97th mission, Alex Asla led a formation of Sabres on patrol to MiG Alley. Meanwhile, two dozen MiGs were scrambled to intercept under Capt Nikolay Ivanov, an experienced dogfighter and ace from WWII. Asla's smaller group surprised the Soviet pilots. Come join the dogfight using the new Check Your 6! - Jet Age rules www.skirmishcampaigns.com

S-154 - Hunting the Hunter

Sat. 4 PM, 2 hrs, 4 players

GM: Ben Fornshell

SciFi 25mm, Rules: Tabletop Battle System

An elite team of "Bug Stalkers" is closing in for the kill, seeking the Brain Bug that leads a colony of giant-and vicious-insects that are plaguing the planet of Alpha Majoris. Then things go sour, and it's not so clear who is the hunter-and the hunted. Diorama-quality table featured in 2/10 Wargames Illustrated. Visit www.wnga.org

Children age age 8 and under with adult supervision. Rules taught, easy to learn.

S-361 - Battletech Demo Game 6

Sat. 4 PM, 1 hrs, 4 players

GM: Mark Yingling

Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1/285 micro, Rules: 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 the players. This will allow a quicker translation into the Grinder event.

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

★ 5:00 PM ★

S-544 - Battle of Germantown, 4 Oct 1777

Sat. 5 PM, 4 hrs, 6 players

GM: Lou Cardinale and the MAPHOGS

Sponsor: Maplewood Hobbies

AWI 28mm, Rules: The British Are Coming

British are bivouacked at Germantown just outside Philadelphia after victories at Paoli and Brandywine. Washington's army numbering 11,000 men, slightly outnumbering the British, are determined to make a surprise attack on this unfortified position to get their revenge. Will British break the back of the young upstarts?

S-612 - CY6! Malta - Showdown Over Malta

Sat. 5 PM, 4 hrs, 10 players

GM: Ray Bishop and Skirmish Campaigns

WWII 1/300, Rules: Check Your 6!

The Germans are gearing up for an all out blitz of Malta. Over 100 bombers are sent to crush all British aerial resistance. The British muster all their forces and rise up to meet the German bombers with everything they got.

S-355 - Battletech - Grinder Championship

Sat. 5 PM, 6 hrs, 12 players

GM: Dave Yingling

Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1/285 micro, Rules: Total Warfare

The Grinder Championship will determine who the best MechWarrior of the Grinder is. MechWarrior will start with a Medium Mech and as you die, advance up to the next weight class. Once the player dies as an Assault Mech, you are done.

Must win 1 of 10 Grinder Rounds for entry. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

★ 6:00 PM ★

S-172 - Part 2 Anglo-Dutch War, 1666: 4 Days Battle - Theme Game

Sat. 6 PM, 4 hrs, 12 players

GM: Russ Stakes with Rick Stakes and Nows

Pike and Shot 15mm, Rules: Home Rules

1-4 June 1666: Naval forces of Holland and England clashes in the English Channel to fight an indecisive battle. Over 100 ships participated. This game will reflect a small portion of this battle with scratch built ships with 16 to 50 guns. This is a fast paced, hard hitting game using simultaneous movement and fire.

Some wargame experience helpful - Kids OK with parent supervision (gamemaster's call).

S-150 - First Battle of Oland, 1 June 1676 - Theme Game

Sat. 6 PM, 4 hrs, 8 players

GM: Stanley Sunderwirth

Pike and Shot 1:2000, Rules: Victory Under Sail

After Jasmund, the Danish/Dutch fleet of 25 SOL & 10 frigates commanded by Dutch Admiral Tromp (who was commissioned as a Danish Admiral) pursued the Swedes. The Swedes proved incredibly incompetent and Admiral Creutz managed to sink his flagship by tacking in heavy air with full sail & all his lower gunports open. The flagship exploded as well.

Experienced players only.

S-569 - Sunrise in the High Desert and a Battle's Brew'n

Sat. 6 PM, 4 hrs, 16 players

GM: Leo Walsh with Al Lyons

Wild West 25mm, Rules: High Noon

Dr Lovelost is at again. He's declared himself Emperor of the West and is preparing to take California. The troopers are coming, the caballeros, the Federales, marshals, rangers and maybe James West and Artemis Gordon too. Is all lost against the Evil weapons master. They say evil spirits have joined his forces. Now even the Indians are fighting mad. It will be crazy, it will be wild, and it will be BIG!

Last game of the weekend for the Giant High Noon layout!

S-199 - Secret Science Test Arena, c.1900

Sat. 6 PM, 1 hrs, 6 players

GM: Bob Charrette

Sponsor: Parroom Enterprises

Victorian Science Fiction 28mm, Rules: Secret Science Test Rules

Monsters! Mechanical wonders! Masked Minions! Try out Parroom Enterprise's forthcoming Secret Science rules for turn-of-the-century battles with mad science. Small forces supplied. Rules taught. Drop in and try out a faction's capabilities in a "rolling" playtest. Play for an hour, or stay for another round. Mayhem and destruction - fun for all!

Children over age 12 playing with adult welcome.

S-174 - Crossing the Moro River - Canada versus Germany, Dec 1943

Sat. 6 PM, 7 hrs, 14 players

GM: Ross Cossar with Dave Mattison

WWII 15mm, Rules: Axis and Allies Miniatures Extended Rules

Late 1943, near Ortona Italy, the Canadians forged a bridgehead over the next German defensive line! The 3-D hex map, all playing pieces and rules are supplied by the GM. Players will be divided evenly and each side will choose one player as their leader. Command an infantry company or other combat units through the rain and mud of a real battle

Additional details for this and other Axis and Allies Miniatures games planned for Historicon can be found at <http://home.comcast.net/~tsessler/site>

S-424 - le Mesnil Adlee, Aug 1944

Sat. 6 PM, 5 hrs, 4 players

GM: Peter Landry with Michael Sincavage

WWII 15mm, Rules: Battlefront

Operation Lutlich was underway. The 2nd Pz Div was to guard the northern flank of the main breakthrough. With the main battle raging to the south the 2nd Pz broke through and took the village of Adlee. US HQ sensed imminent disaster and ordered elements of the 2nd Ar and 30th Inf Divs to retake the village.

S-415 - Leyte - Cape of Fools aka Cape Engano TF 34.5 vs the Mobile Force

Sat. 6 PM, 4 hrs, 17 players

GM: John Knuth with Don Carlucci and New Jersey Naval Gaming Society

Sponsor: SeeKrieg Admiralty

WWII 1/6000, Rules: SeeKreig 5

Admiral Halsey has decided to scrape together a surface strike force to sink the damaged vessels from today's carrier raid. Admiral Ozawa has formed a surface force from his battleships, light cruisers and destroyers to escort and protect the damaged carriers. Daylight has faded and the Japanese Carriers cannot be allowed to escape.

New players over age 14 welcome. Rules taught.

S-210 - The Bear Attacks

Sat. 6 PM, 6 hrs, 10 players

GM: Robert Scripp and AoCM

Sponsor: Harmony House Hobbies, Prize: \$10 Gift Certificate

WWII 15mm, Rules: Battlefront

Russian forces try to dislodge Heroic Finnish Forces from a vital crossroad.

Battlefront rules experience helpful. Younger gamers with playing adult welcome.

S-265 - Totenkof meets the Elephant, Arras, France, 21 May 1940, SS vs. BEF, Early War FoW

Sat. 6 PM, 4 hrs, 8 players

GM: Ronald Bingham and Battle Barn of Williamsburg

WWII 15mm, Rules: Flames of War

The BEF finally launched a counterattack! Led by the 4th and 7th Royal Tank Regt and supported by the Durham Lt Inf Regt; tank and infantry forces struck hard into the German flank. The SS "Totenkof" Regt, supporting 7th Panzer, was caught in total surprise! The 7PzD commander, Maj-Gen Rommel took charge to stop the British tanks.

FoW experience preferred. No players under 16 yrs.

S-145 - Bridge to Nowhere, 12 Aug 1941

Sat. 6 PM, 3 hrs, 4 players

GM: George Buzby and NOVAG

WWII 20mm, Rules: Disposable Heroes

Elements of the 1st Battaglione 800 "Roma" Inf Regt was ordered to advance to the Bug river where it would seize Soviet crossing points. This scenario is drawn from the similarly named Advanced Squad leader scenario and uses the Disposable Heroes ruleset. The Italians are attacking and the Soviets defend.

Gamers under age 12 must be accompanied by a parent or guardian.

S-625 - Rhodesian Bush War: External Ops

Sat. 6 PM, 4 hrs, 4 players

GM: Mark Kinsey and NLW

Modern 15mm, Rules: I Ain't Been Shot Mum

Airborne Assault by Rhodesian Forces to assault a ZANLA base deep in Mozambique. This is a representation of a typical airborne and Air Force operation circa 1977 or 78 utilizing Canberra bombers, Hunter-Hawker jets, and Alouette III G and K car helicopters.

Players age 13-16 welcome with participating adult.

★ 7:00 PM ★

S-109 - Clash of Empires - Magnesia, 190 BC

Sat. 7 PM, 4 hrs, 7 players

GM: Don Manser

Ancients 25mm, Rules: WAB, Modified

Will you command a seasoned Roman army of the Republic or a vaunted Successor host whose legend and renown was forged by the conquests of Alexander the Great? Only one empire will prevail and it lies with you to make or remake history. Join the call to refight this pivotal ancient battle in a mega game with hundreds of 25mm figures. See you there!

Players under age 16 welcome with participating adult.

S-540 - Gladiators Walk-up Throwdown

Sat. 7 PM, 4 hrs, 4 players

GM: Ben Thomas and the MAPHOGS/Alternate Universe Regulars

Ancients 28mm, Rules: WAB, Modified

For those about to Die, We salute you! Come experience the Games from the ground level. Walk-up and throwdown the challenge *Beginners Welcome.*

S-644 - Viking Looters

Sat. 7 PM, 3 hrs, 10 players

GM: Greg Whitaker with Geoff Golliver and Woodbridge (VA) Area Gamers

Dark Ages 25mm, Rules: Home Rules

The raid is winding down. You must be the first looter back to the longship with loot to win. But beware of your fellow looters. They want to win, too. *Beginners welcome.*

S-380 - Tales from the Spyglass Tavern - Theme Game

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 tonight. Friends and enemies old and new gather to settle their scores and gain some treasure. Pirate mayhem and merriment guaranteed in this brawling adventure.

Children under age 14 only with a playing adult.

S-404 - Le Carousel - Jousting Tournament

Sat. 7 PM, 3 hrs, 12 players

GM: Frank Sciulli with Christin Sciulli, Brian Cusick and Band of Gamers

Age of Reason 28mm, Rules: Le Carousel Demo

If the thunder of hooves, the roar of the crowd, and the crack of a lance as it shatters on a shield can spur your imagination then join us in a recreation of a jousting tournament. Prizes awarded to the victors, and contestants may even court favors from the ladies to use during the tournament.

Rules taught. Young children with an adult are welcome.

S-292 - Battle of Teugn-Hausen, 19 Apr 1809

Sat. 7 PM, 4 hrs, 6 players

GM: Dave Rodgers with Bob Rodgers, Michael O'Haver and The Table Top Gaming Society

Napoleonic 15mm, Rules: Imperial Lances

Near the beginning of the 1809 campaign the Austrian III Armeekorps under Hohenzollern is pushing into Bavaria and encounters Davout's isolated III Corps. With its back to the Danube, a defeat of Davout's force would likely result in its complete destruction. Davout's veterans have other ideas. NEW rules "Imperial Lances" .

S-304 - Prince Eugene's Italian Affair - Battle of Sacile, 16 Apr 1809

Sat. 7 PM, 4 hrs, 8 players

GM: Peter Anderson

Napoleonic 28mm, Rules: Field of Battle by Piquet

Overconfident and inexperienced, the Viceroy of Italy learns that these are not the Austrians of the past, even when lead by Erzherzog Johann, "whose military capabilities cannot be underestimated" - much as his father in law does a month later.

Children age 14 and above welcome with a playing adult.

S-376 - Look Sarge, It's Fighting Joe Hooker! - 1 May 1863

Sat. 7 PM, 4 hrs, 7 players

GM: Eric Schlegel and the HAWKS

American Civil War 10mm, Rules: A Union So Tested (Look Sarge, No Charts: ACW)

Joe Hooker lost at Chancellorsville when his spearheads recoiled from contact with Stonewall Jackson. Had he truly been Fighting Joe Hooker the results might have been different. Perhaps with a little intestinal fortitude history can be changed as the Union aggressively seeks open ground to put its advantages in numbers and artillery into action.

S-643 - Blood in Adobeville

Sat. 7 PM, 4 hrs, 6 players

GM: Ron "Alamo" Prillaman and Woodbridge (VA) Area GamerS

Wild West 28mm, Rules: Home Rules

Wild West action in Adobeville. There is payroll to protect, peace to keep, and ne'er-do-wells to apprehend.

Beginners welcome.

S-200 - Secret Science Test Arena, c.1900

Sat. 7 PM, 1 hrs, 6 players

GM: Bob Charrette

Sponsor: Parroom Enterprises

Victorian Science Fiction 28mm, Rules: Secret Science Test Rules

Monsters! Mechanical wonders! Masked Minions! Try out Parroom Enterprise's forthcoming Secret Science rules for turn-of-the-century battles with mad science. Small forces supplied. Rules taught. Drop in and try out a faction's capabilities in a "rolling" playtest. Play for an hour, or stay for another round. Mayhem and destruction - fun for all!

Children over age 12 playing with adult welcome.

S-473 - Wings of War - The Battle of Arras

Sat. 7 PM, 3 hrs, 12 players

GM: Stephen Gibson and NOVAG

WWI 1:144, Rules: Wings of War: Watch Your Back!

In early April 1917, Germany's 'Knights of the Air' patrol the skies over the Arras Front. As these veterans of the famed Jasta 11 rack up an amazing 89 kills, allied leaders desperately try to neutralize these veteran German pilots. Join us in a free-wheeling brawl in the skies, If you've never played Wings of War before, come and learn with us.

Kid Friendly Game; under age 13 should have an adult playing with them.

S-476 - Battle and War, Guise - Aug 1914

Sat. 7 PM, 4 hrs, 6 players

GM: Jesse Scarborough

Sponsor: TOB Games, Prize: Gift Certificate

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

The second pitched battle between the French Fifth Army and the German II Army was fought on August 29-30. Both side claimed victory, yet the French continued to retreat after the battle. The game will portray the initial clash between the lead elements of the German X Corps and the French Third Corps near Landifay on the 29th.

The game is a playtest for the forthcoming scenario book: France 1914, Onto the Marne.

S-623 - Chapter 3 of Shield of the Gods: The Lair of Kong Fang

Sat. 7 PM, 3 hrs, 6 players

GM: Jayson Gardner and NLW

Pulp 28mm, Rules: Where Heroes Dare!

Our 3 Chapter story concludes in the very Lair of Kong Fang. Here hidden beneath the Great Wall lies a veritable cornucopia of death with caverns of traps and lakes of mercury. Can Captain Achilles defeat the wicked mandarin or will Fang reign supreme. Time to go - Where Heroes Dare! *Players age 13-16 welcome with participating adult.*

S-486 - "Pass the Dynamite - I'm an Archaeologist!"

Sat. 7 PM, 4 hrs, 25 players

GM: Howard Whitehouse

Sponsor: Miniature Building Authority

Pulp 28mm, Rules: "Rules?"

The inter-war years were a crucial period in development of the science of archaeology. Issues of academic rivalry, curses, cultists, Nazis, the undead, angry native mobs, Mexican bandits, shortage of liquor, mummies, sandstorms, Bolsheviks, dinosaurs and naturally lack of funding, meant that mounting an expedition was difficult. Yet so many expeditions arrive at the same place with the same objective! The 76th "Astounding Tales!" Pulperama Event.

No knowledge of anything required, really. Bring your own champagne and explosives. Howard does all his own stunts!

S-383 - Look Comrade Sergeant, There's the German Supply Column

Sat. 7 PM, 4 hrs, 6 players

GM: Chris Palmer and the HAWKs

WWII 10mm, Rules: Look Sarge, No Charts: WWII

24 June 1941, Army Group South. Elements of the Soviet 10th Tank Div threaten the supply line of the 11th Panzer. Only the German 57th Inf Div stands in the way. Can elements of the 16th Panzer come to the rescue, or will the Soviet thrust cause the German's advance to come to a halt and reverse to face the threat?

Gamers under 14 only with a playing adult.

S-283 - Germanic Cousins Over the Battle of Britain, 25 Aug 1940

Sat. 7 PM, 2 hrs, 8 players

GM: Bruce Kohn

Sponsor: Blue Sky Enterprises

WWII 1/285 micro, Rules: Black Cross/Blue Sky

This is a scenario from "Black Cross/Blue Sky". Players will be using the updated Blue Sky Series rules 2.0. Two simultaneous games will be run, each with 2 Luftwaffe and 2 RAF players. Game will be played on gorgeously rendered maps of the English Channel coast which are included in the new, boxed game.

Kids under age 14 welcome to play with an adult. Parachutes NOT required!

S-379 - German Surprise at Ogleadow, 11-13 Aug 1944

Sat. 7 PM, 4 hrs, 6 players

GM: Don Hogge and the HAWKs

WWII 25mm, Rules: Battleground WW2

Elements of the 6th Guards Tank Corps tangled with elements of the 16th Panzer Division and the 501st Heavy Tank Battalion near Ogleadow. The Russian tankers hear the rumble of the powerful German tank engines and confidently rush to block their advance. They know they have the Germans outnumbered and look forward to an easy victory.

Gamers under the age 14 welcome with an adult.

S-597 - CY6! - Sunsetters Against the Rising Sun - Wewak, New Guinea, Sept.1943

Sat. 7 PM, 4 hrs, 8 players

GM: Brian Cantwell and Skirmish Campaigns

Sponsor: I-94 Enterprises

WWII 1/300, Rules: Check Your 6!

Aerial reconnaissance has reported a Japanese convoy anchored in Wewak harbor and the Sunsetters of the 38th Bombing Group are going in masthead level to take them out. But the forces of the Rising Sun are ready this time and the Americans will have to fly their B-25 strafers through Oscars, Tonys, and relentless ack-ack to complete the mission.

Young players welcome w/adult.

S-602 - CY6! Jet Age, Indo-Pak - Sabre Slash - 14 Sept 1965

Sat. 7 PM, 3 hrs, 8 players

GM: C.B. Stevens and Skirmish Campaigns

Modern 1/300, Rules: Check Your 6! - Jet Age

During the "2nd Kashmir War" Indian Canberra bombers were tasked to strike rail yards at Lahore with an escort of Gnats. The escorts were led by Wing Cmdr Bharat Singh, a former member of the national aerobatics team, a hotshot, and a "flying hog" who saved all the "juicy" combat missions for himself. This time it was juicy for the Paki Sabres.

S-398 - MiG Alley

Sat. 7 PM, 4 hrs, 6 players

GM: Don Smith and the HAWKs

Modern 1/300, Rules: Chief's Rules (modified Top Gun)

MiG 15's vs. F-86 Sabres over Korea in 1952.

S-480 - Gnome Wars: Siege of Castle Elmore

Sat. 7 PM, 4 hrs, 12 players

GM: Jim Stanton

Sponsor: Miniature Building Authority

Gnomes 28mm, Rules: Gnome Wars

After a year-long siege the Germans and Samurai are still holding out in Castle Elmore and holding on to one of the Leprechaun's Four Treasures, Dagda's Cauldron. Ard-RI Stanton has enlisted the Ri Ruirech of the Clurichaun, King Redding, to reform their old alliance and retrieve the cauldron from Lon the Lunkhead.

Anyone bringing a painted unit of Gnomes or Leprechauns from Brigade Games does not need to preregister for the game No one under 14 with a playing adult, with father/son teams encouraged.

S-437 - Anarchy in the Wasteland

Sat. 7 PM, 3 hrs, 8 players

GM: Jared Fishman and Connecticut Game Club

Sponsor: Stan Johansen Miniatures, Prize: Gift Certificate

SciFi 20mm, Rules: Anarchy in the Wasteland-Home Rules

In an alternate reality, post apocalyptic Australia has been ravaged by motorized gangs of vicious thugs. Only thing that stands between them and the innocent is the lawmen of Central Task Force. The roadways are the new battle ground in this dark time. Which side will you join? Start up your engines and get ready for this fast paced game!

Kids are totally welcome with a parent.

S-157 - The Invasion of Sebius II

Sat. 7 PM, 2 hrs, 4 players

GM: Ben Fornshell

SciFi 25mm, Rules: Tabletop Battle System

Few games give total control of the battlefield the way this combined space/land assault game will. Play as the orbiting fleets, or in the assault on the Space Defense installation on this Diorama-quality table featured in 2/10 Wargames Illustrated. Visit www.wnga.org

Children age 8 and under with adult supervision. Rules taught, easy to learn.

★ 8:00 PM ★

S-645 - Battle of Poitiers in 1356 "What if"

Sat. 8 PM, 4 hrs, 6 players

GM: Eric Lyons with Chris Parker

Sponsor: Day of Battle

Medieval 90mm, Rules: Day of Battle III

King Edward the Black Prince stands and fights the French. As in History the possibilities are endless. French knights vs. the English longbow, which weapon of choice will prevail

Kid friend with those age 14 and under playing with an adult on the same game ticket

S-314 - Pirates of the Caribbean - Search, Sail, and Sink! - Theme Game

Sat. 8 PM, 4 hrs, 8 players

GM: Jim Welch with Graydon VanRy

Age of Piracy 1:600, Rules: Pirates of the Caribbean, Modified

Set sail with Jack Sparrow, Elizabeth Swann, and Will Turner. Find a ship, hire a crew, and search for treasure. Battle Barbossa, Davy Jones, and the British, or join them, switch sides, jump ship, backstab your allies, and blast away your enemies. Just watch out for the Kraken! Yo ho, yo ho, a pirate's life for me!

Kid friendly. Easy fast play naval rules.

S-539 - Napoleon's Spanish Ulcer

Sat. 8 PM, 4 hrs, 4 players

GM: Andy Waxtel

Napoleonic 28mm, Rules: Shako II

The Spanish ulcer. Come learn Shako II and why Napoleon's Marshals struggled in this part of the Continent

Beginners Welcome.

S-368 - Battle of Chateauguay, 25 Oct 1813

Sat. 8 PM, 4 hrs, 6 players

GM: Duncan Adams and the HAWKS

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

With Canadian winter about to close the campaigning season a two pronged American invasion creeps toward Montreal. Lt-Col Charles-Michel d'Irumberry de Salaberry, charged with stopping the right column, has chosen his spot along the swampy banks of the Chateauguay River. There fewer than 2000 Canadian militia face more than twice their number.

Under age 12 welcome with a playing adult.

S-576 - Down the Muddy Water

Sat. 8 PM, 3 hrs, 16 players

GM: Leo Walsh with Al Lyons

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

It's the Rebs turn to get men and supplies to the landing. Gunboat, rams, and iron clash in a wild delta battle.

S-201 - Skyrunners: First Historicon Race Day

Sat. 8 PM, 3 hrs, 6 players

GM: Bob Charrette; Sponsor: Parroom Enterprises

Victorian Science Fiction 28mm, Rules: Skyrunners: Martian Aerial Race System

Zoom through the Martian skies in your scudder float ship! Leave your competition in your turbulence! We're running a short course, winners will go on to a second heat. Racecraft available. Rules Taught. 6 ticketed Racers, but more slots may be available as we are reserving racing slots for those who bring a painted and crewed racecraft.

Children over age 12 playing with adult welcome.

S-103 - Aerial Knights, Over No Mans Land

Sat. 8 PM, 3 hrs, 4 players

GM: Robert Varga

WWI 1/72, Rules: Home Rules

Your flying with a squadron of WWI fighter planes. Who have engaged the enemy over the trenches of No Mans Land. With limited amounts of ammunition and fuel your task is to survive to fly and fight another day.

Kids with adult welcome.

S-254 - Flies, Rats and Rockets!

Sat. 8 PM, 4 hrs, 6 players

GM: Tony Portilla; Sponsor: combatpainter studios

WWII 28mm, Rules: Disposable Heroes

Bloody desert war !!! Desert Rats taking out Nebelwerfer rockets!!! Fun, Fast and Furious!!!

Rules taught.

S-412 - Blood in the Jungle

Sat. 8 PM, 3 hrs, 6 players

GM: Frank Chadwick; Sponsor: TOB Games, Prize: Gift Certificate

WWII 15mm, Rules: Men Under Fire

In the South Pacific, American forces are moving across the island fighting both the Japanese and the jungle itself. Come and play with the upcoming skirmish rules from Test of Battle Games - Men Under Fire.

S-352 - Battletech - Clan Grand Melee

Sat. 8 PM, 5 hrs, 14 players

GM: Mark Yingling; Sponsor: IWM, CGL, and CSO, Prize: Certificates and Painted Mech

SciFi 1/285 micro, Rules: 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 BV2, but the gunnery and piloting of the Mech is determined by the BV. The top three MechWarriors will receive prizes.

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

★ 9:00 PM ★

S-238 - WWZ: Battle for Yonkers

Sat. 9 PM, 4 hrs, 5 players

GM: Shawn Reis and WNP; Sponsor: Rebel Minis, Prize: Miniatures & Dice

SciFi 15mm, Rules: FOW/USOA

The Battle of Yonkers, New York was the U.S. Military's first large scale, official engagement of the Zombie War. You will be in charge of the U.S. forces trying to defeat the never ending hoards of Zombies. Join us and see if you have the GUTS and the BRAINS to win. (Did we forget to mention that you're outnumbered 100 to 1?)

Over age 13 please.

★ 11:00 PM ★

S-523 - Midnight Massacre

Sat. 11 PM, 4 hrs, 25 players

GM: Scott Landis with Gwyn Reeves, Jeff Kimmel, Michael Panzer, Dave Reiners, Eric Turner and The Rogues

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

The late night classic is back! Are you ready to stay up all night for "The Social Event at the Con". Game features all of the "Madness" you have come to expect from the Rogues including the Georgia Courage Rule, 2 AM sing off, and taunting and abuse from the GM's. No Naval battle this game (see Friday PM Naval blow-out). Come to enjoy the fun and camaraderie of one of the longest running events at Historicon. As always, 2 drink minimum!

Pre-reg gets you an Elite Command, and we always welcome latecomers for the "2nd Wave".