



HISTORICON™

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

Preliminary Events List – SUNDAY

★ 9:00 AM ★

Z-151 - Battle of Koge Bay, 1 July 1677 - Theme Game

Sun. 9 AM, 6 hrs, 10 players

GM: Stanley Sunderwirth

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

The Scanian War continues with 21 Swedish SOL and 10 frigates under the only slightly more competent Admiral General Horn engage an all-Danish-Norwegian fleet of 19 SOL and 6 frigates under Niels Juel again. Players control squadrons in a game with lots of dice and few charts. *Rules taught.*

Z-262 - Battle of the Boyne - Ireland, 1 July 1690 - Theme Game

Sun. 9 AM, 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...

Z-114 - The Thirteenth Day of Glory - Final Attack Upon the Alamo

Sun. 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. This game continues where the evening 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.

★ 10:00 AM ★

Z-125 - "All the King's Men" Demo Game

Sun. 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.

Z-445 - Zulu! Flight to the Drift

Sun. 10 AM, 2 hrs, 8 players

GM: Ed Watts with Brendan Watts and Monday Night Adventurers

Colonial 15mm, Rules: Zulu! Lawk's Drift

The British lines have collapsed under an inexorable wave of Zulu warriors at Isandhlwana and a British "victory" will only be determined by how many fugitives escape the roving bands of Zulus searching the veldt for them.

All ages capable of reading the rules welcome.

Z-250 - Pursuit of the Goeben

Sun. 10 AM, 5 hrs, 12 players

GM: Dave Emdee

WWI 1:1200, Rules: Victory At Sea

August 1914 and the SMS Goeben heads for Turkey. Can the British 1st Armored Cruiser Squadron stop her in time for the BC squadron to overtake and sink her on the first day of WW1. Cold Wars saw the Goeben sunk by a young lady playing her first game. German honor must be vindicated by a victory at Historicon.

Rules taught (about 3 minutes).

Z-375 - Where Did She Go? - 22 June 1921

Sun. 10 AM, 2 hrs, 9 players

GM: James (Tank) Nickle and the HAWKS

Inter-War 28mm, Rules: Blood & Swash

The Duchess of Kent (close relative of the King himself) has been traveling through Ireland trying to bring peace to the troubled island. Unfortunately while traveling through County Cork she and her party have disappeared. She must be found and brought back to safety or the cause of both Republic and Royal Family could be set back for years.

Z-369 - Pacific Convoy, 1942

Sun. 10 AM, 2 hrs, 6 players

GM: Duncan Adams and the HAWKS

WWII 1/6000, Rules: Uncharted Seas, Modified (Charted Seas?)

In the Solomons the only thing as important as getting your supplies through was preventing the other guy's supplies from getting through. Fast, simple rules combining A&A Naval and Uncharted Seas. Perfect for Sunday morning.

Young players welcome.

Z-287 - They Came at Night - Nocturnal Missions during the Battle of Britain, Sept 1940

Sun. 10 AM, 2 hrs, 8 players

GM: John Stanoch

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. Four simultaneous games will be run, each with 1 Luftwaffe and 1 RAF players. The 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!

★ 11:00 AM ★

Z-248 - Operation Spring - Verrieres Ridge, 24-25 July 1944

Sun. 11 AM, 6 hrs, 9 players

GM: Dave Mattison with Ross Cossar

WWII 1/72, Rules: AAM advanced rules

Canadian/British forces attacking against German forces entrenched on Verrieres Ridge which lies between Caen and Falaise, France. Custom 3-D multi level map. 5 allied vs 4 axis players (400 vs 380 points). Fact sheet with special rules, battle history, order of battle, actual outcome, suggested strategies will be provided.

Age 12+ recommended.