



# HISTORICON™

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

## Preliminary Events List – THURSDAY

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### ★ 9:00 AM ★

#### **T-570 - Lt George S. Patton in Mexico, 1916**

Thurs. 9 AM, 3 hrs, 10 players

GM: Kevin McNichols with Leo Walsh

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.

#### **T-561 - What Game's Afoot?**

Thurs. 9 AM, 4 hrs, 10 players

GM: Kim Caron with Kevin McNichols

Wild West 25mm, Rules: High Noon

Suspicious wagons lumber through town. Is it the gold shipment that is due any day? Or is it just part of the local celebration of Independence Day? Many strangers are arriving - not all of them are good. Part 1 of a 3 game series. You do not need to participate in all 3 to play this game. Each game is self contained. This layout is the biggest ever for the High Noon games group.

*High Noon games are kid friendly, but fun for all ages.*

#### **T-481 - Desert Breeze**

Thurs. 9 AM, 4 hrs, 8 players

GM: Michael Johns

Sponsor: Miniature Building Authority

Modern 28mm, Rules: Open-Conflict

Modern Warfare in the Middle East; Details TBA.

### ★ 10:00 AM ★

#### **T-240 - Lord Goring's Dash - Theme Game**

Thurs. 10 AM, 2 hrs, 2 players

GM: Steven Verdoliva

ECW 10mm, Rules: Might of Arms Modified

Lord Goring, from the Kings Western Army, makes a dash towards London. The Earl of Essex has had advanced warning of Goring's plan and moves to block him.

*Rules taught at game. Kids are welcome but an adult must be present with any child under age 12.*

#### **T-309 - Tank Attack, Saipan!**

Thurs. 10 AM, 5 hrs, 4 players

GM: Peter Landry with Michael Sincavage

Sponsor: Eureka Miniatures

WWII 15mm, Rules: Battlefront

The largest tank battle of the Pacific happened on Saipan. The Japanese hit the thinly spread out Marines attempting to push them back to the beach. Just as the line was about to break, reinforcements arrived to plug the line, but not enough to stop multiple infiltrations. The Marines were held on by a shoe string.

*Rules taught. Children under age 15 must be accompanied by adult.*

#### **T-159 - The Damocles Crusade**

Thurs. 10 AM, 2 hrs, 3 players

GM: Del Stover and Wednesday Night Gamers of Alexandria

SciFi 25mm, Rules: Tabletop Battle System

A Tau raiding party attacks an unsuspecting Imperial colony. Are the Tau just stirring up trouble – or are they interested in what's inside the mysterious Adeptus Mechanicus outpost at the edge of the colony? Played on a diorama – quality table featured in 2/10 Wargames Illustrated, with movies and computer graphics. Visit [www.wnga.org](http://www.wnga.org) for details.

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

### **T-421 - Picon Military Academy: "The Convoy Must Survive"**

Thurs. 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 - Colonial Fleet Cruisers must protect a group of fleet tankers from an imminent Cylon attack. Convoy must survive or another solar system may fall!

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

### **★ 12:00 PM ★**

#### **T-490 - Babylon I**

Thurs. 12 PM, 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.

#### **T-499 - Siege**

Thurs. 12 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!

#### **T-551 - Battle of Hastenbeck, July 1757**

Thurs. 12 PM, 4 hrs, 6 players

GM: Bruce Taylor and SAGA

Seven Years War 28mm, Rules: Lace Warfare

A French army under the Duc d'Estrees invades Hanover. A mixed force of Hanoverians, Hessians and Bruinswickers under the Duke of Cumberland engage the French outside Hamlin in an attempt to protect the electorate. Historically the French won and Cumberland was recalled back to England in disgrace. Can you do better, or will history repeat?

*Rules taught; under age 13 with parent.*

#### **T-510 - Liberty or Death**

Thurs. 12 PM, 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.

#### **T-571 - To the Knives!**

Thurs. 12 PM, 3 hrs, 10 players

GM: Leo Walsh with Al Lyons

Napoleonic 25mm, Rules: High Noon

Spanish and French soldiers of the Napoleonic era clash in a skirmish of light troops in a village. The villagers and local militia may join in the fracas. A short fast game of knives, bayonets and black powder.

#### **T-117 - Missionary Ridge at Chattanooga, 25 Nov 1863**

Thurs. 12 PM, 4 hrs, 6 players

GM: Scott Mingus and Johnny Reb Gaming Society

American Civil War 15mm, Rules: Johnny Reb 3, with random events cards

Hoping to distract Braxton Bragg's attention near Chattanooga, U. S. Grant authorized Pap Thomas's army to advance to the base of Missionary Ridge. A combo of misunderstood orders & the pressure of the tactical situation caused Thomas's men to surge to the top of Missionary Ridge & rout the Rebel defenders. Author will sell & sign his ACW books.

*Familiarity with rules is preferred.*

#### **T-520 - Fire & Sword in the Sudan**

Thurs. 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.

### **T-325 - Battletech - Grinder 1**

Thurs. 12 PM, 2 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.*

### **T-322 - Battletech - Poker Run**

Thurs. 12 PM, 5 hrs, 10 players

GM: Scott Davis

Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1/285 micro, Rules: Total Warfare

Poker Run is Battletech meets Poker with a bit of a twist. Each player will select a Mech and depending on the BV2, it will determine their G/P Skill. Players can earn and lose cards based on events each turn. Whoever has the best hand at the end of the game will win.

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

### **T-329 - Battletech Demo Game 1**

Thurs. 12 PM, 1 hrs, 4 players

GM: Bethany Stahlman

Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1/285 micro, Rules: 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 ★**

### **T-554 - Swedish Feathers vs Polish Wings: 17th century Warfare in Eastern Europe - Theme Game**

Thurs. 1 PM, 4 hrs, 8 players

GM: Perry Gray and SAGA

Pike and Shot 15mm, Rules: Renaissance Warfare

The Swedish army of King Gustavus II Adolphus has once again invaded Poland as part of a series of conflicts known as the Polish-Swedish Wars 1600-1629). At first the mighty Hussars ran over the hapless Swedes, but have they figured out a way to counter the dashing Polish cavalry?

*Rules taught.*

### **T-124 - Invasion of Florida by Spanish Conquistadors**

Thurs. 1 PM, 4 hrs, 6 players

GM: John Lang with Ed Miller and Columbia Wargamer Club

Pike and Shot 25mm, Rules: Columbia Wargamer Club Skirmishng Rules

Spanish Conquistadors land on the Florida coast looking to take food/water from the local Indian tribes. The Conquistors with their body armour and muskets have never been seen by the local Indians. The Indians are known to be ferrous warriors and experts with bows and arrows. The Conquistadors need water and the Indians have killed all invaders.

*Game is designed for good players (16+ yrs).*

### **T-229 - Push o' Pike and Butt o' Musket, Midlands 1643 - Theme Game**

Thurs. 1 PM, 5 hrs, 8 players

GM: Richard Smethurst and Smethurst Basement

Sponsor: HMGS GL, Prize: prize money for recruit purchase

ECW 15mm, Rules: "Declare Thee, Sir!"

Grand tactical ECW battle as Charles moves from Oxford to secure loyal subjects. "The best laid plans may withstand one or two volleys." Declare thee, Sir! Be ye for King or Parliament?

*Quick and easy. Under age 10 welcome with adult aide-de-camp.*

### **T-330 - Battletech Demo Game 2**

Thurs. 1 PM, 1 hrs, 4 players

GM: Bethany Stahlman

Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1/285 micro, Rules: 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.*

### **T-153 - Hunting the Hunter**

Thurs. 1 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](http://www.wnga.org)

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

### **★ 2:00 PM ★**

#### **T-487 - Giza**

Thurs. 2 PM, 4 hrs, 10 players

GM: Mark Anderson with 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.

#### **T-243 - Battle of Granson, 2 Mar 1476**

Thurs. 2 PM, 4 hrs, 6 players

GM: Bob Bryant

Medieval 15mm, Rules: Might Of Arms

Charles the Bold, Duke of Burgundy, designed a magnificent army of combined arms, soldiered it with a motley mix of nationalities, except for his fine men at arms, and then provoked a battle with the Swiss. Charles' infantry broke before becoming engaged. In this scenario Burgundian players have a chance to win with better troops.

*Adult must be present with child.*

#### **T-469 - Battle of Berestechko - Cossack Freedom or Polish Rule - Theme Game**

Thurs. 2 PM, 4 hrs, 12 players

GM: Orest Swystun

Sponsor: Miniature Building Authority

Pike and Shot 25mm, Rules: Platemail - Pike and Musket (Home Rules)

369 Years ago the Battle of Berestechko was fought between rebellious Zaporozhian Cossacks, led by Hetman Bohdan Khmelnytsky, aided by their Crimean Tatar allies, and a Polish-Lithuanian Commonwealth army under King John II Casimir. The main battle was fought from 28-3 June 1651. Finally ending on July 10th!

#### **T-558 - Marston Moor as a Meeting Engagement - Theme Game**

Thurs. 2 PM, 4 hrs, 6 players

GM: Jeffrey Ball and SAGA

ECW 28mm, Rules: Renaissance Warfare

The normally impetuous Prince Rupert held back from initiating a meeting engagement on the Scots/Parliamentary army marching onto Marston Moor. The set piece battle that he later fought was a major loss and turning point in the war. Would the meeting engagement have been better?

*Rules taught; under age 13 only with parent.*

#### **T-628 - Lepanto Wars**

Thurs. 2 PM, 3 hrs, 10 players

GM: Brian Whitaker and Woodbridge (VA) Area GamerS

Sponsor: Merrimack: Old Glory Shipyard, Prize: certificate for product

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

The Arab galleys have spotted two Spanish Treasure Galleons and are intent on having their cut. Can they close and board without getting shot up?

*Beginners & cabin boys and girls welcome.*

#### **T-504 - Jolly Roger - Theme Game**

Thurs. 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.

### **T-507 - Tomahawk**

Thurs. 2 PM, 4 hrs, 8 players

GM: Don Perrin with 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!

### **T-541 - Battle of Paoli, Sept 1777**

Thurs. 2 PM, 4 hrs, 6 players

GM: George Garifo and The Rogues/Alternate Universe Regulars

AWI 28mm, Rules: Firy and Fury, Modified

Washington sends Wayne's division behind Howe's camp at Tredyffrin with the idea of pinning the entire British army against the Schuylkill River. Howe gets wind of the plan and pre-empts the attack with a midnight surprise of his own near the Paoli tavern.

### **T-133 - "All the King's Men" Demo Game**

Thurs. 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.*

### **T-562 - Back to Celluloid Heroes of the West!**

Thurs. 2 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.*

### **T-517 - Khyber Pass**

Thurs. 2 PM, 4 hrs, 8 players

GM: Jesse Seifried with Duke Seifried, Jon 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?

### **T-223 - Brihuega, 18 Mar 1937**

Thurs. 2 PM, 4 hrs, 4 players

GM: Manny Granillo

Inter-War 20mm, Rules: Panzerkorps

General Rossi's reinforced 1st Blackshirt Division holds a bridgehead over the Tajuna at Brihuega. The Republican 14th Division under Cipriano Mera (an Anarchist) is coming to evict him with four brigades and most of the Russian Armor and Aviation assets in Spain.

### **T-657 - Operation Vesuvius, 1935**

Thurs. 2 PM, 4 hrs, 8 players

GM: Michael Harris

Inter-War 1:2400, Rules: Command at Sea

Flushed with success in Abyssinia and in forcing the British to back down, Italy pushes forward with consolidating its control of the region. Perim Island in the Bab-el-Mandab is seized. Britain decides Italy must be taught a lesson. Join the Admiralty Trilogy team we return to the Bab-el-Mandab and contest control of the sea with shot and shell.

### **T-406 - The legend of the Tiger Lily**

Thurs. 2 PM, 4 hrs, 6 players

GM: Glenn Kidd with Frank Sciulli and TOB & Band of Gamers

Pulp 28mm, Rules: White Pearl / Black Heart

On an uncharted island in the China Sea, several bands of adventurers vie to unlock the secret of the Tiger lily. They seek fortune and fame, but only you can determine what they will actually find.

*No one under age 15.*

### **T-284 - Unkonwn Victory: Stuka Attack on Chain Home Radar, 15 Aug 1940**

Thurs. 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!*

### **T-274 - Hozhammer Geschwader over the English Channel, 13 Aug 1940**

Thurs. 2 PM, 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!*

### **T-112 - Firebase Puffin**

Thurs. 2 PM, 3 hrs, 5 players

GM: Jon Lundberg

Modern 28mm, Rules: FNG - Two Hour Wargames

US firebase is under attack by VC and NVA forces. Cover and motivation vs Numbers. Help is on its way so the attack will have to be fast and furious.

*Adult should be present.*

### **T-331 - Battletech Demo Game 3**

Thurs. 2 PM, 1 hrs, 4 players

GM: Bethany Stahlman

Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1/285 micro, Rules: 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.*

### **T-326 - Battletech - Grinder 2**

Thurs. 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.*

## **★ 3:00 PM ★**

### **T-268 - Battle of Cheriton, 29 Mar 1644 - Theme Game**

Thurs. 3 PM, 6 hrs, 8 players

GM: David Fisher

Sponsor: Your Hobby Place Martinsburg WV, Prize: Miniatures

Pike and Shot 28mm, Rules: Warhammer English Civil War

On the 27 March 1644, Lord Forth advanced to Alresford and occupied the town. The Parliamentarian commander Sir William Waller, realized the importance of the town too late and rushed to deploy his army. Although outnumbered 2 to 1 Lord Forth chose to attack! Will the Royalists prevail against the odds or will Waller correct his mistake?

*Young Generals are welcome with an adult.*

### **T-572 - Beginner's Luck**

Thurs. 3 PM, 2 hrs, 10 players

GM: Sean Stratton

Wild West 25mm, Rules: High Noon

A teaching game for those that want to learn how to play High Noon. Quick and easy game designed for new players.

### **T-413 - Colonial Day of Infamy**

Thurs. 3 PM, 3 hrs, 6 players

GM: Henry Kyle with John Currin

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?

*Prizes provided by Ironwind Miniatures. Adult must be present with child.*

### **T-332 - Battletech Demo Game 4**

Thurs. 3 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.*

## **★ 4:00 PM ★**

### **T-311 - High Water Mark of the Ottoman Empire: The Siege of Vienna, 1683 - Theme Game**

Thurs. 4 PM, 4 hrs, 10 players

GM: Peter Hess with Joe Roberts and Brandywine Battlefielders

Sponsor: Renaissance Wargames Society, Prize: subscription to The Reiter magazine

Pike and Shot 25mm, Rules: Heroic Renaissance/Siege Swien Forkbeard's Castle

Its walls crumbling, the Austrian capitol is in desperate straits. A massive Ottoman army is on the verge of victory in the heart of Central Europe. Relieving German and Polish armies face formidable terrain and determined besiegers. Refight one of the epic and most pivotal battles in history. Fastplay rules with grand tactical decision making.

### **T-257 - Battle of Almaraz - Spain, 6 Aug 1809**

Thurs. 4 PM, 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....

### **T-132 - "All the King's Men" Demo Game**

Thurs. 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.*

### **T-577 - Patrolling the Hills**

Thurs. 4 PM, 1 hrs, 2 players

GM: JD Perry and ODGW

WWII 25mm, Rules: ACA

Armed Combat through the Ages demo game pitting two players against each other. Each side will have a four man reconnaissance team to teach the rules for ACA.

*Rules taught, beginners welcome.*

### **T-391 - Dino Hunt**

Thurs. 4 PM, 3 hrs, 4 players

GM: Mike Kogelschatz and the HAWKS

Fantasy 28mm, Rules: Mammalian Mayhem, Modified

Players will test their hunting skills as human hunters and prehistoric animals in this game that is just as deadly for the hunters as it is for their prey.

### **T-333 - Battletech Demo Game 5**

Thurs. 4 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.*

### **T-155 - Wolf Pack**

Thurs. 4 PM, 2 hrs, 4 players

GM: Ben Fornshell

SciFi 25mm, Rules: Tabletop Battle System

The Imperium encounters a strange new alien species. Using advanced stealth technology the alien scouts analyze the Imperium, until a failed stealth field and itchy trigger fingers result in an all out firefight. Diorama-quality table featured in 2/10 Wargames Illustrated. Visit [www.wnga.org](http://www.wnga.org)

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

## **★ 5:00 PM ★**

### **T-552 - Battle of Hastenbeck, July 1757**

Thurs. 5 PM, 4 hrs, 6 players

GM: Bruce Taylor and SAGA

Seven Years War 28mm, Rules: Lace Warfare

A French army under the Duc d'Estrees invades Hanover. A mixed force of Hanoverians, Hessians and Bruinswickers under the Duke of Cumberland engage the French outside Hamlin in an attempt to protect the electorate. Historically the French won and Cumberland was recalled back to England in disgrace. Can you do better, or will history repeat?

*Rules taught; under age 13 with parent.*

### **T-327 - Battletech - Grinder 3**

Thurs. 5 PM, 3 hrs, 6 players

GM: Martin Rodriguez

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.*

### **T-334 - Battletech Demo Game 6**

Thurs. 5 PM, 1 hrs, 4 players

GM: Bethany Stahlman

Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1/285 micro, Rules: 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.*

## **★ 6:00 PM ★**

### **T-146 - Battle of Jasmund - the first day - 25 May 1676 - Theme Game**

Thurs. 6 PM, 4 hrs, 9 players

GM: Stanley Sunderwirth

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

A Swedish fleet of 27 SOL and 11 frigates attacks a Danish/Dutch fleet of 21 SOL and 7 frigates under Niels Juel. The Danish/Dutch fleet was greatly inferior in numbers and gunnery, but Juel was a brilliant admiral (who invented breaking the line at this battle!) and his opponent was an incompetent court favorite who had never been to sea before.

*Experienced players only. New players must arrive 30 minutes early for rules training.*

### **T-171 - Anglo-Dutch Wars, 1-4 June 1666 "4 Days Battle" Part 1 - Theme Game**

Thurs. 6 PM, 4 hrs, 12 players

GM: Rick Stakes with Russ Stakes and NOWS

Pike and Shot 15mm, Rules: Home Rules

During the 2nd Dutch war the English and Dutch fleets engaged in the "4 Days Battle" involving well over 100 ships. We will fight a small portion of the battle with ships from 16 to 50 guns. This is a fast paced, hard hitting game involving simultaneous movement and firing.

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

### **T-654 - Pre-Polotsk, Aug 1812**

Thurs. 6 PM, 5 hrs, 10 players

GM: John Snead and AoCM

Napoleonic 28mm, Rules: Carnage and Glory II

A non-historical scenario set on the Northern Flank of the French invasion into Russia. Will Marshal Oudinot be able to out fight Count Wittgenstein prior to their big meeting around the city of Polotsk?

### **T-536 - Battle of Saalfeld, 1806**

Thurs. 6 PM, 4 hrs, 4 players

GM: Cliff B. and the MAPHOGS

Napoleonic 15mm, Rules: Shako II

Prince Louis Ferdinand believed the French were advancing with a recon force. Ferdinand wanted to contain Lannes' advance and protect his line of retreat and detached troops under Pelet to cover any potential withdrawal. Upon arrival in front of the Prussian position, Lannes decided to maneuver around the Prussian right flank to cut their line of retreat.

*Over age 13 please.*

### **T-300 - Battle of Tarvis, 16 May 1809**

Thurs. 6 PM, 4 hrs, 6 players

GM: Peter Anderson

Napoleonic 28mm, Rules: Field of Battle by Piquet

Prince Eugene's Army of Italy pursues the defeated Austrians into Carnioia, and encounters Albeert Gyulai's command in strong prepared positions outside of Tarvis .

*No experience with rules necessary. Children age 14 and above welcome with playing adult.*

### **T-123 - Battle of Savage Station, 29 June 1862**

Thurs. 6 PM, 5 hrs, 6 players

GM: Peter Dalton and Society of "Other Maine" Miniature Enthusiasts

American Civil War 15mm, Rules: Fire and Fury

This was the fourth of the Civil War's Seven Days Battles. Confederate General John Magruder has been ordered to attack General Edwin Sumner II Corps. If the Union rear guard can be destroyed the entire Union army could become trapped while attempting to cross White Oak Swamp. Hold the line or take up "the cause".

### **T-270 - Steaming Up the Big Muddy, 1862**

Thurs. 6 PM, 4 hrs, 6 players

GM: Jim Brokaw

American Civil War 10mm, Rules: Iron and Glory

A Union force up river is in need of supplies. Union naval forces must steam up the Big Muddy River to reach them. Opposing the Union forces are Confederate forts, ironclads, and other infernal devices. Simple rules, advanced fun.

### **T-563 - Train's A Comin!**

Thurs. 6 PM, 4 hrs, 16 players

GM: Leo Walsh with Al Lyons

Wild West 25mm, Rules: High Noon

Coming round the mountain... or through it anyway. Well, the Chinese have built a fort settled in peacefully with the injins and most locals including the Californian rancheros. But the railroad agents are coming and maybe others to put an end to their uprising. The bridge has been destroyed but needs to be finished. This is the final episode of a day long trilogy game.

### **T-399 - Great War Channel Action**

Thurs. 6 PM, 3 hrs, 4 players

GM: John Drye

WWI 1:2400, Rules: Great War Micronauts, the Game

WWI Naval Conflict using "Great War Micronauts, the Game", the WWI version of GHQ's Naval combat rules. Take command of the Kaiser's or His Majesty's light forces and gain control of the English Channel.

### **T-408 - Skyline Drive Part 1**

Thurs. 6 PM, 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 first 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.

### **T-373 - Battle of Cape Spartivento: 27 Nov 1940**

Thurs. 6 PM, 4 hrs, 4 players

GM: James (Tank) Nickle and the HAWKS

WWII 1/6000, Rules: Naval Thunder

The Italians have learned that the British have a major naval force at sea. Seeking to engage and destroy this force the Regina Marina has put to sea a powerful task force of its own. Confusion will likely reign but unusually this is one time an Italian Admiral can be expected to be aggressive despite conflicting orders from his superiors.

### **T-214 - Gibraltar Under Attack, Part 1: Dash Through the Viking Strait**

Thurs. 6 PM, 4 hrs, 8 players

GM: Marshall Lamm with Josh Hostetter, 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

June 1940: German High Command has crafted a bold and daring plan. The Kriegsmarine and Regia Marina will combine forces to drive the British out of the Mediterranean. The plan begins with a German surface force breaking into the North Atlantic. Can the British intercept, or will the Germans break out into open water to wreak havoc?

*Beginners welcome; rules taught. Children welcome with playing adult.*

### **T-136 - From Volturno to the Winter Line, 6 Oct - 15 Nov 1943**

Thurs. 6 PM, 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.

### **T-247 - Operation Spring - Verrieres Ridge, 24-25 July 1944**

Thurs. 6 PM, 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.*

## **★ 7:00 PM ★**

### **T-630 - Cog Wars**

Thurs. 7 PM, 3 hrs, 10 players

GM: Brian Whitaker and Woodbridge (VA) Area GamerS

Sponsor: Merrimack: Old Glory Shipyard, Prize: certificate for product

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

Men in armor fighting on ships that sink. Go figure! Be the captain of your own cog. Defend the high seas in a most seaworthy vessel.

*Beginners & cabin boys and girls welcome.*

### **T-295 - Edgehill, 23 Oct 1642 - Theme Game**

Thurs. 7 PM, 5 hrs, 10 players

GM: Robert Smethurst and Smethurst Basement

Sponsor: HMGS Great Lakes, Prize: Copy of Rules

ECW 15mm, Rules: "Declare Thee, Sir!"

The first major battle of the First English Civil War. Simple Pike and Shot rules focus on command, moral, and timing as 15mm troops "face the Elephant!" in the first battle on English soil in three generations.

*Adult must be present with child.*

### **T-525 - Battle of Shiloh, 6-7 Apr 1862**

Thurs. 7 PM, 6 hrs, 8 players

GM: Michael Panzer with Kurt Kramer and The Rogues

Sponsor: Cotton Jim, Prize: ACW Cotton Jim's flags

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

A major battle in the Western theater. General Albert Sidney Johnston's forces launched a surprise attack against troops led by Maj.-Gen. Ulysses S. Grant. Thursday night will be the opening of the battle. See if Albert Sidney can survive this time! A continuation of the Civil War series brought to you by the Rogues.

### **T-317 - Into the Bush, Again**

Thurs. 7 PM, 4 hrs, 7 players

GM: John Shirey and Potomac Wargamers

Colonial 40mm, Rules: Black Powder

In March - May 1878, the British and Cape Colonial forces made several sweeps of the Amatolas Range and the Lotutu Bush. Gen. Thesiger, soon to be Lord Chelmsford, orders Col Wood to make yet another sweep against Chief Sandile and the Ngquika Xhosa. Four Imperial columns are sent to converge on the Xhosa to rout them out of the bush.

### **T-629 - The Relief Column**

Thurs. 7 PM, 4 hrs, 6 players

GM: Tom Anderson and ColonialWars

Colonial 25mm, Rules: The Sword & the Flame 20

There has been no contact with an Egyptian garrison in the Soudan. A small British relief column has been dispatched to investigate; but who will actually need to be relieved?

### **T-459 - Death of Markoff - Russo-Japanese War**

Thurs. 7 PM, 4 hrs, 10 players

GM: Brian DeWitt with David DeWitt and NOVAG

Early 20th Century 1:2400, Rules: Age of Dreadnoughts

Japanese and Russian naval forces battle it out in this epic naval battle. Will the Russian do better than their historic counterparts? The Russian fleet looks better on paper than it performed in battle.

### **T-222 - Brihuega, 18 Mar 1937**

Thurs. 7 PM, 4 hrs, 8 players

GM: Pat Condray

Inter-War 20mm, Rules: VIVA EL CRISTO REY!

General Rossi's reinforced 1st Blackshirt Division holds a bridgehead over the Tajuna at Brihuega. The Republican 14th Division under Cipriano Mera (an Anarchist) is coming to evict him with four brigades and most of the Russian Armor and Aviation assets in Spain.

### **T-407 - The legend of the Tiger Lily**

Thurs. 7 PM, 4 hrs, 6 players

GM: Glenn Kidd with Frank Sciulli and TOB & Band of Gamers

Pulp 28mm, Rules: White Pearl / Black Heart

On an uncharted island in the China Sea, several bands of adventurers vie to unlock the secret of the Tiger lily. They seek fortune and fame, but only you can determine what they will actually find.

*No one under age 15.*

### **T-482 - Trench Wars: Libya 1941 - "The Immortal Battalion"**

Thurs. 7 PM, 3 hrs, 8 players

GM: Frank Luberti Jr. with John Spiess

Sponsor: Miniature Building Authority

WWII 25mm, Rules: Trench Wars

Italian and DAK forces assault a British outpost. Skirmish game. Novices, children with adults, rules lawyers and GMs looking for revenge welcome.

### **T-472 - Return to Enemy Territory**

Thurs. 7 PM, 3 hrs, 20 players

GM: Orest Swystun

Sponsor: Miniature Building Authority

WWII 25mm, Rules: Return to Enemy Territory (Stalingrad - Home Rules)

Here is the return of last year's HISTORICON game. Allies, Russians, Germans and SS. Does it get any better. Man to man combat late in the war.

### **T-609 - CY6! Malta - Enter the Luftwaffe**

Thurs. 7 PM, 4 hrs, 6 players

GM: Phil D'Amato and Skirmish Campaigns

WWII 1/300, Rules: Check Your 6!

The Royal Navy has Operation Excess on its way to Malta. The Axis are trying to strangle the island into submission. The elite German Fliegerkorps X has been ordered to starve the island. This is the first action of the Luftwaffe against Malta. Can the Axis forces sink the HMS Illustrious and feast on the remaining convoy?

### **T-288 - Adlertag: A Battle of Britain Megagame**

Thurs. 7 PM, 2 hrs, 16 players

GM: John Stanoch

Sponsor: Blue Sky Enterprises

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

Players will be using the updated Blue Sky Series rules 2.0. One huge game will be played on three boards simultaneously. Game will be played on gorgeously rendered maps of the English Channel coast which are included in the new, boxed game. There will be nearly 100 planes used in total!

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

### **T-435 - Axis and Allies: War at Sea Tournament**

Thurs. 7 PM, 5 hrs, 16 players

GM: Eugene Suchora

Sponsor: Wizards of the Coast

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

Round Robin style. Up to 4 rounds; rounds last 1 hr. Bring your own constructed fleet of Axis (red) and Allied (blue) 150pts & 120pts. Up to 18 units per fleet; 6 airplanes can be stacked to airbases. Historical fleet restrictions of French/Vichy France Naval, acquired ships/class limitations, carrier based planes (per 2010 rules/guidelines pgs 41-43).

*Players of all ages welcomed, but some familiarity with rules required. Note: Italian ships are Axis only, and Japanese can mix with other Axis ships in your fleet. You must use one of each named miniature ship in its class before using it again (i.e., 1 Nachi, 2 Haguro and 1 Myoko in your Axis fleet.)*

### **T-301 - Thala - Last Chance for Rommel, 22 May 1943**

Thurs. 7 PM, 5 hrs, 6 players

GM: Michael Sincavage with Peter Landry

WWII 15mm, Rules: Battlefront

The Battle of Kasserine is coming to an end and the Germans under Rommel make one more determined push to reach Tebessa and cut off the US/British forces. The 10th Panzer pushes towards a make-shift force of Valentines under 6th Armored and some British infantry. However, the Allies have brought artillery up and it will be no German cakewalk.

*Battlefront rules familiarity is helpful but not required as the rules will be explained. Please no children under age 15.*

### **T-278 - End Run - Junkers' Over Driffield, 15 Aug 1940**

Thurs. 7 PM, 2 hrs, 12 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 3 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!*

### **T-209 - Cornbread Mafia**

Thurs. 7 PM, 4 hrs, 6 players

GM: Mike Heagerty and AoCM

Modern 28mm, Rules: .45 Adventure

A nice farm in rural Kentucky is visited by the FBI, DEA, National Guard, Cosa Nostra, a Jamaican Posse, and the Albanian Mafia.

### **T-323 - Battletech - Day of the Hawk, 3068**

Thurs. 7 PM, 5 hrs, 12 players

GM: Brian Compter

Sponsor: Catalyst Game Labs, Prize: Certificates

SciFi 1/285 micro, Rules: Total Warfare

Responding to an unprovoked naval attack on Skye, separatist Lyran Alliance factions within the Bolan province captured several border worlds within the Free Worlds League. The Captain-General has strongly condemned the Lyran aggression and sent a coalition force under General Jeremy Brett to both liberate and punish.

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

### **T-160 - Silence on Rigel VI**

Thurs. 7 PM, 3 hrs, 4 players

GM: Del Stover and Wednesday Night Gamers of Alexandria

SciFi 25mm, Rules: Tabletop Battle System

A scientific outpost has gone silent on Rigel VI. Your orders are to accompany a Tech Priest of the Adeptus Mechanicus to find out what happened. Hollywood swashbuckle and squad-level tactics played out on a diorama-quality table featured in 2/10 Wargames Illustrated, with movies and computer graphics. Visit [www.wnga.org](http://www.wnga.org) for details.

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

### **T-385 - Buck Rogers and Ming's Moon Base**

Thurs. 7 PM, 4 hrs, 10 players

GM: Kurt Schlegel and the HAWKS

SciFi 54mm, Rules: Blood & Swash

Come join Buck Rogers and friends who have collected a rag-tag force from across the solar system to discover what is going on at the Emperor's new moon base and its secret weapon.

### **T-324 - Battletech - Quick Strike New Avalon**

Thurs. 7 PM, 3 hrs, 4 players

GM: Mark Yingling

Sponsor: Iron Wind Metals, Prize: Certificates

SciFi 1/285 micro, Rules: Strat-Ops Quick Strike

What is Quick-Strike? Well it is a combination of the miniature rules from Strat-Ops, but with the speed of BattleForce. Come try it out, this battle will feature a WoB Level II vs. 2 Fed Suns Lances in order to demo the rules to players.

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

## **★ 8:00 PM ★**

### **T-446 - Battle of Campo Santo**

Thurs. 8 PM, 4 hrs, 6 players

GM: Jeff Hiley with Alan Isabelle and Bob Andriola

Age of Reason 15mm, Rules: Volley Fire

Spanish and Austrians slug it out in Italy during the War of the Austrian Succession. Explore one of the less well known fronts of the war. The Spanish won a costly marginal victory. Can they do better this time or will the Austrians win the honors in this refight?

### **T-232 - Sharpe's Village II**

Thurs. 8 PM, 4 hrs, 8 players

GM: James Reynolds and WNPG

Napoleonic 40mm, Rules: Legends of the Old West

Another Sharpe inspired skirmish in a Spanish village. We have tweaked our past game, and expanding the forces to allow for 8 players.

### **T-367 - Ambush at Maguaga: Michigan Territory, 1812**

Thurs. 8 PM, 4 hrs, 8 players

GM: Duncan Adams and the HAWKS

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

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

*Under age 12 welcome with a playing adult.*

### **T-464 - Blazing Saddles: The Raising of Rock ridge**

Thurs. 8 PM, 4 hrs, 8 players

GM: JonPaul Colegrove with Darrell Swanson and Pennsylvania Wargaming Militia

Wild West 25mm, Rules: Home Rules

That dastardly no good Heddy Lamarr ( Thats Hedley! ) and his coalition of criminals have set the gaze on the Peaceful town of Rock Ridge. Can Sheriff Bart and the Waco Kid motivate the citizens to repel Mexican, Germans, Arabs even the KKK. Can anything save tthis quiet town from Heddy Lamarr (Thats Hedley!!) and the railroad.

*Not Recomendaded for Children.*

### **T-392 - Dino Hunt**

Thurs. 8 PM, 3 hrs, 4 players

GM: Mike Kogelschatz and the HAWKS

Fantasy 28mm, Rules: Mammalian Mayhem, Modified

Players will test their hunting skills as human hunters and prehistoric animals in this game that is just as deadly for the hunters as it is for their prey.

### **T-264 - Gnome Wars: The Hill of Tara**

Thurs. 8 PM, 4 hrs, 8 players

GM: Jim Stanton with Steven Stanton and Stout Gnomes

Sponsor: Brigade Games, Prize: Gnomes!!

Gnomes 28mm, Rules: Gnome Wars

Tara is the ancient seat of the High Kings of Ireland and thus one of the most important sites to the Leprechauns and Cluricauns. Will they be able to save the Stone of Tara or will Lon the Lunkhead drag another of their treasures away.

*Any player bringing painted Gnomes at War unit from Brigade Games does not have to preregister. No one under age 14 without a playing adult with parent/child teams encouraged!*

### **T-328 - Battletech - Grinder 4**

Thurs. 8 PM, 3 hrs, 6 players

GM: Martin Rodriguez

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.*

### **★ 10:00 PM ★**

#### **T-573 - Midnite Shoot Out**

Thurs. 10 PM, 2 hrs, 16 players

GM: Al Lyons with Leo Walsh

Wild West 25mm, Rules: High Noon

This is a no elimination semi tournament of one on one play for victory points. A minimum of 2 rounds will be played based on the number of players. Knowledge of High Noon Rules is a must. The rules will not be taught. Check in at the High Noon table at least 2 hours before the start to get info.