

- 9:00 AM -

F-022 Battle Of Montlhery, 16 August 1465 Medieval

Length: 4 Hours; Location: Halsey; Table: H-3; Hosted by: Perry Gray; Scale: 25mm; Sponsored by: SAGA Publishing; Rules: Medieval Warfare; No. of Players: 6.

Following the Hundred Years War, King Louis XI of France attempted to impose his authority over his semi-autonomous major nobles, who were content to rule on their own. They rebelled and so began the War of the League of Public Good. The rebels were led by the Count of Charolais, Charles the Bold (future Duke of Burgundy). Louis invaded the territories of the rebellious Duke of Bourbon, while Charles led an army towards Paris. With his capital threatened, the king decided to march his forces to its relief. The opposing forces met near Montlhery to decide once and for all who had the divine right to rule.

F-024 Avoiding Sterling Bridge Medieval

Length: 3 Hours; Location: Halsey; Table: H-2; Hosted by: Jeff Ball; Scale: 25mm; Sponsored by: SAGA Publishing; Rules: Modified Medieval Warfare; No. of Players: 6.

Instead of plunging ahead across a narrow bridge with no other path of retreat, the English army opposing William Wallace's Scots takes the advice of local nobles and crosses the Forth at a nearby ford. The two armies who faced each other at Stirling Bridge will fight this hypothetical battle on more even terms... but with what result? This scenario will use a modification allowing even faster combat resolution than with regular Medieval Warfare.

F-023 Lobositz 1756 Age of Reason

Length: 4 Hours; Location: Halsey; Table: H-4; Hosted by: Bruce Taylor; Scale: 25mm; Sponsored by: SAGA Publishing; Rules: Lace Warfare; No. of Players: 6.

Join in the action as Frederick's Prussians clash with Browne's Austrians in the first battle of the Seven Years War. This is a closely matched scenario first run at Historicon to commemorate the 250th anniversary of this world wide struggle. Rules will be taught at the game as needed.

F-048 Hunting Lodge - Russia 1941 WWII

Length: 5 Hours; Location: Ike 2 Ballroom; Table: MS-2; Hosted by: Michael Sincavage & Peter Landry; Scale: 15mm; Rules: Battlefront; No. of Players: 6.

Taken largely from Skirmish Campaigns' "Russia '41 - Drive on Minsk," the event pits a heavy Russian armor attack against experienced German veterans. The setting is June 24 about 20 km from Grodno. Get involved as the BTs, 34s, and KV's struggle through the forbidding terrain against the determined German infantry. Many surprises are in store for both sides. Familiarity with Battlefront rules is preferred but not required. Come join in this slugfest.

F-052 Beachhead WWII- Theme

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-18; Hosted by: Neal Catapano; Scale: 25mm; Sponsored by: The War Store; Prize: \$25.00 Gift Certificate; Rules: Homegrown; No. of Players: 8.

1942 – Somewhere in the South Pacific. After a 10 year hiatus -- IT'S BACK!!! Crazy Col. Sanders and the boys of Marine Reg. A are ready to hit another Japanese Infested Island. We updated the map and the figures (no wood, no spray paint), but everything else you loved about the game has remained the same. You are a Marine Company Commander, but the real enemy are the other players who will do all they can to make sure they take the ground and they kill the Japanese and not you. ARE YOU UP TO THE CHALLENGE??? Bring a cigar to chomp and your sense of humor. Helmets provided.

F-058 Mesnil First Contact WWII

Length: 3 Hours; Location: Wainwright; Table: WAIN-1; Hosted by: Ed Bates & Eric Shanholtz; Scale: 15mm; Sponsored by: Skirmish Campaigns; Prize: Campaign Book; Rules: Battleground; No. of Players: 4.

8 June 1944, 0545 hours. Major Dyer and elements of C Company, 9th Para have just occupied the area immediately Northeast of Mesnil crossroads in preparation for the inevitable German attack towards Pegasus Bridge. German forces of Battlegroup Hartman made up of elements from the 346th Infantry Divisions moved Southeast out of Varaville in an attempt to pierce the thin defensive line. The British Paras dug-in and waited for the inevitable assault. This will be the First of three scenario's from a new Skirmish Campaigns Book coming out in 2007, Normandy '44-Red Devils of the Orne. All three scenarios will be played as double blinds and all battlefield damage carries over to the game. Your victory or defeat will effect the players in the next scenario. You can see all the great Campaigns books at www.skirmishcampaigns.com.

F-061 Infantry At Kiev July 1941 WWII

Length: 4 Hours; Location: Stillwell; Table: STILL-1; Hosted by: Michael Panzer; Scale: 15mm; Rules: Battlefront; No. of Players: 8.

22 July 1941, Barbarossa is a month old everywhere the Panzers go the Soviets fall back or are run over. Where the Panzers are not and have not cut off Soviet resistance remains strong. Come to this infantry battle in the suburbs of Kiev and find out why Hitler followed the plan and diverted Guderian to encircle Kiev in August. The Germans are trying to penetrate into the city, while the Soviets have scrapped together a force to disrupt the surrounding forces.

F-084 A Walk In The Sun WWII- Theme

Length: 6 Hours; Location: Ike 1 Ballroom; Table: IK-37-39; Hosted by: Michael Fatovic; Scale: 54mm; Rules: Modified Recon & Rushes; No. of Players: 5.

September 1943 Salerno Italy Relive this classic 1946 War Film. Will your diverse group of 47 GI's of Lee platoon/36th Infantry Texas Division be able to accomplish their mission; taking the Kraut farmhouse and blowing up a nearby bridge? Or will your platoon join their 6 fallen buddies (Lt. Rand, Sgt. Halverson, Sgt. Hoskins, Pfc. McWilliams, Pvt. Henderson, and Pvt. Turner) who were left on the beach. So come on and take that Walk In The Sun!

- 10:00 AM -

F-076 Punic War At Sea Ancients

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-13; Hosted by: Brian DeWitt; Scale: 25mm; Sponsored by: NOVAG; Rules: Greeks at Sea; No. of Players: 8.

Ancient naval battle from 2nd Punic War between Romans and Cathaginians using Valliant Miniatures ships. Rules will be taught.

F-055 Gloire: Tavern Brawl Renaissance

Length: 2 Hours; Location: All-Star Complex; Table: AS-11; Hosted by: Peter Murray; Scale: 25mm; Sponsored by: Rattrap Productions; Prize: TBD; Rules: Gloire: Swashbuckling Adventure/Age of Kings; No. of Players: 4.

It had been a very enjoyable evening up to the point where Monsieur de Saint-Gratien accused Monsieur D'Troisville of cheating at dice. A great deal of wine had been consumed by both men, and the argument quickly escalated from indignation to anger, then to threats of violence. Finally, Saint-Gratien picked up a plate and threw it at D'Troisville's head. D'Troisville ducked, and the plate hit the back of a bouncer's head. The situation in the tavern became a bit more confusing and animated after that. Come experience swashbuckling adventure in the time-honored tradition of the tavern brawl!

F-008 Battle Of Bunker Hill Age of Reason- Theme

Length: 4 Hours; Location: Stillwell; Table: STILL-6; Hosted by: Rich Hasenauer & Tony Figlia; Scale: 15mm; Rules: Fire and Fury Regimental; No. of Players: 6.

The classic early battle of the American Revolution.

F-040 Junior Pirates For Younge And Olde Age of Reason

Length: 3 Hours; Location: Nimitz; Table: NB-2; Hosted by: Jim McCort; Scale: 15mm; Rules: Junior Pirates; No. of Players: 6.

Junior Pirates, both young and old, are invited to captain an honorable navy cruiser, or a dastardly pirate brig in the fourth running of "Junior Pirates." Cleverly crafted wooden pieces and fast, fun rules make this game a pleasure for kids and adults alike. A "side-table" will be set up for smaller kids to play with the same high quality terrain and miniatures.

F-073 American Battlelines Maw Walk-Up Demos Age of Reason

Length: 7 Hours; Location: All-Star Complex; Table: AS-3; Hosted by: ODGW Staff; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: American Battlelines; No. of Players: 4.

All day walk-up demos of the American BattleLines game system using the MAW Drop-In. Demos are for 2-4 players and last an average of 2 to 3 hours. Demos will run all day with the last demos ending at 5:00 pm. NO REGISTRATION NECESSARY ... Just show up and we'll get you into the next available demo !!

F-072 American Battlelines Awi Walk-Up Demos AWI

Length: 7 Hours; Location: All-Star Complex; Table: AS-3; Hosted by: ODGW Staff; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: American Battlelines; No. of Players: 4.

All day walk-up demos of the American BattleLines game system using the AWI Drop-In. Demos are for 2-4 players and last an average of 2 to 3 hours. Demos will run all day with the last demos ending at 5:00 pm. NO REGISTRATION NECESSARY ... Just show up and we'll get you into the next available demo !!

F-018 Cryslers Farm Napoleonic- Theme

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-5; Hosted by: Ronald Oldham; Scale: 25mm; Sponsored by: Modified The British are Coming; Rules: Triangle Simulation Society; No. of Players: 6.

In November 1813 the Americans were marching on Montreal. The British sent a small force from Kingston to shadow the Americans. Fearing an attack by the British the Americans turn to attack their enemy at Cryslers Farm. Here is another test of the American citizen soldier versus the veterans of the British Army.

F-071 American Battlelines Acw Walk-Up Demos ACW

Length: 7 Hours; Location: All-Star Complex; Table: AS-2; Hosted by: ODGW Staff; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: American Battlelines; No. of Players: 4.

All day walk-up demos of the American BattleLines game system using the ACW Drop-In. Demos are for 2-4 players and last an average of 2 to 3 hours. Demos will run all day with the last demos ending at 5:00 pm. NO REGISTRATION NECESSARY ... Just show up and we'll get you into the next available demo !!

F-054 Rorke's Drift: Last Men Standing Colonial

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-3; Hosted by: Roy Jones; Scale: 25mm; Rules: The Sword and the Flame; No. of Players: 4.

Wave after endless wave of savages, brandishing primitive weapons -and that's just the people upset that they couldn't get into this game! This is the big one, and they're all here: Chard, Bromhead, Colour Sergeant Bourne. Zulus on the wall, Zulus in the compound, Zulus in the hospital! And whether you're Zulu or British, your mission is the same: make sure that when the smoke clears and the sun rises, you and your side are the last men standing in the mealie-bag fortress of Rorke's Drift.

F-065 US 101st Airborne - Normandy, Brecourt Manor Assault WWII- Theme

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-21; Hosted by: William Hanson; Scale: 25mm; Sponsored by: Major Objective Games; Rules: Major Objective: WWII; No. of Players: 6.

The Brécourt Manor Assault during Operation Chicago of the Normandy Invasion of World War II is often cited as a classic example of small unit tactics and leadership in overcoming a larger enemy force. As effective commander of Easy Company, 2nd Battalion, 506th Parachute Infantry Regiment of the 101st Airborne Division during D-Day, First Lieutenant Richard Winters was tasked to take on a battery of German 105 mm howitzers that were firing onto causeway #2 off Utah Beach. Some other units had stumbled onto the enemy position head-on earlier in the day, and were repulsed.

F-068 Mein Panzer Ww2 Walk-Up Demos WWII

Length: 7 Hours; Location: All-Star Complex; Table: AS-1; Hosted by: ODGW Staff; Scale: 1/285; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 4.

All day walk-up demos of the Mein Panzer game system using the World War 2 Data Book. Demos are for 2-4 players and last an average of 2 to 3 hours. Demos will run all day with the last demos ending at 5:00 pm. NO REGISTRATION NECESSARY ... Just show up and we'll get you into the next available demo !!

F-070 Mein Panzer Junior Walk-Up Demos WWII

Length: 7 Hours; Location: All-Star Complex; Table: AS-2; Hosted by: ODGW Staff; Scale: 12mm; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 4.

All day walk-up demos of the free Mein Panzer Junior game for kids. Designed for children ages 6 and up, come and sit down for a spell and play against your son or daughter. Lots of fun for the kids! Games last up to about 30 minutes and will be available for play all day long with the last demos ending at 5:00 pm. NO REGISTRATION NECESSARY ... Just show up and we'll get you into the next available demo !!

F-075 Bombing The Reich WWII- Theme

Length: 4 Hours; Location: All-Star Complex; Table: AS-9; Hosted by: Phil D'Amato; Scale: 1/300; Rules: Blue Skies; No. of Players: 6.

It is the fall of 1944. The American 8th Air Force is planning a deep penetration bombing raid into Germany. The Luftwaffe is prepared to stop you at all cost. Fly Mustangs, Thunderbolts and Lightnings as you try to protect the bombers from the determined Messerschimdt and Focke Wulfs.

F-069 Mein Panzer Ww2 Walk-Up Demos Modern

Length: 7 Hours; Location: All-Star Complex; Table: AS-1; Hosted by: ODGW Staff; Scale: 1/285; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 4.

All day walk-up demos of the Mein Panzer game system using the Modern extensions. Demos are for 2-4 players and last an average of 2 to 3 hours. Demos will run all day with the last demos ending at 5:00 pm. NO REGISTRATION NECESSARY ... Just show up and we'll get you into the next available demo !!

- 11:00 AM -

F-089 Sidi Bou Zid WWII- Theme

Length: 3 Hours; Location: All-Star Complex; Table: AS-12; Hosted by: Greg Lyle; Scale: 15mm; Rules: Battlefront; No. of Players: 5.

KampfGroup Reimann from the 10th PZ Division moving Westwards towards the Kasserine Pass is engage by elements of Combat Command A, 1st US Armored Division. This is the first time the newly fielded M4 Sherman tanks come face-to-face with the Tiger I's!

- 12:00 PM -

F-074 100 Years War Dbm Beginners Game Medieval

Length: 4 Hours; Location: All-Star Complex; Table: AS-8; Hosted by: Howard West; Scale: 15mm; Rules: DBM; No. of Players: 8.

This is a game intended to introduce players new to medieval gaming to a semi-historical battle between the 100 Years War English & French. The rules used are De Bellis Multitudinis 3.1. No knowledge of the rules is necessary. An overview will be given before hand, printed player aids will be available and game organizers will coach players along.

F-019 Super Sized Eagle Games Acw Tournament Round 1 ACW- Theme

Length: 4 Hours; Location: Nimitz; Table: NB-1; Hosted by: Don Riddick; Scale: 25mm; Sponsored by: Eagle Games ACW; Prize: Commander's Hats, Painted Miniatures, Trophies; No. of Players: 4.

The Grand Campaign Game from Eagle Games of the War Between the States! A huge 6x8 map, with 25 mm painted miniatures is used to present this game for up to 4 players. We will be using Advanced rules with European Intervention Rules (European Powers, Protesters, and Militia controlled by GM) If the game ends unresolved, a point system will be used to determine the winner. Three games will be hosted, and The best General for the Union and Confederate forces over the weekend will be given a ACW "Commander's Hat", and painted miniatures/trophy award will be given for the best team of theater commanders over the weekend.

F-064 Blood Feud At Black Rock Inter-War

Length: 4 Hours; Location: Stillwell; Table: STILL-7; Hosted by: Arthur Edgeson; Scale: 25mm; Rules: Modified Legends of the Old West; No. of Players: 8.

The feud between the Martins and the Praters has finally come to a head. Both families converge on the town of Black Rock to settle it once and for all. The local Sheriff has sworn to stop it... even if it means killing them all!!

F-047 When The End Is Near... WWII

Length: 5 Hours; Location: Ike 2 Ballroom; Table: MS-1; Hosted by: Manny Granillo; Scale: 6mm; Sponsored by: HRG; Prize: Free Set of Rules; Rules: Panzer Korps; No. of Players: 4.

Sept. 1943--The Soviets are driving south to encircle the German positions near the Dnieper. Can the Germans hold and can they counter-attack?!

F-027 Gnome Wars: The Trench In Teutoburg Forest Other

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-9; Hosted by: Jim Stanton; Scale: 25mm; Sponsored by: Brigade Games; Prize: TBD; Rules: Gnome Wars; No. of Players: 8.

On the retreat after losing their brewery in a fierce battle, Lon's Lunkheads meet up with the rest of their clan at a German stronghold in Teutoburg Forest. The Highlanders, Swiss, and Sikhs hope to defeat Lon and crush his monopoly of the gnome beer market. Let's hope that their pillaging of the brewery doesn't influence the allies' battle readiness. Players bringing a painted 16-gnome unit from Brigade Games do not need to pre-register. No one under age 14 without a playing adult. Father-son teams encouraged.

- 1:00 PM -

F-005 The Trojan Horse: A Horse Of A Different Color Ancients

Length: 4 Hours; Location: Halsey; Table: H-1; Hosted by: Paul Dobbins; Scale: 25mm; Sponsored by: SAGA Publishing; Rules: Ancient Warfare; No. of Players: 8.

What if the "Trojan Horse" was really some kind of siege engine. Or better yet, many different engines -- rams, towers, ramps, etc -- and even a divine trick or two! Play this rock'em, sock'em version the 'Horse as it plays out in a no holds barred, shoot-the-moon, full scale escalade on the city and lower town. The Greeks won twice at Historicon, so come on, Trojans, let's get even. May the best horse win!

F-080 June 26, 1344 Campaigns Of The Black Prince Medieval

Length: 4 Hours; Location: All-Star Complex; Table: AS-21; Hosted by: Chris Parker; Scale: 54mm; Sponsored by: Aide De Camp Books; Rules: Chevauchée - Hundred Years War "Day of Battle"; No. of Players: 6.

June 26, 1344 Campaigns of The Black Prince King Edward with his Flemish allies to thwart a French invasion of their lands. French knights vs. the English longbow and Flemish pike, which weapon of choice will prevail. This game will be run with 54mm figures that are based for 25mm troops.

F-056 Gloire: Tavern Brawl Renaissance

Length: 2 Hours; Location: All-Star Complex; Table: AS-11; Hosted by: Peter Murray; Scale: 25mm; Sponsored by: Rattrap Productions; Prize: TBD; Rules: Gloire: Swashbuckling Adventure/Age of Kings; No. of Players: 4.

It had been a very enjoyable evening up to the point where Monsieur de Saint-Gratien accused Monsieur D'Troisville of cheating at dice. A great deal of wine had been consumed by both men, and the argument quickly escalated from indignation to anger, then to threats of violence. Finally, Saint-Gratien picked up a plate and threw it at D'Troisville's head. D'Troisville ducked, and the plate hit the back of a bouncer's head. The situation in the tavern became a bit more confusing and animated after that. Come experience swashbuckling adventure in the time-honored tradition of the tavern brawl!

F-015 Master Of The Broadside Napoleonic

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-14; Hosted by: Brian Whitaker; Scale: 1/300; Sponsored by: WAGS & Merrimack: The Old Glory Shipyard; Prize: Gift Certificate; Rules: Fighting Instructions; No. of Players: 6.

The French line has spotted the English and are closing for action. The English are ready. New captains are welcome.

F-085 Dabormida's Brigade At Adowa - Ethiopia 1896 Colonial

Length: 4 Hours; Location: All-Star Complex; Table: AS-6; Hosted by: Mark Fastoso; Scale: 25mm; Sponsored by: Colonial Campaigns; Rules: The Sword and the Flame; No. of Players: 7.

For weeks the Italian and Ethiopian armies have faced off against each other near Adowa. With supplies running low General Bartieri decides to attack rather than withdraw. His army moves towards the Ethiopian lines at night and his northern brigade commanded by General Dabormida drifts off away from the main force. As dawn approaches Dabormida spies thousands of Ethiopian Warriors to his front. Something has gone wrong.

F-057 Battle For Wilkes Island - 23 Dec 1941 WWII- Theme

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-6; Hosted by: Jim Keats; Scale: 20mm; Sponsored by: Greater Pacific War Project; Prize: T-Shirts, Figures; Rules: Disposable Heroes; No. of Players: 8.

Only one outpost on a tiny spit of coral atoll defied the Japanese...Wake. Japanese landing forces were repelled by USMC coastal artillery on the 11th (only time in WW2 an amphibious landing was stopped by coastal fire!) Japanese returned with more forces in a pre-dawn landing. Will Japanese Special Naval Landing Forces secure yet another victory for the Emperor? Or will the gallant USMC achieve a second miraculous victory and give the American people a Christmas present of hope?

F-059 Kampfgruppe Hartman WWII

Length: 3 Hours; Location: Wainwright; Table: WAIN-1; Hosted by: Ed Bates, Tim Waybright, & Eric Shanholtz; Scale: 15mm; Sponsored by: Skirmish Campaigns; Prize: Campaign Book; Rules: Battleground; No. of Players: 5.

8 June 1944, 0630 hours. After an initial probing attack Battlegroup Hartman launched an assault to take and hold Le Mesnil Crossroads. Control of the crossroads would allow German forces to consolidate their hold on Breville and further enable a Westward advance on Ranville and Pegasus Bridge beyond. In the early hours of 8 June, control of the crossroads was dependant on the determined group led of British Paras led by Major Dyer with support from elements of the 1st Canadian Parachute Battalion. This is the second of three scenario's from a new Skirmish

Campaigns Book, Normandy '44-Red Devils of the Orne. All battlefield damage will carry over to the next scenario and your victory or defeat will effect the forces in the next engagement. You can see all the campaign books at www.skirmishcampaigns.com.

F-079 Airstrip Assault WWII

Length: 2 Hours; Location: All-Star Complex; Table: AS-4; Hosted by: Logan Weiss; Scale: 25mm; Sponsored by: Brigade Games; Rules: Disposable Heroes; No. of Players: 4.

In the middle of the night, an American raid has been launched to weaken the Japanese air power. The scattered, but numerous defenders know they cannot afford to lose the base.

F-029 A Day In The Bulge WWII

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-11; Hosted by: Dave Wood; Scale: 1/285; Sponsored by: HAWKS; Rules: Look, Sarge, No Charts; No. of Players: 6.

The Panzers are coming, but the orders are to hold the bridge! Can the American commanders hold the town? They have called for help, have they been heard and, if so, will it arrive in time? Or will German commanders be able to use their panzers and panzer grenadiers to force their way into the town and take the bridge? NOTES: Players under 13 welcome with a playing adult.

F-030 White Tigers WWII

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-12; Hosted by: Eric Schlegel; Scale: 20mm; Sponsored by: HAWKS; Rules: Beer & Pretzel Skirmish; No. of Players: 7.

7 June 1944. Ningthoukhong, India. As the advance toward Imphal ground to a halt, the Japanese 33rd Infantry Division, known as the White Tigers, attacked along the Tiddim Road. On June 7th, with the monsoon rains beginning, the Japanese committed the last of their tanks to taking the village of Ningthoukhong, held by elements of the 1/7th Gurkha Rifles. NOTES: Players under 13 welcome with a playing adult.

F-013 Marching On Beijing Modern- Theme

Length: 8 Hours; Location: Bradley; Table: Bradley; Hosted by: Dan McDonagh; Scale: 6mm; Sponsored by: Osprey & NSDM; Rules: Homegrown; No. of Players: 29.

A war college-level scenario using player-friendly rules taught in the first fifteen minutes of the game. Join lots of players and fight with over 3000 miniatures on 350+ square feet table with some of the best MicroArmor terrain anywhere. We'll be fighting the eighth epic battle of the Russo-Chinese War of 2012 – Marching on Beijing! China invaded Russia's far eastern districts in 2012. The Russians were slowly ground down toward defeat in the first three battles, but after President Rice won re-election in 2012 she brought the U.S. into the war to save Russia. Japan, Australia, and many NATO nations joined in. The Allies fought the PLA to a bloody draw in the next three battles but, in the seventh campaign, they cut off China's 23rd and 30th Group Armies. Now the Allies go over to the attack. But they have a problem. Now that enemy forces have entered the Middle Kingdom, the Politburo has given the PLA's field commanders authority to use nuclear artillery against the invaders! In response, Allied forces will try to get so close to PLA units that they can't be nuked! The PLA has the advantage of interior lines, slightly outnumbered Allied forces, and can use nukes on any Allied unit more than six feet from PLA units. The PRC has moved crack units from the Nanjing Military Region facing Taiwan to the Manchurian Front, including the CSU-152 tank with its six-inch gun. For the first time the PLAAF is committing its fifth-generation XJJ fighters to do battle with the USAF's F-22 Raptors. But the PLA is facing high tech units from the U.S., Russia and Japan, as well as powerful formations from Germany and the Commonwealth. American F-22 and F-35 fighters provide cover for B-2 stealth bombers, B-52 heavy bombers, and Russian Tu-160 supersonic bombers. Surviving units from "Area 51ski" have finally arrived at the front. Both sides are bringing in highly advanced technology, including many directed energy weapons. If you read about it in Aviation Week, you'll see it in this game! Students aged 15-17 are welcome, as are 11-14s with playing parent. We'll break to grab dinner and bring it back to the game. The top player on each team – as selected by players from the opposing team! – will receive a hardcopy Tom Clancy novel. For more info please contact Dan McDonagh at daniel.mcdonagh@navy.mil.

F-037 Along The Border 1985 WWII- Theme

Length: 5 Hours; Location: Nimitz; Table: NB-3; Hosted by: David Luff; Scale: 1/285; Sponsored by: NOVAG; Rules: Modified Fistful of Tows 2; No. of Players: 6.

Warsaw Pact and NATO forces are called to action as the balloon goes up. Can the Soviets break through or will the America's untried MI's hold the line? A free copy of the rules can be found at

<http://www.geocities.com/tbeard1999/FFT2> Free.pdf

- 2:00 PM -

F-077 Normans On Crusade Medieval

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-13; Hosted by: Brian Dewitt; Scale: 25mm; Sponsored by: NOVAG; Rules: Age of Knights; No. of Players: 8.

Normans head south and are ready to fight just about anything that gets in their path. This time they actually fight Arabs in a large 25mm battle. Fast playing rules with a interactive sequence will be taught.

F-025 Poitiers 732 Medieval

Length: 4 Hours; Location: Halsey; Table: H-3; Hosted by: George Hunsiker & Steve DeLucas; Scale: 15mm; Sponsored by: SAGA Publishing; Rules: Modified Medieval Warfare; No. of Players: 8.

Spain has fallen to the latest outburst of the Moslem Conquest and now Abdur Rahman and his hordes of cavalry have the Franks in his sights... unless the Frankish warleader Charles Martel and his Frankish spearmen can stem the tide. Historically, Charles Martel won the battle and earned the name "The Hammer of God" as the Moslem high tide in Europe receded... but will you get the same result?

F-078 Drawing Blood On The Frontier: New York 1757 Age of Reason- Theme

Length: 4 Hours; Location: Wainwright; Table: WAIN-2; Hosted by: Nate Gerstner; Scale: 25mm; Rules: Brother Against Brother; No. of Players: 8.

The North American version of the Seven Years War has been raging for three years now. Yet the pendulum has yet to fall for either side. Along the New York and Canadian border, two small scouting parties collide on and unsuspecting frontier farm. Fortunately, both the British and French are able to rely upon some of their best skilled fighters, including natives, Courier de Bois, rangers, and even grenadiers. The action will most certainly be quick and bloody. The question is, which side is determined enough to carry the day?

F-041 Lace Wars 7.3 Age of Reason

Length: 3 Hours; Location: Nimitz; Table: NB-2; Hosted by: Jim McCort; Scale: xx; Rules: Lace Wars 7.3; No. of Players: 6.

You've seen the small wooden pirate games that Jim has run at the past few conventions. Now you can enjoy small wooden soldiers marching to battle with this sensible set of rules for the age of linear warfare. Lace Wars 7.3 is a simple set of rules for SYW. Children and adults welcome. We will have a separate play area to allow the younger guys to use the same miniatures we do, but with fewer or no rules at all. Google the rules name for a free copy.

F-004 Storming The Redoubts: Dybbøl, 18 April 1864 Age of Rifles

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-7; Hosted by: Bruce Weigel; Scale: 5/6mm; Rules: 1864; No. of Players: 5.

18 April 1864 – Having bombarded the Danes' strongly fortified position at Dybbøl (Düppel) for 16 Days, the Prussians are finally ready to take the fieldworks by assault. The plan depends on precise timing; the assault companies must breach the line, take the secondary works, and secure the Danes' only route of retreat off the peninsula before the Danish reserves can intervene. The Dybbøl bridgehead is the last bit of mainland Schleswig still in Danish hands, and both sides are committed to possessing it, in one of the classic battles of the 19th century.

F-066 US 101st Airborne - Normandy, Operation Chicago WWII- Theme

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-21; Hosted by: William Hanson; Scale: 25mm; Sponsored by: Major Objective Games; Rules: Major Objective: WWII; No. of Players: 6.

Operation Chicago was the airborne insertion of the U.S. 101st Airborne Division into Vierville in Normandy on the early morning of June 6, 1944. It was part of the Allied invasion of northern France, Operation Overlord. One of the 101st Airborne Division's objectives for Operation Chicago was to capture Sainte-Come-du-Mont. Just south of the city was a place nicknamed 'Dead Man's Corner' by the airborne units that fought there. This is the battle for Dead Man's Corner. We forewarn you, it was aptly named.

F-031 Look Sarge...The Israelis Are Across The Suez Canal Modern

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-17; Hosted by: Kurt Schlegel; Scale: 6mm; Sponsored by: HAWKS; Rules: Look, Sarge, No Charts; No. of Players: 5.

18 Oct 1973. Having finally constructed a bridge across the Suez Canal, Sharon and the Israelis attempt to breakout from the Deversoir bridgehead and surround Egypt's Third Army. NOTES: Players under 13 welcome with a playing adult.

- 3:00 PM -

F-044 Battle Of Karlskrona - 26 November 1788 Age of Reason

Length: 7 Hours; Location: Ike 2 Ballroom; Table: MS-15; Hosted by: Stanley Sunderwirth; Scale: Other; Rules: Victory Under Sail; No. of Players: 6.

The Russo-Swedish war is back with new scenarios! After the battle of Hogland, the Swedish fleet conducted operations in the Gulf of Finland, losing another SOL before limping back to Karlskrona. But a combined Russian-Danish fleet was hovering off the port waiting in ambush. Incredibly, Russian Vice-Admiral Von Dessen abandoned his post before the Swedes arrived. This scenarios posits what would have happened if Von Dessen had waited. Rules will be taught.

F-067 Pearl River Delta Dust-Up Age of Rifles

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-8; Hosted by: Peter & Greg Hogan; Scale: 1/300; Rules: Pirates of the South China Sea; No. of Players: 6.

An Anglo-French flotilla is ordered to conduct a night-time cutting out operation of a French ship captured by the Chinese during the Second Opium War. The harbor is protected by guns and rocket batteries, and rumors abound of a "monster junk" patrolling nearby. Using Pirates of the South China Seas ships, and house rules, the Anglo-French players must complete the mission before Chinese guns, rockets, junks and turtle boats can be brought to bear. Each team will start by plotting their night-time ship movements in the harbor. Just how big is a "monster junk"?

F-088 SERGEANTS In Miniature WWII- Theme

Length: 2 Hours; Location: All-Star Complex; Table: AS-22; Hosted by: Craig Taylor; Scale: 10mm; Sponsored by: Lost Battalion Games; Prize: Custom T-Shirts for winners; Rules: SERGEANTS (board game rules); No. of Players: 6.

The Germans and the Soviets are at it again and both sides have tanks. For this easy-to-learn game, the rules will be taught and all are invited to enjoy the 3D version of the popular Lost Battalion Games board game!

- 4:00 PM -

F-011 The Mississippi Sound ACW- Theme

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-6; Hosted by: Gary Coyle; Scale: 1/600; Rules: Smoke on the Water; No. of Players: 12.

Retreating from his crushing defeat at New Orleans, D. G. Farragut bases the remaining ships of the Western Gulf Blockading Squadron on Ship Island and awaits reinforcements. Emboldened by their success, the Confederate Navy lays plans to destroy the Union ships and fully open the Gulf coast to commerce. With the repair of MANASSAS and LOUISIANA, the completion of ARKANSAS and a little help from the defenders of Fort Donelson, who sank four Yankee gunboats, July 1862 looks like a good month for the Confederate Navy.

F-038 Empress Augusta Bay, 1943 WWII

Length: 4 Hours; Location: Executive Conference; Table: EC-1; Hosted by: Evan Duncan; Scale: 1/2400; Rules: Command at Sea; No. of Players: 6.

One year after Guadalcanal, the next generation of U.S. warships confronts the Imperial Japanese Navy of Bougainville. Will Admiral Merrill keep them away from the landing force, or will the Japanese slow down "31-knot Burke?" Rules will be taught. Refreshments will be served.

- 5:00 PM -

F-087 Banzai! WWII- Theme

Length: 6 Hours; Location: Ike 1 Ballroom; Table: IK-37-39; Hosted by: Ed, Lavern, and Rusty Miller and Mark; Scale: 54mm; Sponsored by: Minuteman Toy Soldier; Prize: Gift Certificate; Rules: Homegrown; No. of Players: 8. Japanese Vs Marines at Saipan in Man to Man action using figures from King and Country and Figariti

F-028 Gnome Wars: The Trench In Teutoburg Forest Other

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-9; Hosted by: John Speiss; Scale: 25mm; Sponsored by: Brigade Games; Prize: TBD; Rules: Gnome Wars; No. of Players: 8.

On the retreat after losing their brewery in a fierce battle, Lon's Lunkeheads meet up with the rest of their clan at a German stronghold in Teutoburg Forest. The Highlanders, Swiss, and Sikhs hope to defeat Lon and crush his monopoly of the gnome beer market. Let's hope that their pillaging of the brewery doesn't influence the allies'

battle readiness. Players bringing a painted 16-gnome unit from Brigade Games do not need to pre-register. No one under age 14 without a playing adult. Father-son teams encouraged.

- 6:00 PM -

F-045 Carrhae - Sort Of! Ancients

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-5; Hosted by: David Cochran; Scale: 10mm; Rules: Warmaster Ancients; No. of Players: 8.

In 53 BCE, Marcus Licinius Crassus decided to prove his generalship by invading and conquering Parthia. The Parthian General The Surena had other ideas. Crassus marched his army across a desert where The Surena attacked him with an army consisting of hordes of horse archers backed up by cataphracts. Very few Romans survived. Since very few real details of this campaign are known, we will be fighting a “similar” scenario. Can you do better as Crassus or duplicate The Surena’s victory? Novice and Younger players are welcome, and rules will be taught.

F-035 Between Brandywine And Germantown Age of Reason- Theme

Length: 5 Hours; Location: Ike 2 Ballroom; Table: MS-18; Hosted by: Geoff Graff; Scale: 15mm; Sponsored by: HAWKS; Rules: Homegrown; No. of Players: 8.

General Washington’s army was able to shake off defeat at Brandywine and be ready for another fight within days. Washington spent the next days maneuvering to prevent the British from gaining Philadelphia, but was unable to cover all key positions. There were several ‘almost’ battles during this time. With a little tweaking of history we can re-create one of those fights. Be the Continental Army defending ground of your choosing, or the British trying to break the rebels. NOTES: Players under 13 welcome with a playing adult.

F-039 Battle Of Gloucester, November, 1777 Age of Reason- Theme

Length: 3 Hours; Location: Edwardian; Table: ED-2; Hosted by: David Bonk; Scale: 40mm; Sponsored by: Sash and Saber; Prize: Gift Certificate; Rules: Carnage & Glory; No. of Players: 6.

After capturing Fort Mifflin British General Cornwallis stops to reorganize at Gloucester. General Washington dispatches General Greene with a large force to destroy the British.

F-049 Oudenarde - Part 1 Age of Reason

Length: 5 Hours; Location: Wainwright; Table: WAIN-3; Hosted by: Bill Gray; Scale: 15mm; Sponsored by: Age of Eagles; Rules: Age of Honor; No. of Players: 6.

Its Belgium, 11 July 1708, and Marshal Vendome does the dance with Lord Marlborough in a battle even descendent Winston Churchill admits was won by dumb luck. Will Vendome instead prevail, or will he again succumb to his most determined foe – his co-commander the Duke of Burgundy (grandson of Louis XIV). Over 120,000 of the spiffiest dressed troops you've ever seen and loads of fun. We will continue the battle, same place, tomorrow with a different set of players.

F-042 Viktory Ii Napoleonic

Length: 3 Hours; Location: Nimitz; Table: NB-2; Hosted by: Jim McCort; Scale: xx; Rules: Viktory II; No. of Players: 6.

Play the new Viktory II from Morrison Games (www.viktorygame.com). Up to 6 players can enjoy this game which uses small plastic Napoleonic figures. It is sort of a combination of Risk and Settlers of Cataan, with a bit of Axis and Allies thrown in. Quick, decisive games are guaranteed. Mature kids evaluated by the GM at game time.

F-020 Super Sized Eagle Games Acw Tournament Round 2 ACW- Theme

Length: 4 Hours; Location: Nimitz; Table: NB-1; Hosted by: Don Riddick; Scale: 25mm; Sponsored by: Eagle Games ACW; Prize: Commander's Hats, Painted Miniatures, Trophies; No. of Players: 4.

The Grand Campaign Game from Eagle Games of the War Between the States! A huge 6x8 map, with 25 mm painted miniatures is used to present this game for up to 4 players. We will be using Advanced rules with European Intervention Rules (European Powers, Protesters, and Militia controlled by GM) If the game ends unresolved, a point system will be used to determine the winner. Three games will be hosted, and The best General for the Union and Confederate forces over the weekend will be given a ACW "Commander's Hat", and painted miniatures/trophy award will be given for the best team of theater commanders over the weekend.

F-021 Featherstone Cup Round 1 ACW- Theme

Length: 4 Hours; Location: Stillwell; Table: STILL-3,4,5,8; Hosted by: John Snead; Scale: 15mm; Rules: Fire and Fury; No. of Players: 8 teams.

F-082 Colonial Wars Colonial

Length: 5 Hours; Location: Ike 1 Ballroom; Table: IK-86; Hosted by: Gregory Bard; Scale: N/A; Rules: Homegrown; No. of Players: 7.

This exciting new board game (under development) represents global conflict between the major empires in the 16th, 17th, and 18th centuries. The focus is on not only military attacks but also fortifications, the seizure of natural resources, and population centers, all of which is fueled by global trade.

F-050 Counterattack At Faïd Pass, Tunisia 1943 WWII- Theme

Length: 5 Hours; Location: Ike 2 Ballroom; Table: MS-10; Hosted by: Peter Landry, Michael Sincavage, & Ron Oldham; Scale: 15mm; Rules: Battlefront; No. of Players: 5.

Task Force Kern's mission is to break through the Germans at Rebaou and then circle behind Faïd Pass from the southeast. This would coincide with another force attacking Faïd Pass directly from the west. A desperate French force still held the pass but were surrounded by Germans and barely holding on. Can the Americans break through and save the day or will the Huns be herding the hapless French into captivity?

F-051 Kwajalein Atoll, 1 February 1944: Us Marines Attack Namur WWII- Theme

Length: 5 Hours; Location: Executive Conference; Table: EC-2; Hosted by: Douglas Lipton; Scale: 15mm; Sponsored by: NJ Miniatures Society; Prize: TBD; Rules: The Samurai Sword and the Flamethrower; No. of Players: 10.

Now, two months after bitter lessons had been learned by the Marines at Tarawa, the newly formed 4th Marine Division will attack the major central Pacific airbase of the Imperial Japanese Navy—Roi-Namur—in the Marshall Islands on the largest atoll in the world: Kwajalein. Can the reinforced and heavily dug-in and fortified IJN Guard Force stop the 24th Marines and throw them back into the sea, or can the Marines prevail in a timely way as they did historically? Amphibious landings, reefs, off-shore bombardment, aerial attacks, flamethrowers, and Banzai. You Are There! Prefer: 16 and up; prize for best player

F-060 Canadian Counter Attack WWII

Length: 3 Hours; Location: Wainwright; Table: WAIN-1; Hosted by: Ed Bates, Tim Waybright, & Jim Shaw; Scale: 15mm; Sponsored by: Skirmish Campaigns; Prize: Campaign Book; Rules: Battleground; No. of Players: 5.

8 June 1944, 1000 hours. After nearly five hours of combat around the crossroads German forces had taken the control of the area. Major Dyers men were nearly exhausted and had fallen back to defensive positions. Determined to stop the German advance, 3rd Para Brigade HQ ordered the 1st Canadian Parachute Battalion into a desperate counter-attack. This will be the last of three scenario's from a new Skirmish Campaign Book, Normandy '44 Red Devils of the Orne out in 2007. Check out all their campaign books at www.skirmishcampaigns.com.

F-062 Dark Days - Battle Of Britain WWII

Length: 4 Hours; Location: Stillwell; Table: STILL-6; Hosted by: Scott Fisher; Scale: 6mm; Sponsored by: Skirmish Campaigns; Rules: Watch Your Six!; No. of Players: 6.

Come play Watch Your Six!- WWII Air Battles from the creators of Skirmish Campaigns. 7 October 1940: Many veterans later recalled that the air battles for the skies over southern England from October-December 1940 were more intense than those during the hectic days of the previous summer. No longer restricted by escorting duties with bombers, the Luftwaffe's Jagdstaffeln performed numerous fighter sweeps over the Channel coasts daily. This will be a pre-release game for this exciting new set of rules from the forthcoming Battle of Britain WY6 Scenario book. More information will be coming on the Skirmish Campaigns website.

F-081 "ROER CROSSING With OZARK DIV Vets!'" WWII- Theme

Length: 4 Hours; Location: Ike 1 Ballroom; Table: IK-42-45; Hosted by: Pete Panzeri & James Curtis; Scale: 54mm; Rules: Rommel Rules!; No. of Players: 8.

Join Company D, 405th Infantry, 102nd (OZARK) Division's tenacious fight to cross the Roer River. According to D Co. Veteran Leon Russell (87) the Germans were told the 102nd [Reserve unit of "Citizen Soldiers" thrown together from scratch in late WWII] was "a 'green' outfit that would "give up under heavy fire at the Roer River. But [they] kept coming." We are expecting to have some of the surviving 102nd DIV veterans (health permitting) present at 6pm, for whom we will hold a brief recognition and some discussion, followed by a wargame-refight at 7pm.

F-083 Bir El Gubi, Ferrea Mole, Ferreo Cuore WWII

Length: 4 Hours; Location: Ike 1 Ballroom; Table: IK-37&38; Hosted by: Thomas Harris; Scale: 20mm; Sponsored by: Test of Battle Games; Rules: Command Decision Test of Battle; No. of Players: 6.

The 22nd Armoured Brigade – newly arrived from England. Equipped with the newest model of cruiser tank – called, appropriately enough, the Crusader – the brigade is enthusiastic and reasonably well trained, but inexperienced. The Ariete Division is at Bir el Gubi, and poses a potential danger to the open left flank of the British force, 7th Armoured Division orders 22nd Armoured Brigade to attack it. They should be able to handle the “Eyties” fairly easily, and beat them up enough that they won’t pose any further problems during the battle. Besides, it will give the lads a little easy combat experience before they have to face the German panzers.

- 7:00 PM -

F-006 The Trojan Horse: In The Belly Of The Beast Ancients

Length: 4 Hours; Location: Halsey; Table: H-1; Hosted by: Paul Dobbins; Scale: 25mm; Sponsored by: SAGA Publishing; Rules: Ancient Warfare; No. of Players: 8.

The ultimate Trojan War scenario. A small party of Greeks, hiding in the legendary Trojan Horse, must slip out into the sleeping city at night and secure the gates for the main army waiting outside in the darkness. Victory will be theirs if a small number of crucial missions are completed in time. Meanwhile, the Trojans, once aware of the danger, must react swiftly to snuff out the threat. All for one or every man for himself? It’s up to you! Trojans won twice at Historicon, so with a new tweak or two, let’s go get ‘em Greeks!

F-007 Gallic Encounter Ancients

Length: 4 Hours; Location: Stillwell; Table: STILL-1; Hosted by: Robert Eldridge; Scale: 40mm; Sponsored by: Sash and Saber; Prize: Gift Certificate; Rules: Warhammer Ancient Battles; No. of Players: 8.

A small Roman force encounters a band of Gallic warriors in the woods of ancient Gaul. Fight this battle with beautiful Sash and Saber 40MM miniatures using the popular Warhammer Ancient Battles rules.

F-012 Battle Of Ebro, 216 Bc Ancients

Length: 4 Hours; Location: Stillwell; Table: STILL-7; Hosted by: Victor Hiris; Scale: 15mm; Rules: Homegrown; No. of Players: 8.

Carthage and Rome fight a battle in Spain during the 2nd Punic War

F-086 Day Of Battle - Fury Of The Norsemen Dark Ages

Length: 3 Hours; Location: Ike 1 Ballroom; Table: IK-39&40; Hosted by: Eric Lyons; Scale: 25mm; Sponsored by: Aide De Camp Books; Rules: Day of Battle; No. of Players: 6.

July 1053 along the Normandy coast. Spring brings green grass, flowers and the planting of new crops. Summer brings the Vikings. In the largest raid of the year thus far, a Danish force has been pillaging villages along the Seine estuary. The Count of Lisieux, mustering his vassals, has brought the Danes to bay near the town of Deauville. Or has he? The Viking army is larger than he anticipated...and they seem to be expecting him.

F-016 Cog Wars Medieval

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-14; Hosted by: Brian Whitaker; Scale: 15mm; Sponsored by: WAGS & Merrimack: The Old Glory Shipyard; Prize: Gift Certificate; Rules: Cog Wars; No. of Players: 12.

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 are welcome.

F-014 Pirates Of The Spanish Main Sealed Deck Tournament Renaissance

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-13; Hosted by: Richard Hefner & Greg Whitaker; Scale: 1/1000; Sponsored by: WAGS & Wizkids; Prize: Wizkids Prize Support; Rules: Pirates of the Spanish Main; No. of Players: 10.

Buy 3 packs from the GameMaster and build the best 40 point fleet to defeat your foes. Cost \$10 collected by the GameMaster for the boosters that you get to keep. Rules will be taught.

F-026 The Battle Of The Boyne: 1690 Renaissance

Length: 4 Hours; Location: Halsey; Table: H-2; Hosted by: Mike Trout, Pete Friesen, & Jeff Ball; Scale: 25mm; Sponsored by: SAGA Publishing; Rules: Modified Renaissance Warfare; No. of Players: 8.

The largest battle to take place on Irish soil is recreated as the deposed King James attempts to reclaim his crown with the help of Irish Jacobites and French troops loaned by Louis XIV. King William attempts to destroy James’ army and cement the results of the Glorious Revolution which brought him and his wife Mary to power. This battle features a contested river crossing with the Jacobites defending in the face of heavy odds. This game will use a streamlined combat resolution system enabling you, the gamer, to squeeze in more action.

F-010 French At The Ford Age of Reason- Theme

Length: 4 Hours; Location: Edwardian; Table: ED-1; Hosted by: Jim McWee; Scale: 25mm; Rules: The Sword and the Forest; No. of Players: 8.

1758, American Frontier – A small French force has occupied a critical river crossing disrupting the local fur trade and have started constructing a fort. If the French establish their presence this part of the frontier could be lost to the British. A hastily assembled British force races to drive the French from the ford. Will the British regain control of the region? Will the French corner the fur market? What about the local Indians, will they remain at peace or pick up the knife?

F-034 The Battle Of North Point, September 12, 1814 Napoleonic

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-12; Hosted by: Duncan Adams; Scale: 25mm; Sponsored by: HAWKS; Rules: Wellington Rules; No. of Players: 5.

In the predawn hours, 4500 British veterans disembark at North Point while the bombardment fleet moves in on Fort McHenry. Major General Robert Ross expects to cover the 15 miles to Baltimore today "if it rains militia." General John Stricker leads the 3rd Brigade, Maryland Militia, Baltimoreans all, down the peninsula to defend their homes. His orders are to delay the British advance and give them a bloody nose. Refight this key battle that left the British controlling the field, but with a dead General and no stomach for challenging Baltimore's main defensive works. NOTES: Players under 13 welcome with a playing adult.

F-033 Commando Cody And The Invasion Of The Moon Zombies Pulp

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-11; Hosted by: Buck Surdu; Scale: 25mm; Sponsored by: HAWKS; Rules: To Be Continued... by G.A.S.L.I.G.H.T.; No. of Players: 8.

In preparation for their invasion of the Earth, the moon men have sent their minions to defeat Commando Cody, the only person who is capable of thwarting their nefarious plot. They have decided to attack his remote laboratory complex disguised as a Wild West tourist attraction. Commando Cody is the kind of two-fisted, barrel-chested, hard-as-woodpecker-lips man-among-men that wounded Marines crawl three miles through artillery fire to serve under. He is assisted by his trusty sidekick, his plucky secretary, and Rufus the wonder dog. Thrill to the battle of bug men, moon zombies, robots, Marines, cops, and hired hoods! NOTES: Younger gamers welcome only with a participating adult.

F-001 The Fall Of St. Lo WWII- Theme

Length: 5 Hours; Location: Ike 2 Ballroom; Table: MS-1 & MS-2; Hosted by: Ben Lacy & Steve Fliss; Scale: 1/32; Sponsored by: The Old North West Trading Company; Prize: Gift Certificate; Rules: Final Combat; No. of Players: 8.

On the afternoon of July 18, 1944 elements of the 115th and 116th Infantry Regiments sent patrols into the city of St. Lô. Because the Americans occupied the surrounding high ground, the Germans withdrew to establish a more favorable defensive position south of the city. This scenario will simulate an encounter between a U.S. patrol and a desperate German rear guard. Now, Steve Fliss and Ben Lacy bring their award winning game to Fall-in. It features Steve's gorgeous 12' x 6' terrain table with the beautiful Conte church and exquisite 1:32 scale miniatures by The Old Northwest Trading Company. Join them to see why Final Combat is the unparalleled close quarter battle skirmish gaming system.

F-003 Battle Of Timograd - Part 1 (Eastern Front - Summer 1943) WWII

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-3; Hosted by: Peter Megginson; Scale: 5/6mm; Sponsored by: Rat Pie Irregulars; Rules: Disposable Heroes; No. of Players: 8.

Jefferson Dufus has incarcerated his feral little monster of a son. If the Onion forces win the battle the academy will fall and Leedle old Rufus will be sent home to his mother who will make life a holy hell for Jefferson. "Tain't 'nuf small critters in the whole South for Rufus to torture" Jefferson said, "and his sister Deloris will put up a powerfull hoot n' holler over his stealin and wearing her underwear!" Majohnson has hastily constructed a fortified line and as a last reserve has the "corps of cadets" including Lil Rufus himself! He is ordered to prevent Lil Rufus being sent home at all costs. The rules are fast, simple, and easy to learn– a development of Don Featherstone's original rules from War Games.

F-032 Look Sarge...The Israelis Are Across The Suez Canal Modern

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-17; Hosted by: Kurt Schlegel; Scale: 6mm; Sponsored by: HAWKS; Rules: Look, Sarge, No Charts; No. of Players: 5.

18 Oct 1973. Having finally constructed a bridge across the Suez Canal, Sharon and the Israelis attempt to breakout from the Deversoir bridgehead and surround Egypt's Third Army. NOTES: Players under 13 welcome with a playing adult.

F-036 Gary Owen, 1965 Vietnam- Theme

Length: 4 Hours; Location: Stillwell; Table: Still-2; Hosted by: Pete English; Scale: 15mm; Rules: Gary Owen; No. of Players: 7.

Nov. 14, 1965, the first battle between the soldiers of the United States Army and the North Vietnamese Army took place in the Ia Drang valley at the foot of the Chu Pong mountain. The 1st Batt./7th Cav (Gen. Custer's unit of legend) engaged elements of the 33rd & 66th regiments, NVA. The Americans held the field after two days of combat. Over 200 American and 800 Vietnamese troops were dead on the battlefield. In command of an Air Cav company from the 7th, find out, when they come, will you stand your ground?

- 8:00 PM -

F-017 Ancient NASCAR -Or- Off To The Chariot Races Ancients

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-8; Hosted by: Steven Robinson; Scale: 15mm; Sponsored by: WAGS; Rules: Arena Games; No. of Players: 8.

You have your Chariot all souped up and your best fighting skills honed. You have added more horsepower and a lighter chariot. But is this the best setup for the bump and grind of a new ancient NASCAR season? Give your luck a try. Beginners are welcome.

F-046 Play The Author Medieval

Length: 3 Hours; Location: Nimitz; Table: NB-3; Hosted by: Philip & Lynne Viverito; Scale: 6mm; Sponsored by: LMW Works; Prize: Free Set of Rules; Rules: Classical Hack Second Edition; No. of Players: 6.

Chepstow a MArcher Castle on the Welsh border is the back drop to a clash of Norman Barons. The garrison of Chepstow marches out to repel the besiegers. Join the fun and fury of Medieval Warfare. Play the author as he proves he cannot roll to save his life. Phil Viverito will take on all comers in Classical Hack Romans vs. Celts! An open field battle with no buildings for Phil to hide behind. Join the fun and fury of Classical Warfare

F-053 Attack On Jiddah, Port Of Mecca, 1517 Renaissance

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-7; Hosted by: Richard Smethurst; Scale: 15mm; Sponsored by: HMGS GL; Prize: Small Goodies; Rules: The Cross and the Crescent; No. of Players: 8.

Captain-General Lopo Soarez and his Portuguese flotilla attempt to seize the port of Jiddah in the Red Sea. The Ottoman Emir, Salman Re'is, has other plans.

F-002 The Battle Of Lil' Snotsylvania ACW- Theme

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-4; Hosted by: Otto Schmidt; Scale: 30mm; Sponsored by: Society of Daisy; Rules: Magnolia's Mint Julips N' Gritz; No. of Players: 8.

The war is not going well! The valiant Cornfederate troops of General Holden Majohnson have been keeping their opponents, the Onion Army of the Passaic under General Sterling Silver Service at bay for three months. But Service has worked his way around the flanks and is headed for the vital crossroads of Lil' Snotsylvania. The crossroads is vital not because of its road link to the Cornfederate capital of Richbichmond but because it contains the Vidallia Military Academy where Cornfederate President Jefferson Dufus has incarcerated his feral little monster of a son. If the Onion forces win the battle the academy will fall and Leedle old Rufus will be sent home to his mother who will make life a holy hell for Jefferson. "Tain't 'nuf small critters in the whole South for Rufus to torture" Jefferson said, "and his sister Deloris will put up a powerfull hoot n' holler over his stealin and wearing her underwear!" Majohnson has hastily constructed a fortified line and as a last reserve has the "corps of cadets" including Lil Rufus hisself! He is ordered to prevent Lil Rufus being sent home at all costs. The rules are fast, simple, and easy to learn—a development of Don Featherstones original rules from War Games. Don't bother pre-registering, just come and play. I'll find room for you! Free Handouts

F-063 Pawns Of L'Empire, 1925 Inter-War

Length: 3 Hours; Location: Wainwright; Table: WAIN-2; Hosted by: Ed Watts; Scale: 25mm; Rules: The Sword and the Flame; No. of Players: 6.

Morocco, 1925, and the loss of a French archeological team would be an embarrassment in the press, but the expenditure of a few Foreign Legionnaires' lives is no front page news. El Krim's insurgents reason that ransom money and a black eye for France make the risk of an attack worth taking.