

- 8:00 AM -

S-075 Oudenarde - Part 2 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. This event takes over from where Oudenarde Part 1 left off last evening, six new players.

CANCELED S-143 The Alamo Age of Reason- Theme

Length: 6 Hours; Location: Ike 1 Ballroom; Table: IK-46-51; Hosted by: Lee Burger & Ed Miller; Scale: 54mm; Rules: Homegrown; No. of Players: 8.

The Alamo in 54mm featuring figures from King and Country and Britain.

S-002 The Battle Of Salhepatica Inter-War

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-7; Hosted by: Otto Schmidt; Scale: 5/6mm; Sponsored by: Society of Daisy; Rules: The Shattered Century; No. of Players: 10.

Come experience the thrill of command in this darkly humorous but strangely familiar imaginary world more under the influence of Groucho Marx than Karl Marx. Direct the forces of one of the two great contenders in this battle, with only the distant rumble of the guns 25 miles away the only reminder of the muddy-bloody-gassed over hell that your soldiers are fighting in. Then, at 5 pm, punch out and go to your world dominating table to take in the floor show at Nikita's Place. This is chateau generalship at its best! In this battle the forces of the 7 3/4 Reich of Fahrvergnuggen is attempting to break through in the Ia-yubetcha valley in a far corner of Scandalnavia and drive the hated red menace of the Workers Winter Wonderland of Freeland, back to the snows and ice that spawned them! Tanks, punishment battalions, shock troops, aircraft, and paramilitary forces to boot. The rules are fast, simple, and easy to learn. Don't bother pre-registering, just come and play. I'll find room for you! Free Handouts.

S-138 Fort Capuzzo, Battleaxe 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 British Battleaxe Offensive began on June 15th, and the first day was one largely of confusion and British disappointments. Although the inland column, attacking Hafid Ridge, has had little success, and the coastal column attacking Halfaya has been stopped in its tracks with heavy losses, the central column, spearheaded by 7th Royal Tank Regiment's Matilda infantry tanks, has overrun Fort Capuzzo and turned back 15th Panzer Division's first hasty counterattacks. Now, as the sun rises on the second day, the Germans have had time to plan and prepare a more serious attack.

- 9:00 AM -

S-001 Battle Of Pelium, 335 Bc Ancients

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-1; Hosted by: Victor Hiris; Scale: 15mm; Rules: Homegrown; No. of Players: 8.

Can Alexander the Great recapture his border fortress from the Illyrians?

S-044 The Battle Of The Boyne: A Hard Nut To Crack, 1690 Renaissance

Length: 4 Hours; Location: Halsey; Table: H-2; Hosted by: Pete Friesen, Mike Trout, & 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 scenario presumes that James' army properly reconnoitered the battlefield, leading them to send a much smaller part of the army to contain William's flanking movement. This battle features a contested river crossing with the Jacobites defending. The additional forces available (compared to the historical battle) should make the assault crossing a very tough nut to crack. This game will use a streamlined combat resolution system enabling you, the gamer, to squeeze in more action.

S-024 Samurai Wars Horse & Musket

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-9; Hosted by: James Foster; Scale: 25mm; Sponsored by: WAGS & Old Glory Miniatures; Prize: Old Glory Miniatures; Rules: Samurai Wars; No. of Players: 10.

S-030 Siege Of Augusta Horse & Musket

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-15; Hosted by: David Bolton; Scale: 15mm; Sponsored by: WAGS; Rules: Flint & Steel; No. of Players: 6.

In October 1781 the Creek and Cherokee decide to destroy the white man encroaching on their land from Augusta, Georgia. The Creek and Cherokee under the great Cherokee Chief Draggin Canoe allied themselves with Tory leader "Bloody Bill" Cunningham and the Corps of Carolina and Georgia Loyalists. Governor Nathan Brownson realizes the threat and mobilizes four Georgia Militia Regiments and General Nathaniel Green dispatches two Georgia Continental Regiments from the Carolinas to help.

S-008 Fix Bayonets! ACW- Theme

Length: 4 Hours; Location: Edwardian; Table: ED-2; Hosted by: John Priest & Dustin Kunkle; Scale: 30MM; Rules: Fix Bayonet's; No. of Players: 18.

Fix Bayonets! Using infantry, cavalry, and artillery commands from Hardee's Tactics, each player commands his/her own battalion or battery in an easy to learn very playable 54mm game which is adaptable to smaller scales. Relive the fighting in Antietam's 30 Acre Cornfield, charge across the devil's den, lock horns in the trenches of Petersburg. Using the actual battlefield tactics, the players experience the complexities of maneuvering small units within confined spaces and dealing with difficult terrain. This game is about the fighting on the combat soldier's level. Morale, varied weapons types, and ammunition limitations all play a role in the battle's outcome.

S-038 Featherstone Cup Round 2 ACW- Theme

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

S-084 The Last Valley Colonial

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-28; Hosted by: Robert Burnham; Scale: 15mm; Sponsored by: Woodbridge Area Gamers; Rules: The Sword and the Flame; No. of Players: 10.

A British military expedition moves deep into Zululand to destroy a Zulu village and crops.

S-032 Tom & Jerry Part 1 WWI

Length: 3 Hours; Location: Wainwright; Table: WAIN-1; Hosted by: Steven Robinson; Scale: 25mm; Sponsored by: WAGS & Old Glory Miniatures; Prize: Old Glory Miniatures; Rules: Trench Wars; No. of Players: 8.

Part 1 of 2, Tommy has received some new toys "land ships". Can Tommies drive Jerries from the comfort of his new home in the trenches using these new behemoths? Or, can the Jerries keep the warmth of his shell cratered, hole in the ground, muddy home? I know for sure that lead figures do not bleed, but allot of them will have to wait until the afternoon to be played with again. Come and pick a side and taste once again the rotting, acidic smell of the western front. This game featuring for the first time a modular trench system designed by Acheson Creations specifically for 28mm WWI games. Beginners are welcome. You need not play in part 2 to play in part 1.

S-018 Mussolini Goes East WWII

Length: 4 Hours; Location: Executive Conference; Table: EC-1; Hosted by: John Stafford & Jim Baldrighi; Scale: 25mm; Rules: Sturm!; No. of Players: 8.

Early WW2 company level infantry slugfest as Italian forces take the offensive and head into Russia toward their eventual doom at Stalingrad. Lots of ebb and flow—no experience necessary.

S-027 Fishing At The Canal WWII

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-14; Hosted by: David Fyfe; Scale: 25mm; Sponsored by: WAGS; Rules: Modified Brew-Up; No. of Players: 6.

A small ad hoc group of Americans are resting comfortably on a bridge over the canal in Belgium in 1944. Suddenly vehicles can be heard. Life is about to get interesting. Youngsters welcome with playing adult.

S-052 Look, Sarge, The Germans Are Crossing The Meuse, 1940 WWII

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-11; Hosted by: Buck Surdu; Scale: 12mm; Sponsored by: HAWKS; Rules: Look, Sarge, No Charts: WWII; No. of Players: 6.

Players command battalions as the Germans try to force a crossing of the Meuse. This game will use the newly released "Look, Sarge, No Charts: WWII" system. That's right: large-scale WWII with no charts. NOTES: Younger gamers welcome with a playing adult.

S-074 Morning Of The 902nd - France 1944 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' "Normandy '44 - Heroes of Omaha and Panzer Lehr," the event pits a heavy German mixed force attack through the hedgerows against dug in armor equipped Americans. The setting is July 11, 1944 slightly north of Hauts Vents, Normandy. Get involved as the crack Lehr armor and panzergrenadiers struggle through the forbidding terrain against the determined Americans. Many surprises are in store for both sides. Familiarity with Battlefront rules is preferred but not required. Come join in this slugfest.

S-081 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.

S-108 US 106th Infantry - Battle Of The Bulge, St Vith WWII- Theme

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

In the centre of the German offensive, the town of St. Vith, a vital road junction, presented the main challenge for both von Manteuffel's and Dietrich's forces. The defenders, led by the U.S. 7th Armored Division, and also including one regiment of the U.S. 106th Infantry Division, and additional elements of the U.S. 9th Armored Division and U.S. 28th Infantry Division, all under the command of General Bruce C. Clarke, are to resist the German attacks and slow the German advance.

S-140 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 -

S-135 The New Britannia Dark Ages

Length: 6 Hours; Location: Ike 1 Ballroom; Table: IK-52; Hosted by: Gregory Bard; Scale: N/A; Rules: Britannia, Fantasy Flight Edition; No. of Players: 5.

Once upon a time there was an Avalon Hill game called Britannia, which traced English history from the Roman period to the Conquest of 1066. But, alas, it went out of print. Now its back, and streamlined! This board game is probably too complex for those under 16, but rules will be taught.

S-132 Crecy August 26, 1346 - "What If" Medieval

Length: 3 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.

King Edward the Black Prince stands and fights the French. As in History the possibilities are endless. French knights vs. the English longbow, which weapon of choice will prevail. This game will be run with 54mm figures that are based for 25mm troops.

S-058 Walcourt, 1689: The Opening Battle Of The Nine Year's War Pike & Shot

Length: 5 Hours; Location: Ike 2 Ballroom; Table: MS-17; Hosted by: Ed Mueller; Scale: 6mm; Rules: Modified Volley & Bayonet; No. of Players: 6.

On 25 August, 1689, the Army of the Grand Alliance, under Marshall Waldeck, had one of its few battlefield successes of the Nine Year's War. During this battle, a newly minted LTG Churchill, in his only engagement of the war, led the fledgling Williamite English contingent in its continental baptism of fire. Leading the Sun King's Army, the unfortunate French Marshall Humieres would be nicknamed "Sans Lumiere" for his (mis)handling of the battle, and be replaced by the crafty Marshall Luxembourg, who would go on to a string of victories (but those are for other games!). Fast playing Volley and Bayonet Nine Year's War Variant Rules available in MWAN magazine #129, or online in the Yahoo Group: <http://games.groups.yahoo.com/group/VnBpicturesandfiles/>

S-097 Gloire: Tavern Brawl Renaissance

Length: 2 Hours; Location: All-Star Complex; Table: AS-4; 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!

S-064 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.

S-070 Battle Of Oland - 26 July 1789 Age of Reason

Length: 7 Hours; Location: All-Star Complex; Table: AS-19 & 20; Hosted by: Stanley Sunderwirth; Scale: Other; Rules: Victory Under Sail; No. of Players: 9.

After the disappointments of 1788, the Swedish fleet is out to find and crush the Russians in detail. But Duke Carl has dithered too long and Russians have already combined the Kronstadt and Revel squadrons and the Copenhagen fleet is expected any day. Can the Swedes defeat the Russians before they get their reinforcements? 20 Swedish SOL + 8 heavy frigates vs. 20 Russian SOL. Lots of dice and few charts - Rules will be taught.

S-116 American Battlelines Maw Walk-Up Demos Age of Reason

Length: 10 Hours; Location: Ike 2 Ballroom; Table: MS-25; 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 8:00 pm. NO REGISTRATION NECESSARY ... Just show up and we'll get you into the next available demo !!

S-115 American Battlelines Awi Walk-Up Demos AWI

Length: 10 Hours; Location: Ike 2 Ballroom; Table: MS-25; 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 8:00 pm. NO REGISTRATION NECESSARY ... Just show up and we'll get you into the next available demo !!

S-136 The Battle Of Eylau 1807 Napoleonic

Length: 6 Hours; Location: Ike 1 Ballroom; Table: IK-42-44; Hosted by: David Waxtel; Scale: 25mm; Sponsored by: Quantum Printing; Rules: Shako 2; No. of Players: 14.

Here we are again can we change history or die trying. Dave Waxtel will make your convention, get ready to draw swords, and charge. 1800 25mm figures. Non-stop fun. The Battle of Eylau took place in a snowstorm, and the fighting shifted up and down the battlefield, it was utter confusion....who will be the hero!

S-016 The Charleston Blockade ACW- Theme

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-6; Hosted by: Gary Coyle; Scale: 1/600; Rules: Iron and Fire; No. of Players: 12.

The In-shore ships of the South Atlantic Blockading Squadron are tightening the net for the few remaining blockade runners who dare the harbor at Charleston, S.C. Sumter and Moultrie still sting a little, the torpedoes are a threat, and the South Carolina Anti-Blockade (SCAB) Squadron is still potent, with ironclads, submarines and torpedo boats. It's always a challenge to see if the Confederates can get a runner in and out of Charleston these days without losing their ships to the patrolling Union monitors or USS NEW IRONSIDES.

S-105 "Up Boys, And Give Them Hell!" - Champion Hill 1863 ACW- Theme

Length: 5 Hours; Location: All-Star Complex; Table: AS-13; Hosted by: Kaleb Dissinger; Scale: 15mm; Sponsored by: Refuse the Flank Wargamers; Rules: Fire & Fury Regimental; No. of Players: 6.

For over a year, General Ulysses S. Grant has tried six unsuccessful and costly attempts at gaining the upper hand against the jewel of the Confederacy: Vicksburg. By mid-1862 most, both above and below the Mason-Dixon knew the strategic importance of the river city. Grant's seventh try landed him below the city on a gamble that could cost him his career and his army if failure was the result. 16 May 1863 saw what some historians believe was the true high water mark of the Confederacy: the Battle of Champion Hill. Can Pemberton and his Confederate Army drive the Federals back into the river and save Vicksburg? Or will Grant gain the upper hand that will ultimately split the rebel nation in two?

S-106 Steaming Up The Big Muddy ACW- Theme

Length: 4 Hours; Location: All-Star Complex; Table: AS-6&11; Hosted by: Jim Brokaw; Scale: 10mm; Sponsored by: Old Glory Shipyard; Rules: Iron & Glory; No. of Players: 6.

A Union force upriver is in need of supplies, and Union naval forces must sail up the Big Muddy River against Confederate forts, ships, and other infernal devices.

S-114 American Battlelines Acw Walk-Up Demos ACW

Length: 10 Hours; Location: Ike 2 Ballroom; Table: MS-19; 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 8:00 pm. NO REGISTRATION NECESSARY ... Just show up and we'll get you into the next available demo !!

S-096 The German-Herero War: The Battle Of Owikokorero, 13 Mar. 1904 Colonial

Length: 4 Hours; Location: All-Star Complex; Table: AS-2; Hosted by: Roy Jones; Scale: 25mm; Rules: The Sword and the Flame; No. of Players: 4.

German Southwest Africa (present-day Namibia). The German East Section, under Maj. Glasenapp, advances in pursuit of the elusive Herero. Discovering a herd of cattle ahead, they move forward to capture it. Suddenly rifle fire emerges from the bush! As Germans feed forces into the fight, the denuded forces in the rear come under more rifle fire! The 4 companies of German infantry and marines have fallen into not one, but TWO ambushes! If the Hereros don't have their heads, the Kaiser certainly will!

S-011 Battle Of Palo Alto Age of Rifles- Theme

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

The first major battle of the Mexican American War.

S-119 The Mexicans Are A Comin' Age of Rifles

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-13; Hosted by: Jon Coulter; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: American Battlelines; No. of Players: 6.

A fun all-out shoot-em-up between the Americans (holed up in a Mexican village) and the Mexicans who seem to have an endless supply of soldiers. Lots of lead. Lots of surprises. This one you don't wanna miss!

S-078 Horror Beyond The Trenches WWI

Length: 4 Hours; Location: Stillwell; Table: STILL-6; Hosted by: Howard Marx; Scale: 25mm; Rules: Homegrown; No. of Players: 5.

It is early June, 1918. A squad of German Infantry on patrol in no-man's land seeks shelter in an old church during an artillery attack. Suddenly, the floor gives way and they are dropped into an ancient crypt . . . full of the walking dead! Can the Kaiser's Sturmtruppen escape this vault of horrors? Or will the undead legion feed well tonight? Each

player will control a single WWI German soldier with his/her choice of gear and weapons. This event is open to all players 14 years and up who have an interest in WWI horror. Since each player will control only a single soldier, there is a slight role-playing aspect to this event and players should come with that in mind.

S-085 The German Counterattack South Of Cambrai: British Tanks Vs. British Tanks!? WWI

Length: 3 Hours; Location: All-Star Complex; Table: AS-1; Hosted by: Chris Huhn; Scale: 15mm; Rules: Modified Flames of War; No. of Players: 4.

On October 8th, 1918 a desperate tank vs. tank battle evolved during a German counter attack south of Cambrai, near the towns of Awoingt and Niergnies. British tanks faced captured British tanks.

S-102 Pawns Of L'Empire, 1925 Inter-War

Length: 3 Hours; Location: All-Star Complex; Table: AS-3; 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.

S-060 Indiana Jones: Raiders Of The Lost Ark Pulp

Length: 2 Hours; Location: Ike 2 Ballroom; Table: MS-22; Hosted by: Logan Weiss; Scale: 25mm; Sponsored by: Brigade Games; Prize: Brigade Games Figures; Rules: .45 Adventures; No. of Players: 4.

Indy, desperate to find the fabled Ark of the Covenant, finds himself in Colonel Dietrich's Afrika Korp base. In order to proceed, he must first find Ms. Ravenwood, while taking out as many Nazis as possible to hamper his enemies. Relive this classic movie scene as Indy, Ms. Ravenwood, or the evil Nazi forces.

S-035 The Retreat To Bastogne WWII- Theme

Length: 6 Hours; Location: All-Star Complex; Table: AS-9&10 AS-14&15; Hosted by: J.D. Perry, Dave Sterner, & Bill Smith; Scale: 12mm; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer Light; No. of Players: 12.

The German counterattack through the Ardennes came as a total surprise, shattering the American lines. The US rushed its armored divisions forward to set up "road blocks" to delay the Germans. One such blocking force consisted of elements from the CCR/9th Armored Division, survivors of the 110th Infantry Regiment of the 28 Infantry Division, and Team Cherry of the 10th Armored Division. Early on the 19th the Americans found themselves cut off from Bastogne, when elements of the KG Langbier captured the town of Mageret, with Germans in his rear and increasing pressure from the 26th VG Division, the Americans had no choice but to fight their way back to Bastogne!

S-049 Counter-Attack At Sidi Rezegh WWII

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-16; Hosted by: Keith Kennedy & Bill Cira; Scale: 15mm; Sponsored by: Tabletop Conflict Systems; Prize: TBD; Rules: Modified Flames of War V2.0; No. of Players: 6.

In November 1941 during Operation Crusader, the Axis airfield at Sidi Rezegh exchanged hands several times. The battles lasted from 21 to 30 November and included German and Italian forces versus New Zealanders, South Africans, and the 7th Armoured Brigade. Burning hulks littered the battlefield, creating difficulties for attackers and defenders alike. In the end, the Axis powers took Sidi Rezegh from the commonwealth forces, however it cost them dearly. The exhausted Afrika Korps soldiers shuffled onto the nearly deserted airfield, as noted by a British doctor who stayed behind with the wounded, appeared to be anything but the victors.

S-101 Surprise Over Brooklands-Battle Of Britain WWII

Length: 4 Hours; Location: All-Star Complex; Table: AS-17; 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. On 4 September 1940, bomb laden Bf 110Cs slipped through RAF defenses undetected at treetop level to attack the Vickers aircraft factory at Brooklands where Wellington bombers were assembled. Alert AA crews downed two Bf 110Cs and the others hurriedly dropped their bombs as Hurricanes of No. 253 Squadron soon descended upon them. 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 at ww.skirmishcampaigns.com.

S-111 Mein Panzer Ww2 Walk-Up Demos WWII

Length: 10 Hours; Location: Ike 2 Ballroom; Table: MS-20; 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 8:00 pm. NO REGISTRATION NECESSARY ... Just show up and we'll get you into the next available demo !!

S-113 Mein Panzer Junior Walk-Up Demos WWII

Length: 10 Hours; Location: Ike 2 Ballroom; Table: MS-19; 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 8:00 pm. NO REGISTRATION NECESSARY ... Just show up and we'll get you into the next available demo !!

S-117 Gray Skies & Gray Hulls: Battle For The Aleutians WWII

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-24; Hosted by: Mike Baulch; Scale: 1/6000; Sponsored by: Old Dominion Game Works; Rules: General Quarters 3; No. of Players: 8.

June, 1942: While the Battle of Midway rages on, Japanese troops seize a foothold in the Aleutian chain: the islands of Attu and Kiska. This, the only Japanese conquest in North America, would stand until May 1943 when a strong combined force of the US Army and US Navy would take back the islands. In the event, the Japanese Navy stood idly by while the islands fell. But what if the IJN had responded in force? Take command of a strong force of Japanese battleships, lead by the Nagato, cruisers and destroyers and thwart the arrogant American plans. Or command the US covering force of Pearl Harbor veteran battleships and cruisers and drive the Japanese off the North American continent, once and for all!

S-118 Race To The Rhine WWII

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-26; Hosted by: Bob Benge; Scale: 1/285; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 6.

France, 1945. The Americans are pushing hard to get to a Rhine river crossing before the Germans can pull back and reorganize. The Germans are pulling out all the stops trying to hold open the bridges until the bulk of their forces get back into Germany before they are cut off and captured. It is a race to the Rhine, who will win? This is an Advanced Mein Panzer Armor only game.

S-125 The Other Bulge: Operation Nordwind WWII- Theme

Length: 5 Hours; Location: All-Star Complex; Table: AS-5; Hosted by: Al Gaspar; Scale: 15mm; Rules: Fire and Fury Battlefront; No. of Players: 6.

It is early January 1945 on the French-German border. The Century Division's 397th Regiment is holding a snowy hillside with its rubble town of Rimling, France. These GI's are nearly surrounded, they are "The Other Bulge". The 17th SS Panzergrenadiers must seize this road hub. They will use anything to succeed, from massed drunken infantry charges to a lumbering 128mm Jagdtiger. This dramatically landscaped game is designed for my Smithsonian WW2 camp and the 100th Infantry Divisions 2007 reunion. Ideas for this scenario were from discussions with F Company veterans, Jack Young (my father-in-law) and John Somers, and research at The National Archives in College Park, MD.

S-112 Mein Panzer Modern Walk-Up Demos Modern

Length: 10 Hours; Location: Ike 2 Ballroom; Table: MS-20; 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 8:00 pm. NO REGISTRATION NECESSARY ... Just show up and we'll get you into the next available demo !!

- 11:00 AM -

S-071 Defending Chepstowcastle 1100 Ad Medieval

Length: 3 Hours; Location: Stillwell; Table: STILL-1 & 2; Hosted by: Philip & Lynne Viverito; Scale: 6mm; Sponsored by: LMW Works; Prize: Free Set of Rules; Rules: Knight Hack Third Edition; No. of Players: 8.

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.

<http://www.classicalhack.com>

S-128 A Bloody Day In Penn's Woods Age of Reason- Theme

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-29; Hosted by: Deiter B; Scale: 25mm; Sponsored by: Iron Ivan Games; Rules: This Very Ground; No. of Players: 4.

The French and Indian War engulfs Pennsylvania... and all must pay the price. Take the leadership of colonial settlers, natives, or European regulars in this fast paced small unit skirmish game. Will your victories be touted to the world? Or will your memory be buried under fallen leaves? Rules will be taught. Children under 16 with accompanying adult please.

S-055 The Glorious 1st Of June Napoleonic

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-12; Hosted by: David Schlegel; Scale: 1/1200; Sponsored by: HAWKS; Rules: Fire As She Bears, 2nd ed.; No. of Players: 6.

1 June 1794. The first major naval battle of the French Revolutionary Wars. British Admiral Howe, with 25 ships of the line, maneuvered for 3 days before engaging the French fleet of 26 ships of the line, commanded by Admiral Villaret-Joyeuse, who was attempting to keep the British away from a much needed grain convoy. NOTES: Players under 13 welcome with a playing adult.

S-020 NSDM "Coldwar - 1960's" Modern- Theme

Length: 7 Hours; Location: Bradley; Table: Bradley; Hosted by: Dan McDonagh; Scale: 6mm; Sponsored by: NSDM; Rules: Homegrown; No. of Players: 60.

HMGS is pleased to offer the National Security Decision Making (NSDM) Game at Fall In-2006! The NSDM Game is a fast-paced, challenging simulation of contemporary politics and eternal strategic principles. This seven-hour game is modeled after simulations used by senior U.S. Government officials to explore geopolitical options. NSDM has been presented at the Naval War College, the Air University, the Rochester Institute of Technology, and civilian venues such as Origins, Gen Con, Dragon*Con, Historicon, Cold Wars, Border Wars, Call to Arms, and DexCon. Each player in this political-economic-military seminar game occupies a role in which he or she can affect the formulation of national policy in their country. Most players find NSDM to be intellectually stimulating, vigorously competitive, and unlike any other gaming opportunity they have ever had. And this year, Fall In is bringing you... NSDM's Cold War Game! It's NSDM, but set in the early 1960s – the very height of the Cold War. Help guide the U.S. or USSR through hot spots that could include the expanding conflict in Southeast Asia, a Berlin blockade, an Arab-Israeli war, a Red Chinese landing on Nationalist-held islands, a replay of the Korean War, another Indo-Pakistani conflict, trouble in any of many Third World nations – or a thermonuclear standoff between the superpowers themselves! Can you stop World War Three? (Or... win it?) Finally, Fall In-2006 offers you something you can only find at an HMGS convention: the ability to fight out in miniature the battles you started during the NSDM Game! When the NSDM "ColdWar-60s" Game ends at 6pm, take an hour to grab lunch and then come back to the Heritage Room at 7pm to play in one of the NSDM-Linked Miniatures Games (NLMGs). We'll have them waiting for you! NSDM is starting an hour late (11am vice 10am) to make sure everyone gets a chance to visit Saturday's sales events first. You can play in NSDM without playing in the NLMGs, and vice-versa. Students aged 15-17 are welcome, as are 11-14s with playing parent. We'll break to grab meals. The top players in each NSDM Game will receive an NSDM tee shirt and the second-place winners will receive books of at least \$20 value. For more info please contact Dan McDonagh at daniel.mcdonagh@navy.mil.

S-050 Gnome Wars: The Trench In Teutoburg Forest Other

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-5; 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.

- 12:00 PM -

S-095 Might And Reason Sneak-Peak: Zorndorf Age of Reason

Length: 5 Hours; Location: Stillwell; Table: STILL-8; Hosted by: Sam Mustafa; Scale: 25mm; Rules: Might & Reason; No. of Players: 10.

Come get an advanced peek at "Might and Reason," the new 18th-century game from Sam Mustafa. Phil Karecki co-hosts this recreation of Frederick's bloody stalemate against the Russians at Zorndorf

S-017 Tacambaro Colonial

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-30; Hosted by: Tim Tillson; Scale: 25mm; Sponsored by: NOVAG; Rules: The Sword and the Flame; No. of Players: 4.

Mexico. 1865. The fledgling Belgian Battalion has arrived in Mexico to support the Empress Carlotta. Their first mission is to search for contraband in the city of Tacambaro. General Rugales, the local Republican commander, orders his forces to oppose them. Caught in the middle is Senora Regulaes. This scenario will be included in the "Maximilian in Mexico" scenario book to be released at Fall In.

S-051 Confederate "Citizen" Sailors Vs. The Convoy WWI- Theme

Length: 6 Hours; Location: Ike 2 Ballroom; Table: MS-4; Hosted by: Jay Wissmann; Scale: 1/2400; Rules: Clash of Arms; No. of Players: 10.

Continuing the theme from last year's Fall-In Turtledove scenario, The USN is attempting to push a convoy along the Carolina coast. The CSN armoured cruiser raider Tennessee is loose, a rag-tag bunch of "citizen sailors" are coming off-shore, Confederate submarines are a constant threat. Great fun will be had by all as you join gamemaster Jay Wissmann in the waters off Myrtle Beach for a Clash of Arms' Fear God and Dread Nought scenario. Did I hear someone say Zeppelin?

S-062 Battle Of Crevic, September 19, 1918 WWI- Theme

Length: 3 Hours; Location: Executive Conference; Table: EC-2; Hosted by: David Bonk; Scale: 25mm; Rules: Modified Platoon Commander; No. of Players: 6.

United States Marines attack the Village of Crevic in September, 1918.

S-092 Get The McGuffin Inter-War

Length: 2 Hours; Location: All-Star Complex; Table: AS-7; Hosted by: Bob McDonald; Scale: 25mm; Rules: Modified Chain Reaction; No. of Players: 4.

A four-player Roaring 20's gangster shootout. There are four "McGuffins" near the center of the table, and there is no way for you to tell if the other three "crews" are going after the same McGuffin you are. You just might win by sneaking in, grabbing your McGuffin and sneaking back out unseen, but chances are there will be a brief "discussion" in the alley behind Sharpe's Diner.

S-005 Battle Of Timograd - Part 2 (Eastern Front - Summer 1943) WWII

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-3; Hosted by: Jeffrey Hoffman; Scale: 20mm; Sponsored by: Rat Pie Irregulars; Rules: Disposable Heroes; No. of Players: 8.

Fictionalized WWII battle taking place in south-central USSR near the Kursk salient. This scenario is primarily a tank v. tank action featuring the Russian counter-offensive to recapture the rail head at Timograd. The Russian forces consist of T-34s and KV-1s with infantry support. The German defenders are made up of panzer IVs and VIs with StuG IVs, towed artillery and infantry support. The game is fast paced and easy to learn. Some familiarity with WWII combat is helpful, but not required. This is the second of three related games in three different scales.

Participation in all games is not required. No players under age 16 without adult supervision. Series of three games: first game will be played Friday night 7 pm - 11 pm, second game will be played Saturday morning 10 am - 2 pm, and final game will be Saturday evening 6 pm - 10 pm. Judging conducted by the Rockville Rat Pie Irregulars (Peter Megginson, Jeff Hoffman, and Tim Schwartz).

S-087 Hotchkiss, Somua And Char B's, Oh My! Stopping 7th Panzer, France 1940 WWII

Length: 5 Hours; Location: Edwardian; Table: ED-1; Hosted by: Jake Strangeway; Scale: 15mm; Sponsored by: Command Decision Test of Battle; Prize: Old Glory Gift Certificate; Rules: Command Decision Test of Battle; No. of Players: 8.

France, 1940 - and 7th Panzer is driving through the French countryside, its recon and panzer elements isolating French troops for mop up operations by the following grenadiers. But the French have decided to take a new approach to defense – instead of meeting the Germans head on, they will let the panzers through and chop off the spearheads as they pass with an armored counterattack. Will 7th Panzer continue its drive on Paris, or have the French developed an effective strategy for beating the Boche?

S-126 3 Petes WWII- Theme

Length: 6 Hours; Location: Ike 2 Ballroom; Table: MS-4; Hosted by: Bruce Kohn; Scale: 1/300; Rules: Little Friends/Blue Sky; No. of Players: 4.

October 9, 1942. Japanese floatplanes covering supply ships engage Cactus Air Force P-39s. Played with the Little Friends and then the Blue Sky rules.

S-129 "The Finns Counter-Attack" Salmi Sector, December 12, 1939 WWII

Length: 4 Hours; Location: Wainwright; Table: WAIN-2; Hosted by: Stephen Keyer; Scale: 15mm; Sponsored by: Legions East/Treadhead Games; Prize: White Death Scenario Book; Rules: Battlefront; No. of Players: 6.

It is early December 1939, and the Finns have thrown back almost every major attack the Red Army can throw at them. It's time for a little payback!! The Finns launch many local counter-attacks on all fronts including the northern shore of Lake Ladoga. This scenario from the new book titled "White Death" The War In Finland 1939-40 from Treadhead Games depicts the Finnish 1st Battalion, 34th Regiment trying to break through the Soviet rear areas near Salmi attempting to bag the Soviet 18th Rifle Division. There is no quarter given in this battle!!

S-141 Hit The Lorries! WWII

Length: 3 Hours; Location: Ike 1 Ballroom; Table: IK-76&77; Hosted by: Nathan Forney; Scale: 15mm; Sponsored by: Skirmish Campaigns; Prize: Skirmish Campaign Books; Rules: Skirmish Combat; No. of Players: 8.

On 23 May 1940, as the noose around Dunkirk was closing, a troop of British tanks from B Squadron of the 3rd Royal Tank Regiment headed out on a reconnaissance in force near Guines, several kilometers southwest of Calais. They encountered and engaged German mechanized and motorized forces that were advancing to encircle Calais. German armor quickly entered the battle as more forces from both sides were drawn into the fighting.

S-144 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!

S-145 Sudan - The Battle Of Firket WWII

Length: 3 Hours; Location: Ike 1 Ballroom; Table: IK-56 & 57; Hosted by: Mark Fastoso; Scale: 25mm; Sponsored by: Colonial Campaigns; Rules: The Sword and the Flame; No. of Players: 5.

General Kitchener has begun his final reconquest of the Sudan. The key to his plan is the building of a desert railroad which will feed his army. As he moves into the barren lands of the Sudan several Mahdi outpost block his route. The first is a fortified town at Firket. The town must be taken quickly and at all costs.

- 1:00 PM -

S-025 Gladiator Wars Ancients

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-9; Hosted by: James Foster; Scale: 25mm; Sponsored by: WAGS & Old Glory Miniatures; Prize: Old Glory Miniatures; Rules: Gladiator Wars; No. of Players: 10.

S-098 Gloire: Tavern Brawl Renaissance

Length: 2 Hours; Location: All-Star Complex; Table: AS-4; Hosted by: Peter Murray; Scale: 25mm; Sponsored by: Ratrap 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!

S-022 Birth Of The Broadside Renaissance

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-8; Hosted by: Brian Whitaker; Scale: 1/300; Sponsored by: WAGS & Merrimack: The Old Glory Shipyard; Prize: Gift Certificate; Rules: Run The Guns II: Birth Of The Broadside; No. of Players: 6.

The English and Spanish are hard at it in the channel. Can you make it safely into port? Beginners welcome.

S-079 Nogent Sur Seine, 1814 Napoleonic

Length: 3 Hours; Location: All-Star Complex; Table: AS-8; Hosted by: Patrick Velas; Scale: 25mm; Sponsored by: Piquet Inc.; Prize: Field of Battle Rules; Rules: Piquet Field of Battle; No. of Players: 6.

Marmont's forces tangle with Austrian, Bavarian, and Wurttemberg forces near Nogent Sur Seine.

S-033 Tom & Jerry Part 2 WWI

Length: 3 Hours; Location: Wainwright; Table: WAIN-1; Hosted by: Steven Robinson; Scale: 25mm; Sponsored by: WAGS & Old Glory Miniatures; Prize: Old Glory Miniatures; Rules: Trench Wars; No. of Players: 8.

Part 2 of 2, The Jerries are mad now! The Tommies has stolen the warm, shell crated, hole in the ground, muddy home of the Jerries. Jerry has a card up his sleeve! I know for sure that lead soldiers do not bleed, but allot of the will have to wait until next time to be played with. Come and pick a side and once again taste the rotting, acidic smell of the western front. This game featuring for the first time a modular trench system designed by Acheson Creations specifically for 28mm WWI games. Beginners are welcome. You need not have played in part 1 to play in part 2.

S-109 US 101st Airborne - Battle Of The Bulge, Bastogne WWII- Theme

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

By December 21 the German forces had surrounded Bastogne, which was defended by the 101st Airborne Division and Combat Command B of the 10th Armored Division. Conditions inside the perimeter were tough—most of the medical supplies and medical personnel had been captured. Food was scarce, and ammunition was so low that artillery crews were forbidden to fire on advancing Germans unless there was a large, heavy concentration of them. Despite determined German attacks, however, the perimeter held. When General Anthony McAuliffe was awakened by a German invitation to surrender, he gave a reply that has been variously reported and was probably unprintable. There is no disagreement, however, as to what he wrote on the paper delivered to the Germans: "NUTS!" That reply had to be explained, both to the Germans and to non-American Allies.

S-123 Operation Cobra; Panzer Counterattack WWII- Theme

Length: 4 Hours; Location: All-Star Complex; Table: AS-16&18; Hosted by: Ronald Bingham; Scale: 15mm; Sponsored by: Battle Barn of Williamsburg Val; Rules: Flames of War; No. of Players: 8.

After the 4th Armor Division mauling by the Germans on 28 July; the Panzer Lehr Division along with elements of the 9th SS goes on the offensive and breakthrough US lines. MG Woods (Cmdr 4AD) orders LTC Creighton Abrams and his battalion of Sherman tanks to stop the bleeding and push the Panzers back towards Mortain. This is a 2000pt Flames of War game using the FoW V2 rules and Fortress Europa Late War Intelligence book along with a modified Armor Encounter scenario.

S-082 The Second Battle Of El Alamein WWII

Length: 4 Hours; Location: Nimitz; Table: NB-3; Hosted by: Shawn Kaup; Scale: 20mm; Rules: KreigHund; No. of Players: 6.

With the triumph of Gazala and Tobruk behind him, Field Marshall Erwin Rommel and the Afrika Korp led by the 21st Panzer Division wasted no time driving deep into Egypt with the goal of the Suez Canal in sight. Field Marshall Montgomery with the XXX Corps, supported by the famed 'Desert Rats', and the XIII Corps, are preparing to launch their counterattack in an effort to break the back of the German forces in North Africa. Will Monty's planning be enough to catch the Desert Fox, or will Rommel and the Afrika Korp live to fight another day?

S-149 Race To The Sea! WWI

Length: 4 Hours; Location: Ike 1 Ballroom; Table: IK-78&79; Hosted by: Matthew Kirkhart; Scale: 25mm; Sponsored by: Army of Central Maryland; Rules: When Tradition Meets Technology; No. of Players: 6.

In the fall of 1914 the Allied and German armies raced across Europe to the Atlantic Ocean. They built trenches to solidify their lines and attempted to outflank the other for a quick end to World War I so that they could all be "home by Christmas." Of course this did not happen and a long and costly war in the trenches dominated the Western front of the conflict for the next 3 years. "Race to the Sea" attempts to recreate a French frontal assault on a German trench with a simultaneous flanking maneuver.

S-151 Jihad: The Search Modern- Theme

Length: 4 Hours; Location: Ike 1 Ballroom; Table: IK-80&81; Hosted by: Mike Vogell & Stan Johansen; Scale: 28mm; Sponsored by: Stan Johansen Miniatures and Repot Depot; Rules: Homegrown; No. of Players: 7.

"Three American units move into a town in Iraq with Intel that there are possible WMD and insurgent arms caches secreted there. As usual, all hell breaks loose!!!" No Minors Please!

S-069 A Scary Night In Mirkwood, Part 2 Fantasy

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-22; Hosted by: Kenny Noe; Scale: 25mm; Rules: Games Workshop; No. of Players: 4.

During the first half of the Third Age, Sauron plotted in a place where his malice and corrupt influence spilled over the wondrous wood called Greenwood the Great. Greater than Fangorn and Lothlorien, Greenwood was turned into a dark and foreboding place renamed.... Mirkwood. Here Sauron plotted his revenge of his defeat at the hands of the Last Alliance of Men and Elves centuries before where the One Ring, the Ring of Power is lost. Come play Lord of the Rings - Fall of the Necromancer scenario developed by Mike Noe. This scenario pits Elves against Dark Spiders and orcs in an attempt to reclaim Mirkwood and repel the evilness that has plagued the fair Greenwood.

S-107 Space Marines In The Movies Other

Length: 4 Hours; Location: All-Star Complex; Table: AS-12; Hosted by: Adam Edgeson; Scale: 25mm; Prize: Oscar for Best Actor and Supporting; Rules: Modified Warhammer 40K; No. of Players: 10.

OK Here's your motivation, you're a seven foot genetically engineered killing machine. You're basically trying to kill everything in sight. Here we go folks, lights, camera action!! Each player will take the role of a member of a ten man hit squad attempting to destroy a renegade Imperial Guard base. No one under 16 unless accompanied by an adult.

- 2:00 PM -

S-046 Ancient Warfare: Legion & Phalanx Ancients

Length: 4 Hours; Location: Halsey; Table: H-1&3; Hosted by: Bruce Taylor, Perry Gray; Scale: 25mm; Sponsored by: SAGA Publishing; Rules: Modified Ancient Warfare; No. of Players: 12.

Come and play Ancient Warfare with those who wrote the rules and army lists. Players with experience will teach those without using a mix of ancient armies including Romans and Seleucids. Those with armies of their own, bring them and fight with them! Those who don't can use those provided. Emphasis will be on learning, seeing how the different troop types interact, and above all, having fun! Medieval Warfare armies should also be available (Scots and English) if the ancient armies are all in use.

S-133 Battle Of Poitiers In 1356 "What If" Medieval

Length: 3 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.

King Edward the Black Prince stands and fights the French. As in History the possibilities are endless. French knights vs. the English longbow, which weapon of choice will prevail. This game will be run with 54mm figures that are based for 25mm troops.

S-065 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.

CANCELED S-077 Jerry And The Pirates Age of Reason

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-27; Hosted by: Dave & David Markley; Scale: 25mm; Rules: Blood and Swash; No. of Players: 8.

Yarr and shiver me timbers! Lead your band of cutthroats or fortune-hunters on a rousing adventure for fame, fortune, or a glorious death on Little Korn Island. Under age 12 with a playing adult please.

S-037 Super Sized Eagle Games Acw Tournament Round 3 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.

S-039 Featherstone Cup Round 3 ACW- Theme

Length: 4 Hours; Location: Stillwell; Table: STILL- 5; Hosted by: John Snead; Scale: 15mm; Rules: Fire and Fury; No. of Players: 2 teams.

S-103 Sandscape, Attack On Fort Zinderneuf Colonial

Length: 3 Hours; Location: All-Star Complex; Table: AS-3; Hosted by: Brendan Watts; Scale: 25mm; Rules: Modified Heroscape; No. of Players: 6.

Desperate, outnumbered French Foreign Legionnaires attempt to hold their fort against Arab attacks, hoping the relief column arrives in time.

S-007 Storming The Redoubts: Dybbøl, 18 April 1864 Age of Rifles

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-10; 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.

S-093 Get The McGuffin Inter-War

Length: 2 Hours; Location: All-Star Complex; Table: AS-7; Hosted by: Bob McDonald; Scale: 25mm; Rules: Modified Chain Reaction; No. of Players: 4.

A four-player Roaring 20's gangster shootout. There are four "McGuffins" near the center of the table, and there is no way for you to tell if the other three "crews" are going after the same McGuffin you are. You just might win by sneaking in, grabbing your McGuffin and sneaking back out unseen, but chances are there will be a brief "discussion" in the alley behind Sharpe's Diner.

S-019 Mussolini Goes East WWII

Length: 4 Hours; Location: Executive Conference; Table: EC-1; Hosted by: John Stafford & Jim Baldrighi; Scale: 25mm; Rules: Sturm!; No. of Players: 8.

Early WW2 company level infantry slugfest as Italian forces are counterattacked by ad hoc Russian forces trying to stop Mussolini’s drive toward Stalingrad. Lots of ebb and flow—no experience necessary.

S-028 The Road To Gela WWII

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-14; Hosted by: David Fyfe; Scale: 15mm; Sponsored by: WAGS; Rules: Modified Brew-Up; No. of Players: 6.

The British are setup to defend the road to Gela in North Africa. Out of the sand come the Italians. But wait, are those tigers with them? Youngsters welcome with playing adult.

S-053 Look, Sarge, The Germans Are Crossing The Meuse, 1940 WWII

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-11; Hosted by: Buck Surdu; Scale: 12mm; Sponsored by: HAWKS; Rules: Look, Sarge, No Charts: WWII; No. of Players: 6.

Players command battalions as the Germans try to force a crossing of the Meuse. This game will use the newly released “Look, Sarge, No Charts: WWII” system. That’s right: large-scale WWII with no charts. NOTES: Younger gamers welcome with a playing adult.

S-073 When The End Is Near... WWII

Length: 5 Hours; Location: Ike 2 Ballroom; Table: MS-23; 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?!

S-146 Iron Bottom Sound WWII- Theme

Length: 4 Hours; Location: Ike 1 Ballroom; Table: IK-58&59; Hosted by: John Drye; Scale: 1/2400; Sponsored by: GHQ; Rules: Flagship; No. of Players: 6.

The waters off the island of Guadalcanal are strewn with the wreckage of dozens of ships. This game, using GHQ's soon-to-be published Naval Rules "Flagship" recreates the nighttime struggle for supremacy of these crucial waters. Like your historical counterpart, you will only find out the nature of your opponent when they open fire. Destroyer, Cruiser or Battleship?

S-147 Tet In Hue City '68: The Cat Killers Modern- Theme

Length: 3 Hours; Location: Ike 1 Ballroom; Table: IK-66&67; Hosted by: Jonathan Miller; Scale: 20mm; Prize: 20mm Resin Barracks; Rules: Homegrown; No. of Players: 8.

NVA troops seize nearly the entire city on Feb 31st, forcing six American pilots of the 220th reconnaissance Co. "Cat Killers" (they flew O-1 Bird Dogs) to hole up in a residential building and radio for help. Six days later, marines of Alpha Co. 1/1 are ready to attempt the mission.

- 3:00 PM -

S-072 Defending Chepstowcastle 1100 Ad Medieval

Length: 3 Hours; Location: Stillwell; Table: STILL-1 & 2; Hosted by: Philip & Lynne Viverito; Scale: 6mm; Sponsored by: LMW Works; Prize: Free Set of Rules; Rules: Knight Hack Third Edition; No. of Players: 8.

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.
<http://www.classicalhack.com>

S-009 Fix Bayonets! ACW- Theme

Length: 4 Hours; Location: Edwardian; Table: ED-2; Hosted by: John Priest & Dustin Kunkle; Scale: 30MM; Rules: Fix Bayonet's; No. of Players: 18.

Fix Bayonets! Using infantry, cavalry, and artillery commands from Hardee's Tactics, each player commands his/her own battalion or battery in an easy to learn very playable 54mm game which is adaptable to smaller scales. Relive the fighting in Antietam's 30 Acre Cornfield, charge across the devil's den, lock horns in the trenches of Petersburg. Using the actual battlefield tactics, the players experience the complexities of maneuvering small units within confined spaces and dealing with difficult terrain. This game is about the fighting on the combat soldier's level. Morale, varied weapons types, and ammunition limitations all play a role in the battle's outcome.

S-110 Pearl River Delta Dust-Up Age of Rifles

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-15; 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"?

- 4:00 PM -

S-139 Gladiators - "The Battle Of Cynocephalae Or "Dogs Heads" Ancients

Length: 3 Hours; Location: Ike 1 Ballroom; Table: IK-39&40; Hosted by: Mark Fastoso; Scale: 25mm; Rules: Arena Games; No. of Players: 9.

"Ladies and Gentlemen! The Emperor is pleased to reach back into hallowed antiquity to bring you a recreation of the battle of the Cynocephalae also known as the Dogs Heads. Where on the plains of Greece Titus Flaminius came to grips with Philip of Macedon in a struggle of phalanx vs. Legion." Lightly armed Gladiator with spears (the Phalanx) face off against heavily armed Samnites (the Legion)

S-042 Raid On Charlestown, November 1781 Age of Reason- Theme

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-28; Hosted by: George Hunsicker; Scale: 25mm; Sponsored by: Reading Area Wargamers; Rules: Modified Washington's Wars; No. of Players: 6.

A "what if" scenario based on a French and American surprise attack on Charlestown in 1781. Plenty of Americans, French and Germans to fight it out on the way to Charleston. Based on a battle report published in the Courier in 1982 written by author Steve Haller.

S-121 Clash In A Pennsylvania Woods AWI- Theme

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-26; Hosted by: Don Carter; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: American Battlelines; No. of Players: 6.

It's September 1776 and the British are out to capture Philadelphia, forcing the Continental Congress to move to York. In an attempt to destroy the fledgling government, British troops advance on York while Continental troops and militia rush to intercept them. A what-if, fast-paced, game using the American BattleLines game system.

S-089 Aerodrome 1.1 WWI- Theme

Length: 8 Hours; Location: Ike 2 Ballroom; Table: MS-16; Hosted by: Hal Dyson; Scale: 1/72; Prize: Silver wings for 1st kill; gold, 5th; "Blue Max", 25th.; Rules: Aerodrome 1.1; No. of Players: 10/Round.

Face the challenge of aerial combat over the Western Front in WW I. Thrill to the kill! Be ye novice or veteran; be it chance, luck, or skill; live in fame or go down in flame. Bennies for combat success! Rules briefed on site. Open to all: 15 and under by mutual consent of GM and parent. Runs from 1600 to about 2400 in a series of rounds. Seats filled on a first come, space available basis.

S-094 Dieppe 1942 - Take The Pourville Bridge! WWII

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-6; Hosted by: Tim Waybright & Ed Bates; Scale: 15mm; Rules: Easy Eight's Battleground WWII; No. of Players: 6.

Date: 19 August 1942, 0550 hours Location: Pourville, France, West of Dieppe After landing further east at Pourville than anticipated, B and D Companies of the South Saskatchewan Regiment fought their way through the town and attempted to cross the River Scie via the lone bridge. Covered by numerous machine guns and mortars, casualties were enormous as the Canadians tried to cross. Seeing that the attack was faltering, Lt. Col. Cecil Merritt would earn the Victoria Cross that day by displaying outstanding bravery under fire by walking across the bridge numerous times, encouraging his men to get up and cross despite the tremendous danger. Come play the Canadians and charge the bridge and surrounding heights, or choose to be the German defenders and kick the Maple-Leafs back into the sea!

S-120 Once More, The Malta Run: Convoy Battle 1941 WWII

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-24; Hosted by: Mike Baulch; Scale: 1/6000; Sponsored by: Old Dominion Game Works; Rules: General Quarters 3; No. of Players: 8.

August, 1941: Once more, the British must force a convoy through the gauntlet of Italian air and sea power to the besieged island of Malta. Once more, all that stands between the convoy and certain destruction is the covering force of Royal Navy battleships, cruisers and destroyers. Can you fend off the overwhelming force of the Regia Marina's finest? Or can you, at the helm of the Vittorio Veneto and Littorio, leading a strong force of cruisers and destroyers sweep the British aside and reestablish the Mare Nostrum?

S-122 Rommel To The Rescue WWII

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-13; Hosted by: Jon Coulter; Scale: 1/285; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 6.

The British in North Africa have the Italians pinned in a small town near the Mediterranean. Thinking their prey have been beaten, the British call off their air support and start preparations to withdraw some of their forces. The Africa Korps, under General Rommel, intercepts the British transmissions and sends his own forces to rescue the cut-off Italians. Will the Germans get there to save the day, or will the British just mop up loose ends. An advanced game using artillery, infantry, and air support. Rules will be taught, but players should be experienced.

CANCELED S-142 Bloody Aachen WWII- Theme

Length: 6 Hours; Location: Ike 1 Ballroom; Table: IK-46-51; Hosted by: Lee burger, Ed, Lavern, and Rusty Miller, Mark, and Mike Fatovic; Scale: 54mm; Sponsored by: Minuteman Toy Soldier; Prize: Gift Certificate; Rules: Battleground or Face of Battle; No. of Players: 8.

House to house street to street, re-fight the capture of the first German city to fall to the allies in WWII using figures from King and Country, Figariti, Conti, New Model Army, and Old Northwest Trading Company.

- 5:00 PM -

S-088 Bloody Wheatfield At Gettysburg, 2 July 1863 ACW- Theme

Length: 5 Hours; Location: Ike 2 Ballroom; Table: MS-18; Hosted by: Curt Daniels; Scale: 15mm; Sponsored by: Johnny Reb Gaming Society & Battlefield Terrain Concepts; Rules: Johnny Reb III; No. of Players: 7.

Confederate troops of Hood and McLaws attempt to break the Union line in the woods and fields of Rose's farm. Charge and counter charge across the famous Wheatfield in this scenario from Enduring Valor by Scott Mingus. Familiarity with JR3 preferred. Adult must be present with children under 15.

S-068 Rorke's Drift Colonial

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-30; Hosted by: Bill Molyneaux; Scale: 15mm; Sponsored by: The Gettysburg Miniature Shop; Prize: TBD; Rules: Victoria Cross; No. of Players: 5.

Rorke's Drift in 15mm this is a very fast pace game using area movement rather than standard rulers. Based on the game "Victoria Cross" by Worthington games, It plays very fast and only one page of rules. So do you feel lucky to stop the Zulus as a British officer or a mighty Zulu chief bent on the destruction of the missionary station.

S-150 Vengeance Gambit, Riposte Other

Length: 7 Hours; Location: Stillwell; Table: STILL-4; Hosted by: Mark Yingling & Allen Soles; Scale: 1/285; Sponsored by: Iron Wind Metals; Rules: Classic Battletech; No. of Players: 12.

Description: Site B, Cormarc Falls New Avalon, Federated Suns February 4, 3073 (two days after En Garde) Against the odds, the Old Man had pulled it off. Pulling together as many of the scattered AFFS units as possible, Jackson Davion managed to not only thwart the Blakist ambush and rush against Corean, but also dodged capture and brought down what appeared to be several elite soldiers of the mysterious 44th Shadow Division. Though positive ID was impossible, thanks to their brains splattered across the inside of their cockpits, a few of the crack NAIS technicians managed to bypass the hard-wired booby traps on some of the Blakist 'Mechs and pull enough bits of information that Davion now had a place. The location of where the Robes were holed up – a roach nest, infesting the jewel of the Suns. Cormarc Falls. Payback was a bitch. And she was coming with both barrels loaded.

- 6:00 PM -

S-003 Battle Of Schnitzeldorf, 1754: The Prettiest Armies That Never Were! Age of Reason

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-7; Hosted by: Otto Schmidt; Scale: 30mm; Sponsored by: Society of Daisy; Rules: Oh God! Anything but a Six!!!; No. of Players: 8.

Wargaming in the shadow of Brigadier Peter Young. All the bewigged and pomaded grandeur of warfare in the 18th century as the King-Elector Faustus of Bad zu-Wurst leads his imaginary world renowned army against the pink-coated legions of Saxe-Burlap und Schleswig-Beerstein. Commanded by the Prince of Zweiback. Come command the Frankfurter und Weisswurst Cuirassiers as they do battle against the Horse Revolutionaries and Gentlemen Insurrectionists Dragoons. Stand in the line with the Schlitz, Schmidts, and Pabst Regiments as they slug it out with the Hese-Herbox, Hesse Hydrox, and Hesse-Hyjinx Regiments. Maneuver by minuet, war at the pace of a contretanz in this idealized vision of 18th century battle. The rules are quick and easy to learn and in 10 minutes you will be an expert. Don't bother pre-registering- just come and play. I'll find room for you! Free handouts.

S-066 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.

S-012 Battle Of Port Republic ACW- 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 culmination of Jackson's Valley Campaign in June of 1862.

S-134 Colonial Wars Colonial

Length: 5 Hours; Location: Ike 1 Ballroom; Table: IK-52; 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.

S-061 Episode 2: Nick Travers And The Cult Of The Monkeys Paw Pulp

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-5; Hosted by: John Camarano; Scale: 25mm; Rules: A Good Day to Die; No. of Players: 8.

In last cons episode, Nick watched as his lady love was carried off through the jungle by a giant man-ape. Can Nick rescue her before it is too late? Tune in for the next exciting episode of "Nick Travers Great American Hero" check out <http://flashman1889.blogspot.com> to see previous episodes

S-006 Battle Of Timograd - Part 3 (Eastern Front - Summer 1943) WWII

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-3; Hosted by: Tim Schwartz; Scale: 25mm; Sponsored by: Rat Pie Irregulars; Rules: Disposable Heroes; No. of Players: 8.

Fictionalize WWII battle in south-central USSR near the Kursk salient. This is a house-to-house small unit infantry action in the ruins of Timograd. Scenario includes such diverse weaponry as dog bombs, flame throwers, Molotov cocktails, panzerfausts, the occasional tank. Series of three games: first game will be played Friday night 7 pm - 11 pm, second game will be played Saturday morning 10 am - 2 pm, and final game will be Saturday evening 6 pm - 10 pm. Judging conducted by the Rockville Rat Pie Irregulars (Peter Megginson, Jeff Hoffman, and Tim Schwartz).

S-013 Black Sea, Blach Death: East Front WWII

Length: 5 Hours; Location: Wainwright; Table: WAIN-1; Hosted by: Eric Lauterbach; Scale: 15mm; Rules: Flames of War; No. of Players: 8.

The Little Land USSR, Novorossisk on the Black Sea, February 1943 - Soviet forces of the 47th Army engage Elements of the German 73rd Division and many attachments on the southern end of the Taman Peninsula. This will be a three event, massive simulation of the fighting on three fronts; the fight for the mountains east of Novorossisk, The coastal fights and the Black Sea Fleet and airborne attempts to land and unhinge the main German defenses. Using Flames of War, the events will run simultaneously to build the grand panoply of war in Russia in interesting and challenging campaign setting.

S-014 Black Sea, Blach Death: Center Front WWII

Length: 5 Hours; Location: Wainwright; Table: WAIN-2; Hosted by: John Desch; Scale: 15mm; Rules: Flames of War; No. of Players: 8.

The Little Land USSR, Novorossisk on the Black Sea, February 1943 - Soviet forces of the 47th Army engage Elements of the German 73rd Division and many attachments on the southern end of the Taman Peninsula. This will be a three event, massive simulation of the fighting on three fronts; the fight for the mountains east of Novorossisk, The coastal fights and the Black Sea Fleet and airborne attempts to land and unhinge the main German defenses. Using Flames of War, the events will run simultaneously to build the grand panoply of war in Russia in interesting and challenging campaign setting.

S-015 Black Sea, Blach Death: West Front WWII

Length: 5 Hours; Location: Wainwright; Table: WAIN-3; Hosted by: Bob Everson; Scale: 15mm; Rules: Flames of War; No. of Players: 8.

The Little Land USSR, Novorossisk on the Black Sea, February 1943 - Soviet forces of the 47th Army engage Elements of the German 73rd Division and many attachments on the southern end of the Taman Peninsula. This will be a three event, massive simulation of the fighting on three fronts; the fight for the mountains east of Novorossisk, The coastal fights and the Black Sea Fleet and airborne attempts to land and unhinge the main German defenses. Using Flames of War, the events will run simultaneously to build the grand panoply of war in Russia in interesting and challenging campaign setting.

S-057 A Day In The Bulge WWII- Theme

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-17; 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.

S-063 Battle Of Crevic, September 19, 1944 WWII- Theme

Length: 4 Hours; Location: Executive Conference; Table: EC-2; Hosted by: David Bonk; Scale: 25mm; Rules: Platoon Commander; No. of Players: 6.

The sons of the US Marines that assaulted Crevic in 1918 are called upon to capture the village one more time in September, 1944.

S-083 The Second Battle Of El Alamein WWII

Length: 4 Hours; Location: Nimitz; Table: NB-3; Hosted by: Jason Miller; Scale: 20mm; Rules: KreigHund; No. of Players: 6.

With the triumph of Gazala and Tobruk behind him, Field Marshall Erwin Rommel and the Afrika Korp led by the 21st Panzer Division wasted no time driving deep into Egypt with the goal of the Suez Canal in sight. Field Marshall Montgomery with the XXX Corps, supported by the famed 'Desert Rats', and the XIII Corps, are preparing to launch their counterattack in an effort to break the back of the German forces in North Africa. Will Monty's planning be enough to catch the Desert Fox, or will Rommel and the Afrika Korp live to fight another day?

S-041 The Battle Of Casa Greza Other

Length: 6 Hours; Location: Ike 2 Ballroom; Table: MS-16; Hosted by: Dave Fisher; Scale: 30mm; Sponsored by: Alternative Armies; Prize: Alternative Armies; Rules: Slaughterloo 2nd Edition; No. of Players: 6.

'The Orcs of Albion's army have shouldered their Bessie muskets and marched onto the dusty plains of Catalucia where the blue and white uniformed Elves of the Ferach Empire await them in greater numbers than their own. Who will prevail? Will the Orcs with their Goblin and Halfling allies be up to the coming campaign? Find out in the participation game 'The Battle of Casa Greza', part of the larger war of the Grand Alliance to free the whole continent of Urop from the stain of the tyrant Emperor Mordred and his Armee's. When the battalions of red coats meet their enemies in a deadly rattle of musketry and the roar of cannon amide the blinding smoke of a Napoleonic Battle in the World of Valon, who will be the victors? Join in and decide the fates of thousands.'

- 7:00 PM -

S-048 Ancient Warfare: Legion & Phalanx Ancients

Length: 4 Hours; Location: Halsey; Table: H-1&3; Hosted by: Bruce Taylor, Perry Gray; Scale: 25mm; Sponsored by: SAGA Publishing; Rules: Modified Ancient Warfare; No. of Players: 12.

Come and play Ancient Warfare with those who wrote the rules and army lists. Players with experience will teach those without using a mix of ancient armies including Romans and Seleucids. Those with armies of their own, bring them and fight with them! Those who don't can use those provided. Emphasis will be on learning, seeing how the different troop types interact, and above all, having fun!

S-047 Falkirk: Wallace's Defeat, 1298 Medieval

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

Since destroying a large part of the invading English army the year before at Stirling Bridge, Wallace has been preparing for an even larger effort – and this time the redoubtable King Edward I will be leading the English. Edward forces a battle on the cautious, but well-drilled and confident, Scots. The English were able to overcome the Scottish schiltrons and scatter or destroy almost their entire army, but they initially suffered severe losses and the result could have been much different. Will the English be able to sustain the attack, or will dogged Scottish resistance force the English to break off? See if you can accelerate Scottish independence by a generation.

S-029 Lapanto Wars Renaissance

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-14; Hosted by: Brian Whitaker & Joel Gregory; Scale: 25mm; Sponsored by: WAGS & Merrimack: The Old Glory Shipyard; Prize: Gift Certificate; Rules: Lapanto Wars; No. of Players: 10.

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 welcome.

S-100 Battle Of Chippewa Age of Reason- Theme

Length: 4 Hours; Location: Stillwell; Table: STILL-8; Hosted by: Rich Hasenauer & Mark Hayes; Scale: 15mm; Rules: Fire and Fury Regimental; No. of Players: 4.

American soldiers resist the British during the War of 1812.

S-034 Bladensburg Napoleonic- Theme

Length: 4 Hours; Location: Edwardian; Table: ED-1; Hosted by: Ronald Oldham; Scale: 25mm; Sponsored by: Triangle Simulation Society; Rules: Modified The British Are Coming; No. of Players: 7.

The British are marching on Washington and the American citizen soldier has been called out to stop them. Will the Americans be able to stop the British veterans or will Washington burn.

UPDATED S-043 Carnage & Glory II Napoleonic

Length: 5 Hours; Location: Ike 2 Ballroom; Table: STILL-3; Hosted by: John Snead; Scale: 15mm; Rules: Carnage & Glory II; No. of Players: 7.

The JENA Anniversary Wargame has moved to FALL IN!. This event will be the culmination of the "1806 Campaign" conducted by email, with a re-fight of the decisive battle. THIS IS NOT A CLOSED GAME! Any interested FI'06 gamer is welcome to pre-reg and play.

S-076 House Rules - It's Not Rocket Science! Napoleonic

Length: 1.5 Hours; Location: Board Room; Table: N/A; Hosted by: Bill Gray; Scale: -; Sponsored by: Age of Eagles; Rules: -; No. of Players: -.

Everyone creates house rules for their favorite miniatures game, but this need not be a difficult endeavor. In fact, creating new rules, vice a tweak or two to existing rules, may not be needed at all. Drawing on his experience as Age of Eagles author, Col Bill Gray provides concrete examples on how something as simple as a die roll modifier can take on a whole new meaning and force players to behave a certain way. Discussion follows, fun throughout.

S-148 A Night At The Pirate Bar 19th Century- Theme

Length: 4 Hours; Location: Ike 1 Ballroom; Table: IK-76; Hosted by: Mic McGoldrick; Scale: 25mm; Rules: Modified Blood & Swash; No. of Players: 10.

Come down the Reptile's Lair and have some drinks and a few brawls. There is plenty of loot to be stolen, but beware of the owners and the other Pirates in the bar. And this is a British harbor town, so watch out for the press gang too.

S-004 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.

S-010 Matilda's On Fumes! WWII

Length: 4 Hours; Location: Stillwell; Table: STILL-7; Hosted by: Antonio Portilla; Scale: 25mm; Rules: Disposable Heroes; No. of Players: 4.

Fast moving Desert scenario in which Desert Rats need to clear the way for a convoy of Brit petrol trucks trying to reach Matilda's running on fumes. Based on an excerpt from the book Brazen Chariots by Major Robert Crisp.

S-056 Raid On Tasimboko, 8th Sept 1942 WWII- Theme

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-12; Hosted by: James Nickle; Scale: 20mm; Sponsored by: HAWKS; Rules: Beer & Pretzel Skirmish; No. of Players: 6.

Local natives on Guadalcanal have reported thousands of Japanese troops around the village of Tasimboko. While Marine intelligence think this is unlikely it has been decided to send an amphibious raiding force to the area as a precaution. A composite Marine Raider and Parachute Battalion under Lt. Col. Edson is tasked with determining the truth and hits the beach on the morning of Sept. 8th, 1942. NOTES: Players under 13 welcome with a playing adult.

S-137 Destroyers In The North WWII

Length: 4 Hours; Location: Ike 1 Ballroom; Table: IK-37&38; Hosted by: Daniel Shaw; Scale: 1/2400; Rules: Homegrown; No. of Players: 5.

Five destroyer commanders in the best tradition of His Majesty's Royal Navy embark on a challenging mission. Intelligence is limited, but you have the element of surprise on your side. How will you fare? Can you do better than history? Do you deserve a medal? There will likely be roles for some additional players in the latter half of the game, so even if you have not signed up for the five lead roles, come along and join in.

S-021 Make The Wounded Bulgar Talk! Modern- Theme

Length: 4 Hours; Location: Bradley; Table: Bradley; Hosted by: Dan McDonagh; Scale: 6mm; Sponsored by: NSDM; Rules: Homegrown; No. of Players: 30.

It's the mid 1960s and, after over twenty years of Communist oppression that would have made Stalin blush, the people of Bulgaria has risen against their Red overlords! Civil war has erupted as some Bulgarian Army units support the democratic government while others are trying to bring the Communists back to power. Soviet units based in Bulgaria are fighting hard to restore Red domination.

S-059 4th Infantry Division In Iraq - Operation Peninsula Strike, June 2003 Modern- Theme

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-21; Hosted by: Dewey Laroche; Scale: 20mm; Sponsored by: FAA; Prize: TBD; Rules: Homegrown; No. of Players: 8.

Operation Peninsula Strike was a series of raids conducted by American troops from June 9 to June 13, 2003 as part of Operation Iraqi Freedom on a peninsula along side the Tigris River near Balad, Iraq. Conducted by members of Task Force Ironhorse, which included the 3rd Brigade, 4th ID, US forces sought to destroy Ba'ath Party members, paramilitary, and other subversive units. Specifically, US Forces were to hit five objectives simultaneously, detain the targets and screen them for intelligence. Attacking from helicopter, small boats and in armored vehicles, Americans set up road blocks and began a large raid that included over one thousand soldiers. This game represents one part of the initial attacks near Balad, Iraq. US forces will have to balance firepower versus "political considerations". Iraqi forces have other than "military" objectives in addition to trying to stop the Coalition forces. Each player controls small units and the game moves fast. American and Iraqi objectives can change as the situation develops. Add in civilians, CNN and Al Jazeera news teams and the situation for both sides is anything but simple.

S-090 "Nasser's Excellent Yemeni Adventure!" Modern- Theme

Length: 5 Hours; Location: Nimitz; Table: Nimitz; Hosted by: Louis Desy; Scale: 6mm; Sponsored by: NSDM and Osprey Publications; Rules: GroundWar; No. of Players: 10.

It's the mid 1960s and the self-proclaimed "Hero of Arab Nationalism," Egypt's Gamal Abdul Nasser, has decided to intervene in Yemen's civil war! The Yemen Arab Republic (capital: Sanaa) lacks a modern military. But not to worry – they can borrow Egypt's. Look for lots of T-55s (some of which actually work), lots of towed artillery (some of which fire poison gas), and plenty of disgruntled infantry. Nasser is committed to helping the YAR conquer their neighbor to the south. The neighbor to the south is the Republic of Southern Arabia (capital: Aden). This is a British protectorate that's supported clandestinely by Saudi Arabia and Jordan. Look for smaller but well-trained and highly motivated forces. Also, look for lots of sneaky, "Lawrence of Arabia" stuff.

S-080 Lord Of The Rings Other

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-29; Hosted by: Graydon VanRy; Scale: 25mm; Rules: Games Workshop LOTR; No. of Players: 8.

Elves, goblins, trolls, hobbits, warg riders, and men. All the classic fantasy of Tolkien's Middle Earth take part in one fantastic game. It's easy to learn, tactically challenging and loads of fun. Come play as a hero of the free peoples of the West or as an evil minion of Sauron and experience one of the best games around. Oh, and try not to get stepped on by that huge elephant!

- 8:00 PM -

S-031 Off To The Gladiator Arena Ancients

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-15; Hosted by: Steven Robinson; Scale: 25mm; Sponsored by: WAGS; Rules: Arena Games; No. of Players: 8.

You have trained your gladiators well and they are ready for the arena. Will they be successful or will you have to go hunting for more replacements? Beginners are welcome.

S-026 Viking Looters Dark Ages

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-9; Hosted by: Lee Clapp; Scale: 25mm; Sponsored by: WAGS; Rules: Viking Looters; No. of Players: 12.

The raid is winding down. You have your loot. Now all you have to do is get back to the ship. Beware of your buddies! Beginners are welcome.

S-054 Another Incident At The Ruptured Swordfish Age of Reason

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-11; Hosted by: Buck Surdu; Scale: 25mm; Sponsored by: HAWKS; Rules: Blood and Swash; No. of Players: 8.

It's Miller time at the local pub as groups of pirates swap stories of work, sailing lessons learned, and parenting tips. As so often happens at the Ruptured Swordfish, a humorous quip is misunderstood and weapons are drawn. Bar wenches scatter to the back rooms, and the barkeep reaches for his meat cleaver. Since Saturday night IS alright for fighting, the scene is quickly filled with flying mugs, flipping tables, black powder smoke, the clang of sabers and assorted cutlery, and fisticuffs. After a hard day of campaigning in Gettysburg, come and enjoy this light-hearted game using superior rules. NOTES: Younger gamers welcome with a participating adult.

S-124 Down In The Delta ACW

Length: 4 Hours; Location: Stillwell; Table: STILL-5; Hosted by: Jim Brokaw; Scale: 10mm; Sponsored by: Old Glory Shipyard; Rules: Iron and Glory; No. of Players: 6.

Union supply ships have just arrived at the delta of the Big Muddy River with badly needed supplies. The Confederates must steam downstream and destroy the supply ships before the Union fleet can react.

S-130 Roll, Alabama, Roll ACW- Theme

Length: 5 Hours; Location: Ike 2 Ballroom; Table: MS-4; Hosted by: Michael Ivancic & Matt Towns; Scale: 1/600; Rules: Under Both Flags; No. of Players: 6.

Hypothetical (1863) - In early January 1863, CSS Alabama engaged and sank the blockading warship USS Hatteras in the Gulf of Mexico. After dropping the paroled crew of the Union warship at Port Royal, Jamaica, Commodore Raphael Semmes turned the bow of the Alabama northward toward the rich hunting grounds of Newfoundland instead of going south and rounding the Cape of Good Hope. The Alabama was intercepted by a small squadron of Union warships off of the coast of Georgia and after a short, but sharp action, Semmes evaded the Yankees and sailed towards Savannah, Georgia for much needed repairs. After sailing into the Savannah River, Alabama ran aground. To support her while she worked off of the sand bar, CSS Atlanta, Savannah, and Georgia steamed down the river. The stage is set for one of the most interesting naval battles that never happened during the American Civil War...

S-023 Cowboy Wars Out West Age of Rifles

Length: 3 Hours; Location: Ike 2 Ballroom; Table: MS-8; Hosted by: James Foster; Scale: 25mm; Sponsored by: WAGS & Old Glory Miniatures; Prize: Old Glory Miniatures; Rules: Cowboy Wars; No. of Players: 10.

Horse thieves, rustlers, and n'r-do-wells abound. Can the cowboys get their livestock to market? Can the Sheriff keep the peace? Can the bandits get rich quick? Will the tenderfoot survive? Beginners welcome.

S-036 55 Days At Peking Age of Rifles- Theme

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-9&10; Hosted by: Bob & Cleo Hanlon; Scale: 25mm; Rules: Homegrown; No. of Players: 12.

The Boxers (who aren't pugilists) have risen in Peking against the Foreign Devils to slash them, impale them, and otherwise do them harm (Go Devils!). The Chinese Imperial Army has decided to stop the invasion of the relieving force trying to save the Westerners in Peking. Will the Chinese triumph, or like their heavy cavalry, will there prove to be a gap in their armor? Meanwhile you have your first international force. Historically, the British (with their pluck) took control of both forces, but will they this time? The Americans have a tiny force of Marines under Charleston Heston (well, he was in the movie) trying to hold out, while other American Marines march to their rescue. The Germans, at the best of times lend their military prowess, in a situation which must have appeared to be the wurst of times. Masses of Russians provided their phlegmatic stoicism under duress. The Italians and their pasta were used to getting into hot water. The Austrians marched to the Sound of Music. The Japanese give the international force a different flavor, while there exists the possibility that the French are merely looking for someone to whom they may surrender. Can this many wargamers find happiness and cooperation? We're planning to have one figurine for every two historical defenders of Peking. Come and kill toys with Bob & Cleo.

S-104 Sand And Intrigue At A Penny A Word, African Pulp Adventure Inter-War

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-27; Hosted by: Ed Watts; Scale: 25mm; Rules: Rugged Adventures; No. of Players: 8.

Archaeological mysteries, hidden treasures, hard bitten mercenaries, endangered and dangerous femmes fatales, sneering villains, and rumors of strange creatures surrounded by the swirling sands of North Africa spring from the pulp pages of yesterday for your edification and amusement.

S-127 MAD SCIENTISTS OF THE SWASTIKA Or 'Sieg Heil, Dahling!' Pulp

Length: 4 Hours; Location: Stillwell; Table: STILL-1; Hosted by: Howard Whitehouse; Scale: 28mm; Rules: Astounding Tales!; No. of Players: 8.

When reports came in that Hitler would be visiting the sinister Alpine castle where his scientists were busy on their robot, zombie and werewolf projects, (while holding Marlene Dietrich prisoner) one thing was clear. Allied agents must infiltrate the labyrinthine cellar complex, kill the guards, destroy the labs, wreck the robots, stake the vampires, decapitate the zombies, release the movie star and capture the fuehrer. That's all before lunch. Pulse racing Nazi occult fun! Bring your own schnapps. Heidi Klum may attend.

S-086 The Age Of The Great Liners Other

Length: 3 Hours; Location: Nimitz; Table: NB-1; Hosted by: Karen Bice; Scale: 1/1200; Rules: Homegrown; No. of Players: 8.

Olympic, Britannic, Lusitania, Carpathia, they piled the sea ferrying the elite and commoner between two continents. How will you fare as captain of a luxury liner filled with souls as you navigate your way through the

iceberg-filled North Atlantic? Will the White Star Line succeed in its race of dominance over Cunard, Leyland and others? Or will an iceberg be Nature's equal match for the mechanical majesty of these floating palaces? Depart Southampton with a bon voyage and arrive in NYC...or not?

S-131 Wargods Of Aegyptus HMGS East Campaign Other

Length: 3 Hours; Location: Stillwell; Table: IK-56-61 & 66-71; Hosted by: Adam Hughes; Scale: 25mm; Sponsored by: Crocodile Games; Rules: Wargods of Aegyptus; No. of Players: 8.

Each player can bring a 1200-point warband containing a harbinger with Ka 1 and following all other rules for warband construction; Warbands will be allowed to develop throughout HMGS East conventions

- 9:00 PM -

S-091 "Saddam Rules!" Modern- Theme

Length: 3 Hours; Location: Ike 1 Ballroom; Table: IK-42-45; Hosted by: Pete Panzeri & James Curtis; Scale: 20mm; Sponsored by: NSDM and Osprey Publications; Rules: Saddam Rules!; No. of Players: 12.

A Royal IRAN-IRAQ SMACKDOWN" an Land, Air and Sea Battle! Join GMs Pete Panzeri and James Curtis for a massive 20mm Tank Battle in a "What if / Prelude" to the last three Gulf Wars (The Iran Iraq War, Desert Storm, and Iraqi Freedom.) American Troops are deployed to safeguard American oil interests and the International consulates in Ahvaz, the capital of Iran's Khuzestan Province. The Soviet equipped Iraqi Tank Corps and Khomeini's Revolutionary Insurgents have gained the upper hand against forces Loyal to the Iranian Shah. Prizes provided.