

- 9:00 AM -

Z-005: Battle Of Revel - 13 May 1790 - Age of Reason

Length: 6 Hours; Location: All-Star Complex; Table: AS-19 & 20; Hosted by: Stanley Sunderwirth; Scale: Other; Rules: Victory Under Sail; No. of Players: 10.

After blowing all their chances for two years, the Swedes are making the maximum effort to achieve decisive superiority over a Russian detachment. With 21 SOL and 6 heavy frigates, they have caught the Revel fleet with only 10 SOL and an assortment of frigates and 6th rates at anchor in the harbor. This time, the Kronstadt fleet is icebound and can't rescue them. Incredibly, the Swedes bungle the attack and suffer a defeat! Can you do better? Lots of dice and few charts - Rules will be taught.

Z-001: Fix Bayonets! - ACW - Theme

Length: 4 Hours; Location: All-Star Complex; Table: AS-10; 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.

Z-003: Battle Of The Titans - Modern - Theme

Length: 4 Hours; Location: Bradley; Table: Bradley; Hosted by: Greg Guth; Scale: 1/1200; Rules: Modified Seapower; No. of Players: 40.

Most of us want to play a game on Sunday, but it's the end of the con so we don't want to get all enmeshed with complicated terrain and lots of infantry stands, and we're thinking about the drive home so we want a game that will end on schedule. Here it is! This is the biggest naval game offered at Fall In-2006. (Well, it will be if we get enough players to push all the lead around.) We have a hundred metal battleships, battlecruisers and aircraft carriers – all in massive 1/1200 scale -- plus countless cruisers and destroyers. The hotel had to give us a 30'x30' space just to hold this game! Of course the U.S. fleet includes every Iowa-class battleship ever built... but it also has the 33 percent more powerful Montana, and a projected superbattleship that dwarfs anything ever built. Naturally Germany brings Bismarck and Tirpitz, but this time they'll sortie with the bigger, deadlier Grosse Deutschland... all under the cover of Me-109s launched from two Graf Zeppelin-class carriers. Japan will bring all four superbattleships of the Yamato-class, and also the sistership that was converted to a carrier. And watch out for the cruisers, too. One is armed with 40 torpedoes, and another has a gun with a rate of fire that can drown four other cruisers in steel simultaneously. The GM has distilled the Seapower rules set into four easily-managed pages which he'll teach to everyone. Even if you've never played a naval war game before, you'll be happily navigating and shooting in just 30 minutes! You've always wanted the con to offer a fun-but-easy game on Sunday that you could attend and still return home before dinner. This is it! And Battle of the Titans! is a "clean" game that you can start playing at 9am and leave for home at 1pm. Enjoy! Please bring tape measures if possible. Students aged 15-17 are welcome, as are 11-14s with playing parent. For more info please contact daniel.mcdonagh@navy.mil.

- 10:00 AM -

Z-007: Drawing Blood On The Frontier: New York 1757 - Age of Reason - Theme

Length: 4 Hours; Location: All-Star Complex; Table: AS-15; Hosted by: Andrew Kling; Scale: 25mm; Sponsored by: Refuse the Flank Wargamers; Rules: Brother Against Brother; No. of Players: 8.

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

Z-002: "Well Major, It Appears That You've Found A Real War At Last!" - ACW - Theme

Length: 4 Hours; Location: All-Star Complex; Table: AS-1; Hosted by: Roxanne Patton; Scale: 25mm; Rules: Modified Brother Against Brother; No. of Players: 8.

It's south of the border again with our intrepid hero Amos Dundee and his troop of eclectic characters. Fresh from their victory over the notorious renegade, Sierra Chariba, the troop heads for the Rio Grande one-step ahead of the ubiquitous French. Will our heroes reach Texas and safety, or will the despicable Colonel Lacours have a surprise or two for them? Some changes to movement and morale procedures have been made to hopefully speed up play.

Z-006: Beachhead - WWII - Theme

Length: 4 Hours; Location: All-Star Complex; Table: AS-13; 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.

Z-004: Have Fun Storming The Castle - Other

Length: 3 Hours; Location: All-Star Complex; Table: AS-8; Hosted by: Eric Schlegel; Scale: 25mm; Sponsored by: HAWKS; Rules: Blood & Swash (fantasy version); No. of Players: 10.

The evil overlord in the castle appears vulnerable, so all the adventurers in the area are gathering to storm the castle and replace the oppressor with...themselves (of course!). All the elements of a typical Blood & Swash barroom brawl are present, plus elves, dwarves, halflings, trolls, orcs and MAGIC! NOTES: Players under 10 welcome with a playing adult.