



Preliminary Event List – Friday

- 9 AM -

F-010 Give Me A Regiment!!!

ACW; 9 AM; Length: 4; Hosted by: Scott Mingus & Tom Mingus; Scale: 15mm; Sponsored by: Battlefield Terrain Concepts & Johnny Reb Gaming Society; Prize: discount coupon; Rules: Johnny Reb 3; No. of Players: 6.

In the movie Gettysburg and the book Killer Angels, Ike Trimble utters the lines, "Give me a division, and I will take that hill!" Exasperated by Ewell's refusal to order an attack, he finally pleads, "Give me a regiment, and I'll take that hill!" Now, explore if Trimble's boasting was simply vanity, or could Cemetery Hill have been taken? This wargame is taken from the pages of Charge! magazine and sets up Trimble's hypothetical attack at Gettysburg on the late afternoon of July 1, 1863. Working knowledge of JR3 preferred, but will teach the rules.

No children without accompanying parent.

F-191 Dervish Surprise - Sudan, 1896

Colonial; 9 AM; Length: 3; Hosted by: Mark Fastoso; Scale: 28mm; Sponsored by: Colonial Campaigns; Rules: Sword and Flame; No. of Players: 5.

Lord Kitchener has begun the re-conquest of the Sudan and is moving the army towards the first large Mahdist outpost at Firket. A few miles from the town he receives word that a small party of Mahdist Camelmen are patrolling a rocky pass on the route to Firket. He orders Major Burn-Murdoch to gather a few squadrons of Egyptian Cavalry and the XIth Sudanese Infantry with which he is to secure the pass.

F-101 Commandos At Dieppe - Hess Battery

WWII; 9 AM; Length: 5; Hosted by: Tim Waybright, Ed Bates, Eric Shanoltz, & Jim Shaw; Scale: 15mm; Rules: Battleground WW2; No. of Players: 6.

August 19, 1942 - After making a forced march from the landing beach to a location in the rear of the 'Hess' battery, and from their landing zone up a draw and through woods, the members of A, B, C, and F Troops, No. 4 Commando, launched a coordinated lightning attack against the 'Hess' battery with the intent of destroying the guns and killing or capturing as many Germans as possible.

F-168 Hammer And Anvil, El Alamein, 2 November 1942

WWII; 9 AM; Length: 7; Hosted by: Michael Fatovic; Scale: 54mm; Rules: Modified Recon and Rushes; No. of Players: 6.

9th Armoured Brigade has been ordered to smash the Axis gun line on the Aqqaqir ridge. Behind the 9th are 2nd and 8th Armoured Brigades, which will initiate the final tank battle that will break and rout Rommel's army at long last. Behind the Axis gun line, the remaining tanks of the Africa Korps and its Italian allies are being consolidated for a counter attack. Gerry's only hope is to hold the line to the last, but the British have been ordered to smash the line at any cost. And so the battle will be decided on a single question which will break first the British Hammer or the Axis Anvil?

- 10 AM -

F-239 Drawing Blood On The Frontier: The French And Indian War

Age of Reason; 10 AM; Length: 4; Hosted by: Kaleb Dissinger; Scale: 25mm; Sponsored by: Refuse the Flank Wargamers; Rules: Brother Against Brother; No. of Players: 8.

French and British forces, along with their colonial and native allies, clash in the backwoods of the North American frontier. The action will fast and bloody, as you command some of the best troops involved in the conflict: Marines, Rangers, Native Warriors, and even British Grenadiers. So grab your musket and don your war-paint, because this will be a blood letting.

F-192 Check Your 6! Demo Game 1

WWII; 10 AM; Length: 1; Hosted by: Alvin Gunkel; Scale: 1/144; Sponsored by: SkirmishCampaigns; Rules: Check Your 6! - Air Combat; No. of Players: 8.

Come and test your skills in aerial combat with the new Check Your 6! Rules (www.skirmishcampaigns.com). At Historicon we had over 100 folks play these fun 1-hour demo games and we look forward to having more fun at FALL IN!

- 11 AM -

F-213 Age Of Arthur -- Pict Invasion

Dark Ages; 11 AM; Length: 3; Hosted by: Jeff Ball & Mike Trout; Scale: 25mm; Sponsored by: SAGA; Rules: Skirmish Warfare; No. of Players: 6.

Springtime means its time for the barbarians to attack! The Picts have crossed Hadrian's wall and Arthur's northern army moves to destroy them before they can combine with either Irish raiders or Saxon warbands, but the Painted People have other ideas. Armies of this time were pretty small so a skirmish/tactical level game should catch the right flavor. Join us and see if Arthur's knights and trained foot are enough to tame the wild spearmen and chariots of the Picts.

F-059 Savo Island - - Again

WWII; 11 AM; Length: 6; Hosted by: Jay T Wissmann; Scale: 1/6000; Rules: Command at Sea; No. of Players: 10.

Join Game Master Jay Wissmann as he goes back to that dark and stormy night off Guadalcanal. Using updated data and formula to reflect changes in the latest gunnery model to support the Admiralty Trilogy harmonization, smaller bore shipboard guns (6 inch and below) and armor piercing rounds are becoming more deadly. So what better place to validate these improvements than in the lethal waters around Savo Island? We will also be using the proposed Critical Hit and Damage Control rules variations to the Command at Sea rules set from Clash of Arm's Admiralty Trilogy.

- 12 PM -

F-056 Sidi Bou Zid

WWII; 12 PM; Length: 4; Hosted by: Greg Lyle; Scale: 15mm; Sponsored by: Patomac Wargamers; Rules: Battlefront WWII; No. of Players: 6.

On the 14th of February 1943, the German's launched Operation "Spring Wind." Lead elements of the 10th Panzer Division (Kampf Gruppe Reiman) advanced along the main road from Faïd towards Sberia and the Kasserine Pass where they were intercepted by elements of Combat Command A, 1st US Armored Division. The good news for the US is that it proudly deployed its newly issued M4 Sherman tank but the bad news is the German operation includes their 1st use of the Tiger I tank in North Africa. This is their 1st meeting! The game uses WWII 15 mm scale.

F-081 The Road To Stonne 1940

WWII; 12 PM; Length: 5; Hosted by: Michael Sincavage & Peter Landry; Scale: 15mm; Rules: Battlefront; No. of Players: 6.

Taken largely from Skirmish Campaigns' "France '40 - Battles for the Meuse," this event pits a mixed French force of armor/infantry defending against a German onslaught heavy in armor but well supplemented by mechanized infantry. The date is May 14, 1940 about 8 miles south of Sedan, near Stonne. Many surprise elements are in store for both sides. Will the ponderous but powerful B1-bis stand up to the small but well-led PzKpfw Is, IIs, and IIIs? Will the veteran Germans be able to root out the French infantry from their built-up positions in Stonne? It's up to you. Familiarity with Battlefront rules is nice but not required as the basics will be taught if needed. Mature teenagers and up are welcome. Come join us in this slugfest.

F-084 Look Sarge...The Germans Are Approaching Leningrad

WWII; 12 PM; Length: 4; Hosted by: Kurt Schlegel; Scale: 6mm; Sponsored by: HAWKS; Rules: Look, Sarge, No Charts: WWII; No. of Players: 6.

17 August 1941. The invasion of the Soviet Union is barely 2 months old and Army Group North is already advancing on Leningrad. Can anything slow them down? The valiant Red Army forces will make the attempt at the village of Panikovo.

Younger gamers welcome with a playing adult.

F-109 Aerodrome 2.0 - Ww2 Air Combat

WWII; 12 PM; Length: 5; Hosted by: Stanley Kubiak; Scale: 1/144; Prize: Aerodrome Victory Wings; Rules: Aerodrome 2.0; No. of Players: 10 / round.

The first official Aerodrome 2.0 game to follow publication of the ruleset! The popular Aerodrome 1.1 rules adapted to WW2 air combat. The rules remain easy-to-learn, easy-to-play, but take into account faster speeds and greater weapons lethality of WW2 aircraft. Up to 10 players per round; rounds last about one hour, run continuously through the allotted time. (Note: Playing in this game "qualifies" new Aerodrome 2.0 players for the Saturday morning Aerodrome 2.0: Carrier Attack game.)

Under age 15 only with playing adult.

F-117 Sittang Bridge - 22 February 1942

WWII; 12 PM; Length: 5; Hosted by: Mark Hayes; Scale: 15mm; Rules: Battlefront WWII; No. of Players: 6.

The main Japanese attack in the invasion of Burma began on 20 Jan. 1942 as two divisions crossed the frontier, forcing the inexperienced defenders to fall back from one defensive position after another. On the morning of 22 Feb., the 1st Battalion of the Japanese 215th Regt. made a dash to cut off the retreat of the 17th Indian Division at Sittang Bridge. The fate of Rangoon and thousands of Allied soldiers rested on the shoulders of a few hundred men of the 3rd Burma Rifles, 4/12 Frontier Force Regt., and the 2nd Duke of Wellington's Regiment.

F-193 Check Your 6! Demo Game 2

WWII; 12 PM; Length: 1; Hosted by: Alvin Gunkel; Scale: 1/144; Sponsored by: SkirmishCampaigns; Rules: Check Your 6! - Air Combat; No. of Players: 8.

Come and test your skills in aerial combat with the new Check Your 6! Rules (www.skirmishcampaigns.com). At Historicon we had over 100 folks play these fun 1-hour demo games and we look forward to having more fun at FALL IN!

F-194 Tournament: Ace On Your 6!

WWII; 12 PM; Length: 4; Hosted by: Scott Fisher; Scale: 1/300; Sponsored by: SkirmishCampaigns; Rules: Check Your 6! - Air Combat; No. of Players: 12.

Who will be the best US or German pilot at the end of the tournament? Fly three historical scenarios in four hours as either a US or German pilot in June and August 1944 over Normandy. Come and test your skills in aerial combat with the new Check Your 6! Rules (www.skirmishcampaigns.com). Currently the top Tournament Ace has four victories, will he retain his title?

F-085 Grand Prix Racing!

Modern; 12 PM; Length: 4; Hosted by: J. Patrick Chambers; Scale: 1/64; Sponsored by: HAWKS; Rules: J. Patrick's Grand Prix Racing; No. of Players: 10.

Back by popular demand. The race will take place on a track modeled after the famous venue at Watkins Glen, NY, and is now better than ever. Come and see what happens when you hit a hairpin curve at 150 MPH. Whoa man! It ain't pretty. Prizes are awarded.

Younger gamers welcome with a playing adult.

F-189 Time Rift In Cario

Pulp; 12 PM; Length: 4; Hosted by: Raivo Tahiste; Scale: 25mm; Rules: Chaos in Cario; No. of Players: 6.

While transporting a newly found artifact a sudden violent storm hits Cario, as it clears a mist hangs over the river, a collection of odd wooden buildings appear on the other side. Voices are heard, people with strange accents and weird clothing can be seen. A shot is fired, then another, can you save Cario?

F-082 The Battle Of Cerro Gordo - Theme

Mexican War; 12 PM; Length: 4; Hosted by: Buck Surdu; Scale: 28mm; Sponsored by: HAWKS; Rules: Santa Anna Rules! (Tactical); No. of Players: 6.

General Winfield Scott is on the march from Vera Cruz to Mexico City. Santa Anna has raised another Army and has built a formidable defensive position along Scott's line of march. Major Robert E. Lee has scouted a route around the defensive positions, and Scott prepares to fall on Santa Anna's flank.

Younger gamers welcome with a playing adult.

F-190 El Paso Over-Run By Gangs

Wild west and Pulp; 12 PM; Length: 4; Hosted by: Andres Tahiste; Scale: 25mm; Rules: Desperado; No. of Players: 6.

Your posse has surrounded the house of the leader of a robbery gang who had robbed the bank yesterday of money and artifacts. Suddenly a violent storm hits, after it clears a strange sight appears on the other side of the river, odd adobe building and people in robes with camels. Are they here to try and rescue the criminal gang?

- 1 PM -

F-038 Farmstead Raid - 1770 - Theme

Age of Reason; 1 PM; Length: 4; Hosted by: Matthew Grove; Scale: 54mm; Rules: Flintlocks and Tomahawks; No. of Players: 6.

Always keep your musket loaded and ready. Indian raids on the Frontier are too frequent. They may be wanting to trade, but more than likely they'll just take your livestock if you are lucky. While you are splitting wood for the fire, your dog growls towards the tree line. Your musket is still over the hearth.

Not Recommended for children.

F-131 The Redcoats Are Coming! An AWI Demo Game For American Battlelines

AWI; 1 PM; Length: 7; Hosted by: ODGW Staff; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: American Battlelines; No. of Players: 2.

Are you a budding Washington or Clinton? Would you like to learn how to play a fast paced and easy game to use those new AWI miniatures with? Want to kill some time between games while playing a fun game. Grab a partner or bring yourself down to the Host Room and see one of the ODGW Staff members about pushing their AWI miniatures around the board and have some fun! Bring an Opponent and play as long as you want.

No Pre-Registration or Tickets are Need to Play! Please note that no Demos will be started after 6 pm and subject to availability of the game and staff.

F-047 Master Of The Broadside

Napoleonic; 1 PM; Length: 3; Hosted by: Greg Whitaker; Scale: 1/300; Sponsored by: WAGS & Merrimack: Old Glory Shipyard; Prize: certificate offered; Rules: Fighting Instructions; No. of Players: 8.

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

F-134 “...And Never Invade Russia” A Play-Test Demo Game For French Battlelines

Napoleonic; 1 PM; Length: 7; Hosted by: ODGW Staff; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: American Battlelines; No. of Players: 2.

The Napoleon and his elite army are committing one of the cardinal sins of warfare. Problem is that it wasn't a sin until Napoleon was beaten severely back to France. Would you like to learn how to play a fast paced and easy game to use those new Napoleonic miniatures with? Want to take part in critiquing the evolving rules set before it is finally published; one of these days anyways. Want to kill some time between games by playing a fun game. Grab a partner or bring yourself down to the Host Room and see one of the ODGW Staff members about pushing their MAW miniatures around the board and have some fun! Bring an Opponent and play as long as you want.

No Pre-Registration or Tickets are Need to Play! Please note that no Demos will be started after 6 pm and subject to availability of the game and staff.

F-132 Johnny Reb Is Lookin' For A Scrap! An ACW Demo Game For American Battlelines - Theme

ACW; 1 PM; Length: 7; Hosted by: ODGW Staff; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: American Battlelines; No. of Players: 2.

Johnny Reb is spoilin' for a fight and the Bluecoats are rarin' to give it to em'. Would you like to learn how to play a fast paced and easy game to use those new ACW miniatures with? Want to kill some time between games by playing a fun game. Grab a partner or bring yourself down to the Host Room and see one of the ODGW Staff members about pushing their ACW miniatures around the board and have some fun! Bring an Opponent and play as long as you want.

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F-119 1880 Arizona, Town - Theme

19th Century; 1 PM; Length: 3; Hosted by: Christin Sciulli, Steve Boley, and Frank Sciulli; Scale: 5/6mm; Sponsored by: Highlander Studios; Prize: Canyon Diablo; Rules: THW Six Gun Sound; No. of Players: 6.

The year is 1880 and you have the misfortune of stepping off the stagecoach in the meanest, toughest, most lawless town in all of the wild west, Canyon Diablo; Tougher than Tombstone and Dodge City combined! The first town lawman was sworn in at 4:00 in the afternoon and buried at 8:00 pm! Main street, dubbed hell street, featured 14 saloons, 6 brothels, 4 dance halls and a couple of eateries. Only one resident was recorded to have died of natural causes. . . can you survive long enough to catch the next stage out of town? This semi historical scenario is based on the real Arizona town of the same name. . In the game, each player will take on a faction that will have its own specific set of goals. Rules for this game are Two Hour Wargames Six Gun Sound, modified for d10, and these rules will be taught. Gun check will be enforced. Prizes will be awarded.

Adult supervision if under 15yrs. Game not recommended for kids.

F-083 Look Sarge, We're Surrounded By Russians

WWII; 1 PM; Length: 4; Hosted by: Dan Wood; Scale: 1/285; Sponsored by: HAWKS; Rules: Look, Sarge, No Charts: WWII; No. of Players: 6.

It is late in the war and the Russians are driving on all fronts. The Germans have had another pocket of their troops surrounded. The orders have been given to the local German commander to relieve the troops in the pocket, at all costs, and he will carry out those orders. However, the local Russian commander has his own orders. Will the Germans be able to save their trapped comrades or will the Russians frustrate their best efforts.

Younger gamers welcome with a playing adult.

F-135 “...And Really, Never Invade Russia” An East Front Demo Game For Mein Panzer

WWII; 1 PM; Length: 7; Hosted by: ODGW Staff; Scale: 6mm; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 2.

Now wouldn't you think that he Germans would have learned from the French? Well, I guess not. The Germans try to prove the French and Napoleon were wusses. Would you like to learn how to play a fast paced and easy game to use those new WW2 tank miniatures with? Want to kill some time between games by playing a fun game. Grab a partner or bring yourself down to the Host Room and see one of the ODGW Staff members about pushing their MAW miniatures around the board and have some fun! Bring an Opponent and play as long as you want.

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F-136 “Daddy I Want To Play Too!” A Demo Game For Mein Panzer Junior

WWII; 1 PM; Length: 7; Hosted by: ODGW Staff; Scale: 10mm; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 2.

Well Mom and Dad, you gonna let the little ones play too? This is the perfect rules set for getting your kids playing historical Miniatures. We'll teach them, and you... Mein Panzer Junior is easy enough for even the little ones that may be interested. The rule set has 4 different levels of play that allow you to increase the complexity of the game as they learn and master each level. Best of all, it is FREE. Take some time with your youngins' and bring them down to the Host Room and see one of the ODGW Staff members about pushing their kid sized tank miniatures around the board and have some fun! Bring an Opponent and play as long as you want.

No Pre-Registration or Tickets are Need to Play! Please note that no Demos will be started after 6 pm and subject to availability of the game and staff.

F-138 “Ground Pounding.” A WWII Infantry Demo Game For Mein Panzer

WWII; 1 PM; Length: 7; Hosted by: ODGW Staff; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 2.

We have these really nice infantry stands so now what do we do with them? Why play with them of course. Would you like to learn how to play our newly revised infantry Drop-In rules, now squad level? Want to kill some time between games by playing a fun game. Grab a partner or bring yourself down to the Host Room and see one of the ODGW Staff members about pushing their Infantry miniatures around the board and have some fun! Bring an Opponent and play as long as you want.

No Pre-Registration or Tickets are Need to Play! Please note that no Demos will be started after 6 pm and subject to availability of the game and staff.

F-218 The Battle For Ponyri Station And Hill 253.5 , 5 - 11July 1943

WWII; 1 PM; Length: 4; Hosted by: Richard M.J. Jarosz & Bill Bartlett; Scale: 15mm; Sponsored by: The Path to Glory Gaming Organization; Prize: \$25 in miniatures or terrain; Rules: Flames of War; No. of Players: 8.

During the Battle of Kursk a great effort was made to capture Ponyri Station. This battle in the northern sector of the Kursk salient became the focal point of the German 9th Army and the Soviet 13th Army. It became known as the "Little Stalingrad". By 12 Jul Ponyri had changed hands many times. German sources claim it was in German hands, Soviet sources claim it was in Soviet hands. As the Germans, can you make the critical breakthrough? Or will you hold the line as the Soviets? A game geared for 4- 8 beginners.

F-227 Tarawa 1943 - Forlorn Hope

WWII; 1 PM; Length: 4; Hosted by: Eric Alvarado; Scale: 20mm; Rules: Modified Arc of Fire; No. of Players: 4.

It is 22 November, 1943 at 0930 hours, the 2/8 Marines have pierced through the beachhead of Red Beach 3 and are working their way to clear the island of Japanese soldiers. However, three reinforced emplacements (a steel pillbox, a covered log emplacement, and a concrete bunker) stand in the way. Take on the role as 1st Lt. Alexander Bonnyman, Jr. who earned a Medal of Honor for gallantry on Betio posthumously or the role as Special Naval Landing Force and thwart the American advance. This scenario is 6 of 8 out of the Eagle over the Rising Sun: Tarawa 1943 series. Please visit www.eotrs.com for more information.

F-020 "NATO Enters Manchuria!"

Modern; 1 PM; Length: 8; Hosted by: Dan McDonagh; Scale: 6mm; Sponsored by: Osprey Publications and NSDM; Prize: hardcopy Tom Clancy novel; Rules: Home Rules; No. of Players: 29.

War college-quality. Rules taught in fifteen minutes. Many players; 2000+ miniatures; 300 sq. ft. of tables; great terrain. Ninth battle of the Russo-Chinese War of 2012! China invaded Russia in 2012. NATO, Australia and Japan entered on Russia's side. After many battles the Allies finally went over to the offensive, and have broken through the Mao Line.

But as the Allies enter Manchuria they'll face the PLA's 40th Army; elite Nei Monggol Regiment; PLAAF fifth-generation fighters; and all the Militia in the world.

The Allies mean business. Robot demo tanks; line charges; directed energy weapons. German Panzergrenadiers; Japanese Special Assault Force; Russia's 123rd Guards Pioneers; abundant supporting arms – artillery, MLRS, and air power.

Break for dinner; bring back to the game. Top player on each team – as selected by players from the opposing team! – receives a hardcopy Tom Clancy novel.

Students aged 15-17 welcome, also 11-14s with playing parent.

F-137 “Now We’re Mad!” A Modern East Front Demo Game For Mein Panzer

Modern; 1 PM; Length: 7; Hosted by: ODGW Staff; Scale: 6mm; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 2.

Well I guess it finally had to happen. After being invaded so many times over the ages, the Russians finally decide to get even! Would you like to learn how to play a fast paced and easy game to use those new Modern tank miniatures with, eventually anyways? Want to kill some time between games by playing a fun game. Grab a partner or bring yourself down to the Host Room and see one of the ODGW Staff members about pushing their Modern Tank miniatures around the board and have some fun! Bring an Opponent and play as long as you want. *No Pre-Registration or Tickets are Need to Play! Please note that no Demos will be started after 6 pm and subject to availability of the game and staff.*

F-226 Trouble In Paradisio (New Mexico Territory, 1872)

Victorian Science Fiction; 1 PM; Length: 4; Hosted by: Grant Greffey; Scale: 25mm; Rules: Necromunda (w/ Mods); No. of Players: 8.

Paradisio is a pleasant enough place. The mysterious Colonel Beauchamp and his outfit arrived 5 years ago and opened a new mine. They seemingly did well for themselves. Beauchamp quickly became one of the area's biggest land and cattle barons, and the eccentric Doc Zorndorf has set up a thriving medical practice. One odd thing is that some of Beauchamp's boys carry some odd looking shooting irons. But life is pretty good in Paradisio. Two weeks ago, a band of Comanches and a cavalry patrol were found dead. Doc Zorndorf says that they killed each other off, but Captain Anson from Fort Wingate has his doubts. But who would kill off both redskins and bluecoats? So Secret Service agents John North and Gordon Libby were brought in for a discrete investigation. Meanwhile, rumor has it that the notorious Walton Gang is in the area. Furthermore, there have been strange folks hanging about the Sapo Boracho asking odd questions. North and Libby have to move fast, lest the Comanche go on the war path. And what could bring the Walton Gang to Paradisio? Welcome to Paradisio! *Kid Friendly (but no one under 10 without an adult please).*

F-133 On To The Rio Grande! An MAW Demo Game For American Battlelines - Theme

Mexican War; 1 PM; Length: 7; Hosted by: ODGW Staff; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: American Battlelines; No. of Players: 2.

The American government sends General Zachary Taylor and his army to the Rio Grande to enforce the US mandated Texas/Mexican border. Problem is the Mexicans are going to enforce the border at the Nueces River. Would you like to learn how to play a fast paced and easy game to use those new MAW miniatures with? Want to kill some time between games by playing a fun game. Grab a partner or bring yourself down to the Host Room and see one of the ODGW Staff members about pushing their MAW miniatures around the board and have some fun! Bring an Opponent and play as long as you want. *No Pre-Registration or Tickets are Need to Play! Please note that no Demos will be started after 6 pm and subject to availability of the game and staff.*

- 2 PM -

F-049 Lepanto Wars

Renaissance; 2 PM; Length: 3; Hosted by: Brian Whitaker; Scale: 25mm; Sponsored by: WAGS & Merrimack: Old Glory Shipyard; Prize: certificate offered; Rules: Lepanto Wars; No. of Players: 8.

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.*

F-077 Thirty Years War--Lutzen--1632

Renaissance; 2 PM; Length: 4; Hosted by: Troy Turner; Scale: 15mm; Rules: Modified Fire and Fury; No. of Players: 8.

Gustav Adolf and his veteran Swedish army launch a surprise attack on the Imperialists encamped along a ridge by the town of Lutzen. Dense fog and a burning town conceal the Imperialists that are waiting for the Swedes with a few twists of their own to turn. Swirling cavalry fights, massed batteries, musket volleys at 5 paces, and of course push of pike. *Adult must be present with child.*

F-236 Napoleon At Bay: The Battle Of Montmirail, February 11, 1814

Napoleonic; 2 PM; Length: 4; Hosted by: Mike Pierce & Rob Lockley; Scale: 15mm; Rules: Shako; No. of Players: 7.

The Army of Silesia is spread out over a large area, and Napoleon has decided to take advantage of the Allies' mistake. Gathering his small but elite force, including the Guard infantry and cavalry, he strikes west from Montmirail against Sacken's Russian and Prussian forces.

He is outnumbered, but stakes his chances on his battlefield brilliance and the steadiness of the grognards! France must be free!!

F-217 Trench Wars: The Last Push, Fall 1918

WWI; 2 PM; Length: 4; Hosted by: John Spiess; Scale: 25mm; Sponsored by: NYWA & Age of Glory; Rules: Trench Wars; No. of Players: 6.

It is the fall of 1918. Exhaustion reigns. The allied trenches start to fill with Americans eager to prove themselves. The Germans, as always will put up a stiff fight. Join this large scale skirmish action on the Western Front to see who will be the last man standing, and who will be face down in the mud.

F-121 The Airfield

WWI; 2 PM; Length: 2.5; Hosted by: Jon Coulter; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 2.

The British have just completed a small airfield on the Western Front and the first of their planes have started to arrive. Unknown to them, a small force of Germans are out to sabotage their plans. Advancing toward the airfield, will the Germans successfully destroy it or will the British planes be landing in waves?

F-195 Counter Attack Le Fiere Bridge

WWII; 2 PM; Length: 3; Hosted by: Mark Fastoso; Scale: 15mm; Sponsored by: Colonial Campaigns; Rules: Fireball Forward (homebrew); No. of Players: 5.

On the afternoon of D-Day the fight was raging for the crucial bridge over the Merderet River at the village of La Friere. US Paratroops from the 82nd Airborne have just secured the town but across the river they see and hear German armor headed their way. They must hold the bridge at all costs! Quick and easy squad level rules.

F-196 Check Your 6! Demo Game 3

WWII; 2 PM; Length: 1; Hosted by: CB Stevens; Scale: 1/144; Sponsored by: SkirmishCampaigns; Rules: Check Your 6! - Air Combat; No. of Players: 8.

Come and test your skills in aerial combat with the new Check Your 6! Rules (www.skirmishcampaigns.com). At Historicon we had over 100 folks play these fun 1-hour demo games and we look forward to having more fun at FALL IN!

F-166 Demon Toads Of The Moons Of Madness

Pulp; 2 PM; Length: 4; Hosted by: Costello Mark; Scale: 25mm; Sponsored by: Rattrap Productions; Rules: Fantastic Worlds; No. of Players: 4.

When Princess Ayòdne of Maréphos is taken captive by the savage, jungle-dwelling Ah'Slee, her foremost protectors - Col. Valsalva Tasker of Earth and Marshall Ulano of the Maréphossi Royal Guard - race to her rescue. But the disgraced Imperial Priest, High Father Luvek Boesh'khagar and his inhumanly powerful ally, Utgar The Savage, have designs upon the Princess as well. Both factions must work together to brave the horrors of the thrice-cursed and hidden Ah'slee temple-fortress Ahg'Hgâr Ahz in order to save Ayòdne from the unspeakable fate awaiting her at the hands of -- The Demon Toads of the Moons of Madness!!!

- 3 PM -

F-214 Age Of Arthur -- Pict Invasion

Dark Ages; 3 PM; Length: 3; Hosted by: Jeff Ball & Mike Trout; Scale: 25mm; Sponsored by: SAGA; Rules: Skirmish Warfare; No. of Players: 6.

Springtime means its time for the barbarians to attack! The Irish have landed in force and Arthur spares what he can to destroy them before they can combine with either Pictish invaders or Saxon warbands. The Irish move light and fast but once ashore can be vulnerable. Armies of this time were pretty small so a skirmish/tactical level game should catch the right flavor. Join us and see if Arthur's men can hurl the ferocious Irish back into the sea.

F-172 Byng's Salvation - 30 July 1756

Age of Reason; 3 PM; Length: 8; Hosted by: Stanley Sunderwirth; Scale: 1:2000; Rules: Victory Under Sail; No. of Players: 8.

The victor of Minorca, Galissonniere, sallies forth from Toulon with 17 ships of the line and a favorable wind to drive off the British blockaders under Hawke and Byng. The British also have 17 battleships and are fighting to salvage Byng's reputation. Can Byng win this time and avoid the firing squad? Players control squadrons in a game with few charts but lots of dice.

F-240 Drawing Blood On The Frontier: The French And Indian War

Age of Reason; 3 PM; Length: 4; Hosted by: Nathan Gerstner; Scale: 25mm; Sponsored by: Refuse the Flank Wargamers; Rules: Brother Against Brother; No. of Players: 8.

French and British forces, along with their colonial and native allies, clash in the backwoods of the North American frontier. The action will fast and bloody, as you command some of the best troops involved in the conflict: Marines, Rangers, Native Warriors, and even British Grenadiers. So grab your musket and don your war-paint, because this will be a blood letting.

F-116 1813- Battle Of "La Rothierre"

Napoleonic; 3 PM; Length: 4; Hosted by: David Rollins; Scale: 15mm; Rules: We march to Victory; No. of Players: 6.

Napoleon's first defeat on French soil. The French are attacked by: Russians, Austrians, Bavarians and Wurtemberg troops, Led by Blucher. Easy to learn, fast play set of home grown rules. maneuver elements are Brigades and large Regiments.

F-197 Check Your 6! Demo Game 4

WWII; 3 PM; Length: 1; Hosted by: CB Stevens; Scale: 1/144; Sponsored by: SkirmishCampaigns; Rules: Check Your 6! - Air Combat; No. of Players: 8.

Come and test your skills in aerial combat with the new Check Your 6! Rules (www.skirmishcampaigns.com). At Historicon we had over 100 folks play these fun 1-hour demo games and we look forward to having more fun at FALL IN!

F-157 Black Hawk Down

Modern; 3 PM; Length: 4; Hosted by: Dennis Daughetee & Dirk Johnson; Scale: 25mm; Sponsored by: Reading Area Wargamers / NLWargamers; Rules: Battlefield Evolution; No. of Players: 6.

America and China is competing for the oil rich fields of Kurtistan. As the Americans push to secure those fields, a Black Hawk Helo with a squad of 9 men is shot down over the town Kabela. USMC sends a recon force to recovery those men. Unfortunately the Chinese has a patrol in that area and are aware of the Helo that went down. So they just might have other plans for that down Helo and its men. Can the American boys be saved before the Chinese can capture them?

Must be 16 years or older.

- 4 PM -

F-120 1880 Arizona, Town - Theme

19th Century; 4 PM; Length: 3; Hosted by: Christin Sciulli, Steve Boley, and Frank Sciulli; Scale: 5/6mm; Sponsored by: Highlander Studios; Prize: Canyon Diablo; Rules: THW Six Gun Sound; No. of Players: 6.

The year is 1880 and you have the misfortune of stepping off the stagecoach in the meanest, toughest, most lawless town in all of the wild west, Canyon Diablo; Tougher than Tombstone and Dodge City combined! The first town lawman was sworn in at 4:00 in the afternoon and buried at 8:00 pm! Main street, dubbed hell street, featured 14 saloons, 6 brothels, 4 dance halls and a couple of eateries. Only one resident was recorded to have died of natural causes. . . can you survive long enough to catch the next stage out of town? This semi historical scenario is based on the real Arizona town of the same name. . In the game, each player will take on a faction that will have its own specific set of goals. Rules for this game are Two Hour Wargames Six Gun Sound, modified for d10, and these rules will be taught. Gun check will be enforced. Prizes will be awarded.

Adult supervision if under 15yrs. Game not recommended for kids.

F-112 Aerodrome 1.1 (WW I, Western Front)

WWI; 4 PM; Length: 8; Hosted by: Hal Dyson & none; Scale: 1/72; Prize: 1st "kill" - silver wings; 5 "kills" - gold wings; 25 "kills" - Blue Max.; Rules: Aerodrome 1.1 by Stan Kubiak; No. of Players: 10 / round.

Thrill to the Kill! WWI combat as it was: simple, intense, bloody! Novice or veteran; chance, luck, or skill, you live in fame or go down in flame. Bennies for combat success. Runs from 4PM to about midnight in a series of rounds. Casualties yield seats to pilots awaiting aircraft on first come basis.

F-122 First US Soldier In France

WWII; 4 PM; Length: 4; Hosted by: JD Perry; Scale: 25mm; Sponsored by: Old Dominion Game Works; Rules: Armed Combat through the Ages; No. of Players: 4.

At approximately 00:16 on 6 June 1944, Pathfinder Plane No. 1 was over the continent of Europe with Capt. Frank Lillyman and pathfinders of 502nd PIR, 101st ABN Div., were the first Americans to land on French soil. They were about a mile from their intended landing place at DZ "A", St. Germain de Varreville. Captain Frank Lillyman, a pathfinder with the 101st Airborne Division, is believed to be the first American soldier to land in France.

F-123 Bridgehead At Karotyak

WWII; 4 PM; Length: 5; Hosted by: Bob Benges; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 6.

August 1943, Karotyak Russia, the Soviets' are pressing hard the Hungarian and German defenses along the Tihaya-Sosna River. The Axis forces have been pulling all available forces together to withstand the Soviets attempts to gain a bridgehead over the river. Can they hold on or will the Soviet juggernaut continue to roll

F-153 Badung Strait, 1942

WWII; 4 PM; Length: 4; Hosted by: Evan Duncan; Scale: 1/2400; Rules: Command at Sea; No. of Players: 6.

On the night of February 19-20, 1942, an Allied task force attacked a Japanese force covering a landing on Bali. A stubborn Japanese defense turned what should have been an Allied cakewalk into an Allied embarrassment. Can you do better than Admiral Doorman, or as well as Captain Abe? Rules will be taught. Refreshments will be served.

F-067 Gnome Wars: The Defense Of Regensburg

Gnomes; 4 PM; Length: 4; Hosted by: James Stanton & Steven Stanton; Scale: 25mm; Sponsored by: Brigade Games; Rules: Gnome Wars; No. of Players: 8.

To the East of the Bavarian Forest lies the tranquil town of Regensburg, a port on the banks of the Regen River. Regensburg has attracted the attention of the Allies because the inhabitants of the town supply the German military with the majority of its vehicles and tanks. The Germans have entrenched hoping to repulse the allied attack and save the Motor Works factory. Players bringing a painted 300-point gnome unit from Brigade Games do not have to pre-register to play.

No child under 14 without a playing adult with child/parent teams encouraged.

- 5 PM -

F-017 Crisis In The Snows: 1807

Napoleonic; 5 PM; Length: 1; Hosted by: James Arnold;

A Napoleonic cocktail hour talk announcing the book release of "Crisis in the Snows: Russia Confronts Napoleon The Eylau Campaign 1806-1807". The Battle of Eylau pitted 140,000 French, Russian, and Prussian soldiers in desperate combat. Nearly 60,000 became casualties. Both sides displayed surpassing courage, moments of inspired leadership, and costly blunder. Both sides proclaimed victory. The author describes the soldiers, the leaders, and the campaign with special mention of some of his surprising conclusions that are at odds with prior historical writing.

F-066 Sand Pebbles Boxer Rebellion Version

Colonial; 5 PM; Length: 4; Hosted by: Bill Molyneaux & Mic Mcgoldrick; Scale: 25mm; Sponsored by: Gettysburg Miniatures; Rules: Modified Sword and the Flame; No. of Players: 8.

The year is 1900 and the Boxers thru out China are attacking Christian missionaries. There seems no way to stop the revolt it is up to you to and a mix force to proceed up the Yanzee river and rescue the British Missionaries that have their station at the small river town of Feg -Ho. With one small gun boat and a mix force to also proceed along the river bank you must fight your way there and return safe with the British missionaries. Boxer players you will use Junks Jingle guns imperial troops tiger men everything that the Prince can send you to stop the Mix Force from moving up the river. This is fun fast paced game sword and the flame with a lot of simplified rules to make it faster for convention level.

F-124 A Stroll Across No-Mans Land

WWI; 5 PM; Length: 2.5; Hosted by: Jon Coulter; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 2.

Spearheaded by artillery and tank support, elements of the German army have been ordered to clear the British trenches. But first, they must cross the shell-hole marked no-mans land. An introductory game using the upcoming World War 1 data book release to the Mein Panzer Game System.

- 6 PM -

F-013 Battle Of Ashkelon, 674 BC

Ancients; 6 PM; Length: 4; Hosted by: Victor Hiris; Scale: 15mm; Rules: Pharaohs and Arrows (Home Rules); No. of Players: 12.

Can King Esharhaddon of Assyria conquer Egypt under the rule of Pharaoh Taharka or will the Egyptians live to fight another day?

F-147 Featherstone Cup

ACW; 6 PM; Length: 4; Hosted by: John Snead; Scale: 15mm; Prize: Featherstone Cup; Rules: Fire & Fury; No. of Players: 32.

F-228 Battle Of Monterrey, 21-23 September 1846 - Theme

ACW; 6 PM; Length: 5; Hosted by: Richard Hasenauer & Tom Garnett; Scale: 15mm; Sponsored by: Fire and Fury Games; Rules: Regimental Fire and Fury; No. of Players: 8.

After twin victories at Palo Alto and Resaca de la Palma, the American Army under General Zachary Taylor marched south into Mexico. In the fortress town of Monterrey, in September 1846, Lieutenant General Pedro de Ampudia and the Mexican Army of the North fought the American troops to a standstill in three days of bloody house-to-house fighting. Join us in a playtest of the Mexican-American War variant for Regimental Fire and Fury.

F-199 Where There's Thunder...

WWII; 6 PM; Length: 4; Hosted by: Pete English; Scale: 1/300; Sponsored by: SkirmishCampaigns; Rules: Check Your 6! - Air Combat; No. of Players: 8.

July, 1943, P-38's of the 27th Pursuit Sqd. are escorting B-25 Mitchells 488th Bombardment Sqd. on a strike to Sicily. The fighters of the 10 Gruppo lead by the Italian Ace Franco Lucchini, rise to meet the challenge. There is thunder in the sky as the P-38 Lightnings clash with the Macci 202 Folgore (Lightning) and 205 Veltro (Greyhound) over the Italian island. Based upon a scenario from the book "Falcon of the Duce" by CB Stevens (www.skirmishcampaigns.com).

F-200 Out Of The Blue

WWII; 6 PM; Length: 4; Hosted by: Alvin Gunkel; Scale: 1/300; Sponsored by: SkirmishCampaigns; Rules: Check Your 6! - Air Combat; No. of Players: 10.

Allied Lend-Lease convoys form a vital lifeline for Soviet forces in Murmansk. The skilled pilots of Luftflotte 5's Fliegerführer Nord-Ost have gained the upper hand during the spring, but on 17 May 1942 they are reminded that veteran Soviet pilots should not be underestimated. An attempted attack against the ships of convoy PQ-15 at anchor in Murmansk is beaten back and the Ju-88s jettison their bombs early and turn for home. En route they encounter a flight of Soviet Hurricanes lead by a single P-40 wearing US Navy blue colors. The P-40 was presented to the top ace and commander of 2 GSAP/VVS-SF, Podpolkovnik Boris Safonov, by the American delegation that arrived with PQ-15 earlier in the month. Fly Bf-109s for the Germans or Hurricanes and a distinctive Kittyhawk for the Soviets in this high-energy scenario on the Russian Front, part of a forthcoming campaign book for Check Your 6 (www.skirmishcampaigns.com)!

F-098 Fantasy Skirmish

Fantasy; 6 PM; Length: 4; Hosted by: Mark Young; Scale: 25mm; Sponsored by: WAGS; Rules: Homegrown; No. of Players: 8.

Lead your happy band of adventurers as you seek the treasures known to be hidden in the town but watch out for other bands doing the same. They may not take kindly to your being there first. *Beginners are welcome.*

- 7 PM -

F-100 Ousseltia Valley, Central Tunisia, January 1943

Ancients; 7 PM; Length: 5; Hosted by: Peter Landry & Michael Sincavage; Scale: 15mm; Rules: Battlefront WWII; No. of Players: 5.

The French were in control of the ridge east of the valley. German mechanized forces attacked from the north and south attempting to surround them. As the Allies realized the situation the US 1st Armored Division was given the task to rescue the French, securing the valley. This ended up being the first success for US forces since Oran but both sides claimed victory, each achieving their limited objectives. Can you command the US Lees and Stuarts to overpower the veteran German Panzers or will this just be the setup for Kasserine Pass? *15 and under must be accompanied by an adult.*

F-161 At The Hot Gates - Day 3 Of The Battle Of Thermopylae

Ancients; 7 PM; Length: 4; Hosted by: Matthew Kirkhart; Scale: 25mm; Sponsored by: AOCM; Rules: Homebrew; No. of Players: 5.

The brave Spartans and their allies stood in the narrow pass of Thermopylae knowing that that night they would be "dining in hell." All was lost for a military victory, but the situation was ripe for a psychological one. Will the Greeks score such a psychological victory, or will the huge Persian army destroy them before even a psychological victory can be gained?

F-086 The Battle Of Shiloh, Multi-Blind - Theme

ACW; 7 PM; Length: 4; Hosted by: Kurt Schlegel; Scale: 15mm; Sponsored by: HAWKS; Rules: Johnny Reb 2; No. of Players: 8.

7 April 1862. The Confederate Army of Mississippi under General Albert Sydney Johnston has just surprised General Ulysses S. Grant's Union army camped around Pittsburg Landing. Take command of a brigade on either side and fight for your life in the thick woods around Shiloh Church, where friend and foe alike are often invisible. *Younger gamers welcome with a playing adult.*

F-076 Palo Alto, 1846 - Theme

19th Century; 7 PM; Length: 3; Hosted by: Chris Hughes & Bob Eldridge; Scale: 25mm; Sponsored by: Triangle Simulation Society; Rules: Home Rules/ 1:10 scale; No. of Players: 6.

First large battle of the Mexican-American War -- the war that opened the west to the expansion of the United States.

F-159 Dead Of Night - Theme

19th Century; 7 PM; Length: 3; Hosted by: Joseph McGuire; Scale: 25mm; Sponsored by: Rattrap Productions; Rules: .45 Adventure; No. of Players: 4.

1870's, the Wild West. It's Halloween night in the Colorado Territory boomtown of Perdition's Wake and all Hell has broken loose, literally. Normally things slow down at this time of year as winter rolls in and most cowpokes look to stay in. Like it says in the scriptures, however, there can be no rest for the wicked. Boot Hill, once a derelict patch of graves on the outskirts of town, has begun to return its ruinous charges to the world of the living. Now hordes of the shambling dead are rampaging through out the town. Luckily, the townsfolk are a downright ornery bunch and don't take too kindly to zombies. What is causing the commotion? Will the undead be stopped? Will someone find Ms. Millie's missing unmentionables? Little buckeroos under 12 welcome with a playing adult (will be on the same team).

F-028 Battle Of Coronel, November 1, 1914

WWI; 7 PM; Length: 4; Hosted by: Robert Henderson & Mike Baulch; Scale: 1/6000; Prize: 1/6000 ships used in the scenario; Rules: General Quarters 3, Fleet Action Imminent; No. of Players: 6.

Battle of Coronel, November 1, 1914 - Sir Christopher Craddock and his 4 ships face Graf von Spee and his Asiatic Squadron off the coast of Chile. Can you do better than Craddock or replicate Spee's victory? Will the British fall back on the old pre-dreadnought battleship Canopus and how will that affect history?

F-029 Flight Of The Goeben, August 7, 1914

WWI; 7 PM; Length: 4; Hosted by: Robert Henderson & Mike Baulch; Scale: 1/6000; Prize: 1/6000 ships used in the scenario; Rules: General Quarters 3, Fleet Action Imminent; No. of Players: 4.

Flight of the Goeben, August 7, 1914 - Admiral Ernest Troubridge is in a position to cut off the German battle cruiser Goeben and her consort the light cruiser Breslau with 4 British armored cruisers, a light cruiser and three destroyers at the mouth of the Adriatic but chooses, in a decision that remains controversial today, to avoid contact with a 'superior force'. This scenario explores what may have happened had Troubridge chosen to fight.

F-074 Beachhead -- WWII -- 1942

WWII; 7 PM; Length: 4; Hosted by: Neal & Daniel Catapano; Scale: 28mm; Sponsored by: TheWarStore.com; Prize: \$25.00 gift Certificate to the WarStore; Rules: Home Rules; No. of Players: 8.

Somewhere in the South Pacific.. Crazy Col. Sanders and the boys of Marine Combat Team A are ready to tackle another Japanese infested Island. You're a Marine Rifle Company C.O., but the real enemy are the other plays who'll do all they can to make sure THEY take ground and kill Japanese. Will you seize airfields or silence the guns of Mt. Souranbitchi? Promotions are on the line; those who win today will help shape the future of the Corps. Do really well and you get sent home for a US War Bonds Tour with Rita Hayworth!!!

Children under the age of 14 welcome with a playing parent.

F-198 The Avenger - Operation Torch

WWII; 7 PM; Length: 3; Hosted by: Mark Fastoso; Scale: 1/300; Sponsored by: SkirmishCampaigns; Rules: Check Your 6! - Air Combat; No. of Players: 6.

During the Torch Landings the USS Ranger launched its only TBF on a mission to suppress the French coastal battery at El Hank. The TBF was escorted not by Wildcats but by slow flying SBDs. With the losses the French suffered on the previous day perhaps the pilots felt this would a 'milk-run.' But on approaching the battery they spotted a large group of Vichy planes headed their way. Come and join us for a fun Check Your 6! (www.skirmishcampaigns.com) Scenario.

F-237 Holland, September 22nd, 1944 - The Beginning Of The End

WWII; 7 PM; Length: 4; Hosted by: Bruce Graumlich & Jake Strangeway; Scale: 5/6mm; Sponsored by: Test of Battle Games; Prize: Gift Certificate to Test of Battle Games; Rules: Command Decision Test of Battle; No. of Players: 6.

By September 22nd, the main supply route of XXX Corps - affectionately dubbed "Hell's Highway" had already been cut twice, slowing down the advance on Nijmegen. On this day, men of Kampfgruppe Walther would advance on Hell's Highway for a third time. Their aim: to seize and blow the bridges over the Wilhelmsvaart Canal, ending any chance of relieving 1st Airborne at Arnhem.

F-174 On The Shoulders Of Giants

Pulp; 7 PM; Length: 4; Hosted by: Chris Vaughn; Scale: 25mm; Sponsored by: Rattrap Productions; Rules: .45 Adventure/Super Science Tales; No. of Players: 4.

A dense, low-lying fog blankets The City, reducing familiar objects to menacing shadows, when you feel a low rumbling in the pit of your stomach. It gradually becomes an earth-shaking tremble as out of the swirling mists appear monstrous mechanical creations - robots taller than many of the surrounding buildings! The diabolical Dr. Kroon is at it again and it's up to you and your fellow pulp heroes to stop him on the rooftops high above the city! Rules taught.

Beginners welcome.

F-177 The Curse Of The Pharaoh's Curse: Astounding Tales!

Pulp; 7 PM; Length: 4; Hosted by: Howard Whitehouse; Scale: 25mm; Rules: 'Astounding Tales!'; No. of Players: 8.

Egypt, 1937: The moment a new tomb is discovered, it seems as if every adventurer, grave robber, evil cultist and Nazi archaeologist/psychopath just has to break in and look for things to steal.

You'd think there was absolutely nothing to those arcane spells, everlasting curses and reanimated skeletal guards, wouldn't you? Teams of blundering fools compete to die young and screaming in this Astounding Tales! adventure.

F-087 Northwest Frontier By Gaslight

Victorian Science Fiction; 7 PM; Length: 4; Hosted by: Buck Surdu; Scale: 28mm; Sponsored by: HAWKS; Rules: GASLIGHT; No. of Players: 6.

The British have launched a punitive expedition against a local chieftain who is wiping out local villages. The British force includes the feared Zeppelin lancers and the 15th Queens royal Mechanized Lancer Grenadiers. The chieftain, however, has been reinforced with Russian-provided technology. The stage is set for an engagement that will be one for the history books.

Younger gamers welcome with a playing adult.

- 8 PM -

F-048 Pirates Of The Spanish Main (Series) Sealed Deck Tournament

Renaissance; 8 PM; Length: 3; Hosted by: Greg Whitaker; Scale: 1/1000; Sponsored by: WAGS & Wizkids; Prize: Prizes by Wizkids and GM; Rules: Pirates Of The Spanish Main; No. of Players: 12.

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

F-061 Prelude To Dresden, June 25, 1813

Napoleonic; 8 PM; Length: 4; Hosted by: David Bonk & Lyle Bickley; Scale: 40mm; Sponsored by: Sash and Saber Miniatures & TSS; Prize: Gift Certificates; Rules: Carnage and Glory Napoleonic Computer Moderated; No. of Players: 8.

Prior to the Battle of Dresden a mixed force of Allied troops have been sent to capture two villages covering the approaches to Dresden. French forces have been ordered to defend the villages to the death.

F-027 Sidi Barrani Or Italians In The Desert (WW2)

WWII; 8 PM; Length: 4; Hosted by: Antonio (Combatpainter) Portilla; Scale: 28mm; Rules: Disposable Heroes (DHC7B); No. of Players: 6.

Italians camp at Sidi Barrani to protect from 8th Army attack.

F-183 Band Of Brothers Versus Band Der Bruder, France, 1944

WWII; 8 PM; Length: 4; Hosted by: Jeffrey Simpson; Scale: 25mm; Sponsored by: Monday Night Adventurers; Rules: Disposable Heroes/Coffin for 7 Brothers; No. of Players: 8.

American paratroopers drop on the Normandy countryside as German defenders race to destroy them before they can reach their objectives.

F-106 Cash Crops

Modern; 8 PM; Length: 4; Hosted by: Michael Heagerty; Scale: 25mm; Sponsored by: AOCM; Rules: .45 Adventure; No. of Players: 6.

Why would the Outlaws Motorcycle Club, a couple of street gangs, the Satrielli family of La Cosa Nostra, the National Guard, and members of an Organized Crime Drug Enforcement Task Force be descending on the Clampett farm in idyllic Marion County Kentucky? Perhaps it's the rumors that the Clampetts have taken to cultivating some plants that are worth considerably more than soybeans or corn.

F-102 At-43: Operation Damocles!

Futuristic; 8 PM; Length: 4; Hosted by: Brian Sherry & Bill White; Scale: 30mm; Rules: AT-43; No. of Players: 8.

In the far future, the powerful and mysterious Therians have launched a "factory world", codenamed Damocles, towards the human world of Ava. The Therian goal is to seed Ava for their own mysterious ends. Two human factions, the UNA and the Red Blok, fight to stop the Therians by assaulting Damocles itself! The humans, however, are not united in purpose, but divided by ideology. Who will emerge victorious in this interstellar conflict? Ages 12 and up. Kids welcome with an adult. Demo includes all miniatures, terrain, rules, and equipment needed to play. Just bring your desire to have a good time! Prize support by Neal at the Warstore!

F-044 Russo-Japan Naval Wars

Russo-Japanese War; 8 PM; Length: 3; Hosted by: Steve Robinson; Scale: 1/600; Sponsored by: WAGS & Merrimack: Old Glory Shipyard; Prize: certificate offered; Rules: PreDreadnaught; No. of Players: 8.

It is 1904 and the Japanese fleet is hunting the Russian fleet. Will the Russians make it out of the port in time to form a battle line or will they have to fight it out individually? This is a revised set of rules looking for new captains. Join us for the adventure.

Youngsters welcome with accompanying adult.

- 9 PM -**F-003 "ALMOST Little Bighorn" - Custer At The Washita - Theme**

Age of Rifles; 9 PM, Length: 4; Hosted by: Pete Panzeri & Chris King; Scale: 28mm; Sponsored by: OLD GLORY INC; Prize: Prizes by Matrix Games; Rules: "CRAZY HORSE RULES!" by Pete Panzeri; No. of Players: 24.

THE COLD WILD WEST! Join Game Designer Pete Panzeri, General Custer and a whole LOT more Cheyenne warriors than Custer ever planned for. Custer's Washita raid ALMOST ended in the same results as the little Big Horn ten years later. Role-Play your favorite character in a crazy Wild West winter shoot-em-up in the bitter Oklahoma snow.