



Preliminary Event List – Kid Friendly Games

Listed here are games specifically designated by the game master as kid's games or that allow kids with an adult. Keep in mind that many game masters will allow kids in their games but did not provide a caveat in their game write up (thus are not listed here). So do not use this as the complete list of possible games for your child make sure you also check the full list but use common sense when signing kids up for games that do not specifically address them.

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.

Friday – 12 PM

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. Come join us in this slugfest.

Mature teenagers and up are welcome.

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-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-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.

Friday – 1 PM

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-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-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).

Friday – 2 PM

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.

Friday – 4 PM

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.

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.

Friday – 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-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-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-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-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.

Friday – 8 PM**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? 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!

Ages 12 and up. Kids welcome with an adult.

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.

Preliminary Event List – Saturday (Kid Friendly Games)

Saturday – 9 AM

S-232 Sack Of Lyrnessus 1050 BC

Ancients; 9 AM; Length: 3; Hosted by: Cy Taylor & Steve Hunt; Scale: 25mm; Sponsored by: Delaware Area Wargamers; No. of Players: 8.

Achilles and company attack and Sack the city of Lyrnessus, sometime during the first 9 years of the Trojan War. Can Achilles find and carry away the woman Briseis? How much plunder can you come away with? Can any of the city's warriors defend their possessions?

Adult with child please.

S-095 Siege Of Jerusalem

Medieval; 9 AM; Length: 4; Hosted by: J. Patrick Chambers; Scale: 25mm; Sponsored by: HAWKS; Rules: J. Patrick's Medieval; No. of Players: 6.

The forces of the Crusaders move on the city of Jerusalem. Can the Crusaders break the city's defenders? Will a force arrive to break the siege? Historically the city fell as a result of subterfuge and treachery. Will the hand of fate step in again? This is the beginning of a war that has yet to finish...

Younger gamers welcome with a playing adult.

S-093 The Battle Of Bladensburg, August 24, 1814

Napoleonic; 9 AM; Length: 5; Hosted by: Duncan Adams; Scale: 25mm; Sponsored by: HAWKS; Rules: Wellington Rules; No. of Players: 6.

With Napoleon exiled on Elba, four regiments of Wellington's veterans have been shipped to America to "chastise the savages". Landing fifty miles from the capital, their only opposition the heat, the British disguise their intentions until the last moment. A mixed force of Maryland and DC militia, regulars, sailors and Marines has been hastily assembled to bar the way. They were little more than a speed bump. Can you do better? Or, if burning Washington sounds like a good idea, play the British.

Younger gamers welcome with a playing adult.

S-173 Dead Of Night - Theme

19th Century; 9 AM; 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).

S-180 High Noon Redux, Old West Gunfight, 1882 - Theme

19th Century; 9 AM; Length: 4; Hosted by: Edward Watts; Scale: 25mm; Sponsored by: Monday Night Adventurers; Rules: Star Wars D6 skirmish adaptation; No. of Players: 8.

NOTICE! To thieves, thugs, fakirs and bunco-steerers.. began an invitation Billy the Kid amongst others to vacate Las Vegas in 1882 from 100 substantial citizens "or attend a GRAND NECK TIE PARTY". What if the lowlife crowd had decided to fight it out ?

Kid/family friendly. Prefer kids under 10 with adult presence.

S-079 World War 1: The Battle Of Bleid: August 1914

WWI; 9 AM; Length: 4; Hosted by: Matt Towns; Scale: 25mm; Rules: Iron Ivan: Price of Glory; No. of Players: 7.

22 August 1914 Several companies from the French 101st Infantry Regt were holding Bleid and the areas north and south of the village. Lt. Erwin Rommel brought his platoon up and prepared for an assault.

German assault teams set several buildings on fire to flush out defenders, and also to create smoke to cover their advance. The morning fog had not totally lifted, adding to the problems confronting the French defenders.

Adult must be present with child.

S-088 Look, Sarge, The French Are Counter-Attacking

WWII; 9 AM; Length: 4; Hosted by: Buck Surdu; Scale: 28mm; Sponsored by: HAWKS; Rules: Look Sarge, No Charts: WWII; No. of Players: 6.

After being pummeled for several days, a French commander conducts a local counter attack against the Germans. This encounter features a rare battle between a large formation of French tanks and German tanks. Look, Sarge, No Charts rules have no chart cards to clutter the table or slow down the game, allowing players to focus on the game, not the rules.

Younger gamers welcome with a playing adult.

S-007 The Shootout Along The Nueces - 1847 - Theme

Mexican War; 9 AM; Length: 4; Hosted by: John "Mike" Priest & Dustin Kunkle; Scale: 54mm; Rules: Fix Bayonets! (revised) by John M. Priest; No. of Players: 12.

In the spring of 1847 a large brigade of the Mexican, with a battery of cannon, has cornered a smaller American brigade in a small pueblo along a ford on the Nueces River and is trying to force a crossing there into U.S. territory. The American force, which include a battalion of Texican riflemen, and two cannon, must keep the Mexicans from crossing the river at all costs.

Game is kid friendly. Please, NO children under the age of 14 without a playing adult.

Saturday – 10 AM

S-231 Kids' Samurai: Ichinotani 1184

Medieval; 10 AM; Length: 3; Hosted by: Al Gaspar; Scale: 15mm; Rules: Katana; No. of Players: 8.

This latest detailed, landscaped game, featured in Al's Smithsonian Soldiers and Dioramas' summer camp, is for those young Minamoto samurai and warrior monks seeking glory or death either at the Taira fort, or along the seashore near Kobe, Japan. Each player will command a small force equipped with katana, naginata, and bow as they attempt to collect the most heads of their enemies. But woe to those players who shy from combat, for disease in the field or starvation in the fort await their force!

Kid Friendly Game, for new and experienced gamers ages 8 through 17 years. Their guardians welcomed to play but need not be present.

S-052 My Four McGuffins 1929

Pulp; 10 AM; Length: 2; Hosted by: Bob McDonald; Scale: 25mm; Rules: Chain Reaction 2.0 with extensions; No. of Players: 4.

All you gotta do is pick up an "item" downtown and hot-foot it back to the boss. What could go wrong? But there are three other gangs combing the same neighborhood. Maybe they're looking for the same thing you are, maybe not. Maybe you can leave your chopper in the violin case. You should be so lucky. Each gang may have its own McGuffin, or maybe all four gangs are going after the same McGuffin. There's no way to tell .. until it's too late. Rules taught.

Kid friendly, but kids under 12 should have an adult consiglieri.

Saturday – 11 AM

S-091 St. Tropez Vs. Hughes, 3 Sept 1782

Napoleonic; 11 AM; Length: 4; Hosted by: James 'Tank' Nickle; Scale: 1/1200; Sponsored by: HAWKS; Rules: Fire As She Bears, 2nd ed.; No. of Players: 6.

This is the fourth of several confrontations between British and French fleets from the American Revolutionary War near India. One of France's greatest Admirals managed to win the strategic battle and control the seas for more than a year against his British counterpart. Can superior French leadership overcome the superiority of the individual British Tars?

Younger gamers welcome with a playing adult.

S-105 Aliwal 28 January 1846

Colonial; 11 AM; Length: 3; Hosted by: Tim Tilson; Scale: 25mm; Sponsored by: NOVAG; Rules: The Sword and the Flame; No. of Players: 5.

The Punjab, India 1846. General Smith has been detached from the main British army. His mission is to handle a flanking force from the main Sikh army. At dawn on 28 January, his army crests a hill and sees the Sikh force before them. Gen Smith attacked immediately to win a smashing victory which his contemporaries called "a perfect battle". This scenario will be included in a new Colonial Campaigns book on the Sikh Wars.

Younger gamers welcome with adults.

S-016 Forces Of Valor In France 1944

WWII; 11 AM; Length: 2; Hosted by: Paul Mackowick & Ethan Mackowick; Scale: 54mm; Rules: Home Rules; No. of Players: 5.

This is a game for the kids. Ages 8 to 12 sounds about right with a parent close by. The rules are easy and the figures are big. The Germans are trying to get past the American/British juggernaut and are bringing up their Tiger tanks to take on the Sherman's. All of the tanks have plenty of infantry and AFV support so let's see what happens! Plenty of shooting and drama in this game that is becoming a regular event.

Ages approximately 8-12 with a parent. This is a Kid only game.

S-021 NSDM "Coldwar-1960s" Game

Modern; 11 AM; Length: 7; Hosted by: Dan McDonagh; Scale: 6mm; Sponsored by: Osprey Publications and NSDM; Prize: NSDM tee shirt; Rules: Home Rules; No. of Players: 60.

The National Security Decision Making Game is a fast-paced, challenging simulation of contemporary politics. This 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, Air University, other universities, and over 150 conventions. Each player affects national policy. Most find NSDM to be intellectually stimulating, competitive, and unlike any other gaming opportunity. This year FALL IN! is bringing you... the actual Cold War! Help guide the U.S. or USSR through hot spots! Can you stop World War Three? (Or... win it?) And when the NSDM Game ends at 6pm, take an hour to grab dinner and then come back to the Heritage Room at 7pm to play in an NSDM-Linked Miniatures Game! NSDM starts at 11am so everyone can visit Saturday's sales events. You can play in NSDM without playing in the NLMGs, and vice-versa. We'll break to grab meals. Top players in NSDM Game receive an NSDM tee shirt; next three receive books of at least \$20 value.

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

S-068 Gnome Wars: The Defense Of Regensburg

Gnomes; 11 AM; Length: 4; Hosted by: Steven Stanton & Jim 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.

Saturday – 12 PM

S-053 My Four McGuffins 1929

Pulp; 12 PM; Length: 2; Hosted by: Bob McDonald; Scale: 25mm; Rules: Chain Reaction 2.0 with extensions; No. of Players: 4.

All you gotta do is pick up an "item" downtown and hot-foot it back to the boss. What could go wrong? But there are three other gangs combing the same neighborhood. Maybe they're looking for the same thing you are, maybe not. Maybe you can leave your chopper in the violin case. You should be so lucky. Each gang may have its own McGuffin, or maybe all four gangs are going after the same McGuffin. There's no way to tell .. until it's too late. Rules taught.

Kid friendly, but kids under 12 should have an adult consiglieri.

Saturday – 1 PM

S-233 Sack Of Lyrnessus 1050 BC

Ancients; 1 PM; Length: 3; Hosted by: Cy Taylor & Steve Hunt; Scale: 25mm; Sponsored by: Delaware Area Wargamers; No. of Players: 8.

Achilles and company attack and Sack the city of Lyrnessus, sometime during the first 9 years of the Trojan War. Can Achilles find and carry away the woman Briseis ? How much plunder can you come away with? Can any of the city's warriors defend their possessions?

Adult with child please.

S-113 Battle Ships Off Guadalcanal- Nov 13/14 1942

WWII; 1 PM; Length: 4; Hosted by: Richard Bryant; Scale: 1/2400; Rules: See Krieg V; No. of Players: 8.

Mature Children 10 and up with experience in the rules and able to handle complex charts on their own are acceptable.

S-187 Battle For The Tractor Works

WWII; 1 PM; Length: 4; Hosted by: Arthur Edgeson & Adam Edgeson; Scale: 15mm; Sponsored by: Your Hobby Place; Prize: Medals for best players; Rules: Flames Of War; No. of Players: 8.

The fate of the war hangs in the balance, whoever controls the Factory Works controls Stalingrad, whoever controls Stalingrad will win the war. Help decide the fate of WWII in the East. Either win the war for the Fatherland or crush the Nazi invaders!

Children under 16 must be accompanied by a playing adult.

S-224 Last Chance Rearguard Cyrenaica- June 1942

WWII; 1 PM; Length: 4; Hosted by: Robert Lockley; Scale: 10/12mm; Rules: Spearhead; No. of Players: 11.

Somewhere east of Tobruk the Commonwealth forces of the 8th Army are streaming back in chaos towards the Nile. Hot on their heels are mobile elements of the Panzer Armeef Afrika 21st Panzer Div & the Italian 133rd Littorio Corazzata Div. The 8th Army has scraped together a blocking force to hold open the vital crossroads which will enable their forces to escape and regroup. Will they hold or will the Axis prevail once again?

Adults must be present with children under age 16 to play.

S-152 Oct, 1790 - Destruction Of The Indian Village Of Kekionga - Theme

Northwest Territory; 1 PM; Length: 4; Hosted by: John Lang & Ed Miller; Scale: 25mm; Rules: Columbia Wargamers Skirmishing Home Rules; No. of Players: 7.

President Geo. Washington ordered Gen. Harmar and Col. John Hardin to retaliate against the American Indian Confederacy in Ohio by destroying the Indian village of Kekionga. Col. Hardin was ordered to take a mixed group of regulars and militia from Fort Washington and capture and burn the Kekionga. Game is designed for the better skirmish player.

Not recommended for small kids.

Saturday – 2 PM

S-181 Adieu Au Zinderneuf Et Au Geste De Freres, The Edge Of The Sudan, 1889

Colonial; 2 PM; Length: 3; Hosted by: Brendan Watts & Edward Watts; Scale: 25mm; Sponsored by: Monday Night Adventurers; No. of Players: 8.

It will be farewell to Beau Geste, his brothers and the Foreign Legion garrison at Fort Zinderneuf once again unless you can reverse the string of Arab victories from the last several conventions. A game designed for kids and adults who like to roll handfuls of dice causing mass colonial carnage.

Family/kid friendly. OK for adults who aren't surprised by entire units going down in a blaze of gunfire.

S-089 Look, Sarge, The French Are Counter-Attacking

WWII; 2 PM; Length: 4; Hosted by: Buck Surdu; Scale: 28mm; Sponsored by: HAWKS; Rules: Look Sarge, No Charts: WWII; No. of Players: 6.

After being pummeled for several days, a French commander conducts a local counter attack against the Germans. This encounter features a rare battle between a large formation of French tanks and German tanks. Look, Sarge, No Charts rules have no chart cards to clutter the table or slow down the game, allowing players to focus on the game, not the rules.

Younger gamers welcome with a playing adult.

S-054 My Four McGuffins 1929

Pulp; 2 PM; Length: 2; Hosted by: Bob McDonald; Scale: 25mm; Rules: Chain Reaction 2.0 with extensions; No. of Players: 4.

All you gotta do is pick up an "item" downtown and hot-foot it back to the boss. What could go wrong? But there are three other gangs combing the same neighborhood. Maybe they're looking for the same thing you are, maybe not. Maybe you can leave your chopper in the violin case. You should be so lucky. Each gang may have its own McGuffin, or maybe all four gangs are going after the same McGuffin. There's no way to tell .. until it's too late. Rules taught.

Kid friendly, but kids under 12 should have an adult consigliere.

Saturday – 3 PM

S-223 The Death Of Hope: Battle Of Camlann, AD 537

Dark Ages; 3 PM; Length: 4; Hosted by: Randall Case & Michael Di Giacomo; Scale: 25mm; Sponsored by: www.arthurwars.com; Rules: Warhammer Ancient Battles; No. of Players: 6.

Description: After years of bitterness, insult, and petty ambition it has finally come to this. The two great captains of the British people have finally come to blows in a conflict that only the Saxons will benefit from. Two great armies of the Britons have arrived at the field of Camlann and Arthur and his rival Medraut will finally drown their feud in a river of blood and tears. Will you, as Lord Arthur, rally your famous warriors and glut the ravens with carrion from your hated foe or will you fade away into the myth and legend of Avalon? Come join the fun whatever you do!

We will be playing Warhammer Ancient Battles and we will get to try out Steve Jones and James Morris' excellent "The Age of Arthur" supplement for WAB. Miniatures will be provided (and if you bring some of your own then the more the merrier!). We need at least 4 players for the game, but we will squeeze in as many as we can. Come join us as we glut the ravens of Ynys Prydein!

Children are okay with a parent, but the parent must stay for the game. Gamers 15 and older are preferred.

S-078 Thirty Years War--Lutzen--1632

Renaissance; 3 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.

S-018 Battling On The Mississippi River

ACW; 3 PM; Length: 4; Hosted by: Bob Johnson & Scott Mingus; Scale: 1/600; Rules: Home Rules; No. of Players: 6.

Rebel river fleet out to check Union advances down the Mississippi. Ironclads, Cottonclads, Timberclads, rams and more.

Preferred 15 and older.

S-008 The Shootout Along The Nueces - 1847 - Theme

Mexican War; 3 PM; Length: 4; Hosted by: John "Mike" Priest & Dustin Kunkle; Scale: 54mm; Rules: Fix Bayonets! (revised) by John M. Priest; No. of Players: 12.

In the spring of 1847 a large brigade of the Mexican, with a battery of cannon, has cornered a smaller American brigade in a small pueblo along a ford on the Nueces River and is trying to force a crossing there into U.S. territory. The American force, which include a battalion of Texican riflemen, and two cannon, must keep the Mexicans from crossing the river at all costs.

Game is kid friendly. Please, NO children under the age of 14 without a playing adult.

Saturday – 5 PM

S-096 Gladiators

Ancients; 5 PM; Length: 4; Hosted by: J. Patrick Chambers; Scale: 25mm; Sponsored by: HAWKS; Rules: J. Patrick's Gladiators; No. of Players: 6.

Gladiators fight it out in the arena for glory and survival.

Younger gamers welcome with a playing adult.

Saturday – 6 PM

S-155 Battle Of Marengo, Scenario 7 - Lannes Defense

Napoleonic; 6 PM; Length: 5; Hosted by: Tom Garnett; Scale: 25mm; Sponsored by: Potomac Wargamers; Rules: Nigel Marsh's Carnage and Glory; No. of Players: 4.

Northern Italy, June 14th, 11:00 AM. Responding to the surprise of the Austrian attack beginning at 8:00 am, Lannes' Corps rapidly marched to join Victor's Corps on the right of Marengo just as the Austrians started their second attack major attack. Unlike Victor, Lannes' right flank was open and would soon be filled with Austrian cavalry and infantry.

Young folks 14+ welcome.

S-094 Look Sarge, We're Surrounded By Russians

WWII; 6 PM; Length: 4; Hosted by: Dave 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 German 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.

Saturday – 7 PM

S-092 The Good, The Bad And The Ambiguous - Theme

Colonial; 7 PM; Length: 3; Hosted by: David Schlegel; Scale: 25mm; Sponsored by: HAWKS; Rules: Blood & Swash; No. of Players: 12.

Welcome to Schlegel's Gulch, the town where even the deputies are afraid to cross the street. It's Saturday night, so come join the fun as lawmen, outlaws, townspeople and even Civil War vets battle it out for control of this one horse town.

Younger gamers welcome with a playing adult.

S-073 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.

S-080 The Day Of The Unicorn: The 13th Airborne Stands Against The Hitler Youth Division June 6th 1944

WWII; 7 PM; Length: 6; Hosted by: Karl Strohmeyer, Mitch Osborne, and James Thomas; Scale: 20mm; Sponsored by: Minuteman toy soldiers; Prize: Fully painted figures and gift certificates + free food!!; Rules: Command Decision; No. of Players: 20.

Part 4 in the "HOORRAHH At Omaha" Alternative History Series. The 13th Airborne's Golden Unicorns have become a serious headache for the Germans. Now the 12 SS Hitler Youth Division has erupted from Bayeaux to blowtorch it's way to the beaches through a stubborn 13th Airborne RCT holding key bridges. If the bridges fall Rommel may stop Overlord yet! Be a dedicated SS commander determined to smash through to the beaches or a foxy Airborne commander with a few tricks up your sleeves and your baggy pants! Will need LOTS of German Players and few Smart Aleck Americans. If you want a big WWII Brawl with surprises for everyone, and learn some new history into the bargain this is the game for you! Warning! Salty and Definitely Politically Incorrect Speech. Game will be played to a conclusion so it could run a little late. If you know CD it's helpful but the rules will taught If you want a command show up 1 hour early for rules briefing and help finish setting up/tearing down. This should be regarded as a WWII Midnight Madness. Pizza and refreshments will be available. If you are curious please email GM at VidaVina@AOL.com

Game is NOT for young Kids, bright & precocious 13 to 17 year olds going on 40 with parents will be welcomed.

S-022 NSDM-Linked Miniatures Games (NLMGs)

Modern; 7 PM; Length: 5; Hosted by: Dan McDonagh; Scale: 6mm; Sponsored by: Osprey Publications and NSDM; Rules: Home Rules; No. of Players: 30.

As you play in the NSDM "ColdWar-60s" Game (11am-6pm), inevitably some of the player-nations will come to blows. Hot spots could include Cuba, Southeast Asia, Berlin, the MidEast, Taiwan, Korea, India-Pakistani, or any of many Third World nations. The NSDM controllers will record specifications for battles during the NSDM Game. NSDM's players will break for dinner at 6pm – and when you come back to the Bradley Room at 7pm we'll have set your battle up in miniature! Actual forces; real-world TO&Es. All of the GMs are veterans, and some are War College grads. Come fight in the best modern miniatures battles that HMGS has to offer! You can play in the NLMGs without playing in NSDM.

Students aged 15-17 are welcome, as are 11-14s with parent.

Saturday – 8 PM

S-090 The Frisian Faststep

WWI; 8 PM; Length: 4; Hosted by: Geoff Graff; Scale: 1/2400; Sponsored by: HAWKS; Rules: General Quarters II modified; No. of Players: 6.

Somewhere in the foggy South North Sea a small German fleet is escorting merchant ships on their regular supply run to a fortified island. Today the British decide to do something about it. Will the coastal defense gunners go hungry this month, or will the Kaiser have more medals to distribute?

Younger gamers welcome with a playing adult.

S-182 Sand Seared Rugged Adventures, North Africa, 1930s.

Inter-War; 8 PM; Length: 4; Hosted by: Edward Watts; Scale: 25mm; Sponsored by: Monday Night Adventurers; Rules: Rugged Adventures; No. of Players: 8.

Enigmatic characters, steel visaged Nazis, square jawed heroes and plucky heroines in pursuit of McGuffins mysterious and arcane midst dune and palm tree.

Teens and adults preferred.

Preliminary Event List – Sunday (Kid Friendly Games)

Sunday – 9 AM

Z-023 “Battle Of The Titans” (FALL IN’s Largest WW2 Sea Battle)

Modern; 9 AM; Length: 4; Hosted by: Dan McDonagh; Scale: 1/1200; Sponsored by: Osprey Publications and NSDM; Rules: SeaWar Naval/Age of Steam (WW2); No. of Players: 40.

This is the biggest WW2 naval game offered at FALL IN-2007. (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! Iowa; Montana; and a projected superbattleship. Bismarck, Tirpitz, Grosse Deutschland. Yamatos, and a sistership carrying 20” guns. Easy rules taught in 15 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!

Players 15-17 are welcome, as are 11-14s with playing parent.

Z-009 The Shootout Along The Nueces – 1847 – Theme

Mexican War; 9 AM; Length: 4; Hosted by: John "Mike" Priest & Dustin Kunkle; Scale: 54mm; Rules: Fix Bayonets! (revised) by John M. Priest; No. of Players: 12.

In the spring of 1847 a large brigade of the Mexican, with a battery of cannon, has cornered a smaller American brigade in a small pueblo along a ford on the Nueces River and is trying to force a crossing there into U.S. territory. The American force, which include a battalion of Texican riflemen, and two cannon, must keep the Mexicans from crossing the river at all costs.

Game is kid friendly. Please, NO children under the age of 14 without a playing adult.

Z-075 Beachhead – WWII – 1942

WWII; 9 AM; 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.

Sunday – 10 AM

Z-156 Brecourt Manor, June 6, 1944

WWII; 10 AM; Length: 4; Hosted by: Tom Garnett; Scale: 25mm; Sponsored by: Potomac Wargamers; Rules: Battleground WWII; No. of Players: 6.

By 1150 am, US paratroopers from E Company/506th PIR continued their advance toward their initial D-Day objectives. Elements from the German 6th Fallschirmjaeger Regiment, defending around Brecourt Manor, sought to halt the US advance with a withering stream of machinegun fire from their prepared positions.

Young folks 14+ welcome.

Z-097 Incident At The Greedy Goblin

Fantasy; 10 AM; Length: 3; Hosted by: Eric Schlegel; Scale: 25mm; Sponsored by: HAWKS; Rules: Blood & Swash (fantasy version); No. of Players: 10.

Last year you had fun storming the castle. This year our heroes have gathered at the Greedy Goblin to quaff some brews and rehash past glories, but something is amiss. Can you figure it out, settle some old scores, grab the treasure and still get out alive? Once again, all the elements of a typical Blood & Swash barroom brawl are present, plus elves, dwarves, halflings, trolls, orcs and MAGIC!

Younger gamers welcome with a playing adult.