



Preliminary Event List – 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-103 Battle Of Louisbourg 30 July 1757

Age of Reason; 9 AM; Length: 8; Hosted by: Stanley Sunderwirth; Scale: 1/2000; Rules: Victory Under Sail; No. of Players: 6.

Britain sends 14 ships of the line and 11,000 regular and colonial troops to take the fortress of Louisbourg on Cape Breton Island. But they turn back after finding a fleet of 16 powerful French battleships anchored under the protection of the fort's guns. Had the British pressed the attack, they would have found the French severely undermanned due to typhus. Players control squadrons in a game with few charts but lots of dice. Rules will be taught 30 minutes before start time.

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-148 Featherstone Cup

ACW; 9 AM; Length: 4; Hosted by: John Snead; Scale: 15mm; Prize: Featherstone Cup; Rules: Fire & Fury; No. of Players: 16.

S-229 Battle Of Monterrey, 21-23 September 1846 - Theme

ACW; 9 AM; 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.

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-039 Tom & Jerry 1

WWI; 9 AM; Length: 3; Hosted by: Steve Robinson; Scale: 28mm; Sponsored by: WAGS, Old Glory 25s, and Acheson Creations; Prize: Old Glory Miniatures is providing miniatures for prizes; Rules: Trench Wars; No. of Players: 12.

1 of 2, Tommy has received some new "land ships". Can Tommy drive Jerry from the comfort of his home in the trenches using these new behemoths? Or, can Jerry keep the warmth of his shell cratered, hole in the ground, muddy home? I know that lead figures do not bleed but a lot of them will have to wait until the afternoon to be played with again. Pick a side and taste once again the rotting, acidic smell of the western front.

Beginners welcome. You need not play in part 2 to play part 1.

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-099 Tanks A Plenty

WWII; 9 AM; Length: 3; Hosted by: Mark Young; Scale: 15mm; Sponsored by: WAGS; Rules: Modified Brew Up; No. of Players: 8.

You are the commander of an armored vehicle and you and your companions must prevent the enemy from controlling the town.

Beginners are welcome.

S-110 Aerodrome 2.0: Carrier Attack

WWII; 9 AM; Length: 5; Hosted by: Stanley Kubiak; Scale: 1/144; Prize: Aerodrome Victory Wings; Rules: Aerodrome 2.0 (with extensions); No. of Players: 18.

World War 2 in the Pacific! Torpedoes in the water! Bombs! Flaming Zeroes! Attack or defend an aircraft carrier and escorts using Aerodrome 2.0 rules, with Naval Air Combat extensions! Players control torpedo bombers, dive bombers or fighters, fighting to sink the enemy carrier or to defend it as part of the carrier's Combat Air Patrol.

AERODROME 2.0 EXPERIENCE HIGHLY PREFERRED (playing in Friday's Aerodrome 2.0 game will qualify).

S-158 Le Mesnil Adlee, The Mortain Counterattack Northern Sector.

WWII; 9 AM; Length: 6; Hosted by: Peter Landry & Michael Sincavage; Scale: 15mm; Rules: Battlefront WWII; No. of Players: 5.

Operation Lutich has started. The 2nd SS Panzer Division is heavily engaged at St. Barthelmy. The 2nd Panzer Division to its north makes a breakthrough and takes the village of le Mesnil Adlee. Kampfgruppe Schake was told other formations would be following them but none were in sight so they paused. US 3rd Armored Division was refitting and told to stop the Germans at all costs. As soon as they could move they sent an armored battalion with infantry support to retake the village. Can you, as the Americans retake le Mesnil Adlee and blunt the breakout or as the Germans can your Panzertruppen hold off the Americans to keep the breakout moving?

S-169 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?

S-165 Curse Of The Living Monolith

Pulp; 9 AM; Length: 4; Hosted by: Costello Mark; Scale: 25mm; Sponsored by: Rattrap Productions; Rules: .45 Adventure/Super Science Tales; No. of Players: 6.

The stalwart defenders of Empire City, The Mystery League, are pressed to their very limits as they face the inhuman, funerary legions of the twisted madman Dr. Xian! Bent upon destroying the city, Xian dispatches his terra cotta servitors, the dreaded Army of Xian, to locate the elements he needs to summon forth a mystic juggernaut of destruction. Will even the combined might of The Beacon, Lightning Rose, Dr. Fury, Athena, and The Astronomer be sufficient to prevent Dr. Xian from unleashing the fury of this unstoppable relic from the distant past? And if not, what hope have The Mystery League of facing – The Curse Of The Living Monolith???

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.

- 10 AM -**S-179 Bibracte: Caesar's First Battle 58 BC**

Ancients; 10 AM; Length: 3; Hosted by: Frank Sciulli & Steve Boley; Scale: 25mm; Sponsored by: LMW & Band of Gamers; Prize: Rules; Rules: Classical Hack; No. of Players: 6.

Noon, 20 June 58 BC: After crossing into transalpine Gaul on their way to establish new homes, 1 million Helvetii , (by Roman count) are being pursued by 6 Roman legions. The Romans are under the command of a political hack named Julius Caesar. When this Caesar fellow breaks off the pursuit to gather supplies, the barbarian Helvetii take this opportunity to attack. Caesar is trapped on a hill and must await the barbarian onslaught. Can you, as the Helvetii destroy this Roman force and thus be free to migrate and settle where you want? Or, as the Romans, can you defeat this barbarian horde, demonstrate the power of Rome and exact vengeance for the sacking of Rome not so long ago?

S-219 Holy Hack Hacking By The Book Biblical Warfare Second Ed. Open Invitational

Ancients; 10 AM; Length: 4; Hosted by: Philip Viverito; Scale: 25mm; Sponsored by: Precision Products, LMW Works, Historical Miniature Gamer Magazine, Magweb.com; Prize: Various prizes according to Sponsors; Rules: Holy Hack Hacking By the Book Biblical Warfare; No. of Players: -.

Players will be able to walk up and get introduced to Holy Hack . Play one phase or a whole turn or more. If you want to know how to play this game this is where to be. In the vendor area directly in front of our sponsor Precision Products. Included will be figures and buildings provided for our players delight and use. This event will happen 10 am on Saturday and again on Saturday at 2 pm. A fun time for all.

S-069 Hastings 1066: A Question Of Truth

Dark Ages; 10 AM; Length: 4; Hosted by: Don Manser & Dave Kozlow; Scale: 25mm; Sponsored by: Age of Glory; Rules: Warhammer Ancient Battles; No. of Players: 6.

Harold Godwinson, true king of England by the words of a dying Edward the Confessor or cunning usurper as accused by William of Normandy. With the Pope and God on the side of the Norman invaders, will they prevail in a classic battle of shock versus mass or be thrown back into the sea by the stalwart Saxon defenders loyal to the House of Godwinson? Who's side will you take in this epic 25mm game with hundreds of figures and handfuls of dice to decide the fate of an island empire. Will the axe or the lance reign supreme? Sign up and find out for yourself!!

S-215 Age Of Arthur -- Saxon Slugfest

Dark Ages; 10 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 Irish have landed in force and the Picts have crossed the wall. Depending on how those battles went (see Friday games) Arthur may find himself swamped by three armies or able to bring the entire strength of his main force against the large Saxon force moving into the heart of the Midlands. A battle for the fate of Britain may be in the offing! Join us and see if Arthur's men can crush his foes or be ground down and tossed back into the remote Welsh mountains to live in obscurity.

S-201 A Knight's Tale

Medieval; 10 AM; Length: 3; Hosted by: Eddie Stewart; Scale: 125mm; Sponsored by: Fairfax Gaming Society; Rules: Full Tilt (modified); No. of Players: 8.

Hear Ye, Hear Ye, Hear Ye.. If thou art a fan of the movie "A Knight's Tale", then I pray you come and join in the fun! Using durable knights and chargers, verily, we shall recreate those days of medieval joy and challenge. Rounds will move quickly, and each Tournament winner shall receive a prize! Rules are easily learned - yea, even a small child can comprehend all in mere minutes..

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-041 Birth Of The Broadside

Renaissance; 10 AM; Length: 3; Hosted by: Brian Whitaker; Scale: 1/300; Sponsored by: WAGS & Merrimack: Old Glory Shipyard; Prize: certificate offered; Rules: Run The Guns II: Birth Of The Broadside; No. of Players: 8.

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

Beginners welcome.

S-025 Culloden 1745

Age of Reason; 10 AM; Length: 4; Location: Ike 1; Table: Table: IK34; Hosted by: Benjamin Pecson; Scale: 15mm; Rules: Volley N Bayonet; No. of Players: 6.

The climactic event of the Jacobite Wars, pitting Butcher Bill Cumberland against the Bonnie Prince, QRSs figures, and all the necessary accouterments will be provided by GM. Just bring yourself.

S-139 The Redcoats Are Coming! An AWI Demo Game For American Battlelines

AWI; 10 AM; Length: 10; 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.

S-142 "...And Never Invade Russia" A Play-Test Demo Game For French Battlelines

Napoleonic; 10 AM; Length: 10; 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.

S-154 1813, Davout Vs Bernadotte - An AOE Demo

Napoleonic; 10 AM; Length: 8; Hosted by: Bill Gray; Scale: 15mm; Sponsored by: Battlefield Terrain Concepts & AOE; Rules: Age of Eagles (AOE); No. of Players: NA.

Bernadotte and his Swedes fight a rear guard action against a hot-on-his-heels Marshal Davout in this semi-fictional action from 1813. Learn to play AOE and have a bucket of fun between your other games. Play as long as you want. *No pre-reg or tickets needed to play! No demos start after 6PM. Rules Taught/Beginners Welcome.*

S-186 The Battle Of Craonne, March 7, 1814 - Theme

Napoleonic; 10 AM; Length: 4; Hosted by: Ronald Oldham; Scale: 15mm; Sponsored by: TSS; Rules: Napoleon's Battles; No. of Players: 6.

Sacken's rear guard of Blucher's Army of Silesia are strongly posted when attacked by the advance elements of Napoleon's army. An interesting rear guard action.

S-140 Johnny Reb Is Lookin' For A Scrap! An ACW Demo Game For American Battlelines - Theme

ACW; 10 AM; Length: 10; 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.

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.

S-024 Last Stand Of Troop "C" - Theme

19th Century; 10 AM; Length: 4; Hosted by: Pete English; Scale: 25mm; Sponsored by: Old Colony; Rules: Modified Desperado; No. of Players: 10.

Troop "C" was on routine patrol near Rattlesnake Springs when the Comanche war party sprung the ambush. The survivors were able to make it to an abandoned ranch, but lost all the horse during the fight. The Horse Soldiers are out numbered, low on ammo and have no hope of relief. How dearly will the Boys in Blue sell their lives in this last stand of Troop "C"? Loosely based upon the fight between a 10th US Cavalry patrol under Sergeant Charles Perry and Native Americans at Ojo Caliente, Texas, October 28, 1880.

S-060 Captain Way To The Rescue: Rosebud Column Summer 1876 - Theme

19th Century; 10 AM; Length: 3; Hosted by: Phillip Gibbons & Ron Bingham; Scale: 25mm; Sponsored by: Battle Barn of Williamsburg; Rules: Indian Wars (club rules); No. of Players: 8.

Join Captain Way and the 3rd Cavalry as they engage the Plains Indians in this semi-historically based scenario from General Crook's 1876 summer campaign. Or, if you prefer, join the Sioux Nation and fight to save your homes from the "Longknives". It's a good day to die! Home brewed skirmish rules by the Battle Barn gamers of Williamsburg. Fast paced action with hidden orders and objectives. Knowledge of Cavalry and Indians tactics will assist the gamer in securing victory.

No players under 16. Not Recommended For Kids due to the fast play and comprehension of Indian Wars tactics needed.

S-071 The Zulu Hunt?

Colonial; 10 AM; Length: 3; Hosted by: Ben John Fornshell and Del Stover; Scale: 6mm; Rules: Tabletop Battle System; No. of Players: 4.

The British empire, in its quest to strike down the Zulu horde has seriously underestimated their opponent. Fleeing from an unstoppable horde they attempt to make it back home alive, but are cut off from retreat by a small Zulu force defending their home.

S-012 Pavlov's House

WWII; 10 AM; Length: 4; Hosted by: Ben Lacy & Andy Turlington; Scale: 20mm; Sponsored by: Britton Publishers; Prize: copy of the rules; Rules: Final Combat; No. of Players: 6.

This scenario is based on a 4-story apartment building in Stalingrad that was defended by a single platoon from the 13th Guard Division. They were led by Sergeant Yakov Pavlov, an unlikely hero who was forced to assume command when his superior was wounded. It came to be known as Pavlov's House and was a rallying cry for many of the defenders throughout Stalingrad long after the siege was lifted.

S-055 Breaking Out: Normandy, 1944

WWII; 10 AM; Length: 4; Hosted by: Paul Kramer & Eric and Tom Jala; Scale: 15mm; Rules: Spearhead; No. of Players: 6.

The allies need to break through. The objective: press the Germans back and open a line of communications for the Allied advance. Six battalions of armor and infantry roll out. The hills ahead look clear, for now! But the Germans are not sitting back. Outnumbered, but not outclassed, with a chance to seize the high ground and hold on! Play this meeting engagement turned slugfest and see if numbers, quality, or pure guts gets the job done. All welcome, except rules lawyers, for this fast paced scenario.

S-125 Brits From Above

WWII; 10 AM; Length: 4; Hosted by: Jon Coulter; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 6.

Using paratroops and gliders, the elite British airborne must secure a critical road needed by Monty's advancing troops. Scattered over the countryside, will the airborne troops be able to secure the road in time for the advancing army column to pass?

S-126 Stemming The Red Tide

WWII; 10 AM; Length: 4; Hosted by: Bob Bengé; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 6.

January 1943, near Ostrogosk Russia. Rushing Soviet forces have spearheaded breakthroughs deep into the German lines around Stalingrad through the German minor allies of Italy, Romania and Hungary. Stalingrad has fallen and the Axis forces are hurriedly trying to plug the massive breach in the lines. The Hungarian force of Corps Cramer is assembled in true German Kampfgruppe fashion in an attempt to stall the Russian advance. Corps Cramer is ordered to counter attack the Russian spearhead and through it back to buy time for the Axis forces in the area time to stabilize a front line and Stem the Red Tide.

S-143 "...And Really, Never Invade Russia" An East Front Demo Game For Mein Panzer

WWII; 10 AM; Length: 10; 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 the 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.

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.

S-144 "Daddy I Want To Play Too!" A Demo Game For Mein Panzer Junior

WWII; 10 AM; Length: 10; 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.

S-146 "Ground Pounding." A WWII Infantry Demo Game For Mein Panzer

WWII; 10 AM; Length: 10; 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.

S-203 Check Your 6! Demo Game 5

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!

S-145 "Now We're Mad!" A Modern East Front Demo Game For Mein Panzer

Modern; 10 AM; Length: 10; 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.

S-150 Introduction To Command Horizon

Futuristic; 10 AM; Length: 4; Hosted by: Sean Conlon; Scale: 5/6mm; Rules: Command Horizon; No. of Players: 4.

In the 26th century, factions battle for power and resources in Human space. This game will introduce Baccus' Command Horizon ruleset for 6mm sci-fi miniatures. Players will command battalions of vehicles and troops in games that are quick and simple to play, using a minimum of charts, tables and modifiers. Interested players, please examine the free v4.0 rules at <http://www.commandhorizon.com>.

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.

S-127 Remember The Alamo? - Theme

Mexican War; 10 AM; Length: 4; Hosted by: Don Carter; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: American Battlelines; No. of Players: 4.

1846; US troops under General Wool advance into northern Mexico. The vanguard passes a small villa and advance into the valley running into a large Mexican army. After a sharp skirmish the Americans retreat into the town to await reinforcements. Flushed with victory and thoughts of another Alamo, the Mexicans advance toward the town. Will the brave defenders of ol' Mexico win, or will help arrive in time to save the trapped "Yankees"?

S-141 On To The Rio Grande! An MAW Demo Game For American Battlelines - Theme

Mexican War; 10 AM; Length: 10; 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.

S-221 Mayhem In Whitewash City - Theme

Wild West; 10 AM; Length: 4; Hosted by: Keith Burnett; Scale: 25mm; Rules: Modified Desperado's; No. of Players: 12.

A typical day in your typical Wild, West town. Rival gangs, the obligatory sheriff and his deputies and townsfolk all clash in sometimes sleepy Whitewash City. Lots of fun and six shootin' too. And maybe a little surprise.

- 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 Punajb, 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-230 Owiumbo, April 1904: Revenge Of The Hereros

Colonial; 11 AM; Length: 3; Hosted by: Roy Jones & Eric Alvarado; Scale: 25mm; Rules: Sword and the Flame (Modified); No. of Players: 4.

German Southwest Africa (present-day Namibia), April 1904: The Hereros took heavy casualties at the Battle of Onganjira a few days ago, but they've now assembled a huge force and are ready to avenge their fallen comrades. The advancing German Headquarters Column has come to Owiumbo looking for water for man and beast. What they get instead is lead as the Hereros open fire - an ambush! Will the Hereros be able to encircle the Germans, trap them, and then destroy them with a combination of rapid rifle fire and overwhelming charges? Will the Germans be able to hold on, with limited ammunition and no water, or even charge into the bush to give the Hereros a full taste of the Mausers and Maxims of the Kaiser? Another tough fight for both sides from the upcoming scenario book The Herero War.

S-058 The Way West - - - Way, Way West - Theme

Age of Rifles; 11 AM; Length: 6; Hosted by: Jay T Wissmann; Scale: 1/6000; Rules: Fear God and Dread Nought; No. of Players: 10.

In the aftermath of the Boxer Rebellion, The United States Navy is pressing the government for the need for an advanced base closer to the Chinese mainland. A plan is hatched, using troops and ships still in the area from the Philippine Insurrection, to expand America's sphere of influence and take the island of Okinawa from the Japanese. The Japanese take exception to this expansion of America to the West! Join gamemaster Jay Wissmann as he explores the naval implications of this dose of American Imperialism using Clash of Arm's Fear God and Dread Nought rules and 1:6000 minis.

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-037 Inside The Armor At Denmark Strait: 24 May 1941

WWII; 11 AM; Length: 10; Hosted by: Jonathan Miller & Shervin Bolorian; Scale: 1/100; Rules: Inside the Armor; No. of Players: 2.

This game covers damage control below decks during the naval duel between KM Bismarck and HMS Prince of Wales. Deploy your fire teams and shore up your leaky bulkheads, but fix the jammed ammo hoist first! The game is played on actual ships' blueprints from U.S. and British archives. Rules are simple and games are under 2 hours. Rules Taught.

Game will run repeatedly all day, no ticket needed, just walk on up.

S-051 SAS/Long Range Desert Group Night Raid-1942

WWII; 11 AM; Length: 4; Hosted by: Peter Megginson, Jeff Hoffman, and Tim Schwartz; Scale: 25mm; Sponsored by: Rat-pie Irregulars & Iron Ivan Games; Prize: maybe; Rules: Disposable Heroes/Coffin for Seven Brothers; No. of Players: 8.

In 1942, Rommel's Afrika Korps were struggling with the British 8th Army for control of the desert. The British secret weapon was the Long Range Desert Group guiding the SAS through the Sahara, and making lightning raids on the remote bases and airfields behind Axis lines. This night raid on a Luftwaffe ME 109 airstrip by the SAS/LRDG is fun and deadly. The Brits must blow-up the ME 109s without getting too many Tommies killed in the dust-up. The rules are quick to learn, DH/CFSB from Iron Ivan Games. Background in WW2 and desert war is helpful.

S-202 Coral Sea #1: Attack On The Shokaku

WWII; 11 AM; Length: 4; Hosted by: Scott Fisher; Scale: 1/300; Sponsored by: SkirmishCampaigns; Rules: Check Your 6! - Air Combat; No. of Players: 10.

Fly with the aviators from the USS Yorktown in the first Pacific carrier battle as they attempt a coordinated torpedo and dive bomber attack on the Japanese Carrier Shokaku. The game will use two Check Your 6! Combat Altitude Bands, forcing the Japanese player to allocate his CAP carefully. The weather will also play a role as US bombers try to hide in the overcast to attack. Will the Yorktown pay back Shokaku for her role in the Pearl Harbor attack!? Come and join in a great Check Your 6! (www.skirmishcampaigns.com) Scenario.

S-235 Java Sea 1942

WWII; 11 AM; Length: 5; Hosted by: Sean Barnett; Scale: 1/2400; Rules: General Quarters 3; No. of Players: 8.

By February 1942, Imperial Japan was marching across the western Pacific. Pearl Harbor had been attacked and Malaya and the Philippines were poised to fall. After Japan attacked the Dutch East Indies, American, British, Dutch, and Australian forces formed a joint naval command to try to stem the Japanese tide. Historically, they failed, and the Imperial Japanese Navy appeared invincible in its conquests. Will history repeat itself or will the Allies come up with an answer to the Japanese onslaught? Come and play the 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.

- 12 PM -**S-162 At The Hot Gates - Day 3 Of The Battle Of Thermopylae**

Ancients; 12 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?

S-188 Eckmühl - Dedovich Verses St Hilaire, 21 April 1809

Napoleonic; 12 PM; Length: 3; Hosted by: Adrian Mandzy; Scale: 25mm; Rules: Home Brew; No. of Players: 6.

The Austrians have made an advance into Germany and now the French are trying to push them back. Can you continue the Austrian advance into Bavaria or will you try to push the white hordes back to Vienna? Classic yet simple Napoleonic homegrown rules using large battalions of 25/28mm lead. For people interested in Napoleonic warfare.

Not recommended for kids.

S-062 Defense Of Ste. Mere Eglise, 1 Pm, June 7th, 1944

WWII; 12 PM; Length: 4; Hosted by: David Bonk & Lyle Bickley; Scale: 25mm; Sponsored by: TSS; Rules: Platoon Commander; No. of Players: 6.

This the first of two games pitting American airborne troops, defending the strategic village of Ste. Mere Eglise against various German units on D+1. In the first game the Germans try to retake the village.

S-204 Check Your 6! Demo Game 6

WWII; 12 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!

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 consigliere.

- 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-225 The Battle Of Lundy's Lane

Napoleonic; 1 PM; Length: 4; Hosted by: Kevin Combs & Phil Young; Scale: 25mm; Rules: Carnage and Glory II; No. of Players: 6.

In July 1814, the reinforced British forces near Fort George decided to lure the local American forces into battle. American Generals Brown and Scott moved out to determine what the British were up to. On July 25th, 1814, they met at Lundy's Lane.

S-164 Ashanti War 1873

Colonial; 1 PM; Length: 4; Hosted by: Nigel Clarke; Scale: 25mm; Sponsored by: NOVAG; Rules: The Sword and the Flame/Sword in Africa; No. of Players: 6.

In the fall of 1873 the Ashanti undertook raids on the coastal tribes in West Africa. Looking for slaves, gold and to put pressure on the British they were to provoke the British Empire into a war. Before the arrival of General Wolseley and British forces battles were fought with Naval Brigade and West Indian troops. Join me in fighting some of these less well known engagements.

S-040 Tom & Jerry 2

WWI; 1 PM; Length: 3; Hosted by: Steve Robinson; Scale: 28mm; Sponsored by: WAGS, Old Glory 25s, and Acheson Creations; Prize: Old Glory Miniatures is providing miniatures for prizes; Rules: Trench Wars; No. of Players: 12.

2 of 2, The Jerries are mad now! The Tommies has stolen the warm, shell crated, hole in the ground, muddy home of the Jerries. Jerry has a card up his sleeve! I know for sure that lead soldiers do not bleed, but alot of the will have to wait until next time to be played with. Come and pick a side and once again taste the rotting, acidic smell of the western front.

Beginners are welcome. You need not have played in part 1 to play in part 2.

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-212 Maleme, May 1941 - Broken Eagles Over Crete

WWII; 1 PM; Length: 4; Hosted by: Frank Chadwick & Glenn Kidd; Scale: 15mm; Sponsored by: Command Decision Test of Battle; Prize: Gift Certificate; Rules: Test of Battle Games; No. of Players: 6.

It is May 20th, 1941 - German forces have been staged in Greece to attempt the first airborne invasion in history. Their target: the island of Crete. Unfortunately for the Germans, the British have broken their code using ULTRA, and know they are on their way. Commonwealth forces have been on a state of alert, scanning the water and the sky for German forces. At 08:15, a cry goes up from lookouts on Hill 107 near Maleme airfield - enemy transports are inbound.

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-234 WWII Naval Battles 1940-43

WWII; 1 PM; Length: 4; Hosted by: John Drye & Russ Jensen; Scale: 1/2400; Sponsored by: GHQ; Rules: Micronauts, the Game; No. of Players: 12.

Classic naval engagements of WWII recreated using GHQ's new rules; "Micronauts the Game". Engagements include Hood vs. Bismark, Royal Navy and Italian light forces in the Med, and cruiser action in the Pacific. These relatively small actions will play quickly, allowing the opportunity to try several engagements during the afternoon.

S-036 Battle Of The Yellow Sea

Russo-Japanese War; 1 PM; Length: 4; Hosted by: Gary Coyle; Scale: 1/2400; Rules: Perfidious Albion; No. of Players: 12.

On the morning of 10 August 1904, the First Pacific Squadron sailed out of Port Arthur to engage the Japanese fleet blockading the port and break through to Vladivostok. The battle sealed the fate of the Russian Navy in the Pacific and set the stage for Tsushima. Can you change history or will you repeat Togo's narrow victory?

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.

- 2 PM -

S-216 Marcomanni Wars: Hooves On The Danube

Ancients; 2 PM; Length: 3; Hosted by: Shan Palmetier; Scale: 25mm; Sponsored by: SAGA; Rules: Ancient Warfare; No. of Players: 6.

The Romans continue their bloody ten year struggle against the first great Germanic incursion. But this time Marcus Aurelius faces not only the arrogant Germans, but also the Sarmatians! These mounted warriors fully armour their horse and use a two handed lance along with their favorite tactic: the frenzied charge! Did I mention they are horse archers too? But the Legion is still at its peak, discipline is strong, and the emperor has a firm hand. Who will win?

S-220 Holy Hack Hacking By The Book Biblical Warfare Second Ed. Open Invitational

Ancients; 2 PM; Length: 4; Hosted by: Philip Viverito; Scale: 25mm; Sponsored by: Precision Products, LMW Works, Historical Miniature Gamer Magazine, Magweb.com; Prize: Various prizes according to Sponsors; Rules: Holy Hack Hacking By the Book Biblical Warfare; No. of Players: -.

Players will be able to walk up and get introduced to Holy Hack . Play one phase or a whole turn or more. If you want to know how to play this game this is where to be. In the vendor area directly in front of our sponsor Precision Products. Included will be figures and buildings provided for our players delight and use. This event will happen 10 am on Saturday and again on Saturday at 2 pm. A fun time for all.

S-042 Cog Wars

Medieval; 2 PM; Length: 3; Hosted by: Brian Whitaker; Scale: 15mm; Sponsored by: WAGS & Merrimack: Old Glory Shipyard; Prize: certificate offered; Rules: Cog Wars; No. of Players: 12.

Men in armor fighting on ships that sink. Go figure! Be the captain of your own cog. Defend the high seas in a most seaworthy vessel.

Beginners are welcome.

S-149 Featherstone Cup

ACW; 2 PM; Length: 4; Hosted by: John Snead; Scale: 15mm; Prize: Featherstone Cup; Rules: Fire & Fury; No. of Players: 8.

S-111 The Battle Of Yatay - August 17 1865

19th Century; 2 PM; Length: 2; Hosted by: William Warner; Scale: 15mm; Rules: Regimental Fire and Fury; No. of Players: 4.

The Battle of Yatay plus (a what-if scenario) - August 17 1865 A.H.D (Alternate History Date) On June 10 1865 the Paraguayan army under Colonel Antonio Estrigarrriba of 10,000 men moved into the argentine province of Corrientes and moved on the town of San Tome. There he crossed the Uruguay River and established a bridgehead into Rio Grande do Sul province of Brazil. The Brazilian defenders, being made up of newly created militia, were swept aside. After consolidating his forces in the town of Sao Borga, He split his forces in two columns. The vanguard column on the Right Bank (the Corrientes side) of and the main force on the left bank (the Rio Grande do Sul side). The Brazilian defender retreated in the face of a superior Paraguayan force, utilizing delaying tactics as best they could. On august 4 1865 the Paraguayan main column took the town of Uruguayana, leaving sergeant major Duarte on the left bank near the town of Paso de Libres. The allies reacting to the invasion as well as an additional column, lead by, General Wenceslao Robles that attacked the provincial capital of the city of Corrientes, consolidated their forces at Mercedes. Collecting the combined unit of the Brazilian, argentine and Uruguayan forces in the region planned to attack Colonel Estrigarrriba's forces and then deal with Robles column. Numbering some 10,000 men the allied army struck at Sergeant major Duarte forces. Duarte frantically appalled for help from the main column in Uruguayana. Colonel Estrigarrriba tersely responded "If you are too much of a coward to defend your country, come and take command of my forces and I will go fight for you". Duarte realized that he would not get any help form Estrigarrriba and faced the combines allied army on August 17 near a stream called Yatay, where he was annihilated. The allied army besieged Uruguayana and forced Colonel Estrigarrriba to surrender. The Paraguayans, who were not killed in battle, were either executed or forced to join the allied army, being divided up amongst the allies. This ended the Paraguayan offensive power of the war and resulted in a slow costly war of attrition that lasted until the end of the war. This scenario looks into what would have happened if Estrigarrriba had sent his column to aid Duarte against the allied army.

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-163 Mexicano Rojo 1937

Inter-War; 2 PM; Length: 4; Hosted by: Bruce Smith; Scale: 20mm; Sponsored by: Potomac Wargamers; Rules: Modified Kaiserbosh WWI Rules; No. of Players: 6.

In 1936, Leon Trotsky was granted asylum in Mexico. At the time, Mexico had a strong Communist party, but it, too, was divided into volatile Stalinist and anti-Stalinist factions. In 1937, Trotsky's train pulled into Mitla, a small village in the Oaxaca State, located on the Isthmus of Tehuantepec, so that he could deliver an anti-Stalinist speech and try to recruit new followers to his cause. Stalin's agents have laid a trap with help from Mexican Stalinists in Mitla and are waiting to annihilate Trotsky and his followers. Franco the Nationalist (Fascist) leader in Spain who is fighting a civil war in his own country against pro communist forces (Republicans) asks Hitler to send German volunteers to Mexican soil to represent the Fascist cause and will be known as the 1st Eagle Foreign Legion of Fascism. The newest recruits of the Abraham Lincoln Brigade (Americans) that were headed to Spain to fight for the Republican cause are diverted to Mitla to reinforce the Stalinists. The small Mexican Army contingent located in Mitla has no choice, but to try and stop this madness from happening. The civilian population of Mitla has put together a militia, but whose side will they fight for? Which side will you join? Will the Red Scare spread? Will Fascism take hold or will the Mexican Government keep it sovereignty? Come join and have fun and help determine the outcome. This wargame is meant to fun and is not a play test of rules and not open for discussion or ideas. Game master makes all calls and reserves the right to dismiss anyone who gets out of hand. Rules are friendly and explained.

S-019 Normandy Nightmare, 1944

WWII; 2 PM; Length: 4; Hosted by: Richard Smethurst; Scale: 1/48th; Sponsored by: FOXMINIATURES; Prize: figures & gift coupons; Rules: Nuts THW; No. of Players: 10.

American paratroopers and armor fight German panzergrenadiers in hedgerows and village.

S-045 Battle For Manila 1945

WWII; 2 PM; Length: 4; Hosted by: David Fyfe; Scale: 25mm; Sponsored by: WAGS; Rules: Modified Brew Up; No. of Players: 6.

It is 1945 and the Japanese are trying to hang on to Manila. American forces are pressing hard in the city. Can the Americans push out the Japanese before more atrocities occur?

Beginners welcome.

S-072 War Across Europe

WWII; 2 PM; Length: 3; Hosted by: Ben John Fornshell and Del Stover; Scale: 6mm; Rules: Tabletop Battle System; No. of Players: 4.

Across the war front several small towns are under attack. Face the challenge of simultaneously defending and attacking several towns. You'll race against time to clear defenders hiding in buildings, while trying to avoid driving over land mines. A great game for those of you who enjoy both tough tactical decisions and high-speed action.

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-205 Check Your 6! Demo Game 7

WWII; 2 PM; Length: 1; Hosted by: Phil D'Amato; 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!

S-030 Classic Battletech – Raid On Graus

Futuristic; 2 PM; Length: 4; Hosted by: Dave Yingling; Scale: 1/285; Rules: CBT – Total Warfare; No. of Players: 8.

During the chaos of the Word of Blake Jihad, Clan Jade Falcon decides to raid the lightly defended Lyran Alliance worlds. The target of their raid on Graus is to destroy the Lyran Alliance supply depot on the planet. The destruction of the depot will affect the ability of the Alliance to defend the planet and surrounding planets. All materials, miniatures and dice will be provided.

Intermediate to experienced players.

S-032 Classic Battletech – Grinder

Futuristic; 2 PM; Length: 3; Hosted by: Dave Yingling; Scale: 1/285; Rules: CBT – Total Warfare; No. of Players: 6.

The Grinder is a free for all Classic Battletech Demo game where new (or returning) players will be taught using the Quick Star Rules and then every so often add a new rule to the game. The game will be using MWDA miniatures for game play with the Classic Battletech Stats. All Playing Material will be provided.

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 consiglieri.

S-167 Attack Of The Aqualords

Pulp; 2 PM; Length: 4; Hosted by: Costello Mark; Scale: 25mm; Sponsored by: Rattrap Productions; Rules: .45 Adventure/Super Science Tales; No. of Players: 6.

When King Carcharias, last of the mighty Lords of Lemuria, joins forces with the dreaded Dr. Xian it can mean only one thing - Empire City is in peril! As cunning and deadly Shark Troopers swarm from the murky depths of Lake Hewitt, The Mystery League is the city's only hope of salvation. The Beacon, Lightning Rose, Dr. Fury, Athena, and The Astronomer will give their very all to stem the tide, but will even that be enough to stop -- The Attack Of The Aqualords???

S-171 On The Shoulders Of Giants

Pulp; 2 PM; Length: 3; 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! *Beginners welcome. Rules taught.*

S-107 Westward Ho The Riverboat! There's Gold In Them Thar Hills!! - Theme

Wild West; 2 PM; Length: 3; Hosted by: Patrick Hreachmack; Scale: 25mm; Sponsored by: The Last Square; Prize: Prizes for Best Gamer on each team will be rewarded.; Rules: Desperado; No. of Players: 12.

The Riverboat Keystone has a load of prospectors, Chinese laborers, gold seekers, women, and even attorneys, all on their way to Goldcreek Landing. What more can one wish for except a long fuse and plenty of running room! This is a race to the new western gold fields, and first ones off the boat will get the best supplies at Goldcreek Landing. Will you be around to tell the story?

- 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-206 Check Your 6! Demo Game 8

WWII; 3 PM; Length: 1; Hosted by: Phil D'Amato; 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!

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.

- 4 PM -

S-130 Cleofas Canyon - Theme

19th Century; 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.

Captain Chilson, with 10 men, left Fort Selden on June 9, 1873, and after four days and four nights riding encountered and surprised a band of Tonto Apaches near the mouth of Wagner Canyon after a three mile running battle through Cleofas Canyon the Apaches crossed the Rio Grande River.

S-129 Paw Of The Tiger

WWII; 4 PM; Length: 4; Hosted by: Tu Tran and Mike Moran; Scale: 6mm; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 6.

Throughout the winter of '42-'43, the Soviets launched repeated attacks to relieve the siege of Leningrad. The hard pressed Germans had to develop a trip wire defense of light local forces, backed by a "fire brigade" mobile force, which was quickly dispatched to the inevitable breakthrough sector. Such a fire brigade was the 1st Company, SS Panzer Battalion 502, with ace tankner Captain Hans Bolter, who was called upon to halt a major Russian incursion by a full battalion of the 122nd Guards Tank Brigade.

S-128 China Enters The War

Modern; 4 PM; Length: 4; Hosted by: Jon Coulter; Scale: 15mm; Sponsored by: Old Dominion Game Works; Rules: Mein Panzer; No. of Players: 4.

November 25-26, 1950 – After several surprise encounters with the Chinese Army, General MacArthur planned to continue the attack northward on November 24th. But the Chinese Volunteer Army was reinforced increasing China's presence in North Korea substantially greater than U.S. intelligence detected. As part of the Chinese 2nd Phase Offensive units of the American 25th Infantry Division and 89th Tank Battalion were defeated near Unsan. This was the beginning of a full scale UN retreat toward Pyongyang. But this time may be different. Will the American's succeed in pushing through to the North or will the Eighth Army once again return to South Korea?

- 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.

S-065 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 precede 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.

S-057 Rommel's Last Victory? Kasserine Pass Feb 14,1943

WWII; 5 PM; Length: 6; Hosted by: Stephen Wagner & Tom Uhl; Scale: 15mm; Sponsored by: Showcase Comics, Media, PA; Prize: Yes; Rules: Flames of War (with random events); No. of Players: 6.

6+ Players, 6 hours. 10 and 21 Panzer Companies join force with DAK to meet ill prepared US and British defenders of vital desert passes in Tunisia. The Tiger Tank meets the Sherman for the first time. Who will win? Rommel's supply lines are thin and allied attacks sink ships with any reinforcements.

S-033 Classic Battletech – Grinder

Futuristic; 5 PM; Length: 3; Hosted by: Dave Yingling; Scale: 1/285; Rules: CBT – Total Warfare; No. of Players: 6.

The Grinder is a free for all Classic Battletech Demo game where new (or returning) players will be taught using the Quick Star Rules and then every so often add a new rule to the game. The game will be using MWDA miniatures for game play with the Classic Battletech Stats. All Playing Material will be provided.

- 6 PM -**S-014 Siege Of Tenochtitlan, 1521 Ad**

Renaissance; 6 PM; Length: 4; Hosted by: Victor Hiris; Scale: 1/72; Rules: Home Rules; No. of Players: 9.

Can Cortes and the conquistadores capture the Aztec capital of Tenochtitlan? House to house combat at the skirmish level. One figure represents one soldier.

S-114 Le Feu Sacre

Napoleonic; 6 PM; Length: 4; Hosted by: Joseph Evans; Scale: 15mm; Sponsored by: RAW; Rules: Le Feu Sacre; No. of Players: 8.

1809 scenario loosely based on the Battle of Echmul. A French corps turns on a larger pursuing Austrian corps. Exciting set of battalion-level rules from TooFatLardies. Each player will command a division size force. Rules will be taught.

S-151 Assaye, Wellesley's First Victory In India, 1803

Napoleonic; 6 PM; Length: 4; Hosted by: Tony Figlia; Scale: 15mm; Rules: Fire and Fury, regimental; No. of Players: 6.

In Second Anglo-Maratha War , General Wellesley (the future Lord Wellington) leads a small army of 6,000 British Highlanders, East India Company regulars, sepoys and 17 light guns against a European trained army of Sindhia and Ragojee Bhonsla. The latter numbered between 40,000 and 50,000 strong, including three brigades of regular infantry and 70 guns.

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-118 Glorieta Pass, New Mexico - 28 March 1862 - Theme

ACW; 6 PM; Length: 5; Hosted by: Mark Hayes; Scale: 15mm; Rules: Regimental Fire and Fury; No. of Players: 6.

Confederate Brig. Gen. Henry H. Sibley led a force of Texas Mounted Rifles into New Mexico at the beginning of 1862 to secure the Confederate Arizona Territory and open a route to California. After defeating Union defenders at the Battle of Valverde and capturing Santa Fe, Sibley sent a Confederate force under Lt. Col. William R. Scurry against Fort Union by way of Glorieta Pass. Standing in the Texans' path were some Union cavalry and the "Pike's Peakers" of the 1st Colorado Volunteers under Col. John P. Slough. Units in the game will be companies.

S-170 Sickles Follies, Gettysburg: Peach Orchard And Wheatfield, 2nd July 1863 - Theme

ACW; 6 PM; Length: 5; Hosted by: Michael Fatovic; Scale: 5/6mm; Rules: Modified Brother Against Brother; No. of Players: 6.

Longstreet finally gets Lee's attack orders in motion. While Sickles is consumed with advancing to higher, more defensible ground. This move by Sickles III Corp will expose the Union Army to a series of deadly clashes in the Orchards, Fields and Devils Den. Can Longstreet carry out Lee's attack orders? Or will "Old Pete's" over cautious defensive posture keep him from accomplishing Lee's request? Will Sickles belligerent move forward be the death blow of the Union Army? You decide!

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 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.

S-207 Falcon Of The Duce!

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

27 September 1941, and Italian ace Franco Lucchini leads an anti-shipping mission against a British convoy en route to Malta. (From the Check Your 6! Scenario book "Falcon of the Duce", www.skirmishcampaigns.com) The Axis campaign to interdict convoys to Malta was highly successful, though it ultimately failed. Incessant bombing of the island and furious air and sea assaults on the convoys took a very heavy toll on British shipping during 1941. One particularly successful Italian weapon was the SM-79 armed with torpedoes. While escorting one of these missions Lucchini's flight ran into bad weather and he had to ditch near Ustica. He was badly injured and did not return to duty for two months. Fly the legendary Hurricane, the quaint open-cockpit Macchi C200, the deadly torpedo-equipped SM-79 "Hunchback" or the ungainly but effective CANT Z506 floatplane in this exciting aero-naval scenario for up to 12 players!

S-208 Yak Attack!

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

9 March 1942, Spring thaws have stalled the ground offensive after the Soviets forced a bulge into the German lines at Izyum in the Ukraine, but the air war has grown increasingly intense. A patrol of Soviet Yak-1s comes upon a formation of Stukas and BF-109s en route to targets around Slavyansk, just south of the bulge. Conventional doctrine holds that Soviet fighters be tied to a geographic area and form defensive circles when attacked, but Kapitan Boris Yeryomin is having none of that. He arms his rockets and leads his Yaks head-on into the German formation. Strap on your parachute and join the Luftwaffe or Soviet Air Force as they tear it up over the frozen tundra in this sizzling scenario on the Russian Front, part of a forthcoming campaign book for Check Your 6! (www.skirmishcampaigns.com).

S-209 Coral Sea #2: Defend Yorktown With "Swede"

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

Elite Japanese Naval Aviators attack the Americans in the first Pacific carrier battle. The Japanese must avenge the attack of the previous day on their beloved carrier Shoho and they will attempt to confuse and overwhelm the Americans with a coordinated torpedo and dive bomber attack on the USS Yorktown. Early in the day the Yorktown launched several SBD Dauntless bombers to act as anti-torpedo aircraft fighters – in one was the famed Lt. Stanley "Swede" Vejtasa. Can the brave Wildcat pilots, with "Swede" and his buddies hold off the Japanese!? Come and join the "Swede" in a great Check Your 6! (www.skirmishcampaigns.com) Scenario.

S-176 Battle For Grovers Mill, NJ 1953

Futuristic; 6 PM; Length: 4; Hosted by: Reis Moe, John Brennan, & Jimmy Reynolds; Scale: 15mm; Sponsored by: Wednesday Night Paint Group; Rules: Flames of War; No. of Players: 6.

It's 1953 and 15 years ago a radio broadcast from the earth went out in all directions at nearly the speed of light. Somewhere deep in galaxy an alien race received the broadcast and after a few days translated its meaning. Immediately after that the Aliens dispatched their forces to attack earth. It was decided to strike at what was believed to be the capital, Grover's Mill, in an area called New Jersey. The plan is to enslave the planets occupants and eliminate their leader, a man called Orson Welles.

S-070 Castle Siege

Fantasy; 6 PM; Length: 4; Hosted by: Ben John Fornshell and Del Stover; Scale: 6mm; Rules: Tabletop Battle System; No. of Players: 6.

Play in this epic castle siege as the valiant forces of mankind and their allies attempt to defend their keep. Or you can play as the Orks and Goblins, who are ready to turn the castle into nothing but rubble. Not a game for the timid or the fool hardy, this game will require careful planning if you wish to be more than just grease for the war machine.

- 7 PM -

S-115 Warhammer American Civil War - Bring And Battle

ACW; 7 PM; Length: 5; Hosted by: William White & Brian Sherry; Scale: 30mm; Rules: Warhammer Ancient Battles, Warhammer ACW mod; No. of Players: 6.

No Pre Registration: You and your command are heading to the battlefield where the enemy is concentrating. Specific orders to be issued once your forces arrive at the front! This is a special "Bring and Battle". Each player is expected to bring 1000 to 2000 points of painted Confederate or Union miniatures in 25/28mm. This is a great game for players to relax and play with their toy soldiers. For the Confederate and Union army lists please download from <http://games.groups.yahoo.com/group/WHACW/> or e-mail me at consul.scipio@gmail.com.

A copy of Warhammer Ancient Battles is recommended.

S-175 Stones River

ACW; 7 PM; Length: 4; Hosted by: Alan Isabelle & Jeff Hiley; Scale: 15mm; Rules: Fire and Fury; No. of Players: 10.

At dawn, the Confederate Army of Tennessee launches an attack on the Union Army of the Cumberland. Two of Gen. Hardee's divisions, supported by divisions of Gen. Leonidas Polk, furiously assaulted the Union right wing under Maj. Gen. McCook. By 10 a.m. the Southerners had driven the right wing and part of the center back, almost to the Nashville Pike. Only desperate and stubborn fighting by units under Brig. Gen. Sheridan and Brig. Gen. Negley prevented a Union rout.

Beginners Welcome.

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-026 The Missed Opportunity - August 6, 1914

WWI; 7 PM; Length: 5; Hosted by: Michael Baulch & Robert Henderson; Scale: 1/6000; Rules: General Quarters: Fleet Action Imminent; No. of Players: 10.

The veteran XIX Corps, needed in France, must be transported from North Africa. Historically, the convoy sailed uncontested. But what if the Central Powers had been more aggressive? In this game, the Austrian Navy intercepts the convoy. This earliest possible clash of dreadnoughts could have sealed the fate of France in 1914. The French outnumber the Austrians in all but dreadnoughts. But times have changed. Can the French numbers swamp the Austrians or will the Austrian dreadnoughts prevail?

Rules Taught - Beginners Welcome!

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

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.

S-031 Classic Battletech – Return Of The Wolves

Futuristic; 7 PM; Length: 5; Hosted by: Dave Yingling; Scale: 1/285; Rules: CBT – Total Warfare; No. of Players: 8.

The Wolf's Dragoons. Betrayed. Demoralized. Hunted. No more.

The Dragoons have found hope again on Outreach as a shocking leader arises. Banding together ragtag groups of survivors itching to continue Condition: Feral, the battered and bruised Dragoons have awoken once more.

Join the "Ghosts of Outreach" as they fight to take back Outreach from interloper mercenaries: the Broadsword Legion and Wannamaker's Widomakers. These Dragoons are bound and determined to strike back using every weapon at their disposal. All materials, miniatures and dice will be provided.

Intermediate to experienced players.

S-160 Welcome To Skullcrusher Mountain

Pulp; 7 PM; Length: 3; Hosted by: Joseph McGuire; Scale: 25mm; Sponsored by: Rattrap Productions; Rules: .45 Adventure/Super Science Tales; No. of Players: 4.

Welcome to Skullcrusher Mountain, lair of the insane, yet very lonely, Dr. Finkelfiend. In his newest dastardly plan, the mad doctor has kidnapped the always in peril Ms. Daringsworth, a most becoming socialite and heiress. Now, our intrepid heroes must conduct a daring raid on Finkelstein's underground lab and brave both the very lab itself and the machinations that the doctor has placed to thwart them. Will evil prevail? Can our heroes even hope to survive? Will the poor doctor ever find true love?

S-222 Mars Attacks.. Mars?!?

Pulp; 7 PM; Length: 3; Hosted by: Richard Johnson; Scale: 25mm; Sponsored by: Rattrap Productions; Rules: Fantastic Worlds; No. of Players: 4.

What happens when Little Green Men from Mars and their robot hordes decide that the earth is too much of a threat and prepare to launch their doomsday rocket? Only John Carter and his Thark allies can stop them. Come try out Rattrap Productions newest ruleset, Fantastic Worlds. Beginners and walk-ups welcome. Rules taught.

S-108 Westward Ho And We're Up The River Without A Paddle!!! - Theme

Wild West; 7 PM; Length: 3; Hosted by: Patrick Hreachmack; Scale: 25mm; Sponsored by: The Last Square; Prize: Prizes for Best Gamer on each team will be rewarded.; Rules: Desperado; No. of Players: 14.

What could be more dangerous than a caged cougar? How about a riverboat loaded with armed to-the-teeth women all seeking that one of a kind rich future husband!!! Their traveling companions are cowpokes, cattle barons, soldiers, rich Mexicans, Chinese barons, and even an Indian Prince. Who gets the prize????

Due to the sexy nature of some of the figures used, no one under 18 please. No exceptions!!!!.

- 8 PM -

S-050 Gladiator Wars

Ancients; 8 PM; Length: 3; Hosted by: Steve Robinson; Scale: 25mm; Sponsored by: WAGS & Old Glory 25s; Prize: Miniatures offered; Rules: Gladiator Wars; No. of Players: 8.

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

Beginners are welcome.

S-046 Viking Looters

Dark Ages; 8 PM; Length: 3; Hosted by: Greg Whitaker; Scale: 25mm; Sponsored by: WAGS; Rules: Viking Looters; No. of Players: 12.

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

Beginners are welcome.

S-185 Battle Of The Thames, October 5, 1813 - Theme

Napoleonic; 8 PM; Length: 4; Hosted by: Ronald Oldham; Scale: 25mm; Sponsored by: TSS; Rules: TBAC, modified for War of 1812; No. of Players: 6.

The British under Gen. Proctor have stopped and turned to face the American forces chasing them. With the British are hundreds of Indians led by Tecumseh. William Henry Harrison leads a large militia force from Kentucky and all are eager for a fight.

S-043 Cowboy Wars Out West - Theme

Age of Rifles; 8 PM; Length: 3; Hosted by: Jim Foster; Scale: 25mm; Sponsored by: WAGS & Old Glory 25s; Prize: Old Glory Miniatures is providing miniatures for prizes; Rules: Cowboy Wars; No. of Players: 10.

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

Beginners welcome.

S-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.

S-063 Defense Of Ste. Mere Eglise, 5 Pm, June 7th, 1944

WWII; 8 PM; Length: 4; Hosted by: David Bonk & Lyle Bickley; Scale: 25mm; Sponsored by: TSS; Rules: Platoon Commander; No. of Players: 6.

This the second of two games pitting American airborne troops, defending the strategic village of Ste. Mere Eglise against various German units on D+1. In the second game the paratroopers, reinforced by armor from the beach, launch a counter attack.

S-184 Clash Of Eagles 1940

WWII; 8 PM; Length: 4; Hosted by: James Baker; Scale: 15mm; Sponsored by: Fire and Fury Games/Mechanicsburg MWG; Rules: Battlefront:WW2; No. of Players: 6.

Greeks vs Italians 1940-Lead Elements of an Italian Alpini Division assault a Greek village at a critical river crossing. From the Treadhead Games "Balkans on Fire" scenario book.

S-210 Pointe Du Hoc: June 6, 1944: What If

WWII; 8 PM; Length: 4; Hosted by: Al Gaspar & The Rogues; Scale: 15mm; Sponsored by: The Rogues; Rules: Battlefront; No. of Players: 8.

What if on June 6th elements of the 29th Infantry Division and their armor support broke through the Omaha Beach defenses and reinforced the Rangers at the Pointe? What if the Germans used the hidden 155 guns in an anti-tank role against the Rangers and their reinforcements?

S-034 Classic Battletech – Grinder

Futuristic; 8 PM; Length: 3; Hosted by: Dave Yingling; Scale: 1/285; Rules: CBT – Total Warfare; No. of Players: 6.

The Grinder is a free for all Classic Battletech Demo game where new (or returning) players will be taught using the Quick Star Rules and then every so often add a new rule to the game. The game will be using MWDA miniatures for game play with the Classic Battletech Stats. All Playing Material will be provided.

S-035 Wargods Of Aegyptus HMGS East Campaign

Fantasy; 8 PM; Length: 4; Hosted by: Adam Hughes; Scale: 25mm; Sponsored by: Crocodilegames; Rules: Wargods of Aegyptus; No. of Players: 10.

Each player can bring a 1200-point warband containing a harbinger with Ka 1 and following all other rules for warband construction; Warbands will be allowed to develop throughout HMGS East conventions starting Saturday at 8 pm.

S-178 The Curse Of The Pharaoh's Curse: Chainmail Bikini!

Fantasy; 8 PM; Length: 4; Hosted by: Howard Whitehouse; Scale: 25mm; Rules: 'Chainmail Bikini' ('Astounding Tales!' variant); No. of Players: 8.

The Curse of the Pharaoh's Curse: Chainmail Bikini! 5000 years ago, in a mysterious time before the Pyramids or Robert E. Howard: The Stygian authorities have decreed that - since they can't prevent thieves, rogues and burly barbarians in furry diapers from breaking into the sacred tombs of dead monarchs - they'll announce a contest. Teams of tomb robbers are challenged to Just Go Ahead and See What Happens when they enter the sealed chambers of Immodium IVth. So, you think that your mighty thews and doughty sword are enough to defeat an age old curse or two? Thought ya did ---

S-211 Z-Day Plus 43

Pulp; 8 PM; Length: 3; Hosted by: Jim Keats; Scale: 28mm; Sponsored by: Victory Force Miniatures; Prize: Figures; Rules: Disposable Heroes; No. of Players: 6.

It's been 43 days since the Outbreak. The mayhem and panic have petered out. The recriminations have stopped as people realize that it's no longer important who's to blame as the Zombie threat presents the human race with extinction. Things hare relatively quiet now. However, all this is about to change as Humanity is preparing to start its offensive against the Zeds. Control a hunter-killer team as they attempt to cleanse a town of a zombie infestation.

- 9 PM -

S-001 Lewis & Clark "The Quest" - 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.

CONQUER THE WILD WEST and compete for the "GRAND PRIZE!" EVERYONE will play" Captains Meriwether Lewis and William Clark" in teams of two departing from Saint Louis at intervals, while the "waiting players" (and dead ones) role-play "THE WEST" trying to foil the explorers to their own gain. Find out which is more fun: "PLAYING Lewis & Clark?" or "Stopping them!"

- 10 PM -

S-005 MST 2000 COMES BACK TO FALL-IN!

Movies; 10 PM, Length: ?; Hosted by: Otto Schmidt & Mike Hillsgrove; Sponsored by: Society of Daisy

Military Science Theater 2000 comes back to where it began, at Fall In! This year will see the resumption of this popular cult event which will feature two of the absolutely worst military/historical movies ever made, courtesy of Sinister Cinema films, for your edification and evisceration. For those of you "not in the know," this is where we take these turkeys and open them up to the audience to hoot, holler, hurl insults (but no beer bottles please) at the screen, cut up, make wise-cracks, innuendo, and anything generally outrageous that will lampoon, poke fun, and make these turkeys even more ridiculous. . That is, just what you'd LIKE to do at a regular movie theater but would get thrown out for. In the past we've had such terrible movies like one that had Hercules helping the Medieval Poles against the Mongols, A secret submarine base staffed by renegade American gangsters, and the god Thor abducted by Amazon women! "Gee half my sexual fantasies start out this way Otto!" quipped one of our attendees for that one! So you can see that the material we deal with will never get an Oscar!

For those of you in the know- well what can I say- you know the drill! Come and have yuks and have fun at the "room behind the bar" (how appropriate for this crowd!) So bring all the wise-crack withdrawal and acerbic angst of two years and don't forget the beer, and come and have fun.

ONE WORD OF CAUTION! The movies we show are straight G! However the audience is triple XXX toxic- so bad that even I'm occasionally embarrassed! So if you're a political correct, caring, sharing, sensitive soul who is easily offended by ANYTHING this is NOT for you. Parents of youngsters under 18 are advised that this is NOT a baby-sitting event or an event for children. Persons who are rigorously historical in their miniatures gaming and can't bear to see the minor inaccuracies in uniform and facing in say- Waterloo- are advised that this will be even more jarring to their sensibilities.

The event is sponsored by the Society of Daisy, and is hosted by Otto Schmidt and Mike Hillsgrove, and as in all years, the movies themselves are secret until show time. But we can assure you they are absolutely AWFUL! They are also very rare. Most copies were burned by the actors who were ashamed to appear in them.