



## Preliminary Event List – Sunday

- 9 AM -

### **Z-064 Sand Pebbles Boxer Rebellion Version**

*Colonial; 9 AM; 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 throughout 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.

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

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

This is the biggest WW2 naval game offered at FALL IN-2007. (Well, it will be if we get enough players to push all the lead around.) We have a hundred metal battleships, battlecruisers and aircraft carriers – all in massive 1/1200 scale – plus countless cruisers and destroyers. The hotel had to give us a 30’x30’ space just to hold this game! Iowa; Montana; and a projected superbattleship. Bismarck, Tirpitz, Grosse Deutschland. Yamatos, and a sistership carrying 20” guns. Easy rules taught in 15 minutes. You’ve always wanted the con to offer a fun-but-easy game on Sunday that you could attend and still return home before dinner. This is it!  
*Players 15-17 are welcome, as are 11-14s with playing parent.*

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

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

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

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

### **Z-075 Beachhead – WWII – 1942**

*WWII; 9 AM; Length: 4; Hosted by: Neal & Daniel Catapano; Scale: 28mm; Sponsored by: TheWarStore.com; Prize: \$25.00 gift Certificate to the WarStore; Rules: Home Rules; No. of Players: 8.*

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

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

## - 10 AM -

### **Z-104 Battle Of Minorca 20 May 1756**

*Age of Reason; 10 AM; Length: 5; Hosted by: Stanley Sunderwirth; Scale: 1/2000; Rules: Victory Under Sail; No. of Players: 6.*

Britain sends a motley fleet of 13 ships of the line to relieve Minorca. They find 12 French battleships in their way. Byng bungles the attack and returns to Gibraltar to lick his wounds. The French take Minorca, the main British base in the Med and Byng is court-martial led and shot! Players control squadrons in a game with few charts but lots of dice. Rules will be taught 30 minutes before start time.

### **Z-238 Drawing Blood On The Frontier: The French And Indian War**

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

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

### **Z-156 Brecourt Manor, June 6, 1944**

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

By 1150 am, US paratroopers from E Company/506th PIR continued their advance toward their initial D-Day objectives. Elements from the German 6th Fallschirmjaeger Regiment, defending around Brecourt Manor, sought to halt the US advance with a withering stream of machinegun fire from their prepared positions.  
*Young folks 14+ welcome.*

### **Z-015 Battle Of Moria, 1980 Third Age**

*Fantasy; 10 AM; Length: 4; Hosted by: Victor Hiris; Scale: 30mm; Rules: Modified Games Workshop; No. of Players: 6.*

Can the Balrog and his goblin and orc allies defeat a dwarf army? Battle will be fought on 3 dimensional battlefield representing the Mines of Moria.

### **Z-097 Incident At The Greedy Goblin**

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

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

## - 1 PM -

### **Z-011 Walking Tour Of East Cemetery Hill**

*ACW; 1 PM; Length: 1; Location: Gettysburg Battlefield; Hosted by: Scott Mingus & Tom Mingus; Sponsored by: Johnny Reb Gaming Society; No. of Players: 10.*

As an adjunct to the 15mm Johnny Reb 3 game of Trimble's assault on East Cemetery Hill, the Johnny Reb Gaming Society presents a brief walking tour of the actual Union defenses and the planned versus actual attack. Meet at the Evergreen Cemetery Gatehouse at 1 p.m.