



## Preliminary Event List – Friday

– 10 AM –

### **F-049 Battle of Mockern, 1813**

*Napoleonic; 10 AM; Length: 4; Hosted by: Tony Figlia; Scale: 10mm; Rules Shako II; No. of Players: 6*

The Battle of Leipzig, 16th October (northern front) Yorck's Prussian I Corps attack on the village of Mockern and Marmont's French VI Corps The Battle of Mockern was a bloody affair fought on a limited area. It was like a scissor fight in a telephone booth.

### **F-118 Reno – Benteen Hilltop Fight, June 1876**

*Age of Rifles; 10 AM; Length: 4; Hosted by: Phillip Gibbons; Scale: 28mm; Sponsored by: Battle Barn of Williamsburg; Prize: Yes; Rules Barn Brewed Indian Wars; No. of Players: 8*

While Major Marcus Reno has been battling the hostiles, the 125 man battalion led by Captain Frederick Benteen had reconnoitered 10 grueling miles along ridges and ravines of broken terrain without observing anything of interest. Benteen considered his march a "wild goose chase" and finally decided to return to the main trail and follow Custer, Reno, and the pack train. Benteen had called a halt of perhaps 20 minutes to water horses, when his command heard the faint sound of firing... Join the men of the 7th Cavalry, or the combined force of Cheyenne and Sioux warriors, and re-fight this historic battle. Will Reno's Battalion hold out on the hilltop in their rifle pits? Will Benteen continue on his reconnaissance? What will the Sioux and Cheyenne warriors do? And perhaps the biggest question...where's Custer? Fast play rules will be taught, No players under the age of 14. Knowledge of Indian Wars tactics and weaponry is helpful but not a requirement.

### **F-232 The Plains of Abraham, 1759**

*Colonial; 10 AM; Length: 3; Hosted by: Ben Fornshell; Scale: 25mm; Rules Tabletop Battle System (French-Indian Supplement); No. of Players: 6*

Take the roll of General Montcalm, expunging the plains of the British forces entrenched perilously close to the prize, or command Wolfe's forces after their daring midnight ascent of the cliff abutting the Plains of Abraham. Careful planning will be required to secure victory as you must anticipate enemy action to direct your men with effect cohesion. For pictures and full details visit [www.wnga.org/fallin2008](http://www.wnga.org/fallin2008).

– 11 AM –

**F-148 Command Horizon**

*Futuristic; 11 AM; Length: 3; Hosted by: Sean Conlon and Chris Haire; Scale: 6mm; Rules Command Horizon; No. of Players: 6*

Conventional warfare in the 26th Century. Battalion level command. Across the Border! Mercenary forces have been hired for a surprise attack. Follow up with the main attacking army to consolidate the position.

*No children under 12, please*

– 12 PM –

**F-013 "Marston Moor II" Cromwell Attacks**

*Age of Reason; 12 PM; Length: 4; Hosted by: William Jenkins; Scale: 15mm; Sponsored by: The Society of "Other-Maine" Miniature Enthusiasts; Rules 1644; No. of Players: 6*

Can Cromwell and his Ironsides save the day? Can Prince Rupert and his poodle crush the Roundheads? Its up to you. Come and alter the course of history.

*16 and older*

**F-016 The MEA attack "Fort Zinderneuf "**

*Futuristic; 12 PM; Length: 4; Hosted by: William Jenkins III; Scale: 25mm; Sponsored by: The Society of "Other-Maine" Miniature Enthusiasts; Rules Battlefield Evolution; No. of Players: 6*

Can the beleaguered American's hold their base against the fanatical forces of the Middle Eastern Alliance? Come find out in this fast paced hypothetical scenario. The rules are quick and easy to learn.

*16 and older*

**F-038 Battle of Atlanta July 22, 1864**

*ACW; 12 PM; Length: 6; Hosted by: Roxanne Patton; Scale: 15mm; Sponsored by: Southern Maryland Partizans; Rules Fire & Fury; No. of Players: 8*

As Federal General William T. Sherman's armies tighten their grasp around Atlanta, Confederate Lt. General John Bell Hood launches a turning movement that could spell disaster for the Army of the Tennessee under Major General James B. McPherson. Hood wishing reverse Confederate losses, attempted to immolate "Stonewall" Jackson's famous flank attack at Chancellorsville. Hood sends General Hardee, "Ole Reliable", on a night march around the Union flank.

*Not Recommended For Kids*

**F-071 Dresden 1813**

*Napoleonic; 12 PM; Length: 8; Hosted by: Paul Olszanski and Gwyn Reeves; Scale: 15mm; Sponsored by: age of eagles and eureka miniatures usa; Rules Age of Eagles; No. of Players: 10*

An Age of Eagles, Napoleonic Fire & Fury mega-game, Napoleon vs just about everyone. The French 1813 victory at Dresden was one of the most spectacular on the Emperor's long resume, and proved to everyone that though the Eagle was a bit frostbitten from Russia, its talons were just as sharp as ever. Brigade level, hundreds of thousands of

combattants and every elite or Guard formation in Europe will be in attendance, so come join the fun.

### **F-079 Classic Battletech Demo Game**

*Futuristic; 12 PM; Length: 1; Hosted by: Mark Yingling; Scale: 1/285; Sponsored by: Iron Wind Metals; Rules CBT – Total Warfare; No. of Players: 4*

WALK-UP demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration will be necessary so just walk up and play.

*Held at Iron Wind Vendor Table*

### **F-112 Aerodrome 2.0 - WW2 Aerial Combat**

*WWII; 12 PM; Length: 5; Hosted by: Stanley Kubiak; Scale: 1/144; Sponsored by: Aerodrome Aerial Combat Games; Prize: Wings, Medals and Decorations; Rules Aerodrome 2.0 WW2 Aerial Combat Game; No. of Players: 10*

The popular Aerodrome 1.1 rules adapted to WW2 air combat. The rules remain easy-to-learn, easy-to-play and a lot of fun, but take into account faster speeds and greater weapons lethality of WW2 aircraft. Up to 10 players per round, rounds last about one hour, running continuously through allotted time. (Note: Playing in this game "qualifies" new Aerodrome 2.0 players for the Saturday morning Aerodrome 2.0 - Convoy Attack in the Med game.) Under age 15 only with playing adult.

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### **F-150 Battle of the North Cape 1943**

*WWII; 12 PM; Length: 5; Hosted by: Sean Barnett; Scale: 1/2400; Rules General Quarters 3; No. of Players: 8*

In December 1943, the German battlecruiser Scharnhorst sortied from its berth in northern Norway to intercept British convoys en route to and from Murmansk. Historically, strong British escorts, led by battleship Duke of York, defeated the attack and sank the Scharnhorst. This time, will the circumstances and the outcome be the same or will the Germans be able to turn the tables on the British and sink the critical convoys? Come and see and decide for yourselves!

### **F-223 The Trenches of Onganjira**

*Colonial; 12 PM; Length: 4; Hosted by: Roy Jones and Eric Alvarado; Scale: 25mm; Sponsored by: Falcon Miniatures; Prize: Gift Certificates; Rules Sword and the Flame (Modified); No. of Players: 5*

German South-West Africa (present-day Namibia), April 1904: The advancing German Headquarters Column is trying to destroy Herero forces based in the valley of the Onganjira. The Hereros have blocked the valley at its narrowest section with a fortified trench line, anchored on the "Hill with only One Tree". It's a melee, a gunfight, and everything in-between at the Trenches of Onganjira! A battle from the newly released scenario book *The Herero War*, available in the Exhibitor Hall.

**F-238 Eagle over the Rising Sun, Tarawa 1943**

*WWII; 12 PM; Length: 4; Hosted by: Eric Alvarado and Jerry Frazee; Scale: 28mm; Sponsored by: Eagle Over the Rising Sun; Rules Modified Arc of Fire; No. of Players: 4*  
American forces invaded Japanese held Tarawa during the WWII Pacific Campaign. Using terrain built and figures painted by artist Jerry Frazee, you may take on the role as either the invading American force with the sole mission of capturing this island -or- the defending Japanese force with the sole mission to defend the island with honor. Scenarios will be selected from the Tarawa 1943 scenario book due out at Fall-In 2008, and announced at [www.eotrs.com](http://www.eotrs.com).

**F-243 Sharpe's Secret Mission 18 July 1811**

*Napoleonic; 12 PM; Length: 4; Hosted by: John Lang and Ed Miller; Scale: 25mm; Sponsored by: Columbia Wargamers Club; Rules Napoleon Skirmishing Rules from CWC; No. of Players: 8*

Major Sharpe has been given orders to go behind the French lines and meet with the Spanish guerillas under the command of Father John. He is to escort the Spanish guerillas back to the British line with their invaluable secret cargo.

**F-246 Aerodrome 1.1 by Stan Kubiak**

*WWI; 12 PM; Length: 4; Hosted by: Hal Dyson; Scale: 1/72; Prize: silver wings-1st"kill";gold,5th;Blue Max,25; Rules Aerodrome 1.1 by Stan Kubiak; No. of Players: 10*  
Thrill to the kill! WW I combat as it was: simple, intense, bloody! Novice or veteran; chance. luck, skill; YOU live in fame or go down in flame! "Bennies" for combat success. Runs from '1400M to 10-10:30 in a series of 60 to 90 min. roundsPM. "Dead" yield seats to pilots awaiting aircraft at the end of each round on a first come - serve basis. The purpose of the game is to ENJOY!

– 1 PM –

**F-019 There's Confederate Gold at Hosspoint Landing!**

*ACW; 1 PM; Length: 4; Hosted by: Patrick Hreachmack & Norm Lunde; Scale: 1/600; Sponsored by: Bay Area Yards & Under Both Flags; Prize: Under Both Flags and 1:600 scale ACW naval models; Rules Under Both Flags; No. of Players: 8*

During the late ACW, Confederate naval forces with armored vessels were ordered to proceed into the Missohtennean River delta and recover part of the Confederate Treasury hidden at Hosspoint Landing. However, Federal naval forces have learned of the gold and have dispatched their own gold recovery force. Come join this naval action and see who gets the gold!!

*No gamers under 17 PLEASE!*

**F-028 Doodlebug Hunt - August 1944**

*WWII; 1 PM; Length: 1; Hosted by: Martin Fenelon; Scale: 1/285; Sponsored by: Niantic Wargamers & MSD Games; Rules Luftwaffe: Fight for the Skies; No. of Players: 4*

The V-1 blitz against London and the invasion ports is in full swing. The RAF has deployed several fighter wings to intercept the doodlebugs. Each player commands 2-4

aircraft and must stop as many of the missiles as possible. Fast playing rules will be taught, beginners welcome.

*No Tickets to be Printed*

### **F-055 Ironclads at War: The Charleston Harbor Attack, April 7, 1863: You Are There**

*ACW; 1 PM; Length: 4; Hosted by: Doug Lipton & Joe Seliga; Scale: 1/1200; Sponsored by: NJMS; Rules Raiders and Blockaders; No. of Players: 8*

In this historic naval attack on one of the Confederacy's main harbors, Admiral DuPont's ironclads sought to destroy the harbor defenses ( Ft Sumter, Ft Moultrie, and six others) and break through to the City of Charleston. DuPont had been the successful fleet commander at the defeat of Port Royal earlier that year). He believed he could use the same tactics to win this encounter but failed. Can the Union fleet with YOUR leadership, avoid DuPont's mistakes, assault the harbor defenses and breakthrough to the inner harbor. Can YOU as the, Commander of the Charleston Harbor defense, smash the Union attempt and chase its "fleet" back to Port Royal with your batteries and casemate fleet.

### **F-059 NATO and Russia Rampage Through Manchuria!**

*Modern; 1 PM; Length: 8; Hosted by: Dan McDonagh; Scale: 6mm; Sponsored by: Osprey Publications and NSDM; Rules Home Rules; No. of Players: 60*

In the eleventh game in the series, NATO and Russia rampage through Manchuria. However, the PRC has nukes, and they're not afraid to use them. Get ready to rumble!

### **F-080 Classic Battletech Demo Game**

*Futuristic; 1 PM; Length: 1; Hosted by: Mark Yingling; Scale: 1/285; Sponsored by: Iron Wind Metals; Rules CBT – Total Warfare; No. of Players: 4*

WALK-UP demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules No registration will be necessary so just walk up and play.

*Held at Iron Wind Vendor Table*

### **F-108 Battle of Elchingen (October 14th, 1805)**

*Napoleonic; 1 PM; Length: 3; Hosted by: David Waxtel; Scale: 15mm; Sponsored by: Maplewood Hobby, NJ; Rules Shako 2; No. of Players: 6*

Napoleon recognized the importance of occupying the north bank in force to trap the Austrians. Napoleon ordered Ney to cross the Danube on the morning of the 14th and take Elchingen. Novice game for people that would like to try Napoleonics and Shako 2. Dave Waxtel will walk you through a famous action and a fun game.

### **F-110 Haslach-Jungingen (October 11th, 1805)**

*Napoleonic; 1 PM; Length: 3; Hosted by: David Waxtel; Scale: 15mm; Sponsored by: Maplewood Hobby, NJ; Rules Shako 2; No. of Players: 6*

Austrian General Mack mobilized his demoralized troops with the intent of pinning the French at Haslach while Schwarzenberg and Ferdinand launched an oblique attack against the French right flank at Jungingen. Novice game for people that would like to try Napoleonics and Shako 2. Dave Waxtel will walk you through a famous action and a fun game.

**F-137 Battle of Ft. Gregg “The Thermopylae of the South”**

*ACW; 1 PM; Length: 3; Hosted by: Joe Brimer; Scale: 15mm; Sponsored by: Battle Barn of Williamsburg; Rules Fire & Fury; No. of Players: 9*

Be part of the Union attack that could possibly break the siege of Petersburg and break the back of the Confederates. Union players must break through the lines while the southern forces must hold out as long as possible. Game will be using modified Fire and Fury rules. 6 players on the Union side and 4 on the Confederate.

**F-138 Battle of Mons**

*WWI; 1 PM; Length: 3; Hosted by: Joe Brimer; Scale: 15mm; Sponsored by: Battle Barn of Williamsburg; Rules Over The Top; No. of Players: 6*

The open battle for England in WWI. The overwhelming forces of Germany attack the British around the city of Mons. Can England hold the line or will the might of the German Empire march to the sea. Gamers should have a background knowledge of the early year of WWI. Modified Over the Top rules will be used. Hand outs will be supplied to all gamers.

**F-144 Tewkesbury -- Last Battle of the War of the Roses, 1471**

*Medieval; 1 PM; Length: 4; Hosted by: Bob Beattie; Scale: 25mm; Sponsored by: NASAMW; Rules DBA; No. of Players: 8*

Yorkists take on the Lancastrians in the last battle of the War of the Roses. Lots of Knights, long-bowmen, pole arms, and even artillery. Large scale scenario battle with DBA. Beginners to the period or newbies to DBA are welcome. DBA is not just for tournaments, it is excellent for big participation battles too.

*Located in the DBA Tournament Area*

**F-154 Kleist's Retreat (Action after Dresden 1813)**

*Napoleonic; 1 PM; Length: 4; Hosted by: Dave Wood; Scale: 28mm; Sponsored by: The HAWKS; Rules Wellington Rules; No. of Players: 6*

The Allies are retreating after their loss at Dresden. A Prussian force has been ordered to hold the high ground until all elements can retreat through the defile. Will the force hold or will the French be able to seal off the route of retreat?

**F-155 Caldwell Clears the Wheatfield**

*ACW; 1 PM; Length: 4; Hosted by: Eric Schlegel; Scale: 15mm; Sponsored by: The HAWKS; Rules Johnnie Reb II; No. of Players: 8*

Gettysburg, 2 July 1863. As the III Corps came tumbling back from their advanced positions around the Peach Orchard and the Wheatfield, Hancock began sending reinforcements, including Caldwell's veteran II Corps division, to the Union left. Eventually, elements of 3 Union corps would be thrown into the maelstrom of the Wheatfield.

*Players under 13 welcome with a playing adult*

**F-156 Them!**

*Pulp; 1 PM; Length: 4; Hosted by: John R. 'Buck' Surdu; Scale: 28mm; Sponsored by: The HAWKS; Rules To Be Continued...By GASLIGHT; No. of Players: 6*

Created by nuclear testing in the Nevada desert, giant ants have migrated to the Los Angeles sewer system. Soldiers are sent into the sewers to find the queen and perhaps rescue two boys, who are missing. Players lead a jeep full of soldiers into the sewers or control swarms of giants ants protecting their queen.

**F-190 Talavera - 28 July 1809 - Wellesley Makes His Name**

*Napoleonic; 1 PM; Length: 4; Hosted by: Tom Harris and Frank Chadwick; Scale: 15mm; Sponsored by: Test of Battle Games; Prize: Gift Certificate to Test of Battle Games; Rules Volley and Bayonet II - Road to Glory; No. of Players: 6*

In the summer of 1809, the British under Wellesley and the Spanish under Cuesta undertook a joint campaign against Jourdan's French Army of the Center, but it was plagued by poor cooperation between the two allied commanders. At Talavera, the Allies scored a victory against the French, earning Arthur Wellesley the title Viscount Wellington.

**F-195 A Day by the Sea - Holland,1600**

*Renaissance; 1 PM; Length: 4; Hosted by: Alex Hawkins and Frank Capotorto; Scale: 15mm; Sponsored by: Upstate NY Wargamers; Rules Warfare in the Age of Discovery; No. of Players: 6*

A sunny Seaside day brings the Dutch army out to do battle with the Spanish forces. Maurice of Nassau has orders to reduce the Spanish held town of Nieuport. His multi-national army is seeks to rid Holland of the Spanish governor Archduke Alberto and his Spanish tericos.

*Players must be at least 15 years old to partisipate*

**F-225 Turning Point North Atlantic -- The Attack on Convoy OB293**

*WWII; 1 PM; Length: 4; Hosted by: William Dickens; Scale: 1/6000; Rules GQIII with GM modifications; No. of Players: 6*

"The only thing that ever really frightened me ... was the U Boat" Winston Churchill. On the night of 3/6/41 a wolf pack attacked the convoy OB293. Two of Germany's U-boat "aces" took part in the disastrous attack in which one sub was badly damaged and two never heard from again. Many consider this night the turning point in the battle of the Atlantic. Can you repeat the British success or reverse Germany's fortune?

**F-239 The Long Night of Terrifying Horror at Hellshade Manor II: Return of the Endless Menace**

*Horror; 1 PM; Length: 3; Hosted by: Joey McGuire; Scale: 28mm; Sponsored by: Rattrap Productions; Rules .45 Adventures (Modern); No. of Players: 4*

For years the derelict Hellshade Manor, perched high above the small community of Hill Lake, has been the focus of horrors each Halloween night. Despite being condemned repeatedly and numerous warnings from Old Man Magillicutty, the manor stills sees a steady stream of murders, disappearances, satanic rituals, and teen keggers. Now Halloween approaches and a coalition of brave, and very suicidal, men and woman will

enter the manor and try to plumb its secrets. Who among them will survive? Note some material might be a little mature in nature (PG-13). Game play will be enormously tongue-in-cheek, you've been warned!

#### **F-240 Fighting Soldiers from the Sky**

*Modern; 1 PM; Length: 4; Hosted by: Matt Kirkhart; Scale: 20mm; Sponsored by: Army of Central Maryland; Rules Tien Len!; No. of Players: 5*

Remember the camp assault scene from "The Green Berets?" Why not play a game based on it? The Green Beret players try and evacuate their camp and air lift the civilians to safety before the Viet players overrun it.

*Rules taught, children 12 and older welcome with adult*

#### **F-241 The Atlantic Seawall**

*WWII; 1 PM; Length: 4; Hosted by: Greg Whitaker and Geoff Golliver; Scale: 25mm; Sponsored by: Acheson Creations & Woodbridge (VA) Area GamerS; Rules Battleground; No. of Players: 10*

The Allies are attacking the formidable Atlantic Wall. Will you be able to push inland and secure the beachhead?

*Beginners Welcome*

#### **F-244 The Amazons Are Coming**

*Fantasy; 1 PM; Length: 4; Hosted by: Cleo Liebl and Bob; Scale: 25mm; Rules Blonde Rules (Home rules); No. of Players: 6*

And you should see their chariots! A lusty raid for breeding stock. Politically incorrect, but lots of fun.

– 2 PM –

#### **F-070 Fire in the Sudan**

*Colonial; 2 PM; Length: 6; Hosted by: Miek Pierce and Mark Hayes; Scale: 15mm; Rules The Mahdi's Fury (Fire & Fury Regimental); No. of Players: 6*

By February, 1884, the Mahdist cause in Sudan was advancing. Gordon was besieged in Khartoum, while the Red Sea ports were under assault by Osman Digna's forces. Two days ago, General Graham sent a small force to guard the wells at Abu Galala (about halfway to Sinkat). Yesterday exhausted remnants of the escorting cavalry arrived back in Suakin, telling of a fearful ambush and disaster near the small village. A relief force has been dispatched, but will it be in time?!?!

#### **F-081 Classic Battletech Demo Game**

*Futuristic; 2 PM; Length: 1; Hosted by: Mark Yingling; Scale: 1/285; Sponsored by: Iron Wind Metals; Rules CBT – Total Warfare; No. of Players: 4*

WALK-UP demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration will be necessary so just walk up and play.

*Held at Iron Wind Vendor Table*

**F-097 Classic Battletech – Grinder 1**

*Futuristic; 2 PM; Length: 3; Hosted by: Dave Yingling; Scale: 1/285; Sponsored by: Iron Wind Metals; Rules CBT – Total Warfare; No. of Players: 8*

The Grinder is a free for all Classic Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. The game will be using MWDA miniatures for game play with the Classic Battletech Stats.

**F-104 3:10 to Yuma (1870s)**

*Age of Rifles; 2 PM; Length: 3; Hosted by: Christin & Mark Sciulli; Scale: 28mm; Sponsored by: Band of Gamers & Old Glory; Rules THW Six Gun Sound simplified for convention; No. of Players: 8*

You have seen the movies, now you can relive it and perhaps write a new ending. Can you get the infamous outlaw Ben Wade to the train on time? What will his evil gang do to free him? Will the town sheriff and his deputies aid the sodbuster and Pinkertons or will they sit this one out? Which side will the townfolks join? Will the train be on time? What will Wade do in the end?

*Rules will be taught. Adult must be present with child*

**F-114 Something Has Gone Horribly Wrong With The Safari - Late 19th Century**

*Colonial; 2 PM; Length: 3; Hosted by: Brett Abbott; Scale: 28mm; Sponsored by: Monday Night Adventurers; Rules Tanzania Version 2; No. of Players: 6*

Something Has Gone Horribly Wrong With The Safari - Late 19th Century Description: Each player guides a desperate band who are attempting to find fame and fortune in the African wilderness of the late 19th century. Only the clever and ruthless survive and thrive as the bearers disappear and desperate battles are waged in the unforgiving jungle. Players should expect that their safari will have horrible things happen to it, because it will. No experience required, bring a good attitude and all are welcome.

**F-120 New Snakes in Town**

*WWII; 2 PM; Length: 4; Hosted by: Alvin Gunkel; Scale: 1/300; Sponsored by: SkirmishCampaigns; Rules Check Your 6!; No. of Players: 8*

In Spring of 1943 in the skies over the Kuban River in the Northern Caucasus region of Russia the Luftwaffe ran into a little trouble in the form of the 9th Guards Fighter Division. Pilots of the 9th Guards flying P-39 Airacobras and P-40 Kittyhawks have adopted new tactics under the leadership of Aleksandr Pokryshkin and the Luftwaffe isn't too happy about this! Come join the Check Your Six! furball, sponsored by <http://www.skirmishcampaigns.com/>.

**F-186 Lepanto Wars**

*Renaissance; 2 PM; Length: 3; Hosted by: Brian Whitaker; Scale: 25mm; Sponsored by: Woodbridge (VA) Area Gamers & Merrimack: Old Glory Shipyard; Prize: certificate offered; Rules Lepanto Wars; No. of Players: 10*

The Arab galleys have spotted two Spanish Treasure Galleons and are intent on having their cut. Can they close and board without getting shot up? Beginners welcome.

*Beginners welcome*

**F-200 Welcome to Wargaming 101 - A Kid's Game**

*WW2; 2 PM; Length: 4; Hosted by: Bob Bengel; Scale: 10mm; Sponsored by: Old Dominion GameWorks; Prize: Free Tank for each Player; Rules Mein Panzer Junior; No. of Players: 6*

Kids, it's time to play a tank game like your Dad. German and American tanks from late in WW2 will be used. The game is designed for kids 8-12 that have a little understanding of wargames. We will be using Mein Panzer Junior level 3.

*Kids 12 Years and younger please.*

**F-231 Earth, the Invasion (28 AB)**

*Futuristic; 2 PM; Length: 3; Hosted by: Ben Fornshell; Scale: 25mm; Rules Tabletop Battle System (Sci-Fi Supplement); No. of Players: 6*

You stand on a grassy knoll with the last survivors of your platoon. The faces are all hardened past the point of sorrow. Every one of you has seen your friends, family, and the last bit of humanity in your souls devoured. With gritty determination you spread out seeking every bit of cover from the oncoming wave of death. It is the year 28 AB (After Bugs). The last vestiges of mankind make their final stand on Earth in a valiant attempt to protect the first, prototype Warp Gate. For pictures and full details visit

[www.wnga.org/fallin2008](http://www.wnga.org/fallin2008).

– 3 PM –

**F-066 Gnome Wars: Verdun**

*Fantasy; 3 PM; Length: 4; Hosted by: Jim & Steve Stanton; Scale: 28mm; Sponsored by: Brigade Games; Prize: French Gnome; Rules Gnome Wars; No. of Players: 8*

The initial German artillery barrage pounded the French units in The Village of Champ. The remaining French troops, expecting another barrage before the German attack, left the town and took up defensive positions in the shell holes and a broken trench in front of the town. Help had been promised but as dawn broke the relief force had not yet arrived. The French commander, with shells exploding behind him and an attack force forming in front of him, waited for the imminent assault. Anyone bringing a painted 320-point Gnome unit from Brigade Games does not have to pre-register. No one under 14 without a playing adult with Father/son teams encouraged.

**F-082 Classic Battletech Demo Game**

*Futuristic; 3 PM; Length: 1; Hosted by: Bethany Stahlman; Scale: 1/285; Sponsored by: Iron Wind Metals; Rules CBT – Total Warfare; No. of Players: 4*

WALK-UP demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration will be necessary so just walk up and play.

*Held at Iron Wind Vendor Table*

**F-142 MacDonald's Brigade at Omdurman - Sudan, 1898**

*Colonial; 3 PM; Length: 5; Hosted by: Mark Fastoso; Scale: 25mm; Sponsored by: Colonial Campaigns; Rules Sword and the Flame; No. of Players: 6*

Kitchener's Army has finally reached the Mahdist capitol and the struggle for the Dervish Empire has begun. At dawn the Khalifa lunched a frontal assault against the Anglo-

British army and were mowed down by Maxim Guns and artillery. Sensing the Mahdist were defeated Kitchner moved his army in pursuit to finish them off. But due to misinterpreted orders Major General MacDonald's Egyptian Brigade is left isolated on the right end of the line...and he finds the Dervish Army is not yet defeated.

### **F-153 V-for-Vamoose**

*WWII; 3 PM; Length: 4; Hosted by: Bruce Khorn; Scale: 1/300th; Sponsored by: Martin Fenelon/The HAWKS; Rules Luftwaffe 1946; No. of Players: 4*

In the chaos of impending defeat, expediency leads to strange alliances as various groups plan their escape. A formation of FW-287s with a jet escort is making a break for Scandinavia. Less enlightened fanatics have uncovered the plot in time to overtake the laden bombers. Each player (and even some individual pilots) will have their own agendas.

*Rules will be taught. Children with adult co-pilots are welcome.*

### **F-171 Sock Puppet Wars IV: Monsters Under the Bed**

*Futuristic; 3 PM; Length: 3; Hosted by: Chris Vaughn; Scale: 28mm; Sponsored by: WNPG; Prize: Yes; Rules SSIMUP; No. of Players: 6*

The Dust Bunnies have brought war to the Sock Puppet lands and this time it's for all the marbles, loose change and anything else discarded under the bed. Choose your sides as the greatest battle fought under a bed is about to take place. \*No Dust Bunnies or Sock Puppets were injured during the creation of this game.

### **F-197 Relief of Guadaloupe - 1 April 1759**

*Age of Reason; 3 PM; Length: 6; Hosted by: Stanley Sunderwirth; Scale: 1/2000; Rules Victory Under Sail; No. of Players: 6*

Chef d'escadre Bompar with 9 powerful battleships confronts Commodore Moore with 10 smaller battleships to lift the siege of Guadaloupe. (Historically, Bompar hid in port until the French garrison surrendered, then skulked back to France in disgrace.) Players will control multiple ships in fast-playing game with lots of dice and almost no charts.

*Rules will be taught*

– 4 PM –

### **F-024 Battle of Cambrai, 1917**

*WWI; 4 PM; Length: 4; Hosted by: Victor Hiris; Scale: 25mm; Rules Trench Wars; No. of Players: 9*

Can the British penetrate the German trenches? This battle is the birth of armoured warfare

### **F-046 Battle of MIMIGAWA 10 December 1578**

*Renaissance; 4 PM; Length: 4; Hosted by: Tom Black; Scale: 25mm; Rules Sake and Sushi - Home Rules; No. of Players: 8*

Determined to crush the growing power of the Shimazu, Ôtomo Sôrin and his son Yoshimune led an enormous host into Hyûga, intent on recapturing lands taken from the Ito family. In the resulting battle Tawara sent the Ôtomo army in a frontal attack that was

repulsed after some bitter fighting. The Ôtomo were quickly routed, and Yoshihisa won an amazing victory that cost his enemy thousands of men and heralded their decline.

### **F-083 Classic Battletech Demo Game**

*Futuristic; 4 PM; Length: 1; Hosted by: Bethany Stahlman; Scale: 1/285; Sponsored by: Iron Wind Metals; Rules CBT – Total Warfare; No. of Players: 4*

WALK-UP demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration will be necessary so just walk up and play.

*Held at Iron Wind Vendor Table*

### **F-121 The Hunters Hunted**

*WWII; 4 PM; Length: 4; Hosted by: Chris Pringle; Scale: 1/300; Sponsored by: SkirmishCampaigns; Rules Check Your 6!; No. of Players: 9*

14 December 1944, Hungarian Fw-190s escort the German tankbuster Stukas of the legendary Hans-Ulrich Rudel's Schlachtgeschwader 2. SG 2's mission was to support German ground troops by destroying Soviet armour. They ran into Soviet aircraft trying to do the same for their comrades. Stukas and Fw-190s clashed with Stormoviks and La-5s above, while Panthers and T-34s fought it out below. This battle is from the scenario book "Aces Over Hungary" to be released at Fall-In!. Try aerial combat using the popular Check Your 6! rules ([www.skirmishcampaigns.com](http://www.skirmishcampaigns.com)).

### **F-177 Admiral Scott Meets "The Bombardment," Oct. 11, 1942**

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

Historically, Adm. Norman Scott defeated the Japanese CruDiv 6 in the Battle of Cape Esperance. Two nights later, two battleships nearly obliterated Henderson Field and faced only PT-Boats. Suppose that Adm. Kurita had run his bombardment mission ahead of schedule and faced TF-64.

*Rules will be taught. Refreshments will be served.*

– 5 PM –

### **F-048 Trouble on C5833187**

*Futuristic; 5 PM; Length: 4; Hosted by: Scott Kramer; Scale: 15mm; Sponsored by: 6 Feet Under Games; Rules Stargrunt II; No. of Players: 4*

Due to unusual occurrences workers have abandoned mining operations, and taken up arms on C5833187. Kangsura Corporation is not pleased with this situation. Corporate enforcers are in route to apprehend the instigators and protect Kangsura interests. Meanwhile other parties have taken notice and are eager to capitalize. Unfortunately steadily increasing sunspot activity and strange magnetic fields are making travel and communication to and from C5833187 impossible. Find out if the miners will be forced to honor their contracts, or if other interests can step in and assume control, also what is considered an "unusual occurrences" on C5833187.

*Mature and have at least read the SG2 rules which are a free download from <http://www.groundzerogames.net/>*

**F-084 Classic Battletech Demo Game**

*Futuristic; 5 PM; Length: 1; Hosted by: Bethany Stahlman; Scale: 1/285; Sponsored by: Iron Wind Metals; Rules CBT – Total Warfare; No. of Players: 4*

WALK-UP demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. No registration will be necessary so just walk up and play.

*Held at Iron Wind Vendor Table*

**F-098 Classic Battletech – Grinder 2**

*Futuristic; 5 PM; Length: 3; Hosted by: Dave Yingling; Scale: 1/285; Sponsored by: Iron Wind Metals; Rules CBT – Total Warfare; No. of Players: 8*

The Grinder is a free for all Classic Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. The game will be using MWDA miniatures for game play with the Classic Battletech Stats.

**F-109 Battle of Elchingen (October 14th, 1805)**

*Napoleonic; 5 PM; Length: 3; Hosted by: David Waxtel; Scale: 15mm; Sponsored by: Maplewood Hobby, NJ; Rules Shako 2; No. of Players: 6*

Napoleon recognized the importance of occupying the north bank in force to trap the Austrians. Napoleon ordered Ney to cross the Danube on the morning of the 14th and take Elchingen. Novice game for people that would like to try Napoleonics and Shako 2. Dave Waxtel will walk you through a famous action and a fun game.

**F-111 Haslach-Jungingen (October 11th, 1805)**

*Napoleonic; 5 PM; Length: 3; Hosted by: David Waxtel; Scale: 15mm; Sponsored by: Maplewood Hobby, NJ; Rules Shako 2; No. of Players: 6*

Austrian General Mack mobilized his demoralized troops with the intent of pinning the French at Haslach while Schwarzenberg and Ferdinand launched an oblique attack against the French right flank at Jungingen. Novice game for people that would like to try Napoleonics and Shako 2. Dave Waxtel will walk you through a famous action and a fun game.

**F-147 Lethal Pass WWII Air Combat**

*WWII; 5 PM; Length: 3; Hosted by: Jim McCort; Scale: 1/600; Rules Lethal Pass (home rules); No. of Players: 10*

Fighter pilots in WWII had split seconds to make life-and-death decisions. We give you just a little more time than that. These home rules put you in the cockpit of one of your favorite WWII fighters. Bf-109s, Hurricanes, Spitfires, and maybe even some late war models. A brief teaching game will pit all the players against some bombers. A second game will throw you into the air for some nail-biting combat against the other players. Special bonus for returning LP players. This is the fast moving air combat game you should have played at the last six HMGS conventions.

**F-178 Elephants Can Be Fun & Tasty Too!**

*Ancients; 5 PM; Length: 4; Hosted by: Philip J. Viverito; Scale: 25mm; Sponsored by: MagWeb.com; Prize: Special Award to Be Determined; Rules Classical Hack Second Edition; No. of Players: 6*

The Carthaginians are in Spain and are attempting to convince the Celtiberians that Carthage has much to offer them. If the Celtiberians refuse to ally themselves to Carthage then the Carthaginians will force them to. A large army of Carthaginians including every weapon of war they have at their disposal to force the Celtiberians to see things their way. It is Celtiberians against the might of Carthage. Will short swords overcome the crushing might of phalanx and elephants?

**F-218 Thirty Years War--Breitenfeld--1632**

*Renaissance; 5 PM; Length: 5; Hosted by: Troy Turner; Scale: 15mm; Rules Fire and Fury modified; No. of Players: 10*

This is the "Gettysburg" of the Thirty Years War--Breitenfeld. This battle shifted warfare from the old to the new and was probably the most defining battle of the period. Gustav Adolph's newly reformed Swedish army versus the vaunted Imperial and Catholic League tercios. The battle will be featuring armoured cavalry, massed batteries, linear formations of shot, and the classical push of pike.

– 6 PM –

**F-001 Featherstone Cup**

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

**F-017 Flies in the Spanish Sun - Spanish Civil War 1937**

*Inter-War; 6 PM; Length: 4; Hosted by: Gerard Lane; Scale: 1/300; Sponsored by: Battlegroup Boston; Rules Check Your Six!; No. of Players: 8*

1937 - The skies above Madrid are buzzing with something new, the I-16 Mosca. The Republic and its Soviet advisors are going after the Nationalists and their German advisors. Will the Legion Kondor have what it takes to stop the Red airmen? Will the pilots of the Republic be able to shoot down the Fascists? Take to the air and find out. Rules taught.

**F-027 No Fate But What We Make - Future (Terminator 2)**

*Futuristic; 6 PM; Length: 4; Hosted by: Michael Buonagurio; Scale: 25mm; Rules Stargrunt II - Modified; No. of Players: 6*

TechCom forces under John Connor attack a Skynet bioweapons facility to rescue human survivors and destroy this Skynet node. Aerial and tracked H-K's, infiltrators, T-800 terminators, TechCom sappers, improvised vehicles, and other surprises battle it out through a destroyed cityscape. In celebration of the upcoming 25th anniversary of Terminator and the new T4 movie players take the forces of Skynet or TechCom to help determine humanities fate.

*Adult must be present with child (<13 yrs old)*

### **F-063 Battle of Maison Neuve, July 18, 1918**

*WWI; 6 PM; Length: 6; Hosted by: David Bonk; Scale: 28mm; Sponsored by: Triangle Simulation Society (TSS); Rules Modified Platoon Commander Skirmish; No. of Players: 6*

During the first day of the Soisson offensive in July, 1918, elements of the 5th Marine Regiment and the 23rd Infantry Regiment joined forces to attack the German defenses at Maison Neuve. Early in the morning on July 18th the Americans attacked the German entrenchments and overwhelmed the defenders.

### **F-122 Black Tuesday**

*Korea; 6 PM; Length: 4; Hosted by: C.B. Stevens; Scale: 1/300; Sponsored by: SkirmishCampaigns; Rules Check Your 6!; No. of Players: 10*

22 October 1951, Over Namsi, North Korea. In a disastrous day for the USAF Far East Air Force an eight-ship B-29 raid on the airfield at Namsi is jumped by over 100 MiG-15s. Wearing North Korean colors, but piloted by elite Soviet aircrews including many WWII combat veterans, the MiGs completely outmatch the USAF F-84s flying escort for the big bombers. Of the eight B-29s, three are shot down short of the target, two are damaged beyond repair and crash land, and two more are severely damaged and must divert to South Korean airbases. Only one bomber made it back to Japan that day. This engagement spelled the end of daylight bombing raids over North Korea, and brought a close to the effective service of the Superfortress. Try aerial combat using the popular Check Your 6! rules ([www.skirmishcampaigns.com](http://www.skirmishcampaigns.com)).

### **F-214 Struggle for the Tsalu Crossing - Manchuria 1904**

*Russo-Japanese; 6 PM; Length: 4; Hosted by: Chuck Turnitsa; Scale: 15mm; Sponsored by: Old Dominion Military Society; Rules Red and White (modified); No. of Players: 6*

Assets of Japan's second army are attempting to force a crossing of the Poda river at the village of Tsalu. The village is held by Russian infantry who have been retreating by road and rail since the defeat at Yalu. Reinforcing the infantry, however, is a fresh Russian division, and a new aggressive commander who wants to take the fight to the enemy. This leads to a showdown in the Poda river valley, over the Tsalu bridges.

– 7 PM –

### **F-021 The Early Bird Gets the Worm, Somme Style**

*WWI; 7 PM; Length: 5; Hosted by: Jon Lundberg & Jeff McCarroll; Scale: 28mm; Sponsored by: Brigade Games; Rules Price of Glory; No. of Players: 8*

The British have been preparing for an attack of the German Trench line. The trouble is that the Germans struck first and are into the British Trenches as they prepare to attack. The British need to quickly clear the trench line in order to stay on their artillery timetable, while the Germans want to foil the British attack. Return of the 8'x5' trench system first seen at Historicon.

**F-029 RAF Milk Run - December 1944**

*WWII; 7 PM; Length: 4; Hosted by: Martin Fenelon; Scale: 1/285; Sponsored by: Niantic Wargamers & MSD Games; Rules Luftwaffe: Fight for the Skies; No. of Players: 8*

The German push to Antwerp via the Ardennes is succeeding. RAF light bombers are targeting a key bridge far behind the lines. Since all the jets are supporting the panzers, this should be a milk run. Each player commands multiple aircraft. Fast playing rules will be taught.

**F-072 The Bey at Bay is back**

*Napoleonic; 7 PM; Length: 4; Hosted by: John Covello; Scale: 28mm; Sponsored by: Connecticut Game Club & DJD Miniatures; Rules Scrubs & Swabs; No. of Players: 8*

The Bey is defending his harbor against an attack by the Royal Navy. He's got more toys though to hold off the British. Can our Jolly tars overcome the Barbary pirates and their new defenses?

*Kids under 14 must be accompanied by an adult*

**F-074 Biplanes & Battleships, May 1931 - Operation Javelin**

*Inter-War; 7 PM; Length: 4; Hosted by: Jessee Scarborough; Scale: 1/6000; Rules Biplanes & Battleships - Dice at Sea; No. of Players: 8*

Based on Hector Bywater's book, "The Great Pacific War, 1931," the game portrays an early war USN effort to intercept an IJN convoy in the Central Pacific. Can a DESRON's torpedo attacks be offset by a CRUDIV's heavy guns? Will a light carrier launching a biplane airstrike turn the tide? It will be fun to find out.

*Rules taught - Not recommended for kids*

**F-078 WWI Naval; Dogger Banks, January 1915**

*WWI; 7 PM; Length: 4; Hosted by: Rich Smethurst; Scale: 1/1200; Sponsored by: Star Books & Games, Jutland Project; Prize: Gift Certificates; Rules AH Jutland, Variant; No. of Players: 7*

Decoding German Rear Admiral Hipper's sailing orders, British Vice Admiral Beatty orders a rendezvous of his Battlecruisers and the Hartwich Force at Dogger Banks on the morning of January 24, 1915.

*Gamers under 11yrs. with parent/guardian*

**F-117 Rorkes Drift 15mm**

*Colonial; 7 PM; Length: 3; Hosted by: Bill Molyneaux; Scale: 15mm; Sponsored by: Gettysburg Area Gamers; Rules Home/Worthington games; No. of Players: 5*

Rorke's Drift in 15mm this is a very fast and fun area movement system. No rulers needed all movement is done by area movement. The same system used by Worthington game company in many of their games. The rules are only one page and very quick to learn. This has been a favorite at many conventions for a late night game since there is little thinking for either side the Zulus pound away at the small compound while the British must hold at all cost.

*No children please.*

### **F-123 Surprise over the Reich**

*WWII; 7 PM; Length: 4; Hosted by: Phil D'Amato; Scale: 1/300; Sponsored by: Skirmish Campaigns; Rules Check Your 6!; No. of Players: 8*

It's mid 1944 and the 8th Air Force has switched back to Strategic Bombing. They are sending a group of B-24's into the heart of Germany. Escorting the bombers will be P-51 Mustangs. Herman Goering has promised the Fuhrer he will stop the Allied bombings. Herr Goering has a few tricks up his sleeve. What surprise is in store for the 8th Air Force?

### **F-129 Arnold's Good Leg - Battle of Freeman's Farm, 19 Sept. 1777**

*Age of Reason; 7 PM; Length: 4; Hosted by: Marvin & James Veeder; Scale: 28mm; Sponsored by: F.O.G.S.; Rules Crucible of War; No. of Players: 8*

Burgoyne tries to push around the left flank of the Americans on the heights outside Saratoga and runs into a mildly annoyed Arnold. A great back and forth meeting engagement. Lots of 28mm miniatures and great terrain combined with a fun, fast play rule set equals a great time for all.

*Young adults are very welcome*

### **F-140 Forsaken: Apocalypse... Now?**

*Horror; 7 PM; Length: 3; Hosted by: Audrey Ewing; Scale: 28mm; Rules Forsaken; No. of Players: 6*

It has been 70 hours since the virus outbreak began in Providence City turning the populace into an undead horde. Documents and a virus sample were recovered from a Lazarus warehouse. This information helped locate the origin of the virus, a private mansion owned by Cyrus St. Lazare, founder of the Lazarus Corp. Your mission is to infiltrate the mansion and recover any important documentation and/or, if possible, a cure for the virus. Once this has been achieved, the mansion must be destroyed.

*Rules will be taught. No children under 13 years old*

### **F-143 Nick Travers Meets the Nazis : Episode 1**

*Pulp; 7 PM; Length: 4; Hosted by: John Camarano; Scale: 28mm; Rules Gaslight; No. of Players: 8*

Once again Nick Travers has been called upon to rescue Professor Knobsknockers from the jungles of South America. The good professor was contacted by a colleague with fantastic tales of super weapons being developed on a base somewhere in the Amazonian Jungle. The problem was the base was a German base and now the professor is missing. Can Nick save the professor and thwart the plans of the Nazis? Tune in and find out!

### **F-152 Prelude to Bastogne: MULTIPLE-BLIND**

*WWII; 7 PM; Length: 4; Hosted by: Kurt Schlegel; Scale: 6mm; Sponsored by: The HAWKS; Rules Look Sarge, No Charts; No. of Players: 5*

The Germans try to overwhelm the American defenders before they can establish a proper defense of Bastogne. This game will be run multiple-blind, meaning every player will have their own table. Each player will only see the enemy and friends that he can actually see and there will be limited communication. There will be more GMs than players to keep the action moving.

*Players under 13 welcome with a playing adult*

### **F-192 Closing the Lid - Arnhem, September 19th, 1944**

*WWII; 7 PM; Length: 5; Hosted by: Jake Strangeway and Bruce Graumlich; Scale: 15mm; Sponsored by: Test of Battle Games; Prize: Gift Certificate to Test of Battle Games; Rules Command Decision Test of Battle; No. of Players: 10*

The British 4th Para Brigade was to advance into Arnhem and occupy some high ground north of the city. Upon reaching a wooded area north of Oosterbeek the British encountered the northernmost elements of KG Spindler, situated near the western edge of Arnhem. By the 19th the 4th Paras Brigade was unable to advance further against the German resistance. The Germans then counterattacked from 3 directions, north, east and west, threatening to surround the entire Brigade and crush it.

### **F-207 King's Pardon**

*Pirates; 7 PM; Length: 4; Hosted by: Dave & Bruce Markley; Scale: 28mm; Sponsored by: NOVAG; Rules Blood and Swash; No. of Players: 8*

The Kin' has offered pardon fer any swashbuckler captain an' crew that give up the'r unsavory ways. All o' Port Common be in turmoil o'er th' news. Th' only hitch be that crews wantin' th' pardon must plant the'r jolly roger in th' old fort an' some o' th' other captains may want t' continue terrorizin' th' Spanish Main. This sea dog romp uses modified "Blood and Swash" rules. So what will 't be, long life ashore or return t' th' sea an' risk th' gallows end. Come an' find ou' what be yer fate.

*Kid Friendly, but under 13 need adult (over 18) present*

– 8 PM –

### **F-009 GREAT WAR BREAKTHROUGH: BLITZKRIEG OF 1918**

*WWI; 8 PM; Length: 3; Hosted by: Pete Panzeri; Scale: 20mm; Prize: Yes; Rules "ROMMEL RULES!" by Pete Panzeri; No. of Players: 30*

Join GM Pete Panzeri for a FAST MOVING – COMBINED ARMS game of the Allied Breakout from the Trenches of WWI. Join Brits, French, US Allies against the Kaiser's best all using Infantry, Armor, Artillery, Engineers, Aircraft and even Cavalry! Will the Allied Juggernaut strike Deep and break into open terrain or be stopped cold by determined German defense and Counter Attack? An Adults only "Rum & Brandy vs. Schnapps" – evening game

### **F-034 Disney's Pirates of the Carribbean**

*Pirates; 8 PM; Length: 4; Hosted by: Jim Welch & Graydon VanRy; Scale: 1/600; Sponsored by: Arena Games; Rules Modified Pirates of the Carribbean; No. of Players: 12*

Set sail with Jack Sparrow, Will Turner, Elizabeth Swan, Captain Barbosa, and squid-faced Davy Jones. Search islands to find crew, better ships, and treasure. Battle your enemies, change captains, take prisoners, throw them overboard, join the British or turn pirate. Gang up on other players, then double cross your friends, just like in the movies. Just watch out for the KRAYKIN! Friendly and challenging for kids and adults.

### **F-053 To Command the Sea**

*WWII; 8 PM; Length: 4; Hosted by: John Knuth & Chris Pinto; Scale: 1/2400; Sponsored by: New Jersey Naval Gaming Society & Seekrieg Admiralty; Rules Seekrieg 5; No. of Players: 8*

This scenario is designed to teach new players the SEEKRIEG 5 Naval Rules. Your country has commanded you to claim and control a small island with an almost inexhaustible supply of a very rare strategic mineral. Either control the Island or die trying. No other nation can be allowed to control the island. Each Player will control one World War II- era Heavy Cruiser in fight to the death to control a forlorn desolate Island. Rules will be taught and all are welcome.

*Age 14+*

### **F-067 Trench Wars: The Battle of Verdun**

*WWI; 8 PM; Length: 4; Hosted by: John Spiess; Scale: 25mm; Sponsored by: Age of Glory & Brigade Games; Rules Trench Wars; No. of Players: 8*

The initial German artillery barrage pounded the French units in The Village of Champ. The remaining French troops, expecting another barrage before the German attack, left the town and took up defensive positions in the shell holes and a broken trench in front of the town. Help had been promised but as dawn broke the relief force had not yet arrived. The French commander, with shells exploding behind him and an attack force forming in front of him, waited for the imminent assault. No Gnomes!

### **F-099 Classic Battletech - Surprise on Addicks**

*Futuristic; 8 PM; Length: 5; Hosted by: Mark Yingling; Scale: 1/285; Sponsored by: Iron Wind Metals; Rules CBT – Total Warfare; No. of Players: 10*

In May of 3039, the Capellan Confederation gave The MAC order to strike at the Capellen March. By July the MAC was attacking Federated Suns planets. Barton's Regiment was a part of the forces that attacked Kathil, but were defeated by a larger than expected Federated Suns forces. In November Colonel Barton lead his unit to Addicks, a major Fed Suns supply depot in the Draconis March. After their arrival, they were shocked to find four Davion regiments on world.

### **F-116 Shop Smart, Shop S-Mart**

*Horror; 8 PM; Length: 4; Hosted by: Jime Keats and Pete English; Scale: 28mm; Sponsored by: Old Colony; Rules Outbreak - home rules; No. of Players: 10*

It's Z-Day + 3 weeks. Supplies are dwindling to critical levels. It's time to leave the relative safety of your hidey-hole and go to town for some "shopping". Players will lead competing teams of survivors into to town in order to secure necessary supplies. It's a small town and supplies will be limited to "first come, first served". Then there's always the current "inhabitants" of the towns to be concerned about, because the walking dead are shopping for you.

### **F-172 Attack of the Corporate Zombies II: Hostile Takeover**

*Modern; 8 PM; Length: 3; Hosted by: Shawn Reis; Scale: 50mm; Sponsored by: WNPG; Prize: Yes; Rules Cube Warfare V.2; No. of Players: 8*

Rumors are running rampant that Mega Global Corp is in the midst of a hostile takeover. Fearing job cuts, new management, new HR Policies or even worse the loss of Casual

Fridays!! You decide to take matters into your own hands. Do you have what it takes to stop the takeover with out becoming a Corporate Zombie? Bring a Friend and find out.

**F-209 "Rugged Jungle Adventures" - Pulp Era Adventure in Africa**

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

Nazis in the jungle, a bronzed ape man flashing through the treetops, a desperate safari of failures, the U.S. Navy in pursuit of a kidnapped heiress, fierce tribesmen who may be cannibals, a role playing Pulpy time on the Dark Continent.

*Middle school kid and fun loving adults OK!*