



Preliminary Event List – Full 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.

– Friday 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

– Friday 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.

Under age 15 only with playing adult.

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.

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!

– Friday 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 giant 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 seeks to rid Holland of the Spanish governor Archduke Alberto and his Spanish tericos.

Players must be at least 15 years old to participate

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 still 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.

– Friday 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.

– Friday 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

– Friday 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).

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.

– Friday 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.

– Friday 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 Flys 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: Skirmish Campaigns; 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).

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.

– Friday 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

– Friday 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!

– Saturday 8 AM –

S-026 Hammers Slammers: Operation Coastal Rain - Future

Futuristic; 8 AM; Length: 8; Hosted by: Michael & Thomas Buonagurio; Scale: 25mm; Rules Hammers Slammers/Hammers Anvil; No. of Players: 8

Hammers Slammers and allied task forces have been given the task to secure a town and its overwatching fort from enemy forces (Zaporoskiye Brigade, elements of Broglie's Legion, and indig forces). These are the approved rules and miniatures based off the stories by David Drake. Custom terrain, fiber-optically lit fort, and 80+ vehicles clash over varied objectives.

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

– Saturday 9 AM –

S-002 Featherstone Cup

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

No Tickets to be Printed

S-007 Forlorn Hope! Fredericksburg, December 13, 1862

ACW; 9 AM; Length: 4; Hosted by: John Michael Priest, Dustin Kunkle; Scale: 54mm; Rules Fix Bayonets!; No. of Players: 6

Join us for a re-enactment of the fateful charge against the stonewall at Marye's Heights. Each player will command a battery /and or infantry regiment in an attempt to rewrite history and capture the Confederate guns along the crest of the hill. The game will run in three sessions with the next game picking up where the previous game left off. Rules will be taught to "fresh fish" on the field of battle.

Adult must be present with child younger than 15

S-014 God save the Vice President - 2003

Modern; 9 AM; Length: 4; Hosted by: William Jenkins; Scale: 28mm; Sponsored by: The Society of "Other-Maine" Miniature Enthusiasts; Rules Home Rules; No. of Players: 6

The new Vice President of Iraq must get to his next very important meeting. But first he has to pass through the sleepy little village of Fallafal. Hopefully thats just a dead camel by the side of the road.

16 and older

S-060 NSDM MegaScenario Game!

Modern; 9 AM; Length: 8; Hosted by: Dan McDonagh; Scale: 6mm; Sponsored by: Osprey Publications and NSDM; Rules Home Rules; No. of Players: 60
We'll just play various nations. No specific operation.

S-085 Classic Battletech Demo Game

Futuristic; 9 AM; 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

S-159 Gamarra Mayor (Action after Vittoria 1813)

Napoleonic; 9 AM; Length: 4; Hosted by: Dave Wood; Scale: 28mm; Sponsored by: The HAWKS; Rules Wellington Rules; No. of Players: 6

Elements of the British 5th Division are trying to take Gamarra Mayor, a key part of the French right flank. Will they succeed in taking the town and the bridge, or will the defending French regiments be able to hold, thereby threatening the success of the flanking movement planned by Wellington?

S-161 The Race to the Sea - Last Chance for Victory, October 1914

WWI; 9 AM; Length: 4; Hosted by: Mack Tuck w/ Duncan Adams & Ken Frost; Scale: 28mm; Sponsored by: The HAWKS; Rules Warhammer Great War; No. of Players: 8

Following the Battle of the Marne, the trench lines began forming, but there was still a brief time for mobile warfare. Both the Allies and Germans began moving toward the north in "The Race to the Sea", each hoping to turn the open flank of the other. In early October, near the village of La Basse, II Corps of the BEF and the crack French XXI Corps met the German VII Corps and battle was joined. It was the last chance for both sides to win the war and be home before the leaves fell.

S-164 Look Sarge, It's Poland 1939

WWII; 9 AM; Length: 4; Hosted by: John 'Buck' Surdu; Scale: 1/144; Sponsored by: The HAWKS; Rules Look Sarge, No Charts; No. of Players: 6

7 September 1939. The German 2nd Panzer Division, pushing past Tarnow in southern Poland crashes into the Polish 21st mountain infantry division. Can the Polish infantry blunt the German attack long enough for the 10th Mechanized Brigade to move up for a counter attack? The rules used have NO CHART CARDS and allow the players to concentrate on the tactical situation, not the game.

Rules will be taught by the author.

S-173 Canadian picnic, eh

Age of Reason; 9 AM; Length: 2; Hosted by: James Reynolds; Scale: 28mm; Sponsored by: WNPG; Prize: Yes; Rules french and indian picnic; No. of Players: 8

At their last meeting, the French bears took the picnic ground, in the ohio river valley. This time, the British bears are taking it to the great white north.

S-193 Arnhem - what might have happened....

WWII; 9 AM; Length: 4; Hosted by: Bruce Graumlich and Jake Strangeway; 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

What if the Brits had linked up with the paras across Arnhem bridge? British armor, infantry and paras tangle with veteran panzergrenadiers, poorly trained replacements, and a host of hodgepodge armored vehicles.

S-208 Breakthrough at Khodaref - Sudan, 1884

Colonial; 9 AM; Length: 4; Hosted by: Chuck Turnitsa; Scale: 28mm; Sponsored by: Old Dominion Military Society; Rules The Sword and the Flame; No. of Players: 6

The Anglo-Egyptian column was patrolling an area supposedly "secured" from the Mahdi's troops. The scouting reports were wrong, and now the trapped column must somehow breakthrough the massed Dervish and Fuzzy forces blocking their retreat. A Sword and the Flame game for six players, in 28mm.

S-211 "Stanley at Vinvata" - Africa, 1891

Inter-War; 9 AM; Length: 4; Hosted by: Edward Watts; Scale: 25mm; Sponsored by: Monday Night Adventurers; Rules The Sword in Africa; No. of Players: 6

Low on rations, Henry Morton Stanley's African expedition seizes control of a village to rest and forage for food. Under siege from surrounding tribesmen he sends four groups of askaris out to attack the adjoining villages to disrupt and drive away the attackers.

Middle school kids to adults OK!

S-216 Against The Tyrants Of The Bull God

Fantasy; 9 AM; Length: 4; Hosted by: Mark Costello; Scale: 28mm; Sponsored by: Rattrap Productions; Rules Broadsword Adventures; No. of Players: 6

For half a century, Mhenëu, the Red Witch, has menaced the lands of Kaelum Khar, First Thane of the Knoedre hillsmen. Now, emboldened by the growing power of her new allies, the Cult of the Bull God in Ibyssia, Mhenëu dispatches her forces to raze and plunder the Knoedre settlements that dot the southern border of the Midmarch. Weakened by age and countless battles, Kaelum confers upon his son Kalengael, a mighty warrior in his own right, the desperate responsibility of leading a warband to meet the witch's threat. But will simple axe and shield suffice against the witchcraft of a servant of an ancient power? Will even Kalengael's extraordinary valor allow him to stand against one of – The Tyrants Of The Bull God?

S-217 Siege of Augusta, June, 1781

Age of Reason; 9 AM; Length: 4; Hosted by: David Bolton; Scale: 15mm; Sponsored by: Woodbridge (VA) Area Gamers; Rules Modified Flint and Steel; No. of Players: 6

British and Loyalists forces hold Augusta, Georgia. Henry Lee has brought his Continentals and together with local patriot forces have laid a crippling siege to Augusta. Will you be able to succeed and retake the capitol?

S-236 Wings of War Mega-Game: The Battle of St. Mihiel

WWII; 9 AM; Length: 4; Hosted by: Arthur DeFilippo and Stephen Gibson; Scale: 1/144; Sponsored by: Northern Virginia Gamers (NOVAG); Rules Wings of War; No. of Players: 36

On 12 September 1918, the American Expeditionary Force in France launches a massive offensive against the St. Mihiel Salient. As artillery and ground forces assault the German fortifications, over 2 PM American and allied aircraft battle veteran German aviators over the battleground. Each player will take an American, German, British, French, or Italian miniature aircraft, and attempt to sweep the skies of enemy planes.

Newcomers (maturity preferred), Age: Teen (13+)

– Saturday 10 AM –

S-022 A Day in the Iberian Sun, 1937 Galicians vs Asturians, Spanish Civil War

Inter-War; 10 AM; Length: 3; Hosted by: Benjamin Pecson; Scale: 20mm; Sponsored by: Civic Guard; Rules Rompan del Fuego !; No. of Players: 6

Green Galician cavalry & infantry supported by Moroccan regulares attempt to subvert Asturian militia backed by a few ejercitos populares in the Asturian mountains. Both sides have access to limited air, armor and artillery assets. Will it be "Viva la republica!" or "La Ultima crusada?"

S-032 Dawn Patrol

WWII; 10 AM; Length: 4; Hosted by: Ben Lacy and Steve & Peter Fliss; Scale: 15mm; Sponsored by: Dulles Wargaming Club & Britton Publishers; Rules Final Combat; No. of Players: 6

It is 7 August 1944. Acting as a recon element for the Regiment, you are tasked with establishing an OP in the small French village of Le Clos. This game pits two equal forces against one another in a double blind meeting engagement designed to minimize player knowledge. Try this exciting scenario by Steve Fliss, and see if you're up to to the challenge.

S-036 Back Against the Wall (Air Portion)

WWII; 10 AM; Length: 7; Hosted by: Ashley Johnson; Scale: 1/200; Sponsored by: Southern Maryland Partizans; Rules Warbirds; No. of Players: 4

Rommel's great summer offensive code-named Venezia, began on 26 May. While Group Cruewell demonstrated against the fortified Gazala line, Afrika Korps swept south of the British fortifications and into the rear. The battle began with crushing German successes, but the arrival of two entire British brigades of armor began taking its toll on the poorly supplied panzers.

S-037 Back Against the Wall (Land Portion)

WWII; 10 AM; Length: 7; Hosted by: Tony Exline; Scale: 6mm; Sponsored by: Southern Maryland Partizans; Rules Spearhead; No. of Players: 7

Rommel's great summer offensive code-named Venezia, began on 26 May. While Group Cruewell demonstrated against the fortified Gazala line, Afrika Korps swept south of the British fortifications and into the rear. The battle began with crushing German successes,

but the arrival of two entire British brigades of armor began taking its toll on the poorly supplied panzers. Experience preferred, but rules taught as well.

S-040 Eluding Marse Robert - Assault on Petersburg 17 June 1864

ACW; 10 AM; Length: 5; Hosted by: Kaleb Dissinger; Scale: 15mm; Sponsored by: Refuse the Flank Wargamers; Rules Fire & Fury Regimental; No. of Players: 6
Eluding Marse Robert - Assault on Petersburg 17 June 1864
Description: By mid-June 1864, Grant's only avenue for taking Richmond was to capture the vital railhead of Petersburg. While Lee was oblivious to Grant's movements, Gen. Beauregard, commanding the meager defenses around Petersburg, sensed an ever-growing enemy presence in his front. On June 17th, the attack began. Will the Creole's hodgepodge army be able to hold out, or will the Federals clear the works and capture the city?

S-056 Ironclads at War: The Charleston Harbor Attack, April 7, 1863: You Are There

ACW; 10 AM; Length: 4; Hosted by: Doug Lipton & Joe Seliga; Scale: 1/12 PM; 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.

S-058 Pickett's charge July 3, 1863

ACW; 10 AM; Length: 4; Hosted by: David Kozlow; Scale: 28mm; Rules Modified Fire & Fury; No. of Players: 6
Robert E. Lee launched one last massive attack at the Union center on the last day of the battle of Gettysburg. Will history be changed or will the Confederates be beaten again? Join the game and see for yourself.

S-086 Classic Battletech Demo Game

Futuristic; 10 AM; 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

S-107 Austerlitz (southern flank) (December 2nd, 1805)

Napoleonic; 10 AM; Length: 4; Hosted by: David Waxtel; Scale: 15mm; Sponsored by: Maplewood Hobby, NJ; Rules Shako 2; No. of Players: 8
Austrian Weyrother conceived a plan whereby the allies would launch a massive attack on the Frenchright flank. French reconnaissance confirmed the allies' plans. Napoleon shifted forces to bolster his rightflank. Davout force marched and arrived on the French

right on the morning of December 2nd. Davout had to hold the right flank at all costs. Dave Waxtel will walk you through a famous action and a fun game.

S-113 Aerodrome 2.0 - Convoy Attack in the Med

WWII; 10 AM; 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: 18

World War 2 in the Mediterranean! Torpedoes! Bombs! Flaming Stukas! Attack or defend a British Malta convoy - merchant ships and escorts - using Aerodrome 2.0 rules, with Naval Air Combat extensions. Players control torpedo bombers, dive bombers, level bombers or fighters, fighting to sink the convoy or to defend it with a few gallant Spitfires. Aerodrome 2.0 or Aerodrome 1.1 experience helpful but not required (e.g., playing in Friday's Aerodrome 2.0 game). Under age 15 only with playing adult. *Under age 15 only with playing adult.*

S-135 Battle of Ft. Gregg “The Thermopylae of the South”

ACW; 10 AM; 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.

S-145 Ambush Blitz #1: Vital Crossroads

WWII; 10 AM; Length: 4; Hosted by: Jim McCort; Scale: 1/300; Sponsored by: Jerboa Games; Prize: copy of rules “Ambush Blitz”; Rules Ambush Blitz; No. of Players: 6

Russia, Summer 1943: The sky is hazy with smoke. The violent clash of Wehrmacht and Red Army has littered the region with burning hulks. The German advance has stalled and the Russians have conceived of an encirclement of an entire German Army Group. In this scenario, armor and infantry of both armies race to secure a series of vital crossroads towns. Scale is 1:1 vehicles, 1 squad per stand. Maneuver as platoons. Check out the rules site at <http://www.dnir.net/JerboaNet/Ambush/AmbBlitz.htm>

S-149 Command Horizon

Futuristic; 10 AM; Length: 3; Hosted by: 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. Defenders hold the manufacturing centers long enough for the relief force to arrive. Bigger game mat! More unique units! Optional scenario: Convoy! Check out <http://www.commandhorizon.com> for a free copy of the rules. No young children, please.

No children under 12, please

S-187 Buccaneer Wars

Napoleonic; 10 AM; Length: 3; Hosted by: Brian Whitaker; Scale: 25mm; Sponsored by: Woodbridge (VA) Area Gamers & Merrimack: Old Glory Shipyard; Prize: certificate offered; Rules Buccaneer Wars; No. of Players: 6

Form Line Of Battle with the big ships and see how well you handle the ship.

Beginners welcome

S-198 De la Clue gets a clue - Battle of Lagos - 18 August 1759

Age of Reason; 10 AM; Length: 7; Hosted by: Stanley Sunderwirth; Scale: 1/2400; Rules Victory Under Sail; No. of Players: 5

De la Clue led a French squadron of 12 battleships and 3 frigates past Gibraltar and was pursued by Boscawen with 15 battleships. Historically, only part of the fleets engaged and the French were crushed. This scenario allows the whole French squadron to engage each half of the British in turn. Rules will be taught. Players will control multiple ships in fast-playing game with lots of dice and almost no charts.

Rules will be taught

S-201 Battle of Wapping Heights

ACW; 10 AM; Length: 4; Hosted by: Jon Coulter; Scale: 10mm; Sponsored by: Old Dominion GameWorks; Rules Historical Battlelines; No. of Players: 6

July 23, 1863 -- Lee's Army of Northern Virginia, in retreat after the Battle of Gettysburg, crosses the Potomac River and moves up the Shenandoah Valley with Meade's Army of the Potomac close behind. Under orders from Meade, Major General French maneuvers to cut off the Confederates at Front Royal, Virginia and attempts to push them through the narrow Manassas Gap near Linden. Brig General Walker's brigade of southerners is forced into the gap but were later reinforced by General Rhodes as well as some artillery. The poorly coordinated Union attacks were abandoned and the Confederates were able to withdraw into the Luray Valley. This is a semi-historical scenario using actual as well as theoretical unit strengths to recreate the Battle of Manassas Gap, also known as Wapping Heights.

Rules Taught/Beginners Welcome

S-203 Berlin Brigade

Post WWII; 10 AM; Length: 4; Hosted by: Tu Tran; Scale: 10mm; Sponsored by: Old Dominion GameWorks; Rules Mein Panzer 2; No. of Players: 6

June 1948 - Joseph Stalin has ordered the surrounding of Berlin. This includes cutting the Western Allies access to the city. Historically, while tensions remained tense during this period, neither side was willing to start actually shooting. However, a junior officer (does the side really matter?) commits a mistake and war erupts. The forces garrisoned in Western Berlin attempts a daring escape west. Can the Berlin Brigade escape the Soviet onslaught? Will the Allied forces arrive in time?

Rules Taught/Beginners Welcome

S-206 The Dark and Bloody Ground

WWII; 10 AM; Length: 4; Hosted by: J.D. Perry; Scale: 25mm; Sponsored by: Old Dominion GameWorks; Rules Mein Soldat; No. of Players: 6

The Battle of Hurtgen Forest (German: Schlacht im Hürtgenwald) is the name given to the series of fierce battles fought between U.S. and German forces during World War II and the longest single battle the U.S. Army has ever fought in its history. The U.S. 110th Infantry Regiment had to clear the woods next to the River Kall, capture Simonskall, and maintain a supply route for the advance on Schmidt; again these were very difficult tasks due to weather, prepared defenses, determined defenders, and terrain.

Rules Taught/Beginners Welcome

S-221 "All the Little Ponies" Brandy Station, June 9th, 1863

ACW; 10 AM; Length: 4; Hosted by: Timothy Harrop, Gyula Pauer, and Richard Nery; Scale: 15mm; Rules Johnny Reb III with house modifications; No. of Players: 6

Start the Gettysburg Campaign off right, with a massive cavalry battle! Help us play test modifications to Johnny Reb III.

S-229 Eagle over the Rising Sun, Tarawa 1943

WWII; 10 AM; 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.

S-233 The Rohirrim vs. the Necromancer

Fantasy; 10 AM; Length: 3; Hosted by: Del Stover; Scale: 25mm; Rules Lord of the Rings (Games Workshop); No. of Players: 6

It is 50 years before the War of the Ring, and King Thengel of Rohan rides to the aid of a village besieged by orcs and other foul creatures that have spilled forth from Dol Guldur, the Mirkwood Forest lair of the Necromancer. As the the forces of good, defend the village pallisades or join the Rohirrim in a charge to break the siege. As the forces of evil, storm the pallisades or send wargs against the human cavalry. Nice terrain. For pictures and full details visit www.wnga.org/fallin2008.

S-242 The Atlantic Seawall

WWII; 10 AM; Length: 4; Hosted by: Geoff Golliver and Greg Whitaker; 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

– Saturday 11 AM –

S-042 Kaiser Wilhelm's Flying Circus

WWI; 11 AM; Length: 4; Hosted by: Matt Sholly; Scale: 1/144; Sponsored by: Refuse the Flank Wargamers; Rules Wings of War; No. of Players: 6

Take to the skies and battle high above the trenches. We will be playing several rounds in the four hour period including dogfights and mission games. Wings of War is a fast and fun game, with easy game mechanics that everyone can pick up quickly.

Rules Taught. Must be 15 years old to play.

S-052 Finnish Counterattack 1940

WWII; 11 AM; Length: 5; Hosted by: James Baker; Scale: 15mm; Sponsored by: Fire & Fury Games; Rules Battlefront:WW2; No. of Players: 4

The Finns attack the Russians in the Winter War. Scenario is from the Treadhead Games Winter War scenario book. Gamemaster Challenge-The gamemaster has this scenario played 5 times and has seen 5 Russian victories. It is his (so far) unsubstantiated opinion that if properly handled, the Finns should actually have a slight advantage. He would like some experienced BF:WW2 players to test his thesis and is willing to either play the Finns or direct the Finnish side.

Experience with Battlefront:WW2 rules system not required but preferred.

S-087 Classic Battletech Demo Game

Futuristic; 11 AM; 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

S-139 Cry a Joust- Medieval Jousting Tournament

Medieval; 11 AM; Length: 4; Hosted by: Frank Capotorto and Jeff McCarroll; Scale: 1/18; Prize: Trophies and prizes awarded ; Rules To Cry a Joust; No. of Players: 24

We heralds bid all gentlemen of noble blood, true or bastard, to come joust upon the field of Gettysburg. All gentlemen shall present themselves at the appointed time to joust with all comers on the said day. With lance, charger and good grace we will seek to find the best jousters and to the best three shall be awarded the laurels of the day. The game is run tournament with points awarded based on play. Winners advancing to the next round. Exact number of participants is open ended based on available time. Play is quick and moves along rapidly.

16 years of age or older please

S-151 Force Z Off Malaya 1941

WWII; 11 AM; Length: 5; Hosted by: Sean Barnett; Scale: 1/2400; Rules General Quarters 3; No. of Players: 7

On December 10, 1941, the British battleship Prince of Wales and battlecruiser Repulse, the main elements of Force Z, were sunk off Malaya by Japanese air attack. However, if

the aircraft had not found the British ships, they would have encountered a Japanese cruiser force assembled to cover amphibious landings farther north. Come and fight this hypothetical action and see whether the British big guns would have been a match for the Japanese cruisers and their dreaded Long Lance torpedoes.

S-180 Samurai Agincourt? Okitanawate 1584

Medieval; 11 AM; Length: 3; Hosted by: Alfred Gaspar; Scale: 15mm; Rules Home rules; No. of Players: 6

Are you a daimyo desiring conquest or revenge at castle walls, in hills or paddies, along a shore or aboard armed junks? Can 4 Ryuzoji players capture the defenses of 2 Shimazu players? Or will Shimazu hold fast and exact revenge? Come and command a force of 50 stands of infantry and cavalry in this landscaped game, from Al's Smithsonian Soldiers-Dioramas' camp. Learn fast-play rules with area movement, based on a "Killer Katanas 2" scenario. These home rules will be used in Al's future games.

S-196 The Dark One Returns

Horror; 11 AM; Length: 4; Hosted by: Pete English; Scale: 28mm; Sponsored by: Old Colony; Rules Dark Shadows - Home; No. of Players: 8

The moon rises over a terrified valley. Shadows are cast over the landscape as figures are seen to move in the darkness. Cries from the abandon castle and villagers slain in the night with all blood drained from them confirmed that the "Dark One" and his minions have returned. All is not lost. Villagers have formed into mobs lead by Inspector Kemp and the church has sent Slayer Teams to fight the evil. Vampires, the living and some other stuff thrown in battle in classic horror fashion.

No players under 14 without adult playing partner. We're trying to run a serious vampire game here (did I just say that?).

S-205 NATO vs WARSAW Pact

Modern; 11 AM; Length: 5; Hosted by: Kenny Noe; Scale: 10mm; Sponsored by: Old Dominion GameWorks; Rules Mein Panzer 2; No. of Players: 6

1989 With Marxism-Leninism dream of Communism crumbling around the Politburo, they decide to do the unthinkable, they invade!! Limited nuclear strikes have hampered the US ability to re-enforce Europe. The European Union has limited resources to fight a protracted war. The Soviet Union has the world's biggest land combat forces, however US air power has taken out a good portion of their best troops. Can NATO stem the Red tide coming from the East?? Can the Warsaw Pact field combat ready units? Come fight a cold war brawl that has been brewing for fifty years!!

Rules Taught/Beginners Welcome

– Saturday 12 PM –

S-064 Battle of Stoumont, December 20, 1944

WWII; 12 PM; Length: 6; Hosted by: David Bonk; Scale: 28mm; Sponsored by: Triangle Simulation Society (TSS); Rules Platoon Commander Skirmish WWII; No. of Players: 8

Late on December 20th elements of Task Force Harrison, the 119th Infantry and 740 Tank Battalion, probed the German defenses at Stoumont.

S-076 Seven Pines, 1862

ACW; 12 PM; Length: 5; Hosted by: Mike Pierce and Rich Hasenauer; Scale: 15mm; Rules Regimental Fire & Fury; No. of Players: 6

On 31 May 1862, Gen McClennan's Army of the Potomac were separated by the rain-swollen Chikahominy River. Gen Johnson's bold plan to strike it misfired, but at 1pm, Gen D.H. Hill sent his brigades crashing out of the dark pine woods against the Union line near Seven Pines. This game went down to the wire at HCON, with a battered Reb player clearing the reboubt after a spirited Union defense. We've revised it to play faster, so come see if you can change history again!

Kids accompanied by adults!

S-088 Classic Battletech Demo Game

Futuristic; 12 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

S-124 Kicking a Hornet's Nest

WWII; 12 PM; Length: 4; Hosted by: Alvin Gunkel; Scale: 1/300; Sponsored by: SkirmishCampaigns; Rules Check Your 6!; No. of Players: 8

26 March 1942, the tide has been turning on the Crimean Front. A flight of Soviet DB-3Fs has just bombed the Sarabuz Airdrome, home of 5./JG 77 and Oberleutnant Anton Hackl. The raid has been unopposed until Hackl's returning flight notices the smoke and departing attackers... Experience aerial combat using the popular Check Your 6! rules (www.skimishcampaigns.com)

S-125 The Hunters Hunted

WWII; 12 PM; Length: 4; Hosted by: Scott Fisher; 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).

S-132 Air War over the Trenches

WWI; 12 PM; Length: 3; Hosted by: Joe Brimer; Scale: 15mm; Sponsored by: Battle Barn of Williamsburg; Rules Canvas Eagles; No. of Players: 6

Fly over the trenches and try to control the skies during WWI. Players will fly one or more planes of either German, French or British. Rules used will be Canvas Eagles. Open to anyone. Player guides will be supplied.

S-170 Mein Fuhrer, Hell has Indeed frozen over!: The Battle of Gullagin's Island

Inter-War; 12 PM; Length: 4; Hosted by: Otto Schmidt; Scale: 20mm; Sponsored by: The Society of Daisy; Rules The Shattered Century; No. of Players: 6

The Gulag Archipeligo is one of the most God-forsaken regions on the globe, consisting mostly of bare rock, tundra, a few patches of frozen, withered scrub, bare rock, snow, ice, bare rock and desolate glaciers scraping their way between steep mountainsides of black, ugly, bleak, bare rock and grinding large bits of bare rock into small bits of bare rock. There is nothing here, but since the Workers Winter Wonderland of Freeland under Emilio Grandofrato has defended it so staunchly the government of Alois Huxter of The 7 3/4 Reich of Fahrvergnuggen, reasoned there had to be something valuable there. This battle is the invasion of the Island by the Fahrvergnuggies in an attempt to wrench the alleged valuables from the enemy. Come battle at the top of the world with the countries from the bottom of the barrel from “The Shattered Century”— a Darkly humorous imaginary world that is strangely familiar.

S-174 Escape from Castle Wolfenstein

WWII; 12 PM; Length: 4; Hosted by: John Brennan; Scale: 28mm; Sponsored by: WNPG; Prize: Yes; Rules SSIMUP; No. of Players: 6

You have over powered the guards and freed your fellow captives. Now it's time to escape the castle and evade your captures. Along the way you must find enough weapons, food and clues to help you escape. But the evil Oberführer Wilhelm Strasse and his troops will do everything they can to stop you.

S-220 Deadly Waters -- The Gibraltar Run

WWII; 12 PM; Length: 6; Hosted by: William Dickens; Scale: 1/6000; Rules Convoy Atlantic -- Deadly Waters; No. of Players: 6

Can you get your supply or troop convoy from Liverpool to Gibraltar in one piece in late 1941 or early 1942? There are German raiders, U-boats, and aircraft that want to make that difficult. Weather, mechanical failure, and uncooperative merchant captains won't be making your life any easier. This will be a play test of Mal Wright's new Convoy Atlantic rule system. Game will run 4-6 hours depending on random events.

– Saturday 1 PM –

S-030 Send the Marines - 3508

Futuristic; 1 PM; Length: 4; Hosted by: Martin Fenelon; Scale: 28mm; Sponsored by: Niantic Wargamers & Kryomek USA; Rules Kryomek; No. of Players: 8

A militia outpost is under heavy assault by the Kryomek. Too close to the colony to use nukes, the Nexus Statecom orders in the Interdict Marines. These well-equipped veterans will get the job done with support from some Stryders. But the Kryomek are hungry, and they've got some surprises too. Each player commands multiple squads. Fast playing rules will be taught, beginners welcome.

Held at MSD Vendor Table

S-033 Baltic Naval Action 1942-43

WWII; 1 PM; Length: 4; Hosted by: John Drye, Paul Robinson, & Vince Stella; Scale: 1/2400; Sponsored by: GHQ; Prize: Yes; Rules Micronauts the Game; WWII; No. of Players: 8

Featuring GHQ's new WWII Soviet Navy miniatures (along with some Kriegsmarine "old favorites"), and using GHQ's "WWII Micronauts the Game" rules, this event will feature surface, air and subsurface Naval combat in the cold confines of the Baltic. The action(s) may well determine the success or failure of the siege of Leningrad (thus marginally qualifying this event as a theme game.....or not).

Kid friendly game-all ages welcome. Adult supervision preferred.

S-035 A Napoleonic Riddle

Napoleonic; 1 PM; Length: 4; Hosted by: Graydon VanRy & Jim Welch; Scale: 25mm; Sponsored by: Mike Vassile; Rules The Easiest Rules Ever for Napoleonics; No. of Players: 8

As dawn breaks, Bonaparte stands calmly in the middle of his army. His men are perfectly deployed backed by numerous artillery and cavalry. In the surrounding fields the corn stands 6 feet tall. On the opposing ridge can be seen his red-coated opponents. Suddenly the French are attacked! What battle is this? Well, if I told you that then you'd know how it ends! This is an actual historic battle. The first player to guess it wins an award. I bet you've never played this one!

S-039 Thala, Tunisia 1943

WWII; 1 PM; Length: 4; Hosted by: Greg Lyle; Scale: 15mm; Sponsored by: Potomac Wargamers; Rules Battlefront WWII; No. of Players: 6

With the breakthrough at Kasserine Pass, Rommel's forces pursued the Allies without pause. Orders for the 10th Panzer Division are to advance North from Kasserine and attack the British forces of the 6th Armored Division defending the main pass South of Thala. It is there the British Brigadier Nicolson declared that the Allied forces would no longer retreat. This battle, commencing on February 22nd 1943, is the best chance for a total Axis victory in Tunisia.

S-047 Battle of MIMIGAWA 10 December 1578

Renaissance; 1 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.

S-075 Medals of Honor - New Market Heights

ACW; 1 PM; Length: 5; Hosted by: Mark Hayes; Scale: 15mm; Rules Regimental Fire & Fury; No. of Players: 5

On 29 September 1864, Benjamin Butler launched two assaults on Richmond's defenses in support of Grant's efforts at Petersburg. The northern assault would be led by Brig. Gen. Charles Paine's division of United States Colored Troops (USCT). Butler believed

in the merits of black soldiers, and he was determined to test that belief against the strong Confederate defenses on New Market Heights. The performance of the USCT regiments in this struggle was demonstrated in the 14 Medals of Honor given.

S-077 To Concord and Back

Age of Reason; 1 PM; Length: 4; Hosted by: Les Faison; Scale: 40mm; Rules Home Rules; No. of Players: 8

The British have paid a visit to Concord, Ma. Now they want to go home however the Americans have a little business to settle with them.

Kids under 14 with an adult please.

S-089 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

S-128 FLYING GYROS OF DEATH

Ancients; 1 PM; Length: 3; Hosted by: Gary Coyle; Scale: 1/600; Rules Naumachiae; No. of Players: 12

Athens must eat. The grain convoys from the Black Sea and Egypt are the life line of the Delian League (read Athens). The Corinthian and Spartan squadrons are tasked with starving Athens. The Athenian navy is tasked with not letting that happen.

S-134 Battle of 1st Ypers

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 opening battles around Ypers in WWI. The overwhelming forces of Germany attack the British around the city of Ypers. Can England hold the line or will the might of the German Empire march to the sea. England starts to use trenches for the first time. Will the war stagnate this time or will Germany break through to end the war early. 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

S-183 Oil Boom!

Modern; 1 PM; Length: 3; Hosted by: Stan Johansen; Scale: 28mm; Sponsored by: Stan Johansen Miniatures; Prize: \$20 Gift Certificate; Rules Jihad; No. of Players: 5

On a lonely moonlit night somewhere in Iraq, at a pumping station junction, factions of the country's current political status meet and interact with each other. Mayhem ensues. A small patrol of US forces is sent out to the station to sort it all out.

S-185 Kid's Open Gaming Table

Other; 1 PM; Length: 4; Hosted by: Jim McCort; Scale: N/A; Rules Pickup Games to be determined; No. of Players: 8

What more could you ask for? Kids are welcome to bring their own toy soldiers or games to play on this open table area. Some terrain will be provided suitable for 54mm plastic toy soldiers, but youngsters are welcome to bring any minis or games to set up their own pickup games. There is no dedicated adult supervision for this table.

Kids encouraged to game at this table; no adult will be supervising the event, so ensure your child is properly supervised

S-189 Naushera

Colonial; 1 PM; Length: 4; Hosted by: Tim Tillson; Scale: 25mm; Sponsored by: NOVAG; Rules The Sword and the Flame; No. of Players: 4

March 14, 1824. Peshwar, the Northwest Frontier. The Sikh Kingdom has siezed the icty of Peshwar. The afgan under Azim Khan have launched a jihad to drive out the infidels. A huge Afgan force has descended on the city and take up positions around it. Ranjit Singh has marched to the aid of the city with the cream of his well trained new army. At dawn he launches his attack on the Afgans.

– Saturday 2 PM –

S-003 Featherstone Cup

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

No Tickets to be Printed

S-006 Forlorn Hope! Fredericksburg, December 13, 1862

ACW; 2 PM; Length: 4; Hosted by: John Michael Priest, Dustin Kunkle; Scale: 54mm; Rules Fix Bayonets!; No. of Players: 6

Join us for a re-enactment of the fateful charge against the stonewall at Marye's Heights. Each player will command a battery /and or infantry regiment in an attempt to rewrite history and capture the Confederate guns along the crest of the hill. The game will run in three sessions with the next game picking up where the previous game left off. Rules will be taught to "fresh fish" on the field of battle.

Adult must be present with child younger than 15

S-020 Armed & Armored Breakout!

ACW; 2 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

Down in the Florida delta region of the Apalachatt River, Confederate forces are making one last attempt to get a blockade runner or a raider thru the Federal close blockade. At least one Confederate ironclad is available to assist. Meanwhile the Feds don't have any monitors close by. Can the Confeds get their raider out to sea? Which exit will they use? Will the Federal forces be able to contain the raider?

No gamers under 17 PLEASE!

S-023 Attack on Tortuga

Pirates; 2 PM; Length: 4; Hosted by: Rick Stakes; Scale: 15mm; Sponsored by: Northern Ohio Wargamers Society; Rules Home Rules; No. of Players: 8

The British Governor of Jamaica has commissioned Privateers to sweep the local waters of the pirates operating from Tortuga. The blockade of Tortuga has met with limited success and this final operation should shut down pirates for good.

S-062 Wild Out West

Age of Rifles; 2 PM; Length: 4; Hosted by: James Foster; Scale: 25mm; Sponsored by: Old Glory Miniatures & WAGS; Rules Modified Cowboy Wars; No. of Players: 12

Things are getting crazy in Dry Gulch. The beer has run out and the cowpoke are hopping mad. Can the sheriff and his men keep order. Can the rancher keep his cowboys out of trouble. Will the local bad guys run amok with things in such disorder? Will the cows run amok?!!!! Stop by and see. All experience levels and ages are welcome.

S-090 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

S-100 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.

S-103 Classic Battletech - Loss of Babylon

Futuristic; 2 PM; Length: 4; Hosted by: Mark Yingling; Scale: 1/285; Sponsored by: Iron Wind Metals; Rules CBT – Total Warfare; No. of Players: 10

In early 3072, Clan Diamond Shark lost their enclave on the planet of Babylon to an all out assault by unknown battlemechs that belonged to Clan Coyote. A combined force of battlemechs, protomechs, and battlearmor attacked the Diamond Sharks 39th Striker Cluster. Join the fight to help save Babylon or conqueror it for Clan Coyote.

S-105 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 townsfolks join? Will the train be on time? What will Wade do in the end?

Rules will be taught. Adult must be present with child

S-126 Black Tuesday

Korea; 2 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).

S-127 Wildcat Pounce

WWII; 2 PM; Length: 3; Hosted by: Mark Fastoso; Scale: 1/600; Sponsored by: SkirmishCampaigns; Rules Check Your 6!; No. of Players: 6

As morning broke over Guadalcanal on October 15th, following a vicious bombardment of Henderson Field, Japanese transports began to unload their cargo onto the beach west of the Marine's perimeter. The Cactus Air Force's only available aircraft were a few Wildcats. Major Smith of VMF-121 immediately led them to attack the transports.

S-130 Battle Near Bristoe Station-Aug.27, 1862

ACW; 2 PM; Length: 4; Hosted by: Jim Kopchak; Scale: 15mm; Sponsored by: NOWS; Prize: Yes; Rules Civil War Commander(CWC); No. of Players: 6

General McClellan is making a retrograde movement from the Peninsula to join Pope's Army now in a line along the Rapidan River, but Stonewall Jackson has suddenly moved West of the whole line and is now at Manassas Junction 20,000 strong North of Pope's whole Army. Lee has a plan to destroy Pope before McClellan arrives, but Hooker is moving North toward Manassas Junction and at 2:30pm is only two miles away near a Rail Road station called Bristoe Station. In the distance he spots a line of gray in shallow trenches just South of the Station. If he breaks the line before nightfall, Lee's plan may be ruined.

S-131 Reno – Benteen Hilltop Fight, June 1876

Age of Rifles; 2 PM; 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.

S-157 First Breakout from the Stalemate, Trent's Reach 1865

ACW; 2 PM; Length: 3; Hosted by: EJ & Jesse Nash; Scale: 10mm; Sponsored by: The HAWKS; Rules Iron & Fire; No. of Players: 8

The Rebel forces are bottled up in their defenses before the gates of Richmond. Food, ammunition, and morale are in short supply. The first glimmers of Spring bring hope at the Richmond wharfs. The Ironclads are preparing to steam down the James to break Grant's army into 3 parts and destroy it's supply base!

Players under 15 welcome with a playing adult. Rules will be taught by the GM.

S-167 Sharpe's Rifles

Napoleonic; 2 PM; Length: 3; Hosted by: David 'Paco' Schlegel; Scale: 25mm; Sponsored by: The HAWKS; Rules Blood & Swash; No. of Players: 12

Sharpe and Harper are off on another exciting adventure, involving the usual cast of characters (Teresa, Hakeswell, Duco, etc.) and various factions from all the major players in the Peninsula War.

Players under 13 welcome with a playing adult

S-188 Cog Wars

Ancients; 2 PM; Length: 3; Hosted by: Brian Whitaker; Scale: 15mm; Sponsored by: Woodbridge (VA) Area GamerS & 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.

Beginners welcome

S-191 Salamanca - 22 July 1812 - Wellington Strikes

Napoleonic; 2 PM; Length: 4; Hosted by: Jake Strangeway and Tom Harris; 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

The Battle of Salamanca saw an Anglo-Portuguese army under General Arthur Wellesley defeat Marshal Auguste Marmont's French forces among the hills around Arapiles south of Salamanca, Spain on July 22, 1812 during the Peninsular War. Come and recreate this battle using Volley and Bayonet II - the Road to Glory - fast play, easy to learn.

S-212 "The Last Stand of Beau Geste Again" - Sahara on the edge of the Sudan, 1890

Colonial; 2 PM; Length: 3; Hosted by: Brendan Watts; Scale: 25mm; Sponsored by: Monday Night Adventurers; Rules "Sandscape" rules loosely adapted from Heroscape; No. of Players: 8

In both games at Historicon the last Foreign Legionnaire in Fort Zinderneuf died at the hands of the wall scaling Tuaregs while trying to open the gate with the relief column in sight! So close, but so far it's Tuaregs 8, Beau Geste and his brothers 0. Perhaps this time the legionnaires will be rescued. A game for kids and adults who like old historical movies and rolling handfuls of dice as scads of miniatures die.

All ages OK!

S-213 "Trench Raiders" - France, 1917

WWI; 2 PM; Length: 4; Hosted by: Jeffrey Simpson; Scale: 25mm; Sponsored by: Monday Night Adventurers; Rules "The Great War"/"Legends of the Old West"; No. of Players: 6

A raid on enemy trenches during WWI causes terror on a skirmish level as officers and sergeants struggle to bring their lads back home to "Sandbag Alley" alive.

S-228 There Be Monsters - A Pirates at the Ocean's Edge Game

Pirates; 2 PM; Length: 3; Hosted by: Peter & Greg Hogan; Scale: 1/600; Prize: Pirates Game Pack; Rules Pirates at the Ocean's Edge; No. of Players: 5

Each player commands a flotilla of ships making its way through a mysterious archipelago to get to the ice wall at the ocean's edge, and the treasure. Warning: in the waters of the archipelago, there be monsters! A Pirates game pack is awarded to the first commander to reach the treasure.

Kid friendly, but adult must be present with children under 10

S-234 The Road to Minas Tirith

Fantasy; 2 PM; Length: 4; Hosted by: Ben Fornshell; Scale: 25mm; Rules Tabletop Battle System (Fantasy Supplement); No. of Players: 6

Before the siege at Minas Tirith the mighty forces of the Harad and Dol Amroth clash. Lead the forces of evil as the Nazgul on their Fel Beasts rule the sky, directing their Mamuks and Trolls in their mighty siege, or play as the forces of Good, led by Prince Imrahil as they desperately try to hold off against superior forces. For pictures and full details visit www.wnga.org/fallin2008.

– Saturday 3 PM –

S-068 Gnome Wars: Verdun

Fantasy; 3 PM; Length: 4; Hosted by: Jim & Steve Stanton; Scale: 28mm; Sponsored by: Brigade Games; 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.

S-091 Classic Battletech Demo Game

Futuristic; 3 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

S-133 Air War over the Trenches

WWI; 3 PM; Length: 3; Hosted by: Joe Brimer; Scale: 15mm; Sponsored by: Battle Barn of Williamsburg; Rules Canvas Eagles; No. of Players: 6

Fly over the trenches and try to control the skies during WWI. Players will fly one or more planes of either German, French or British. Rules used will be Canvas Eagles. Open to anyone. Player guides will be supplied.

S-136 Battle of Ft. Gregg “The Thermopylae of the South”

ACW; 3 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.

S-141 Forsaken: The Haunting of Raithe Manor

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

A group of young ghost hunters have been hired by a mysterious benefactor to investigate Raithe Manor. Usually, all their investigations into the paranormal reveal that the events were staged. But this time seems different. Locals say the abandoned manor is truly haunted. The story goes, that since old man Raithe died under mysterious circumstances, anyone foolish enough to enter the manor has never been seen or heard from again.

Perhaps the four ghost hunters and their dog can prove otherwise.

Rules will be taught. No children under 13 years old

S-160 Gamarra Mayor (Action after Vittoria 1813)

Napoleonic; 3 PM; Length: 4; Hosted by: Dave Wood; Scale: 28mm; Sponsored by: The HAWKS; Rules Wellington Rules; No. of Players: 6

Elements of the British 5th Division are trying to take Gamarra Mayor, a key part of the French right flank. Will they succeed in taking the town and the bridge, or will the defending French regiments be able to hold, thereby threatening the success of the flanking movement planned by Wellington?

S-162 Plastic Pirates are Not Alone

Pirates; 3 PM; Length: 2; Hosted by: Geoff Graff; Scale: Legos; Sponsored by: The HAWKS; Rules Lego Looters; No. of Players: 8

Once again those Little Lego Looters come to town, looking for something that... well... something they don't own -YET! But this time something is different. There's someone else coming to town too!

S-165 Look Sarge, It's France 1940

WWII; 3 PM; Length: 4; Hosted by: John 'Buck' Surdu; Scale: 1/144; Sponsored by: The HAWKS; Rules Look Sarge, No Charts; No. of Players: 6

May 1940. After several days of pummeling, the French attempt a local counter-attack into the flank of the advancing Germans. The Germans fight to keep the advancing column from getting cut off. The rules used have NO CHART CARDS and allow the players to concentrate on the tactical situation, not the game.

Rules will be taught by the author.

S-222 Tanks O' Plenty

WWII; 3 PM; Length: 3; Hosted by: Mark Young and David Fyfe; Scale: 15mm; Sponsored by: Woodbridge Area Gamers; Rules Brew-Up (Modified); No. of Players: 10

World War 2 tanks - and lots of 'em. Maybe some infantry, but who really cares about them? Come drive around the battlefield and earn your Knights Cross or Hero of the Soviet Union.

S-237 The Long Night of Terrifying Horror at Hellshade Manor II: Return of the Endless Menace

Horror; 3 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!

– Saturday 4 PM –

S-043 Kaiser Wilhelm's Flying Circus

WWI; 4 PM; Length: 4; Hosted by: Nate Gerstner; Scale: 1/144; Sponsored by: Refuse the Flank Wargamers; Rules Wings of War; No. of Players: 6

Take to the skies and battle high above the trenches. We will be playing several rounds in the four hour period including dogfights and mission games. Wings of War is a fast and fun game, with easy game mechanics that everyone can pick up quickly.

Rules Taught. Must be 15 years old to play.

S-051 The Beast in the Sports Arena

WWII; 4 PM; Length: 6; Hosted by: Jay Wissmann; Scale: 1/2400; Sponsored by: Clash of Arms; Rules Command at Sea v4; No. of Players: 10

Following Hitler's attack on the Soviet Union in June 1941, Churchill decided that Stalin was not sufficiently bad that he should not be supported against the Nazis. In early March, 1942, just after the Germans had upped the ante and stationed Tirpitz in Norwegian waters, Convoy PQ-12 had a near miss of epic proportions. Had the Germans discovered the convoy, a massive sea battle would have occurred. Come see one of the scenarios in the latest offering from Clash of Arms games, Atlantic Navies.

S-092 Classic Battletech Demo Game

Futuristic; 4 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

S-146 Ambush Blitz #2: Vital Crossroads

WWII; 4 PM; Length: 4; Hosted by: Jim McCort; Scale: 1/300; Sponsored by: Jerboa Games; Prize: copy of rules "Ambush Blitz"; Rules Ambush Blitz; No. of Players: 6

Russia, Summer 1943: The sky is hazy with smoke. The violent clash of Wehrmacht and Red Army has littered the region with burning hulks. The German advance has stalled and the Russians have conceived of an encirclement of an entire German Army Group. In this scenario, armor and infantry of both armies race to secure a series of vital crossroads towns. Scale is 1:1 vehicles, 1 squad per stand. Maneuver as platoons. Check out the rules site at <http://www.dnir.net/JerboaNet/Ambush/AmbBlitz.htm>

S-181 Samurai Agincourt? Okitanawate 1584.

Medieval; 4 PM; Length: 3; Hosted by: Alfred Gaspar; Scale: 15mm; Rules Home Rules; No. of Players: 6

Are you a daimyo desiring conquest or revenge at castle walls, in hills or paddies, along a shore or aboard armed junks? Can 4 Ryuzoji players capture the defenses of 2 Shimazu players? Or will Shimazu hold fast and exact revenge? Come and command a force of 50 stands of infantry and cavalry in this landscaped game, from Al's Smithsonian Soldiers-Dioramas' camp. Learn fast-play rules with area movement, based on a "Killer Katanas 2" scenario. These home rules will be used in Al's future games.

S-202 Where Purple Hearts and Iron Crosses Grow

WWII; 4 PM; Length: 4; Hosted by: Bob Bengé; Scale: 15mm; Sponsored by: Old Dominion GameWorks; Rules Mein Panzer 2; No. of Players: 6

Somewhere in France, Fall 1944. An American unit is moving to secure a crossroad in a small French village that is important supply route for an upcoming push by General Patton. A German unit, in the meantime, is maneuvering to cut-off the American supply lines to the front and slow General Patton down. What will happen when these two units bump into each other?

Rules Taught/Beginners Welcome

S-204 Stoic Russian Defense

WWII; 4 PM; Length: 4; Hosted by: Mike Moran; Scale: 10mm; Sponsored by: Old Dominion GameWorks; Rules Mein Panzer 2; No. of Players: 6

Throughout the winter of '42-'43, the Soviets launched repeated attacks to relieve the siege of Leningrad. Reinforced German tank forces are moving across Russia to support the initiative into Leningrad. The German objective is to get their heavy forces to the front with a minimum of damage. Russian forces must delay and destroy the bulk of the heavy tanks before it can reach Leningrad and join the siege.

Rules Taught/Beginners Welcome

S-219 Star Wars Stormtrooper versus Starship Troopers Mobile Infantry -- Here Comes the Cavalry

Futuristic; 4 PM; Length: 4; Hosted by: Troy Turner; Scale: 28mm; Rules Starship Troopers modified; No. of Players: 8

The Federation has lost a starcruiser and its high value cargo in a crash site on a rocky remote planet. The Sky Marshall has sent an army of crack Starship Troopers to rescue the besieged survivors. Awaiting them is the vaunted 422nd Stormtrooper Heavy Battalion of the Imperial Empire. This is the ultimate showdown between two of Science Fiction's greatest armies. Awesome terrain, Imperial Walkers, heavy weapons squads, Marauder suits, like the sauce-its all in there!

S-226 Battle of Tuyuti, May 24, 1866

19th Century; 4 PM; Length: 4; Hosted by: John Tuohy; Scale: 15mm; Rules Fire & fury; No. of Players: 8

Paraguay under Presidente Lopez, El Supremo, takes on the Triple Alliance of Brazil, Argentina and Uruguay in the largest battle fought in South America. Will you drive the invaders from the Paraguayan Fatherland or will you join the Allies to crush the Monster Lopez and his barbarian Paraguayan legions?

– Saturday 5 PM –

S-041 Drawing Blood on the Frontier - The French and Indian War

Age of Reason; 5 PM; Length: 4; Hosted by: Chris Rothermel; 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 be fast and bloody, as you command some of the best troops of the conflict; Rangers, Marines, Native Warriors, and

even Highlanders. So grab your musket and don your warpaint, because this will be a blood letting.

S-057 Operation Stratchwitz II

WWII; 5 PM; Length: 5; Hosted by: Kurt Reese; Scale: 15mm; Rules Flames of War; No. of Players: 6

Heers Gruppe Nord wishes to give the fuhrer a birthday present, and Stabilize their wavering “panther” line. April 16th, 1944: Leading an assault against Soviet forces that have formed a Bridgehead over the Narwa River is 2nd Co. of the 503rd schwerepanzer abteilung, headed by Tiger Ace Otto carius. The Germans have 4 days to stab north to the Baltic and pinch off the Soviet Bridgehead. The Soviets in the meantime Are preparing for their own counterstroke, having been informed of the basics (though not the details) of the operation thanks to Britain’s MK ULTRA.

S-093 Classic Battletech Demo Game

Futuristic; 5 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

S-101 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.

S-175 All quiet at the Shire front

Fantasy; 5 PM; Length: 3; Hosted by: Josh Ajima; Scale: 28mm; Sponsored by: WNPG; Prize: Yes; Rules LOTR WWI; No. of Players: 6

The ring was destroyed, but war does not end. After swelling their ranks , the Orcs have brought war back to all of middle earth. Now it is not a war of swords and sorcery, but of trenches and machineguns. This is the tale of one brave band of Hobbits and a trench raid against the feared Orc lines.

S-224 Last Stand at Hamakari

Colonial; 5 PM; Length: 3; Hosted by: Roy Jones and Eric Alvarado; Scale: 25mm; Sponsored by: Falcon Miniatures; Prize: Gift Certificate; Rules Sword and the Flame (Modified); No. of Players: 5

German South-West Africa (present-day Namibia), August 1904: The Hereros have surrounded a major German HQ detachment, shooting down many of its officers. Will someone take command of the infantry and Maxims and launch a counterattack? Or will the Hereros break through the German lines and overrun the wireless station, isolating the Germans from all possible help? A battle from the newly released scenario book The Herero War, available in the Exhibitor Hall. For more: www.hererowars.com.

– Saturday 6 PM –

S-018 A not so Civil War - 1835 First Carlist War

19th Century; 6 PM; Length: 4; Hosted by: Gerard Lane; Scale: 15mm; Sponsored by: Battlegroup Boston; Rules Sharp Practice; No. of Players: 6

Absolutists versus Liberals. Carlists vs Christinos. Centralism vs Regionalism. 100 years before the most famous Spanish Civil War came the First Carlist War. A skirmish between a force of Carlist rebels and one of Christino loyalists. Using the TooFatLardies new black powder skirmish rules. Come try out another Spanish Civil War. Rules taught.

S-025 The Battle of Pelargir

Fantasy; 6 PM; Length: 4; Hosted by: Victor Hiris; Scale: 28mm; Rules Home Rules; No. of Players: 10

The army of Harad and the Corsairs of Umbar attack the port city of Pelargir. Can the city hold until Aragorn and the army of the Dead arrive?

S-065 Battle of Stoumont, December 20, 1944

WWII; 6 PM; Length: 6; Hosted by: David Bonk; Scale: 28mm; Sponsored by: Triangle Simulation Society (TSS); Rules Platoon Commander Skirmish WWII; No. of Players: 8

Late on December 20th elements of Task Force Harrison, the 119th Infantry and 740 Tank Battalion, probed the German defenses at Stoumont.

S-106 Canyon Diablo (1880s)

Age of Rifles; 6 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

The year is 1880 and you have misfortune of stepping off the stagecoach in the meanest, toughest, most lawless town in all of the wild west, Canyon Diablo; Tougher than Tombstone and Dodge City Combined! The first town lawman was sworn in at 4:00 in the afternoon and buried at 8:00pm! Only one resident was recorded to have died of a natural causes. . . can you survive long enough to catch the next stage out of town? Each faction will have its own specific set of goals. Gun check will be enforced.

Rule will be taught. Mature themes not recommended for children. No one under 15 please.

S-182 Meet The New Neighbors

WWII; 6 PM; Length: 4; Hosted by: Ron Allshouse; Scale: 1/285; Rules Check Your 6!; No. of Players: 8

Is it the Man or the Machine that makes an Ace? Historically, skilled Italian pilots did well against their better equipped but less experienced British rivals. Find out as you fly either CR.42s with experienced pilots or Hurricane Is with new crews. An early war Mediterranean game where the emphasis is on dogfighting skill and tactics. Catch your opponent leaving a cloud bank or attack from out of the sun but always Check Your 6!

S-230 On the Fields of Flanders, 1915

WWI; 6 PM; Length: 4; Hosted by: Matt Kirkhart; Scale: 25mm; Sponsored by: Army of Central Maryland; Rules When Technology Meets Tradition; No. of Players: 6

Early trench assault scenario. French attempt to assault and hold a simple trench on the fields of Flanders in early 1915 using early trench assault tactics. The Germans try to hold or retake the trench.

S-245 "The End of The Begining"(Churchill). El-Alamein 23 October 1942

WWII; 6 PM; Length: 4; Hosted by: Stephen Wagner; Scale: 15mm; Sponsored by: Showcase Comics, Media, PA & Miniatures of Chesapeake; Rules Flames of War; No. of Players: 6

Rommel's Italo German Arme Afrika is only 70 miles from Alexandria Egypt. Churchill appoints a new commander, Lt-General Bernard Law Montgomery to stop Rommel. With the coast on the Northern flank, the impassible Quattara Depression on the South, and minefields and Rommel straight ahead the new British commander has his work cut out for him.

– Saturday 7 PM –

S-005 Forlorn Hope! Fredericksburg, December 13, 1862

ACW; 7 PM; Length: 4; Hosted by: John Michael Priest, Dustin Kunkle; Scale: 54mm; Rules Fix Bayonets!; No. of Players: 6

Join us for a re-enactment of the fateful charge against the stonewall at Marye's Heights. Each player will command a battery /and or infantry regiment in an attempt to rewrite history and capture the Confederate guns along the crest of the hill. The game will run in three sessions with the next game picking up where the previous game left off. Rules will be taught to "fresh fish" on the field of battle.

Adult must be present with child younger than 15

S-050 Battle of Belmont , November 7 1861

ACW; 7 PM; Length: 4; Hosted by: Richard Hasenauer; Scale: 15mm; Sponsored by: Fire & Fury Games; Rules Regimental Fire & Fury; No. of Players: 4

A Union flotilla of steamers and gunboats sailed down the Mississippi from Illinois. A small force commanded by U.S. Grant landed on the Missouri shore, outside the range of Confederate batteries at Columbus. The Yankees attack was initially successful overrunning a fortified camp at Belmont. Rebel reinforcements ferried across the river launched a counterattacked. The Yankees beat a hasty retreat back to their boats. Tactically a draw, the battle revealed the North had a fighting General.

S-158 MiG Alley

Modern; 7 PM; Length: 4; Hosted by: Don Smith; Scale: 1/300; Sponsored by: The HAWKS; Rules Top Gun & Chief's Rules; No. of Players: 6

Air to air combat over Korea with F46's facing MiG 15's.

S-163 Look Sarge, It's a Foggy Day in Lorraine!

WWII; 7 PM; Length: 4; Hosted by: James 'Tank' Nickle; Scale: 6mm; Sponsored by: The HAWKS; Rules Look Sarge, No Charts; No. of Players: 5

19 September 1944. The newly created Panzer Brigade No. 113 is searching for Patton's Third Army in the fog near Arracourt during the Lorraine Campaign. What they find is Patton's Best, the 4th Armored Division's 37th Tank Battalion under Creighton Abrams. The fog will keep the P-47's away but will allow the American's Shermans to get to point blank range where even their dinky guns can be deadly.

Kids game.

S-168 The Adventures of Buck Rogers and Friends

Futuristic; 7 PM; Length: 4; Hosted by: Kurt Schlegel; Scale: 40mm; Sponsored by: The HAWKS; Rules Blood & Swash; No. of Players: 10

Buck Rogers, Dr. Huer and Wilma Dearing are off on another exciting adventure, involving the usual cast of characters (Princess Ardala, Killer Kane, Black Barney, Tiekomen, One-eyed Men, Depthmen, etc.). Actual scenario is dependent on how well the playtests turn out, but the GM will be sure to come up with something unique.

Players under 13 welcome with a playing adult

S-184 Jerry and the Pirates II

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

Once agin th' Shipmate Captains from th' New an' Old Worlds be havin' journeyed t' th' legendary, deserted, tropical Schedel Isle. All be havin' come t' search fer th' lost bountiful booty o' Davy Jones. But first they must overcome th' dangers o' th' isle, arrr an' the'r jealous rivals. This sea dog romp uses modified "Blood and Swash" rules. Be ye a scourge o' th' se'en seas or prey fer thse more adventurous? Come an' find ou' , if ye dre. But beware o' th' Black Spot. Ya scurvy cur!

Kid friendly but b under 13 need adult present (over 18) Award winning game from Cold Wars 08.

S-215 Boys and the Hood

ACW; 7 PM; Length: 4; Hosted by: James Mattes; Scale: 40mm; Sponsored by: Sash & Saber & Fayetteville Legion of Area Gamers (FLAGS); Rules JR III; No. of Players: 6

General John Bell Hood's Division attack on the second day at Gettysburg. Hood's Division attempts to turn the Union left flank. Come see JR III played in 40mm!

S-227 "Combat!" Demo

WWII; 7 PM; Length: 4; Hosted by: Howard Whitehouse; Scale: 28mm; Rules "Combat!"; No. of Players: 16

How would you like to try a WWII squad level game which lasted an hour, played on a card table, ran on a system of cards and dice, and cared more about what happened to PFC Vinnie Vermicelli from Brooklyn ("This is my fiancée, Angela, at Coney island last summer - check out the gams!") than the precise fragmentation radius of a No. 6 grenade? Lead a squad in Normandy in this fast, personality-driven game of, well, Combat! Kids 10+ up welcome, 8+ if adult present. It's a testing game which kids may well enjoy, but not a mass youngster carnival of fun!

S-235 The Rohirrim vs. the Necromancer

Fantasy; 7 PM; Length: 3; Hosted by: Del Stover; Scale: 25mm; Rules Lord of the Rings (Games Workshop); No. of Players: 6

It is 50 years before the War of the Ring, and King Thengel of Rohan rides to the aid of a village besieged by orcs and other foul creatures that have spilled forth from Dol Guldur, the Mirkwood Forest lair of the Necromancer. As the the forces of good, defend the village pallisades or join the Rohirrim in a charge to break the siege. As the forces of evil, storm the pallisades or send wargs against the human cavalry. Nice terrain. For pictures and full details visit www.wnga.org/fallin2008.

– Saturday 8 PM –

S-010 BALACLAVA: BREAKING THE SIEGE OF SEVASTOPOL

19th Century; 8 PM; Length: 3; Hosted by: Pete Panzeri; Scale: 28mm; Prize: Yes; Rules “NAPOLEON RULES!” by Pete Panzeri; No. of Players: 30

Join GM Pete Panzeri for an EXCITING -- FAST MOVING refight of the Battle where “The Charge of the Light Brigade” and “The Thin Red Line.” The 1st of two attempts to break the Siege of Sevastopol on 25 October 1854, a key battle of Crimean War, between the Brits, French, Turk Allies against the Tsar’s Russian Empire. An Adults only “Rum & Brandy vs. Vodka” evening game.

S-031 Not According to Plan - February 1945

WWII; 8 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 54th Fighter Group has come up with a tactic to stop the Luftwaffe rocket powered rammers. Instead of shooting down the rammers, they will target the bombers that carry them. The P-80s are out for blood, before the Luftwaffe can launch a coordinated assault. Each player commands multiple aircraft. Fast playing rules will be taught.

S-054 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 in-exhaustible 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+

S-069 Gnome Wars: New Jersey Weiss and the Search for the Golden Gnome

Fantasy; 8 PM; Length: 4; Hosted by: Steve & Jim Stanton; Scale: 28mm; Sponsored by: Brigade Games & The Miniature Building Authority; Rules Gnome Wars; No. of Players: 6

Gnome Wars: New Jersey Weiss and the Search for the Golden Gnome Description: The famous archeologist New Jersey Weiss and his team have finally come to the jungle that is rumored to be hiding the Temple of the Golden Gnome. Can he locate the temple, get a hold of the Golden Gnome, and escape the jungle with his life? Anyone bringing a painted 220-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.

S-073 Clash on the Barbary Coast

Napoleonic; 8 PM; Length: 3; Hosted by: John Covello; Scale: 28mm; Sponsored by: Connecticut Game Club & DJD Miniatures; Rules Scrubs and Swabs; No. of Players: 6
A British frigate encounters a Barbary Coast pirate off Tunisia. Melee action on board the decks a scale 28mm Frigate & Xebec!
Kids under 14 must be accompanied by an adult

S-102 Classic Battletech - Nightmare on Caledonia

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

On the world of Caledonia came the ravages of the Jihad, when the 40th and 52nd Shadow Divisions struck the planet during 3073. The 22nd Skye Rangers were on world and put up a valiant defense, but in the end the Word of Blake forces prevailed. Join the Skye Rangers in defense of their world or as the Manei Domini Shadow Divisions.

S-115 Something Has Gone Horribly Wrong With The Safari - Late 19th Century

Colonial; 8 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.

S-119 Too Little, Too Late

WWII; 8 PM; Length: 4; Hosted by: Karl Hungus; Scale: 1/285; Sponsored by: Old Colony; Rules Check Your 6; No. of Players: 6

June 7, 1940, The British are gone from Dunkirk and now all German attention is turned to the remains of the French Army. The Armee de l'Air made over 1,800 sorties between June 5th and 9th against the German advance but could not slow the panzer drive south. Even the arrival in numbers of the best French fighters failed to gain any advantage over the Luftwaffe in the skies over France. Fly with Groupe de Chasse II/3 in Dewoitine D.520 in a forlorn hope to save France from the "Boche" invader

S-166 Coastal Actions in the Mediterranean

WWII; 8 PM; Length: 3; Hosted by: John 'Buck' Surdu; Scale: 1/600; Sponsored by: The HAWKS; Rules Quick and the Dead; No. of Players: 6

Inspired by Kurt Schlegel's unpublished Fire at Will system, this unique, new card-based game is quick and hectic. There are no turns and few charts. Players take actions with their PT's, MTB's, MGB's, S-boats, and/or MAS boats as quickly as possible. Each session will involve three, half-hour games. At the end of a session, players often feel as if they've been run through the ringer. If you take hours to plan your thirty-second move, this game is not for you. If you see yourself on the bridge of a coastal craft, lining up a torpedo shot while dodging enemy fire, come and experience perhaps the most stressful game you've ever played.

Players over 12 only, please.

S-179 Elephants Can Be Fun & Tasty Too!

Ancients; 8 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?

S-194 Arnhem - what might have happened....

WWII; 8 PM; Length: 4; Hosted by: Bruce Graumlich and Jake Strangeway; 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

What if the Brits had linked up with the paras across Arnhem bridge? British armor, infantry and paras tangle with veteran panzergrenadiers, poorly trained replacements, and a host of hodgepodge armored vehicles.

– Saturday 9 PM –

S-176 Attack of the Corporate Zombies II: Hostile Takeover

Modern; 9 PM; Length: 3; Hosted by: Mike Chamness; 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.

– Sunday 8 AM –

Z-015 The Americans are Coming, The Americans are coming - 1786

Age of Reason; 8 AM; Length: 4; Hosted by: William Jenkins; Scale: 15mm; Sponsored by: The Society of "Other-Maine" Miniature Enthusiasts; Rules American Battlelines; No. of Players: 8

Hypothetical battle between the Americans with their French Allies on one side and the British with their German Mercenaries on the other.

16 and older

– Sunday 9 AM –

Z-004 Forlorn Hope! Fredericksburg, December 13, 1862

ACW; 9 AM; Length: 4; Hosted by: John Michael Priest, Dustin Kunkle; Scale: 54mm; Rules Fix Bayonets!; No. of Players: 6

Join us for a re-enactment of the fateful charge against the stonewall at Marye's Heights. Each player will command a battery /and or infantry regiment in an attempt to rewrite history and capture the Confederate guns along the crest of the hill. The game will run in three sessions with the next game picking up where the previous game left off. Rules will be taught to "fresh fish" on the field of battle.

Adult must be present with child younger than 15

Z-012 Close Action - Large Frigate Action

Napoleonic; 9 AM; Length: 6; Hosted by: Mark Campbell; Scale: 1/1200; Sponsored by: M.A.N.O.F.W.A.R.; Rules Close Action; No. of Players: 20

Captains! Come refight a dramatic Large Frigate action from the Age of Fighting Sail, when fleets of ships of the line dueled to determine which nation would rule the seas. Realistic movement, combat and limited communications rules assure that you'll get as close to real combat in this battle as possible. This Close Action Fleet Battle will be hosted by Mark Campbell, designer of Close Action.

Z-061 World War Two Naval Game!

WWII; 9 AM; Length: 4; Hosted by: Dan McDonagh; Scale: 6mm; Sponsored by: Osprey Publications and NSDM; Rules Home Rules; No. of Players: 20

A brisk action fought during the Second World War.

Z-094 Classic Battletech Demo Game

Futuristic; 9 AM; 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

Z-199 Battle off Pondicherry - 10 Sept 1759

Age of Reason; 9 AM; Length: 5; Hosted by: Stanley Sunderwirth; Scale: 1/2000; Rules Victory Under Sail; No. of Players: 5

British admiral Pocock with 9 battleships takes on 4 French battleships and 7 East Indiamen under d'Ache in the final battle of the Seven Years War for control of Indian seas. Players will control multiple ships in fast-playing game with lots of dice and almost no charts.

Rules will be taught

– Sunday 10 AM –

Z-044 Kaiser Wilhelm's Flying Circus

WWI; 10 AM; Length: 4; Hosted by: Justin Kennel; Scale: 1/144; Sponsored by: Refuse the Flank Wargamers; Rules Wings of War; No. of Players: 6

Take to the skies and battle high above the trenches. We will be playing several rounds in the four hour period including dogfights and mission games. Wings of War is a fast and fun game, with easy game mechanics that everyone can pick up quickly.

Rules Taught. Must be 15 years old to play.

Z-045 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

Drawing Blood on the Frontier - The French and Indian War Description: French and British Forces, along with their colonial and native allies, clash in the backwoods of the North American frontier. The action will be fast and bloody, as you command some of the best troops of the conflict; Rangers, Marines, Native Warriors, and even Highlanders. So grab your musket and don your warpaint, because this will be a blood letting.

Z-095 Classic Battletech Demo Game

Futuristic; 10 AM; 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

Z-169 Welcome to the Enchanted Forest

Fantasy; 10 AM; Length: 3; Hosted by: Eric Schlegel; Scale: 25mm; Sponsored by: The HAWKS; Rules Blood & Swash (Fantasy Variant); No. of Players: 12

In '06 you had fun storming the castle and last year you bragged about it at the Greedy Goblin. This year our heroes are off on a new adventure to explore the Enchanted Forest. Can you navigate past the denizens of the forest, find the entrance to the dungeon, make your way along the creepy corridors, find the treasure and get back alive? As usual, all the elements of a typical Blood & Swash barroom brawl are present, plus elves, dwarves, halflings, trolls, orcs, maybe a dragon and MAGIC!

Players under 13 welcome with a playing adult

Z-210 "The Prehistoric World of H. Ryder Haggis" - Victorian Lost World

Victorian Science Fiction; 10 AM; Length: 2; Hosted by: Edward Watts; Scale: 25mm; Sponsored by: Monday Night Adventurers; Rules Big Game Hunt; No. of Players: 8
Jaunty Victorian sportsmen & women with big bore rifles nerves of steel pursue living dinosaurs for capture or trophy on a safari to a lost world discovered by a Scottish eccentric.

All ages OK!

– Sunday 11 AM –

Z-096 Classic Battletech Demo Game

Futuristic; 11 AM; 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