



Preliminary Event List – Kid Friendly

– Friday 1 PM –

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

– Friday 2 PM –

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.

– Friday 3 PM –

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.

– 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.

– Friday 6 PM –

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)

– Friday 7 PM –

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-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-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-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-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-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-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-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!

– Saturday 12 PM –

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 '1300m, 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!

– 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 surprizes 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-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-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-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

– Saturday 2 PM –

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-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-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-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

– Saturday 3 PM –

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!

– Saturday 5 PM –

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.

– Saturday 6 PM –

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?

– 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-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 under 13 need adult present (over 18) Award winning game from Cold Wars 08.

– Saturday 8 PM –

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

– 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

– Sunday 10 AM –

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!