



Preliminary Event List – 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)

– 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 Bassee, 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+)

– 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

– 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

– 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.

– 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.

– 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 desparately try to hold off against superior forces. For pictures and full details visit www.wnga.org/fallin2008.

– 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!

– 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 Bengel; 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?

– 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.

– 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 cause. . . 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 Armeef 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.

– 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 counterattack. 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 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.

– 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.

– 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.