



Preliminary Event List – Sunday

– 8 AM –

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

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

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

16 and older

– 9 AM –

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

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

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

Adult must be present with child younger than 15

Z-012 Close Action - Large Frigate Action

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

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

Z-061 World War Two Naval Game!

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

A brisk action fought during the Second World War.

Z-094 Classic Battletech Demo Game

Futuristic; 9 AM; Length: 1; Hosted by: Mark Yingling; Scale: 1/285; Sponsored by: Iron Wind Metals; Rules CBT – Total Warfare; No. of Players: 4

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

Held at Iron Wind Vendor Table

Z-199 Battle off Pondicherry - 10 Sept 1759

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

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

Rules will be taught

– 10 AM –

Z-044 Kaiser Wilhelm's Flying Circus

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

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

Rules Taught. Must be 15 years old to play.

Z-045 Drawing Blood on the Frontier - The French and Indian War

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

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

Z-095 Classic Battletech Demo Game

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

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

Held at Iron Wind Vendor Table

Z-169 Welcome to the Enchanted Forest

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

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

Players under 13 welcome with a playing adult

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

Victorian Science Fiction; 10 AM; Length: 2; Hosted by: Edward Watts; Scale: 25mm; Sponsored by: Monday Night Adventurers; Rules Big Game Hunt; No. of Players: 8

Jaunty Victorian sportsmen & women with big bore rifles nerves of steel pursue living dinosaurs for capture or trophy on a safari to a lost world discovered by a Scottish eccentric.

All ages OK!

– 11 AM –

Z-096 Classic Battletech Demo Game

Futuristic; 11 AM; Length: 1; Hosted by: Mark Yingling; Scale: 1/285; Sponsored by: Iron Wind Metals; Rules CBT – Total Warfare; No. of Players: 4

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

Held at Iron Wind Vendor Table