

Event F042 War of the Worlds on the North German Plains

Start: 9 AM End: 1 PM, No. Players: 8, Scale: 1/1200, Period: Victorian Science Fiction, Rules: Land Ironclads, GM: Robert Henderson / William Hageman, Sponsor:
While the events in the United Kingdom were well documented by Mr. H.G. Wells, the fight of the Imperial German Army against the martian invaders is relatively unknown. Fight with the massive land ironclads and armored land trains of the Kaiser or guide the fearsome tripods, handling machines and flyers of the Cephalopod invaders.
Rules taught, children welcome with an adult present

Event F092 Breakout at Leningrad 1944

Start: 9 AM End: 3 PM, No. Players: 6, Scale: 10mm, Period: WWII, Rules: Spearhead, GM: Dave Reiners, Sponsor:
Russian mechanized forces are trying to break the stranglehold on Leningrad. Members of the German 18th army are trying to keep the siege going. Can you lead the Red hordes to victory and free Lenin's city or drive the Russian hordes back to the Arctic
Theme Game

Event F078 Bug Hunt!

Start: 10 AM End: 1 PM, No. Players: 4, Scale: 25mm, Period: SciFi, Rules: Tabletop Battle System, GM: Del Stover / Ben Fornshell, Sponsor: WNGA
Decades ago, indigenous life on Haldus IV was destroyed by Imperial virus bombs as the first step to colonization. Now, years after humans first settled on the planet, one small outpost has sent a distress call: Apparently some of the large insect species thought extinct have survived by hibernating underground, and now they've risen. Livestock is being attacked, and one colonist has disappeared. Lead your Imperial Guard troops to exterminate the threat before this insect colony expands and threatens Imperial ownership of the world.

Event F004 Death of an Empire: Magnesia 190 BC

Start: 10 AM End: 2 PM, No. Players: 8, Scale: 25mm, Period: Ancients, Rules: Modified WAB, GM: Don Manser, Sponsor:
Will you command the vast army of Antiochus, inheritor of the deadly instrument of war left to him by Alexander? Or is the smaller, battle hardened core of veterans commanded by a Scipio or two more to your taste? Whichever side you select the fate of empires will be decided and fun will be had by all with hundreds of 25mm figures.
No one under 14 without parent.

Event F089 Battle of Kohima 1944

Start: 10 AM End: 2 PM, No. Players: 8, Scale: 15mm, Period: WWII, Rules: Battle Barn rules, GM: Joe Brimer, Sponsor:
It is doubtful whether there is a more glorious stand in the annals of war than the defense of Kohima. The battle was murderous and the supply line was in the air, and by parachute. While Relief forces were fighting their way there, the men inside the town disputed every inch of ground against overwhelming odds. Slowly the perimeter contracted until finally, after two weeks of relentless siege, the defenders were confined on one solitary hilltop, completely surrounded and raked day and night by artillery, mortar, and machine-gun fire. Can the relief force make it is time to relieve the besieged forces? As the British Commander it is up to you to hold this line till relief arrives, as the Japanese Commander it is your goal to capture this strategic point and open the way for the invasion of India. Kohima is known as the Stalingrad of the East. Find out why.
no one under 16

Event F052 Parker's Crossroads - December 1944 Baraque de Fraiture

Start: 10 AM End: 3 PM, No. Players: 6, Scale: 15mm, Period: Age of Reason, Rules: Battlefront WW2, GM: Michael Sincavage / Peter Landry, Sponsor:
It is December 23, 1944 during the Battle of the Bulge and US Major Arthur Parker commands a hodgepodge mixture of US armor, artillery, para troops, and infantry in an attempt to hold onto the key crossroads of Baraque de Fraiture. Intent on capturing the key area are SS troops possessing excellent armor and panzergrenadier assets. Artillery support is expected. A wild melee will surely occur. Experience with Battlefront rules is helpful but newcomers are welcome!
Only players over 15 years old please. Theme Game

Event F013 Aerodrome 1.1

Start: 12 PM End: 1 PM, No. Players: 10, Scale: 1/72nd, Period: WWI Air, Rules: Aerodrome 1.1 by Stan Kubiak, GM: Hal Dyson, Sponsor:
Thrill to the "kill"! WW I combat as it was; simple, intense, bloody! Novice or veteran; chance, luck, or skill; YOU live in fame or go down in flame! "Bennies" for combat success. Runs from noon to 8 PM in a series of 60 to 90 minute rounds, 10 players per. "Dead" yield seats to pilots awaiting aircraft at end of each round on first come, first served basis. Purpose of the game? ENJOY!
Beginner friendly. Rules taught on site. Under 15 by mutual consent of GM and parent.

Event F093 Battletech Demo Game 1

Start: 12 PM End: 1 PM, No. Players: 4, Scale: 1/285th, Period: SciFi, Rules: CBT - Total Warfare, GM: Bethany Stahlman, Sponsor: Iron Wind Metals
WALK-UP demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be

Event F075 Campaign of Fourth Armored Division - Avranches: Gateway to Paris

Start: 12 PM End: 3 PM, No. Players: 6, Scale: 20mm, Period: WWII, Rules: Disposable Heroes, GM: Roxanne Patton, Sponsor: Iron Ivan Games
'Down a single road, over a single bridge...' Avranches at the bottom of the Cotentin, joins Normandy to Brittany and the interior of France. On July 29th, Gen. Patton re-tasked the 4th AD. With great dispatch, Gen Wood gave the order to B. Gen. Dager of CCB, "Present mission canceled - using any roads ... move on Avranches ... to capture it and secure the crossings east thereof."
Theme Game

Event F021 "One Day Too Late" - Monocacy, 9 July 1864

Start: 12 PM End: 4 PM, No. Players: 8, Scale: 15mm, Period: ACW, Rules: Johnny Reb 3, GM: Scott & Tom Mingus, Sponsor: Johnny Reb Gaming Society & Battlefield Terrain Concepts
Monocacy was fought just outside Frederick, Md., as part of the Valley Campaigns. Lt. Gen. Jubal A. Early's Rebels engaged Maj. Gen. Lew Wallace's Yankees. The battle was part of Early's raid through the Shenandoah Valley and into Maryland, attempting to divert Union forces away from Robert E. Lee's army still under siege at Petersburg. Early would then move on Washington and attack Fort Sanders.
Familiarity with Johnny Reb 3 is required

Event F026 Mortain Counterattack

Start: 12 PM End: 4 PM, No. Players: 6, Scale: 54mm, Period: WWII, Rules: Final Combat, GM: Peter Fliss, Sponsor: Dulles Wargaming Club
The German attempt to cut off the American breakout from Normandy near Mortain has failed and the Americans are poised to retake lost ground. Come join this 54mm scale double-blind skirmish game featuring Old Northwest, Conte, and Britians figures as US GI's attack SS Panzergrenadiers.
Rules taught; Not recommended for kids under age 13 Theme Game

Event F028 Me Jolly Jolly Grog

Start: 12 PM End: 4 PM, No. Players: 8, Scale: 1/600, Period: ACW, Rules: Scurvy For You (home rules), GM: Nate Gerstner, Sponsor: Refuse the Flank Wargamers
A Union watchman sounds his whistle as he spots enemy ships approaching. "All Hands to Quarters!" the Captain yells. "Heave, Ho!" is the cry as guns are pulled into position. Come join us as the Union and Confederate Navies clash over the control of Southern Waters! BYOG (Bring Your Own Grog)

Event F046 Battle for the Carobbean Sea, 1896

Start: 12 PM End: 4 PM, No. Players: 6, Scale: 1/600, Period: Age of Imperialism, Rules: Jingos of the Sea, GM: Gary Richard, Sponsor:
Coalition Naval warfare with fleets of (might as well be) experimental ironclads. Imperialism, chauvinism, and rank hubris will decide the matter as you command a squadron of semi-historical (scratchbuilt) warships to settle control of the approaches to the Istmthian canals and the vital carob growing islands of the Carobbean Sea.
Children please bring an adult.

Event F059 Battle of Coronel

Start: 12 PM End: 4 PM, No. Players: 6, Scale: 1/2400, Period: WWI, Rules: When Dreadnoughts ruled the Seas, GM: Brian DeWitt, Sponsor: NOVAG
British Naval forces engage with Germans off the Coast of South America at the start of WWI. No experience with the rules necessary.

Event F061 Escape from Ragnar Station

Start: 12 PM End: 4 PM, No. Players: 4, Scale: 1/2400, Period: SciFi, Rules: Colonial Battlefleet, GM: Ed Bates, Sponsor: Gettysburg Gamers Ravenstar Studio & Iron Wind Metals
Commander Adama has taken command of the Colonial Fleet and ordered all Fleet ships to reform at Ragnar Station. While the Galactica is rearming inside the gas giant at Ragnar Station President Laura Roslin has arrived with the last surviving Civilian ships and Cylons close behind. Now The Galactica must now cover the Civilian ships as they try to escape the Cylons outside the gas giant.
Kids under 14 must have an adult present.

Event F066 "Venus in a fly trap"

Start: 12 PM End: 4 PM, No. Players: 4, Scale: 1/600, Period: SciFi, Rules: Colonial Battlefleet, GM: Eric Shanoltz, Sponsor: Gettysburg Gamers / Iron Wind Metals
Colonial Fleet as received a distress call for the Research and Surveyship "Venus". She is on a routine mapping mission near the red line. Communications were broken but sometime about system failure, explosions, and "Cylons"!! Colonial Fleet as dispatched the 3rd Cansor Reactionary fleet to investigate and attempt to rescue the Venus.

Event F090 Villers-Bocage

Start: 12 PM End: 4 PM, No. Players: 6, Scale: 20mm, Period: WWII, Rules: Crossfire / Battle Barn Rules, GM: James Curtis, Sponsor: Battle Barn Games
One of the most celebrated attacks in military history, SS Obersturmfuhrer Michael Wittmann attack at Villers-Bocage, Jun 13, 1944. Can you perform the attack as he did or will you approach the Allied attack at Villers-Bocage in a different manner? The challenge is yours.
no one under 16. Theme Game

Event F107 Belgian "Waffens" (Theme event 1944)

Start: 12 PM End: 4 PM, No. Players: 6, Scale: 1/285, Period: WWII, Rules: Spearhead, GM: Tony Exline / Chris Collins, Sponsor: Southern Maryland Partizans
18 December 1944 - 10km West of Amblève, Belgium - Along the route of Kampfgruppe Peiper's northern advance - Elements of the 1st SS Panzer Division plow through snow and American roadblocks on day two of the Ardennes Offensive. Can they be stopped before they reach Malmedy?
Experienced players preferred but not required. Children under 15 welcome with playing adult. Theme Game

Event F005 The City fight at Stalingrad

Start: 12 PM End: 5 PM, No. Players: 14, Scale: 20mm, Period: WWII, Rules: Home Brew, GM: Bill Molyneaux, Sponsor: Gettysburg Miniatures
The City fight at Stalingrad winter of 42 will be in 20mm scale and will feature very fast rules to make the game move fast you will not have time in between turns to check out the dealers while playing. There will be snipers and armor Too! Everyone will be given a battalion of infantry and to march into or hold the city. Rules will be posted on <http://www.gettysburggamers.com>
No Children Please

Event F027 "Death Was Holding High Carnival" - Chickamauga 19 September 1863

Start: 12 PM End: 5 PM, No. Players: 6, Scale: 15mm, Period: ACW, Rules: Regimental Fire & Fury, GM: Kaleb Dissinger, Sponsor: Refuse the Flank Wargamers
The vital rail junction of Chattanooga was Rosecrans' next target. Bragg's Army of the Tennessee, with the added weight of Longstreet's corps finally stopped retreating and turned around. Scattered Federal troops earlier in the morning have taken a beating, but now more effort has been added. Bragg too is pushing more troops forward. Farmer Brock's field is about to witness an all-out slugfest

Event F007 The "Beginning of the end" in the West - The Allied advance from Normandy to Germany, 1944- 1945

Start: 1 PM End: 2 PM, No. Players: 40, Scale: , Period: WWII, Rules: , GM: Louis Desy, Sponsor: FALL-IN WAR COLLEGE & NSDM Inc.

This lecture will cover the Allied campaign at the end of WWII from the Allied landing in Normandy to the Battle for Germany.

Theme Game

Event F014 Aerodrome 1.1

Start: 1 PM End: 2 PM, No. Players: 10, Scale: 1/72nd, Period: WWI Air, Rules: Aerodrome 1.1 by Stan Kubiak, GM: Hal Dyson, Sponsor:

Thrill to the "kill"! WW I combat as it was; simple, intense, bloody! Novice or veteran; chance, luck, or skill; YOU live in fame or go down in flame! "Bennies" for combat success. Runs from noon to 8 PM in a series of 60 to 90 minute rounds, 10 players per. "Dead" yield seats to pilots awaiting aircraft at end of each round on first come, first served basis. Purpose of the game? ENJOY!

Beginner friendly. Rules taught on site. Under 15 by mutual consent of GM and parent.

Event F094 Battletech Demo Game 2

Start: 1 PM End: 2 PM, No. Players: 4, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Bethany Stahlman, Sponsor: Iron Wind Metals

WALK-UP demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to the players. This will allow a quicker translation into the Grinder event. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

Event F053 Stow-on-the-Wold, Last Battle of the First English Civil War, 21 March 1646

Start: 1 PM End: 4 PM, No. Players: 4, Scale: Unscaled Paper Minis, Period: ECW, Rules: Polemos ECW, GM: Forest Pavel, Sponsor: Colorado Historical Gamers / Billy Bones Workshop

Sir Jacob Astley and his small army of Royalist cavalry and infantry are attacked while retreating. Parliamentarian commanders under Col Morgan decide to attack near the small town of Stow-on-the-Wold. Will history see another Royalist defeat? This final battle of the First English Civil War is entirely done with paper miniatures and scenery provided by Billy Bones Workshop.

Adult must be present with child

Event F111 The Second Crusade. 1187 - The Battle at the Springs of Cresson

Start: 1 PM End: 4 PM, No. Players: 6, Scale: 25mm, Period: Medieval, Rules: Warhammer Ancients (Modified), GM: J. Patrick Chambers, Sponsor: The HAWKS

The Master of the Templars, Gerard de Ridefort, has gathered together a force of mounted knights supported by a large force of infantry. He has taken it upon himself to launch a surprise attack against Muzzafar al Din Gokbori, one of Saladin's chosen amirs. Gokbori, the 'Blue Wolf', proves to all that his reputation in combat is well deserved as he sends Ridefort and his crusaders on a hasty retreat. Come and take your turn at changing history or reinforcing for all that history is not meant to be changed.

Players under 13 welcome with a playing adult

Event F118 Taking The High Ground

Start: 1 PM End: 4 PM, No. Players: 8, Scale: 25mm, Period: American Civil War, Rules: Rifle Wars, GM: Joel Gregory / Geoff Golliver, Sponsor: Woodbridge (VA) Area GamerS / Acheson Creations & Iron Ivan

This game is a chance to play a game on the new Terrain now being carried by Old Glory. The game will give you a chance to see the different types of terrain being offered and how the troops move across them. The Rifle Wars rules are a system used by the Centurions gaming group in Minneapolis.

Beginners welcome.

Event F113 First of '42

Start: 1 PM End: 5 PM, No. Players: 5, Scale: 1/285 micro, Period: WWII, Rules: Look Sarge, No Charts, WWII, GM: Geoff Graff, Sponsor: The HAWKS

It's early 1942 and the Germans are pulling back, shocked by the Winter and the Soviet Far East reinforcements. Heading for a new defensive line, German infantry are retreating along a road, and Soviet ski troops have cut the road at a river crossing. Can the Germans push through? Can the ski troops hold until reinforced? Can either side handle the surprises in store?

Players under 13 welcome with a playing adult

Event F115 Look, Sarge, It's Sykes' Regulars

Start: 1 PM End: 5 PM, No. Players: 8, Scale: 10mm, Period: ACW, Rules: A Union So Tested, Look Sarge, No Charts: ACW, GM: David Schlegel, Sponsor: The HAWKS
27 June 1862. The Battle of Gaines' Mill was the 3rd of the Seven Days Battles, as Lee's Confederates renewed the attack on the Union V Corps, which included the Regular division commanded by George Sykes. The V Corps had established a strong defensive position behind Boatswain's Creek and with reinforcements was able to hold throughout the afternoon against disjointed Rebel attacks. However, at dusk, the Confederates launched a coordinated attack which broke the Union line and forced it to retreat toward the Chickahominy River.

Players under 13 welcome with a playing adult

Event F117 Operation XXX 1944

Start: 1 PM End: 5 PM, No. Players: 4, Scale: 1/300th, Period: WWII, Rules: Little Friends (home rules), GM: Bruce Khorn, Sponsor: The HAWKS

After the Normandy invasion, thirsty Allied pilots arrange for a special delivery. A desk jockey is inbound with a keg equipped Spitfire. What should have been a milk (actually Guinness) run is crashed by the Luftwaffe fly-jackers.

Rules taught (no beverages or sobriety test provided). Underage pilots with adult co-sponsors are A-OK. Theme Game

Event F314 Callinicum 531 AD

Start: 1 PM End: 5 PM, No. Players: 8, Scale: 15mm, Period: Medieval, Rules: Medieval Warfare, GM: Perry Gray, Sponsor: Saga Publishing

The Byzantine general Belisarius faces a Persian army along the banks of the Euphrates River on Easter Sunday 531 AD. The Byzantines are eager to fight and the Persians want to protect their plunder from a raid into Byzantine territory.

Event F015 Aerodrome 1.1

Start: 2 PM End: 3 PM, No. Players: 10, Scale: 1/72nd, Period: WWI Air, Rules: Aerodrome 1.1 by Stan Kubiak, GM: Hal Dyson, Sponsor:

Thrill to the "kill"! WW I combat as it was; simple, intense, bloody! Novice or veteran; chance, luck, or skill; YOU live in fame or go down in flame! "Bennies" for combat success. Runs from noon to 8 PM in a series of 60 to 90 minute rounds, 10 players per. "Dead" yield seats to pilots awaiting aircraft at end of each round on first come, first served basis. Purpose of the game? ENJOY!

Beginner friendly. Rules taught on site. Under 15 by mutual consent of GM and parent.

Event F095 Battletech Demo Game 3

Start: 2 PM End: 3 PM, No. Players: 4, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Bethany Stahlman, Sponsor: Iron Wind Metals

WALK-UP demos for 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.

After several rounds of Quick Start play, rules from the Introductory Rule set will be

Event F047 Martian Float Ship Racing - Test Heats

Start: 2 PM End: 5 PM, No. Players: 12, Scale: 28mm, Period: Victorian Science Fiction, Rules: Skyrunners Beta, GM: Bob Charrette, Sponsor: Parroom Station Miniatures
Float ship racing at its finest! Can you navigate your ship through the hazards (naturally and otherwise) and cross the finish line? Can you do it first? Win or not, it won't be dull!

Get in on these inaugural races and be a part of the first public presentation of Parroom Station Miniature's forthcoming Martian Aerial Race System rules.

Younger players (10+) welcome with parent; rules taught; racing craft supplied

Event F063 Crossing the Kolva - Russian Civil War, January 1920

Start: 2 PM End: 5 PM, No. Players: 6, Scale: 15mm, Period: Inter-War, Rules: Forward for the Revolution, GM: Charles Turnitsa, Sponsor: Old Dominion Military Society

White elements of the Volunteer army are now being forced back due to lack of support. The Reds are now beginning to rely on Cavalry, after learning the painful lessons of 1919. This battle deals with advance elements of a White force trying to cross a frozen river in the winter of 1920, blocked by quick moving Red cavalry forces.

Event F079 Things that go bump in the night

Start: 2 PM End: 5 PM, No. Players: 4, Scale: 25mm, Period: SciFi, Rules: Tabletop Battle System, GM: Del Stover / Ben Fornshell, Sponsor: WNGA

After another boring tour of duty the grunts of the Delta 58th airborne settle in for a little R&R on Omega III, the entertainment Capitol of the quadrant. There's only one thing missing... your hosts.

Children welcome with adult supervision.

Event F103 Raid on Tula - October 1944

Start: 2 PM End: 5 PM, No. Players: 8, Scale: 1/285 micro, Period: WWII, Rules: Luftwaffe 1946, GM: Martin Fenelon, Sponsor: Niantic Wargamers, MSD Games

Desperate to slow the flow of weapons to the Soviet Armies in Poland, I/KG-200 is tasked with destroying the hydro-electric dam at Tula. Giant Ju-290 bombers equipped with guided bombs hope to become 'dam busters'. 2nd rate Soviet defense fighters rise to the occasion. Fast play air-to-air action, Luftwaffe 1946 rules will be taught.

Beginners welcome. Scenario from upcoming Ural Bomber supplement.

Theme Game

Event F109 Picnic at Monmouth Courthouse

Start: 2 PM End: 5 PM, No. Players: 8, Scale: 28mm, Period: AWI, Rules: Teddy Bear Picnic, GM: James Reynolds, Sponsor: WNPG / Eureka USA

Since New Jersey had more picnics than anywhere else, it is considered the picnic ground of the American Teddy Bear Revolution. Come be a part of the biggest picnic held there.

Kids Game

Event F119 Lepanto Wars

Start: 2 PM End: 5 PM, No. Players: 10, Scale: 25mm, Period: Age of Piracy, Rules: Modified Oars to Cannon - Lepanto Wars, GM: Brian Whitaker, Sponsor: Woodbridge (VA) Area GamerS / Merrimack: Old Glory Shipyard

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

Beginners & cabin boys and girls welcome

Event F029 Crossing the Waal - Market Garden Mini Campaign Part 1

Start: 2 PM End: 6 PM, No. Players: 6, Scale: 15mm, Period: WWII, Rules: Command Decision Test of Battle, GM: Jake Strangeway / Bruce Graumlich, Sponsor: Test of Battle Games

On September 20th, General Gavin was faced with a difficult situation. XXX Corps was behind schedule already, and 1st Airborne was faced with an ever worsening situation north of the Rhine. Faced with a shrinking timetable, he ordered a desperate river crossing to seize the northern ends of the bridge. This is game 1 of a 3 part mini-campaign - you do not need to sign up for all 3 games to play.]

Theme Game

Event F039 Raid in Zululand 1879

Start: 2 PM End: 6 PM, No. Players: 6, Scale: 40mm, Period: Colonial, Rules: Home Rules based on Warhammer series of games, GM: John Shirey, Sponsor: Potomac Wargames

Between the first and second British invasions of Zululand a number of cross border raids occurred. This coupled with the fact that there were still some local Zulu forces that not washed their spears in English blood and stilled wished to do so even against King Cetshwayo's wishes. This battle represents one of those raids meeting one of those Zulu forces.]

Event F040 Battle of Bussaco (South Flank) Sept. 27, 1810

Start: 2 PM End: 6 PM, No. Players: 8, Scale: 15mm, Period: Napoleonic, Rules: Shako, GM: Robert Lockley, Sponsor:

The allies deployed in a strong position along the Bussaco ridgeline hoping to delay the French advance on Libson. After holding a council of war, Reynier was ordered to advance. Reynier's Corps was to break through the allied line, regroup and then wheel to roll up the allied position to the north facing Ney. Will the French be victorious or will the British and Allies hold the line.!!?

Ages 16 and up novice welcome

Event F041 Brothers of the Coast - (Piracy in the Caribbean)

Start: 2 PM End: 6 PM, No. Players: 6, Scale: 1/1000, Period: Age of Piracy, Rules: Home Brew, GM: Glenn Pruitt, Sponsor:

Broadsides, boarding actions, treasure maps and more! An epic adventure game of pirate ships and merchant fleets. Each player must earn profits with their merchant ships, while terrorizing enemies and seeking treasure with their pirate ship. Ships are POTSM pocket models, characters are 28mm figures. This game plays more like a multi-player boardgame than your typical miniatures game.

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

Event F045 Northwest Frontier, 1879: Treachery In the Hills

Start: 2 PM End: 6 PM, No. Players: 6, Scale: 28mm, Period: Colonial, Rules: Clans and Companies, GM: Bob Bryant, Sponsor:

The opening stage of the Second Afghan War saw Anglo-Indian columns attempting to pacify fierce Afghan tribes who objected to invasion. In this scenario, an Anglo-Indian force responds to a call for help from a friendly small village against a rival tribe. Only the village is abandoned and the Pathans are closing in on all sides

Adult must be present with child

Event F050 Trench Wars - 1914 Eastern Front

Start: 2 PM End: 6 PM, No. Players: 9, Scale: 28mm, Period: WWI, Rules: Trench Wars - 1914 Eastern Front, GM: John Spiess / Jim Stanton, Sponsor: MBA, Brigade Games

Germans and Russians fight it out over an important rail line which the Germans need to capture in order to continue their strategic advance. German lancers and Russian cossacks show no mercy, and while the Russian infantry are always stubborn on defense, the pickelhaub infantry just keep coming and coming.

Event F058 Republic of Cartagena...Bah! They're Pirates!

Start: 2 PM End: 6 PM, No. Players: 6, Scale: 15mm, Period: Age of Piracy, Rules: Limeys and Slimeys modified, GM: Peter & Greg Hogan, Sponsor:

Good God, man, it's 1812! Pirates are back in the Caribbean. This time, it's an upstart rebel province of the Spanish colonies granting letters of marque to pirates who'll agree to prey on Spanish and British shipping. Using modified Limeys and Slimeys rules, a British flotilla, with Marines, will attempt to clean out a nest of pirates. The pirates have a fort. The British have rockets!

Kids under 14 welcome with playing adult

Event F071 Hamakari: Last Stand of the Germans (German South-West Africa, 1904)

Start: 2 PM End: 6 PM, No. Players: 4, Scale: 25mm, Period: Colonial, Rules: Sword and the Flame, GM: Roy Jones / Eric Alvarado, Sponsor: Falcon Miniatures

August 11, 1904: The Germans are making their last stand at the Hamakari waterholes. Will the Hereros break through the German line of infantry and Maxims, overrun the HQ and wireless station, and isolate the Germans from all help? Will the Witboi native infantry save their German allies? From the scenario book The Herero War. More at: www.hererowars.com.

Event F072 The Battle of Sideling Hill: April 2, 1756

Start: 2 PM End: 6 PM, No. Players: 6, Scale: 28mm, Period: F&I War / 7YW, Rules: This Very Ground, GM: William Starmer / Brad Pflugh, Sponsor:

A group of Delaware Indians have assaulted a small Pennsylvania farming community and those settlers not killed have been taken captive. Within hours the alarm goes out and settlers join up in an attempt to track down the Indians and free the prisoners. The battle will not be just one of attempting to free the captives, but one of revenge for those killed the night before. Rules lawyers and disgruntled people are not welcome.

Age 16+

Event F198 Even Caesar's Men Must Eat - Aegean Sea, 49 BC

Start: 2 PM End: 6 PM, No. Players: 8, Scale: 1/300, Period: Ancients, Rules: Roman Seas, GM: Brian Cantwell, Sponsor: Hotz Artworks

Unable to defeat Caesar and his legions on land, the Republican forces seek to starve out his army by naval blockade. A convoy of badly needed supplies is en route to Greece and must get through to Caesar at all costs. Man your rowing stations, ready the grapples, and fight for control of Our Sea at the head of a squadron of war galleys.

Young gamers welcome with adult supervision.

Event F313 Carnage in Space

Start: 2 PM End: 6 PM, No. Players: 10, Scale: , Period: Science Fiction, Rules: A Call to Arms (2nd), GM: Jay Wissmann, Sponsor:

Join GM Jay Wissmann as he launches into a new venue - the final frontier, Space. He has a variety of Babylon 5 scenarios setup for players to explore: the Earth-Dilgar War, the Earth-Minbari War and a Centauri-Narn donneybrook. Using Mongooose's A Call to Arms rules and Iron Wind Metals minis.

Event F070 Scouring the scourge of the seas

Start: 2 PM End: 8 PM, No. Players: 6, Scale: 28mm, Period: Modern, Rules: Ambush Alley, GM: Jim Keats, Sponsor: Old Colony Wargamers

Hijacking and ransoming ships has created a new career for Somali gunmen. However, the West has had enough. A multi-national special operations unit has been created to eliminate the threat at the source. In this mini-campaign of 3 scenarios, a few elite First World forces will pit their training, tactics, and technology against masses of Third World gunmen. Rules will be taught. This game is rated "Arrghh"!

Children 12+ can play with adult present

Event F008 The "Beginning of the End" in the East - The Soviet advance in 1944 with the destruction of Army Group Center to the battle for Berlin, 1945

Start: 2 PM End: 3 PM, No. Players: 40, Scale: , Period: WWII, Rules: , GM: Louis Desy, Sponsor: FALL-IN WAR COLLEGE & NSDM Inc.

This lecture will cover the Soviet campaign at the end of WWII from the Soviet Summer offensive against Army Group Center in 1944 to the Battle for Berlin.
Theme Game

Event F099 Battletech – Grinder 1

Start: 2 PM End: 4 PM, No. Players: 8, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Dave Yingling, Sponsor: Iron Wind Metals

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. The game will be using miniatures from Iron Winds Metals beginner sets and other Mechs from the Classic Battletech line.

Event F016 Aerodrome 1.1

Start: 3 PM End: 4 PM, No. Players: 10, Scale: 1/72nd, Period: WWI Air, Rules: Aerodrome 1.1 by Stan Kubiak, GM: Hal Dyson, Sponsor:

Thrill to the "kill"! WW I combat as it was; simple, intense, bloody! Novice or veteran; chance, luck, or skill; YOU live in fame or go down in flame! "Bennies" for combat success. Runs from noon to 8 PM in a series of 60 to 90 minute rounds, 10 players per. "Dead" yield seats to pilots awaiting aircraft at end of each round on first come, first served basis. Purpose of the game? ENJOY!

Beginner friendly. Rules taught on site. Under 15 by mutual consent of GM and parent.

Event F096 Battletech Demo Game 4

Start: 3 PM End: 4 PM, No. Players: 4, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Bethany Stahlman, Sponsor: Iron Wind Metals

WALK-UP demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be

Event F025 Austria Alone, 1805

Start: 3 PM End: 6 PM, No. Players: 6, Scale: 25mm, Period: Napoleonic, Rules: Volley and Bayonet, 1st edition, GM: Benjamin Pecson, Sponsor: Civic Guard

A small Austro-Russian force is attempting to escape after the disaster of Austerlitz. Three blocking divisions attempt to link up and either force the surrender of the allied force or annihilate it altogether.

Event F024 Aerodrome Aerial Combat Games

Start: 3 PM End: 8 PM, No. Players: 10, Scale: 1/100 or 1/144, Period: WWII, Rules: Aerodrome® 2.0 - WW2 Aerial Combat, GM: Stanley Kubiak, Sponsor: Aerodrome Aerial Combat Games

Popular Aerodrome® 1.1 rules adapted to WW2 air combat. The rules remain easy-to-learn, easy-to-play, lots of fun, but take into account faster speeds and greater weapons lethality of WW2 aircraft. Up to 10 players per round, rounds last about one hour, running continuously through allotted time. (Note: This game is followed by the Aerodrome® 2.0 Carrier Attack game on Saturday.)

Under 15 only with playing adult.

Event F023 The Last Battle - Cuddalore - 20 June 1783

Start: 3 PM End: 11 PM, No. Players: 6, Scale: 1:2000, Period: AWI, Rules: Victory Under Sail, GM: Stanley Sunderwirth, Sponsor:

RADM Suffren leads 15 ships of the line and one heavy frigate against VADM Sir Edward Hughes with 18 ships to break the British siege of Cuddalore in the last of their five battles fought for control of India. This was the last naval battle of the American Revolution, fought six months after the peace treaty was signed. Players will control entire squadrons. Lots of dice and almost no charts.

Event F100 Battletech – Grinder 2

Start: 4 PM End: 6 PM, No. Players: 8, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Dave Yingling, Sponsor: Iron Wind Metals

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. The game will be using miniatures from Iron Winds Metals beginner sets and other Mechs from the Classic Battletech line.

Event F038 "A Bridge Too Far"-Operation Market Garden, 17-25 September 1944

Start: 4 PM End: 10 PM, No. Players: 8, Scale: 15mm, Period: WWII, Rules: Flames of War, GM: Stephen Wagner, Sponsor: Showcase Comics, Battlefront Miniatures

Monty has a plan to end the war by Christmas. All the allies have to do is carry out the largest airborne assault in history. Capture and hold a few key bridges in the Netherlands. Next XXX corps rolls the armor into the heart of Germany. Intelligence reports light resistance. There were a few rumors from "unreliable" sources that veteran SS Panzer troops had been spotted in the area.

Not recommended for kids. New to Flames of War Okay Theme Game

Event F010 The World 50 years ago, 1959

Start: 4 PM End: 5 PM, No. Players: 40, Scale: , Period: Modern, Rules: , GM: Mark McDonagh, Sponsor: FALL-IN WAR COLLEGE & NSDM Inc.

This lecture will discuss the Diplomatic-Geopolitical events of 50 years ago.

Event F017 Aerodrome 1.1

Start: 4 PM End: 5 PM, No. Players: 10, Scale: 1/72nd, Period: WWI Air, Rules: Aerodrome 1.1 by Stan Kubiak, GM: Hal Dyson, Sponsor:

Thrill to the "kill"! WW I combat as it was; simple, intense, bloody! Novice or veteran; chance, luck, or skill; YOU live in fame or go down in flame! "Bennies" for combat success. Runs from noon to 8 PM in a series of 60 to 90 minute rounds, 10 players per. "Dead" yield seats to pilots awaiting aircraft at end of each round on first come, first served basis. Purpose of the game? ENJOY!

Beginner friendly. Rules taught on site. Under 15 by mutual consent of GM and parent.

Event F097 Battletech Demo Game 5

Start: 4 PM End: 5 PM, No. Players: 4, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Bethany Stahlman, Sponsor: Iron Wind Metals

WALK-UP demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be

Event F043 The Battle of Beda Fomm, Operation Compass

Start: 4 PM End: 8 PM, No. Players: 10, Scale: 15mm, Period: WWII, Rules: Home Brew, GM: Adam Wine, Sponsor: NOWS

On Feb. 6, 1941 the Italian 10th Army is in full retreat in the face of the British Offensive Operation Compass; at the same time a combine force under Lieutenant-Colonel John Combe races across the desert to cut-off the Italians. The carri (tanks) of Brigata Corazzata Special must break through the British road block on the Benghazi-Tripoli road.

Event F077 Mount Gaurus-First Samnite War 343 BC

Start: 4 PM End: 8 PM, No. Players: 8, Scale: 15mm, Period: Ancients, Rules: Modified Warhammer Ancients, GM: Troy Turner, Sponsor:

Mount Gaurus was one of the first and most sanguinary battles of the Samnite Wars. Rome's legions are on their first expedition beyond the borders of Latium. Waiting are the Samnites, fierce hill-people from central Italy. Seesaw fighting lasted all day with heavy casualties. Both sides earned a healthy respect for each other and set the pace for a savage series of wars between them.

Adult must be present with child

Event F188 Introductory Impetvs Hoplite Vs. Hoplite 450 B. C

Start: 4 PM End: 8 PM, No. Players: 6, Scale: 28mm, Period: Ancients, Rules: Impetvs, GM: Howard Meissel, Sponsor: Tidewater Historical Wargamers

This will be an introduction to Impetvs rules with basic Hoplite forces Athenian vs. Theban 450 B.C. The game is directed toward beginners or others who interested in learning about how the rules operate. If time permits we will start a second game if others are still interested. The game time should be about two hours long.

12 and over

Event F068 Sent to the Russian Front...1943

Start: 5 PM End: 9 PM, No. Players: 6, Scale: 6mm, Period: WWII, Rules: Ambush Blitz, GM: Jim McCourt, Sponsor:

Armor is swift and strong, but infantry is very resilient in the Ambush Blitz rules. Battles tend to be decided quickly. This game is a 1:1 representation, meaning you'll be directing many beautifully painted GHQ micro-armor figures. Command a Wehrmacht or Red Army force in the mid-war days of sweeping battles on the Russian Steppes, on wonderful rolling terrain worth fighting over!

This is not a children's game, but mature youngsters will not be turned away

Event F076 Liberation of Troyes: Charge of the 10th Armored Infantry

Start: 5 PM End: 9 PM, No. Players: 8, Scale: 20mm, Period: WWII, Rules: Disposable Heroes, GM: Roxanne Patton, Sponsor: Iron Ivan Games

The 4th Armored Division is in the mist of a headlong pursuit chasing the fleeing German forces with town folks cheering wildly for the liberating Americans. The unforeseen success has open opportunities to capture bridgeheads across the formidable barrier of the Seine River. Under these circumstances, Lt. Col. West's 10th Armored Infantry charges the garrison of Troyes confident of success.

Theme Game

Event F018 Aerodrome 1.1

Start: 5 PM End: 6 PM, No. Players: 10, Scale: 1/72nd, Period: WWI Air, Rules: Aerodrome 1.1 by Stan Kubiak, GM: Hal Dyson, Sponsor:

Thrill to the "kill"! WW I combat as it was; simple, intense, bloody! Novice or veteran; chance, luck, or skill; YOU live in fame or go down in flame! "Bennies" for combat success. Runs from noon to 8 PM in a series of 60 to 90 minute rounds, 10 players per. "Dead" yield seats to pilots awaiting aircraft at end of each round on first come, first served basis. Purpose of the game? ENJOY!

Beginner friendly. Rules taught on site. Under 15 by mutual consent of GM and parent.

Event F098 Battletech Demo Game 6

Start: 5 PM End: 6 PM, No. Players: 4, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Bethany Stahlman, Sponsor: Iron Wind Metals

WALK-UP demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be

Event F032 Battle of Monterrey, September 21-23, 1847

Start: 6 PM End: 12 AM, No. Players: 8, Scale: 15mm, Period: Mexican War, Rules: Regimental Fire & Fury, GM: Joel Salmons / Rich Hasenauer, Sponsor:

Play test of the new Regimental Fire and Fury, Mexican American War rules. The game recreates the first critical battle in establishing Major General Zachary Taylors Mexican War reputation prior to his ascending to the presidency. Rules taught, and new players are welcome!

Adult should be with child

Event F064 Man'O'War

Start: 6 PM End: 12 AM, No. Players: 8, Scale: 1/1200, Period: Fantasy, Rules: Man'O'War, GM: Richard McGuire, Sponsor: NOWS

Come try a classic fantasy naval game released in 1993 by Games Workshop. Nurgle, Khorn, Orc, Dwarf, High Elf and Dark Elf fleets will be provided or you can bring your own 500 point fleet using the standard fleet construction rules. Beginners are welcome. The rules will be taught.

Event F074 FINDING NEMO IN THE CHESAPEAKE 1865

Start: 6 PM End: 12 AM, No. Players: 8, Scale: 1/600, Period: ACW, Rules: Modified Age of Iron, GM: Dale Kemper / Rich Smethurst, Sponsor: Star Books & Games

Captain Nemo has survived the sinking of the NAUTILUS & vows revenge by building an armored squadron to attack & burn both Richmond & Washington. He has harnessed the Energy of the Sun to power his ironclads and has many weapons no one has ever dreamed of. Can a combined force of both Union & Rebel ironclads stop him??? Nemoitis, Irish Whiskey & Southern Comfort provided for courage roles.

Event F019 Aerodrome 1.1

Start: 6 PM End: 7 PM, No. Players: 10, Scale: 1/72nd, Period: WWI Air, Rules: Aerodrome 1.1 by Stan Kubiak, GM: Hal Dyson, Sponsor:

Thrill to the "kill"! WW I combat as it was; simple, intense, bloody! Novice or veteran; chance, luck, or skill; YOU live in fame or go down in flame! "Bennies" for combat success. Runs from noon to 8 PM in a series of 60 to 90 minute rounds, 10 players per. "Dead" yield seats to pilots awaiting aircraft at end of each round on first come, first served basis. Purpose of the game? ENJOY!

Beginner friendly. Rules taught on site. Under 15 by mutual consent of GM and parent.

Event F120 Sumo Wars

Start: 6 PM End: 9 PM, No. Players: 12, Scale: 25mm, Period: Modern, Rules: Sumo Arena, GM: Chad Miller, Sponsor: Woodbridge (VA) Area Gamers

The Belly Bumper Big Boys have returned for another tournament. Push all your opponents out of the ring and become Grand Champion. Each player will play at least two rounds.

Beginners welcome

Event F006 Wings of War Tournament

Start: 6 PM End: 10 PM, No. Players: 8, Scale: 1/72nd, Period: WWI, Rules: Wings of War, GM: Victor Hiris, Sponsor:

player with most kills win prizes in this dogfight tournament

kid friendly

Event F031 Johns Island, Charleston, February, 1780

Start: 6 PM End: 10 PM, No. Players: 6, Scale: 40mm, Period: AWI, Rules: Carnage&GloryII Computer Moderated Rules, GM: Dave Bonk, Sponsor: Triangle Simulation Society

In February, 1780 British forces landed on Johns Island and began their march towards Charleston. The South Carolina militia failed to turn out as expected and General Lincoln did nothing to challenge the British advance. Could the Americans have defeated the British on Johns Island?

Event F034 Damn The Torpedoes: Mobile Bay, August 5, 1864

Start: 6 PM End: 10 PM, No. Players: 10, Scale: 1/1200, Period: ACW, Rules: Raiders and Blockaders, GM: Doug Lipton, Sponsor: New Jersey Miniatures Society

Damn The Torpedoes: Mobile Bay, August 5, 1864|Re-fight the epic confrontation when Admiral Farragut's Union fleet tries to get through the narrow slot overlooked by Ft Morgan's 42 guns, across the ready-to-blow minefield, and succeed against the Mobile Bay Defense Fleet led by the huge CSS Tennessee. This true-to-scale model of the Bay has all the ships historically available as are the tides, shoals, weather conditions, and its personalities

14 years old or older preferred

Event F037 Leyte 1944 - Cape of Fools aka Cape Engano TF 34.5 vs the Mobile Force

Start: 6 PM End: 10 PM, No. Players: 20, Scale: 1/6000, Period: WWII, Rules: SeeKrieg, GM: Chris Pinto / John Knuth, Sponsor: New Jersey Naval Gaming Society|SeaKrieg Admiralty

Admiral Halsey has decided to scrape together a surface strike force to sink the damaged vessels from today's carrier raid. Admiral Ozawa has formed a surface force from his battleships, light cruisers and destroyers to escort and protect the damaged carriers. Daylight has faded and the Japanese Carriers cannot be allowed to escape. New Players over 14 are welcome. Rules taught.

New Players over 14 are welcome. Rules taught. Theme Game

Event F062 Battle for Picon

Start: 6 PM End: 10 PM, No. Players: 4, Scale: 1/600, Period: SciFi, Rules: Colonial Battlefleet, GM: Ed Bates, Sponsor: Gettysburg Gamers Ravenstar Studio & Iron Wind Metals

As reports of the Cylon surprise attack come into Colonial Fleet Headquarters about the lose of several planets and 1/3 of the Fleet they order the Fleet to regroup above Picon. Unbeknown to Fleet Headquarters the Cylons have total access to Fleet communication and they too are reforming for an attack on Picon.

Kids under 14 must have an adult present.

Event F067 "Rendezvous at Picon"

Start: 6 PM End: 10 PM, No. Players: 4, Scale: 1/600, Period: SciFi, Rules: Colonial Battlefleet, GM: Eric Shanoltz, Sponsor: Gettysburg Gamers / Iron Wind Metals

The surprise Cylon attack has caught the Colonial Fleet completely off guard. Colonial Fleet Headquarters has requested that all remaining surviving ship to rendezvous at Colonial Fleet Headquarters on Picon. "Set condition one and prepare for combat jump"

Event F080 Silence on Rigel VII Uh, oh.

Start: 6 PM End: 10 PM, No. Players: 4, Scale: 25mm, Period: SciFi, Rules: Tabletop Battle System , GM: Del Stover / Ben Fornshell, Sponsor: WNGA
Your Imperial Guard squad must have ticked off a senior officer. A scientific outpost of the Adeptus Mechanicus has gone silent. That spells trouble. Almost as bad, a tech priest of Mars is joining the mission, and your orders are to provide "all assistance possible." It's a grim universe in the 41st Century, and in this hybrid of wargaming and role-playing, you'll seek out the mystery behind Rigel VII's silence—and try to stay alive. At least the tabletop scenery is pretty nifty. Sorry, the role-playing aspect will make this game unsuitable for young children.

14 and older, please

Event F091 Featherstone Cup

Start: 6 PM End: 10 PM, No. Players: 32, Scale: 15mm, Period: ACW, Rules: Fire and Fury (brigade), GM: Michael Panzer, Sponsor: HMGS-East
See the description and rules on the website and program book

Event F044 Waterloo

Start: 6 PM End: 11 PM, No. Players: 10, Scale: 15mm, Period: Napoleonic, Rules: Age of Eagles, GM: Paul Olszanski II / Gwyn Reaves, Sponsor: Age of Eagles
OK folks, this is the big one - the Battle of Waterloo with Age of Eagles, Napoleonic Fire & Fury. Take your place as a corps or wing commander as you try to stop the Corsican ogre from reclaiming the throne of France, or reestablish the French Empire against all odds. There are French British, Prussians, Dutch, Hanoverians, Brunswickers. You never know who is going to show up for the party

Event F108 Battle of Stones River

Start: 6 PM End: 11 PM, No. Players: 8, Scale: 15mm, Period: ACW, Rules: Fire & Fury, GM: James Diedzic / Chris Collins , Sponsor: Southern Maryland Partizans
Rosecrans and Bragg finally converged their armies at Murfreesboro in Tennessee in December 1862. Both planned an attack on the 31st, but the Confederates jumped off first. Can you as Bragg defeat the larger Union force and take the field. Or will you as Rosecrans leverage the numerical superiority of the Union to halt the Confederate attack.

Event F035 Prairie Grove - Herron's Infantry Attack - 7 December 1862

Start: 6 PM End: 11 PM, No. Players: 8, Scale: 15mm, Period: ACW, Rules: Fire and Fury, GM: Mark Hayes, Sponsor: Fire and Fury Games
In the Fall of 1862 Confederate Maj. Gen. Hindman attempted to surprise the divided Union Army of the Frontier in northwest Arkansas and southern Missouri. Hindman eventually moved against Brig. Gen. Herron's two small divisions. Herron chose to attack on the afternoon of 7 December in order to hold the Confederates in place until Brig. Gen. Blunt's larger division could arrive and even the odds.

Event F056 Bibracte - Caesar's first battle 58 BC

Start: 7 PM End: 10 PM, No. Players: 6, Scale: 15mm, Period: Ancients, Rules: Classical Hack, GM: Frank Sciulli, Sponsor: Pittsburgh's Band of Gamers
Bibracte - Caesar's first battle 58 BC|The Helvetii are being forced out of the homes by German tribes. They ask for permission to cross through Roman controlled Gaul to find a new home. Caesar, seeing an opportunity for political gain, refuses permission. The Helvetii are desperate and try to cross anyway. Caesar trails them for a while but must stop and get re-supplied. The Helvetii see this as a sign of weakness and decide to attack.
Rules will be taught. Adult must be present with children under 15

Event F065 You are the Flank - Saving at Union at Little Round Top - Gettysburg 1863

Start: 7 PM End: 10 PM, No. Players: 8, Scale: 40mm, Period: ACW, Rules: Modified Rally Round the Flag|American Civil War, GM: Adrian Mandzy, Sponsor: Sash and Saber
Can you change the fate of the Confederacy by capturing the high ground or will you be able to save the Union? Fun, large scale 40mm Civil War game with award winning Sash & Saber and Foundry figures. What could be better than wargaming Little Round Top a few miles from where the actual event took place? Game system is based on Rally Round the Flag with each player commanding one or two regiments.

Event F101 Battletech - Rasalhague Rebellion - 3076

Start: 7 PM End: 11 PM, No. Players: 10, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Mark Yingling, Sponsor: Catalyst Game Labs
In November of 3076, the integration of the KungsArme into the Ghost Bear Touman started to have problems with several units mutinying over the results of their Trials. The First Tyr Assault Cluster arrives to put pressure on the Second Freeman so that they would stand down. Fighting broke out after several insults were thrown between both sites.

Event F020 Aerodrome 1.1

Start: 7 PM End: 8 PM, No. Players: 10, Scale: 1/72nd, Period: WWI Air, Rules: Aerodrome 1.1 by Stan Kubiak, GM: Hal Dyson, Sponsor:
Thrill to the "kill"! WW I combat as it was: simple, intense, bloody! Novice or veteran; chance, luck, or skill; YOU live in fame or go down in flame! "Bennies" for combat success. Runs from noon to 8 PM in a series of 60 to 90 minute rounds, 10 players per. "Dead" yield seats to pilots awaiting aircraft at end of each round on first come, first served basis. Purpose of the game? ENJOY!
Beginner friendly. Rules taught on site. Under 15 by mutual consent of GM and parent.

Event F009 National Security Decision Making Game

Start: 7 PM End: 11 PM, No. Players: 80, Scale: , Period: WWII, Rules: Contemporary Fast Play Game , GM: Mark McDonagh, Sponsor: FALL-IN WAR COLLEGE & NSDM Inc.
NSDM™s political, military and economic role-playing game. You are the new administration. The scenario is: it's the world as you know it today. So, can you solve the world's problems? New issues and problems in every game.

Event F030 A Race Against Time - Market Garden Mini Campaign Part 2

Start: 7 PM End: 11 PM, No. Players: 6, Scale: 15mm, Period: WWII, Rules: Command Decision Test of Battle, GM: Jake Strangeway / Bruce Graumlich, Sponsor: Test of Battle Games

XXX Corps was now within a dozen miles of 1st Airborne, and in an attempt to punch through to their cousins across the Rhine, they advanced west down the road to Oosterhout, and north up the road to Elst. Unfortunately for the British, the terrain and German resistance made these last few miles a nightmare. This is part 2 of a mini campaign - you do not need to sign up for all 3 parts to play.

Theme Game

Event F033 France 1914 - Crossing the Sambre

Start: 7 PM End: 11 PM, No. Players: 6, Scale: 15mm, Period: WWI, Rules: Command Decision Test of Battle, GM: Jessee Scarborough, Sponsor: Test of Battle Games
On August 21, 1914, elements of the German II Army were approaching the Sambre River. A deliberate crossing was planned for the next day. However, French defense of crossing points was intermittent. Hasty crossings were conducted. The game portrays the German crossing near Auvellais and the subsequent French counterattack. Playtest for the forthcoming scenario book, "France 1914."

Adult must be present with child.

Event F051 Woad Warriors! Caesar invades Britain

Start: 7 PM End: 11 PM, No. Players: 10, Scale: 28mm, Period: Ancients, Rules: Clash of Iron, GM: Howard Whitehouse, Sponsor: Wargames Factory

In 55 BCE Julius Caesar decided that his career would be enhanced by visiting a wet, muddy land full of angry men who spiked their hair and daubed themselves in blue paint. A demo of "Clash of Iron - the Might of Rome" battle rules. Lots of Wargames Factory hard plastic Romans. Even more Celts, with chariots by the dozen. Easy rules, decisive results. Not for rules lawyers or accountants.

Event F055 Brotherton/Dyer Field- 20 Sept, 1863 what if?

Start: 7 PM End: 11 PM, No. Players: 5, Scale: 15mm, Period: ACW, Rules: Johnny Reb 3, GM: Larry Morris, Sponsor:

Loosely Based on the events that led to the Thomas becoming the "Rock of Chickamauga". Longstreet and friends hit the weak point in the union lines. Reinforcements arrive from all over to save the Union Army. Includes some units with outrageous accents who absolutely were not in the western theater of the Civil War in real life. Newcomers to Johnny Reb are Welcome

Event F057 Operation Torch, Securing a landing

Start: 7 PM End: 11 PM, No. Players: 4, Scale: 28mm, Period: WWII, Rules: Battlefield WW2, GM: Peter Landry / Michael Sincavage, Sponsor:

US forces are hoping for the French to greet them with open arms. As transports near the beaches and ports gun fire erupts, code word "Play Ball" is sent to all involved in the operation as the French appear to want to fight. Come land with the first American forced to fight in North Africa or bravely defend your French Colonial soil! Beginner friendly, will teach rules.

Under 15 must be accompanied by an adult.

Event F112 Operation Goodwood: Double Blind

Start: 7 PM End: 11 PM, No. Players: 6, Scale: 1/285 micro, Period: WWII, Rules: Look Sarge, No Charts, WWII, GM: Kurt Schlegel, Sponsor: The HAWKS

18 July 1944. Monty commits over 700 tanks to force a breakout East of Caen. With massive artillery support and three armoured divisions the Brits must clear the Bourguebus ridge and the nearby towns. The only reserves the Germans have available to stop this juggernaut are a handful of tanks under the command of Major Peiper.

This scenario will be double-blind for the ultimate fog of war. Theme Game

Event F114 Ribbit!

Start: 7 PM End: 11 PM, No. Players: 8, Scale: 28mm, Period: Fantasy, Rules: GASLIGHT, GM: John R. 'Buck' Surdu, Sponsor: The HAWKS

South American frogs and turtles battle North American frogs and turtles for control of the Saurian idol of significant religious significance. Players control one or two units of frogs or turtles. Frog cavalry and turtle tanks will be making another appearance.

Players under 13 welcome with a playing adult

Event F116 Little Groups of Paratroops 1944

Start: 7 PM End: 11 PM, No. Players: 6, Scale: 28mm, Period: WWII, Rules: Battleground WWII, GM: Don Hogge, Sponsor: The HAWKS

The D-Day airborne drop is one big mass of confusion. Many units were scattered and not dropped on the correct drop zones. However, missions were still accomplished as small groups of paratroopers merged into larger groups. One such group found itself near the village of Ste Marie du Mont. The town sat on one of the exits from Utah Beach and was a primary objective. The town must be taken and held until the beach landing forces can link up.

Players under 14 welcome with a playing adult Theme Game

Event F301 Rising Star - France, 1940

Start: 7 PM End: 11 PM, No. Players: 7, Scale: 1/285, Period: WWII, Rules: Check Your 6!, GM: Pete English, Sponsor:

June 5, 1940. Bf 109 Messerschmitts of III/JG2 were escorting Stuka dive bombers in support of panzer attacks on the Weygand Line north of Paris. The French responded with 30 fighters from GC II/10 (Bloch MB 152) and GC III/2 (Morane MS 406). A rising star in the Luftwaffe would score four kills on this day, Helmut Wick. Scenario from the upcoming France, '40 campaign book.

Theme Game

Event F036 Gnome Wars: The Mill at Nodder

Start: 8 PM End: 12 AM, No. Players: 8, Scale: 28mm, Period: Fantasy, Rules: Gnomes!, GM: Jim & Steve Stanton, Sponsor: The Stout Gnomes|Brigade Games & MBA

The small village of Nodder is the location of one of the few operable gristmills in County Meade. Four armies are marching toward it in hopes of keeping themselves in supply. The Clurichauns, who call County Meade home, are none too happy about it.

No one under 14 without a playing adult with Father/son teams encouraged.

Event F106 Point of the Spear (theme event 1944)

Start: 8 PM End: 12 AM, No. Players: 6, Scale: 28mm, Period: WWII, Rules: Ambush Alley - Force on Force, GM: Jim McWee, Sponsor: AoCMWC

Three days since you jumped into Normandy and another village must be taken to keep the push alive. The Germans have no intention of letting you move forward. Can you stop the enemy from achieving their goals?

Theme Game

Event F121 Atlantic Wall, June '44

Start: 8 PM End: 12 AM, No. Players: 10, Scale: 25mm, Period: WWII, Rules: Disposable Heroes & Coffins for 7 Brothers (Iron Ivan), GM: Greg Whitaker, Sponsor: Woodbridge (VA) Area GamerS / Acheson Creations & Iron Ivan

Acheson Creations and Iron Ivan partnered with WAGS host this D-Day Normandy landing scenario in 28mm using DH&C7B conventionized, fast paced rules. Can the Germans rack up enough kills to make it a "victory" or will the Allies take lighter than expected casualties in this three wave assault on the beaches of France.

Beginners welcome. Theme Game

Event F122 Attack On Rectangle Island 1942

Start: 8 PM End: 12 AM, No. Players: 8, Scale: 54mm, Period: WWII, Rules: Home Grown Red/White/Blue/Green/Yellow/Black, GM: Ron "Alamo" Prillaman, Sponsor: Woodbridge (VA) Area GamerS

Think Alamo with Japanese. The Japanese are hidden on the island. Americans hit the beach in landing craft and commando boats and must find the Japs. Clear, clean, quick rule; no charts/paper

Kids welcome with playing adult

Event F303 Clean Up Black Beach

Start: 8 PM End: 12 AM, No. Players: 4, Scale: 20mm, Period: WWII, Rules: Modified Arc of Fire, GM: Eric Alvarado & Roy Jones, Sponsor: Eagle Over the Rising Sun Tarawa, Nov 22, 1943 (D+2). Marines are exhausted after taking Green Beach the day before. Now they have been asked to Clean Up Black Beach for the arrival of the relief force. The Japanese are still on the defense and await the tired Marines. Can the Marines muster enough spirit or will the Japanese break the Marines? Visit www.eotrs.com for more info about the long awaited Tarawa scenario book.

Theme Game

Event F105 Marius's Showdown with the German Tribes - Is Herman the German's Wehrmacht [defence-power] enough to Dent the Legions!

Start: 8 PM End: 1 AM, No. Players: 8, Scale: 28mm, Period: Ancients, Rules: Warhammer Ancients Battle, GM: Tony Reidy / George Callinan, Sponsor: AoCMWC / Wargames Factory

Modern day - Aix-en-Provence, France where Marius had to deal with the Teutones, who were in the province of Narbonensis marching toward the Alps. He refused to give them a battle where they wanted, and withdrew to Aquae Sextiae, which blocked their path. The leading contingent of the Germanic warriors, the Ambrones, attacked the Roman position. Will the Barbarians extinguish Roman Life and Ideals!? You be the arbiter? Roman or German? Who will prevail? Find out!

Event F073 Fallout at Fall-in: Beginning of the End

Start: 8 PM End: 11 PM, No. Players: 6, Scale: 28mm, Period: SciFi, Rules: Mutants and Death Ray Guns, GM: Joseph McGuire, Sponsor: Emperor Norton Gaming Society

In the north of the Capital Wasteland a small Enclave patrol is desperately holding on to an overpass along the former Capital Beltway. Virtually under siege from various wasteland groups, the Enclave remnants hope for Vertibird extraction. Can power armor and an unbending belief in purity hold out against scavengers, raiders, mutants, and worse? Come find out Fallout at Fall-in.

Adult must be present with child. Some mildly mature themes presented.

Event F123 Pig Wars – Rebellious Scotts

Start: 8 PM End: 11 PM, No. Players: 6, Scale: 25mm, Period: Age of Reason, Rules: Pig Wars (modified for 1740's), GM: Steve jim Robinson, Sponsor: Woodbridge (VA) Area GamerS / Acheson Creations

(Fictional) The King of France has decided to provide significant support for Bonnie Prince Charles claim to the English throne. Rallying around the Prince, Scottish Clans are once again on the warpath. Standing in the way is Fort Mongrath. Can the Scottish clans crush the fort before English reinforcements? Can the English crush the Jacobites once and for all?

Beginners welcome.

Event F124 Gladiator Wars

Start: 8 PM End: 11 PM, No. Players: 8, Scale: 25mm, Period: Ancients, Rules: Gladiator Wars, GM: Foster, Sponsor: Woodbridge (VA) Area GamerS / Old Glory 25s

You are in the arena and must pit your skill against any and all challengers. Pick you Gladiator based on your style of fighting. All rules will be taught.

Beginners welcome.

Event F125 3

Start: 8 PM End: 11 PM, No. Players: 8, Scale: 15mm, Period: Medieval, Rules: Might of Arms, GM: David Fyfe, Sponsor: Woodbridge (VA) Area GamerS

The Battle of Hattin took place East of the Kingdom of Jerusalem, with the forces of the Christian King of Jerusalem and the True Cross, against the Muslim forces of Al Saladin.

Event F054 Tea Time in Tunisia, 1943

Start: 8 PM End: 11 PM, No. Players: 6, Scale: 10mm, Period: WWII, Rules: Sergeants! - Top Soldier Series, GM: Jeff Billings, Sponsor: Lost Battalion Games

SERGEANTS! IN MINIATURE, INFANTRY ACTION. Try your hand at this miniatures version of the popular SERGEANTS man-to-man level board game. If you haven't played this easy-to-learn, fast-playing game before there is no problem; the game will be taught to new players. British and Italian infantry slug it out in dense terrain in Tunisia, 1943. We can handle up to six players and it lasts three hours.

Event F069 Look Chief, The Rebs Got A Navy - 1860 Something

Start: 8 PM End: 11 PM, No. Players: 8, Scale: 1/600, Period: ACW, Rules: BAPS Ironclads, GM: Eric Turner, Sponsor: The Rogues

They're Back! Fresh from duty at Historicon, the Rogues bring you Small Ships with Big Attitude. Come and play a not too serious game of ACW Navals where any Captain can manage to sink any other ship, including his own. Continuous re-inforcement, naming your own ship, and the usual Rogue silliness. No gun deck lawyers, Admiralty lawyers, or rules lawyers allowed

Kids please bring an adult

Event F110 Alamo of the Ardennes (theme event)

Start: 9 PM End: 1 AM, No. Players: 8, Scale: 28mm, Period: WWII, Rules: Too Fat Lardies Troops, Weapons, & Tactics Rules, GM: Patrick Berkebille, Sponsor: WNPG

It is December 21, 1944, US forces comprised of cooks, clerks, and combat veterans are defending a key river crossing in the face of a German assault. The Allied war effort is in serious jeopardy as a wounded Germany strikes hard and fast. Nazi forces crash through the thinly held Ardennes seeking a route across the Meuse River.

Theme Game

Event F312 The WILD the WEST and the UGLY 1865

Start: 10 PM End: 1 AM, No. Players: 30, Scale: 28mm, Period: Wild West, Rules: Wyatt Earp Rules!, GM: Pete Panzeri & Chris King, Sponsor: Team Schnapps & the shots

Where Clint Eastwood's Spaghetti Western left off. Hundreds of 28mm Old Glory Figures sprawled across both sides of the Rio Grande and Mexican border. There's a WAR ON! And every faction has a bridge to blow, a train to rob, a town to raid, gold to steal, or a score to settle. Yanks, Rebs, Bushwhackers, War parties, Banditos, Maximillian's Finest, Lawmen with Posse, and just plain ugly outlaws.

Late Evening Adult Game. No kids please.

Event S239 Battletech Demo Game 1

Start: 8 AM End: 9 AM, No. Players: 4, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Bethany Stahlman, Sponsor: Iron Wind Metals

WALK-UP demos for 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.

After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to the players. This will allow a quicker translation into the Grinder event.

Event S240 Battletech Demo Game 2

Start: 9 AM End: 10 AM, No. Players: 4, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Bethany Stahlman, Sponsor: Iron Wind Metals

WALK-UP demos for 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.

After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to the players. This will allow a quicker translation into the Grinder event.

Event S163 Plus 10% for Attorneys!!

Start: 9 AM End: 12 PM, No. Players: 10, Scale: 25mm, Period: Western, Rules: Desperado, GM: Patrick Hreachmack / Norm Keystone, Sponsor:

On board the riverboat Keystone, the elections for the River Attorney Trade Society are about to begin. The winner will head up the RATS for the next 4 years. All of the semi-finalists are on board for this critical election. Law firms such as Dewey, Cheatum & Howell; Howdee Doit; and Brakem & Halve are represented. These firms will spare no expense to see that they win the "election" so as to reap the benefits of the publicity. Can you "discredit" or otherwise "eliminate" the competition?

Due to the nature of some of the figures, no one under 16

Event S171 Command & Colors: Napoleon - Quatre Bras

Start: 9 AM End: 12 PM, No. Players: 2, Scale: 28mm, Period: Napoleonic, Rules: Command & Colors: Ancients adapted to Napoleonic, GM: Glenn Drover, Sponsor:

Players take the roles of Wellington and Ney in this famous battle on the road to Waterloo. Utilizing my adaptation of the Command & Colors rules for the Napoleonic era.

Ages 16 and up

Event S268 Look, Sarge, The Germans Are Coming to Poland

Start: 9 AM End: 12 PM, No. Players: 6, Scale: 1/144th, Period: WWII, Rules: Look Sarge, No Charts: WWII, GM: John R. 'Buck' Surdu, Sponsor: The HAWKS

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 to allow players to concentrate on the tactical situation

Event S277 Pig Wars – Rebellin' Scotts

Start: 9 AM End: 12 PM, No. Players: 6, Scale: 25mm, Period: Age of Reason, Rules: Pig Wars (modified for 1740's), GM: Steve Robinson, Sponsor: Woodbridge (VA) Area GamerS / Acheson Creations

(Fictional) The King of France has decided to provide significant support for Bonnie Prince Charles claim to the English throne. Rallying around the Prince, Scottish Clans are once again on the warpath. Standing in the way is Fort Mongrath. Can the Scottish clans crush the fort before English reinforcements? Can the English crush the Jacobites once and for all?

Beginners welcome.

Event S278 Sumo Wars

Start: 9 AM End: 12 PM, No. Players: 7, Scale: 25mm, Period: Modern, Rules: Sumo Arena, GM: Jim Foster, Sponsor: Woodbridge (VA) Area GamerS / Old Glory 25s

Enter the ring and defeat all challengers. Can you defeat Master Li? Will you survive to become Grand Champoin?

Beginners welcome.

Event S279 Battle of La Forbie (1244AD)

Start: 9 AM End: 12 PM, No. Players: 6, Scale: 15mm, Period: Medieval, Rules: Might of Arms, GM: David Fyfe, Sponsor: Woodbridge (VA) Area GamerS

The Battle of La Forbie, or the battle of Harbiya was fought October 17-18, 1244, between the allied armies (drawn from the Kingdom of Jerusalem, the crusading orders, the breakaway Ayyubids of Damascus) and the Egyptian army of the Ayyubid Sultan as-Salih Ayyub, reinforced with Khwarezmian mercenaries.

Event S127 The Battle of Resaca de la Palma May 9, 1846

Start: 9 AM End: 1 PM, No. Players: 8, Scale: 54mm, Period: Mexican War, Rules: "Fix Bayonets!" by John Michael Priest, GM: John Michael Priest, Sponsor:

General Zachary Taylor's force of 1700 men has "trapped" General Mariano Arista's battered command of 4,000 in a dry river bed and are determined to defeat them in the second "battle" of the war with Mexico.

Event S183 The Battle of Bir El Gubi, Day 2 of Operation Crusader

Start: 9 AM End: 1 PM, No. Players: 8, Scale: 15mm, Period: WWII, Rules: Home Brew, GM: Adam Wine, Sponsor: NOWS

On the afternoon of Nov. 19, 1941 the Crusader tanks of the 2nd Royal Gloucestershire Hussars, 22nd Armored Brigade, advance towards Bir El Gubi to secure the left flank of the advancing forces during Operation Crusader. But, the stalwart men of the 32nd Tank Regiment, 132nd Ariete Armoured Division, were ready and waiting.

Event S187 Northwest Frontier, 1879: Treachery In the Hills

Start: 9 AM End: 1 PM, No. Players: 6, Scale: 28mm, Period: Colonial, Rules: Clans and Companies, GM: Bob Bryant, Sponsor:

The opening stage of the Second Afghan War saw Anglo-Indian columns attempting to pacify fierce Afghan tribes who objected to invasion. In this scenario, an Anglo-Indian force responds to a call for help from a friendly small village against a rival tribe. Only the village is abandoned and the Pathans are closing in on all sides

Adult must be present with child

Event S189 Dogfight over Asch, Jan. 1, 1945

Start: 9 AM End: 1 PM, No. Players: 8, Scale: 1/144, Period: WWII, Rules: Check Your 6!, GM: Michael Miller, Sponsor:

The P-51's of the 487th Fighter Squadron were just preparing to take off on their morning patrol when they saw the fight erupt between the FW-190s and Bf-109s of JG 11 and 390th FS Thunderbolts. The Mustang pilots raced for the runway and were just getting airborne when the first elements of JG11 reached the Y-29 airfield.

Event S209 Liberation of Troyes: Troyes Libre

Start: 9 AM End: 1 PM, No. Players: 6, Scale: 20mm, Period: WWII, Rules: Disposable Heroes, GM: Roxanne Patton, Sponsor: Iron Ivan Games

The 10th Armored Infantry has breached the outer defenses of Troyes and reached the initial objective. As night approaches, the battalion pushes eastward through the city toward the Seine River Bridge.

Theme Game

Event S231 Fall of Eagles Series - 1st Masurian Lakes

Start: 9 AM End: 1 PM, No. Players: 8, Scale: 15mm, Period: WWI, Rules: Battle Barn rules, GM: Lou Valenti, Sponsor: Battle Barn

With 1 Russian Army annihilated at Tannenberg, Hindenburg and Ludenburg must rush the lone German 8th Army North to deal with the remaining Russian Army. Will the Cossacks be driven into the swamps? Or will

No one under 16.

Event S233 Featherstone Cup

Start: 9 AM End: 1 PM, No. Players: 8, Scale: 15mm, Period: ACW, Rules: Fire and Fury (brigade), GM: Michael Panzer, Sponsor: HMGS-East

See the description and rules on the website and program book

Event S265 Operation Goodwood

Start: 9 AM End: 1 PM, No. Players: 6, Scale: 1/285 micro, Period: WWII, Rules: Command Decision: Test of Battle, GM: Duncan Adams, Sponsor: The HAWKS

18 July 1944. Monty commits over 700 tanks to force a breakout East of Caen. With massive artillery support and three armoured divisions the Brits must clear the Bourguebus ridge and the nearby towns. The only reserves the Germans have available to stop this juggernaut are a handful of tanks under the command of Major Peiper.

Players under 13 welcome with a playing adult Theme Game

Event S275 Atlantic Wall, June '44

Start: 9 AM End: 1 PM, No. Players: 10, Scale: 25mm, Period: WWII, Rules: Disposable Heroes & Coffins for 7 Brothers (Iron Ivan), GM: Geoff Golliver / Greg Whitaker, Sponsor: Woodbridge (VA) Area GamerS / Acheson Creations & Iron Ivan

Acheson Creations and Iron Ivan partnered with WAGS host this D-Day Normandy landing scenario in 28mm using DH&C7B conventionized, fast paced rules. Can the Germans rack up enough kills to make it a "victory" or will the Allies take lighter than expected casualties in this three wave assault on the beaches of France.

Beginners welcome. Theme Game

Event S276 Attack On Rectangle Island 1942

Start: 9 AM End: 1 PM, No. Players: 8, Scale: 54mm, Period: WWII, Rules: Home Grown Red/White/Blue/Green/Yellow/Black, GM: Ron "Alamo" Prillaman, Sponsor: Woodbridge (VA) Area GamerS

Think Alamo with Japanese. The Japanese are hidden on the island. Americans hit the beach in landing craft and commando boats and must find the Japs. Clear, clean, quick rule; no charts/paper

Kids welcome with playing adult

Event S305 A Jump Through The Dark And The Flak. June 6, 1944

Start: 9 AM End: 1 PM, No. Players: 6, Scale: 25mm, Period: WWII, Rules: , GM: Jeff Simpson, Sponsor: The Monday Night Adventurers

American paratroopers dropped in the midnight draped countryside of Normandy must attempt to fight their way to cohesion and roll up their stick before the startled German ground forces can destroy them piecemeal on the drop zone sites.

Rules will be taught, familiarity with DH a help, teens or kid with a parent's assistance OK. Theme Game

Event S049 Finnish Front - The Continuation War July 1944

Start: 9 AM End: 2 PM, No. Players: 6, Scale: 15mm, Period: WWII, Rules: Battlefront WW2, GM: Michael Sincavage, Sponsor:

Finnish Front - The Continuation War July 1944|It is 1944 and the Soviets launch their long awaited revenge campaign against the Finns to silence them once and for all.

Massive troop/air/armor commitments were made by Stalin against the Finns who were desperate to simply survive. This engagement depicts one of the major tank clashes of the campaign as strong Soviet armor and infantry forces are thrown against a mixed blocking force of Finns.]

No players until age 15 please. Rules will be explained if you haven't used the Battlefront system. Theme Game

Event S168 82nd Airborne at Neuville - Second Flank Attack, June 6, 1944

Start: 9 AM End: 2 PM, No. Players: 6, Scale: 15mm, Period: WWII, Rules: Battleground WW2, GM: Tim Waybright / Ed Bates, Sponsor:

June 6, 1944 - The men of D Company have held throughout the day against multiple German attacks. Anxious to break through to St. Mere Eglise and drive out the Americans, elements of the 91st Air Landing Division, 1058th Grenadier Regiment, attempt a second flanking attack against the stubborn defenders. Can you hold the line one more time, or will you be the one to break it? Geronimo!!!!!!!!!!!!

Theme Game

Event S241 Battletech Demo Game 3

Start: 10 AM End: 11 AM, No. Players: 4, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Bethany Stahlman, Sponsor: Iron Wind Metals

WALK-UP demos for 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.

After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to the players. This will allow a quicker translation into the Grinder event.

Event S215 Orbital Insertion Operation DET

Start: 10 AM End: 1 PM, No. Players: 4, Scale: 25mm, Period: SciFi, Rules: Tabletop Battle System , GM: Del Stover / Ben Fornshell, Sponsor: WNGA

Standard protocol for a bug infested world is saturation nuclear bombing. Your unit has been selected for testing a new biodegradable insecticide. Unlike previous bioweapons this one is designed to destroy the next generation of bugs with 100% lethality. Your mission is to infect the queen without killing her. Force Delta is providing a distraction to ensure you encounter "minimal" resistance.

Event S262 Teddy Bear Roman Civil War Picnic

Start: 10 AM End: 1 PM, No. Players: 8, Scale: 28mm, Period: Ancients, Rules: Teddy Bear Picnic (Ancients), GM: John Brennan / Jim Reynolds, Sponsor: WNPG / Eureka USA

For many years they had shared running the picnic equally, but all that has changed. Each wants to be the only host. Come join either Yogius Ceasar or Poohpey, and help them to victory and glory.

Kids Game

Event S267 The Second Crusade. 1187 - The Battle at the Springs of Cresson

Start: 10 AM End: 1 PM, No. Players: 6, Scale: 25mm, Period: Medieval, Rules: Warhammer Ancients (Modified), GM: J. Patrick Chambers, Sponsor: The HAWKS

The Master of the Templars, Gerard de Ridefort, has gathered together a force of mounted knights supported by a large force of infantry. He has taken it upon himself to launch a surprise attack against Muzzafar al Din Gokbori, one of Saladin's chosen amirs. Gokbori, the 'Blue Wolf', proves to all that his reputation in combat is well deserved as he sends Ridefort and his crusaders on a hasty retreat. Come and take your turn at changing history or reinforcing for all that history is not meant to be changed.

Players under 13 welcome with a playing adult

Event S280 Cog Wars

Start: 10 AM End: 1 PM, No. Players: 10, Scale: 15mm, Period: Dark Ages, Rules: Modified Oars to Cannon - Cog Wars, GM: Brian Whitaker, Sponsor: Woodbridge (VA) Area GamerS / Merrimack: Old Glory Shipyard

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 & cabin boys and girls welcome

Event S129 It's Not Easy in Easy Company - Hurtgen Forest, November 1944

Start: 10 AM End: 2 PM, No. Players: 8, Scale: 54mm, Period: WWII, Rules: Forces of Valor modified

, GM: Michael Bowker, Sponsor:

Join Easy Company as the slug their way through the nightmare of the Hurtgen Forest. Will the rugged terrain prevent support elements from arriving? Will the tough German defense stand up to the American assault? Who will emerge the victor in this mainly infantry battle? You will have to deal with minefields and artillery as well as enemy troops. Game is geared toward an enjoyable time.

Beginners welcome, players under 16 allowed with playing adult.

Event S142 Battle of 5 Armies

Start: 10 AM End: 2 PM, No. Players: 12, Scale: 28mm, Period: Fantasy, Rules: Home Brew, GM: Victor Hiris, Sponsor:

Can an army of goblins and wargs defeat a coalition army of elves, dwarves, and men? The epic battle from the Hobbit

kid friendly game

Event S151 Mortain Counterattack

Start: 10 AM End: 2 PM, No. Players: 6, Scale: 54mm, Period: WWII, Rules: Final Combat, GM: Ben Lacy, Sponsor: Dulles Wargaming Club

The German attempt to cut off the American breakout from Normandy near Mortain has failed and the Americans are poised to retake lost ground. Come join this 54mm scale double-blind skirmish game featuring Old Northwest, Conte, and Britians figures as US GI's attack SS Panzergrenadiers.

Rules taught; Not recommended for kids under age 13 Theme Game

Event S162 Damn The Torpedoes: Mobile Bay, August 5, 1864

Start: 10 AM End: 2 PM, No. Players: 10, Scale: 1/1200, Period: ACW, Rules: Raiders and Blockaders, GM: Doug Lipton, Sponsor: New Jersey Miniatures Society

Damn The Torpedoes: Mobile Bay, August 5, 1864|Re-fight the epic confrontation when Admiral Farragut's Union fleet tries to get through the narrow slot overlooked by Ft Morgan's 42 guns, across the ready-to-blow minefield, and succeed against the Mobile Bay Defense Fleet led by the huge CSS Tennessee. This true-to-scale model of the Bay has all the ships historically available as are the tides, shoals, weather conditions, and its personalities

14 years old or older preferred

Event S194 Battling the Bulge - La Neuville, The Ardenne, Belgium, Dec. 21, 1944

Start: 10 AM End: 2 PM, No. Players: 8, Scale: 20mm, Period: WWII, Rules: Disposable Heroes, GM: Paul Kramer / Eric & Tom Jala, Sponsor:

Germans on the attack, trying to punch through the Allied lines. Only one bridge across the Salm left standing. US forces are going to blow it soon, so the Germans must press the attack! Outnumbered US forces have to hold the hamlet till the engineers can blow the bridge. Infantry and tanks on both sides in this bloody skirmish battle. Fast play rules propel you right into the thick of it! (all models painted by Eric Jala) No rules lawyers allowed!

Adult must be present with child Theme Game

Event S199 Rule Britannia! - English Channel, 289 AD

Start: 10 AM End: 2 PM, No. Players: 8, Scale: 1/300, Period: Ancients, Rules: Roman Seas, GM: Brian Cantwell, Sponsor: Hotz Artworks

Roman general Carausius has rebelled against the empire, seized the fleet in Gaul and established an independent empire in Britain. The Roman emperor in the west, Maximian, has constructed a new fleet and sallied forth from the Rhine river to defeat the rebels and reconquer Britain. Take command of a squadron of liburnians and fight for control of the waters around Britain. Ramming Speed!|

Young gamers welcome with adult supervision.

Event S204 Otjosongombe: Last Stand of the Hereros (German South-West Africa, 1904)

Start: 10 AM End: 2 PM, No. Players: 4, Scale: 25mm, Period: Colonial, Rules: Sword and the Flame , GM: Roy Jones / Eric Alvarado, Sponsor: Falcon Miniatures

Herero riflemen and assault forces occupy the deeply cut, dry riverbed of Otjosongombe Creek - a formidable, natural trench line! The Hereros hope to decimate the German column, and then withdraw without being routed. The Hereros must leave no man behind, as the Bastard Detachment will be hot on their heels, hungry for prisoners! From the scenario book The Herero War. More at: www.hererowars.com.

Event S251 North African Tank Fest

Start: 10 AM End: 2 PM, No. Players: 6, Scale: 6mm, Period: WWII, Rules: Mein Panzer, GM: Jon Coulter, Sponsor: Old Dominion GameWorks / Id Dominion GameWorks

North Africa - The British and Italians are locking up in a big tank battle in the middle of the desert. Will the Germans show up? Will the Italians run again? Will the British be overwhelmed by numbers?

Rules Taught/Beginners Welcome

Event S252 Second Battle of El Alamein

Start: 10 AM End: 2 PM, No. Players: 6, Scale: 10mm, Period: WWII, Rules: Mein Panzer, GM: JD Perry, Sponsor: Old Dominion GameWorks / Id Dominion GameWorks

D Plus 15, Saturday 7 November 1942. British 10 Arm. Div. pushed its tanks on to Sidi Barrani. Rommel intended to fight a delaying action at Sidi Barrani to give his retreating forces time to get through the bottleneck through the escarpment passes at Halfya and Sollum. A rearguard was left at Sidi Barrani on the night of 6 November with orders to hold Sidi Barrani until the evening of the 9th.

Rules Taught/Beginners Welcome

Event S253 Escape!

Start: 10 AM End: 2 PM, No. Players: 6, Scale: 10mm, Period: WWII, Rules: Mein Panzer, GM: Mike Moran, Sponsor: Old Dominion GameWorks / Id Dominion GameWorks

A Russian armored division tries to escape a German trap. They are out gunned and cut off. Will they be able to sneak through the woods to safety or will the Germans pounce at the right time to devastate the tired Russians.

Rules Taught/Beginners Welcome

Event S254 Red Bear / American Eagle

Start: 10 AM End: 2 PM, No. Players: 6, Scale: 10mm, Period: Modern, Rules: Mein Panzer, GM: Kenny Noe, Sponsor: Old Dominion GameWorks / Id Dominion GameWorks

1985 The threat of President Regan deploying tactical nuclear on European soil has proved too much for the Red Bear. The Soviet and Warsaw Pact forces have tripped the wire and crossed borders. Limited nuclear strikes and deep strategic bomber strikes have taken their toll on both sides, now it's up to the ground pounders to fight it out!

Rules Taught/Beginners Welcome

Event S300 Stage Station

Start: 10 AM End: 2 PM, No. Players: 8, Scale: 25mm, Period: Plains Indians Wars , Rules: Sioux Wars (Home Brew) , GM: Tom Bookwalter, Sponsor: Battle Barn
Crazy Horse and his followers plan to raid a stage station on the Cheyenne to Black Hills stage and express route. A stage is on its way to the station. A cavalry troop is on patrol. Will the cavalry save the day, or will Crazy Horse burn the station, drive off the horses and count coup?
no one under 16

Event S200 "Friends Hell" 10mm Regimental size/scale ACW

Start: 10 AM End: 3 PM, No. Players: 6, Scale: 10mm, Period: ACW, Rules: Home Rules : Heaven and Hell Divided Brothers, GM: Rick Dunn, Sponsor: Matthew's Hill was ending in defeat for the Confederates. As the broken remnants streamed back to Henry Hill, Jackson calmly went about deploying his brigade in preparation of the anticipated Yankee onslaught. After 2 Hrs. of delay McDowell finally attacks the delay cost him the momentum from his morning gains and allowed the Confederates to rally. Can the Union take the day and grab Victory!

Event S220 D-Day in the Pacific: Battle of Saipan, 15 June 1944

Start: 10 AM End: 3 PM, No. Players: 8, Scale: 15mm, Period: WWII, Rules: Barn Brewed Rules, GM: Phillip R Gibbons, Sponsor: Battle Barn
On Red Beach one and two, the 2d and 3d Battalions of the 6th Marines encountered stiff resistance and suffered heavy losses in personnel and equipment. Debarkation at or near the shore was necessitated by heavy resistance and unavailability, in some cases, of routes of egress from the beach. Those few LVT's successful in running the gauntlet of fire and finding a route from the beaches were soon stopped by rocks or swamps beyond... Ride ashore in LVTs with the men of the 6th Marine Regiment in this historical recreation of the actions that occurred on Red Beach 65 years ago.
Not recommended for players under the age of 16 Theme Game

Event S180 Mausbach 17 SEP 1944

Start: 10 AM End: 4 PM, No. Players: 8, Scale: 15mm, Period: WWII, Rules: Battlefront WW2, GM: James Baker / Al Gaspar, Sponsor: In mid-September 1944, units of the US 3rd Armored Division penetrated the outlying fortification lines into Germany and headed up the Stolberg corridor to the SE of Aachen. The Germans rushed the 12th Volksgrenadier division to plug the gap and the result was a meeting engagement around the town of Mausbach.
Some familiarity with the rules preferred, but not essential. Theme Game

Event S196 Marengo

Start: 10 AM End: 4 PM, No. Players: 5, Scale: 15mm, Period: Napoleonic, Rules: Napoleon's Battles, GM: Peter Landry , Sponsor: The classic battle between an overconfident French Army (Napoleon) and a surprisingly aggressive Austrian Army under Melas. Napoleon was caught offguard and only the timely arrival of Desaix saved the day. One of the Great Napoleon's Battles scenarios. If you want to learn the rules show up at 9 am for a prep, even if you are not signed up to play!

Event S203 Lethal Pass WWII Air Combat 1941-1945

Start: 10 AM End: 4 PM, No. Players: 10, Scale: 1/600, Period: WWII, Rules: Lethal Pass, GM: Jim McCourt, Sponsor: You'll feel like you just cheated death when you finish each mission in Lethal Pass! In a quick learn-the-game scenario you'll shoot down bombers; the second scenario will see you duel with enemy fighters. The third will be bomber escorts vs. late war enemy fighters. Returning LP players will be rewarded with bonus skill.
This is not a children's game, but mature youngsters will not be turned away

Event S149 Talavera, July 28 1809

Start: 10 AM End: 5 PM, No. Players: 12, Scale: 28mm, Period: Napoleonic, Rules: Carnage&GloryII Computer Moderated Rules, GM: Nigel Marsh / Tom Garnett / Lyle Bickley, Sponsor: It is the afternoon of July 28, the Anglo-Spanish army commanded by Sir Arthur Wellesley has already beaten off two probing French attacks. The scene is now set for the climax of the battle, as two French Corps prepare to cross the Portina brook and engage with the exposed British and Spanish line. Historically Wellesley was victorious, which means the French have everything to fight for.

Event S191 Achtung! Attack Ogedow! -August 13th, 1944

Start: 11 AM End: 2 PM, No. Players: 6, Scale: 20mm, Period: WWII, Rules: Disposable Heroes, GM: Peter Megginson / Jeff Hoffman, Sponsor: The Rat Pie Irregulars
The Soviet 6th Guard Tank Corps were ordered to defend the village of Ogedow, Poland from the German counter-attack. Little did they know that the new mighty King Tigers were on the prowl on the Eastern Front, and they would have the honor of defending the motherland against the Schwere Panzer 501 King Tigers. The Disposable Heroes rules play fast, fun and furious. Play with the big tanks!|No prior WWII or Disposable Heroes knowledge is needed, however it is helpful. Rules will be taught.
Kids under 14 are welcome with an adult player

Event S192 Are those our tanks? - 1943 Southern Russia

Start: 11 AM End: 2 PM, No. Players: 6, Scale: 10mm, Period: WWII, Rules: Sergeants! - Top Soldier Series, GM: Jeff Billings, Sponsor: Lost Battalion Games
SERGEANTS! IN MINIATURE, ARMORED ACTION. Try your hand at this miniatures version of the popular SERGEANTS man-to-man and vehicle-to-vehicle level board game. If you haven't played this easy-to-learn, fast-playing game before there is no problem; the game will be taught to new players. Soviet and German vehicles and supporting infantry maneuver and swirl through steppe terrain in early 1943.

Event S230 "Hold until Relieved" Pegasus Bridge, Normandy France, 6 June 1944

Start: 11 AM End: 3 PM, No. Players: 8, Scale: 15mm, Period: WWII, Rules: Flames of War, GM: Ron Bingham , Sponsor: Battle Barn
"Hold until Relieved" recreates the British Glider Assault on the Pegasus Bridge in the early morning hours of 6 June 1944. This is a 2000pt Flames of War miniature game using the FoW "Death from Above Mission" British Glider troops will attack and attempt to capture and hopefully defend the bridge over the Orne Canal from Germans
No one under 16. Theme Game

Event S307 Brandy Station, June, 1863

Start: 11 AM End: 3 PM, No. Players: 8, Scale: 15mm, Period: ACW, Rules: Modified Johnny Reb III, GM: Timothy Harrop, Sponsor: The Travelling Pony Show
Move masses of Tin Ponies about while recreating the largest Cavalry Battle in the Western Hemisphere.

Event S144 Pursuit of the Vsevelod - 26 August 1809

Start: 11 AM End: 4 PM, No. Players: 7, Scale: 1:2000, Period: Napoleonic, Rules: Victory Under Sail, GM: Stanley Sunderwirth, Sponsor:
A British-Swedish fleet of 12 battleships and 4 heavy frigates tries to capture the lagging Russian 74-gun ship Vsevelod as a Russian fleet of 8 battleships (including two 3-deckers) and 5 heavy frigates comes to the rescue. Players will control entire squadrons. Lots of dice, almost no charts. Rules will be taught.

Event S152 Battle of Greenbriar River- October 3rd, 1861

Start: 11 AM End: 4 PM, No. Players: 5, Scale: 15mm, Period: ACW, Rules: Regimental Fire & Fury, GM: Chris Rothermel, Sponsor: Refuse the Flank Wargamers
In an effort to protect the Baltimore and Ohio Railroad and push the remaining Confederate forces out of West Virginia, Federal troops probe into the teeth of the enemy lines at dawn. As the Confederates form battle lines, they are greeted by the sound of gunfire in the distance.

Event S159 The Stuggle for the Island - Market Garden Mini Campaign Part 3

Start: 11 AM End: 4 PM, No. Players: 10, Scale: 15mm, Period: WWII, Rules: Command Decision Test of Battle, GM: Jake Strangeway / Bruce Graumlich, Sponsor: Test of Battle Games

Early in the afternoon of the 21st, the 1st Independent Polish Parachute Brigade finally took off from two different airfields to try and reinforce the beleaguered British at Arnhem. The weather was atrocious, but the British couldn't hold. This final part will include the Island from the Waal to the Rhine. This is part 3 of a mini campaign - you do not need to sign up for all 3 parts to play.

Theme Game

Event S260 Crossing of the Berezina

Start: 11 AM End: 4 PM, No. Players: 6, Scale: 15mm, Period: Napoleonic, Rules: Fury of Empires (modified Fire & Fury), GM: Chris Collins, Sponsor: Southern Maryland Partizans

As the Grande Armee retreated back to the Polish Border after the 1812 campaign, the Russians finally mounted a concerted effort to block the retreat and assault the bridgehead across the Berezina. At stake was the fate of multitudes of refugees and stragglers from the Grand Armee on the east bank of the river. Can you as Napoleon extract enough stragglers to form the Grand Armee in 1813. Or can you as the Russians finally crush the upstart Bonaparte.

Event S150 Marloborough Defeated! Malplaquet, 11 September 1709

Start: 11 AM End: 5 PM, No. Players: 8, Scale: 15mm, Period: Age of Reason, Rules: Age of Honor - Lace Wars Fire & Fury, GM: Bill Gray, Sponsor:
Corporal John was 3/0 until he met French buzz saw Marshal Claude Hector Villars at Malplaquet. The Allies won the field, but lost the campaign with over 24,000 casualties to a rejuvenated French army. Come replay the battle that cost the Duke his job with over 180,000 of the best dressed soldiers this side of a Napoleonic dress ball. Great fun for all.

Event S242 Battletech Demo Game 4

Start: 11 AM End: 12 PM, No. Players: 4, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Bethany Stahlman, Sponsor: Iron Wind Metals
WALK-UP demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to the players. This will allow a quicker translation into the Grinder event.

Event S176 Forces of Valor - 1944

Start: 11 AM End: 1 PM, No. Players: 5, Scale: 54mm, Period: WWII, Rules: Home Brew, GM: Paul & Ethan Mackowick, Sponsor:
This award winning game is for the kids. Ages 8 to 12 sounds about right with a parent close by. The rules are easy and the figures are big. The Germans are trying to get past the Allied juggernaut and are bringing up their Tiger tanks to take on the Sherman's and Stuarts. All of the tanks have plenty of infantry and AFV support so let's see what happens! Plenty of shooting and drama

Kid Friendly Parent must be in the vicinity of game Theme Game

Event S243 Battletech Demo Game 5

Start: 12 PM End: 1 PM, No. Players: 4, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Mark Yingling, Sponsor: Iron Wind Metals
WALK-UP demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to the players. This will allow a quicker translation into the Grinder event.

Event S158 Le Bourg St. Leonard|17 August 1944.

Start: 12 PM End: 3 PM, No. Players: 5, Scale: 20mm, Period: WWII, Rules: Disposable Heroes, GM: Tim Tilson, Sponsor: NOVAG
1/359th Infantry of 90th Infantry Division is driving north to close the Falaise Gap. They have siezed the key village of Le Bourg St. Leonard. The 2nd SS Panzer Division is ordered to take village. The Americans are pushed almost out when they, in turn, counter attack. This scenario will be included in a forthcoming Skirmish Campaigns book on the fighting at the Falaise Gap.

Theme Game

Event S153 Me Jolly Jolly Grog

Start: 12 PM End: 4 PM, No. Players: 8, Scale: 1/600, Period: ACW, Rules: Scurvy For You (home rules), GM: Ray Bishop, Sponsor: Refuse the Flank Wargamers
A Union watchman sounds his whistle as he spots enemy ships approaching. "All Hands to Quarters!" the Captain yells. "Heave, Ho!" is the cry as guns are pulled into position. Come join us as the Union and Confederate Navies clash over the control of Southern Waters! BYOG (Bring Your Own Grog)

Event S160 Romagny, 3:00 pm, August 8, 1944

Start: 12 PM End: 4 PM, No. Players: 6, Scale: 28mm, Period: WWII, Rules: Carnage&GloryII Computer Moderated Rules, GM: Dave Bonk, Sponsor: Triangle Simulation Society

Elements of the American 30th Division attempt to recapture the village of Romagny from the German Deutschland Pz Grenadier Regiment. Results of this game will be carried into the 6:00 pm game.

Theme Game

Event S173 Gnome Wars: The Mill at Nodder

Start: 12 PM End: 4 PM, No. Players: 8, Scale: 28mm, Period: Fantasy, Rules: Gnomes!, GM: Jim Stanton, Sponsor: The Stout Gnomes|Brigade Games & MBA

The small village of Nodder is the location of one of the few operable gristmills in County Meade. Four armies are marching toward it in hopes of keeping themselves in supply. The Clurichauns, who call County Meade home, are none too happy about it.

No one under 14 without a playing adult with Father/son teams encouraged.

Event S202 Flames on the Rhine

Start: 12 PM End: 4 PM, No. Players: 6, Scale: 15mm, Period: Pike & Shot, Rules: With Faith and a Pike, GM: Frank Capotorto, Sponsor:

Dutch, Brandenburg and Palatine led Protestants clash with Imperial Catholic forces in the early 17th century. Loosely based on the events surrounding the War of the Jülich succession, a precursor to the Thirty Years' War. Presented using the Game Unification Theory System (G.U.T.S) rules for the shot and pike era- With Faith and a Pike.

Not Recommended for Kids

Event S207 Battlefield Heroes-somewhere in France,1944?

Start: 12 PM End: 4 PM, No. Players: 8, Scale: Lego Minifigs, Period: WWII, Rules: Battlefield Heroes modified for miniatures, GM: Gregory & Jim McCourt, Sponsor:

This is a WWII skirmish game pitting Royals (British) vs. Nationals (Germans) in a cartoonish tabletop miniatures representation of the online game, Battlefield Heroes.

Each player will construct and arm his Lego minifig as a commando (sniper), soldier (smg/rifleman) or as a gunner (machinegunner). Players may bring their favorite Lego minifig, but ref may reject if inappropriate.

Referee is minor; game designed for minors age 8 and above.

Event S232 Villers-Bocage

Start: 12 PM End: 4 PM, No. Players: 6, Scale: 20mm, Period: WWII, Rules: Crossfire / Battle Barn Rules, GM: Garret Wood, Sponsor: Battle Barn

One of the most celebrated attacks in military history, SS Obersturmführer Michael Wittmann attack at Villers-Bocage, Jun 13, 1944. Can you perform the attack as he did or will you approach the Allied attack at Villers-Bocage in a different manner? The choice is yours!

No one under 16. Theme Game

Event S237 Spain 1808 - Battle of Mongat

Start: 12 PM End: 4 PM, No. Players: 4, Scale: 25mm, Period: Napoleonic, Rules: Shako II, GM: Andy Waxtel, Sponsor: MAPHOGS (Maplewood Hobby Gamers) & Quantum Printing

The French became concerned when communications were cut between Barcelona and France along the northeast coast of Spain. On a ridge near the castle of Mongat the Spanish waited to stop the French. 4 players, NOVICE Game, learn Napoleonics!

Event S146 Aerodrome® 2.0 - WW2 Aircraft Carrier Attack in the Pacific

Start: 12 PM End: 7 PM, No. Players: 10, Scale: 1/144, Period: WWII, Rules: Aerodrome® 2.0 - WW2 Aerial Combat, GM: Stanley Kubiak, Sponsor: Aerodrome Aerial Combat Games

World War 2 in the Pacific! Torpedoes in the water! Bombs! Flaming Zeroes! Attack or defend an aircraft carrier and escorts using Aerodrome 2.0 rules, with Naval Air Combat extensions! Players control torpedo bombers, dive bombers or fighters, fighting to sink the enemy carrier or to defend it as part of the carrier's Combat Air Patrol. Aerodrome® 2.0 or 1.1 experience helpful but not required.

Under 15 only with playing adult. Theme Game

Event S132 The "Beginning of the End" in the Italy and the Balkans in 1944 and 1945.

Start: 1 PM End: 2 PM, No. Players: 40, Scale: , Period: WWII, Rules: Lecture, GM: Louis Desy, Sponsor: FALL-IN WAR COLLEGE & NSDM Inc.

This lecture will cover the campaign against the Axis powers in Italy and the Balkans at the end of WWII..

Theme Game

Event S244 Battletech Demo Game 6

Start: 1 PM End: 2 PM, No. Players: 4, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Mark Yingling, Sponsor: Iron Wind Metals

WALK-UP demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to the players. This will allow a quicker translation into the Grinder event.

Event S156 Lasalle!

Start: 1 PM End: 4 PM, No. Players: 10, Scale: 15mm, Period: Napoleonic, Rules: Lasalle, GM: Sam Mustafa, Sponsor:

Come try LASALLE, the first game in Sam Mustafa's new HONOUR series. Lasalle is the petit-tactical Napoleonic game in which players command a division. For more information about Lasalle, go to: www.sammustafa.com.

Event S205 Seige of Alesia - Clash of Iron

Start: 1 PM End: 4 PM, No. Players: 8, Scale: 28mm, Period: Ancients, Rules: Clash of Iron - the Might of Rome, GM: Steve Dake / Don Nelson, Sponsor: "The Steve & Don Show"

Romans assaulting the walls of Alesia, Gauls raiding Roman barricades and a big sortie battle in the middle with chariots and cavalry. Featuring exclusively War Games Factory's impressive new line of figures and a new rule set "Clash of Iron - the Might of Rome" by Howard Whitehouse. Howard will be the Game Master for this visually exciting event! All figures painted by Steve Dake.

Event S219 Wings of War: Dawn Patrol

Start: 1 PM End: 4 PM, No. Players: 12, Scale: 1/144, Period: WWI, Rules: Wings of War, GM: Paul Campbell, Sponsor:

Take to the skies high above No Man's Land. We'll be playing several mission games. The result of each game will determine the next mission. Wings of War is a fun fast game that can be picked up by anyone. Everything will be provided, new players welcome

Event S281 Cowboys Verses The Earps

Start: 1 PM End: 4 PM, No. Players: 10, Scale: 25mm, Period: Western, Rules: Home Grown, GM: Joel Gregory, Sponsor: Woodbridge (VA) Area GamerS / Merrimack: Old Glory Shipyard

This is a what if setting. There are several situations in the lore of Tombstone where the cowboys tried to start a fight between themselves and the Earps and those that supported the Earps. Plus, there were a few others hoping to gain something for themselves if the Cowboys and Earps exploded into an all out gun fight.

Beginners welcome

Event S282 In The English Country Side, 2040

Start: 1 PM End: 4 PM, No. Players: 8, Scale: 25mm, Period: Future, Rules: Home Brew, GM: Matt Pierce / Mark Young, Sponsor: Woodbridge (VA) Area GamerS

The collapse of the petroleum market has created widespread unrest throughout the developed world. As traditional infrastructures breakdown, new power centers begin to contest control of society. Bikers, Rollers, Punksters, Crips, Bloods, Banditos and others vie with the police and the military for control of the street. Who will come out on top?

Beginners welcome.

Event S283 Cowboy Wars Out West

Start: 1 PM End: 4 PM, No. Players: 10, Scale: 25mm, Period: Western, Rules: Cowboy Wars, GM: Jim Foster, Sponsor: Woodbridge (VA) Area GamerS / Old Glory 25s Horse thieves, rustlers, and n'r-do-wells abound. Can the cowboys get their livestock to market? Can the Sheriff keep the peace?

Beginners welcome.

Event S316 The Last Stand of Beau Geste Again 1890

Start: 1 PM End: 4 PM, No. Players: 8, Scale: 25mm, Period: Colonial, Rules: Sandscape, Foreign Legion adaptation of Heroscape, GM: Ed Watts, Sponsor: The Monday Night Adventurers

Once again the evil Sergeant Major Markov and the gallant Geste brothers attempt to hold Fort Zinderneuf against revolting Tuareg hordes until the relief column arrives. The HMGS GED convention saw a rare "non-historical" french victory, though Beau and Markov died. A game for kids and adults who like one page rules for a seesaw battle with mass casualties.

Event S167 The Fight for Bliss Farm/Cemetery Ridge-Gettysburg July-1863

Start: 1 PM End: 5 PM, No. Players: 6, Scale: 15mm, Period: ACW, Rules: Civil War Commander, GM: Jim Kopchak, Sponsor: NOWS

After a hard days fight on July 1st, Lee drives Union forces to Cemetery Ridge. Next morning, Lee moves South along Seminary Ridge to plan an attack. He orders several regiments to hold Emmitsburg Road & the Bliss farm to prevent enemy reconnoitering his moves. Join the Union or Confederate side and play this game loosely based on a scenario by Scott Mingus using the rules "Civil War Commander"

Not Recommended for Kids

Event S179 The Battle of Gabr el Ahmar: The First Tank Battle: August 5th, 1940

Start: 1 PM End: 5 PM, No. Players: 6, Scale: 15mm, Period: WWII, Rules: Command Decision Test of Battle, GM: Mike Murphy, Sponsor: Test of Battle Games

In July 1940, the first Italian medium tanks were unloaded in Benghazi harbor, and, in early August, they were ready to show the British that their ownership of the open desert was no longer a foregone conclusion. The stage was set for the first clash between gun-armed tanks in the desert.

Event S182 Brothers of the Coast - (Piracy in the Caribbean)

Start: 1 PM End: 5 PM, No. Players: 6, Scale: 1/1000, Period: Age of Piracy, Rules: Home Brew, GM: Glenn Pruitt, Sponsor:

Broadsides, boarding actions, treasure maps and more! An epic adventure game of pirate ships and merchant fleets. Each player must earn profits with their merchant ships, while terrorizing enemies and seeking treasure with their pirate ship. Ships are POTSM pocket models, characters are 28mm figures. This game plays more like a multi-player boardgame than your typical miniatures game.

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

Event S210 Dieulouard: Bridgehead on the Moselle

Start: 1 PM End: 5 PM, No. Players: 6, Scale: 20mm, Period: WWII, Rules: Disposable Heroes, GM: Roxanne Patton, Sponsor: Iron Ivan Games

After several days of hard fighting, the 80th ID established a bridgehead over the Moselle north of the City of Nancy. In the mist of a fierce German counter attack endangered the bridge, D Troop of the 25th Armored Recon Squadron was sent to secure the bridgehead.

Theme Game

Event S271 Easy at Carentan

Start: 1 PM End: 5 PM, No. Players: 10, Scale: 20mm, Period: WWII, Rules: BAPS (Beer & Pretzel Skirmish), GM: Eric Schlegel, Sponsor: The HAWKS

13 June 1944. The 2nd Bn of the 506th PIR has been pinned down all night near Carentan by German Fallschirmjaeger in the opposite hedgerow. At dawn the Germans are reinforced by armor and begin an attack. Dog and Fox companies immediately retreat, leaving Easy on their own. Can they hold the line until reinforcements arrive? (Scenario is based on episode 3 of 'Band of Brothers'.)

Players under 13 welcome with a playing adult Theme Game

Event S238 War Plan Orange 193`

Start: 1 PM End: 7 PM, No. Players: 6, Scale: Not listed, Period: Inter-War, Rules: Not listed, GM: John Gordon, Sponsor:

May 1938 The U.S. and Japan went to war over Japan's sinking of the U.S. Gunboat Panay in December. Now the U.S. Pacific Fleet is approaching the Marianias where Japan's Battleline awaits. This is the gun dual both navies spent twenty years preparing for!

Event S165 The Inquisitors Dungeon

Start: 2 PM End: 4 PM, No. Players: 6, Scale: 28mm, Period: Fantasy, Rules: Dungeons and Dragons 4th Edition, GM: Ben Kestner, Sponsor:

The law of The Market City states that trespassing is punished under pain of death; too bad you weren't a big fan of the law. After trying to sneak in the city undetected you are caught by the crule Inquisitor and thrown in his dungeon. Now you need to escape this evil prison before you are swallowed up by its dark secrets.

Ages 18 and up

Event S248 Battletech – Grinder 1

Start: 2 PM End: 4 PM, No. Players: 8, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Dave Yingling, Sponsor: Iron Wind Metals

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. The game will be using miniatures from Iron Winds Metals beginner sets and other Mechs from the Classic Battletech line.

Event S164 Bullets, Beans, & Butter: Running Supplies During the ACW

Start: 2 PM End: 5 PM, No. Players: 11, Scale: 1/600, Period: ACW, Rules: Under Both Flags, GM: Patrick Hreachmack / Norm Keystone, Sponsor: Bay Area Yards

It is spring of 1863 and intelligence operatives report that Confederate supply vessels are moving ammunition, cotton, supplies, & troops down the upper Kannucink River. Federal gunboats have been sent to stop them before they reach the junction of several rivers and disperse.

No Gamers under 17 please

Event S172 Command & Colors: Napoleon - Waterloo

Start: 2 PM End: 5 PM, No. Players: 2, Scale: 28mm, Period: Napoleonic, Rules: Command & Colors: Ancients adapted to Napleonic, GM: Glenn Drover, Sponsor:

Players take the roles of Wellington and Napoleon in this famous battle. Utilizing my adaptation of the Command & Colors rules for the Napoleonic era.

Ages 16 and up

Event S181 Panthers on the Prowl - July 11, 1944

Start: 2 PM End: 5 PM, No. Players: 6, Scale: 15mm, Period: WWII, Rules: Fireball Forward, GM: Mark Fastoso, Sponsor:

Adult must be present with child Theme Game

Event S269 Look, Sarge, The Germans Are Coming to France

Start: 2 PM End: 5 PM, No. Players: 6, Scale: 1/144th, Period: WWII, Rules: Look Sarge, No Charts: WWII, GM: John R. 'Buck' Surdu, Sponsor: The HAWKS

May 1940. Advancing German columns try to force acrossing of the Meuse River.

The rules used have NO CHART CARDS to allow players to concentrate on the tactical situation

Event S284 Buccaneer Wars

Start: 2 PM End: 5 PM, No. Players: 8, Scale: 25mm, Period: Age of Piracy, Rules: Modified Oars to Cannon - Buccaneer Wars, GM: Brian Whitaker / Joel Gregory,

Sponsor: Woodbridge (VA) Area Gamers / Merrimack: Old Glory Shipyard

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

Beginners & cabin boys and girls welcome

Event S136 A Horse of a Different Color

Start: 2 PM End: 6 PM, No. Players: 8, Scale: 25mm, Period: Ancients, Rules: Trojan Warfare variant of Ancient Warfare, GM: Paul Dobbins, Sponsor:

Return of the famed Trojan War scenario. What if the "Trojan Horse" was really some kind of siege engine? Or better yet, many different engines -- rams, towers, ramps, etc -- and even a divine trick or two! Play this rock'em, sock'em version the 'Horse as it plays out in a no holds barred, shoot-the-moon, full-scale escalade on the city and lower town. May the best horse win!

Anybody 12 years or older, adult must be present with a child

Event S186 Rumble in the Jungle - East Africa, 1915

Start: 2 PM End: 6 PM, No. Players: 6, Scale: 28mm, Period: WI, Rules: Fury in the Veldt - home rules, GM: Joseph / JeremyAlexander / Mark Edgerton, Sponsor:

AmblerGamers

The AmblerGamers are trying something new! This time we have gone to East Africa for a fictional battle of the Great War. Sign up to help Brigadier General Smith-Smyth-Smout fight Colonel Von Trappevitzimviser. Expect to see the Kings African Rifles, plenty of British and Sikh Infantry, armoured cars, machine guns, Gurkhas, and a gunboat fighting German Schutztruppen and native Askari.]

very kid friendly but adult must be present with child

Event S216 Recon Operation FUBAR

Start: 2 PM End: 6 PM, No. Players: 4, Scale: 25mm, Period: SciFi, Rules: Tabletop Battle System , GM: Del Stover / Ben Fornshell, Sponsor: WNGA

An observation base on the periphery world of Thanoth is no longer responding. Last reports indicated everything was okay. Odds are that it's just a broken relay. This just leaves you wondering why an elite tech priest is joining the mission. It's a grim universe in the 41st Century, and in this hybrid of wargaming and role-playing, you'll seek out the mystery behind Thanoth's silence—and try to stay alive. At least the tabletop scenery is pretty nifty. Sorry, the role-playing aspect will make this game unsuitable for young children.

14 and older, please

Event S234 Featherstone Cup

Start: 2 PM End: 6 PM, No. Players: 2, Scale: 15mm, Period: ACW, Rules: Fire and Fury (brigade), GM: Michael Panzer, Sponsor: HMGS-East

See the description and rules on the website and program book

Event S133 The "Beginning of the End" in the Pacific and Asia - The advance in 1944 and 1945 against the Empire of Japan in Asian and the Pacific

Start: 2 PM End: 3 PM, No. Players: 40, Scale: , Period: WWII, Rules: Lecture, GM: Louis Desy, Sponsor: FALL-IN WAR COLLEGE & NSDM Inc.

This lecture will cover the campaign against the Japanese empire at the end of WWII.

Theme Game

Event S245 Battletech Demo Game 7

Start: 2 PM End: 3 PM, No. Players: 4, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Mark Yingling, Sponsor: Iron Wind Metals

WALK-UP demos for 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.

After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to the players. This will allow a quicker translation into the Grinder event.

Event S246 Battletech Demo Game 8

Start: 3 PM End: 4 PM, No. Players: 4, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Mark Yingling, Sponsor: Iron Wind Metals

WALK-UP demos for 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.

After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to the players. This will allow a quicker translation into the Grinder event.

Event S266 Kids & Kruisers

Start: 3 PM End: 5 PM, No. Players: 8, Scale: 1/2400th, Period: WWI, Rules: General Quarters 2 (Simplified), GM: Geoff Graff, Sponsor: The HAWKS

Or is that Cids & Cruisers? Generally General Quarters 2, but simplified a bit. Think of it as Capture the Flag, but on water. British and German light ships tangle in the South North Sea.

Reading skills are expected. Adults welcome with kid assistant.

Event S141 Britannia vs the Rising Sun, Burma,1944

Start: 3 PM End: 6 PM, No. Players: 6, Scale: 20mm, Period: WWII, Rules: Modified Banzai !(Pac version of Angriff), GM: Benjamin Pecson, Sponsor: Civic Guard

Japanese forces in desperate straits try to blunt Slim's determined offensive to retake Burma.

Theme Game

Event S263 The Great Teddy Bear Bathtub Battle

Start: 3 PM End: 6 PM, No. Players: 8, Scale: other, Period: WWI, Rules: Teddy Bear Picnic (Naval), GM: James Reynolds, Sponsor: WNPG

After a good time at the Teddy Bear Picnic, it is time for a bath. But even there the battle rages on. Who will rule the bathtub? Come build and run your own wooden Battleship. Just watch the rubber ducky, he may be a spy, and don't forget to wash behind your ears.

Kids Game

Event S299 Martian Float Ship Racing - Test Heats

Start: 3 PM End: 6 PM, No. Players: 12, Scale: 28mm, Period: Victorian Science Fiction, Rules: Skyrunners Beta, GM: Bob Charrette, Sponsor: Parroom Station Miniatures
Float ship racing at its finest! Can you navigate your ship through the hazards (naturally and otherwise) and cross the finish line? Can you do it first? Win or not, it won't be dull!

Get in on these inaugural races and be a part of the first public presentation of Parroom Station Miniature's forthcoming Martian Aerial Race System rules.

Younger players (10+) welcome with parent; rules taught; racing craft supplied

Event S060 Even Caesar's Men Must Eat - Aegean Sea, 49 BC

Start: 3 PM End: 7 PM, No. Players: 8, Scale: 1/300, Period: Ancients, Rules: Roman Seas, GM: Brian Cantwell, Sponsor: Hotz Artworks

Unable to defeat Caesar and his legions on land, the Republican forces seek to starve out his army by naval blockade. A convoy of badly needed supplies is en route to Greece and must get through to Caesar at all costs. Man your rowing stations, ready the grapples, and fight for control of Our Sea at the head of a squadron of war galleys.

Young gamers welcome with adult supervision.

Event S128 The Battle of Resaca de la Palma May 9, 1846

Start: 3 PM End: 7 PM, No. Players: 8, Scale: 54mm, Period: Mexican War, Rules: "Fix Bayonets!" by John Michael Priest, GM: John Michael Priest, Sponsor:

General Zachary Taylor's force of 1700 men has "trapped" General Mariano Arista's battered command of 4,000 in a dry river bed and are determined to defeat them in the second "battle" of the war with Mexico.

Event S157 Pirates Revenge 1685

Start: 3 PM End: 7 PM, No. Players: 10, Scale: 15mm, Period: Age of Piracy, Rules: Home Brew, GM: Rick Stakes, Sponsor:

An large Spanish Galleon has run aground near the pirate haven at Tortuga. Pirates and privateers are on the way to 'salvage' the ship before it can get off the reef. Player "teams" will fight each other to get to the prize and take what they can. But pirates beware, the Galleon is not as helpless as she seems. This is a fast paced, hard hitting game with simultaneous movement & lots of firepower!

Event S178 Raid in Zululand 1879

Start: 3 PM End: 7 PM, No. Players: 6, Scale: 40mm, Period: Colonial, Rules: Home Rules based on Warhammer series of games, GM: John Shirey, Sponsor: Potomac Wargames

Between the first and second British invasions of Zululand a number of cross border raids occurred. This coupled with the fact that there were still some local Zulu forces that not washed their spears in English blood and stilled wished to do so even against King Cetshwayo's wishes. This battle represents one of those raids meeting one of those Zulu forces.

Event S273 Operation Goodwood

Start: 3 PM End: 7 PM, No. Players: 6, Scale: 1/285 micro, Period: WWII, Rules: Look Sarge, No Charts, WWII, GM: Kurt Schlegel, Sponsor: The HAWKS

18 July 1944. Monty commits over 700 tanks to force a breakout East of Caen. With massive artillery support and three armoured divisions the Brits must clear the Bourguebus ridge and the nearby towns. The only reserves the Germans have available to stop this juggernaut are a handful of tanks under the command of Major Peiper.

Players under 13 welcome with a playing adult Theme Game

Event S298 Battle Of Marignano, 1515

Start: 3 PM End: 7 PM, No. Players: 6, Scale: 15mm, Period: Renaissance, Rules: Might of Arms, GM: Bob Bryant, Sponsor:

In this historical battle, Swiss columns in Hapsburg service attacked a force commanded by the new king of France, Francis I. The Swiss assault could make no headway against repeated charges by French men at arms and the devastation of French artillery. In this scenario, the Swiss have a better chance of victory.

Adult must be present with child

Event S135 The World 50 years ago, 1959

Start: 4 PM End: 5 PM, No. Players: 40, Scale: , Period: Modern, Rules: Lecture, GM: Mark McDonagh, Sponsor: FALL-IN WAR COLLEGE & NSDM Inc.

This lecture will discuss the Diplomatic-Geopolitical events of 50 years ago.

Event S304 Confederate "Citizen" Sailors Vs. The Convoy

Start: 4 PM End: 10 PM, No. Players: 10, Scale: 1/2400, Period: WWI, Rules: Clash of Arms' Fear God and Dread Nought, GM: Jay Wissmann, Sponsor:

Back by popular demand is the Turtledove scenario, The USN is attempting to push a convoy along the Carolina coast. The CSN armoured cruiser raider Tennessee is loose, a rag-tag bunch of "citizen sailors" are coming off-shore. Great fun will be again had by all as you join gamemaster Jay Wissmann in the waters off Myrtle Beach for a Clash of Arms' FG&DN scenario. Oh, yes, the Zeppelin is back.

Event S247 Battletech Demo Game 9

Start: 4 PM End: 5 PM, No. Players: 4, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Mark Yingling, Sponsor: Iron Wind Metals

WALK-UP demos for 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. After several rounds of Quick Start play, rules from the Introductory Rule set will be taught to the players. This will allow a quicker translation into the Grinder event.

Event S249 Battletech – Grinder 2

Start: 4 PM End: 6 PM, No. Players: 8, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Dave Yingling, Sponsor: Iron Wind Metals

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. The game will be using miniatures from Iron Winds Metals beginner sets and other Mechs from the Classic Battletech line.

Event S175 Red Skull -vs- The Mujhadeen

Start: 4 PM End: 8 PM, No. Players: 4, Scale: 15mm, Period: Pulp, Rules: Star Grunt rules which are a free download from <http://www.groundzerogames.net/>, GM: Scott Cramer, Sponsor: North Lancaster Wargamers

Red Skull -vs- The Mujhadeen|Something has crashed near some poppy fields in South West Orangistan near the border -w- Iranistan. The Mujhaden that control the area are not happy one bit. They've been having enough trouble with Iranistanian bandits crossing the border. The last thing they need or want are the Red Skull and other ODESSA nazis which have taken up residence in the lawless hills coming down to loot the wreckage.

Mature and have at least read the SG2 Rules

Event S190 Renaissance Impetvs Game 1512

Start: 4 PM End: 8 PM, No. Players: 8, Scale: , Period: Renaissance, Rules: , GM: Gordon Woods / Perky Falconer / Howard Meissel, Sponsor: Tidewater Historical Wargamers

This will be an introduction to Impetvs rules in the Renaissance Era. The game is directed toward beginners or others who interested in learning about how the rules operate. It will be a French vs. Imperialist struggle for hegemony of Italy.

12 and over

Event S213 Buzzbombs against Antwerp X

Start: 4 PM End: 8 PM, No. Players: 6, Scale: 1/2400, Period: WWII, Rules: Home Brew, GM: Patrick Roovers, Sponsor: Tin Soldiers of Antwerp

From October 1944 to April 1945 the port of Antwerp in Belgium was the target of thousands of German V1 and V2 rockets. The port was of strategic importance to supply the Allied armies and the nazis had to stop this at any cost. 22000 men and thousands of AA guns were tasked with the defense of the port and city of Antwerp, forming a ring of fire around the city and stop the nazi Buzzbombs

Theme Game

Event S214 Saticula--Second Samnite War 316 BC

Start: 4 PM End: 8 PM, No. Players: 8, Scale: 15mm, Period: Ancients, Rules: Modified Warhammer Ancients, GM: Troy Turner, Sponsor:

Despite enormous losses on both sides in numerous battles, the Romans have been unable to force the fierce Samnites to give up their continual struggle for control of Italy. Burning and pillaging their way into the mountain retreats of Samnium, the Romans are now attacked by both the inhabitants of a besieged city and the Samnite relief army. Will the humiliation of Caudine be avenged?

Adult must be present with child

Event S236 Spain 1808 - Battle of Alagon

Start: 4 PM End: 8 PM, No. Players: 4, Scale: 25mm, Period: Napoleonic, Rules: Shako II, GM: Andy Waxtel, Sponsor: MAPHOGS (Maplewood Hobby Gamers) & Quantum Printing

Lefebvre-Desnouettes had been given command of a composite force of detached garrisons as well as recent arrivals consisting of Polish lancers and two battalions of the Vistula Legion. Bessieres ordered him to capture Saragossa and crush the Spanish insurgents. 4 players, NOVICE GAME, Learn Napoleonic!

Event S255 Bloody Crossroads 1862

Start: 4 PM End: 8 PM, No. Players: 6, Scale: 10mm, Period: ACW, Rules: American Battlelines, GM: Don Carter, Sponsor: Old Dominion GameWorks / Id Dominion GameWorks

Union and Confederate forces are marching upon a critical road junction to secure a flank for an upcoming major attack.

Rules Taught/Beginners Welcome

Event S256 Paw of the Tiger

Start: 4 PM End: 8 PM, No. Players: 6, Scale: 10mm, Period: WWII, Rules: Mein Panzer, GM: Tu Tran, Sponsor: Old Dominion GameWorks / Id Dominion GameWorks

Throughout the winter of '42-'43, the Soviets launched repeated attacks to relieve the siege of Leningrad. The hard pressed Germans had to develop a trip wire defense of light local forces, backed by a "fire brigade" mobile force, which was quickly dispatched to the inevitable breakthrough sector.

Rules Taught/Beginners Welcome

Event S257 Strong Point 7

Start: 4 PM End: 8 PM, No. Players: 6, Scale: 25mm, Period: WWII, Rules: Armed Combat through the Ages, GM: JD Perry, Sponsor: Old Dominion GameWorks / Id Dominion GameWorks

Ras El Madaur 1 May 1941. The assault troops from the 61st Sicilia Bde. infiltrated into the defenses and the posts were starting to be overcome. Strong Point S7 was still being held by the stubbornly Aussies with heavy fighting. The Strong Point is critical to the attack on Tobruk and elements from the DAK 200 Eng Btn were ordered forward to support the Italians and destroy the strong point.

Rules Taught/Beginners Welcome

Event S258 Operation Catapult, July 1940

Start: 4 PM End: 8 PM, No. Players: 6, Scale: #####, Period: WWII, Rules: General Quarters 3, GM: Bob Benge, Sponsor: Old Dominion GameWorks / Id Dominion GameWorks

Operation Catapult, July 1940. The British want to eliminate the possible threat of the Germans capturing and using the capitulated French Navy against His Majesty's Fleet in the Mediterranean.

Rules Taught/Beginners Welcome

Event S169 82nd Airborne at Neuville - Never Easy for Easy, June 6, 1944

Start: 4 PM End: 9 PM, No. Players: 6, Scale: 15mm, Period: WWII, Rules: Battleground WW2, GM: Tim Waybright / Ed Bates, Sponsor:

June 6, 1944 - Easy Company has been dispatched from St. Mere Eglise to find and bring back the men of D Company. Not knowing exactly where they are or what they will be facing, they move into the area around Neuville and send out runners to find their comrades. Meanwhile, the Germans have just about had enough and are preparing for yet another push to crush the stubborn American defenders!!!!!!

Theme Game

Event S211 Action at Lezey: Firefight in the Fog

Start: 5 PM End: 9 PM, No. Players: 6, Scale: 20mm, Period: WWII, Rules: Disposable Heroes, GM: Roxanne Patton, Sponsor: Iron Ivan Games

The 4th Armored Division is low on fuel after making a spectacular encirclement of the city of Nancy in the French province of Lorraine. While the VII Corps commander, M.Gen Eddy and the 4th Armored's top kick, B.Gen Wood, planned the division's next move, CCA and CCB consolidated their positions in the salient east of Arracourt.

Theme Game

Event S184 Waterloo

Start: 5 PM End: 10 PM, No. Players: 10, Scale: 15mm, Period: Napoleonic, Rules: Age of Eagles, GM: Paul Olszanski II / Gwyn Reaves, Sponsor: Age of Eagles

Age of Eagles, Napoleonic Fire & Fury. Take your place as a corps or wing commander as you try to stop the Corsican ogre from reclaiming the throne of France, or reestablish the French Empire against all odds. There are French British, Prussians, Dutch, Hanoverians, Brunswickers and wait, are those columns in the distance wearing Prussian black, or the royal blue of Marshal Grouchy?

Event S148 Warmaster Ancients Campaign

Start: 6 PM End: 12 AM, No. Players: 0.0E+01, Scale: 10-15mm, Period: Ancients, Rules: Warmaster Ancients, GM: Brian Sherry, Sponsor:

Come roll the dice and have a good time with Warmaster! Campaign consists of three 2-hour games. Warmaster Ancient Armies campaign rules used for conquering territories. Miniatures 10 or 15mm ok with standard basing. Victory point system/special rules announced prior to the event. Bring 1000 point armies with extra units. All published armies ok with latest errata. Registration should be with GM or at the event. Please register with Brian Sherry directly or at the game tables, as this is a "tournament" format event.

Event S217 Training Operation Beta

Start: 6 PM End: 9 PM, No. Players: 4, Scale: 25mm, Period: SciFi, Rules: Tabletop Battle System, GM: Del Stover / Ben Fornshell, Sponsor: WNGA

Welcome to boot camp grunts. You'll be the first volunteers for HQ's new fear desensitization program. We'll be waving the normal final exams in favor of field exercises today. You'll find the weapons you went through basic with waiting for you after the drop, along with some of R&D's latest vat grown beauties. I'll be looking forward to seeing the survivors, I mean, graduates shortly.

14 and older, please

Event S131 Serbia, 1915

Start: 6 PM End: 10 PM, No. Players: 18, Scale: 25mm, Period: WWI, Rules: Trench Wars, GM: Victor Hiris, Sponsor:

Can the Serbians defend their country from the Austrians and Germans?

kid friendly game

Event S143 On to Madrid!

Start: 6 PM End: 10 PM, No. Players: 8, Scale: 20mm, Period: Inter-War, Rules: Simple Home Rules, GM: Bob Liebl & Cleo Hanlon, Sponsor: First Friday Gamers & The Cookie Man

Early in the Spanish Civil War three columns R racing for Madrid. It is a classic battle of dastardly evil vs. evil dastards! Spanish Fascists are aided by the Nazi Condor Legion, the Irish, Italian Fascists and Moroccans, assailing Spanish Republicans aided by communists & socialists. Although you may not long survive, strap on your swords & look alive!

Cherubs will require an adult.

Event S145 Action off Råger Vik, Estonia - 26 August 1809

Start: 6 PM End: 10 PM, No. Players: 7, Scale: 1:2000, Period: Napoleonic, Rules: Victory Under Sail, GM: Stanley Sunderwirth, Sponsor:

Battle in the Gulf of Finland. A consolidated Russian fleet of 9 battleships (including two 3-deckers) and 5 heavy frigates attacks a pursuing Anglo-Swedish fleet of 12 battleships and 4 heavy frigates. Players will control entire squadrons. Lots of dice, almost no charts.

Experienced players only - no rules briefing will be given.

Event S154 Wilhelm's Flying Circus

Start: 6 PM End: 10 PM, No. Players: 6, Scale: 1/144, Period: WWI, Rules: Wings of War, GM: Andy Kling, Sponsor: Cotton Jim's Flags

Take to the skies and battle high above the trenches: Dogfights, Balloon Busting, and Photo Recon Missions. Wings of War is a fast and fun game that everyone can pick up quickly.

Event S155 Wilhelm's Flying Circus

Start: 6 PM End: 10 PM, No. Players: 6, Scale: 1/144, Period: WWI, Rules: Wings of War, GM: Justin Kennel, Sponsor: Cotton Jim's Flags

Take to the skies and battle high above the trenches: Dogfights, Balloon Busting, and Photo Recon Missions. Wings of War is a fast and fun game that everyone can pick up quickly.

Event S161 Romagny, 6:00 pm, August 8, 1944

Start: 6 PM End: 10 PM, No. Players: 6, Scale: 28mm, Period: WWII, Rules: Carnage&GloryII Computer Moderated Rules, GM: Dave Bonk, Sponsor: Triangle Simulation Society

Elements of the American 30th Division attempt to recapture the village of Romagny from the German Deutschland Pz Grenadier Regiment. Results from previous game will be carried into the 6:00 pm game.

Theme Game

Event S166 Little Round Top- 2 July 1863

Start: 6 PM End: 10 PM, No. Players: 6, Scale: 15mm, Period: ACW, Rules: Fire and Fury, GM: Mike Pierce and Tony Figlia, Sponsor: Fire and Fury

Little Round Top- 2 July 1863|Hood's Confederates launch a desperate assault on the Union flank anchored above the rocky slopes of Little Round Top. Refight the critical action that decided the fate of the Union. Join the designer of Regimental Fire and Fury in this final playtest before publication.

Not Recommended for Kids

Event S185 21st Panzer Attacks the Beaches!

Start: 6 PM End: 10 PM, No. Players: 12, Scale: 15mm, Period: WWII, Rules: Command Decision Test of Battle, GM: John Drye, Sponsor:

21st Panzer conducted the most significant D-Day counterattacks. KG v Luck attacked British Airborne Forces around Ranville and KG Opeln British 3rd Division in the vicinity of Sword Beach. These attacks will be recreated using Command Decision- Test of Battle to see whether the lines can be held

Kids welcome with adult supervision. Theme Game

Event s197 Koenig Krieg for Beginners

Start: 6 PM End: 11 PM, No. Players: 7, Scale: 15mm, Period: SYW, Rules: Koenig Krieg, GM: Peter Landry, Sponsor:

Come learn Koenig Krieg 3rd edition in a match between Freddy's vaunted Prussians against a combined Austro-Russian force.

Event S218 The Battle for Champs, 25 Dec 1944

Start: 6 PM End: 11 PM, No. Players: 8, Scale: 28mm, Period: WWII, Rules: WW2 The Hard Way, GM: LTC (P) Mark Zaslavsky, Sponsor:

Elements of Panzer Group Lehr attack the A/327 Glider Infantry and 502 Parachute Infantry north to south into Bastogne. The 9th CCR and 10th CCB assist the 101st in defending against the German onslaught. Panzer Group Lehr radios "we have reached our objective," but have they?

Event S261 Popping the Pimple

Start: 6 PM End: 11 PM, No. Players: 8, Scale: 28mm, Period: WWI, Rules: Soldat, GM: Tim Goodlett, Rich Low, and Andy Turlington, Sponsor: Southern Maryland Partizans

By the spring of 1915, combat on the Western Front had sunk into stalemate. Enemy troops stared at each other from a line of opposing trenches that stretched from the English Channel to the Swiss border. Neither opponent could outflank its enemy resulting in costly and unproductive direct attacks on well-fortified defenses. The war of movement that both sides had predicted at the beginning of the conflict had devolved into deadly stagnation. This game will represent an assault made by the Australians against the Turkish lines at Gallipoli in 1915.

Event S193 Lapina Sota - Battle above the Arctic Circle - 29 October 1944

Start: 7 PM End: 10 PM, No. Players: 12, Scale: 20mm, Period: WWII, Rules: Blitzkrieg Commander, GM: David & Bruce Markley, Sponsor: NOVAG

October, 1944, the Soviet armies have invaded Finland and the German 10th Mountain Army is retreating west towards Norway and safety. Elements of the 6th SS Gebirgs Division "Nord" with their supply train have been cut off by enemy forces. The orders are to break through and get the supplies out at any cost. Will the Germans escape or face POW captivity or death by the Soviet invaders?

Players less than 14 years old not recommended Theme Game

Event S206 Samurai Ambush? Mimasetoge 1569

Start: 7 PM End: 10 PM, No. Players: 6, Scale: 15mm, Period: Medieval, Rules: Home Brew, GM: Al Gasper, Sponsor:

Can Hojo forces succeed at ambushing the retreating Takeda and their baggage train in the hilly wooded Mimase pass? Come, command a force of 50+ infantry & cavalry stands in this landscaped game from Al's Smithsonian Soldiers & Dioramas camps. Learn fast-play rules with area movement & bloody melees. These successful home rules will continue to be used in future convention games.

Event S272 Give 'Em Hell 54!

Start: 7 PM End: 10 PM, No. Players: 5, Scale: 10mm, Period: ACW, Rules: A Union So Tested, Look Sarge, No Charts: ACW, GM: EJ & Jesse Nash, Sponsor: The HAWKS

Dahlgren's ironclads rained a hail of shell upon the sand parapets of Ft. Wagner. Finally, even the fort's flag was shot away. The Union sailors and soldiers, thinking the fort had surrendered, stopped firing and began to cheer. However, when the smoke cleared, a Rebel officer was seen standing on the rampart defiantly waving a regimental battle flag! General Seymour then knew the navy alone could not take the fort. He assembled his division and place his largest regiment, the 54th Mass, of General Strong's brigade, to lead the assault. Strong then addressed the 54th mounted on a large grey horse. "I too am a Massachusetts man and know you will uphold the state's honor. Who shall pick up the flag if this color-sergeant should fall?"

Event S306 The Kepi to Morocco. 1903

Start: 7 PM End: 10 PM, No. Players: 6, Scale: 25mm, Period: Colonial, Rules: The Sword in North Africa, TSATF variant, GM: Edward Watts, Sponsor: The Monday Night Adventurers

France attempts to expand their colonial power to the rocky hillsides of Morocco encountering masses of tribesmen eager to evict the Legionnaires and the Batt d'AF from their country.

Rules will be taught, kids who can read rules and adults welcome.

Event S134 National Security Decision Making Game

Start: 7 PM End: 11 PM, No. Players: 80, Scale: , Period: Modern, Rules: Contemporary Fast Play Game, GM: Mark McDonagh, Sponsor: FALL-IN WAR COLLEGE & NSDM Inc.

NSDM™'s political, military and economic role-playing game. You are the new administration. The scenario is: it's the world as you know it today. So, can you solve the world's problems? New issues and problems in every game.

Event S170 Anzio '44 - Bombing the beachhead

Start: 7 PM End: 11 PM, No. Players: 8, Scale: 1/285, Period: WWII, Rules: Check Your 6!, GM: Ronald Allshouse, Sponsor:

As Operation Shingle stalled Axis bombers made a concentrated effort to attack Allied transports and beachhead targets. Attacks were made at dusk to minimize the Allies' air superiority. Allied fighters covering the beachhead were hard pressed to defend their stations. The scenario will include a mix of German, Italian, US and British aircraft including surface targets and ground support.

Kids Welcome with parent Theme Game

Event S177 Leyte 1944 - Lee Saves Taffy 3 TF 34.0 vs the Striking Force

Start: 7 PM End: 11 PM, No. Players: 20, Scale: 1/6000, Period: WWII, Rules: See Krieg, GM: Chris Pinto / John Knuth , Sponsor: New Jersey Naval Gaming Society / SeaKrieg Admiralty

Admiral Halsey has decided to send Admiral Lee's TF 34 less 2 fast BB's to intercept. Admiral Kuritia's Striking Force. Admiral Kurtia has a head start and his determined to destroy the beachhead. Will American technology and smaller numbers be able to stop this last desperate thrust of the Japanese Navy.

New Players over 14 are welcome. Rules taught. Theme Game

Event S195 Patton to the Rescue

Start: 7 PM End: 11 PM, No. Players: 8, Scale: 10mm, Period: WWII, Rules: Kampfgruppe Commander II, GM: Frank Sciulli, Sponsor: Pittsburgh's Band of Gamers

The American forces defending Bastogne have been surrounded since December 21st. Patton's Third Army has anticipated the need to counter attack and is on its way. Can Patton's lead elements break through and reach Bastogne, or will the German forces prove too strong? Rules will be taught.

Adult must be present with children under 15 Theme Game

Event S201 Assaye, 1803

Start: 7 PM End: 11 PM, No. Players: 6, Scale: 15mm, Period: Napoleonic, Rules: DE BELLIS NAPOLEONICIS (DBN, GM: Robert Beattie, Sponsor: Ann Arbor Historical Miniature Gamers Group

Arthur Wellesley's first big Battle, in the war against the Maratha Confederacy. Napoleonic in India where Sharpe gets his commission. These are Napoleonic rules based on DBA so pretty simple to learn.

Newbies welcome but children under 15 only with playing adult.

Event S250 Battletech - Raid on Atreus - 3076

Start: 7 PM End: 11 PM, No. Players: 10, Scale: 1/285th, Period: SciFi, Rules: CBT – Total Warfare, GM: Mark Yingling, Sponsor: Catalyst Game Labs

In 3076, Thomas "Halas" launched a rescue attempt to Atreus made up of forces still loyal to him and the surviving Knights of the Inner Sphere on the planet. Join the fight as the loyal Free Worlds League forces try to take their capital back. Join the defending 15th Word of Blake Division defends the city and destroys the invaders.

Event S270 Look, Sarge, Longstreet Wants Frayser's Farm

Start: 7 PM End: 11 PM, No. Players: 6, Scale: 10mm, Period: ACW, Rules: A Union So Tested, Look Sarge, No Charts: ACW, GM: Jim 'Tank' Nickle, Sponsor: The HAWKS

30 June 1862. On the fifth day of the Seven Days, Robert E. Lee had perhaps his best chance to cut the Army of the Potomac in half before it reached the safety of Harrison's Landing. Two division under James Longstreet attacked the crossroads at Glendale, which was guarded by elements of the II, III and V Union Corps. Control of this crossroads would cut off almost half of McClellan's army from its retreat to Malvern Hill.

Players under 13 welcome with a playing adult

Event S274 MiG Alley

Start: 7 PM End: 11 PM, No. Players: 6, Scale: 1/300th, Period: Modern, Rules: Chief's Rules (modified Top Gun), GM: Don Smith, Sponsor: The HAWKS

MiG 15's vs. F-86 Sabres over Korea in 1952.

Players under 13 welcome with a playing adult

Event S137 In the Belly of the Beast

Start: 8 PM End: 12 AM, No. Players: 8, Scale: 25mm, Period: , Rules: Trojan Warfare variant of Ancient Warfare, GM: Paul Dobbins, Sponsor:

Return of the ultimate Trojan War scenario. A small party of Greeks, hiding in the legendary Trojan Horse, must slip out into the sleeping city at night and secure the gates for the main army waiting outside in the darkness. Victory will be theirs if a small number of crucial missions are completed in time. The Trojans must react swiftly to snuff out the threat. It's up to YOU!

Anybody 12 years or older, adult must be present with a child

Event S235 Spain 1808 - Battle of Alcolea

Start: 8 PM End: 12 AM, No. Players: 4, Scale: 25mm, Period: Napoleonic, Rules: Shako II, GM: bryant, Sponsor: MAPHOGS (Maplewood Hobby Gamers) & Quantum Printing

France invaded Spain, insurgents flocked to the Spanish. French General Dupont pushed forward along the road from Andujar and Jaen towards the city of Cordova. The French force had to take the bridge 6 miles northeast of Cordova at Alcolea, and destroy the mobilizing Spanish force. This will be a battle you will never forget. 4 players, NOVICE GAME - Learn Napoleonic!

Event S259 Thin Beige Line

Start: 8 PM End: 12 AM, No. Players: 6, Scale: 28mm, Period: Horror / Modern, Rules: Ambush Z, GM: Jim McWee, Sponsor: AoCMWC

Just one week has gone by since the world changed. Your National Guard unit was operating in Afghanistan and was rapidly recalled to the US to deal with a new threat, the undead hordes swarming through American cities. Now it's time to draw the line just west of New York...can you stop the tide?

Event S302 Eagle Over the Rising Sun - Movin' Out - Tarawa 1943

Start: 8 PM End: 12 AM, No. Players: 4, Scale: 20mm, Period: WWII, Rules: Modified Arc of Fire, GM: Eric Alvarado & Roy Jones, Sponsor: Eagle Over the Rising Sun Tarawa, Nov 22, 1943 (D+2). The fresh relief force is pushing across the Southern portion of the island along Black Beach unscathed. But, the Japanese await entrenched. Can the Marines push past the airfield unscathed or will the Japanese introduce the fresh force to Tarawa and cut off the Marine thrust? Visit www.eotrs.com for more info about the long awaited Tarawa scenario book.

Theme Game

Event S208 Fallout at Fall-in: Beginning of the End

Start: 8 PM End: 11 PM, No. Players: 6, Scale: 28mm, Period: SciFi, Rules: Mutants and Death Ray Guns, GM: Joseph McGuire, Sponsor: Emperor Norton Gaming Society

In the north of the Capital Wasteland a small Enclave patrol is desperately holding on to an overpass along the former Capital Beltway. Virtually under siege from various wasteland groups, the Enclave remnants hope for Vertibird extraction. Can power armor and an unbending belief in purity hold out against scavengers, raiders, mutants, and worse? Come find out Fallout at Fall-in.

Adult must be present with child. Some mildly mature themes presented.

Event S264 Attack of the Corporate Zombies, IV Happy Hour.

Start: 8 PM End: 11 PM, No. Players: 6, Scale: 54mm, Period: Horror / Modern, Rules: Cube Warfare v2.1, GM: Shawn Reis, Sponsor: WNPG

Your favorite Office Zombie game is back for one last time. And now with three times the zombies, 4 times the destruction and a random amount of crazy. Join your fellow co-workers as you kill the zombies, destroy the office and stab your friend in the back. Be prepared to laugh and be laughed at as you attempt to make it until the end of the day and Happy Hour. (bo)

Not Kid Friendly

Event S048 Martian Float Ship Racing - Test Heats

Start: 8 PM End: 11 PM, No. Players: 12, Scale: 28mm, Period: Victorian Science Fiction, Rules: Skyrunners Beta, GM: Bob Charrette, Sponsor: Parroom Station Miniatures

Float ship racing at its finest! Can you navigate your ship through the hazards (naturally and otherwise) and cross the finish line? Can you do it first? Win or not, it won't be dull!

Get in on these inaugural races and be a part of the first public presentation of Parroom Station Miniature's forthcoming Martian Aerial Race System rules.

Younger players (10+) welcome with parent; rules taught; racing craft supplied

Event S174 Gnome Wars: The Joust

Start: 8 PM End: 11 PM, No. Players: 25, Scale: 28mm, Period: Fantasy, Rules: Gnomes!, GM: Jim Stanton, Sponsor: The Stout Gnomes|Brigade Games & MBA

Come and compete in the second Gnome Wars Jousting Tournament! Rules taught and prizes given away. Double elimination - Quick, Easy, and Fun. [28mm|Gnome Wars|Other|Gnomes|NO|NO|25|3|Saturday|8 PM|8:30 would be OK.|6 x 10| We are trying to show off new stuff for Brigade games and Miniature Building Authority and would appreciate a table in one of the big halls for foot traffic near a wall.

No one under 14 without a playing adult with Father/son teams encouraged.

Event S311 "THE FIRST MEN IN" The 82nd ABN DIV 6 JUNE '44.

Start: 9 PM End: 12 AM, No. Players: 30, Scale: 20mm, Period: WWII, Rules: Rommel Rules!, GM: Pete Panzeri & Chris King, Sponsor: Team Schnapps & the shots

A sprawling wargame of the ENTIRE US 82nd Airborne Division's June 6th, 1944 airborne invasion of Normandy. Paratroopers scattered from Saint Mere Eglise to forgotten fields. Where will your command be when the sun comes up? Holding your objective? Or STILL looking for it?

sun comes up?

Late Evening Adult Game. No kids please. Theme Game

Event S212 Mannecourt Hill: Abrams' Counter Punch

Start: 9 PM End: 1 AM, No. Players: 6, Scale: 20mm, Period: WWII, Rules: Disposable Heroes, GM: Roxanne Patton, Sponsor: Iron Ivan Games

After performing a patrol to the north, Col. Abrams leads a reinforced task force on a sweep south from the town of Ley to take the village of Moncourt. C/37th on Abram's left crests Mannecourt Hill into a deadly German fusillade.

Theme Game

Event S130 The City fight at Stalingrad

Start: 10 PM End: 3 PM, No. Players: 14, Scale: 20mm, Period: WWII, Rules: Home Brew, GM: Bill Molyneaux, Sponsor: Gettysburg Miniatures

The City fight at Stalingrad winter of 42 will be in 20mm scale and will feature very fast rules to make the game move fast you will not have time in between turns to check out the dealers while playing. There will be snipers and armor Too!

No Children Please

Event Z290 Lapina Sota - Battle above the Arctic Circle - 29 October 1944

Start: 9 AM End: 12 PM, No. Players: 12, Scale: 20mm, Period: WWII, Rules: Blitzkrieg Commander, GM: David & Bruce Markley, Sponsor: NOVAG

October, 1944, the Soviet armies have invaded Finland and the German 10th Mountain Army is retreating west towards Norway and safety. Elements of the 6th SS Gebirgs Division "Nord" with their supply train have been cut off by enemy forces. The orders are to break through and get the supplies out at any cost. Will the Germans escape or face POW captivity or death by the Soviet invaders?

Players less than 14 years old not recommended Theme Game

Event Z286 The Battle of Resaca de la Palma May 9, 1846

Start: 9 AM End: 1 PM, No. Players: 8, Scale: 54mm, Period: Mexican War, Rules: "Fix Bayonets!" by John Michael Priest, GM: John Michael Priest, Sponsor: General Zachary Taylor's force of 1700 men has "trapped" General Mariano Arista's battered command of 4,000 in a dry river bed and are determined to defeat them in the second "battle" of the war with Mexico.

Event Z289 Battle of Camperdown (Kamperduin) - 11 October 1797

Start: 9 AM End: 3 PM, No. Players: 8, Scale: 1:2000, Period: Napoleonic, Rules: Victory Under Sail, GM: Stanley Sunderwirth, Sponsor: Battle in the North Sea. A Dutch covering fleet for an invasion force is intercepted off the Dutch coast. Sixteen British battleships attack 16 smaller Dutch ships backed by a second line of 9 frigates and brigs. Lots of dice, almost no charts.

Event Z308 Victorian Dinosaur Hunt 1890

Start: 10 AM End: 12 PM, No. Players: 8, Scale: 25mm, Period: Victorian Science Fiction, Rules: Big Game Hunt, GM: Edward Watts, Sponsor: The Monday Night Adventurers
France attempts to expand their colonial power to the rocky hillsides of Morocco encountering masses of tribesmen eager to evict the Legionnaires and the Batt d'Al from their country.
Rules will be taught, kids who can read rules and fun loving adults welcome.

Event Z295 King of the Mountain

Start: 10 AM End: 1 PM, No. Players: 12, Scale: 25mm, Period: Fantasy, Rules: Blood & Swash (Fantasy Variant), GM: Eric Schlegel, Sponsor: The HAWKS
You've had fun storming the castle, bragged about it at the Greedy Goblin and explored the Enchanted Forest. Now it's time to find out who's King of the Mountain. Parties will fight their way up the mountain, down the dungeon inside, grab some treasure and then fight their way out again. Sound like fun?! 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

Event Z296 Commandos Strike at Dawn

Start: 10 AM End: 1 PM, No. Players: 8, Scale: 25mm, Period: WWII, Rules: Blood & Swash, GM: John R. 'Buck' Surdu, Sponsor: The HAWKS
British commandos attack a German installation in France to capture an Enigma coding machine. The Germans try to defend it.
Rules will be taught by the author. Kids over 7 welcome. Playing or assisting adult encouraged.

Event Z297 The Dragon Lords Attack!

Start: 10 AM End: 1 PM, No. Players: 6, Scale: 1/2400th, Period: Fantasy, Rules: The Uncharted Seas, GM: Jim Tank' Nickle, Sponsor: The HAWKS
The Dragon Lord fleet has sortied to show its dominance of the Uncharted Seas. Of course, such arrogance might not sit well with the other races, such as the Shroud Mages, Orcs or Iron Dwarves. Come play this easy to learn Fantasy naval system in which dice, cards and the wind lead to many unexpected but always interesting outcomes.

Event Z291 Warnach: Roadblock to Bastogne

Start: 10 AM End: 3 PM, No. Players: 6, Scale: 20mm, Period: WWII, Rules: Disposable Heroes, GM: Roxanne Patton, Sponsor: Iron Ivan Games
The 4th Armored Division has moved 161 miles in 24 hours to positions south of Bastogne. CCA has been tasked with cutting through to Bastogne along the Arlon-Bastogne Highway. At dusk on December 23rd, Fallschirmjagers within the village of Warnach knocked out a couple of half-tracks of the 51st Armored Infantry as they attempt to bypass the village. Orders are sent to C/51&D/35 to take the village.
Theme Game

Event Z287 The City fight at Stalingrad

Start: 10 AM End: 3 PM, No. Players: 14, Scale: 20mm, Period: WWII, Rules: Home Brew, GM: Bill Molyneaux, Sponsor: Gettysburg Miniatures
The City fight at Stalingrad winter of 42 will be in 20mm scale and will feature very fast rules to make the game move fast you will not have time in between turns to check out the dealers while playing. There will be snipers and armor Too!
No Children Please