

HISTORICON



2012

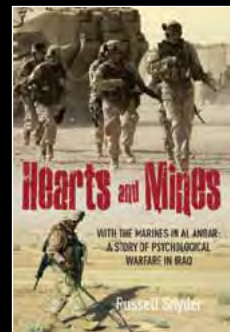
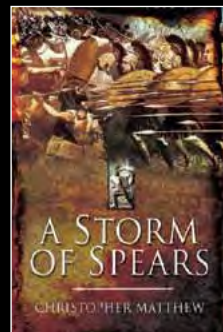
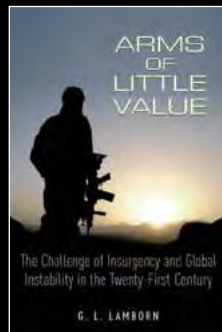
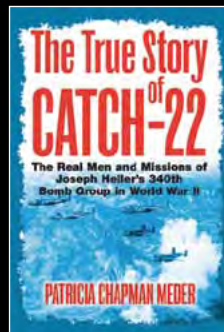
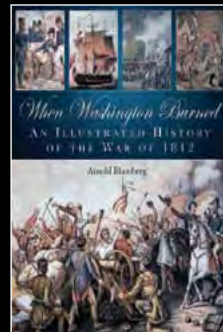
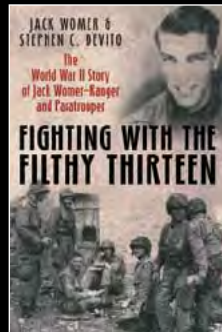
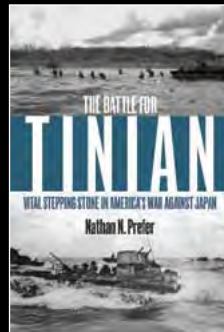
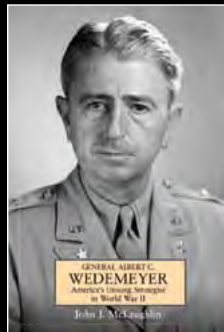
Empires at War

*Colonial Warfare, Imperialism and
Gunboat Diplomacy, 1836-1937*

THE WORLD'S
LEADING PUBLISHER
AND DISTRIBUTOR OF
**MILITARY
HISTORY**

CASEMATE

NEW RELEASES IN SPRING/SUMMER 2012



Please visit our booth to see the complete Casemate line of books as well as hundreds of quality military history works from publishers around the world. Titles are also available as ebooks from major retailers.



HISTORICON™

Historical Miniature Gaming's Biggest Summer Vacation! 2012

Greetings from the Convention Director

HISTORICON 2012 – *Historical Miniature Gaming's Biggest Summer Vacation* – is here!

HISTORICON is located at a new venue this year, the Fredericksburg Expo and Conference Center in Virginia, and still includes all the events you have come to enjoy at the Historical Miniature Gaming Society's "Flagship" show.

As it does every year, **HISTORICON** presents "the world's largest hobby shop" (over 35,000 sq. ft.!), plus the always popular flea market known as Wally's Basement. Both offer a gigantic selection of miniatures, rules, books and anything else needed for the historical miniature gaming hobby. You will find the vendor area in *Expo Hall B*, to the left as you come in the front entrance. A map to vendor locations is included in the back of this program. This year, the vendor area will include demonstration tables where manufacturers and publishers will demonstrate new rules and figures. A schedule will be posted in the vendor area, so check it out!

Wally's Basement is also located in *Expo Hall B*. Setup and shopping access is from the back end of the Game Area in *Expo Hall A*.

This year's convention theme covers one hundred years of what can be termed "colonial wars", generally referred to as when Queen Victoria ascended the throne in 1837 to just prior to the start of World War II. Three major terms generally described the period – Colonial Warfare, Imperialism and Gunboat Diplomacy – and together encompass an era that was rich in military action which has provided gamers the most variety of colorful theaters for their tabletop enjoyment of any period. Basically, any military action from 1836 to 1937 fits into this year's convention theme – from the most famous to the obscure – and yes even 'what if' pulp type adventures of the Inter-war Period (1918-1937) "between the wars"!

As always, **HISTORICON** offers a wide variety of gaming, from theme games, to the usual wide variety of tournaments, along with epochal games from almost all eras. Individual game masters (GMs) and clubs have spent much of the past year getting ready to provide attendees with more than 500 separate opportunities to recreate history and match wits against like-minded opponents. From the land, sea and air; dice will fly along with (simulated) slings, arrows, musket balls and shrapnel.

Games will be located in *Expo Hall A*, in the center of the facility, and in the ballroom, which is to the right of the front entrance.

The popular **HMGS War College** has a fine selection of seminars from noted authors, artists, miniature gaming designers, hobby VIPs and others. Besides gaming, you can learn more about the history behind the battles, campaigns and tactics, as well as about the hobby in general. All seminars will be held in *Meeting Room 1*, to the right of the entrance.

The popular **Hobby University** will provide attendees a chance to learn and hone hobby skills – painting figures and building terrain, for example – through a series of classes and presentations held throughout the weekend. **Hobby U** is located in the hallway all the way to the right of the facility.

Because, like all armies, **HMGS** marches on its stomach; food and beverage stations will be located throughout the facility. And because armies sometimes need to force march, the **Expo Center will be open 24 hours** beginning Thursday morning. There is also a shuttle bus to nearby hotels that runs from early morning to the wee hours (see schedule).

In addition to gaming and recruiting, the surrounding area offers lots of other things to see and do. For history fans, the Fredericksburg/Spotsylvania National Military Park, commemorating the battles of Fredericksburg, Chancellorsville, The Wilderness and Spotsylvania Court House is just minutes from the convention site. The National Museum of the Marine Corps, a heritage site about the legends, learning and lore of the United States Marines, is a short drive away. The area also offers great shopping at the adjacent "Central Park" featuring outlet and specialty shops, numerous restaurants, and diverse entertainment options for a nice vacation spot for gamers and their families.

HISTORICON has something for everyone's historical gaming and hobby appetite. It's no wonder that it was called the "mother of all wargaming conventions" by *The Wall Street Journal* and "a quality experience" by *Miniature Wargames™* magazine.

John Drye
Convention Director

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This Autumn: **FALL IN!** (Nov. 2 – 4)

This year’s Fall-In theme is *Madison’s War, The War of 1812*. It will focus on one area of a world at war, the War in America. 1812 saw a lot of conflict both at home and abroad. This Fall-In, we hope to bring out the games that brought America to the forefront as an independent nation that could stand on its own.

The war was fought from 1812 to 1815, even though a peace treaty was signed in 1814. By the end of the war approximately 1,600 British and 2,260 American troops would lose their lives in battle and an additional 1800 would die from disease



and other ailments, all in an attempt to prevent Great Britain from impeding neutral trade with France with whom they were at war since 1793. America declared war on Britain on June 18, 1812 for a combination of reasons, including: outrage at the impressment (conscripted) of American sailors into the British navy; frustration at British restraints on neutral trade; anger at

alleged British military support for American Indians defending their tribal lands from encroaching American settlers and a desire for territorial expansion of the British Empire in the Americas.

The HMGS Annual Membership Meeting will be held Friday evening at 7:00pm in Meeting Room 1. The Board of Directors will present reports on the state of the Society. All are welcome

HMGS Membership Benefits

Welcome to the Historical Miniatures Gaming Society (HMGS). Our organization was the founding body of the Society and largest. Our conventions are also the largest, but all of the other chapters also offer outstanding events. In whatever Chapter they’re held, HMGS conventions present a wide variety of excellently run games featuring fine miniatures and engaging terrain. We hope you’ll visit all of them.



HMGS conducts three historical miniature gaming conventions each year. COLD WARS occurs in March or April; HISTORICON (identified as “the mother of all

wargaming conventions” by The Wall Street Journal) is presented in July; and FALL IN! is held during November.

HMGS, with over 2,000 members worldwide, promotes the hobby of historical miniature wargaming as a registered nonprofit charitable and educational organization. We sponsor seminars by distinguished historians, military re-enactors, and a variety of other special events. HMGS also awards grants to other miniature wargaming clubs and activities, and funds related causes such as battlefield preservation. You can find more information at our web site: www.HMGS.org.

Membership costs \$25.00 per year and brings you discounts at HMGS conventions nationwide. Ask at the Convention Registration Desk about joining HMGS.

GENERAL INFORMATION

Convention Hours				
Day	Events	Vendor Hall	Registration *	Flea Market
Wed.	Open Gaming	Closed	7 pm – 9 pm	Closed
Thurs.	10 am – 1 am	Noon – 6 pm	9 am – 6 pm	2 pm – 5 pm
Fri.	8 am – 1 am	9 am – 6 pm	7:30 am – 6 pm	10 am – 1 pm; 2 pm – 5 pm
Sat.	8 am – 1 am	9 am – 6 pm	7:30 am – 4 pm	10 am – 1 pm; 2 pm – 5 pm
Sun.	8 am – 5 pm	9 am – Noon	7:30 am – 9:30 am	9 am – 11 am

* Event Registration will not be open on Wednesday.

Convention Prices

HMGS Member Admission (Weekend)	\$35.00 ***
Non-Member Admission (Weekend)	\$45.00 ***
1-Day Admission	\$25.00 ***
Wally's Basement Table (per session)	\$20.00
Minors (age 14 or younger)	FREE *
Spouse (of paid admission)	FREE **
Convention T-Shirt (in Small, Medium, Large or XL size)	\$18.00
Convention T-Shirt (in 2XL or 3XL size)	\$21.00
Convention T-Shirt (in 4XL size)	\$25.00
HMGS Lapel Pin (1" by 1.25")	\$ 6.00
New or Renewing 1-Year HMGS Membership	\$25.00

* Gamers age 14 or under. Same privileges as for general admission (i.e., may sign up for games, etc.)

** Spouse badge may only be obtained if accompanied by a person with a valid paid admission badge when registering. Spouse badges are meant for spouses who, while not gamers, may still enjoy entrance to all convention areas (Hint: Birthday or Christmas shopping!) Attendees with Spouse badges are not permitted to participate in convention events (games, seminars, etc.)

Refunds: Due to high cost of conducting registration, as well as other related associated costs, it is not possible for convention management to issue refunds for any reason without HMGS approval.

HMGS Trademark & Copyright Notice

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Convention Staff

It takes thousands of hours of planning and hard work to organize an HMGS convention, especially one as big as **HISTORICON**. Please take a moment to offer a special "Thank You" to past, future - and especially present - convention management and staff - who have volunteered their time to support this year's convention and ensure that you, the attendee, have a spectacular experience!

If you would like to work as part of the planning or on-site staff for an upcoming HMGS convention, please tell a staff member at the registration desk, or contact the Convention Director at: director@historicon.org.

Convention Committee: The following are senior staff – The Management – responsibility for all the pre-convention work.

<i>Convention Director</i>	John Drye
<i>Deputy-Director</i>	Joe Schwarz
<i>Events Managers</i>	Bill Rutherford, Tim Broome
<i>Promotions Manager</i>	Bob Giglio
<i>Publications Manager</i>	Mitch Osborne
<i>Registration Managers</i>	JT Thomas, Michelle Preziosa
<i>CRS Registration</i>	Paul Trani
<i>Vendor Manager</i>	Dudley Garidel
<i>Webmaster</i>	Bob Burnham

Convention Coordinators

If you have any questions, please see them (look for a red ribbon under their staff badge labeled 'Coordinator').

<i>Awards</i>	Christin Sciulli
<i>Events / GM Desk</i>	Tim Broome
<i>Hobby University</i>	Heather Blush
<i>Seminar Coordinators</i>	John Dunn, Steven McCall
<i>Registration Desk</i>	Mark Klein, Cathy Higbee
<i>Wally's Basement</i>	Doug and Barbara Ray, Chris Johnson

First Time Attendees – Please Read This!

HISTORICON is *THE* largest gathering of gamers and exhibitors in North America dedicated to one hobby - historical miniature gaming! We expect upwards of 3000 attendees and over 90 exhibitors offering everything from figures to terrain, from across the nation, as well as from Canada and overseas. There will be games ranging from ancients to ultra moderns with a little Fantasy/SciFi, along with tournaments, seminars and painting events; almost non-stop gaming!

Study this program carefully. Learn the layout of the convention areas by looking at the maps, especially where the vendors are located in the Vendor Hall (Exhibit Hall B), for all your shopping needs! Then take a walk around to familiarize yourself with the convention center venue. Next, read the General Information section and then the Convention Rules to understand the basics of the convention. You will especially want to read about Event Registration, to understand how it works. Then browse through the various event descriptions to identify those you wish to play or watch; circle them for later reference, to plan out each day's activities. Besides the Vendor Hall full of vendors, there is Wally's Basement (formerly the Flea Market) that runs each day, so you will want to study the details.

Most importantly, don't be afraid to ask questions, take pictures, or chat with event hosts, vendors, special guests, or convention staff (they wear red badges). Remember, they were once like you – new to historical miniature gaming conventions. Above all, have fun at *Historical Miniature Gaming's Biggest Summer Vacation!*

How Events Work & Event Registration

The Event Registration/GM Desk is located in the Registration Area of the convention center. On-site event registration is conducted there, while assistance is also available to game masters (GMs) for transport (handcarts at desk can be signed out), table location questions and resolution of most other GM issues. Storage for gaming items is provided on a space-available basis.

There are different types of events to enjoy. From hundreds of General Gaming Events covering nearly all periods of military history, to the many Tournaments, plus a War College of seminars, and various Painting Events, Classes and Contests. In fact, you may find there's so much to do at the convention that you wish it lasted longer!

General Gaming Events: Each gaming event at the convention is described in this program, along with its starting time, location, period of history represented, figure scale and rules that will be used. Many have sponsors who donate merchandise or credit for the Best Player of the gaming event, as selected by the gamemaster (GM). Most important, all gaming events are free once you've paid for your admission!

Pre-registrants could have registered for two (2) gaming event per day (any gaming events you pre-registered for, will have the event number listed on your badge, if space was available). At the convention, all attendees may register for one (1) gaming event each day (Note: If you pre-registered for gaming events it means you get an additional one per day!) Additionally, you can enter other gaming events just by arriving at the location before start time (recommend 30-60 minutes prior) and asking GM if there are any openings. If not, ask to be placed on a stand-by list to fill in for any no-shows.

Registration guarantees you a slot in the gaming event, as long as you check-in with the GM at least 10 minutes prior to the scheduled start time; after that time the GM is free to fill unclaimed slots with walk-up players. Important: If you are playing back-to-back games, then make sure you leave in plenty of time to get to your next game or you may find your slot given away as a no-show!

Registration for games that have tickets available starts 4 PM the previous day (i.e., Friday game tickets become available 4 PM Thurs., Saturday game tickets become available 4 PM Fri., etc.; Thursday game tickets only become available 10 AM Thurs., since the Event/GM Desk is not open on Wednesday.) We recommend that you have a few game choices, in case the one you want is no longer available.

Seminars & Painting Events: You may not register for seminars and painting events - they are on a first-come-first-seated basis - so plan to arrive early; see listings for the War College and the Painting Events for complete information.

Tournaments: Registration for tournaments will be at the individual tournament areas (there is a fee for some of these events), for complete details see the listing for tournaments, but all players should first check-in at the tournament HQ located in the tournament area. [Note: For those Battlefront FoW US Nationals players, there will be a FoW HQ located in the FoW area, where you are to check-in.]

Between events you'll find many activities to keep you entertained, and you'll want to check out the great buys in the Vendor Hall, in Exhibit Hall B where you'll find everything your heart desires in historical miniatures and hobby accessories.

TOUR HISTORIC FREDERICKSBURG AND THE FREDERICKSBURG BATTLEFIELD!

Join us for a Tour of Historic Downtown Fredericksburg and The Fredericksburg Battlefield on July 21, 2012.

Your shuttle-bus and professional tour guide will pick you up from the Fredericksburg Expo Center for a fascinating and informative three hour tour at which time you will be provided a tour-specific information packet.

During the first hour you will tour the streets of Fredericksburg's Downtown Historic District, as your tour guide discusses the Rappahannock River, Hugh Mercer Apothecary Shop (Colonial Medicine), Rising Sun Tavern (built by George Washington's brother Charles), The Mary Washington House (home to George's mother) along with other historic sites, many related to the Civil War.

During your second hour, you will cross the Rappahannock River and tour one of the country's most historic homes – Chatham, built in the Colonial era, visited by Washington, Jefferson and Lincoln. Chatham was used as both headquarters and hospital during the Civil War and figured prominently during the 1862 Battle of Fredericksburg.

Capping off your tour during hour three, you will tour the famed Sunken Road/Stone Wall along Marye's Heights and get a real feel for the historic Battle of Fredericksburg. This portion of the tour will include a stop at the moving National Cemetery.

At the tour's conclusion, you will be dropped off back at the Fredericksburg Expo Center.

There are two tour time options with a minimum of 20 for each tour to avoid tour cancellation. The Tour times are from 9am until noon or from 1pm until 4pm.

The cost per person is only \$25, including tour, tour packet and transportation. Payment will be made upon boarding the busses.

Shuttle Service

The City of Fredericksburg has arranged free shuttle bus service that will go in a loop from the Expo Center to the following hotels:

Hampton Inn & Suites
Homewood Suites
Hilton Garden Inn Fredericksburg
Fredericksburg Hospitality House
Best Western Central Plaza
Residence Inn by Marriott
Best Western Fredericksburg

The shuttle is scheduled to run:

Thursday, July 19 from 9:00 am to 2:00 am

Friday, July 20 8:00 am to 2:00 am

Saturday, July 21 8:00 am to 2:00 am

No shuttle service Sunday

A complete shuttle circuit will take approximately 15 minutes.

HMGS Gamemaster (GM) Awards

The Historical Miniatures Gaming Society (HMGS) Awards Committee is excited to see our current GM Awards Program go into its second decade of recognizing our great Game Masters (GM's) for demonstrating their "A Game" at

our conventions. All HMGS members and Game Masters are encouraged to join the team and volunteer for one or more shift (about an hour long commitment). To volunteer or for more information please come to the Event Registration Desk at the convention, and ask for the Awards Coordinator. HMGS Game Master Awards presented at each Convention include the following:

■ Best of Show: A GM Award, selected from all of the top Historical Miniatures Games and are usually "PELA" Winners who ran multiple iterations and thus drew recognition from multiple judges.

■ Best Theme Event: A GM Award selected from all of the top Theme Events and Theme-related PELA recipients.

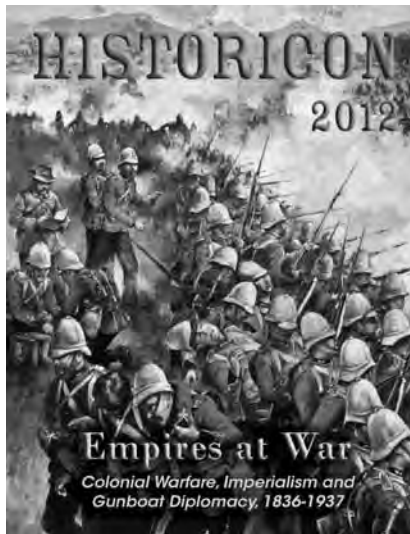
■ Pour Encourager Les Autres (PELA): The "PELA" is a GM Award primarily for traditional historical based miniatures gaming event, and selected during morning, afternoon and evening sessions daily. "Pour Encourager Les Autres" is a phrase taken from the work *Candide* by Voltaire; in the novel *Candide* witnesses the execution of an officer by firing squad and is told that "in this country, it is wise to kill an admiral from time to time to encourage the others." Voltaire was actually writing a satirical account of the execution of the British Admiral John Byng who was executed in 1757 for his loss of *Minorca* at the beginning of the Seven Years War.

Souvenir Convention Tee Shirt

Here's your opportunity to obtain another great convention T-shirt for HISTORICON! Every year since 2006, HISTORICON has used a piece of Osprey Publishing artwork on the program and T-shirts to create a lasting memento of the event. Once again Osprey Publishing is providing artwork celebrating the convention theme this year – "Empires at War": 1837-1937. This year's painting depicts British troops during the Zulu War.

A fantastic and unique piece of artwork (pictured adjacent, and on the program cover).

This is a must-have HISTORICON 2012 souvenir! The shirt itself is of the highest pre-shrunk quality; red in color. Small, Medium, Large, and XL: \$19.00 2XL and 3XL: \$22.00 or 4XL: \$26.00



The WWPD Podcast will be LIVE from HISTORICON on Saturday night. Due to the overwhelming response at Cold Wars, the WWPD - www.whatwouldpattondo.net - crew will be hosting a live show featuring discussions on miniature wargaming, WWII history, trivia and Flames of War with a myriad of guest speakers. Stop by for plenty of fun, prizes and find out what all the buzz is about! Come prepared by checking us out on the web at www.whatwouldpattondo.net and subscribing to our podcast for loads of wargaming discussion by gamers for gamers.

Future HMGS Conventions

2 - 4 Nov 12: FALL IN! (Theme: The Wars of 1812), Lancaster Host Resort Hotel, Lancaster, PA. POC is Convention Director Daniel B. Murawski, 145 Grant Street, Cambridge Springs, PA 16403, Email director@fall-in.org. Website at www.fall-in.org.

7 - 10 Mar 13: COLD WARS (Theme: Women Warriors - 3000 Years of Courage and Heroism), Lancaster Host Resort

Hotel, Lancaster, PA. POC is Convention Director Frank Preziosa, PO Box 213, Hainesport, NJ 08036, Email director@coldwars.org, Website via www.coldwars.org. Future dates are:

11 - 14 Jul 13: HISTORICON (Theme: Scots at War - Scottish Military Heritage thru the Ages), Fredericksburg Expo & Convention Center, 2371 Carl D. Silver Parkway, Fredericksburg, VA 22401, with phone at (540) 548-5555. Convention Director John Drye, 6056 Estates Drive, Alexandria, VA 22311, with Email at director@historicon.org, Website at www.historicon.org.



Osprey Publishing is in the midst of a 'Year of Wargaming' which will see the release of a huge collection of Wargaming products, including Bolt Action: War War II Wargames Rules with Warlord Games, Field of Glory: Napoleonic and Field of Glory Ancient & Medieval – Second Edition with Slitherine, more Force on Force companion books with Ambush Alley Games, and the launch of our new series of one-off wargaming rule books, Osprey Wargames! Visit our HISTORICON booth at the front of the Vendor Hall and check out all of the exciting news, including:

- The official launch of Bolt Action: World War II Wargames Rules, including the chance to pick up the special-edition launch figure.
- Sneak previews and soon to be published titles before anyone else sees them, including advance copies of the first two Osprey Wargames titles!
- Daily competitions with prizes that include advance copies and signed books
- Sponsorship of the Osprey Campaign Series competition
- Special offers and promotions only available at the convention!
- Plus all the information you need to become an Osprey author

Cover Art

"The Battle of Ulundi" by Christa Hook from *WAR 83: British Infantryman in South Africa 1877-81* by Osprey Publishing. The illustration used for the HISTORICON 2012 program cover and T-shirts shows part of the rear face of the British square at the battle of Ulundi, fought on the morning of 4 July 1879. The one-sided battle proved a British victory and the last battle of the Zulu War.

CONVENTION RULES

Attendee Conduct

Everyone knows that historical miniatures gamers are among the most responsible and polite people in the world. However, we think it prudent to remind convention attendees that they are expected to abide by the rules of the convention as well as any directions given by Convention Staff, and of course everyone must abide by federal, state and local laws.

Badges

You should be visibly wearing your attendee badge at all times while at the convention! Your badge serves as your admission ticket throughout the convention and it is a non-transferable, revocable license. HMGS reserves the right to terminate this license at any time, refund an attendee's admission, and require them to leave the premises if so requested. Convention Staff (who wear red badges) also may deny you entry to the convention area or request that you leave if you are without your badge. If you lose your badge, a \$5.00 replacement fee will be charged.

Event Hosting

HMGS and convention management reserves the right to refuse any event to be run at their conventions or terminate ones in progress, should, in the judgment of HMGS or convention management, said event host is not following policies as outlined hereafter. Convention management will investigate all complaints, and the specific situation will be discussed with the event host(s) prior to any action taken for the event in question, or any future events run by the same event host(s). Event hosts are encouraged to allow minors in their events, however, the host can require adult supervision (i.e., parent or guardian) of minors under the age of 15, but this must be stated in your event description.

Lost or Damaged Materials

HMGS and the Fredericksburg Convention Center assume no responsibility for lost or damaged items or possessions, including, but not limited to convention badges or gaming items. The Registration Desk will maintain a lost and found department. If you find any lost items, please notify convention personnel immediately. Property found on the convention site at the end of the weekend will be returned to the owner if possible, with all unclaimed items becoming the property of HMGS. HMGS strongly encourages you to leave nothing unattended.

Smoking and Alcohol

This is a Smoke Free convention. There will be no smoking allowed in the convention center or in the hotels. Venue staff will strictly enforce this and offenders may have their

badges revoked and be asked to leave if they violate these rules.

We request all attendees be discrete, exercise common sense when using alcohol. Drunk and unruly behavior will not be tolerated; at a minimum a GM might restrict an offender from their game, and at worst offenders may have their badges revoked and be escorted from the convention. *It is against Virginia state law to bring your own alcoholic beverages onto the premises. Center personnel may confiscate any contraband alcohol they see.*

Solicitation

All selling of products or services is restricted to the Vendor Hall or Wally's Basement during designated hours. Individuals wishing to sell items must do so only through these areas. Sales without authorized consent of convention management will result in removal from the convention without refund.

Convention Regalia and Weapons

HMGS and convention management reserve the right to bar anyone from the convention if it is determined that clothing or symbols worn by an attendee, hereby known as regalia, are inappropriate for the convention. Regalia that depict racial, ethnic, religious, sexist, or otherwise distasteful messages are prohibited. Determination that a person is wearing such shall be at the discretion of the Convention Director, or Senior Staff. At the discretion of the Convention Director, an event host may be allowed to tastefully display "symbolic" uniform parts (i.e., German Wehrmacht caps or British Airborne Berets, etc.) for opposing forces in the game. This is not, however, an endorsement of such practices.

Real or simulated weapons will not be permitted in the convention areas without official permission, nor will any item that in the Convention Director's judgment, present a hazard to our guests. Active Duty Military, Law Enforcement, Security Police, and Emergency Services are exempt from this policy, while carrying weapons in the performance of their official duties.

Trash

Receptacles have been provided for your use. Please use them.

Spectators

We welcome and encourage spectators at all events, but please remember event hosts and players are trying to enjoy and finish their games, and this is more easily done if interruptions are kept to a minimum. If you want to photograph

an event – especially with a flash – please ask permission of the event host first.

Bring A Tape Measure!

Since this is a miniatures gaming convention, attendees are reminded to bring their own tape measure to all games you intend on playing. Dice are usually provided, but tape measures are an expensive commodity, so please don't forget to bring your own. Tape measures can be found for purchase from exhibitors.

Delivering Messages To Friends & Family

The only way to deliver messages to attendees is by posting notes at the Convention Registration Desk (talk to a staff member for assistance). Please coordinate specific rendezvous times and places with friends and family members beforehand, or place a note with your name, the recipient's name, room no., message, etc., at the Convention Registration Desk.

Emergency Messages

There will be a PA system, used only for emergencies (lost minors, etc.); please see a coordinator at the Convention Registration Desk for assistance.

A Note To Parents & Guardians

Attendance at an HMGS convention is among the safest activities imaginable, but we remind parents and guardians that the safety of their children is their responsibility. You also are responsible for the supervision of all minors and their behavior at the convention site. Therefore, please make certain that all minors are supervised by an adult companion at all times, especially during nighttime hours. The Fredericksburg Convention Center is responsible for security at the convention (not HMGS), and officials from the venue have the right to eject those determined to have caused problems. HMGS is not required to offer a refund if your children are removed from the premises, so please, properly supervise all minors, as they are the future of our hobby and we want them to have an enjoyable, safe convention experience.

Luftwaffe 1946 Miniatures WW II & MODERN AIRCRAFT Over 300 Historical & What-If 1/300th Aircraft



BACK THEM UP!

Fast Play WW II Air-to-Air Rules
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Mary Katherine Greenlaw
Mayor



City of Fredericksburg
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July 19, 2012

Dear Historicon Attendee:

I extend warmest greetings to the participants of Historicon coming to Fredericksburg this week! We are pleased to have you here and hope you enjoy your visit to Fredericksburg.

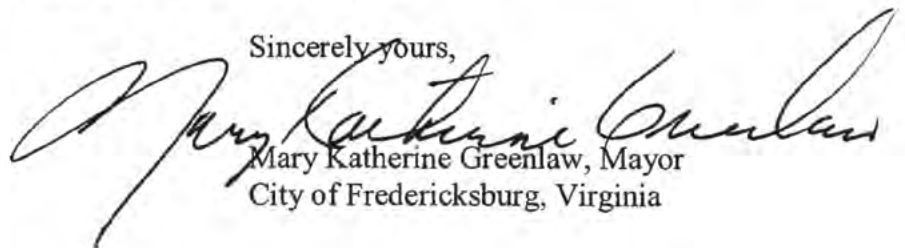
Once you have gamed battles with your fellow Historicon attendees, we invite you to take a moment and spend some time in our City.

From the adventurous days of the new world explorers to the devastating days of the Civil War, ordinary and famous travelers have enjoyed our beautiful City. Captain John Smith, George Washington, Thomas Jefferson, James Monroe, Robert E. Lee and Ulysses S. Grant have all made their marks on the history of this area. This rich history has given Fredericksburg a downtown area with over 350 original 18th and 19th century buildings in Fredericksburg's 40-block National Historic District reflecting some of the most interesting periods in America's past. The vibrant streets are lined with brick sidewalks, art galleries and studios, antique and specialty shops, more than 40 one-of-a-kind restaurants, and beautiful private homes and gardens.

Fredericksburg played a major role in the Civil War and has four battlefields in the area including; Fredericksburg, Spotsylvania, Chancellorsville, and Wilderness. Please visit the Fredericksburg Timeless booth at Historicon for more information on these sites or for any other information you may need.

I hope you will find time to enjoy our historic City while you are here. We are proud of Fredericksburg and are passionate about sharing all it has to offer.

Sincerely yours,



Mary Katherine Greenlaw, Mayor
City of Fredericksburg, Virginia

WALLY'S BASEMENT

(AKA THE FLEA MARKET)

Here's your opportunity to find some great deals on used figures, books, rules sets, board games, and other hobby accessories – all at a price your budget can afford. Every day there will be a variety of hobbyists with different goods to sell. Wally's Basement (Basement) enables HMGS members (Dwellers) to exchange, sell, or barter items that are in excess to their PERSONAL gaming needs. It is not intended to compete with or provide an alternate area to the commercial Vendor Hall. Wally's Basement is located in Exhibit Hall B of the convention center (there will be an HQ for check-in for those who reserved a table). The following rules are in effect.

Rules:

1. You must be a current member in good standing of HMGS to reserve a table.
2. You may only reserve one table per session. If there are open tables during the session, you may purchase them directly from an HMGS Wally's Basement Coordinator (Coordinator) for that session only, no sooner than 15 minutes before the session.
3. If you are a vendor that has a booth in the Vendor Hall, or you are a business/company or representing a business/company (as found on the internet, etc.), then you may not purchase a table (sales for all businesses/companies should be through the Vendor Hall, either directly or via a representative there).
4. You must be present at your table. An alternate may stand in for short breaks not to exceed 10-15 minutes.
5. You cannot use display banners, signage, or other marketing accoutrements to dress up your table that are professional or commercial in nature, or similar to that found in the vendor's area.
6. You cannot use shelving units, improvised shelving or display racks. You can, however, use a crate/box (to hold books/magazines/etc...) on the table and you may place an item on top of the crate/box as long as you do not stack another crate/box on top or have the item(s) displayed exceed the actual height of the actual crate/box.
7. You cannot place items for sale under your table, store items under your table, or block designated aisles. Empty boxes or closed boxes are acceptable. The Coordinator has the authority to eject anyone caught selling or allowing perusal of items from under the table, with no refund forthcoming of your table rental.
8. You cannot distribute business cards advertising any hobby-related business.
9. You cannot accept credit or debit card payments (to include PayPal). You may accept barter, cash or check.
10. If you do not claim your table within 30-minutes of the start of the session you will be considered absent you run the risk that your table will be resold and you will not be entitled to a refund. Table assignments will be provided for each day of the Basement at the Basement HQ where you must check in upon arrival, except for Sunday (that is an open/free day).

Your Session(s):

1. Basement must remain empty of dwellers and their wares until Coordinator has verified tables are properly/safely arranged.
2. The Coordinator will determine when it is appropriate to allow the dwellers to enter the Basement for set-up purpose. Set-up will typically begin 45-60 minutes prior to the start of the each session. Those with special needs will be given preference to early entrance for set-up purposes only.
3. Dwellers who have signed up for subsequent sessions will not be permitted to remain in the Basement between the sessions. Dwellers who have signed up for consecutive sessions may either break down or cover their table with a sheet or similar covering. They shall not sell, trade, reserve, or bargain in any way with any other Dwellers or Guests between sessions while in the basement.
4. The Coordinator will be the only one authorized to open the Basement to the public.

Dwellers violating any of these conditions understand that the Coordinator has the authority to revoke the table assignment and have the Dweller leave the Basement for the remainder of the session. In addition, the Coordinator may determine if the Dweller will be allowed to return to the Basement for subsequent sessions. There will be no refund(s).

The Dweller will abide by the decisions and interpretations of the policy, procedures and rules by the Coordinator with respect to the operation of the Basement.

For all other issues, a Basement oversight committee consisting of the Convention Director (or his designee), the VP for Convention Operations (or his designee), and a Coordinator will address complaints jointly. Their decision will be final.

CONVENTION THEME

"EMPIRES AT WAR"

Colonial Warfare, Imperialism and Gunboat Diplomacy, 1836-1937

More "Colonial Warfare" is a blanket term relating to the various conflicts that arose as the result of overseas territories being settled by foreign powers creating a colony. The term usually refers to wars fought during the nineteenth century between European armies in Africa, Asia and the Caribbean, though it also includes other "Western" type of armies such as those of Japan and the United States (who were "spreading wings" by the start of the twentieth century).

It should be noted that the belief in the superiority of European /Western arms (especially British), served as an important bolster to morale, to forces frequently outnumbered and campaigning in difficult terrain, in an alien environment and often bereft not only of reinforcements but even of supplies and water. The confidence arising from such morale was often necessary for simple self-preservation, and martial prowess or the threat of force could also be used to avoid conflict by discouraging a potential aggressor. In reality, however, colonial warfare could be waged with much greater bitterness than experienced in 'civilized' European/Western campaigns at that time, and service abroad, often for many years without even a thought of home leave, caused a curious feeling of isolation.

The wars may be split into several categories. A revolt of the indigenous population against rule by the Imperial power; in the 19th century these were rarely successful due to the technological and organizational superiority of the Imperial forces (one notable success was the Haitian slave revolt against French rule). A second category was the war of self-determination by settlers and descendants of settlers against rule by the "mother" country, which did not necessarily involve what was left of any indigenous population but often took the form of a civil war between supporters of the status quo and revolutionaries. A third category was the conflict with neighbors of the colony as part of Imperial policy, either expansionism such as the Anglo-Zulu and Anglo-Boer wars of the late nineteenth century and the Italian attack on Abyssinia or as part of a wider conflict such as the World War I campaigns between British/Belgian/French colonial forces and their German neighbors in Africa and Asia.

Although colonial wars usually resulted in victory for the European/Western forces in the long term, there were several defeats for their forces especially in the early stages of a conflict when the Imperial power had not brought its

full force to bear. These include the Battle of Isandhlwana (British vs. Zulus) and the Battle of Adowa (Italians vs. Abyssinians) where over-confident European forces were defeated by native African soldiery. In both of these battles, the African armies greatly outnumbered the European armies, suffered heavy casualties, but overwhelmed their enemy.

Examples of colonial wars include the Indian Mutiny and various conflicts waged during the Scramble for Africa, such as the Anglo-Zulu War and the wars in the Sudan. The Anglo-Ashanti Wars of the late 1800s were typical examples of colonial warfare, in which small British armies, equipped with modern artillery and machine guns, repeatedly defeated much larger forces of local warriors. During the 19th century and early 20th century colonial period there was endemic warfare on the frontiers of many colonies in tribal areas, notably for the British Empire on the North West frontier of India, for the French and Spanish in their North African colonies and for the United States in North America against Native Americans and later in South America and the Philippines.

In Memoriam

Craig Taylor

Our hobby lost a pioneer earlier this year in Craig Taylor. Craig was a prolific designer of both miniatures rules and board games. He had a part in the creation of: *Wooden Ships and Iron Men*, *Napoleon's Battles*, *Flat Top*, *Air Force*, *Machiavelli*, *Sergeants!*, and *Ship o' the Line*. He was also a major contributing factor behind *Swashbuckler*, *Armor*, *Battle*, and *Ironclads*.

Craig had a tremendous reputation as a game designer.

His works were realistic, easy to understand and fun to play. Those who knew him well credit this to his integrity and willingness to go the extra mile in game development. A testament to his ability; *Napoleon's Battles* was placed in the Academy of Adventure Gaming, Arts & Design Hall of Fame in 2007.

He leaves a legacy of enjoyable games, hours of enjoyable gaming, and a cohort of friends in the hobby. Among the many on-line recollections upon his passing; one of his friends passed on some advice from Craig: "keep writing, keep designing, and keep having fun." Pretty good advice from a hobby pioneer. The hobby has lost a true professional. He will be missed

HMGS WAR COLLEGE

ALL SEMINARS WILL TAKE PLACE IN MEETING ROOM 1

THURSDAY

Thursday, 1:00 pm.

The Miracle on the Vistula – High Point of the Russo-Polish War (August 1920)

Major Michael Koznarsky

This presentation discusses an overview of the Polish Bolshevik War 1920 from both Polish and Bolshevik points of view. Particular focus is placed upon the critical days building up to the Polish counterattack in August 1920.

MAJ Michael Koznarsky is an Army physician working at Joint Base Lewis McChord. He has have been interested in military history, and wargaming, in particular, for the past 20 years. The Russo-Polish War is his current field of interest.



Thursday, 3:00 pm.

How firearms altered the Japanese Way of War (1500-1600)

Edward Smith

This lecture examines the role of firearms in Japanese military history with a special focus on the wars of the late sixteenth and early seventeenth centuries.

Edward Smith is a graduate student with the University of Central Oklahoma where he is completing work towards his MA in history with an emphasis on East Asian military history. His current research interests include: Japanese and Chinese military thought and philosophy; the development of swordsmanship schools in early modern Japan; and the Maoist model of guerrilla warfare.



Thursday, 5:00 pm.

2 Great Commanders, 2 Great Civil War Stories

Dana Lombardy

Ulysses S. Grant and Robert E. Lee emerged from the American Civil War as enormously popular celebrities and are considered America's greatest commanders of the 19th century. However, they both started the war with botched assignments and unfulfilled expectations. Dana Lombardy presents his research team's two new books about these fascinating men's early lives and military careers through 1862 that tell their stories through maps and anecdotes.

Dana Lombardy was an Associate Online Editor for Armchair General and now does research, writing and design through Lombardy Studios. Dana is best known for his multiple award-winning Streets of Stalingrad board wargame (three separate editions since first released in 1979).



FRIDAY

Friday, 9:00 am.

An Introduction to the Railroads of the American Civil War

Bernard Kempinski

"The great question of the campaign was one of supplies." So said General Sherman about his 1864 Atlanta Campaign. In this talk Bernard Kempinski will show the importance of railroads in the war for both strategic and tactical roles. Through detailed research and photographic documentation he will discuss their equipment, infrastructure and operation. He will also show how he is using military miniatures and model trains to create a museum quality depiction of the US Military Railroad in action.

Bernard Kempinski is defense analyst specializing national security issues especially unmanned aircraft and armored vehicles. He is also a freelance writer, photographer and model builder who has written three books, and more than 40 magazine articles including several articles on civil war railroading.

Friday, 11:00 am.

A Submariner's life: Captain Edward Beach Jr.

Dr. Edward F. Finch

This presentation covers the career of Edward L. Beach, Jr., a USN submarine officer whose career was capped with the command of USS Triton on her record setting submerged circumnavigation of the globe in 1960, and who was also successful as a novelist (Run Silent, Run Deep).

Dr. Edward F. Finch is executive director of the Stephenson County Museum, Freeport, Illinois. Beneath the Waves: The Life and Navy of CAPT Edward L. Beach, Jr. (2010) is his first book.



Friday, 1:00 pm.

Julius Caesar vs. Cnaeus Pompeius, 45 BC: Caesar's Last Campaign.

Dr. Ilkka Syvanne

The last campaign of Julius Caesar faced stiff opposition from Pompey the Great's sons, Cnaeus and Sextus in 45 BC. This presentation offers a new analysis and overview of the Spanish campaign and the battle of Munda.

Dr. Ilkka Syvanne, Historicon's resident ancient historian, is focused on military affairs in the classical world. He recently signed contracts with Pen & Sword to author four books in that field!

Friday 3:00 pm.

**"A gathering storm upon my left":
The Battle of Bennington.**

Dr. Michael Gabriel

Often overshadowed by Saratoga, Bennington featured the annihilation of a British force, and lends itself to wargame scenarios. Dr. Gabriel, author of *The Battle of Bennington: Soldiers and Civilians*, promises an intriguing account of this battle.

Dr. Michael Gabriel, professor of history at Kutztown University of Pennsylvania, has authored numerous books and articles dealing with the American Revolution.



Friday, 5:00 pm.

The Evolution of Sniper tactics 1775-2012

Steven E. McCall Jr.

What is a sniper? How has his (or her) role changed on the battlefield since the days of the American Revolution? How do snipers operate on the modern battlefield?

Steven E. McCall Jr. is a U.S. Army veteran, former police officer, and currently a graduate student at Valdosta State University in Valdosta, GA.



SATURDAY

Saturday, 11:00 pm.

German Spies and the Mexican Revolution. The case of Felix Sommerfeld

Heribert von Feilitzsch

Felix Sommerfeld, a German naval intelligence agent became chief of the Mexican Secret Service under President Madero. In that capacity he organized the largest foreign secret service operation ever on U.S. soil in 1912 and defeated the uprising of Pascual Orozco, which was financed, armed, and launched from the American side of the border.

Heribert von Feilitzsch, MA from the University of Arizona and MBA from Wake Forest University, doctoral studies at the University of Virginia. Author of "In Plain Sight: Felix A. Sommerfeld, Spymaster in Mexico 1908 to 1914 (publishing date 2012).



Saturday, 1:00 pm

Floating Forlorn Hopes of World War I – German Cruiser warfare in 1914.

Bob Fulton

Germany employed cruisers to various parts of its far-flung African and Asian empire. At the start of World War I, they were considered insignificant and as good as lost by the military planners in Berlin. Instead, they acquitted themselves well by effectively raiding Allied commerce for many months, disrupting troop movements, destroying vital installations, and causing general havoc by tying down many times their number of enemy warships in both the Indian and Pacific oceans.

Bob Fulton is a Ph.D. candidate at Northern Illinois University and has spoken at a number of wargaming venues, including Origins and Little Wars, where he is an annual contributor to both the War College and the newsletter. He has been an avid wargamer since 1968 and his doctoral research involves examining the armies of Louis XIV.



Saturday, 3:00 pm.

Up the Slot: Marines in the Central Solomons (Summer 1943)

Paul Westermeyer

In the summer of 1943 the United States expanded on the success Guadalcanal by advancing up the chain of the Solomon Islands, capturing the New Georgia Islands as a preliminary to the planned reduction of the Japanese stronghold of Rabaul. Although it was a truly joint campaign with air, naval, and ground units participating, U.S. Marines of the I Marine Amphibious Corps led the way.

Westermeyer, as a historian for the Marine Corps University, holds a Masters in Military History from the Ohio State University. He has authored *U.S. Marines in Battle: Al-Khafji* and the forthcoming *Liberating Kuwait: U.S. Marines in the Gulf War*.



Saturday, 5:00 pm.

Borodino 1812: New Insights.

Dana Lombardy

Recent books published on 1812 include translated sections or summaries in English of some Russian documents from the Napoleonic Wars, but complete translations in English of these 200-year-old hand-written archival papers are extraordinary and very rare. Dana Lombardy assembled a team of Russian scholars who translated 197 documents from just before the battle of Borodino to the capture of Moscow. New information about the 1812 campaign and Russia's most famous battle of the period is revealed from these orders, strength reports, award citations, and after-action reports.

Dana Lombardy was an Associate Online Editor for *Armchair General* and now does research, writing and design through Lombardy Studios. He has contributed as an editor, cartographer, graphic artist and designer on many books, games and magazines, and was Publisher of *Napoleon Journal* from 1996-2000.



MINIATURE HOBBY UNIVERSITY

EVENTS, CLASSES & CONTESTS

The University Staff has prepared excellent hobby/painting events in an ongoing effort to improve our curriculum and give you an outstanding convention experience – our updated curriculum offers classes designed for every ability level of miniature painter. We have increased our staff of experienced hobbyists to give students an opportunity to learn new and different techniques. Even if you have taken a class previously, a different instructor will add to your repertoire of skills. Class sign up sheets will be in the University Area – the hallway at the far right of the Expo Center (see Center map). Sheets go out in the morning for each day's classes – classes fill up quickly (as space is limited), so do not delay in getting signed up.

Painting Contests

Bring in Painting Contest

HMGS offers The Painting Contest for those attendees who would like to show off their painting skills. The contest will be held in the Miniature Hobby University area. For the complete rules, go to the Hobby University area and ask one of the staff there. Figures must be entered in Hobby University area by 2 PM.

Speed Painting Contest

Do you think you have what it takes to compete? You get 1 hour to paint 1 mini to the best of your ability. Prizes – paint sets, mini blisters, and more – for the best figure.

Iron Paintbrush

The concept is simple. Teams race to win The Iron Paintbrush. They are given a limited selection of supplies; figures, bits, paint, basing materials, etc. – and they must compete to create the most eye-catching figure within One hour. It's like speed painting on steroids! Judges look for flair, best use of supplies, and overall esthetics of piece and painting technique. Do you have what it takes to be THE Iron Paintbrush! Can you take the Pressure!

1st Prize: Trophy, Assorted Hobby supplies & free admission to HISTORICON 2013 to defend your title as The Iron Paint brush.

2nd Prize: Trophy, Assorted Hobby supplies.

3rd Prize: Trophy, Assorted Hobby supplies.

Day/Time/Duration: Sat. 8 PM, 2 hours. (audience can come/go as you wish, or stay for the whole show...er, contest!)

Location: Hobby University Hall

Teams need to pre-registered at the Hobby University area prior to the Contest.

Painting Events

Paint 'n' Take

Staff Fri.- Sat. 10 AM – 6 PM

Will be in full force with a selection of miniatures from Brigade Games, Defiance Games, Eureka, Hasselfree, Iron Wind, Reaper Miniatures, Warlord and Wyrd to choose from as well as Reaper Master Series Paints. Participants receive one (1) free miniature. Our Painting staff will be on hand for tutorials, just ask. Additionally, feel free to bring miniatures painted at home for gentle critique and helpful hints for improving your skills. As always, this event is free for HMGS members and \$2 for non-members; it will be walk up and available throughout the convention!

Painting Classes

Painting for Complete Beginners

Thur.; 2 PM; Instructor: Jeremy Bernhardt.

Fri.; 10 AM; Instructor: John Newman.

Fri.; 6 PM; Instructor: Heather Blush.

Students receive one primed 25mm miniature to paint and keep. Class covers prepping a figure, basic painting equipment, priming, color blocking, dry brushing and basic washes. 1.5 hours.

Painting Tanks with WWPD

Fri.; 6 PM; Instructor: WWPD Staff.

Special Event – One Free Battlefield Flames of War Tank.

Prepping & Priming with Bonus "Pinning"

Thur.; 2 PM; Instructor: Chris Vaughn.

Fri.; 10 AM; Instructor: Chris Vaughn.

Sat.; 6 PM; Instructor: Chris Vaughn.

These all important first steps can be the difference between a masterpiece and a disaster. If you are serious about learning the business of painting and want your painted figures to stand the test of time this class is a MUST. Do not overlook this critical step. 1.5 hours

Painting for Complete Beginners

Thur.; 2 PM; Instructor: Jeremy Bernhardt.

Fri.; 10 AM; Instructor: John Newman.

Fri.; 6 PM; Instructor: Heather Blush.

Students receive one primed 25mm miniature to paint and keep. Class covers prepping a figure, basic painting equipment, priming, color blocking, dry brushing and basic washes. 1.5 hours

Painting for Children (and Parent's Too):

Thur.; 2 PM; Instructor: Bridget Blush.

Fri.; 10 AM; Instructor: Bridget Blush.

Sat.; 10 AM; Instructor: Bridget Blush.

Beginner's level class specially geared toward our youngest hobbyists. We will go over basic brush care, simple color theory and give kids a nice solid grip on basic painting methods. 1 hour.

Beginning Basing

Fri.; 6 PM; Instructor: Dorothy Catapano.

Sat.; 10 AM; Instructor: Dorothy Catapano.

The finishing touch. Proper basing will make the difference between well turned out figures and ones that look "so, so" – take your soldiers to "the next level" and learn the basics for presenting nicely "finished" miniatures. 1.5 Hours.

Sculpting – The Basics

Thur.; 4 PM; Instructor: Don Goddard.

Fri.; 4 PM; Instructor: Don Goddard.

Learn the foundation steps for creating your own miniatures. Everything you wanted to know about materials, tools, and techniques. 1.5 hours.

Miniature Prep/Tools Seminar

Fri.; 12 PM; Instructor: John Newman.

We'll discuss how to prep a model from blister to tabletop. We'll cover the tools & techniques required.

Paper Modeling for Beginners

Fri.; 10 AM; Instructor: Joey McGuire.

Sat.; 10 AM; Instructor: Joey McGuire.

Student will receive a 28mm paper model to build and take home. Class covers basic safety, materials, printing, scoring, edging, and other useful skills. Bringing your own hobby knife (X-Acto type) is appreciated, but not necessary. Please note that due to safety concerns, i.e. the use of sharp knives, no one under the age of 15 is permitted

Miniature Painting for the Rest of Us

Fri.; 12 PM; Instructor: Col (Ret.) Bill Gray.

Sat.; 4 PM; Instructor: Col (Ret.) Bill Gray.

Colonel Bill reprises a popular class from 2003, discussing a technique that allows anyone to produce big 15 mm (or other small scale) armies with lots of detail quick and easy. Indeed, Colonel Bill can complete 18 Austrian foot in a mere 45 minutes, to a 7 + quality rating per Mr GAJO. How? By NOT painting, of course! This one you gotta see. 1.5 hours.

Terrain Painting

Fri.; 2 PM; Instructor: Larissa Heffner.

Sat.; 2 PM; Instructor: Larissa Heffner.

Resin Terrain is a different skill set from painting most miniatures. Come receive a 28mm terrain piece to paint and keep. We'll even show you how to finish your piece for a professional look. 1.5 hours.

Easy Washes

Fri.; 10 AM; Instructor: John Newman.

Learn how to shade models and make details pop the quick and easy way. We'll work on a 28mm skeleton, but the techniques apply to all scales and genres of figures. 1.5 hours.

Advanced Beginners

Fri.; 2 PM; Instructor: Greg Zuniga.

Sat.; 12 PM; Instructor: Greg Zuniga.

For everyone who has learned the basics and is ready for the next step, this is it. If you've tried drybrushing and inking your models and you'd like to do more, this class will help you move to the next level. Covers layering, glazing, and other techniques to move your skills to the next level. 1.5 hours.

The Art of Camouflage

Fri.; 12 PM; Instructor: Jeremy Bernhardt.

Sat.; 2 PM; Instructor: Jeremy Bernhardt.

Learn how to paint various camo patterns in an appropriate scale for your miniatures without making yourself crazy. 1.5 hours.

Round Robin Open discussion

Fri.; 4 PM; Instructor: Staff.

Sat.; 6 PM; Instructor: Staff.

Chat with the University Staff members. Ever wonder why your blues look "muddy" when you mix them? What's the big deal about "craft" Paint? What's the difference between ink and paint? How do you "wash" a mini? Painted figure critique will be available during this time also. 1.5 hours.

Painting 15mm WWII Infantry

Thur.; 4 PM; Instructor: John Newman.

Fri.; 4 PM; Instructor: John Newman.

Sat.; 4 PM; Instructor: John Newman.

We are teaching people to paint 15mm FOW infantry troops – so whether you are a hard core FOW player or just want to learn how to paint 15mm figures this class is for you. Students received 5x 15mm Flames of War miniatures to paint and keep. 1.5 hours

Instant Junkyard

Fri.; 12 PM; Instructor: Don Goddard.

Sat.; 12 PM; Instructor: Don Goddard.

Learn simple terrain techniques for quickly populating a post apocalyptic table with plenty of affordable vehicle wrecks using temporary molds, plaster, and toy cars. Tips also applicable to creating historically themed auto junkyards. 1.5 hours.

Painting a 15mm Tank

Fri.; 2 PM; Instructor: Dorothy Catapano.

Come and learn how to paint a WWII FOW Tank. Yes, you read that correctly, Battlefront has donated FOW Tanks and we're gonna teach you how to paint them! This class is limited to 10 students due to limited materials. Students get one Battlefront Tank to paint and keep. Sponsored by Battlefront USA. 1.5 hours.

Painting White

Fri.; 2 PM; Instructor: Tanya Brewer.

This class covers one of the most difficult colors to paint. This is an advanced class and will break down the steps required and show you how to master painting white. Take the companion class "Painting Black" also to really further your skills. 1.5 hours

Painting Black

Sat.; 12 PM; Instructor: Tanya Brewer.

This class covers one of the most difficult colors to paint. This is an advanced class and will break down the steps required and show you how to master painting black. Take the companion class "Painting White" also to really further your skills. 1.5 hours.

Advanced Basing & Water Effects

Fri.; 2 PM; Instructor: Jeremy Bernhardt.

Sat.; 12 PM; Instructor: Jeremy Bernhardt.

Your painting's not bad, now learn how to "dress it up" with excellent basing techniques. How you base your figures can be a game changer in terms of your figures overall look. 1.5 hours.

Painting the 28mm Face

Fri.; 12 PM; Instructor: Tanya Brewer.

Sat.; 2 PM; Instructor: Tanya Brewer.

The ever important "how to" for that extra tricky area, the face. Eyes, female features and MORE (makeup, eyebrows, lips, skin, 5 o'clock shadow, moustaches, etc.) 1.5 Hours.

Painting Equus Caballus (Horses, Silly!)

Thur.; 4 PM; Instructor: Tanya Brewer.

Sat.; 4 PM; Instructor: Tanya Brewer.

Back by popular demand! Painting Horses! Learn what colors to use and how to make your horses look good. 1.5 Hours.

Dirty & Distressed (Weathering)

Fri.; 12 PM; Instructor: Greg Zuniga.

Sat.; 2 PM; Instructor: Greg Zuniga.

When a soldier been on the front lines for months (or years!) some basic rules and techniques apply to make him look appropriate. We'll discuss the effect of wear and the elements on cloth, leather, metal and bone, and then do some hands-on practice with adding dirt and decay to your minis. There will be brushes and paint you can use, and you can bring your own prepped mini or we'll have some available. 1.5 Hours.

Paint your own 15mm US Sherman or German StuG assault gun

Sat.; 2 PM; Instructor: Charles Feduke.

We'll show you how to dry brush, apply a wash to bring out detail, apply decals, and weather your tank to make it look great on the battlefield. Tanks come pre-assembled, primed, and base coated (US Armor or Middlestone). All painting materials provided. Models supplied by Battlefront Miniatures; Sherman or StuG given on first-come first-serve basis to registered participants. 2 Hours.

Painting a 28mm Tank

Fri.; 10 AM; Instructor: Dorothy Catapano.

Sat.; 6 PM; Instructor: Dorothy Catapano.

This classes teaches a totally different skill set from that required to paint smaller scaled tanks. Color blocking, camo and weathering will be covered by an experienced instructor. 1.5 hours.

Sculpting Open discussion

Fri.; 6 PM; Instructor: Don Goddard.

Sat.; 6 PM; Instructor: Don Goddard.

Discuss the art of putty manipulation with similar minded artists in an open forum catering to the sharing of ideas, tips, tricks, and material sources. For sculptors with experience (even just a little bit). 1.5 hours.

Airbrushing Basics

Sat.; 4 PM; Instructor: Greg Zuniga.

Come join our team of instructors as they go through the basics of airbrushing miniatures. Whether you have some airbrush experience or are just curious about the benefits of using an airbrush – this class will give a good overview and tips and tricks for getting started with an airbrush. This

class is mostly lecture and demo, but conditions permitting, some hands-on experience will be available. 1.5 hours.

Painting Skin Tones

Fri.; 4 PM; Instructor: Greg Zuniga.

Are those naked celts giving you are hard time, does you Amazon army need help. Come learn how to paint skin tones – proper color choices will be covered. 1.5 hours.

Roads to Nowhere

Fri.; 4 PM; Instructor: Joey McGuire.

Sat.; 4 PM; Instructor: Joey McGuire.

Come learn how to make professional quality roads out of easy to find hardware store materials. You won't believe how good these roads are going to look on your table. THERE IS A FEE TO COVER MATERIALS FOR THIS CLASS 1.5 hours.

New – Private Lessons available

As Requested; Instructors: Greg Zuniga, John Newman, Heather Blush.

First come, first serve. Spend an hour with a seasoned instructor for in depth one-on-one instruction on painting basics or advanced techniques – your choice.



GAMING EVENTS

Here are the various gaming events hosted at this year's convention. Many reflect this year's convention theme, but hundreds more cover nearly all periods of military history, with a bit of fantasy/SciFi as well! Each game is listed with the Event Number and Title on the first line; followed by the Historical Period, Time, Duration, and Location where the game is being held. Other details about the game follow thereafter. To register for games see 'How Events Work & Registering For Events', page 4.

Thursday

9 AM

T-266 – George S. Patton vs Pancho Villa – Theme

Western; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-022; Hosted by: Leo Walsh; Scale: 25mm; Rules: High Noon; Number of Players: 12.

Lt. George S. Patton has cornered some of Pancho Villa's Villistas" in a small Mexican farm village. Will he prevail or die fighting as in last year's Historicon game? Lots of fun for all! Fast paced easy learn rules. All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

T-364 – Showdown at Hidalgo

Western; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-022; Hosted by: Billy Ray Wagenseller; Scale: 25mm; Rules: Your Grits Are Ready; Number of Players: 8. Take part in a demonstration of a new set of Western rules! This is not "High Noon"... No players under 16 please.

T-309 – The Attack, Sudan 1885 – Theme

Colonial; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-042; Hosted by: Mark Stevens; Scale: 28mm; Rules: The Sword and the Flame; Number of Players: 8. A British infantry battalion must make an overnight march to assault a Dervish-held village on the banks of the Nile. What will they find as dawn arrives?

T-418 – Fireball Forward – Jock Columns Forward

WWII; 9 AM; Length: 4; Location: Ball Room E; Table: BE-003; Hosted by: Tom Garnett; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

Repulsing a sharp attack toward Sidi Rezegh from a battlegroup of the Division z.b.v. Afrika, the British determined that the German defenses between the Tobruk fortress and Sidi Rezegh were vulnerable to an attack from the southeast. Leading the 7th Support Group attack was Brigadier General "Jock" Campbell's 7th Support Group. These all-arms

"Jock Columns" of infantry, artillery, and antitank units, sought to break through the thin Italian-German screen to link with the Tobruk fortress. Gamers 14 and over only please.

T-401 – Fireball Forward – Pouppeville

WWII; 9 AM; Length: 3; Location: Ball Room E; Table: BE-004; Hosted by: Curt Daniels; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

6 June 1944, 1130 hrs Pouppeville, Utah Beach Exit #1 – Seaborne infantry landing on Utah Beach faced the problem of pushing off the beach across four narrow causeways that crossed flooded farmland. The southern Exit #1 was at the town of Pouppeville. It was one of the 101st D-Day objectives to capture it and link up with armor coming in from Utah Beach. Lt Col Julian Ewell, commanding 3rd Battalion, 501st Regiment has gathered about 40 men and, although it was not his original objective, was ordered to proceed to Pouppeville and clear it of German resistance. Rules taught. Gamers 14 and over only please.

10 AM

T-627 – Battle of Al Mansurah 1250

Medieval; 10 AM; Length: 4; Location: Ball Room E; Table: BE-006; Hosted by: Perry Gray; Scale: 15mm; Rules: Medieval Warfare; Number of Players: 6.

This is the decisive battle of the Seventh Crusade between the French of King Louis IX and the Ayyubid army of the Sultan Turan Shah of Egypt. The crusades want to conquer Egypt before moving to the Holy Land to liberate Jerusalem. Can the Egyptians stop them? Rules will be taught.

T-444 – Stirling Bridge

Medieval; 10 AM; Length: 3; Location: Ball Room E; Table: BE-007; Hosted by: Jeff Ball; Scale: 28mm; Rules: Medieval Warfare; Number of Players: 6.

The overconfident English have sent a force to deal with the unruly Scots under their new leader, William Wallace. Crossing a bridge in the face of the enemy can be a risky business.... Rules taught, minors over 13 with adult fine.

T-476 – Battle of Clapps's Mill

AWI; 10 AM; Length: 4; Location: Ball Room D; Table: BD-005; Hosted by: Bob McCaskill; Scale: 28mm; Rules: Carnage & Glory II; Number of Players: 6.

LTC Bernard Talton investigates an American force as his troops are gathering provisions at Clapp's Mill. The American Advance guard challenge him with militia, Continentals and Indians.

T-439 – Prelude to Ligny 1815

Napoleonic; 10 AM; Length: 4; Location: Ball Room E; Table: BE-008; Hosted by: Bruce Taylor; Scale: 28mm; Rules: Napoleonic Warfare; Number of Players: 6.

Napoleon's march into Belgium has caught the Anglo-Allied armies dispersed. In this hypothetical scenario the Prussians attempt to delay the French at a crucial crossroads, buying time for Blucher to gather his forces at Ligny. Rules taught.

T-328 – The Battle of Ijo

Wima – part 1 – 1870s

Victorian Science Fiction; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-018; Hosted by: Jay Wissmann; Scale: 1/1000; Rules: Dystopian Wars; Number of Players: 10.

Part one is the amphibious landing. The FSA must achieve a viable beachhead AND free up the aero-naval forces for a possible counterattack by the EotBS naval forces. As for the EotBS forces? can you spell Banzai?

T-137 – "Red Heroes" –

Berestochko, Ukraine, June 23,1941

WWII; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-012; Hosted by: Steve DeLucas; Scale: 15mm; Rules: Arc of Fire; Number of Players: 5.

A detachment from the 37th Tank Division counterattacks to slow 11th Panzer Division's spearheads advancing toward Dubno. Adapted from Skirmish Campaigns' "Russia 41 – Into the Ukraine". 13 years old and over please.

T-421 – Fireball Forward – End of the Line – 11 July 1944

WWII; 10 AM; Length: 4; Location: Ball Room E; Table: BE-002; Hosted by: Joseph Seliga; Scale: 15mm; Rules: Fireball Forward; Number of Players: 7.

At Bahais, North-East of Haut Vents along the Vire River, Americans on the attack with 2 M10 platoons, one armored Recon Platoon and one Armored Rifle Platoon. The defending Germans have two PzKfW IVs, a company HQ, a rifle platoon and a sniper. Rules taught, kid friendly.

T-191 – Battle of Badung Strait – Pacific Naval War

WWII; 10 AM; Length: 2; Location: Exhibit Hall A; Table: EA-015; Hosted by: Brian DeWitt; Scale: 1/2400; Rules: When Dreadnoughts Ruled the Seas; Number of Players: 6.

On the night of February 19, 1942 a combined US and Dutch force attempted to intercept a Japanese invasion force headed for Bali. The Japanese had other ideas. No previous experience with rules necessary.

T-204 – Losing Steam – Battle of Premet 12/5/40

WWII; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-055; Hosted by: Michael Sincavage; Scale: 15mm; Rules: Battlefront; Number of Players: 6.

As the Italians fall back into Albania after their failed invasion of Greece, they are hard-pressed by the Greeks. In a desperate rearguard action, the Italian 47th Bari division gets the unenviable job of slowing down the rampaging Greeks. Taken from Treadhead's "Balkans on Fire" scenario book, this is a knock-down drag-out affair in mud and snow between depleted and overextended forces. Experience with Battlefront rules is helpful but not required as the rules will be explained. No children under 15 please.

T-404 – Fireball Forward – World War Two Demo Game

WWII; 10 AM; Length: 2; Location: Ball Room E; Table: BE-001; Hosted by: Mark Fastoso; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

Come and try out Fireball Forward! Brand new fun, fast play WW2 company level rules that you can use your Flames of War figs for! Two demo games to choose from: Lead Easy Company as they assault a German artillery position on D-Day –OR– Lead Rommel's panzers as they try to crash through British tanks in the Libyan desert. Rules taught.

T-223 – SMG – Day of Days – June 6th, 1944

WWII; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-079; Hosted by: Robert Belli; Scale: 20mm; Rules: Sergeants Miniatures Game; Number of Players: 6.

The 101st Airborne entering Normandy on June 6 1944 on a dark and early morning to seize critical positions for the incoming beach invasions. As scattered troops land, vicious fighting over roads and key positions rages over the next few hours. Sgt Harrison and his gathered troops engage the 91st Luftlande at a crossroads just south of Pouppeville. Rules to be explained. New players and Kids with accompanying adult welcome.

T-139 – Sweep and Clear

Modern; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-045; Hosted by: Jon Lundberg; Scale: 28mm; Rules: FNG – Second Tour; Number of Players: 8.

You command US troops trying to clear the area of Viet Cong forces. What is out there? Make contact and report. Try the Two Hour Wargames rules. Adult should be present for players under 14.

T-522 – Facing the Horde

Fantasy; 10 AM; Length: 2; Location: Meeting Room 3; Table: M3-002; Hosted by: Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of Players: 6.

A recent drought and ensuing famine has Goblins ravaging the countryside looking for an easy meal. Gondor must protect their own limited food supplies from the goblins.

T-508 – Dr. Who and the Weeping Angels

SciFi; 10 AM; Length: 2; Location: Meeting Room 3; Table: M3-001; Hosted by: Del Stover; Scale: 25mm; Rules: Dr. Who Miniatures Game; Number of Players: 3.

Ancient and malevolent aliens whose touch sends victims back in time--and who "feed" off the energy of that time travel--have invaded a London suburb. On a Sunday afternoon, all the adults at the local church disappear, stranding a bunch of frightened children in their Sunday School classroom. It's up to the Doctor, accompanied by Amanda Pond, Rory, and the mysterious River Song, to come to the rescue. As you wait for the Dealer Hall to open, join us for this fast-paced game where you can't afford to blink.

11 AM

T-302 – The Bloody Battle of Tarawa, November 1943

WWII; 11 AM; Length: 4; Location: Exhibit Hall A; Table: EA-083; Hosted by: John Sulek; Scale: 15mm; Rules: Flames of War Version 3; Number of Players: 4.

The Battle of Tarawa, code named Operation Galvanic, was a battle in the Pacific Theater of World War II, largely fought from November 20 to November 23, 1943. It was also the first time in the war that the United States faced serious Japanese opposition to an amphibious landing. The 4,500 Japanese defenders were well-supplied and well-prepared, and they fought almost to the last man, exacting a heavy toll on the United States Marine Corps. This game is based on the battle but as with all wargames, the outcome depends on the dice. A basic knowledge of the rules is helpful but not required. Not recommended for small children but mature with adult is fine.

12 PM

T-432 – Blood along the Alleghenies French & Indian War; 12 PM; Length: 4; Location: Ball Room B; Table: BB-001; Hosted by: Cliff Brunken; Scale: 28mm; Rules: This Very Ground; Number of Players: 6.

After the Fall of General Braddock, The Pennsylvania frontier erupted in bloodshed. Civilians like Mary Jamison were taken captive by raiding Indian parties. Come and Command the Colonial Provisionals trying to keep the Peace as Indian war parties command the Forest. Kids under 13 must have adult with them.

T-135 – “Battle of the Alma” The Last of the Old Battles, 20th September 1854

19th Century; 12 PM; Length: 6; Location: Exhibit Hall A; Table: EA-013; Hosted by: Mike Fijalka; Scale: 28mm; Rules: Black Powder; Number of Players: 8.

Allied players, can you take the Russian guns in the Great and Lesser Redoubts and open the road to Sevastopol? Russian players, can you stop the Allies from gaining a foothold in the Crimea? The game is based on the book "The Battle of the Alma 1854 First Blood to the Allies" by Ian Fletcher and Natalia Ishchenko. Players must want to have fun! Players 10-14 welcome with an adult.

T-181 – The Stalingrad Salient – November 22, 1942

WWII; 12 PM; Length: 3; Location: Exhibit Hall A; Table: EA-051; Hosted by: Mike Proctor; Scale: 15mm; Rules: Flames of War 3e; Number of Players: 6.

November 22nd 1942 somewhere near or about Kalash USSR on the northern flank of the Stalingrad salient. Elements of the 3rd Romanian Army and German 22nd Panzer Division fight a desperate holding action against the Soviet 5th Tank Army. Can you do better than the Axis powers did that day? Show up and find out! Experienced and inexperienced players welcome. We will teach you the rules.

T-523 – Natural Selection

Fantasy; 12 PM; Length: 2; Location: Meeting Room 3; Table: M3-002; Hosted by: Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of Players: 6.

The Goblins rebel against the stronger Orc ruling class. The Orcs are enveloped by the hordes of Goblins, and must strike quickly to wipe out the Shaman leading the attack before the city topples.

T-373 – Battletech – Assault on New Earth

SciFi; 12 PM; Length: 4; Location: Ball Room D; Table: BD-002; Hosted by: Mark Yingling; Scale: 1/285; Rules: Strat Ops: QuickStrike; Number of Players: 8.

Before the SLDF could liberate the Terran Hegemony, they need a base of operations. This base just happened to be the Rim Worlds Republic. Join the fight for securing the Republic Capital. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

T-375 – Battletech – Grinder 1

SciFi; 12 PM; Length: 2; Location: Ball Room D; Table: BD-001; Hosted by: Bethany Yingling; Scale: 1/285; Rules: Total Warfare; Number of Players: 6.

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 winner of this round will get a spot in the Grinder Championship Saturday evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

T-371 – Battletech – Poker Run

SciFi; 12 PM; Length: 5; Location: Ball Room D; Table: BD-004; Hosted by: Scott Davis; Scale: 1/285; Rules: Total Warfare; Number of Players: 10.

Poker Run is Battletech meets Poker with a bit of a twist. Each player will select a Mech and depending on the BV2, it will determine their G/P Skill. Players can earn and lose cards based on events each turn. Whoever has the best hand at the end of the game will win. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

T-160 – Battle of Puebla – May 5, 1862 – Theme

19th Century; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-014, EA-091; Hosted by: Eric Burgess; Scale: 15mm; Rules: Din of Battle 2nd Edition (Piquet); Number of Players: 4.

The 150th anniversary of “Cinco de Mayo” celebrated victory of the Republican Mexican army vs. the Imperial French Army sent by Napoleon III to collect against the debt Mexico owned to European nations. Marching to the interior the French forces encountered the Republicans defending the city of Puebla halfway between Vera Cruz and Mexico City. Come reflight history and see if you can change the outcome. Ages 16 or older.

T-155 – Jutland 1914: Battlecruiser Clash, 7 August 1914

WWI; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-069; Hosted by: Dave Emdee; Scale: 1/1200; Rules: Victory at Sea; Number of Players: 8.

Old Dominion Military Society presents
GUNS OF AUGUST 2012

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Special Theme for 2012:
A House Divided



Battles remembering
150th Anniversary of 1862

Check the convention website, for all the details:

<http://www.odms-club.com/convention/>

A what-if scenario: What if the German fleet came out at the start of WW1? This action will pit the Battlecruisers of both fleets in a meeting engagement prior to the main fleet battle. Rules taught (about 3 minutes). This scenario would be good for someone who would like to try naval gaming.

T-405 – Fireball Forward – World War Two Demo Game

WWII; 1 PM; Length: 2; Location: Ball Room E; Table: BE-001; Hosted by: Mark Fastoso; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

Come and try out Fireball Forward! Brand new fun, fast play WW2 company level rules that you can use your Flames of War figs for! Two demo games to choose from: Lead Easy Company as they assault a German artillery position on D-Day –OR– Lead Rommel's panzers as they try to crash through British tanks in the Libyan desert. Rules taught.

T-295 – Guadalcanal! 15mm WWII Pacific Mega Battle – Combat Action Command(TM) rules

WWII; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-074; Hosted by: Lee Sowers; Scale: 15mm; Rules: Combat Action Command – Pacific War Supplement; Number of Players: 8.

Play the popular hit new Combat Action Command 15mm WWII rules. Fearless US Marines fight the fanatical Japanese in a pitched battle for control of Guadalcanal. Based on the famous battle of Edson's Ridge your elite Marine Raiders and Paratroopers fend off the furious assaults of the fanatical Japanese. Rules taught, minis provided. Just show up and play, but register early! CAC games at Cold Wars were all booked up! Note: there will also be open CAC Demo Gaming at the On Military Matters' dealer booth all day. Rules taught but WWII miniature gaming experience helpful.

T-305 – Borg Attack – – The Battle of Wolf 359, 2274 AD

SciFi; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-009; Hosted by: Steven Johnson; Scale: 1/2400; Rules: Ogre; Number of Players: 6.

The Borg Cube is coming for Earth and Starfleet gathers all its ships to stop it! Simple, exciting rules recreate the epic battle from Star Trek: The Next Generation. Command a squadron of Enterprise-class cruisers, Galaxy-class battleships, nimble Grissom-class scouts, fighter shuttles, or the massive Borg Cube! Kid Friendly Game! All the explosions, none of the harsh language!

T-170 – Investigation of Trans-Solar Object Papa 371

SciFi; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-020; Hosted by: Robert Hofrichter; Scale: 28mm; Rules: Chain Reaction 3.0 (Modified); Number of Players: 6.

Life as a megacorp asteroid miner is hard in 2152, but as if that's not bad enough, when the UNSC calls for volunteers to investigate a strange object, you and your team, plus competing megacorps personnel are, directed to assist. So what else could go wrong? Join Dark Plateau Industries, Doorway Technologies, and the blue-helmeted boys and girls of the UNSC on a mission of discovery. Adult must be present with child under 14.

2 PM

T-244 – Cog Wars

Dark Ages; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-001; Hosted by: Brian Whitaker; Scale: 15mm; Rules: Cog Wars; Number of Players: 10.

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 are welcome.

T-556 – Across the River Styx:

The Berezina River Crossing

Napoleonic; 2 PM; Length: 4; Location: Ball Room C; Table: BC-005; Hosted by: Eric Schlegel; Scale: 15mm; Rules: The Continental System; Number of Players: 6.

27 November 1812. The remnants of the Grande Armee are retreating from Russia and need to cross the Berezina River before the pursuing Russian armies can annihilate them. The Corps of Oudinot and Ney with support from Napoleon and the Imperial Guard must hold off Admiral Chichagov's army long enough for the rest of the French forces to cross. Familiarity with Johnny Reb is helpful, but not required. Gamers under 13 welcome with a playing adult.

T-179 – The Heights of Pratzen – Austerlitz, December 2, 1805

Napoleonic; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-041; Hosted by: Ken Jacobsen; Scale: 15mm; Rules: Napoleon at War; Number of Players: 4.

: It is the crucial point in the Battle of Austerlitz. Napoleon has committed the bulk of his forces to split the Russo-Austrian army. Whoever wins the dominant heights will win the battle, and perhaps change the course of history. Players with no previous experience are welcome: all materials and rules will be provided if necessary; rules can be taught. Players under the age of 16 must be accompanied by an adult.

T-492 – Pea Ridge, December 7, 1862

American Civil War; 2 PM; Length: 6; Location: Ball Room Open; Table: BO-013; Hosted by: Paul Olszanski; Scale: 15mm; Rules: Fire and Fury Regimental; Number of Players: 12.

Come play in a regimental fire and fury scenario that will be featured in the soon to be released regimental fire and fury scenario book.

T-267 – The James Gang, April 29, 1872. Columbia Kentucky.

Western; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-022; Hosted by: Maurice Holmes; Scale: 25mm; Rules: High Noon; Number of Players: 8.

The James gang robs Columbia's Deposit Bank of about \$1,500. The bankers and the town don't give up without a fight All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

T-321 – Battle of Beige Bay, 1904 – Theme

Early 20th Century; 2 PM; Length: 6; Location: Exhibit Hall A; Table: EA-059, EA-060; Hosted by: Chris Carlson; Scale: 1/6000; Rules: Fear God & Dread Nought; Number of Players: 12.

In an abridged battle of the Russo-Japanese War, Russian Admiral Vitgicht breaks out from Port Dudley to challenge Japanese strategy in the area. However Japanese Admiral Hasegona meets the aggressive tactic with his blockading force to keep the Russians bottled up. Which Empire will prevail? It's the ultimate gunboat diplomacy at sea with battle fleets slamming into one another. Join the Admiralty Trilogity Team as we celebrate Empires at War with the ultimate in gunboat diplomacy – with guns, torpedoes and tactics!

T-224 – SMG – In Defense of the Fatherland – June 7th, 1944

WWII; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-079; Hosted by: Robert Belli; Scale: 20mm; Rules: Sergeants Miniatures Game; Number of Players: 6.

Reports are pouring in over the initial Allied airdrops. A platoon of the 91st Luftlande stationed just outside St. Come du Mont is alerted when the nearby flak cannons begin firing. Orders are shouted as the troops grab their gear to defend their positions. The fighting is going to get intense as Unt. Dreher has his hands full with the 101st. Rules to be explained. New players and Kids with accompanying adult welcome.

3 PM

T-140 – Sweep and Clear

Modern; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-045; Hosted by: Jon Lundberg; Scale: 28mm; Rules: FNG – Second Tour; Number of Players: 8.

You command US troops trying to clear the area of Viet Cong forces. What is out there? Make contact and report. Try the Two Hour Wargames rules. Adult should be present for players under 14.

T-468 – Desert Breeze

Modern; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-004; Hosted by: Michael Johns; Scale: 28mm; Rules: Open Conflict; Number of Players: 8.

Modern Warfare in the Middle East.

T-524 – Scouts of Sauromon

Fantasy; 2 PM; Length: 2; Location: Meeting Room 3; Table: M3-002; Hosted by: Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of Players: 6.

The giant Orc army marches forward. Can you prevent their scouts from securing a key observation point and prevent them from seeing a flanking force? A fast paced skirmish game.

T-462 – Gnome Wars: The Defense of Regensburg

Gnomes; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-003; Hosted by: Jim Stanton; Scale: 28mm; Rules: Gnome Wars; Number of Players: 12.

To the East of the Bavarian Forest lies the tranquil town of Regensburg, a port on the banks of the Regen River. Regensburg has attracted the attention of the Allies because the inhabitants of the town supply the German military with the majority of its vehicles and tanks. The Germans have entrenched hoping to repulse the allied attack and save the Motor Works factory. No players under 13 without a playing adult with parent/child teams encouraged. Anyone bringing a painted unit from Brigade Games does not have to pre-register.

T-376 – Battletech – Grinder 2

SciFi; 2 PM; Length: 3; Location: Ball Room D; Table: BD-001; Hosted by: Dave Yingling; Scale: 1/285; Rules: Total Warfare; Number of Players: 6.

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 winner of this round will get a spot in the Grinder Championship Saturday evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

T-440 – Prelude to Ligny 1815

Napoleonic; 3 PM; Length: 4; Location: Ball Room E; Table: BE-008; Hosted by: Bruce Taylor; Scale: 28mm; Rules: Napoleonic Warfare; Number of Players: 6. Napoleon's march into Belgium has caught the Anglo-Allied armies dispersed. In this hypothetical scenario the Prussians attempt to delay the French at a crucial crossroads, buying time for Blucher to gather his forces at Ligny. Rules taught.

T-310 – The Patrol, NWF 1890 – Theme

Colonial; 3 PM; Length: 4; Location: Exhibit Hall A; Table: EA-042; Hosted by: Mark Stevens; Scale: 28mm; Rules: The Sword and the Flame; Number of Players: 6. Two platoons of Sepoys lead by 3 stalwart British sergeants are sent to the village of Tantrapor to repair the telegraph. The Mad Guru and his forces may be in the area.

T-579 – Other Red Meet

WWII; 3 PM; Length: 4; Location: Ball Room C; Table: BC-001; Hosted by: Bruce Kohn; Scale: 1/300; Rules: Mustangs (remembrance of S. Craig Taylor); Number of Players: 4.

June 22 1941. Aleksandr Pokryshkin's first mission resulted in a "red-on-red" kill on an SU-2. This will be a training intro to the bombers real mission against the Romanians. Fledglings with adult copilots welcome.

T-509 – Seal Team 6:**Operation Smackdown**

Modern; 3 PM; Length: 3; Location: Meeting Room 3; Table: M3-001; Hosted by: Del Stover; Scale: 25mm; Rules: Dr. Who Miniatures Game; Number of Players: 4.

Intel suggests there's a nasty bomb aboard a tramp steamer in the Somali port city of Kismayo, and the ship's next destination is the U.S. That won't do. So Seal Team 6 is called in to solve the problem. Plan a lightning-fast raid onto the ship and carry it out. Terrorists will be pre-programmed in their actions, so if you can slip up on a guard and "take him out," then there's every chance you'll be aboard the ship before anyone has a chance to react.

4 PM

T-447 – Wargaming 101 – A Kid's Game

WWII; 4 PM; Length: 4; Location: Ball Room B; Table: BB-004; Hosted by: Guy Gormley Jr.; Scale: 12mm; Rules: Mein Panzer Jr.; Number of Players: 6.

Kids, it's time to play a tank game like your Dad. German and American tanks from late in WW2 will be used. The game is designed for kids 8-14 that have a little understanding of wargames. Kids Only. Rules Taught, beginners Welcome!

T-406 – Fireball Forward – Hail Australia – Africa, 1941

WWII; 4 PM; Length: 4; Location: Ball Room E; Table: BE-004; Hosted by: Mark Fastoso; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

The Afrika Korps has broken out and is racing across the Libyan desert. The British are being trampled by Rommel's blitzkrieg and desperately need time to escape. A small Australian force holds the pass at Er Rejima and must stand until nightfall...if they fail the road to Tobruk will lay wide open for the on-rushing panzers.

T-407 – Fireball Forward – World War Two Demo Game

WWII; 4 PM; Length: 2; Location: Ball Room E; Table: BE-001; Hosted by: Mark Fastoso; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

Come and try out Fireball Forward! Brand new fun, fast play WW2 company level rules that you can use your Flames of War figs for! Two demo games to choose from: Lead Easy Company as they assault a German artillery position on D-Day –OR– Lead Rommel's panzers as they try to crash through British tanks in the Libyan desert. Rules taught.

T-525 – Dwarven Fires

Fantasy; 4 PM; Length: 2; Location: Meeting Room 3; Table: M3-002; Hosted by: Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of Players: 6.

Protecting the throne room against the Goblin horde is easy, but when the earth shakes and the dust settles the Dwarves may face their undoing as the bowels of the underworld unleash their greatest terror.

5 PM

T-474 – Pre-Polotsk 1812

Napoleonic; 5 PM; Length: 6; Location: Ball Room D; Table: BD-005; Hosted by: John Snead; Scale: 25mm; Rules: Carnage & Glory II; Number of Players: 6.

On the northern flank of the French advance, a non-historical encounter between the French and the Russians.

T-205 – The Battle for Tilly – June 1944

WWII; 5 PM; Length: 6; Location: Exhibit Hall A; Table: EA-056; Hosted by: John Leonard; Scale: 15mm; Rules: Battlefront; Number of Players: 8.

6 PM

Desperate fighting between British and German forces rages in and around the French town of Tilly in June 1944. Well-equipped and motivated Brits try to wrest control over the key town from the elite Panzer Lehr forces. Lots of armor and brutal street fighting is in store for both forces. Battlefield familiarity is helpful but not required as rules will be explained. No children under 15 please.

T-306 – Mall of the Walking Dead

Modern; 5 PM; Length: 3; Location: Exhibit Hall A; Table: EA-009; Hosted by: Steven Johnson; Scale: 25mm; Rules: Dawn of the Dead; Number of Players: 8.

In Month 6 of the Zombie Apocalypse, survivors enter a mall in search of food and weapons. Can you seal off all the entrances before the walking dead overrun you? A 3D minis version of the great SPI boardgame Dawn of the Dead.

T-377 – Battletech – Grinder 3

SciFi; 5 PM; Length: 3; Location: Ball Room D; Table: BD-001; Hosted by: Dave Yingling; Scale: 1/285; Rules: Total Warfare; Number of Players: 6.

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 winner of this round will get a spot in the Grinder Championship Saturday evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

T-213 – Battle of Telamon 225 BC

Ancients; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-011; Hosted by: Bob Bryant; Scale: 15mm; Rules: Might of Arms; Number of Players: 8.

Gallic invaders retreat northwards in Etruria, only to be caught between two Roman consular armies. The Gauls make a stand deployed both to their front and rear. Adult must accompany child.

T-481 – Fire in the Steppe: 1673 Cecora

Pike and Shot; 6 PM; Length: 4; Location: Ball Room D; Table: BD-007; Hosted by: David Bonk; Scale: 28mm; Rules: Carnage & Glory Pike and Shot; Number of Players: 6.

In October, 1673, Hetman Sobieski orders Polish infantry and cavalry to capture Cossack/Turkish base at Crecora.

T-571 – Battle of the Chesapeake; September 5th, 1781

AWI; 6 PM; Length: 4; Location: Ball Room C; Table: BC-008; Hosted by: James (Tank) Nickle; Scale: 1/1200; Rules: Fire as She Bears; Number of Players: 8.

The French Fleet under De Grasse will blockade Cornwallis at Yorktown if Admiral Graves and his Limey sailors can't beat them off of Cape Henry. Not an easy task in the days of the Sailing Orders that line ships up to blaze away at each other until one side gives.

T-243 – Battle of Medellin, Spain 1809

Napoleonic; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-017; Hosted by: Robert Lockley; Scale: 15mm; Rules: Shako II; Number of Players: 8.

The French General Victor must defeat the larger Spanish army under General Cuesta and push on to invade Portugal. Cuesta with his larger army feels that he can defeat Victor so he comes down from his strong defensive position to punish the French and teach them a lesson, and defeat them with his firepower. But does he? Victor with his smaller French army has a real challenge in overcoming the Spanish army's onslaught. 16 and older required to play.

T-260 – Dervish Here, Dervish There, Dervish Everywhere! – Theme

Colonial; 6 PM; Length: 6; Location: Exhibit Hall A; Table: EA-005; Hosted by: Gwyn Reeves; Scale: 15mm; Rules: The Sword and the Flame; Number of Players: 10.

THE HAWKS PRESENT
BARRAGE XVI
 Saturday, September 15, 2012

New Location – Larger Facility
 Havre de Grace Community Center, Harford County, MD

- Miniatures Gaming All Day, Beginning at 9 AM
- Dealers on site
- Flea Market Tables Available
- Directions and Information at:
 - Geoff Graff: 410-557-2456, ggraft7@verizon.net
 - hawks-owner@yahoo.com
 - http://www.bucksurdu.com/Buck_Surdu/Barrage.html

\$10.00 General Admission
 \$8.00 Prereg Admission
 \$6.00 Game Master Prereg
 \$6.00 Active duty military, with ID
 FREE Children < 13, with paying adult

Havre de Grace Community Center, Harford County, MD: just two miles from I-95, exit 89 East, MD Rte 155, toward Havre de Grace.



The HAWKS
 Any Period
 Any Time

The British must hold the fort ruins and survive the Dervish onslaught. British, Gurkhas and Egyptians will make up the Anglo forces. Also gatling guns, cannons, and Calvary will be usedand of course hundreds of Dervishes!!!! Not recommended for kids.

T-392 – Wreck of the Zephyrus

Victorian Science Fiction; 6 PM; Length: 4; Location: Ball Room E; Table: BE-002; Hosted by: Kim Allman; Scale: 28mm; Rules: Valor and Steel and Flesh; Number of Players: 6.

The City Dweller float ship Zephyrus has gone down. A foraging party from the Martian Punitive Expeditionary force was nearby and occupied the wreck site. The secret to the Martian flaying ships could soon be revealed! A courier was dispatched to report the find, and a relief and recovery column sent out. Unfortunately for the Earthmen, their activities are watched by unfriendly eyes. Gamers 14 and over only please.

T-445 – Clash of the Battlecruisers, Jutland, 1916

WWI; 6 PM; Length: 4; Location: Ball Room B; Table: BB-002; Hosted by: Bill Cira; Scale: 1/3000; Rules: Fleet Action Imminent; Number of Players: 4.

The Battle of Jutland opened with a tremendous clash of the British and German battlecruiser squadrons. The most dramatic events of the entire battle occurred during this phase of the largest naval battle of the Great War. Come join us as we re-fight this epic engagement using the fast pace and realistic feel provided by the Fleet Action Imminent rules! Rules taught, beginners welcome!

T-151 – A Legion to Spain – 1938

Inter-War; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-025; Hosted by: Jerry Lane; Scale: 1/285; Rules: Check Your Six!; Number of Players: 6.

The Italian Legionary Airforce and the Condor Legion are attacking targets along the Ebro river. Can the Republican Airforce stop them or will the bombers get through. Rules taught.

T-510 – Sherlock Holmes and the Curious Case of Jack the Ripper

Pulp; 6 PM; Length: 2; Location: Meeting Room 3; Table: M3-001; Hosted by: Del Stover; Scale: 25mm; Rules: Dr. Who Miniatures Game; Number of Players: 4.

Hot on the trail of a mysterious serial killer, our famed private detective--accompanied by Dr. Watson and Inspector Lestrade--searches a dark and spooky graveyard after finding evidence that several women have been imprisoned nearby. Who knows what lurks in the shadows of a gravestone--or skulks behind a vine-covered mausoleum?

T-228 – SMG – D-Day

+2 – June 8th, 1944

WWII; 6 PM; Length: 3; Location: Exhibit Hall A; Table: EA-079; Hosted by: Robert Belli; Scale: 20mm; Rules: Sergeants Miniatures Game; Number of Players: 6.

Squads from the 101st have secured a village just north of the Douve River. As they begin to build defenses they come under attack from German forces looking to retake the village. Sgt Harrison and his men are in the fight of their lives as Unt. Dreher looks to regain honor lost in his earlier defeat. Rules to be explained. New players and Kids with accompanying adult welcome.

T-433 – The Battle of El Alamein 1942

WWII; 6 PM; Length: 4; Location: Ball Room B; Table: BB-001; Hosted by: Stephen Wagner; Scale: 15mm; Rules: Flames of War; Number of Players: 8.

Come experience one of the major turning Points in the WWII. As the famed Afrika Korp pushing closer to Cario can the British 8th Army stop the onslaught and push back Rommel from reaching the Suez Canal? Kids under 13 must have adult with them.

T-304 – Operation Cobra 1944

WWII; 6 PM; Length: 3; Location: Battlefield Tournament Area; Table: BF-045; Hosted by: Matt Fridirici; Scale: 15mm; Rules: Flames of War; Number of Players: 6.

The Americans are breaking out from the beaches, can they get home by Christmas or will there be a stalemate in France again? Drive the Shermans or command a Panzer and have some fun!! Rules Taught. Children 12 or younger with playing adult please.

T-194 – Attack on Lae – Pacific Air War

WWII; 6 PM; Length: 2; Location: Exhibit Hall A; Table: EA-015; Hosted by: Brian DeWitt; Scale: 1/285; Rules: Check Your 6!; Number of Players: 6.

Marauders from Port Moresby attack Lae and on the way home are in return attacked by Japanese. Luckily, they have arranged for fighter escort for the return trip. The Marauder with future President Lyndon Johnson, that was part of this attack, developed generator problems and turned back 80 miles short of the target and avoided the engagement.

T-593 – First Moves WW III Eisenbach Gap May 14th, 1985

Modern; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-021; Hosted by: Mark Cramer; Scale: 1/285; Rules: Mark H Walker World at War board game Eisenbach Gap; Number of Players: 6.

The Soviet 1st Tank Army has found the seam between the British and US forces and are ready to throw the first punch of WW III. Game features US, British, West German vs Soviets in an easy to learn adaptaion of Mark Walkers World at War Board game rules. Game will include random activation, hidden deployments, civilian traffic, Helo/ air and chemical strikes. Fast play, no snoozers allowed. Not for kids (of any age).

T-526 – Eternal Flame

Fantasy; 6 PM; Length: 2; Location: Meeting Room 3; Table: M3-002; Hosted by: Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of Players: 6.

Reborn from its fiery tomb the Balrog faces down the fellowship one last time. Fast paced skirmish action set in the Lord of the Rings universe.

T-372 – Battletech – Eagle and Fist: Deadliest MechWarrior

SciFi; 6 PM; Length: 5; Location: Ball Room D; Table: BD-004; Hosted by: Charles Shumar; Scale: 1/285; Rules: Total Warfare; Number of Players: 10.

Welcome to Deadliest Mechwarrior. In each edition we will cover 2 units from across the inner Sphere, Clans and Periphery and pit them in head to head combat using detailed simulations. In this installment we will be covering the elite of the Free Worlds League Military, the 1st Knights of the Inner Sphere and the 6th Lyran Guards All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

7 PM

T-630 – Super Six-One – 3 October 1993

Modern; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-012; Hosted by: Michael Byrne; Scale: 28mm; Rules: Force on Force; Number of Players: 5.

Super Six-One is downed by a RPG round. The Black Hawk crashed landed in an alley less than six blocks from the Olympic Hotel. Super Six-Eight is sent to recover Six-One's crew and passengers. As the CSAR team works feverishly to rescue the injured crew and passengers, Somali mobs are gathering to overrun the crash site. Can the CSAR team rescue the wounded soldiers of Super Six-One and hold off the Somali mobs?

T-101 – Will the Bavarians get Creamed?: 1st Battle of Polotsk, August 17-18, 1812

Napoleonic; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-024; Hosted by: Peter Anderson; Scale: 28mm; Rules: Field of Battle, 2nd edition; Number of Players: 6.

The Corps of Oudinot and St Cyr are on the route to St Petersburg, when Russian General Wittgenstein attacks. This battle effectively put an end to any real threat to the “second” Russian capital, but maybe things will turn out differently this time? Teens 14 and over welcome with a playing adult.

T-552 – Confrontation at River Canard

War of 1812; 7 PM; Length: 4; Location: Ball Room C; Table: BC-002; Hosted by: Duncan Adams; Scale: 25mm; Rules: With MacDuff to the Frontier; Number of Players: 6. The Americans have crossed from Detroit to invade Canada. A British force defends the Canard River bridge to prevent the invaders from besieging undermanned Fort Malden. When an American advance party reaches the Canard the result is the first land battle of the war. Under 12 welcome with a playing adult.

T-323 – ACW – BIG Battle Cry – Fredericksburg Dec. 13 1862

American Civil War; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-070; Hosted by: Richard Borg; Scale: 28mm; Rules: BIG Battle Cry; Number of Players: 8. Burnside’s Union Army of the Potomac, met disaster in a pitched battle against Lee’s Army of Northern Virginia in and around Fredericksburg. BIG Battle Cry allows players to experience the frustrations associated with being part of an ACW military style chain of command and the challenges of coordination and cooperation needed to gain victory. Adult must be present with child.

T-268 – Oklahoma Bootleggers

Western; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-022; Hosted by: Leo Walsh; Scale: 25mm; Rules: High Noon; Number of Players: 16.

Revenuers, Feds, and local county police are after the bootleggers for their own reasons. Can the hooch peddlers save their still? Can they get away with the “goods”? Wild West appeal with “Tommy” guns, shotguns, horses and automobiles! All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

T-318 – South Africa 1876 – 1881: Centane Hill: February 7, 1878 – Theme

Colonial; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-001; Hosted by: John Shirey; Scale: 40mm; Rules: Black Powder; Number of Players: 6.

In January 1878 Captain Upcher of the 1/24th Battalion setup a fortified camp on Centane Hill in the Transkei between the Kei and Kobonqaba Rivers. On February 7th one of the largest Xhosa army gathered in the 9th Frontier War attacked the camp. The Xhosa were defeated by a combined British and Cape Colonial army. It was the last time a large Xhosa army made a frontal attack on the British and Cape Colonial forces. It was also the last major struggle of the Galeka Xhosa in the Transkei against the Imperial forces.

T-208 – “Not men, but demons.”

The Foreign Legion at Camerone, 30 April 1863 – Theme

Colonial; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-045; Hosted by: Michael Montemarano; Scale: 28mm; Rules: Rich Hasenauer’s Alamo, modified; Number of Players: 9.

“We will amuse the enemy,” stated Capt. Jean Danjou, commanding 48 men of the 3rd Company, 1st Bn of the Regiment Etrangere holding out in an abandoned hacienda against 2,000 Mexican troops. So begins a legend. After inflicting over 400 casualties over the course of a scorching day, the few surviving Legionnaires were captured when they ran out of ammo. Confronted with but a handful of wounded prisoners, the Mexican commander asked, disbelievingly, “Is this all? Are there no more?” Receiving affirmation, he exclaimed “Then these are not men, but demons.” Beautiful hand-built structures and singly mounted 25/28mm figures, with rules modified from Rich Hasenauer’s Alamo. Can the legend continue?

T-460 – The Lion Sleeps Tonight

Colonial; 7 PM; Length: 4; Location: Ball Room B; Table: BB-005; Hosted by: Tom Anderson; Scale: 28mm; Rules: The Sword and the Flame; Number of Players: 6.

Lord Percival and Lady Pamela Leadbottom are on safari with a party of favorites in one of the garden spots of Africa – Tsavo. They are having a friendly competition to see who can bag the most of the Big 5 game animals. If only that pesky railroad project doesn’t scare all the game away...





T-490 – The Road To Smolensk, 1941

WWII; 7 PM; Length: 4; Location: Ball Room Open; Table: BO-007; Hosted by: Thomas Harris; Scale: 20mm; Rules: Men Under Fire; Number of Players: 6.

In the opening weeks of Barbarossa, the Germans pushed forward relentlessly against scattered Soviet resistance. In the wooded and swampy approaches to Smolensk, however, the Soviets threw in numerous counterattacks by mixes of infantry and armor resulting in a series of confused and violent meeting engagements.

T-394 – Fireball Forward – Airborne Counter-Attack – June 1941

WWII; 7 PM; Length: 4; Location: Ball Room E; Table: BE-001; Hosted by: Thomas Ballou; Scale: 15mm; Rules: Fireball Forward; Number of Players: 5.

As the Germans move forward across the Berezina on June 29, 1941, the Soviet 8th Brigade of the 4th Airborne Corps is sent forward to destroy the bridgehead. As the Germans work feverishly to complete a pontoon bridge across the Berezina, elements of the 8th Brigade along with Brigade assets attack. The Germans have their hands full as the Airborne troops are not the usual barely trained masses.

T-580 – Comrad Grandfather Frost

WWII; 7 PM; Length: 4; Location: Ball Room C; Table: BC-001; Hosted by: Bruce Kohrn; Scale: 1/300; Rules: Mustangs (remembrance of S. Craig Taylor); Number of Players: 4.

January 1940. Soviet heavy bombers are inbound with supplies a surrounded force. Swedish Gladiators object. Fledglings with adult copilots welcome.

T-548 – Dawn Assault

WWII; 7 PM; Length: 4; Location: Ball Room C; Table: BC-006; Hosted by: Don Hogge; Scale: 28mm; Rules: Battleground WW2; Number of Players: 6.

In 1942, the Germans were using the Wurzburg⁹ early warning radar system. The British wanted to obtain components of the radar to study. According to intelligence reports, one of the radar systems was suspected to be on the coast of Normandy. Lightly guarded, this should be a quick “in and out” commando style raid. However, no plan survives first contact with the enemy. Gamers under the age of 14 are welcome with an adult.

T-422 – CY6! Jet Age, Indo Pak – Wollen on Top

Modern; 7 PM; Length: 2; Location: Ball Room E; Table: BE-003; Hosted by: C.B. Stevens; Scale: 1/300; Rules: Check Your 6! Jet Age; Number of Players: 6.

T-540 – Northwest Frontier by G.A.S.L.I.G.H.T. – Theme

Colonial; 7 PM; Length: 4; Location: Ball Room C; Table: BC-005; Hosted by: Buck Surdu; Scale: 28mm; Rules: The G.A.S.L.I.G.H.T. Compendium; Number of Players: 8.

A local chieftain dared to thumb his nose at the British lion, so Colonel Palmer launches an ad hoc punitive expedition into the hills to exact retribution. Equipped with Russian technology, the chieftain watches and waits... Children under 13 welcome with a participating adult. Rules will be taught. Players who are wearing their GASLIGHT T-shirt get 1d4 free re-rolls during the game.

T-161 – Battle of Santa Isabel – June 1866 – Theme

19th Century; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-014, EA-091; Hosted by: Eric Burgess; Scale: 15mm; Rules: Din of Battle 2nd Edition (Piquet); Number of Players: 4.

The Imperial Mexican army, led by Major General Thun, has maneuvered in a way to finally draw the Republican Mexican Army into stand and fight situation. The Imperial Mexican Army is bolstered by the Austrian Legion and Belgian Legion, but the Republicans are in a good defensive position. This is an ahistorical battle between historical foes. Come join in the fun! Ages 16 or older.

T-296 – Guadalcanal! 15mm WWII Pacific Mega Battle – Combat Action Command(TM) rules

WWII; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-074; Hosted by: Lee Sowers; Scale: 15mm; Rules: Combat Action Command – Pacific War Supplement; Number of Players: 8.

Play the popular hit new Combat Action Command 15mm WWII rules. Fearless US Marines fight the fanatical Japanese in a pitched battle for control of Guadalcanal. Based on the famous battle of Edson’s Ridge your elite Marine Raiders and Paratroopers fend off the furious assaults of the fanatical Japanese. Rules taught, minis provided. Just show up and play, but register early! CAC games at Cold Wars were all booked up! Note: there will also be open CAC Demo Gaming at the On Military Matters’ dealer booth all day. Rules taught but WWII miniature gaming experience helpful.

T-115 – Ulithi Atoll – July 1945

WWII; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-050; Hosted by: Martin Fenelon; Scale: 1/285; Rules: Kamikaze 1946: Divine Wind; Number of Players: 8.

Five I-400 submarines surface 200 miles east of Ulithi Atoll. Fifteen aircraft are quickly assembled and launched, flying west towards the American fleet. Their mission, destroy the carriers before they can support the invasion of Japan. Will the unsuspecting Navy CAP be able to stop this surprise attack? Fast play air-to-air combat, no experience necessary, rules will be taught.

Four MiG-21 FL of India's No. 28 Squadron were forward deployed to Adampur airbase to fly top cover for strike aircraft. A flight of Mysteres, hard-pressed by Pakistani Sabres, brought Squadron Commander MSD Wollen diving into the fray. He bore in on a pair of F-86s, launched a missile at short range, and watched it explode against the ground below and ahead of the Sabre. From the forth-coming Check Your 6! Jet Age IndoPak Campaign Book!

T-463 – Gnome Wars: The Castle in Teutoburg Forest

Gnomes; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-003; Hosted by: Steven Stanton; Scale: 28mm; Rules: Gnome Wars; Number of Players: 12.

On the retreat after losing their brewery in a fierce battle, Lon's Lunkheads meet up with the rest of their clan at a German stronghold in Teutoburg Forest. The Highlanders, Swiss, and Sikhs hope to defeat Lon and crush his monopoly of the gnome beer market. Let's hope that their pillaging of the brewery doesn't influence the allies' battle readiness. No players under 13 without a playing adult with parent/child teams encouraged. Anyone bringing a painted unit from Brigade Games does not have to pre-register.

T-374 – Battletech – King of the Hill

SciFi; 7 PM; Length: 4; Location: Ball Room D; Table: BD-002; Hosted by: Mark Yingling; Scale: 1/285; Rules: Strat Ops: QuickStrike; Number of Players: 8.

Who will be crowned the King of the Hill. Each player will select a Mech and depending on the BV2, it will determine their G/P Skill. Players can earn and lose points based on events each turn. Whoever has the the highest points at the end of the game will win. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

8 PM

T-491 – Marcus Flavius Aquila Finding the Eagle: Night Attack

Ancients; 8 PM; Length: 4; Location: Ball Room Open; Table: BO-006; Hosted by: Phil Viverito; Scale: 28mm; Rules: Classical Hack; Number of Players: 8.

It is 140 A.D. and the centurion Marcus Flavius Aquila is defending a small camp in Britain as the Picts have descended into Northern Britain and are aided by the local Britons. Marcus has everything to do at once. Alert the garrison, direct the camp defense, lead a unit out to parley and save Roman prisoners of the Bretons and Picts and then get everyone back to camp. Did we mention that there will be a night attack on the camp? Rules will be taught (children accompanied by an adult)

T-287 – John Carter on Mars.

Otherworldly Colonial, 1881 – Theme

Colonial; 8 PM; Length: 3; Location: Ball Room B; Table: BB-007; Hosted by: Brett Abbott; Scale: 25mm; Rules: Legends of Old Mars / lord of the Rings system; Number of Players: 6.

It takes more than an airship crash to kill former First Virginia cavalryman John Carter but a knock on the noggin has caused some confusion as to which of the Barsoomian factions pursuing him in the wilds near a dead city are really his friends. Your faction must capture the mighty Jasoomian to enlist him for your cause. All ages welcome if they know of Barsoom and its warrior codes.

T-511 – Indiana Jones to the Rescue!

Pulp; 8 PM; Length: 3; Location: Meeting Room 3; Table: M3-001; Hosted by: Del Stover; Scale: 25mm; Rules: Dr. Who Miniatures Game; Number of Players: 4.

Marion Ravenwood has been captured by Indy's rival, French archeologist Rene Belloq, and his Nazi allies, and our intrepid adventurer-hero must come to the rescue. Join Indy as he tries to board a tramp steamer docked in Cairo and escape with his lady love. A swashbuckling adventure with plenty of action, backstabbing, and jolly fun.

T-195 – The Blue Goose to the Rescue – Pacific Air War

WWII; 8 PM; Length: 3; Location: Exhibit Hall A; Table: EA-015; Hosted by: Brian DeWitt; Scale: 1/285; Rules: Check Your 6!; Number of Players: 9.

It was desperate times for the US forces on Guadalcanal. Japanese battleships had bombarded at night and destroyed many planes. Japanese Transports were unloading in broad daylight. There were only 12 operational Dauntlesses, 4 Wildats and 6 P-400's. There were no torpedo bombers but a PBV-5A named the Blue Goose, armed with two torpedoes, joined the attack. The consensus was that the Blue Goose would never make it back.

T-378 – Battletech – Grinder 4

SciFi; 8 PM; Length: 3; Location: Ball Room B; Table: BB-001; Hosted by: Dave Yingling; Scale: 1/285; Rules: Total Warfare; Number of Players: 6.

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 winner of this round will get a spot in the Grinder Championship Saturday evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

T-340 – Firestorm Armada: Meeting Engagement

SciFi; 8 PM; Length: 5; Location: Exhibit Hall A; Table: EA-026, EA-027; Hosted by: Chuck Stocky; Scale: 1/1000; Rules: Firestorm Armada; Number of Players: 8.

The meeting engagement is a chance for players to bring their fleets and do battle. Fleets will be built according to tournament rules with total points set to 750. All MAR's will be used. Players are encouraged to bring event decks and token sets. No children under the age of 15 without an adult.



Friday

8 AM

F-269 – Learn to play High Noon!

Western; 8 AM; Length: 1; Location: Exhibit Hall A; Table: EA-022; Hosted by: Leo Walsh; Scale: 25mm; Rules: High Noon; Number of Players: 12.

Great for kids and beginners., Learn to play the easy and fast paced rules. Free figure for each beginner! All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

9 AM

F-564 – Get Me To The Temple On Time!

Ancients; 9 AM; Length: 4; Location: Ball Room C; Table: BC-004; Hosted by: Norman Dean; Scale: 20mm; Rules: Home Rules; Number of Players: 6.

A Hittite prince is on his way to Egypt to marry King Tut's widow, but danger lurks on all sides. Will he arrive safely, or be ambushed in the desert? Fast-paced Bronze Age action with plenty of chariots! Rules will be taught. Children under 12 welcome with participating adult.

F-629 - Battle of Worcester

Renaissance; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-003; Hosted by: Scott Perry; Scale: 28mm; Rules: Pike and Shotte; Number of Players: 8.

With Cromwell's forces heavily engaged along the river Teme, King Charles II decides to attack the forces that have been keeping him closed up in Worcester. The King's forces will try to push the Republic's forces out of the outskirts of the walled city and into the wood before sweeping down to reinforce the troops desperately fighting Cromwell. Rules will be taught.

F-541 – Look, Sarge, It's the Austrians

Napoleonic; 9 AM; Length: 4; Location: Ball Room C; Table: BC-001; Hosted by: Buck Surdu; Scale: 10mm; Rules: Look, Sarge, No Charts: Napoleonic Wars; Number of Players: 8.

An Austrian rear guard faces Marshal Davout in 1809. Players command divisions. Featuring an exciting new rules set, this game will renew your interest in Napoleonic gaming. People who have sworn off this period as being the province of grognards and rules lawyers enjoy these rules – as do people who enjoy gaming this period. Fight the game, not the rules! Rules will be taught.

F-615 – The Battle of Gorodetchna, 12 August 1812

Napoleonic; 9 AM; Length: 8; Location: Exhibit Hall A; Table: EA-076; Hosted by: Tom Ruta; Scale: 15mm; Rules: Napoleon's Battles, 3rd Ed; Number of Players: 9.

When Napoleon invaded Russia in 1812, he brought his allies with him. Some went willingly, other not so eagerly. On the right wing of Napoleon's Grand Armée, Austrian Marshal Schwarzenberg was tasked with screening and protecting against any threat from Admiral Tormassov's Army in the south. Unknown to Napoleon, neither the Russians nor the Austrians really wanted to jeopardize the 'understanding' between their respective Emperors. Neither wished to injure the other too greatly. Should too many casualties be inflicted on either side, only Napoleon would benefit. Either side can win the battle, or both sides can lose it. Children under 13 with playing adult.

F-437 – Salamanca:**Clausel's Counterattack**

Napoleonic; 9 AM; Length: 4; Location: Ball Room E; Table: BE-005; Hosted by: Jeff Ball; Scale: 28mm; Rules: Napoleonic Warfare; Number of Players: 6.

The French left is beaten and Marmont wounded. Can you retrieve the situation with a counterattack in the center? Or can you, as the British, hold until reinforcements stop the attack and throw the Frogs back? Rules taught, minors over 13 with adult fine.

F-475 – Pre-Polotsk 1812

Napoleonic; 9 AM; Length: 6; Location: Ball Room D; Table: BD-005; Hosted by: John Snead; Scale: 25mm; Rules: Carnage & Glory II; Number of Players: 6.

On the northern flank of the French advance, a non-historical encounter between the French and the Russians.

F-477 – Lecco Bridgehead

Napoleonic; 9 AM; Length: 5; Location: Ball Room D; Table: BD-003; Hosted by: Tom Garnett; Scale: 28mm; Rules: Carnage & Glory II; Number of Players: 6.

After the French defeat at Magnano, they began the long retreat to defensive positions along the Adda River, north of the Po. In the first of a series of Russo-Austrian cross-river attacks, the Russian forces established the first successful attack at Lecco, the mouth of Lake Como and the Adda on 26 April 1799.

F-157 – The Alamo – Children's Game – Theme

Mexican War; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-002; Hosted by: Bob Burnham; Scale: 25mm; Rules: The Sword and the Flame (modified); Number of Players: 8.

Come join Davey Crockett and Jim Bowie and defend the Alamo! In the 50+ times that I have run the game, many have tried and only once have the Texans succeeded in holding the Alamo! No one above the age of 13 unless accompanied by someone under 13. Kids under 10 are welcomed with an adult.

F-329 – The Battle of New Market – 15 May 1864

American Civil War; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-020; Hosted by: Rick Wynn; Scale: 10mm; Rules: Fire & Fury; Number of Players: 6.

Federal forces under Franz Sigel run into all the Rebs they can handle, in a little crossroads town in the Shenandoah Valley. The resulting battle has been described as one of the most important medium-sized engagements of the Civil War.

F-591 – The Mighty Mississippi – ACW Naval 1864

American Civil War; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-087; Hosted by: Richard Crouch; Scale: 1/600; Rules: Hammerin Iron; Number of Players: 8.

In an alternate 1864, the south has not had the manpower and resources problems that it historically had. They have been able to build the Ironclads they laid down (Mississippi and Tennessee I) which are now part of the Mississippi river fleet. All the South ironclads on the Mississippi and her tributaries are assembling at New Hope Yard to make a break through run down the river. The North has put together an ad-hoc fleet to try and disrupt the South before they can get organized. Come and be part of the big battle on the Mississippi. Easy set of rules, adult must be present with child.

F-301 – “It will be chiefly an artillery and engineer affair”**– Oak Grove: 25 June 1862**

American Civil War; 9 AM; Length: 5; Location: Exhibit Hall A; Table: EA-073; Hosted by: Kaleb Dissinger; Scale: 15mm; Rules: Fire and Fury Regimental; Number of Players: 4.

Lee has been in command of the Army of Northern VA for less than a month, and yet McClellan continues to advance up the peninsula toward Richmond. A bold plan to turn the bluecoats back is about to unfold as Day 1 of the 7 Days is set to begin. It was known as the Battle of Casualties because it accomplished little else. Can Richmond be saved?

F-270 – “Anything Goes” Wild West shootout!

Western; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-022; Hosted by: Leo Walsh; Scale: 25mm; Rules: High Noon; Number of Players: 16.

Like it says: “Any thing goes”. You create the plot, you pick the figures, and you play the game! This isn’t for the faint hearted! All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

F-430 – Return to the Fort – French Foreign Legion – Theme

Colonial; 9 AM; Length: 4; Location: Ball Room B; Table: BB-001; Hosted by: Scott Landis; Scale: 10mm; Rules: The Sword and the Flame; Number of Players: 6.

Forth Zinderneuf has been rebuilt but is still a source of irritation to the locals. Can the contingent sent to find food return alive? Will the fort face another brutal siege? Why would anyone want to live here in the first place? Where are Geste brothers anyway? A classic game with classic rules in a smaller scale.

F-288 – Holiday in Zululand, South Africa, 1879 – Theme

Colonial; 9 AM; Length: 4; Location: Ball Room B; Table: BB-007; Hosted by: Ed Watts; Scale: 15mm; Rules: The Sword and the Flame; Number of Players: 6.

British troops advance warily into the heart of the Zulu empire hoping to add it to their own. Are there Zulu hordes lying in wait? Of course there are! It’s only a matter of where and when they’ll spring from cover to attempt rolling over the stalwart Britons in an assegai stabbing wave. All ages welcome if they can read the rules, rules will be taught.

F-331 – The Battle of Ijo Wima – part 2 – 1870s

Victorian Science Fiction; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-018; Hosted by: Larry Bond; Scale: 1/1000; Rules: Dystopian Wars; Number of Players: 10.

Part two is the naval counterstrike. An EotBS Aero-Naval force is heading for the amphibs!! mmm sounds like a John Wayne movie in the making, doesn’t it? FSA Force structure will be dependent on what was released from duty in part one.

F-280 – The Devil Soldier – China, 1862 – Theme

19th Century; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-001; Hosted by: Byron Champlin; Scale: 25mm; Rules: Brother against Brother; Number of Players: 6.

Learning that an Imperial magazine has been left unguarded outside Shanghai, Taiping rebels have sent a force to capture this valuable prize for the Chung Wang. But Frederick Townsend Ward, at the head of units of his newly-formed Ever Victorious Army, has determined to intercept them. A meeting engagement set during the Taiping Rebellion, one of China’s most sanguine insurrections. Not recommended for children.

F-193 – Battle of Manila Bay

19th Century; 9 AM; Length: 2; Location: Exhibit Hall A; Table: EA-015; Hosted by: Brian DeWitt; Scale: 1/2400; Rules: When Dreadnoughts Ruled the Seas; Number of Players: 6.

Commodore Dewey received orders to attack the Spanish in the Philippines as the Spanish American War started. He sailed to Manila Bay and made a dawn attack on the unprepared Spanish. Here Dewey battles the Spanish who are a little more ready for the attack.

F-554 – A Bridge in the Ardennes; August 1914

WWI; 9 AM; Length: 4; Location: Ball Room C; Table: BC-002; Hosted by: Duncan Adams; Scale: 25mm; Rules: Fire Team Vietnam; Number of Players: 6.

French and German companies contest a bridge in the early, fluid stages of the Great War. Under 12 welcome with a playing adult.

F-307 – The Lost Battalion, October 1918

WWI; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-023; Hosted by: Steven Johnson; Scale: 25mm; Rules: Trenches of Valor; Number of Players: 8.

As the 77th (Liberty) division advances, one battalion pushes further ahead than the rest. Cut off by the Germans, it struggles to hold its position until help arrives.

F-402 – Fireball Forward – Counterattack at Vierville

WWII; 9 AM; Length: 4; Location: Ball Room E; Table: BE-006; Hosted by: Curt Daniels; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

6 June 1944, 1200 hrs l’Ormel farm, south of Vierville – On the plateau above Omaha beach, some parties were moving inland to their assembly areas to the south of the coast road. B Company 116th RCT led by Lieutenant Walter Taylor was one such platoon sized group. They advanced through Vierville and headed south for what their maps told them was the Chateau de Vaumicel. In fact this was the l’Ormel farm on the southern outskirts of Vierville. Taylor’s men arrived about the same time as Elements of 352nd Pioneer Abteilungen. Rules taught. Gamers 14 and over only please.

F-574 – Battle Of Elsdorf: Feb 26th 1945

WWII; 9 AM; Length: 4; Location: Ball Room C; Table: BC-005; Hosted by: Kurt Schlegel; Scale: 1/285; Rules: Look Sarge, No Charts: WW2; Number of Players: 6.

The American 3rd Armored Division launches an attack on the town of Elsdorf. This is the only battle of the war that featured Pershings vs. Tigers. We will be using the easy to learn Look Sarge, No Charts rules.

F-235 – Cobra – Enlarging the Breach

WWII; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-030; Hosted by: Steve Fliss; Scale: 6mm; Rules: Mein Panzer 2; Number of Players: 5.

Late July 1944 – Operation Cobra has torn a hole in the German Normandy defenses. A US combined-arms task force races to enlarge the breach, but an ad hoc German kampfguppe desperately attempts to stem the deluge along a narrow river. Not recommended for kids under 14.

F-342 – Tarkin Must Die

SciFi; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-069; Hosted by: Grant Greffey; Scale: 30mm; Rules: Home rules; Number of Players: 8.

Grand Moff Tarkin is one of the most hated and feared figures in the Galactic Empire. Tarkin rules The Outer Rim sectors with cruel terror in the name of the Emperor. So when the Rebel Alliance decided upon assassinating him, there was no shortage of volunteers for the mission. Kid Friendly; Rules Explained; Padawan under 8 should have some “help”.

F-512 – Dr. Who and the Evil at St. Agnes Church

SciFi; 9 AM; Length: 2; Location: Meeting Room 3; Table: M3-001; Hosted by: Del Stover; Scale: 25mm; Rules: Dr. Who Miniatures Game; Number of Players: 3.

What is more frightening than the danger you cannot see? When scared children take refuge in an abandoned church, Doctor Who and his companions brave a spooky church where malevolent aliens—disguised as angelic statues—lurk. One touch of these “Weeping Angels” and you disappear forever, so don’t blink! A fast-paced and spooky game of hide and seek ... with winner take all.

9:30 AM

F-174 – Little Big Horn, Captain Yates Battalion – 25 June, 1876

Western; 9:30:00 AM; Length: 4; Location: Exhibit Hall A; Table: EA-046, EA-047; Hosted by: Phillip Gibbons; Scale: 25mm; Rules: Barn Brewed Home Rules; Number of Players: 8.

While Major Reno is fighting in the valley below, near the upper end of the village, the five company battalion led by General Custer continues to move north and occupy the ridges overlooking the lower end of the village. He can see the dust cloud of the noncombatants who are fleeing downstream, away from the village. Suddenly Custer receives information that Reno is being pushed back and his lines are collapsing. He orders Captain Yates’ battalion toward Medicine Tail Coulee Ford, the main crossing site at the lower end of the village. The Sioux and Cheyenne now move to this crossing to protect the village from the new threat. This is a highly researched scenario with many hand crafted figures that accurately portray personalities from the battle. Not Recommended For Kids or gamers with heavy hands.

10 AM

S-628 – Battle of Al Mansurah 1250

Medieval; 10 AM; Length: 4; Location: Ball Room E; Table: BE-007; Hosted by: Perry Gray; Scale: 15mm; Rules: Medieval Warfare; Number of Players: 6.



This is the decisive battle of the Seventh Crusade between the French of King Louis IX and the Ayyubid army of the Sultan Turan Shah of Egypt. The crusades want to conquer Egypt before moving to the Holy Land to liberate Jerusalem. Can the Egyptians stop them? Rules will be taught.

F-625 – A Walk in the Park – HitlerJugend in Normandy

WWII; 10 AM; Length: 4; Location: Ball Room Open; Table: BO-012; Hosted by: Jake Strangeway; Scale: 20mm; Rules: Men Under Fire; Number of Players: 6.

As a prelude to Operation Epsom, Monty’s big assault to the west of Caen, the Polar Bears were to strike south towards Tessel Wood and the high ground around Rauray. But barely 24 hours beforehand, the Germans had finally “straightened the front-line”. They had withdrawn from the salient around Cristot & Le Mesnil Patry and had established a new defensive line few hundred yards to the south. The next objective was Fontenay-le-Pesnel, but blocking the path down the slopes into this village was the imposing feature of Parc de Boislande. The task of securing the area and Chateau was allocated to the 6th Battalion, Duke of Wellington’s Regiment (6DWR). With confidence high, the British were further encouraged by air reconnaissance and ground patrols failing to detect strong defensive positions in the parkland and around the Chateau...

F-596 – The Tiger and the Dragon – Fourth Battle of Kawanakajima, 18 Oct 1561

Renaissance; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-014; Hosted by: Anthony Watts; Scale: 6mm; Rules: Impetus; Number of Players: 4.

The Dragon, Uesugi Kenshin, is determined to destroy The Tiger, Takeda Shingen, once and for all in the epic Fourth Battle of Kawanakajima. Samurai will clash with sword and spear in the bloodiest battle of the Sengoku Period.

F-484 – Russia, July 1708, Morning

Age of Marlborough; 10 AM; Length: 4; Location: Ball Room D; Table: BD-007; Hosted by: Lyle Bickley; Scale: 28mm; Rules: Carnage & Glory Marlburian; Number of Players: 6.

Breaking out of winter quarters in July, 1708 a Swedish advance force surprises the Russian’s at a strategic crossroads. Both sides try to secure the best ground for the coming battle.

F-441 – Battle of Hastenbeck, 1757

Seven Years War; 10 AM; Length: 4; Location: Ball Room E; Table: BE-008; Hosted by: Bruce Taylor; Scale: 15mm; Rules: Koenigskrieg, 2nd ed w/slight modifications; Number of Players: 6.

A French army commanded by Marshal Soubise has invaded and occupied the Electorate of Hannover. King George of England has directed his son the Duke of Cumberland to evict the French and force them back across the Rhine. Join in the battle to see if the Duke will be successful or fail, (the historical outcome). Rules taught.

F-241 – Chestnut Hill, December 1777

AWI; 10 AM; Length: 5; Location: Ball Room Open; Table: BO-008; Hosted by: Richard Mentch; Scale: 28mm; Rules: Carnage & Glory II; Number of Players: 8.

An American War of Independence What If? scenario: Being a speculation upon the success of Lord Cornwallis in an attack on the American Right Wing northwest of Philadelphia prior to the encampment at Valley Forge. Not recommended for kids.

F-487 – Battle of Cacabelos

Napoleonic; 10 AM; Length: 6; Location: Ball Room D; Table: BD-006; Hosted by: Guy Gormley; Scale: 15mm; Rules: Carnage & Glory; Number of Players: 4.

The action at the defile of Cacabellos, 3 January 1809 during Sir John Moore’s retreat to Corunna. This is a delaying action by light forces of the British rearguard and the lead elements of Marshal Soult’s pursuing army. The purpose of the British stand was to give Moore time to destroy the stores at his main supply depot at Villafraanca, six miles to the west.

F-172 – Battle of Otisburg

American Civil War; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-052; Hosted by: Jeff Corbin; Scale: 15mm; Rules: Johnny Reb 3 with slight modifications; Number of Players: 8.

The Union and Confederates meet near the vital Railway Junction and Supply Depots near Otisburg. We Play with Johnny Reb 3 with optional rules for Unit Quality and Leader abilities.

F-106 – The Bloody Angle at Spotsylvania Court

House: May 12, 1864

American Civil War; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-007; Hosted by: John Michael Priest; Scale: 54mm; Rules: By the Left Flank!; Number of Players: 8.

Five brigades from the veteran Sixth Corps, Army of the Potomac are trying to dislodge equally toughened Confederates from three different brigades from the West Angle. The mud is deep and slimy. A torrential rain, field with lightning will slow the assault but the Yankees must break the line to finish off once and for all the Army of Northern Virginia. Command a regiment or a brigade and try to change history. No children under 14 without a playing adult present.

F-496 – Prairie Grove, December 7, 1862

American Civil War; 10 AM; Length: 6; Location: Ball Room Open; Table: BO-013; Hosted by: Paul Olszanski; Scale: 15mm; Rules: Fire and Fury Regimental; Number of Players: 12.

Come play in a regimental fire and fury scenario that will be featured in the soon to be released regimental fire and fury scenario book.

F-123 – Patrols in the Sudan PITS 1885 – Theme

Colonial; 10 AM; Length: 2.5; Location: Exhibit Hall A; Table: EA-031; Hosted by: Martin Goddard; Scale: 15mm; Rules: PITS by Peter Pig; Number of Players: 4.

Mr Pig presents PITS. Patrols in the Sudan 1885, a game in 15mm with British and Dervishes. The British player has a mission and the Dervish player is in opposition. As the British set off across the desert the scenery moves and the natives are prone to pop up and do damage. Not recommended for kids.

F-103 – Krupps and Chassepots – Vionville/Mars la Tour, 16 Aug 1870

19th Century; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-024; Hosted by: Tim Couper; Scale: 15mm; Rules: Field of Battle, 2nd edition; Number of Players: 6.

Fun, tension and action in the Franco-Prussian War .. The Prussian III Corps catch the dithering French 2nd Corps near the villages of Vionville and Rezonville. If you'd like to handle a division, a cavalry brigade or reserve artillery, or even be Gen Phil Sheridan, come along! Not recommended for kids, or grown-ups who prefer control to "fog of war".

F-175 – Nachod, 27 June 1866: Shock vs Fire in Bohemia

19th Century; 10 AM; Length: 5; Location: Exhibit Hall A; Table: EA-051; Hosted by: Bruce Weigle; Scale: 6mm; Rules: 1866; Number of Players: 6.

The Prussian V Corps, having swiftly won through the pass at Nachod and secured the high ground beyond, is about to descend on Austria's richest province. But just as swiftly, Austria's 6th Corps is hastening to the scene intent on stopping the Prussians at bayonet point. It looks like one of those bloody "Fire vs Shock" battles will result...

F-133 – Aerodrome 1.1 W.W. 1 Aerial Combat

WWI; 10 AM; Length: 6; Location: Exhibit Hall A; Table: EA-071; Hosted by: Richard Heffner; Scale: 1/72; Rules: Aerodrome 1.1; Number of Players: 10.

WW 1 Air Dog Fighting, The Way it Used to Be: Live in FAME or go down in Flames. Earn your Wings! Simple. Intense, and Bloody. FAST, FUN, and Challenging. , Veterans and Novices welcome. Skill, Chance or Luck will all serve. The event will be played in approximately 1 hour games. After the first 2 games pilots shot down yield their seats to waiting pilots. (a first-come list will be kept) Victory records will be kept, with "Bennies" for combat success. Come join over 500 fans, ask ANYONE wearing wings. (We average 9 games in 6 hours) Yes – FAST & FUN! : Rules taught on sight Beginner & Female Friendly, UNDER 12 by Mutual Agreement between Parent & GM.

F-581 – Captain Hawke and the Pharaoh's Tomb

Pulp; 10 AM; Length: 2; Location: Ball Room C; Table: BC-007A; Hosted by: William Dean; Scale: Legos; Rules: Blood and Swash; Number of Players: 6.

American flying ace Captain Hawke is in Egypt with his old friend Professor Burbank to recover a lost relic from the tomb of an ancient pharaoh. However, they'll need to contend with tomb raiders, evil cultists, Nazi super-soldiers and even danger from within the crypt. The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

F-353 – Princess, princess, who has the princess?

Pulp; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-075; Hosted by: Steve Braun; Scale: 28mm; Rules: Savage Tales – Home Brew; Number of Players: 6.

One of the many princesses of Barsoom is lost in the dead city of Horz. Your mission is to find her and get her home to her parents or ransom her back to her parents. You can even eat her, if you play the great white apes. Grab your radium pistol, your sharpest sword and join the quest.

F-229 – SMG – On to Carentan – June 10th, 1944

WWII; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-079; Hosted by: Robert Belli; Scale: 20mm; Rules: Sergeants Miniatures Game; Number of Players: 6.

A platoon from the 101st are moving steadily along the road to Carentan, securing vital check points as they trek on to the town of Carentan. As they approach one of the causeways they are ambushed by scattered remnants of the 91st Luftlande that had regrouped from the earlier battle at St Come du Mont. Rules to be explained. New players and Kids with accompanying adult welcome.

F-618 – “Operation Bagration – The road To Minsk 1 July 1944

WWII; 10 AM; Length: 5; Location: Exhibit Hall A; Table: EA-077; Hosted by: Chris Terry; Scale: 20mm; Rules: Rapid Fire, modified; Number of Players: 8.

July 1st 1944...North of Minsk the 5th Panzer Division – PZ. Regiment-31 sPzAbt.505 holds open a vital supply line(retreat line) The Russians must strike a blow and breakthrough with elements of the the 29th tank corps and 3rd guards Mechanized corps. The russians have (12) twelve turns to respond to this with massive numbers of units. Ages 14 and up welcome.

F-408 – Fireball Forward – World War Two Demo Game

WWII; 10 AM; Length: 2; Location: Ball Room E; Table: BE-001; Hosted by: Mark Fastoso; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

Come and try out Fireball Forward! Brand new fun, fast play WW2 company level rules that you can use your Flames of War figs for! Two demo games to choose from: Lead Easy Company as they assault a German artillery position on D-Day –OR– Lead Rommel's panzers as they try to crash through British tanks in the Libyan desert. Rules taught.

F-206 – Bir el Gubi – Operation Crusader November 1941

WWII; 10 AM; Length: 5; Location: Exhibit Hall A; Table: EA-056; Hosted by: Michael Sincavage; Scale: 15mm; Rules: Battlefront; Number of Players: 6.

During Operation Crusader, the British 22nd Armoured is expecting an easy advance against Italian forces only to discover a motivated, trained, well-equipped, and entrenched force in front of them. As the British charge cavalry style with poorly supported Crusaders, the Italians hit them with AT and artillery fire as well as tossing in a few surprises. At the end the fairly evenly matched Italian 13/40s stage an advance of their own. Experience with Battlefront rules is helpful but not required as the rules will be explained. No children under 15 please.

F-397 – Fireball Forward – Seize the Crossroads, Normandy, France – 14 June 1944

WWII; 10 AM; Length: 5; Location: Ball Room E; Table: BE-004; Hosted by: Sean Barnett; Scale: 15mm; Rules: Fireball Forward; Number of Players: 8.

British forces are attempting to drive the German Panzer Lehr Division out of its defensive positions west of Caen. After passing through the village of Les Verrieres, troops of the 6th Durham Light Infantry, supported by tanks of the 4th/7th Dragoon Guards, are driving on the crossroads east of Lingevres to block the route to the town. The Germans must stand fast and hold that important position. Younger gamers welcome with adult.

F-450 – High Value Target

WWII; 10 AM; Length: 4; Location: Ball Room B; Table: BB-006; Hosted by: Michael McKnight; Scale: 1/3000; Rules: General Quarters 3; Number of Players: 6.

June 1940 Mediterranean: A force of Italian Cruisers with destroyer support is ordered to intercept French naval forces which are withdrawing to North African ports. Latest reports from Superaero advise that a group based round the seaplane carrier Commandant Teste is close and they are ordered to intercept at dawn the next morning. As dawn breaks the French group is sighted... Rules taught, beginners welcome

F-414 – CY6! – Battle of Britain – Opening Round, 10 July 1940

WWII; 10 AM; Length: 3; Location: Ball Room E; Table: BE-002; Hosted by: Jonathan Fellows; Scale: 1/600; Rules: Check Your 6!; Number of Players: 7.

This is considered the beginning of the Battle of Britain. The Luftwaffe had been ordered to stop shipping in the Channel under the code name of Kanalkampf, while the plans for Adlerangriff and Seelowe were being drawn up. When a convoy was sighted on 10 July, Dorniers of KG2, escorted by JG 51 and ZG 26 attacked at low level. The RAF responded with two Hurricane and two Spitfire squadrons.

F-449 – Breakout from Pusan

Korean War; 10 AM; Length: 4; Location: Ball Room B; Table: BB-004; Hosted by: Bob Bengé; Scale: 15mm; Rules: Mein Panzer; Number of Players: 6.

US Marines are getting restless stuck in the Pusan Perimeter. It's time to breakout. Meanwhile, The North Koreans are trying to push to the port of Pusan and finish off all that stand between them and a united Korea under the Communist banner. Will the Marines breakthrough or will Korea be united? Rules taught, beginners welcome

F-527 – Predator vs Illegal Aliens

Modern; 10 AM; Length: 2; Location: Meeting Room 3; Table: M3-002; Hosted by: Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of Players: 6.

Terrorist cells operating in the United States are bringing a nuclear weapon across the Texas border. Join us for this high-tech vs low-tech daring skirmish action where split second decisions make the difference between precision firepower and deadly friendly fire.

F-360 – Friday Morning Soccer

Modern; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-028; Hosted by: Bob Wiltrout; Scale: 30mm; Rules: Corner Kick; Number of Players: 6.

If you know the basic rules of soccer, you'll have no problem playing this game. This morning's game will be two teams from the MLS, as we strive to promote the local lads a bit. The EPL teams will be playing on Saturday. Kid-friendly – well, as friendly as a soccer grudge-match can be...

F-338 – Fight for the Candy Store

Modern; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-025; Hosted by: Mike Pierce; Scale: 15mm; Rules: Force on Force; Number of Players: 6.

Fallujah 2004. Marines assault into the jihadiyya hornet's nest. Orders are to take an intersection and hold. Fedayeen object to the intrusion. Kids under 10 with playing adult please.

F-261 – Shock Troops vs. Zombies

SciFi; 10 AM; Length: 2; Location: Exhibit Hall A; Table: EA-034; Hosted by: Jim Goss; Scale: 28mm; Rules: Free rules (see description); Number of Players: 6.

Free rules are on the Wargames Factory Forum website (www.wargamesfactory.com). This game is designed to teach how to play with miniatures!!! Children with parent only, but all are welcome and will take walk-ups without problem. New to miniatures? Learn how to play or just fun! Players against the game system, adult must be present with child.

11 AM

F-138 – Chippewa 5th of July 1814

War of 1812; 11 AM; Length: 4; Location: Exhibit Hall A; Table: EA-080, EA-090; Hosted by: Bob Lehman; Scale: 54mm; Rules: ATKM 2nd edition; Number of Players: 4.

The Americans under General Jacob Brown have crossed the Niagara River and are moving north. Can the British Army of Canada stop the invasion? Come take command of the "Big Boys" in 54mm. Will be using ATKM rule's (modified for fast play) Easy to learn and FUN to play! 12 and up please unless with parent.

F-112 – Battle of Bladensburg, August 24, 1814 – Theme

War of 1812; 11 AM; Length: 4; Location: Exhibit Hall A; Table: EA-044; Hosted by: Tony Figlia; Scale: 15mm; Rules: Regimental Fire and Fury; Number of Players: 6.

On 15 August 1814 the Navy lands 4,000 British veterans of the Napoleonic war under the command of MG. Robert Ross at Benedict, MD. Nine day later the British drive part of the American forces at Bladensburg over the Eastern Branch of the Anacostia River. Under the command of Gen. Winder, American forces including some regulars but mostly militia take up positions on the west bank. At the Navy Yard, Commodore Barney gathers his flotilla sailors, Marines and 5 heavy guns and heads for the battle. US Cabinet member, Secretary of State James Monroe tinkers with the deployment, weakening the defense. British brigades cross the bridge and attack supported by 30 Congreve rocket tubes. The British goal: Washington! Not Recommended For Kids.

F-597 – Dolley's Mill

War of 1812; 11 AM; Length: 4; Location: Exhibit Hall A; Table: EA-008; Hosted by: Raymond Miller; Scale: 25mm; Rules: Home Rules; Number of Players: 6.

In the chaos that follows the burning of Washington, DC, a British joint Army and Naval landing party pursues remnants of the US government in a village defended by a mix of US Army regulars and militia. Rules emphasize company and battalion commanders' balancing the welfare of their troops against risking injury from combat while making decisions with imperfect information. Each infantry/landing-party player commands one battalion consisting of two companies. One player on the American side will also be the Regiment Commander. On the British side, one player will command the infantry and rocket forces while another commands the Naval landing-party. The game's scenario is based on the many raids the British conducted along the East Coast. Placing the scenario in August 1814 allows for the plausible (but still fictional) added element of Washington's refugees being caught up in a joint Army/Naval party raid. Beginners welcome!

F-122 – “The Shortest War in History” – The Anglo-Zanzibari War, 27 Aug 1896 – Theme

Colonial; 11 AM; Length: 5; Location: Exhibit Hall A; Table: EA-005, EA-006; Hosted by: Rick Nance & Bob Giglio; Scale: 28mm; Rules: Soldier's Companion (modified 2nd edition); Number of Players: 10.

The war lasted a mere 38 minutes. Bands of patriotic Zanzibari faced down the massed guns of a British fleet and marines, and many of them died rather than give up their cause. There is a story that should not be forgotten, and a bizarre battle that just had to be refought on the tabletop – even if only once! Age 15 and older only. Fantastic terrain (buildings, fort, ships) made by Rick Nance, and will be for sale at the show; contact Rick prior at – pioneerpz@gmail.com – for details.

F-448 – Midnight Madness – Convoy Battle in the Med – Fall 1941

WWII; 11 AM; Length: 4; Location: Ball Room B; Table: BB-002; Hosted by: James O'Neil; Scale: 1/4800; Rules: General Quarters 3; Number of Players: 5.

The Italian Regia Marina desperately need to get supplies to the Afrika Corps; The Royal Navy is equally desperate to stop that from happening. Five players will get to try and accomplish their mission under very difficult conditions. Some knowledge of GQ-3 is helpful, knowledge of Naval tactics is desirable; but we can always help a new gamer.

F-339 – Fruits of Our Labor

SciFi; 11 AM; Length: 3; Location: Exhibit Hall A; Table: EA-049; Hosted by: John Currin; Scale: 1/2400; Rules: Battletar vs Basestar; Number of Players: 6.

The Persephone plant is a critical component of Colonial medicinal compounds when grown in low-G environments like agro-ships. Unfortunately, this precludes the use of FTL drives, so transporting this rare botanical specimen from colony to colony is a time-consuming process. Your Colonial task force has been assigned the milk run from Aerilon to Tauron. Unfortunately, the Cylons have other ideas on where these plants should go. Adult must be present with children under 14.

F-383 – Battletech – Grinder 1

SciFi; 11 AM; Length: 3; Location: Ball Room D; Table: BD-001; Hosted by: Dave Yingling; Scale: 1/285; Rules: Total Warfare; Number of Players: 6.

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 winner of this round will get a spot in the Grinder Championship Saturday evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

12 PM

F-173 – Evacuation of El Obeid – Theme

Colonial; 12 PM; Length: 4; Location: Exhibit Hall A; Table: EA-083; Hosted by: Matthew Grove; Scale: 28mm; Rules: Sudan – home rules; Number of Players: 8.

Spring 1883: under pressure from the British, the Egyptian government has begun to evacuate the Sudan in the face of the rising power of the Mahdi. An Egyptian expedition has been sent up-river, to relieve the garrison and some diplomats stranded in the British consulate in El Obeid, already under siege. What the Mahdists lack in artillery is outweighed by their numbers and fanaticism: the Consulate does not have much time. Your task will be either to land your troops and relieve the garrison, or wipe the infidels from the face of the Earth.

F-221 – The Conqueror Worm of Mars, 1889

Victorian Science Fiction; 12 PM; Length: 4; Location: Exhibit Hall A; Table: EA-017; Hosted by: Jeff Wasileski; Scale: 28mm; Rules: Battles by GASLIGHT (modified); Number of Players: 10.

the universe of Space 1889, the last great native Martian state, the Tossian Empire, is wracked by a rebellion of the Death-worshipping Worm Cultists. In desperation, the Emperor turns for aid not only to the fierce green Tharks but to the Earthlings and their wondrous new technology. Can this ancient empire be saved by the likes of Chinese Gordon, Nikola Tesla, and that great action hero, William R. Shafter?

F-136 – “Hell Ride” The Charge of the Light Brigade, 25 October 1854

19th Century; 12 PM; Length: 6; Location: Exhibit Hall A; Table: EA-013; Hosted by: Raymond McClure; Scale: 28mm; Rules: Home Rules; Number of Players: 6.

Into the Valley of Death! On the Balaclava Plain in the Crimea. British players, can you make it down the Valley of Death, take the Russian guns, and return back to your lines again? Russian players, can you stop these mad and insane British light cavalry? This game is based on the book “Hell Riders” by Terry Brighton. The game is as seen in Miniature Wargames 277 and in Miniature Wargames “Greatest Wargames Special”. Players must want to have fun! Players 10-14 welcome with an adult.

F-493 – White Pearl, Black Heart

Pulp; 12 PM; Length: 3; Location: Ball Room Open; Table: BO-007; Hosted by: Frank Sciulli; Scale: 28mm; Rules: Men Under Fire; Number of Players: 6.

Somewhere in the uncharted Orient bands of hearty adventurers and villains vie for fame and fortune. As in the old movies anything can happen on these quests. You could encounter murderers, monsters, mayhem, and mysteries as you attempt to gain fame and fortune in a land that even Hollywood could not imagine. Join us as we play-test the forthcoming the “Men under fire” supplement covering pulp, noir and other adventure that could have been or should have been. An active imagination is required. Only gamers over the age of 17 please.

F-120 – Operation Market-Garden: Battle for Arnhem

WWII; 12 PM; Length: 4; Location: Exhibit Hall A; Table: EA-012; Hosted by: Jonathan Baber; Scale: 15mm; Rules: Flames of War; Number of Players: 8.

Operation Market-Garden: The Battle for Arnhem is set in Sept. '44 and covers the heroic 1st British Airborne Division and their failed attempt to capture and hold the Lower Rhine Bridge in Arnhem. Can the Red Devils hold out until XXX Corp reaches them?

F-528 – Any Port but This One in a Storm

Modern; 12 PM; Length: 2; Location: Meeting Room 3; Table: M3-002; Hosted by: Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of Players: 6.

When a raging storm forces a surveillance vessel into a port right in the heart of Al-Qaeda territory, a daring escape takes place off the docks and through the surrounding streets.

F-381 – Battletech – Gettysburg, Day 1, Simulation

SciFi; 12 PM; Length: 4; Location: Ball Room D; Table: BD-002; Hosted by: Bethany Yingling; Scale: 1/285; Rules: Total Warfare; Number of Players: 8.

Enter the simulation of one of the greatest battles in Terra's history during the Civil War in the old nation of America. This simulation takes place during Day 1 of the battle between the Confederates and Union. All materials, miniatures and dice will be provided. Intermediate to experienced players and no players under 15 years old.

F-379 – Battletech – Wicked Day

SciFi; 12 PM; Length: 5; Location: Ball Room D; Table: BD-004; Hosted by: Bob Maine; Scale: 1/285; Rules: Total Warfare; Number of Players: 10.

After the Clans lost the Great Refusal to the reborn Star League, the Nova Cats were abjured for joining the league forces and were given 30 days to leave clan space. Several of the more aggressive clans including the Jade Falcons and Ice Hellions attacked the lightly defended Nova Cat holdings within a week indiscriminately attacking civilians and military forces alike. During this dark hour there seemed little hope for the Nova Cats' survival.... Unexpectedly, aid came from both the Diamond Sharks and Snow Ravens.... Battles ensued without the traditional Zelliger honor rules and caused catastrophic damage to many of the former Nova Cat cities and holdings during their exodus to the innersphere. All materials, miniatures and dice will be provided. Intermediate to experienced players and no players under 15 years old.

F-198 – Set CQ1 Attack Scorpion Shipyard “This is no Drill!”

SciFi; 12 PM; Length: 5; Location: Exhibit Hall A; Table: EA-064; Hosted by: Eric Shanoltz; Scale: Other; Rules: Colonial Fleet Home rules modified; Number of Players: 6. The Cylons have launched a surprise attack on the Colonial combined fleet. Scorpion Shipyard is one of the most important targets. Can you restart your systems and escape or will you fall victim to the Cylon treachery? Can you destroy the human fleet and finish the job of removing them from space?

1 PM

F-335 – Fighting for India

Ancients; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-026; Hosted by: George Hunsicker; Scale: 15mm; Rules: SAGA Ancient Warfare; Number of Players: 8.

The Greeks are trying to reform their empire in India even though Alexander is dead. The Greeks are bringing everything they can, the Indians too, even the Maiden Guards from the temple! It will be a battle to the finish in NW India! War Chariots, elephants, wedging companion cavalry, skythians and other allies, everything you could think of for a fun time on the battlefield!! Rules easy to learn, teenagers welcome.

F-144 – A Dacian a Day Keeps the Romans Away

Ancients; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-086; Hosted by: Miles Reidy; Scale: 28mm; Rules: Hail Caesar; Number of Players: 6.

Yet another desperate battle between an Early Imperial Roman army and its Dacian counterpart. Will Roman experience and discipline be enough to overcome the ferocious Dacians with their fearsome falx's and Sarmatian allies? Well that's up to you isn't it? Children welcome if accompanied by a parent/guardian.

F-600 – Sortie at Harfleur, Sept. 15, 1415

Medieval; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-015; Hosted by: Michael Andrews; Scale: 28mm; Rules: Hail Caesar; Number of Players: 6.

Before the famous English victory at Agincourt, Henry V's army besieged the city of Harfleur. This scenario is based on a French sally from behind the walls, where they managed to take a siege tower before being driven back. French players will have to destroy a series of siege engines in order to gain victory points, and the English will have to hold them off long enough for support to arrive from the nearby camps and siege lines. Adult must be present with child.

F-202 – Declaring a King(or Queen)

Medieval; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-065; Hosted by: David DeWitt; Scale: 25mm; Rules: Home Rules; Number of Players: 8.

The King is Dead. You have 18 months to gain as much territory (votes) as possible by whatever means necessary (battle or claims) to become the next ruler. Intrigue is crucial to success, but so is might. Only 1 can be king. Unique battle system and fast turns make this fun for all.

F-606 – Battle of Breslau 1757

Seven Years War; 1 PM; Length: 4; Location: Ball Room Open; Table: BO-003; Hosted by: Ken Bunger; Scale: 28mm; Rules: Tricorne 3 Rules; Number of Players: 10.

This will be the introduction of the Tricorne 3rd Edition Seven Years War Rules. Published in 1971, Tricorne was the first set of rules exclusively developed for the Seven Years War. The game will use 800 expertly painted Minden Miniatures.

F-141 – Egypt 1799 –**Land of Mysteries**

Napoleonic; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-045; Hosted by: Jon Lundberg; Scale: 28mm; Rules: Sharpe Practice; Number of Players: 8.

Napoleon has defeated the Mamelukes but faces resistance. Scientists have scattered throughout, researching the region. Rumors of a big find have filtered out. The British have sent a small force up the Nile to meet with the Mameluke leader Ali Bey Al – Babar. The team of French Scientists attempt to make contact with the main body of the French Army. Adult should be present for players under 14.

F-111 – Balls Bluff and Fredericksburg 1861-1862

American Civil War; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-058; Hosted by: Joel Salmons; Scale: 10mm; Rules: Regimental Fire and Fury; Number of Players: 6.

Two ACW river crossings or “Oh do you mean we need boats”. Can the Rebs from Mississippi stop the Union from successfully crossing the river? Two side by side engagements that Barksdale's Mississippians fought at the river's edge. Rules taught and kids are welcome.

F-330 – The Battle of New Market – 15 May 1864

American Civil War; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-020; Hosted by: Rick Wynn; Scale: 10mm; Rules: Fire & Fury; Number of Players: 6.

Federal forces under Franz Sigel run into all the Rebs they can handle, in a little crossroads town in the Shenandoah Valley. The resulting battle has been described as one of the most important medium-sized engagements of the Civil War.

F-149 – Richmond Imperiled!

American Civil War; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-048; Hosted by: Tod Kershner; Scale: 1/72; Rules: A Firebell in the Night; Number of Players: 8. It's McClelland vs. Joe Johnston as the Federal and Confederate armies clash at Seven Pines in 1862 at the gates of Richmond (aka Fair Oaks). The Southern boys surprise the yanks and a wild melee results. Introducing a new set of rules to be published by On Military Matters – easily learned.

F-110 – Assault on the Iron Brigade-Gettysburg July 1st, 1863

American Civil War; 1 PM; Length: 6; Location: Exhibit Hall A; Table: EA-066; Hosted by: Kirk Reed; Scale: 10mm; Rules: GHQ 's Micro Force: the Game :American Civil War; Number of Players: 4.

On the morning of July 1st, 1863 Major W.J. Pegram's (CSA) guns began an artillery duel with the Union artillery that was located on McPherson's Ridge. It was to be the opening of a great battle that lasted for 3 days and turned the tide of American history forever. Two Players can control Major General Henry Heth's (CSA) forces as they try to take McPherson's ridge from Brig. General Wadsworth's (USA) two players. Players need only some wargaming experience. The game is based on GHQ's unit cohesion system.

F-164 – “The Hornets Nest”, April 6, 1862

American Civil War; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-016; Hosted by: Bob Moon; Scale: 28mm; Rules: Fire & Fury Regimental; Number of Players: 7. At Shiloh, on April 6, 1862, General Johnston launched a surprise attack on the Union army in its camps near Pittsburg Landing on the Tennessee River. With their right flank overrun the Union forces managed to stabilize their center with a strong defense along a sunken road lined with thick undergrowth, named the “Hornets Nest” by Confederate survivors. Grab your musket and see if you can win the day, or hold the line and prevent a Rebel breakthrough. Child OK with playing adult.

F-354 – Badli-ki-serai: Roadblock to Delhi – Theme

Colonial; 1 PM; Length: 5; Location: Exhibit Hall A; Table: EA-029; Hosted by: Roxanne Patton; Scale: 25mm; Rules: The Sword and the Flame; Number of Players: 6. The Meerut garrison mutinied on May 10th and marched to Delhi to restore the Mughal Empire. To stop the approaching Queen's and Company's force, 4000 Mutineers occupied a serai and surrounds across the Grand Trunk Road near the village of Badli. The British 1st Brigade made desperate frontal assault to take the ‘sandbag’ battery and the point of the bayonet. An adult must be present with child under 17.

F-319 – South Africa 1876 – 1881: Zulu Raid into Natal: March – May 1879 – Theme

Colonial; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-009; Hosted by: John Shirey; Scale: 40mm; Rules: Black Powder; Number of Players: 6.

After Isandlwana local Zulu army ignoring orders from the king goes cattle raiding into Natal across the Middle Drift. Available Imperial forces rush from Greytown to Kranskop to prevent the escape of the Zulu army. One local force is positioned to delay the Zulus. A mounted force locates the Zulus and shadows them. A British battalion and artillery march as quickly as possible from Greytown to Kranskop and the pass.



F-426 – Agordat – 21 December 1893 – Theme

Colonial; 1 PM; Length: 4; Location: Ball Room E; Table: BE-003; Hosted by: Tim Tilson; Scale: 25mm; Rules: The Sword and the Flame; Number of Players: 6.

Northern Abyssinia. Both the Mahdists and the Italians invaded Abyssinia. Eventually the armies collided. The Mahdists have occupied terrain on the Italian supply line. Now the Italians will try to drive them off.

F-297 – Guadalcanal! 15mm WWII Pacific Mega Battle – Combat Action Command(TM) rules

WWII; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-074; Hosted by: Lee Sowers; Scale: 15mm; Rules: Combat Action Command – Pacific War Supplement; Number of Players: 8.

Play the popular hit new Combat Action Command 15mm WWII rules. Fearless US Marines fight the fanatical Japanese in a pitched battle for control of Guadalcanal. Based on the famous battle of Edson's Ridge your elite Marine Raiders and Paratroopers fend off the furious assaults of the fanatical Japanese. Rules taught, minis provided. Just show up and play, but register early! CAC games at Cold Wars were all booked up! Note: there will also be open CAC Demo Gaming at the On Military Matters' dealer booth all day. Rules taught but WWII miniature gaming experience helpful.

F-240 – Bloody Omaha

WWII; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-057; Hosted by: Wayne Wiltshire; Scale: 15mm; Rules: Flames of War; Number of Players: 5.

Easy Green, 6th of June. Lead the 29th Infantry and 2nd Rangers as they storm the beach . Or you can command the 352nd Infantry hold the bluffs from the invaders. Basic knowledge of rules helpful.

F-419 – Fireball Forward – World War Two Demo Game

WWII; 1 PM; Length: 2; Location: Ball Room E; Table: BE-001; Hosted by: Alvin Gunkel; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

Come and try out Fireball Forward! Brand new fun, fast play WW2 company level rules that you can use your Flames of War figs for! Two demo games to choose from: Lead Easy Company as they assault a German artillery position on D-Day –OR– Lead Rommel's panzers as they try to crash through British tanks in the Libyan desert. Rules taught.

F-121 – Kongo and Haruna vs Prince of Wales and Repulse

WWII; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-059, EA-060; Hosted by: John Gordon; Scale: 1/1200; Rules: Seekrieg V; Number of Players: 8.

December 10, 1941. Japanese bombers have failed to intercept the British Force Z that is now rapidly closing in on the Japanese transports off the southern coast of Thailand. Moving to protect the invasion fleet are the fast battleships Kongo and Haruna. Will Prince of Wales and Repulse succeed in breaking through or will the Japanese stop them?

2 PM

F-610 – Major Objective:**World War 2**

WWII; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-027; Hosted by: Bill Hanson; Scale: 25mm; Rules: Major Objective: World War 2; Number of Players: 8.

Come play the newly released Major Objective: World War 2 Game! MO:WW2 is a simple to learn game with a great amount of depth. You play a squad of infantry where each soldier has independent characteristics, skills and weapons. You may get support from armor, artillery, or even air. The game has elements of strategy, tactics and roleplaying and is very fun to play. You can play the game in 15, 20, 25 or even 54mm scale. So, come give the game a try and have some fun!

F-278 – Trouble in Bangalla:**African Warlord – Theme**

Modern; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-021; Hosted by: Brad Janicki; Scale: 20mm; Rules: Home; Number of Players: 4.

In the African country of Bangalla, a civil war has divided the country causing the local warlords and factions to arm themselves to the teeth. Marxist rebels, religious extremists, local militias, mercenaries, and government armies roam the country. Power and money are always on their minds. Which side will you choose? Adult must be present with child.

F-308 – Borg Attack – – The**Battle of Wolf 359, 2274 AD**

SciFi; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-023; Hosted by: Steven Johnson; Scale: 1/2400; Rules: Ogre; Number of Players: 6.

The Borg Cube is coming for Earth and Starfleet gathers all its ships to stop it! Simple, exciting rules recreate the epic battle from Star Trek: The Next Generation. Command a squadron of Enterprise-class cruisers, Galaxy-class battleships, nimble Grissom-class scouts, fighter shuttles, or the massive Borg Cube! Kid Friendly Game! All the explosions, none of the harsh language!

F-119 – Bug Bash – 3012

SciFi; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-050; Hosted by: Martin Fenelon; Scale: 28mm; Rules: Kryomek; Number of Players: 8.

As the Nexus Government re-asserts control over the planets seized by the Kryomek, the battles have gotten harder. After exhausting the resources of the planets they conquered, the Kryomek advance ran out of steam. Nexus walkers, tanks and infantry are finding and destroying hives. This hive may have a few tricks left. Fast play small unit sci fi action, no experience necessary, rules will be taught. Kid friendly game.

F-565 – Get Me To The Temple On Time!

Ancients; 2 PM; Length: 4; Location: Ball Room C; Table: BC-004; Hosted by: Norman Dean; Scale: 20mm; Rules: Home Rules; Number of Players: 6.

A Hittite prince is on his way to Egypt to marry King Tut's widow, but danger lurks on all sides. Will he arrive safely, or be ambushed in the desert? Fast-paced Bronze Age action with plenty of chariots! Rules will be taught. Children under 12 welcome with participating adult.

F-283 – War and Conquest Pick-up Games!

Ancients; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-035, EA-036, EA-037; Hosted by: Kyle White; Scale: 28mm; Rules: War & Conquest; Number of Players: 6.

“Become a great commander of history and shape destiny!” Bring an army up to 2000 points from the free online lists available at <http://scarabminiatures.com/forum/viewforum.php?f=42>. If you don't have up to 2000 points I will try to accommodate the points limit you do have if possible. If there is space available we will be running small demo games for those interested in trying the rules out. No pre-registration – sign up at the table 1/2 hour before game time!

F-214 – Battle of Rocroi, May 19, 1643

Pike and Shot; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-011; Hosted by: Bob Bryant; Scale: 15mm; Rules: Might of Arms; Number of Players: 8.

Condé turned a stalled battle into a decisive victory for the French, fighting against the Spanish viceroy Melos, in one of the final battles of the Thirty Years War. Adult must accompany child.

F-184 – Blucher Stands Fast – The Battle of Ligny, June 16, 1815

Napoleonic; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-041; Hosted by: Ken Jacobsen; Scale: 15mm; Rules: Napoleon at War; Number of Players: 4.

Napoleon's 100 Days Campaign is in full swing. He has succeeded in splitting the Prussian and Anglo-Dutch armies, and now faces Blucher's Army of the Rhine. This game simualtes the see-saw fighting on the Prussian right flank, centered on the village of St. Amand. Platers with no previous experience are welcome: all materials and rules will be provided if necessary; rules can be taught. Players under the age of 16 must be accompanied by an adult.

F-438 – Salamanca:**Clausel's Counterattack**

Napoleonic; 2 PM; Length: 4; Location: Ball Room E; Table: BE-005; Hosted by: Jeff Ball; Scale: 28mm; Rules: Napoleonic Warfare; Number of Players: 6.

The French left is beaten and Marmont wounded. Can you retrieve the situation with a counterattack in the center? Or can you, as the British, hold until reinforcements stop the attack and throw the Frogs back? Rules taught, minors over 13 with adult fine.

F-598 – Skirmish at the Oakwoods – War of 1812

War of 1812; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-010; Hosted by: Robin Empey; Scale: 28mm; Rules: Red Coats and War Hawks; Number of Players: 12.

General Hull has sent Lt. Col. James Miller and a detachment of American infantry and militia into the Ohio Valley to escort a much needed supply train back to Fort Detroit. Meanwhile British Captain Adam Muir and a regiment of British soldiers and the War Chief Main Poc and a band of his Aboriginal braves have been sent out to prevent Miller's passage. The Americans at Fort Detroit are desperate for the much needed supplies and the British want to ensure that those supplies are not delivered. The two sides are on a collision course in what will be known as the Skirmish at Oakwoods. Ages 14 and over. (Between 10 – 13 must be accompanied with an adult). The international debut of “Red Coats and War Hawks” a brand new rule set for playing skirmish games in the War of 1812.

F-158 – The Alamo – Adult's Game – Theme

Mexican War; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-002; Hosted by: Bob Burnham; Scale: 25mm; Rules: The Sword and the Flame (modified); Number of Players: 8.

Come join Davey Crockett and Jim Bowie and defend the Alamo! In the 50+ times that I have run the game, many have tried and only once have the Texans succeeded in holding the Alamo! No gamers under the age of 13. For those under 13, there is a game at 9:00 a.m.

F-186 – Battle for Hampton Roads, Mar 8-9 1862

American Civil War; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-054; Hosted by: Ronald Bingham; Scale: 1/600; Rules: Victory on the River; Number of Players: 8.

This ACW Ironclad game will be based on the two day Battle for Hampton Roads, March 8-9, 1862. Players will command the CSS Virginia, USS Monitor, wooden ships from both navies, Fort Monroe along with Confederate and Union shore batteries. We will be using "Victory on the River" Ironclad rules. No players under 15 years old.

F-271 – Sapello Creek

– June 30, 1854

Western; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-022; Hosted by: Maurice Holmes; Scale: 25mm; Rules: High Noon; Number of Players: 10.

An Apache raiding party was heading back home when they ran into Lt Sykes and a detachment of Company H of the 2nd Dragoons All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

F-434 – The Defense of Rorkes

Drift, January 22-23, 1879 – Theme

Colonial; 2 PM; Length: 4; Location: Ball Room B; Table: BB-001; Hosted by: Thomas Uhl; Scale: 28mm; Rules: Never Take Them Alive; Number of Players: 6.

Theme Game: "I am not afraid of no one man.... but Zulus, they come in the thousands!" Come experience the Battle of Rorke's Drift and see why so many Victorian Crosses were handed out that One Day in Zululand. Kids under 13 must have adult with them.

F-529 – Mystic Warriors

– the Boxer Legend

Colonial; 2 PM; Length: 3; Location: Meeting Room 3; Table: M3-002; Hosted by: Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of Players: 6.

Face off against the Imperial Oppressors and see if your own Boxers can lay claim to the mystic traditions of the Society of Righteous and Harmonious Fists or if they fall prey to the superior weapons and precision fire of the Eight-Nation Alliance.

F-124 – Patrols in the Sudan

PITS 1885 – Theme

Colonial; 2 PM; Length: 2.5; Location: Exhibit Hall A; Table: EA-031; Hosted by: Martin Goddard; Scale: 15mm; Rules: PITS by Peter Pig; Number of Players: 4.

Mr Pig presents PITS. Patrols in the Sudan 1885, a game in 15mm with British and Dervishes. The British player has a mission and the Dervish player is in opposition. As the British set off across the desert the scenery moves and the natives are prone to pop up and do damage. Not recommended for kids.

F-190 – Klein-Barmen: Rosenberg's Desperate Charge (German South-West Africa, 1904) – Theme

Colonial; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-088; Hosted by: Roy Jones; Scale: 25mm; Rules: The Sword and the Flame (Modified); Number of Players: 6.

Concealed Herero riflemen, firing from boulder fighting positions, have stymied the German attack at Klein-Barmen. In a desperate move, Leutnant von Rosenberg is ordered to take his 5th Feldkompagnie, dash across unprotected open ground, and take the Herero position by storm! From the scenario book "The Herero War". More at: www.hererowars.com.

F-498 – Code Red, Dr. Moreau

Victorian Science Fiction; 2 PM; Length: 3; Location: Ball Room Open; Table: BO-014; Hosted by: Bob Charrette; Scale: 28mm; Rules: Secret Science: Battle Science (playtest); Number of Players: 6.

The science council has determined that Dr. Moreau has overstepped the bounds. A punitive expedition is tasked with apprehending the doctor and putting an end to his inappropriate experiments. Mad science in conflict! Over 13 please, figures supplied.

F-393 – Wreck of the Zephyrus

Victorian Science Fiction; 2 PM; Length: 4; Location: Ball Room E; Table: BE-002; Hosted by: Kim Allman; Scale: 28mm; Rules: Valor and Steel and Flesh; Number of Players: 6.

The City Dweller float ship Zephyrus has gone down. A foraging party from the Martian Punitive Expeditionary force was nearby and occupied the wreck site. The secret to the Martian flying ships could soon be revealed! A courier was dispatched to report the find, and a relief and recovery column sent out. Unfortunately for the Earthmen, their activities are watched by unfriendly eyes. Gamers 14 and over only please.

F-634 – Aerial Flyers, Canals and Landrovers - Theme

Victorian Science Fiction; 2 PM; Length: 5; Location: Ball Room Open; Table: BO-004, BO-005; Hosted by: Thomas Harris; Scale: 28mm; Rules: Mars Needs Steam; Number of Players: 20.

Join an expedition to Mars to grab your share of the fabled wealth of the Red Planet. Struggle over craggy cliffs, cut through dense alien jungles, face fierce challenges to win gold, fame and glory while preventing various other powers from doing the same. Experience the new steam technology that will amaze the world as we approach the 20th century. Join a demo of the new Mars Needs Steam game system from Test of Battle games. Rules will be taught!

F-317 – Battle of Luzon Strait, 1913 – Theme

WWI; 2 PM; Length: 6; Location: Exhibit Hall A; Table: EA-067, EA-068; Hosted by: Michael Harris; Scale: 1/2400; Rules: Fear God & Dread Nought; Number of Players: 12.

Imperialistic expansionism collides in far eastern waters as American 'Manifest Destiny' runs afoul of the Kaiser's dream of Empire. Struggling to be the stronger of the new powers, Admiral Spee challenges United States naval strength for control of the Philippine Islands. However the old Yankee warhorse Admiral Dewey is determined to defeat yet another European power interfering with American interests. Whose dreams of Empire will prevail? Join the Admiralty Trilogy Team as we celebrate Empires at War with the ultimate in gunboat diplomacy – with guns, torpedoes and tactics!

F-582 – Captain Hawke and the Golden Idol of Baga-baga

Pulp; 2 PM; Length: 2; Location: Ball Room C; Table: BC-007B; Hosted by: William Dean; Scale: Legos; Rules: Blood and Swash; Number of Players: 6.

American flying ace Captain Hawke is traveling up the mysterious Zamboni River with his old friend Professor Burbank to find the fabled Golden Idol of Baga-Baga. However, the dastardly Doctor Dean is also seeking it and he isn't alone! The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

F-575 – Attack On Oberempt:

Feb 26th 1945

WWII; 2 PM; Length: 4; Location: Ball Room C; Table: BC-005; Hosted by: Kurt Schlegel; Scale: 1/285; Rules: Look Sarge, No Charts: WW2; Number of Players: 4.

After a fruitless attempt to take the town of Oberempt across fields, in the daylight, the 30th infantry div with armored support launches a night assault on the remnants of the 9th Panzer Division. We will be using the easy to learn Look Sarge, No Charts rules.

F-569 – Look Sarge, the Japanese have Tanks!

WWII; 2 PM; Length: 3; Location: Ball Room C; Table: BC-001; Hosted by: Sam Fuson; Scale: 20mm; Rules: Look Sarge, No Charts: WW2; Number of Players: 6.

In June of 1944 the US landed Marines and then the 27th Infantry Division on the island of Saipan. The Japanese launched night attacks involving a battalion sized element of tanks. The defending Japanese use their armor to defend the Airfield from capture by American forces. This is not a refight of Saipan along historical lines, but a “What Would You Have Done” had you commanded Japanese or American forces given some of their same assets.

F-230 – SMG – The Causeway – June 12th, 1944

WWII; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-079; Hosted by: Robert Belli; Scale: 20mm; Rules: Sergeants Miniatures Game; Number of Players: 6.

The 101st having just taken the causeway are unable to pursue the fleeing German troops. Having decided to dig in to defend their newly taken position they are put to the test early the next morning when a vicious counter attack is launched by the 91st Luftlande forces. Can the US forces hold out till reinforcements arrive? Rules to be explained. New players and Kids with accompanying adult welcome.

F-549 – Which Way to the Front? – or – A Confused Retreat

WWII; 2 PM; Length: 3; Location: Ball Room C; Table: BC-006; Hosted by: Don Hogge; Scale: 28mm; Rules: Battleground WW2; Number of Players: 6.

It is August 1944, Operation Cobra has allowed the Allies to break out and the Germans are trying to reform a line of defense. The front line is everywhere and nowhere. Small units on both sides are trying to accomplish their missions and in some cases, just trying to stay alive. Confusion reigns supreme. Gamers under the age of 14 are welcome with an adult.

F-343 – Batman and the Banzai Break In

Modern; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-069; Hosted by: Grant Greffey; Scale: 28mm; Rules: Ultimate Warzone – modified; Number of Players: 8. Five years ago, the Banzai Institute set up a research facility in Gotham City. The Joker, The Riddler, The Penguin, and Catwoman have joined forces to break into the Institute and “appropriate” items that could support their criminal schemes. The foul fiends had better hurry, because Batman and the Gotham City’s finest are coming to the aid of Team Banzai.

F-361 – Friday Afternoon Soccer

Modern; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-028; Hosted by: Bob Wiltrout; Scale: 30mm; Rules: Corner Kick; Number of Players: 6.

The second leg of a home-and-away contest between two of the MLS’s dominant teams. If you know the basic rules of soccer, you’ll have no problem playing this game. If your a purist who only supports European football, come back tomorrow. Kid-friendly. Of course, if the lads get rowdy...

F-513 – Seal Team 6: Not on My Watch!

Modern; 2 PM; Length: 3; Location: Meeting Room 3; Table: M3-001; Hosted by: Del Stover; Scale: 25mm; Rules: Dr. Who Miniatures Game; Number of Players: 4.

A high-priority terrorist has set up headquarters on a tramp steamer in the Somali port city of Kismayo. Although a drone would quickly put an end to this madman’s threat, the capture of this asset could prove an intelligence bonanza. So Seal Team 6 is called in, and your job is to plan a lightning-fast raid onto the ship and grab the target. The bad guys will be pre-programmed in their actions, so if you can slip up on a guard and “take him out,” then there’s every chance you’ll be aboard the ship before anyone has a chance to react.

F-469 – Desert Breeze

Modern; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-004; Hosted by: Michael Johns; Scale: 28mm; Rules: Open Conflict; Number of Players: 8.

Modern Warfare in the Middle East.

F-563 – Day of the Badger

Fantasy; 2 PM; Length: 2; Location: Ball Room C; Table: BC-007A; Hosted by: Katharine Adams; Scale: 90mm; Rules: Blood and Swash; Number of Players: 6.

Erin Hunter’s popular book series again comes to Historicon. Driven from the forest, the clans have found new homes in the lake country. Firestar is overseeing the building of a new Thunder Clan camp in an abandoned Twoleg quarry. But with a new home come new dangers – – the local creatures are not fond of newcomers. The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

F-587 – Fantasy by GASLIGHT

Fantasy; 2 PM; Length: 4; Location: Ball Room C; Table: BC-003; Hosted by: Dave Wood; Scale: 28mm; Rules: Battles by GASLIGHT; Number of Players: 6.

The initial battles to retake the lost homeland of the Elves have been successful for the allies. However, the Evil overlord has made preparations to launch a surprise counterattack in a quiet sector of the front. Can the evil forces break through or can the allies hold the line?

F-464 – Gnome Wars

Gnomes; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-003; Hosted by: Brian Robinette; Scale: 28mm; Rules: Gnome Wars; Number of Players: 8.

The Jagermeisters are back at it, trying to settle a score with Les Legion du Chocolat Suisse. Will the Suisse send the Huns packing or will they melt in the face of German offensive heat?

F-384 – Battletech – Grinder 2

SciFi; 2 PM; Length: 3; Location: Ball Room D; Table: BD-001; Hosted by: Bethany Yingling; Scale: 1/285; Rules: Total Warfare; Number of Players: 6.

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 winner of this round will get a spot in the Grinder Championship Saturday evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

3 PM

F-245 – Buccaneer Wars

Age of Piracy; 3 PM; Length: 3; Location: Exhibit Hall A; Table: EA-001; Hosted by: Brian Whitaker; Scale: 28mm; Rules: Buccaneer Wars; Number of Players: 8.

The Governor has been replaced and is headed home with all his ill gotten gains. Can you and your pirates take it away from him and his escort? Beginners are welcome.

F-264 – Miller’s Cornfield – Antietam, 17 September 1862

American Civil War; 3 PM; Length: 4; Location: Exhibit Hall A; Table: EA-087; Hosted by: John McConnell; Scale: 28mm; Rules: Brother Against Brother; Number of Players: 12.

Refight the contest over the bloodiest patch of ground on America’s bloodiest day. Union and Confederate regiments marched into The Cornfield starting at first light, each side receiving reinforcements intended to sway the fighting their way, and to ultimately give them control of the field. Skirmish gaming on a large scale, but built for speed! Age 15 or older if not accompanied by an adult.

F-368 – Beer, Ballots, and a Big Gun

Western; 3 PM; Length: 3; Location: Exhibit Hall A; Table: EA-091; Hosted by: Chris Riechers; Scale: 28mm; Rules: Legends of the Old West; Number of Players: 5.

A pro-temperance mob from Kentucky is raiding Cincinnati’s brewery district on election day. Will the German locals defend their votes and their beer?

F-246 – Zombies!!!

Modern; 3 PM; Length: 3; Location: Exhibit Hall A; Table: EA-018; Hosted by: Chad Miller; Scale: 20mm; Rules: Zombies!!!; Number of Players: 8.

First rule of Zombies is Cardio! Faster than ever Zombies are attacking and you need to get out of Manhattan! It doesn't matter if you crawl through sewers or take the still running subway, any means possible to get to the Helo!! If you survive long enough to make it to the pad, you better hope it is still there! Come Kill the undead and the Winner will be rewarded! Beginners are welcome.

4 PM

F-495 – Marcus Flavius Aquila Finding the Eagle: The Parley

Ancients; 4 PM; Length: 4; Location: Ball Room Open; Table: BO-006; Hosted by: Phil Viverito; Scale: 28mm; Rules: Classical Hack; Number of Players: 8.

It is 140 A.D. and the centurion Marcus Flavius Aquila is defending a small camp in Britain as the Picts have descended into Northern Britain and are aided by the local Britons. Marcus must lead a unit out to parley and save Roman prisoners from the Bretons and Picts and then get everyone back to camp. Did we mention forming a testudo and a chariot attack? Rules will be taught (children accompanied by an adult)

F-349 – Roberts' Flank Attack at Spingawi Kotal – 28 Nov. 1878

Colonial; 4 PM; Length: 4; Location: Exhibit Hall A; Table: EA-052; Hosted by: Tom Vielott; Scale: 25mm; Rules: The Sword and the Flame – modified; Number of Players: 6.

On November 27, Major General Roberts lead a detachment of his Kurrum Field Force on a march up the Spingawi Valley to flank the Afghan defenses at Peiwar Kotal. Catching the Pathan tribesmen by surprise the next morning, his force quickly defeated the defenders on the adjacent hills and hit the main Afghan force from the rear, causing a general rout. Come join the stout Britishers and recreate their heroic victory, or join the hardy Pathans and foil Roberts' assault. Kids under 13 welcome with a participating adult.

F-183 – Prevent Defense – Theme

Colonial; 4 PM; Length: 6; Location: Exhibit Hall A; Table: EA-049; Hosted by: Russ Jeff; Scale: 25mm; Rules: The Sword and the Flame; Number of Players: 8.

U.S. Marines are making a river assault on a French Foreign Legion outpost that has been stopping and seizing American gold shipments.

F-409 – Fireball Forward – The Witch's cauldron – Africa, 1941

WWII; 4 PM; Length: 3; Location: Ball Room E; Table: BE-004; Hosted by: Mark Fastoso; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

The Afrika Korps has reached Tobruk after a lightning strike across the Libyan desert. Rommel hopes to crash through the Australian defenses before they have a chance to organize. 25 pdr guns are laid out to take on the Panzers... this 'Thin Red Line' is all that stands between Rommel and the fall of Tobruk.

F-452 – Race

WWII; 4 PM; Length: 4; Location: Ball Room B; Table: BB-004; Hosted by: Mike Moran; Scale: 12mm; Rules: Mein Panzer; Number of Players: 6.

The Russians and Germans have fought to a standstill on the Eastern front. Both sides are limited to light tanks because of a lack of fuel. One lone fuel dump resides in the territory. Each side strives to retrieve enough fuel to power their heavy tanks. Race to the fuel yard, get fuel, and bring your heavy tanks to the fight. Rules taught, beginners welcome

F-451 – Italian Convoy

WWII; 4 PM; Length: 4; Location: Ball Room B; Table: BB-002; Hosted by: Gregory Kuntz; Scale: 1/6000; Rules: General Quarters 3; Number of Players: 6.

The Axis forces are attempting to supply their ground troops in north Africa. The Royal Navy is tasked to stop them. Come play a likely scenario from ODGW's next Decisions at Sea campaign. Rules taught, beginners welcome

F-420 – Fireball Forward – World War Two Demo Game

WWII; 4 PM; Length: 2; Location: Ball Room E; Table: BE-001; Hosted by: Alvin Gunkel; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

Come and try out Fireball Forward! Brand new fun, fast play WW2 company level rules that you can use your Flames of War figs for! Two demo games to choose from: Lead Easy Company as they assault a German artillery position on D-Day –OR– Lead Rommel's panzers as they try to crash through British tanks in the Libyan desert. Rules taught.

F-423 – CY6! Jet Age, Indo Pak – Stake Through the Heart

Modern; 4 PM; Length: 2; Location: Ball Room E; Table: BE-006; Hosted by: C.B. Stevens; Scale: 1/300; Rules: Check Your 6! Jet Age; Number of Players: 6.

1 September 1965, Over Chamb, Kashmir. In danger of losing a strategic position, the Indian Army made a desperate request for air support. Vampires scrambled and, armed with rockets, arrived over the target at the same time as the Pakistani CAP of two F-86F Sabres. The Pakistanis dove into the four Vampires, and Squadron Leader Rafiqui got behind the lead pair. As he shot down the first one, his wingman, Flight Lieutenant Bhatti, spotted the other two Vampires trying to get on Rafiqui's tail. From the forth-coming Check Your 6! Jet Age IndoPak Campaign Book!

5 PM

F-472 – Salamanca – The Initial Action 22 July 1812

Napoleonic; 5 PM; Length: 5; Location: Ball Room D; Table: BD-005; Hosted by: John Snead; Scale: 25mm; Rules: Carnage & Glory II; Number of Players: 6.

GdD Thomieres has strayed too far from the main elements of the French Army. Sir Edward Pakenham has been ordered to attack the unsuspecting French. Historically a crushing British victory. Can you do better?

F-107 – The Bloody Angle at Spotsylvania Court

House: May 12, 1864

American Civil War; 5 PM; Length: 4; Location: Exhibit Hall A; Table: EA-007; Hosted by: John Michael Priest; Scale: 54mm; Rules: By the Left Flank!; Number of Players: 8.

Five brigades from the veteran Sixth Corps, Army of the Potomac are trying to dislodge equally toughened Confederates from three different brigades from the West Angle. The mud is deep and slimy. A torrential rain, field with lightning will slow the assault but the Yankees must break the line to finish off once and for all the Army of Northern Virginia. Command a regiment or a brigade and try to change history. No children under 14 without a playing adult present.

F-218 – Hold Steady Lads – We're on the Way! – Zululand, 12 Mar. 1879 – Theme

Colonial; 5 PM; Length: 5; Location: Exhibit Hall A; Table: EA-084; Hosted by: Rusty Parker; Scale: 28mm; Rules: The Sword and the Flame, modified; Number of Players: 6.

This scenario is loosely based upon the action at Myer's Drift (eNtombe River Crossing). In the early hours of March 12th, 1979 a British supply column was overrun and nearly wiped out by attacking Zulus. A small group of survivors have fallen back to a small farmstead to await reinforcements. The Zulus are not content with the damage they have inflicted and many more must 'wash their spears' this day. Can Color Sergeant Anthony Booth and the survivors hold on until the help arrives? Kids welcome with playing adult.

F-207 – Croix de Guerre – Gembloux May 1940

WWII; 5 PM; Length: 6; Location: Exhibit Hall A; Table: EA-056; Hosted by: Michael Sincauge; Scale: 15mm; Rules: Battlefront; Number of Players: 6.

It is May 13, 1940 and XVI German Army Corps is driving to break the back of the French Mechanized Cavalry corps. As the French array along the Peite Gette, the Germans drive forward not realizing French armored help is nearby. The Germans will soon discover that the French Somua tank is more than a match for anything the Germans have. See motorcycle troops and dragoons battle it out for town control as armored forces swirl nearby in attack and counterattack. Experience with Battlefront rules is helpful but not required as the rules will be explained. No children under 15 please.

F-147 – Aerodrome 2.0 – WW2 Aerial Combat

WWII; 5 PM; Length: 5; Location: Exhibit Hall A; Table: EA-046; Hosted by: Stanley Kubiak; Scale: 1/144; Rules: Aerodrome 2.0 – World War 2 Aerial Combat Game; Number of Players: 10.

WW2 adaptation of the popular Aerodrome 1.1 WW1 ruleset. Easy to learn, easy to play, lots of fun, but takes into account faster speeds and the greater weapons lethality of WW2 aircraft. Rules explained, charts provided. Up to 10 players per round, rounds last about 1 hour, run continuously through allotted time. Wings and medals for victories & valor. Spouse & Female Friendly Game. Under age 15 only with playing adult.

F-530 – Drone Commander

Modern; 5 PM; Length: 2; Location: Meeting Room 3; Table: M3-002; Hosted by: Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of Players: 6.

Take control of a border task force in this combined arms battle where the skies are not so friendly and the stakes are high.

F-514 – Kill the Necromancer

Fantasy; 5 PM; Length: 2; Location: Meeting Room 3; Table: M3-001; Hosted by: Del Stover; Scale: 25mm; Rules: Tabletop Battle System; Number of Players: 4.

Suffer not the necromancer to live. The Witchhunter known as Matthias Thullman is on the hunt for an evil wizard who hopes to raise an undead army and build a personal empire. Entering an ancient cemetery, Thullman finds the necromancer already at work on an evil ceremony that must be stopped. But first, he must deal with the wizard's bodyguard of evil and horrific monsters.

F-315 – Aliens II – Colony Rescue

SciFi; 5 PM; Length: 3; Location: Exhibit Hall A; Table: EA-023; Hosted by: Steven Johnson; Scale: 25mm; Rules: Aliens rules by Leading Edge Games; Number of Players: 8. Our colony on Beta Hydri III has gone silent. Raided by space pirates, blown away by natural disaster, or is it the Aliens? In this sequel to the movie ALIENS, you know everything the viewer does – but will that knowledge save you?

F-385 – Battletech – Grinder 3

SciFi; 5 PM; Length: 3; Location: Ball Room D; Table: BD-001; Hosted by: Bethany Yingling; Scale: 1/285; Rules: Total Warfare; Number of Players: 6.

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 winner of this round will get a spot in the Grinder Championship Saturday evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

6 PM

F-277 – Clash of Empires: Magnesia 190 BC

Ancients; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-008; Hosted by: Don Manser; Scale: 28mm; Rules: Warhammer Ancient Battles – simplified; Number of Players: 5.

An epic struggle deciding who will ultimately rule the ancient world, the Seleucid "Beast in the East" or "West is Best" courtesy of the Roman Republic. Try your hand with phalanx infantry, hordes of screaming warbands, elephants, scythed chariots and the proverbial kitchen sink versus the outnumbered but well drilled veteran legionaries ready to "educate" the Successor menace in the Roman way of war.

F-130 – Battle of Barfleur, 29 May 1692

Age of Reason; 6 PM; Length: 5; Location: Exhibit Hall A; Table: EA-072; Hosted by: Stanley Sunderwirth; Scale: 1/2000; Rules: Victory Under Sail; Number of Players: 7.

French admiral de Tourville with 44 SOL and an invasion force under James II bravely attacked an Anglo-Dutch fleet of 82 SOL (plus 17 in reserve) and fought them to a draw. This scenario will focus on the early fighting in the center where 4 French divisions with 20 ships fought 27 English ships in 3 divisions. Players will control divisions of 4-9 ships in a game with few charts and lots of dice. Rules will be taught at 5:30 pm.

F-113 – Battle for Chiari, Act 1

Age of Reason; 6 PM; Length: 5; Location: Ball Room Open; Table: BO-001; Hosted by: Bill Gray; Scale: 15mm; Rules: Age of Honor (Lace Wars Fire & Fury); Number of Players: 8.

It's 1701 and French Marshal Villeroi expects to smash Prinz Eugen's rear guard at the Italian town of Chiari. The problem is that the entire Austrian army is waiting for him. Pistol packing kurassiers and more color than a Napoleonic dress ball await you. Come join the fun!

F-545 – HAWKS Army Giveaway for Kids

Seven Years War; 6 PM; Length: 2; Location: Ball Room C; Table: BC-007A; Hosted by: Buck Surdu; Scale: 15mm; Rules: Milk and Cookies; Number of Players: 4.

In this second year of a multi-year outreach effort, the HAWKS are sponsoring a game to interest children in the hobby. Several gamers have donated figures to the HAWKS with the understanding that we will get them into the hands of kids. All four children who participate in this event will get a small, painted French and Prussian army to take home. This year's Seven Years War project is based on the generous donation of 15mm figures from Robert Piepenbrink, as well as the donations of additional SYW figures from Erik Engling and Ed Mohrmann. The club has been aided this year by the painting support of John Spiess, who beautifully painted two of this year's giveaway armies for us. Children UNDER, I repeat UNDER, 10 only!

F-182 – Brawl at Brawler Farm, August 28, 1862

American Civil War; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-034; Hosted by: Richard Hasenauer; Scale: 15mm; Rules: Regimental Fire and Fury; Number of Players: 4.

On the eve of the battle of 2nd Bull Run, one lone Union Division bumps into Stonewall Jackson's command at Brawler Farm, resulting in a two-hour, stand-up fight. In the evening twilight, the yet untested and yet to be named "Iron Brigade" received their baptism of fire at the hands of the Stonewall Brigade. In this case the teachers also learned from the students as the boys from the Midwest stood toe-to-toe with the boys from Virginia.

F-152 – The Battle at San Juan Capistrano, January, 1857

Western; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-086; Hosted by: Douglas Lipton; Scale: 30mm; Rules: Posse vs Desperados; Number of Players: 8.

Growing up, Juan Flores emulated the legendary outlaw Juakin Murieta, a “Robin Hood” figure to the Californios. In early 1857 young Flores and a band of about 50 drifters and fellow prison escapees – called bandidos by the Americans-made forays against ranchos and travelers in the sparsely settled area between Los Angeles and the border. Flores chose the small mission settlement of San Juan Capistrano as easy prey. On the morning of January 22, Flores’ gang swept in terrorizing citizens, killing those who resisted, stealing supplies and fresh horses and vandalizing the town. A young boy escaped on a fast horse and made a dash for the Sheriff in LA. Who will win when the Posses take on Juan Flores and his Bandidos? For ages 9 to 79

F-125 – Patrols in the Sudan PITS 1885 – Theme

Colonial; 6 PM; Length: 2.5; Location: Exhibit Hall A; Table: EA-031; Hosted by: Martin Goddard; Scale: 15mm; Rules: PITS by Peter Pig; Number of Players: 4.

Mr Pig presents PITS. Patrols in the Sudan 1885, a game in 15mm with British and Dervishes. The British player has a mission and the Dervish player is in opposition. As the British set off across the desert the scenery moves and the natives are prone to pop up and do damage. Not recommended for kids.

F-453 – The Wobbly Eight

WWI; 6 PM; Length: 4; Location: Ball Room B; Table: BB-006; Hosted by: Bill Cira; Scale: 1/3000; Rules: Fleet Action Imminent; Number of Players: 4.

The German battlecruiser squadron has again sortied for a raid on the English coast. Due to bad weather, the Royal Navy’s battlecruisers fail to intercept them, but the Germans do manage to bump into the RN’s backup squadron consisting of eight old pre-dreadnought battleships affectionately know as “the Wobbly Eight.” The German commander now sees an opportunity to inflict an embarrassing defeat on the RN, while the British commander realizes that he must sacrifice his force, if necessary, to prevent another bombardment of the English coast. It looks like it will be a fight to the death. Rules taught, beginners welcome!

F-231 – SMG – Night Patrol – June 11th, 1944

WWII; 6 PM; Length: 3; Location: Exhibit Hall A; Table: EA-079; Hosted by: Robert Belli; Scale: 20mm; Rules: Sergeants Miniatures Game; Number of Players: 6.

Having arrived on the outskirts of Carentan the 502nd have sent in patrol at 0100 hours to scope the resistance inside the city limits. As soon as the patrol enters the area they are illuminated by flares and come under machine gun fire! Looks like the farmhouse on the hill surrounded by hedgerows are the source. Alarms have been raised and now they find themselves assaulted on their flanks. Can they make it out? Rules to be explained. New players and Kids with accompanying adult welcome.

F-259 – Plane Pushing – Coral Sea 1942

WWII; 6 PM; Length: 3; Location: Exhibit Hall A; Table: EA-027, EA-026, EA-028; Hosted by: Gary Coyle; Scale: 1/3000 & 1/300; Rules: Plane Pushing & Modern GHQ; Number of Players: 12.

The Battle of the Coral Sea was the first in the Pacific where the surface units did not come within visual range. When the instrument of destruction is a deck load of airplanes, how fast you can service, launch and recover them becomes vital. Join the deck crews of TG 17.5 (or the sailors of Japanese CarDiv 5) in the dance of death in the hangers and on the decks of the carriers as they push the planes to victory or disaster. Kid friendly.

F-416 – Fireball Forward – Bridegrooms of Death

WWII; 6 PM; Length: 4; Location: Ball Room E; Table: BE-003; Hosted by: Jerry Frazee; Scale: 15mm; Rules: Fireball Forward; Number of Players: 4.

In October 1941 the Germans began an offensive to cut off Leningrad and their Spanish Division was ordered to pin the Soviets to their front, across the Volkhov river. They sent a combat patrol to cross the river and conduct a night raid. It was the regimental assault section, nicknamed ‘The Bridegrooms of Death,’ and they were to hit the unsuspecting Russians...or so they thought. As they approached the river bank they ran straight into a unit of Soviets crossing onto the Spanish side...an entire battalion of Ukrainians and Tartars were headed right at them! Gamers 14 and over only please.

F-590 – Look Sarge, No Roads

WWII; 6 PM; Length: 4; Location: Ball Room C; Table: BC-009; Hosted by: Geoff Graff; Scale: 12mm; Rules: Look Sarge, No Charts: WW2; Number of Players: 8.

It’s late August 1941 and the German blitzkrieg seems unstoppable. However, the Germans are tired and spread thinly, while the Soviets are trying to plug the gaps with whatever is at hand. So what happens when both sides are cobbled together and the terrain does NOT favor mobility? It looks to be a desperate, close-in fight.

F-619 – Invasion Peleliu

WWII; 6 PM; Length: 6; Location: Exhibit Hall A; Table: EA-051; Hosted by: Tim Broome; Scale: 15mm; Rules: Command Decision TOB; Number of Players: 12.

On 15 September 1944, as a part of the larger invasion of the Philippine Islands, Operation Stalemate II was designed to protect General MacArthur invasion fleet headed for Luzon. This Marine led amphibious invasion of Peleliu was intended to seize the airfield there that could threaten the main efforts to follow in the Philippines. What was supposed to take no more than three days took more than seventy. Marine casualties were high but virtually the entire Japanese garrison of more than 10,000 men was wiped out despite a suicidal Japanese tank charge. Adult must be present with children under the age of 12.

F-333 – Tarawa 1943 – You Must Hold

WWII; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-017; Hosted by: Eric Alvarado; Scale: 20mm; Rules: Arc of Fire – modified; Number of Players: 4.

D+2, 22 November 1943, 1930 hours – Betio, Tarawa Atoll. 1/6 Marines are digging in for the evening. They know that this will not be an easy night for them. With a call for reinforcements, you are denied your request and told...“You Must Hold!”. This is the last scenario of the Tarawa series.

F-594 – First Moves WW III Eisenbach Gap May 14th, 1985

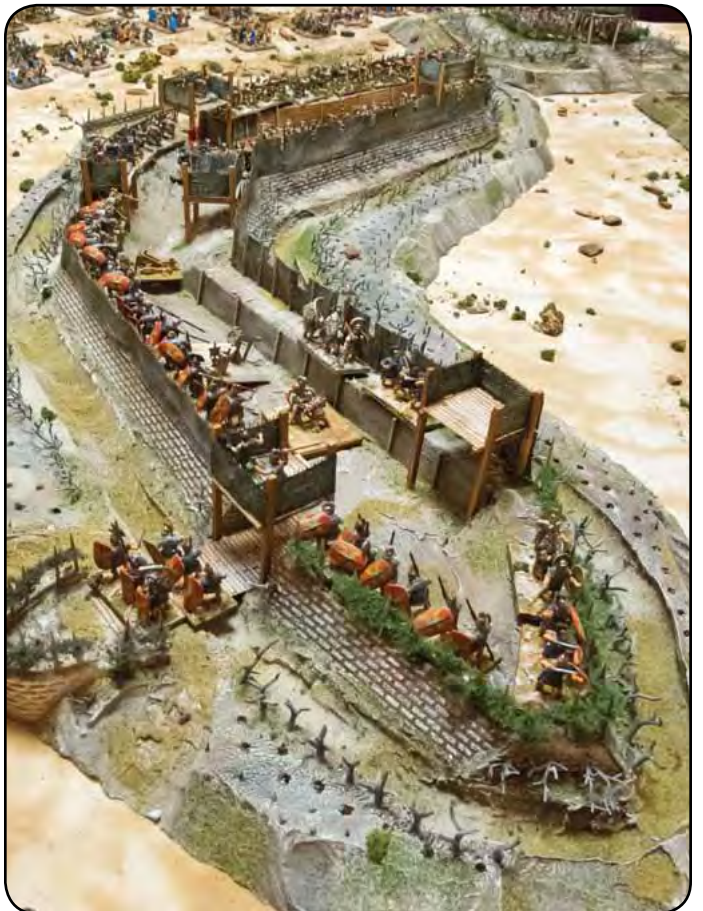
Modern; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-073; Hosted by: Mark Cramer; Scale: 1/285; Rules: Mark H Walker World at War board game Eisenbach Gap; Number of Players: 6.

The Soviet 1st Tank Army has found the seam between the British and US forces and are ready to throw the first punch of WW III. Game features US, British, West German vs Soviets in an easy to learn adaptaion of Mark Walkers World at War Board game rules. Game will include random activation, hidden deployments, civilian traffic, Helo/ air and chemical strikes. Fast play, no snoozers allowed. Not for kids (of any age).

F-217 – Battlestar Galactica – Rendezvous at Picon

SciFi; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-065; Hosted by: Tim Waybright; Scale: 15mm; Rules: BSG – Home Rules; Number of Players: 6.

The Cylons have intercepted the Colonial orders to re-group at Picon. They are gathering for a surprise attack – can the Colonials survive?



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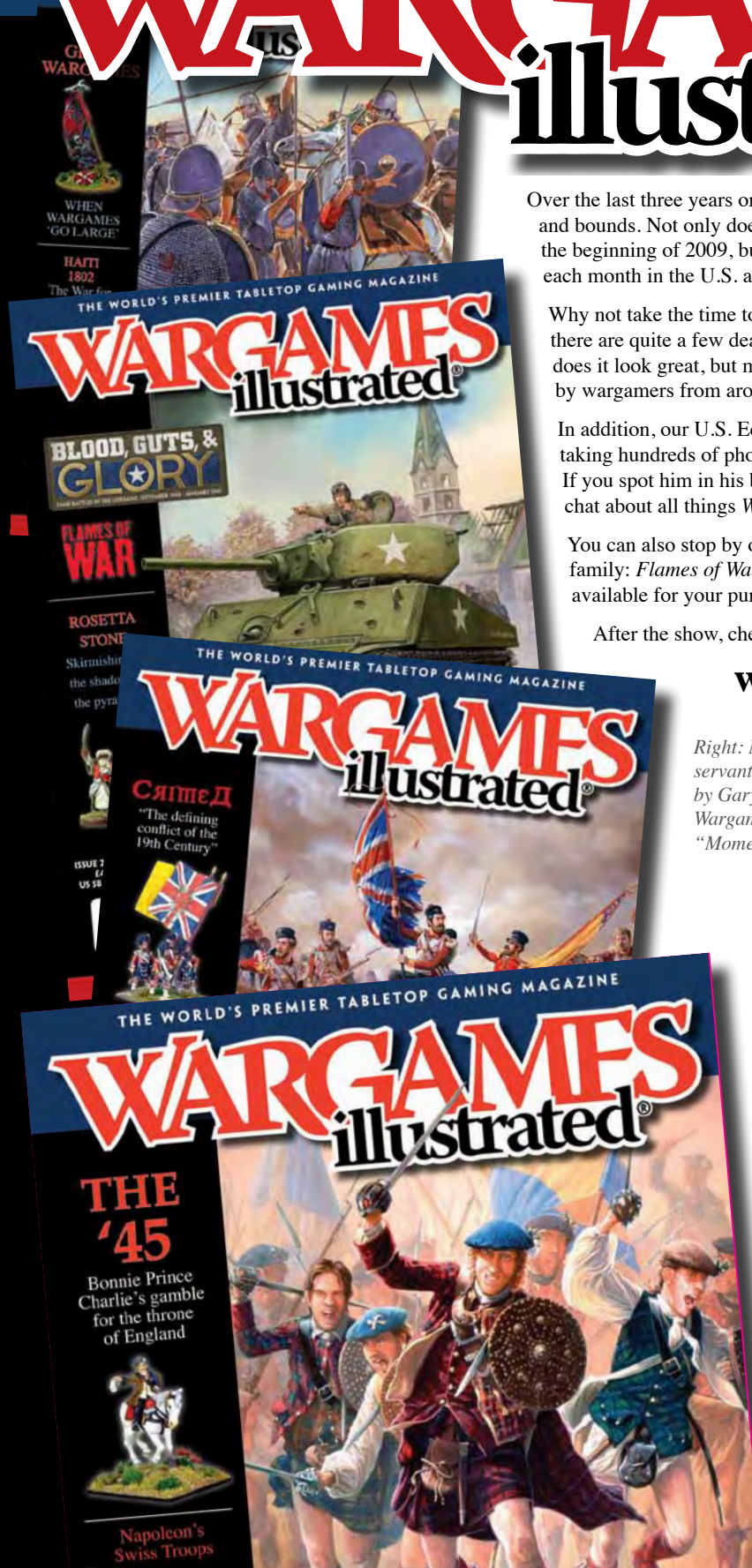
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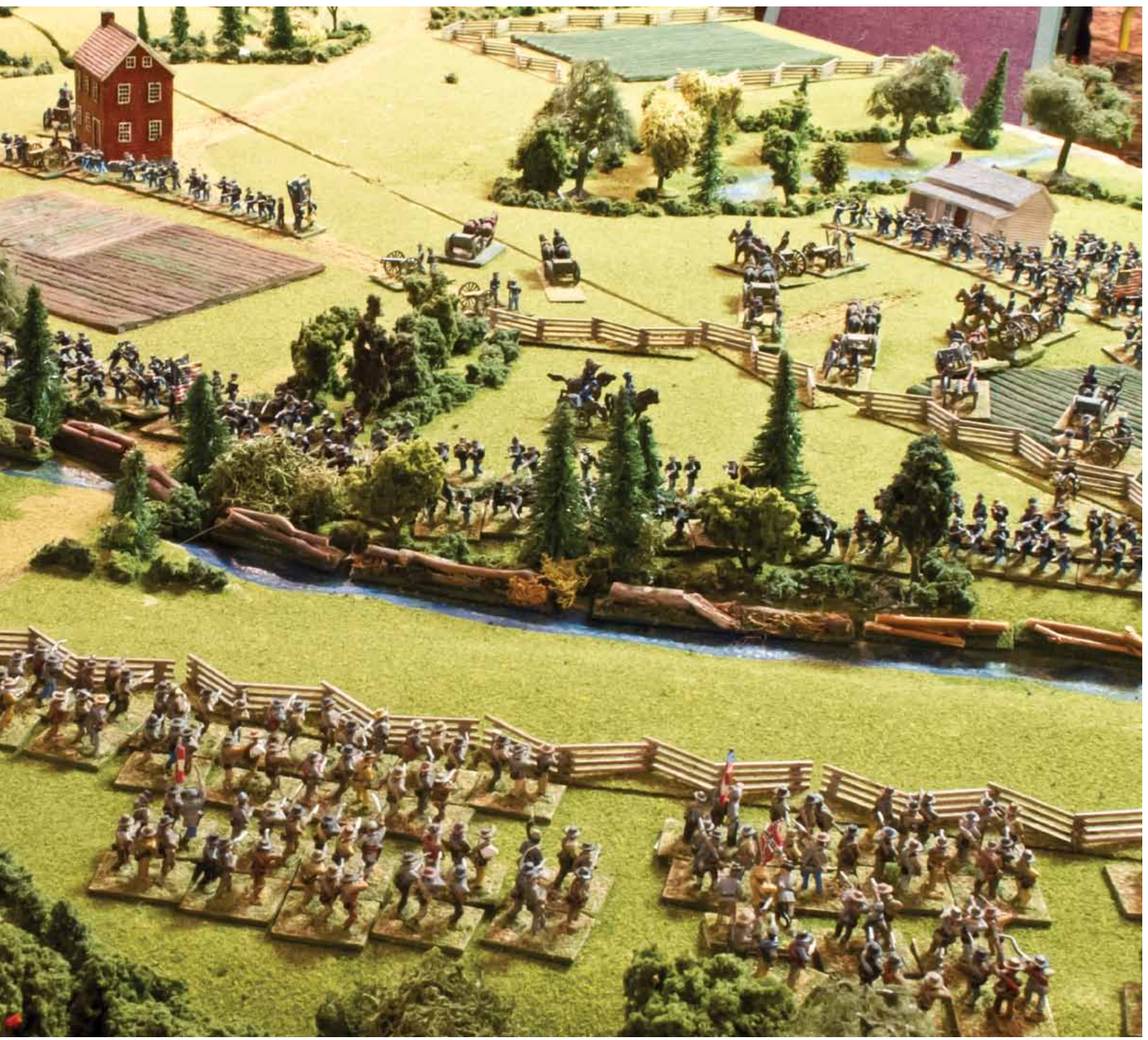
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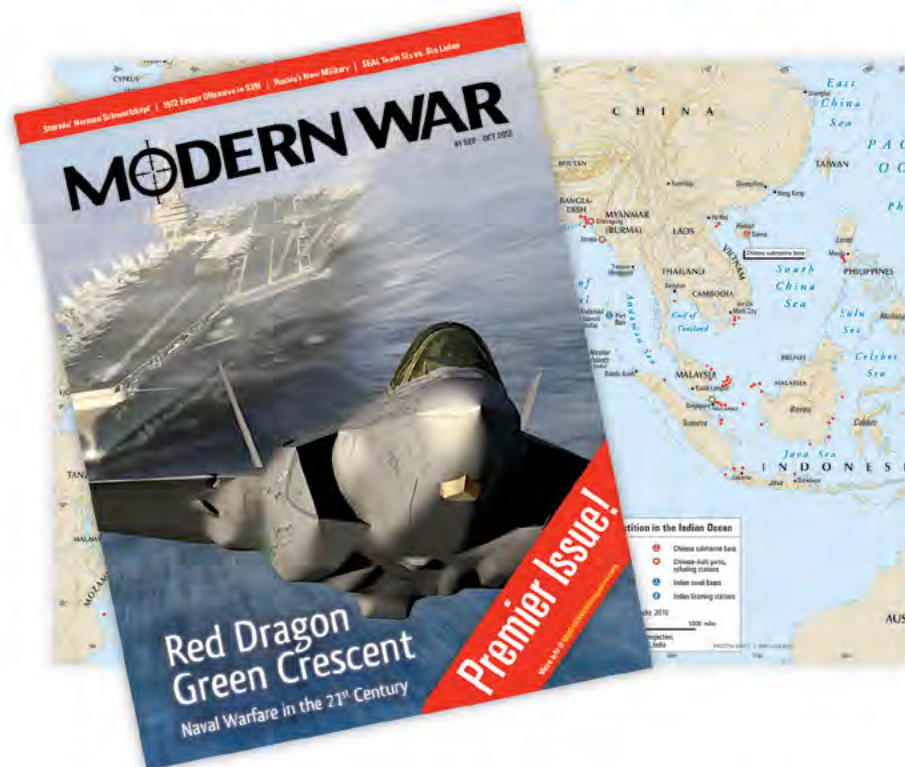
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F-380 – Battletech – Circle of Death
SciFi; 6 PM; Length: 5; Location: Ball Room D; Table: BD-004; Hosted by: Scott Davis; Scale: 1/285; Rules: Total Warfare; Number of Players: 10.

The Circle of Death is a tag team event, Mechwarriors will have two mechs, a total of 4,500 BV2. Gunnery and Piloting will be 3/4 and not based on BV2. Join the fight to survive the Circle of Death! All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

F-497 – Bugs Attack!

SciFi; 6 PM; Length: 5; Location: Ball Room Open; Table: BO-013; Hosted by: Chelsea Olszanski; Scale: 28mm; Rules: WH40K 2E; Number of Players: 12.

Help defend the imperium city from the bugs attack. Bring your favorite squad or vehicle if you dare!!!!!!

F-346 – Assault on Galeron Prime: Battle Fleet Gothic

SciFi; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-071; Hosted by: Jerome Nicholson; Scale: 1/6000; Rules: BFG 2010; Number of Players: 12.

Come join us! Bring 500 points of Imperial Defenders (Imperial Navy and/or Space Marines) or 500 points of Chaos Attackers.

F-334 – TRON/tactics

SciFi; 6 PM; Length: 3; Location: Exhibit Hall A; Table: EA-019; Hosted by: Jape Trostle; Scale: 10mm; Rules: Stargrunt/Dirtside II variant; Number of Players: 6.

The digital revolution has begun! Programs are rising up against the MCP throughout the Grid, and rebels have targeted a key node in the Master Control Program's network. Can their Light Tanks blast past the Recognizers and Grid Bugs that protect the node? Rules are a hack of GZG's Stargrunt/Dirtside II. End of line. Not recommended for kids – best if you remember the original TRON.

F-216 – Battlestar Galactica – Battle for Picon

SciFi; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-064; Hosted by: Ed Bates; Scale: 15mm; Rules: BSG – Home Rules; Number of Players: 6.

The Colonial fleet has received orders to return to Picon for a new mission. Can they make it before the Cylons?

F-326 – Crosstime Crossroads: A Mutiversal Mashup

Other; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-012; Hosted by: David Vandyche; Scale: 28mm; Rules: Home rules – skirmish; Number of Players: 6.

Not a kiddie game, but a lighthearted one. Sturmgeschutz and Sorcery! Warbots and Warriors! Take command of a team of 4-10 figures from a variety of periods and genres. Each team has its own missions, strengths and weaknesses. Fight or negotiate with the other teams to meet your goals and win the game. Children under 10 with adult only please.

7 PM

F-632 – First Moves: Eisenbach Gap, 1985

Modern; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-024; Hosted by: Norm Lunde; Scale: 1/600; Rules: World at War: Eisenbach Gap; Number of Players: 6. The Third World War was opened on May 14th, 1985 by the armored spearhead of the Soviet 1st Tank Army. Badly outnumbered NATO forces fought desperately to stem the tide in the ultimate battle of quantity vs quality. Can Team Yankee hold back the entire 1st Tank Battalion? Find out with designers Mark H. Walker and Norm Lunde. Rules taught. Beginners welcome.

F-535 – Friday Night in Glasgow, 55 A.D.

Ancients; 7 PM; Length: 4; Location: Meeting Room 3; Table: M3-002; Hosted by: Brian Kelley; Scale: 25mm; Rules: Home Rules; Number of Players: 4.

Roman Legionnaires are marching back to civilized Briton after pillaging restive Celtic villages in the wild northlands. But the Celts are anything but subdued by Rome's show of might—and the surrounding forests and marshes stir with activity. Can the legion keep its Eagle?

F-325 – Samurai Battles – Commands & Colors Rules

Samurai; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-039, EA-040; Hosted by: Richard Borg; Scale: 20mm; Rules: Samurai Battles – Commands & Colors Rules; Number of Players: 14.

Is it a historical miniatures game with a board or a historical board game with miniatures? The newest game in the Commands & Colors series features elements of both miniature gaming and board gaming. A brief instructional introduction to the unique features of Samurai Battles will be followed by demo games using both the board game and a full – size miniature battle set up. Adult must be present with child.

F-443 – Cropredy Bridge – Piquet ECW; 7 PM; Length: 4; Location: Ball Room E; Table: BE-005; Hosted by: Peter Friesen; Scale: 28mm; Rules: Piquet – Anchor of Faith; Number of Players: 5.

The King's rearguard is separated and the Parliamentary commander, Waller, jumps in to cut it off and destroy it. Can they do it or will the Royalists hold or repulse them as the main body sends reinforcements? Rules taught, minors over 13 with adult fine.

F-485 – Russia, July 1708, Afternoon Age of Marlborough; 7 PM; Length: 4; Location: Ball Room D; Table: BD-007; Hosted by: Lyle Bickley; Scale: 28mm; Rules: Carnage & Glory Marlburian; Number of Players: 8.

In July, 1708 Russian and Swedish forces march to battle. Both sides' deployment depends on the results of the morning battle.

F-566 – Not Quite Seven Years War Age of Reason; 7 PM; Length: 4; Location: Ball Room C; Table: BC-004; Hosted by: Rob Dean; Scale: 40mm; Rules: Charge! Or How to Play War Games; Number of Players: 6.

The Not Quite Seven Years War continues, as Schoeffen-Buschhagen and allies attempt to seize the initiative from North Polenburg. Three different scenarios present fast and furious old school wargaming at its finest, with hundreds of homecast figures and the original Charge! rules. Rules will be taught. Children under 12 welcome with participating adult.

F-561 – Corpse & Musket: The Times That Try Men's Souls...

AWI; 7 PM; Length: 4; Location: Ball Room C; Table: BC-008; Hosted by: Greg Priebe; Scale: 28mm; Rules: GASLIGHT; Number of Players: 6.

1777: Remnants of the Continental army are foraging for much-needed supplies and a British advance element is nipping at their heels. Will the dark forces that lurk in the woods around an abandoned village eclipse the horrors of war and claim all of their souls for its sinister designs?

F-478 – Lecco Bridgehead

Napoleonic; 7 PM; Length: 5; Location: Ball Room D; Table: BD-003; Hosted by: Tom Garnett; Scale: 28mm; Rules: Carnage & Glory II; Number of Players: 6.

After the French defeat at Magnano, they began the long retreat to defensive positions along the Adda River, north of the Po. In the first of a series of Russo-Austrian cross-river attacks, the Russian forces established the first successful attack at Lecco, the mouth of Lake Como and the Adda on 26 April 1799.

F-166 – 1500 Miles from Paris: The Battle of Borodino, September 7, 1812

Napoleonic; 7 PM; Length: 5; Location: Exhibit Hall A; Table: EA-053, EA-061, EA-062, EA-063; Hosted by: Barry Frandsen; Scale: 28mm; Rules: Field of Battle, 2nd edition; Number of Players: 14.

Desperate to inflict a decisive defeat upon the Russians, Napoleon's army attacks. One of the bloodiest battles of the Napoleonic wars, the game will use roughly 3,000 figures! Familiarity with Field of Battle and/or Piquet most helpful but not required

F-237 – Battle of Churubusco – Theme

Mexican War; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-085; Hosted by: Chris Hughes; Scale: 28mm; Rules: So Far From God (Home rules); Number of Players: 6. Winfield Scott advances north toward Mexico City. Santa Anna commands the defense along the Churubusco river. Can the US forces take the Convent of San Mateo? Can they take the bridgehead? Will the stalwart Mexicans succeed in defending their beloved city? Not recommended for kids, unless accompanied by adult.

F-165 – “The Hornets Nest”, April 6, 1862

American Civil War; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-016; Hosted by: Bob Moon; Scale: 28mm; Rules: Fire & Fury Regimental; Number of Players: 7. At Shiloh, on April 6, 1862, General Johnston launched a surprise attack on the Union army in its camps near Pittsburg Landing on the Tennessee River. With their right flank overrun the Union forces managed to stabilize their center with a strong defense along a sunken road lined with thick undergrowth, named the “Hornets Nest” by Confederate survivors. Grab your musket and see if you can win the day, or hold the line and prevent a Rebel breakthrough. Child OK with playing adult.

F-607 – Colonial Adventures:

Queen Victoria in East Africa, 1889 – Theme

Colonial; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-021; Hosted by: Glenn Gibson; Scale: 28mm; Rules: Colonial adventures by 2HourWargames; Number of Players: 6.

Take command of British Colonial troops or Arab warriors in this fun and fast paced adventure wargame. The Imperial British East Africa Company was incorporated in London in April 1888, and was granted a royal charter by Queen Victoria that September. This fictional scenario features British troops, along with Queen Victoria herself, patrolling East Africa to oversee operations designed to squelch the now illegal slave trade and keep the peace. Additionally, most Arab forces will first appear as moving dust clouds, with their hidden units placed as they are discovered or triggered by events. What will your unit encounter as they go out on patrol? Is the settlement safe? Come experience combat on the Dark Continent, where armies are small and dangers many. Info cards for Units and rules result in a quick learning time and play. Rules taught, no experience needed. Adults preferred.

F-209 – “Not men, but demons.”

The Foreign Legion at Camerone, 30 April 1863 – Theme

Colonial; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-044; Hosted by: Michael Montemarano; Scale: 28mm; Rules: Rich Hasenauer's Alamo, modified; Number of Players: 9.

“We will amuse the enemy,” stated Capt. Jean Danjou, commanding 48 men of the 3rd Company, 1st Bn of the Regiment Etrangere holding out in an abandoned hacienda against 2,000 Mexican troops. So begins a legend. After inflicting over 400 casualties over the course of a scorching day, the few surviving Legionnaires were captured when they ran out of ammo. Confronted with but a handful of wounded prisoners, the Mexican commander asked, disbelievingly, “Is this all? Are there no more?” Receiving affirmation, he exclaimed “Then these are not men, but demons.” Beautiful hand-built structures and singly mounted 25/28mm figures, with rules modified from Rich Hasenauer's Alamo. Can the legend continue?

F-168 – Campaign of Vengeance – Theme

Colonial; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-089; Hosted by: Bruce Schaper; Scale: 25mm; Rules: Land of the Long White Cloud Home Rules; Number of Players: 4.

It's appalling but the Maori actually believe this island belongs to them instead of Queen Victoria! Time to go on campaign and set them straight.

F-499 – Code Red, Dr. Moreau

Victorian Science Fiction; 7 PM; Length: 3; Location: Ball Room Open; Table: BO-014; Hosted by: Bob Charrette; Scale: 28mm; Rules: Secret Science: Battle Science (playtest); Number of Players: 6.

The science council has determined that Dr. Moreau has overstepped the bounds. A punitive expedition is tasked with apprehending the doctor and putting an end to his inappropriate experiments. Mad science in conflict! Over 13 please, figures supplied.

F-546 – Rescue on Venus by GASLIGHT

Victorian Science Fiction; 7 PM; Length: 4; Location: Ball Room C; Table: BC-001; Hosted by: Chris Palmer; Scale: 25mm; Rules: GASLIGHT; Number of Players: 6.

At Cold Wars, in a desperate battle on Venus in 1889, Victoria Hawkes was knocked out, captured, and dragged into the jungle by the Lizardman King. Now, her friend DuLivre and units of the French Foreign Legion plan a daring rescue into the heart of the enemy's camp. What torments has our heroine endured at the hands of these reptilian scoundrels, and will out brave heroes reach her in time? And, are the blue skinned beauties briefly glimpsed in the jungle shadows, friends or foe? Children under 14 only with a playing adult.

F-281 – Pancho Villa's Raid, 1926

Inter-War; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-058; Hosted by: Rob Beattie; Scale: 28mm; Rules: Flying Lead; Number of Players: 8.



In the Harry Turtledove Timeline, where the Confederacy secedes from USA, the Mexican Civil War begins in 1925, after the death of Maximilian's son, Augustine. Pancho Villa, with help from the USA, raids into the southern states including Sonora. Find out what Villa can do with 1920's weapons, including barrels and armored cars. A similarly armed Texas National Guard unit, led by CSA Captain George Patton attempts to intercept him. Horses and armor on the border. Players over 12 welcome.

F-515 – The Curious Case of Jack the Ripper: A Sherlock Holmes Adventure

Pulp; 7 PM; Length: 2; Location: Meeting Room 3; Table: M3-001; Hosted by: Del Stover; Scale: 25mm; Rules: Dr. Who Miniatures Game; Number of Players: 4.

The newspapers call him "Jack," the mysterious murderer of "fallen women" in the backstreets of London. But Sherlock Holmes--accompanied by Dr. Watson and Inspector Lestrade--is hot on the trail. Join them as they chase the mysterious serial killer through a dark and spooky graveyard. Who knows what lurks in the shadows of a gravestone--or skulls behind a vine-covered mausoleum?

F-298 – Guadalcanal! 15mm WWII Pacific Mega Battle – Combat Action Command(TM) rules

WWII; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-074; Hosted by: Lee Sowers; Scale: 15mm; Rules: Combat Action Command – Pacific War Supplement; Number of Players: 8.

Play the popular hit new Combat Action Command 15mm WWII rules. Fearless US Marines fight the fanatical Japanese in a pitched battle for control of Guadalcanal. Based on the famous battle of Edson's Ridge your elite Marine Raiders and Paratroopers fend off the furious assaults of the fanatical Japanese. Rules taught, minis provided. Just show up and play, but register early! CAC games at Cold Wars were all booked up! Note: there will also be open CAC Demo Gaming at the On Military Matters' dealer booth all day. Rules taught but WWII miniature gaming experience helpful.

F-577 – The XVII Annual BAPS Extravaganza, Where is Werner von Braun?

WWII; 7 PM; Length: 4; Location: Ball Room C; Table: BC-002, BC-005; Hosted by: Eric Schlegel; Scale: 20mm; Rules: Beer and Pretzels Skirmish; Number of Players: 12.

May 1945. The war in Europe is all but over and the attention of the Allies is turning toward the post-war situation. In that vein, a Red Army force has been sent to capture a rocket research facility and the all-important technology and scientists located there, but the Germans haven't given up yet and plan to fight until the bitter end. Gamers under 13 welcome with a playing adult.

F-494 – From Nijmegen to Arnhem

WWII; 7 PM; Length: 4; Location: Ball Room Open; Table: BO-007; Hosted by: Thomas Harris; Scale: 20mm; Rules: Men Under Fire; Number of Players: 6.

September, 1944. Nijmegen has fallen to the allies, but the beleaguered British 1st Parachute Division remains surrounded at Arnhem, and hours may make a difference to its survival. British infantry and armor struggle forward through polder and woods, trying to break through hastily-assembled German blocking forces and the occasional armored counterattack.

F-550 – Take the Factory

WWII; 7 PM; Length: 4; Location: Ball Room C; Table: BC-006; Hosted by: Don Hogge; Scale: 28mm; Rules: Battleground WW2; Number of Players: 6.

The Russians have landed a sizeable force in Novorossisk. Sergeant Steiner's platoon has been given the mission of capturing a factory held by the Russians, who have raised their flag on top of the building. The Russians need to hold this key position long enough for reinforcements to arrive. Gamers under the age of 14 are welcome with an adult.

F-196 – Putting the Squeeze on Rangoon – Pacific Air War

WWII; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-015; Hosted by: Brian DeWitt; Scale: 1/285; Rules: Check Your 6!; Number of Players: 8.

The Japanese mustered all available fighters including the newly arrived Tojos for an attack on the Mingaladon airport on February 25, 1942.

F-617 – Night Action Guadalcanal 1942

WWII; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-076, EA-077; Hosted by: John Cone; Scale: 1/1800; Rules: Victory at Sea; Number of Players: 6.

Familiar to any World War Two naval enthusiasts are the night battles that took place north of Guadalcanal in the autumn of 1942. This game takes a look at one of the first of these actions and involves ship to ship gunnery between destroyers and cruisers. – one of the last times in history that this was to occur. Darkness and the incumbent lack of visibility make for an interesting set of problems for the naval commanders of both sides. Kids welcome (best if at least 1 years old...)

F-613 – Ares Zombies: Death in the Snow

WWII; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-005; Hosted by: Stephen Gibson; Scale: 28mm; Rules: Ares Skirmish Rules; Number of Players: 8.

Battle of the Bulge. Dec 1944. American troops of the 26th Infantry Division are driven out of Wisembach by a determined German assault. With Panzergrenadiers in hot pursuit, GI's retreat into a dense forest. As night falls and a blizzard grows, both seek shelter in a shattered village, near an abandoned lunatic asylum. Neither force is prepared for the horror that awaits them.

F-586 – Look Sarge, Operation Cobra

WWII; 7 PM; Length: 4; Location: Ball Room C; Table: BC-003; Hosted by: Dave Wood; Scale: 1/285; Rules: Look Sarge, No Charts: WW2; Number of Players: 6.

Will the planned carpet bombing allow US to break out of Normandy? Or can the Germans keep the US bottled up in the bocage?

F-187 – Rat Krieg, der Kursk weg

WWII; 7 PM; Length: 5; Location: Exhibit Hall A; Table: EA-055; Hosted by: Peter Gaut; Scale: 28mm; Rules: Crossfire – some house rules used; Number of Players: 6.

In July 1943, elements of the German 9th Army along with armor from the Heavy Panzerjäger Regiment 656 and 77th Sturmgeschütz Brigade were sent north of Kursk, to Ponyri. Their mission, seize the town & railroad, water tower and other strong points. The Soviets responded with elements of the 1019th & 307th Rifle Regiment to stop them. They were strongly fortified, with HMG, ATG, minefields, entrenchments, and powerful artillery support. The Germans know that this time the Russians will fight hard. Luckily they haven't seen much enemy armor in the previous two days and see no reason why there should be more today. Join us on beautiful, purpose built terrain & excellent figures & armor for intense rural & urban combat & see if you can survive "Rats war, the Kursk way". A short time will be used for rules explanation. It would be nice if at least one player on each side was familiar with the CrossFire rules, but it's not necessary. Some house rules will be used. Over 15 welcome.

F-435 – A 100 Miles of Bad Road

Modern; 7 PM; Length: 4; Location: Ball Room B; Table: BB-001; Hosted by: Cliff Brunken; Scale: 15mm; Rules: Flames of War – Vietnam; Number of Players: 6.

A US Army LARP team has made contact and has called for support and extraction. Firebase Falcon begins to prep an LZ while the Armored Cavalry is moving up the road to support the LZ. Command US Marines and Armored Cavalrymen on a search and destroy mission, or as the NVA commanders can you force the Allies to rethink their strategy of "body counts" as a way to measure progress in this type of War. Come Experience, "The Vietnam Experience"

F-400 – CY6! David vs Goliath

Modern; 7 PM; Length: 4; Location: Ball Room E; Table: BE-002; Hosted by: Phil D'Amato; Scale: 1/300; Rules: Check Your 6! Jet Age; Number of Players: 6.

The New Guinea campaign is a forgotten one in the history of aerial combat in the Pacific. Early in 1942 one of Japan's top air groups, the Tinian Air Group was tasked to clear the skies of Allied aircraft over Port Moresby. The Royal Australian Air Force were greatly outnumbered. It was a classic David vs Goliath scenario.

F-424 – CY6! Jet Age, Indo Pak – Singh to the Tuskers

Modern; 7 PM; Length: 2; Location: Ball Room E; Table: BE-006; Hosted by: C.B. Stevens; Scale: 1/300; Rules: Check Your 6! Jet Age; Number of Players: 6.

14 September 1965. Near Lahore, Pakistan. In a rare daylight mission, Indian Canberra bombers were tasked to strike rail yards at Lahore after a rendezvous with Gnat fighter escorts led by Wing Commander Bharat Singh. Arriving at the rendezvous point, the Canberra leader didn't see any Gnats, but he did spot Pakistani F-86s as they started their attack run on his formation. From the forth-coming Check Your 6! Jet Age IndoPak Campaign Book!

F-118 – ROK Bug Out – December 1950

Modern; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-050; Hosted by: Martin Fenelon; Scale: 1/285; Rules: Sabres over the Yalu; Number of Players: 8.

As ROK units retreat from the ChiCom onslaught in the central highlands, the resurgent NKPA and PLA air forces have grown increasingly aggressive. ROK F-51s are providing all the support they can, but MiG-15s flown by 'volunteers' are too much to handle. Can the communist advance be slowed? Fast play air-to-air action, no experience necessary, rules will be taught.

F-345 – Dave Arneson Tribute: Dungeon Conquest 2012!

Fantasy; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-038; Hosted by: Mike Panko; Scale: 28mm; Rules: Super Dungeon Explore; Number of Players: 12.

Tribute to Dave Arneson, co-founder of D&D, in a game I am sure he would have loved. Join the assault on the Crystal Caverns of Chaos for glory and riches! We will use a modified version of the TSR Battlesystem skirmish rules to keep the pace of the game moving quickly. Players will form teams and attempt to breach the depths and its denizens while trying to prevent other teams from doing the same. The team that successfully retrieves the two ruby eyes from the demon idol will be victorious.

F-465 – Gnome Wars: The Castle in Teutoburg Forest

Gnomes; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-003; Hosted by: Steven Stanton; Scale: 28mm; Rules: Gnome Wars; Number of Players: 12.

On the retreat after losing their brewery in a fierce battle, Lon's Lunkheads meet up with the rest of their clan at a German stronghold in Teutoburg Forest. The Highlanders, Swiss, and Sikhs hope to defeat Lon and crush his monopoly of the gnome beer market. Let's hope that their pillaging of the brewery doesn't influence the allies' battle readiness. No players under 13 without a playing adult with parent/child teams encouraged. Anyone bringing a painted unit from Brigade Games does not have to pre-register.

F-337 – Left for Dead

SciFi; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-041; Hosted by: Mike Pierce; Scale: 15mm; Rules: Ambush Z; Number of Players: 6.

The zombie apocalypse started 2 weeks ago. You are holed up in a small house. Food and water are running low, and the zombies are starting to cluster. It's time to move. A helicopter flew by yesterday and the loudspeaker said to head east towards an old airfield. Time to nut up and get ready to run! Kids under 10 with adult please.

F-382 – Battletech – To Catch a Dragon

SciFi; 7 PM; Length: 4; Location: Ball Room D; Table: BD-002; Hosted by: Charles Shumar; Scale: 1/285; Rules: Total Warfare; Number of Players: 8.

The Fighting Urakhai had been pressing against the 24th Regulars. Every time though that it appeared that they would be able to corner the regulars and force them to surrender the regulars would fall back. At the last engagement the 24th Deiron made a break for a nearby badlands which was known to the locals as Sherwood Forest to pull the Urakhai into a protracted engagement. In an effort to stop the 24th Deiron from making it to Sherwood the Urkai sent a company of 'Mechs to cut off the 24th's escape route and hopefully force them to a final engagement. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

F-219 – Silent Fury – Roid Rage

SciFi; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-048; Hosted by: Benjamin Bentley; Scale: 15mm; Rules: Silent Fury; Number of Players: 8.

When rival mining ships find the big score, it'll be a challenge to keep your ship intact while trying to grab the most valuable minerals before your foes do. Come and see space combat like you've never seen before – fast, simple, and epic.

F-636 – It Came From Beyond the Still

SciFi; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-014; Hosted by: Mike Williams; Scale: 28mm; Rules: It Came From Beyond the Still; Number of Players: 10.

It's Hillbillies versus Aliens, What else do you need to know? Actually, aside from the Hatfields, McCoys, Gray aliens and the blobs, players may take on the role of the Men In Black, Cultists in the vein of Lovecraft, those Meddling Kids, Revenuers, other hillbilly clans the O'Dairys and the Grangers, Zombies, or the Green Menace From Uranus. Easy to learn and flexible rules will be taught.

8 PM

F-247 – Pig Wars – Saxon Raiders

Dark Ages; 8 PM; Length: 3; Location: Exhibit Hall A; Table: EA-001; Hosted by: Steve Robinson; Scale: 28mm; Rules: Pig Wars – modified; Number of Players: 6.

"Damned Saxons are at it again! How dare they think they can raid our village! We will show these impetuous farmers the true nature of a Dane!" Can Utrik defend his village against the Saxon? Has an alliance been formed with the Franks, if so whom with? Will Utrik's brother use this opportunity to claim his rightful place? Are the Saxon's in collision with Elrick of the White Banner? Multiple plots abode in the morning mist of war. Beginners are welcome.

F-177 – Lundy's Lane in Majestic 54mm

War of 1812; 8 PM; Length: 4; Location: Exhibit Hall A; Table: EA-006; Hosted by: Ken Cliffe; Scale: 54mm; Rules: All the King's Men 2nd edition; Number of Players: 4.

All the King's Men presents the War of 1812 Battle of Lundy's Lane in 54mm. Come decide the fate of the Niagara Peninsula as British and American generals indulge in toy soldier fun. Simple rules don't make for a simple game, however. Every order you issue has its price, and night is falling. Who is that ahead, friend or foe? Adult must be present with child.

F-272 – Poncho Villa invades the US! – Theme

Western; 8 PM; Length: 4; Location: Exhibit Hall A; Table: EA-022; Hosted by: Leo Walsh; Scale: 25mm; Rules: High Noon; Number of Players: 16.

A group of Mexican Villistas cross the border. The the small force of American soldiers lead by Lt George S Patton send them home? Will reinforcements come from the Rangers and local volunteers? All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

F-248 – Ladies Only**Gangland Mayhem**

Inter-War; 8 PM; Length: 3; Location: Exhibit Hall A; Table: EA-009; Hosted by: Geoff Golliver; Scale: 28mm; Rules: Home Rules; Number of Players: 20.

Chicago in 1928 had more than its share of bootleggers, gamblers, thugs, mugs, corrupt cops, chop shops, and, oh ya, gangsters. This ladies-only game brings back the roaring '20s in all its glory! Join the fun and grab a piece of the Southside – while avoiding an early retirement..... Ladies only, beginners Welcome.

F-293 – Astounding Tales of the Space Patrol, the Future!

Pulp; 8 PM; Length: 3; Location: Ball Room B; Table: BB-007; Hosted by: John Montrie; Scale: 25mm; Rules: Howard Whitehouse's Astounding Tales; Number of Players: 8.

Strong Jawed Heroes versus Evil Masterminds. Return to the days of Flash Gordon, Buck Rogers and the 1930s cinema serials in a skirmish from the Golden Age of Science Fiction. Adults and teens preferred; rules will be taught.

F-344 – We Live For The One. We Die For The One.

Modern; 8 PM; Length: 4; Location: Exhibit Hall A; Table: EA-069; Hosted by: Grant Greffey; Scale: 28mm; Rules: Ultimate Warzone – modified; Number of Players: 8.

10 October, 2279. On space station Babylon 5, a special raiding force is being assembled for a daring mission to Centauri Prime. ISA Intelligence and the Rangers (Anla-shok) believe that Entil'Zha Delenn is been imprisoned in the dungeons of the Royal Palace by the mad Emperor Mollari. Join the EarthForce Marines, the Star Riders Clan, and the Anla-shok (Rangers), or the Narn.

F-386 – Battletech – Grinder 4

SciFi; 8 PM; Length: 3; Location: Ball Room D; Table: BD-001; Hosted by: Dave Yingling; Scale: 1/285; Rules: Total Warfare; Number of Players: 6.

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 winner of this round will get a spot in the Grinder Championship Saturday evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

F-366 – Seeds of Doom

SciFi; 8 PM; Length: 3; Location: Exhibit Hall A; Table: EA-091; Hosted by: Jim Reynolds; Scale: 28mm; Rules: Tomorrow's War; Number of Players: 6.

When civilians start turning up missing the police are sent to investigate, unfortunately none of the patrols have reported in and no other communications have come from that sector of town. Rumors start surfacing about dark creatures roaming the streets. It's time to send in the Arbites to find out the truth.

F-146 – Assault on Novi Trotskigrad

SciFi; 8 PM; Length: 4; Location: Exhibit Hall A; Table: EA-045; Hosted by: Brian Sherry; Scale: 28mm; Rules: Tomorrow's War, modified; Number of Players: 8.

In the year 2217, revolution grips the planet Arbeiter 3. Revolutionary Neo-Soviet forces have consolidated power across most of the planet. In an attempt to counterattack and undermine the revolution in its infancy, the United Planetary Federation launches an orbital assault intent on seizing the space port of Novi Trotskigrad! Neo-Sov forces are entrenched, but surrounded and outgunned. UPF troops have the upper hand, but a relief force of red armor is on the way. The fate of a planet will be decided at Novi Trotskigrad! Rules will be taught as we play. Kids welcome with adult partner. Bring your d8s and d10s!

9 PM

F-516 – The Mummy: The Deleted Scenes

Pulp; 9 PM; Length: 2; Location: Meeting Room 3; Table: M3-001; Hosted by: Del Stover; Scale: 25mm; Rules: Dr. Who Miniatures Game; Number of Players: 4.

The newspapers call him "Jack," the mysterious murderer of "fallen women" in the backstreets of London. But Sherlock Holmes--accompanied by Dr. Watson and Inspector Lestrade--is hot on the trail. Join them as they chase the mysterious serial killer through a dark and spooky graveyard. Who knows what lurks in the shadows of a gravestone--or skulks behind a vine-covered mausoleum?



Saturday

8 AM

S-273 – Learn to play High Noon!

Western; 8 AM; Length: 1; Location: Exhibit Hall A; Table: EA-022; Hosted by: Leo Walsh; Scale: 25mm; Rules: High Noon; Number of Players: 12.

Great for kids and beginners., Learn to play the easy and fast paced rules. Free figure for each beginner! All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

S-359 – Dystopian Wars**Demo Games**

Victorian Science Fiction; 8 AM; Length: 4; Location: Exhibit Hall A; Table: EA-035; Hosted by: Aaron Bostian; Scale: 1/1200; Rules: Dystopian Wars; Number of Players: 4.

Dystopian Wars is a tabletop miniatures game that brings the thrilling genre of Victorian Science Fiction to life. This game only takes about 1 hour to play so there'll be multiple replays during the allotted time – play one game or stay for the full term!

S-341 – Assault on Galeron**Prime: EPIC SPACE MARINE**

SciFi; 8 AM; Length: 8; Location: Exhibit Hall A; Table: EA-063; Hosted by: James Nicholson; Scale: 6mm; Rules: Net Epic 5.5.1; Number of Players: 12.

Come join the defenders of Galeron Prime or join the attackers. Rules will be taught, all are welcome 8 – 88.

S-602 – Galactic Meltdown

SciFi; 8 AM; Length: 3; Location: Exhibit Hall A; Table: EA-027; Hosted by: James Herbert; Scale: Other; Rules: Galactic Meltdown (Home rules); Number of Players: 4. Be the first to try our tactical space combat game, Galactic Meltdown. This is an up-close, aggressive game where maneuvering matters just as much as what guns you bring. Leave your formations at the door, because if your opponent knows where you're going to go next, you're already scrap. Take home a free copy of the pre-release rulebook! Kids welcome with parent present.

S-622 – Herr Ridge Redux, Gettysburg 1863

American Civil War; 8 AM; Length: 4; Location: Exhibit Hall A; Table: EA-078; Hosted by: Peter Fett; Scale: 15mm; Rules: Regimental Fire & Fury; Number of Players: 4.

July 1863. Gettysburg PA. Stuart forgoes a Northern joy ride and secures the approaches to Gettysburg. Meade alters course and heads there from the South. I Corps marches up the Pike only to find 2 Brigades or Confederate cavalry deployed blocking the way. Command the Iron Brigade, Fitz Lee's Cavalry or one of the other Brigades in this twist of the initial engagement of the most pivotal battle of the Civil War.

9 AM

S-142 – Borderlands 1050

Dark Ages; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-070; Hosted by: Jon Lundberg; Scale: 28mm; Rules: SAGA; Number of Players: 8.

Try out the SAGA Dark Ages skirmish rules. Bring your own troops or try out any of the Factions. Several villages sit for the taking and points go for grabbing loot. Adult should be present for players under 14.

S-215 – Battle of Entzheim, October 4, 1674

Pike and Shot; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-011; Hosted by: Bob Bryant; Scale: 15mm; Rules: Might of Arms; Number of Players: 8.

Turrene attacks a numerically superior force of the Dutch and their allies. Though the battle was tactically indecisive, Turrene's boldness blocked an invasion of France. Adult must accompany child.

S-442 – Cropredy Bridge

ECW; 9 AM; Length: 4; Location: Ball Room E; Table: BE-005; Hosted by: Jeff Ball; Scale: 28mm; Rules: Renaissance Warfare; Number of Players: 5.

The King's rearguard is separated and the Parliamentary commander, Waller, jumps in to cut it off and destroy it. Can they do it or will the Royalists hold or repulse them as the main body sends reinforcements? Rules taught, minors over 13 with adult fine.

S-570 – Battle of Hanau 30 October 1813

Napoleonic; 9 AM; Length: 4; Location: Ball Room C; Table: BC-006; Hosted by: Steve Gelhard; Scale: 15mm; Rules: Shako II; Number of Players: 7.

Napoleon's Army was retreating after Leipzig. After Bavaria switched sides to the Coalition, an Austro-Bavarian Army under Wrede sought to block and destroy what was thought to be only stragglers. Little did he know, he was facing his former master Napoleon with nearly equal forces and the Imperial Guard. Can Wrede block Napoleon until the Allies arrive, or will the road remain open for Napoleon's battered Army to escape? Fun, easy to learn rules yet historically accurate. Players command Divisions of Battalions.

S-473 – Salamanca – The Initial Action 22 July 1812

Napoleonic; 9 AM; Length: 5; Location: Ball Room D; Table: BD-005; Hosted by: John Snead; Scale: 25mm; Rules: Carnage & Glory II; Number of Players: 6.

GdD Thomieres has strayed too far from the main elements of the French Army. Sir Edward Pakenham has been ordered to attack the unsuspecting French. Historically a crushing British victory. Can you do better?

S-479 – Battle of Cassano

Napoleonic; 9 AM; Length: 5; Location: Ball Room D; Table: BD-003; Hosted by: Tom Garnett; Scale: 28mm; Rules: Carnage & Glory II; Number of Players: 6.

As part of the Russo-Austrian offensive against the French, on 27 April, 1799 General Melas with the divisions of Fröhlich and Kaim stormed the French positions at Cassano, while Ott and Zoph attacked 6 km farther north at Vaprio d'Adda. Suvarov's assault forced Moreau to retreat.

S-489 – Slaughter's Mountain, Summer 1862

American Civil War; 9 AM; Length: 4; Location: Ball Room D; Table: BD-006; Hosted by: Guy Gormley Jr.; Scale: 54mm; Rules: Carnage & Glory; Number of Players: 6.

This is a semi Historical battle using Civil War Plastic Army men. We will be using a simplified version of the Carnage and Glory II, The American Civil War rules geared toward kid friendly play. Players only have to worry about moving and shooting, the computer takes care of the rest. Scenario is a Brigade sized action based on the Battle of Cedar (Slaughter's) Mountain, August 9, 1862. KID Friendly – players 13 and under encouraged.

S-238 – Don Featherstone's, Action in the Plattville Valley, 1863

American Civil War; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-002; Hosted by: Robert Beattie; Scale: 30mm; Rules: Don Featherstone's Horse and Musket Rules; Number of Players: 8.

To celebrate the 50th anniversary of Don Featherstone's War Games, The HMGS Legion of Honor presents a game from that book. Hosted by Bob Beattie and Dick Bryant, founders of The Courier and members of the Legion. An "old school" game of the American Civil War with original SAE and Scruby figures. You know the man, now play his first game. Players over 12 only due to delicate nature of figures.

S-108 – The Bloody Angle at Spotsylvania Court

House: May 12, 1864

American Civil War; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-007; Hosted by: John Michael Priest; Scale: 54mm; Rules: By the Left Flank!; Number of Players: 8.

Five brigades from the veteran Sixth Corps, Army of the Potomac are trying to dislodge equally toughened Confederates from three different brigades from the West Angle. The mud is deep and slimy. A torrential rain, field with lightning will slow the assault but the Yankees must break the line to finish off once and for all the Army of Northern Virginia. Command a regiment or a brigade and try to change history. No children under 14 without a playing adult present.

S-153 – The Battle at San Juan Capistrano, January, 1857

Western; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-086; Hosted by: Douglas Lipton; Scale: 30mm; Rules: Posse vs Desperados; Number of Players: 8.

Growing up, Juan Flores emulated the legendary outlaw Juuquin Murieta, a "Robin Hood" figure to the Californios. In early 1857 young Flores and a band of about 50 drifters and fellow prison escapees- called bandidos by the Americans-made forays against ranchos and travelers in the sparsely settled area between Los Angeles and the border. Flores chose the small mission settlement of San Juan Capistrano as easy prey. On the morning of January 22, Flores' gang swept in terrorizing citizens, killing those who resisted, stealing supplies and fresh horses and vandalizing the town. A young boy escaped on a fast horse and made a dash for the Sheriff in L.A. Who will win when the Posses take on Juan Flores and his Bandidos? For ages 9 to 79

S-274 – Aliens and Cowboys

Western; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-022; Hosted by: Leo Walsh; Scale: 25mm; Rules: High Noon; Number of Players: 16.

It ain't the movies, or at least not "that" movie. But they have arrived and they're not nice. It's everyone against the aliens and who knows where the mountain men and Indians side. Ray guns and shotguns, six shooters and "special" weapons! And do those ex rebels have something special too? Who's side are they on anyway? All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

S-169 – The Pa – Theme

Colonial; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-089; Hosted by: Bruce Schaper; Scale: 25mm; Rules: Land of the Long White Cloud Home Rules; Number of Players: 4.

These heathen don't know anything about building defenses. We'll be in their pitiful little fort before breakfast.

S-291 – Beau Geste and Friends, North Africa, 1900 – Theme

Colonial; 9 AM; Length: 3; Location: Ball Room B; Table: BB-005; Hosted by: James Wingate; Scale: 15mm; Rules: The Sword in North Africa, TSAF variant; Number of Players: 6.

Foreign Legionnaires march about the board and man desert outposts while the Sons of the Desert do their best to evict them from the swirling sands of the Sahara. All ages welcome, rules will be taught.

S-365 – Rourke's Picnic – Theme

Colonial; 9 AM; Length: 2; Location: Exhibit Hall A; Table: EA-091; Hosted by: Jim Reynolds; Scale: 28mm; Rules: Teddy Bear Picnic; Number of Players: 8.

The British bears are all set for their picnic, but they have chosen a spot too close to Zulu Bearland. Will they crash it and ruin the picnic? Kid's game.

S-285 – Mutiny! Strategy in Leopold's Congo, 1800s

(Game One) – Theme

Colonial; 9 AM; Length: 4; Location: Ball Room B; Table: BB-007; Hosted by: Brett Abbott; Scale: 25mm; Rules: Science vs. Pluck – modified; Number of Players: 6.

Players sign up for a two part game. The morning session (strategy) will be a Science vs. Pluck loose gaming and planning session which will determine the battle situation to be fought in the evening after Belgians, mutineers of the Congo Free State and unaligned tribesmen decide whose side they are on. Adults, teens preferred (commitment to the part 2 evening game required)

S-356 – Najafgarh – Theme

Colonial; 9 AM; Length: 5; Location: Exhibit Hall A; Table: EA-020; Hosted by: Roxanne Patton; Scale: 25mm; Rules: The Sword and the Flame; Number of Players: 6.

On August 25th, General John Nicholson was sent to dispatch the Mutineer column seen leaving the city the previous day. In a monsoon downpour, Nicholson pushed his column till the discovery of the Mutineer camp around 4 PM. After crossing a swollen nullah, the H.M. 61 and Punjab infantry stormed the serai and then swept down the sepoy line. An adult must be present with child under 17.

S-558 – Mars by G.A.S.L.I.G.H.T.

Victorian Science Fiction; 9 AM; Length: 4; Location: Ball Room C; Table: BC-001, BC-002, BC-003; Hosted by: Buck Surdu; Scale: 28mm; Rules: GASLIGHT; Number of Players: 20.

In this multi-sided mashup of Verne, Burroughs, Wells, and Chadwick, forces vie for control of several important objectives. When the smoke clears, who will have the upper hand on Mars? Will it be the cephalopods, the red Martians, the green Martians, or one of the Earth colonial powers? Children welcome when accompanied by a playing adult. Rules will be taught.

S-635 - Aerial Flyers, Canals and Landrovers - Theme

Victorian Science Fiction; 9 AM; Length: 5; Location: Ball Room Open; Table: BO-004, BO-005; Hosted by: Thomas Harris; Scale: 28mm; Rules: Mars Needs Steam; Number of Players: 20.

Join an expedition to Mars to grab your share of the fabled wealth of the Red Planet. Struggle over craggy cliffs, cut through dense alien jungles, face fierce challenges to win gold, fame and glory while preventing various other powers from doing the same. Experience the new steam technology that will amaze the world as we approach the 20th century. Join a demo of the new Mars Needs Steam game system from Test of Battle games. Rules will be taught!

S-114 – Battle for Chiari, Act 2

19th Century; 9 AM; Length: 5; Location: Ball Room Open; Table: BO-001; Hosted by: Bill Gray; Scale: 15mm; Rules: Age of Valor (Age of Rifles Fire & Fury); Number of Players: 8.

Its 1859 and the French and Austrians are again dueling over the same real estate as in 1701 (last night's game), except now we have minie balls and rifled artillery to play with. Still more color than a Napoleonic dress ball, so come join the fun and beta test this next Fire & Fury variant!

S-134 – Aerodrome 1.1**WWI Aerial Combat**

WWI; 9 AM; Length: 6; Location: Exhibit Hall A; Table: EA-071; Hosted by: Richard Heffner; Scale: 1/72; Rules: Aerodrome 1.1; Number of Players: 10.

WWI Air Dog Fighting, The Way it Used to Be: Live in FAME or go down in Flames. Earn your Wings! Simple, Intense, and Bloody. FAST, FUN, and Challenging. Veterans and Novices welcome. Skill, Chance or Luck will all serve. The event will be played in approximately 1 hour games. After the first 2 games pilots shot down yield their seats to waiting pilots. (a first-come list will be kept) Victory records will be kept, with “Bennies” for combat success. Come join over 500 fans, ask ANYONE wearing wings. (We average 9 games in 6 hours) Yes – FAST & FUN! : Rules taught on sight Beginner & Female Friendly, UNDER 12 by Mutual Agreement between Parent & GM.

S-517 – Raiders of the Lost**Ark: The Deleted Scenes**

Pulp; 9 AM; Length: 3; Location: Meeting Room 3; Table: M3-001; Hosted by: Del Stover; Scale: 25mm; Rules: Dr. Who Miniatures Game; Number of Players: 4.

An important scene was left out of the 1999 Brendan Fraser movie! It's a swashbuckling battle that takes place along the docks of Cairo, when librarian Evelyn “Evy” Carnahan is captured by the slimy Beni and a couple of henchmen who try to take her to the Mummy. Can our hero, Rick O’Connell, and Evy’s brother, Jonathan, save the day? Watch out for giant scorpions, sandstorms, undead, and mummies. And can you find a cat when you need one?

S-249 – Atlantic Wall ‘44

WWII; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-001; Hosted by: Greg Whitaker; Scale: 28mm; Rules: Disposable Heroes – modified; Number of Players: 10.

Acheson Creations and Iron Ivan have 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 are welcome.

S-236 – Howell Force – 6 June 1944

WWII; 9 AM; Length: 4; Location: Ball Room Open; Table: BO-011; Hosted by: Peter Fliss; Scale: 15mm; Rules: Final Combat; Number of Players: 6.

Task Force Howell from the US 82nd Airborne Division must clear the landing zones north-northwest of les Forges before the glider reinforcements arrive as the sun sets on D-Day. The ex-Soviet prisoners of the German 795th Ost Battalion, 709th Division stand in the way. Can Howell Force clear the zones in time? Test your tactical skill using the intense Final Combat rule-set in this Skirmish Campaigns “Normandy ‘44 – First Hours” scenario. Not recommended for kids under 13.

S-143 – “Tough ‘Ombres” – Piquet**Field of Battle WW2 October 1944**

WWII; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-012; Hosted by: David Maupin; Scale: 15mm; Rules: Field of Battle WW2; Number of Players: 6.

The US 90th Infantry Division has been racing across France at a breakneck pace. Your regimental scouts report the Germans have decided to make a stand a few miles in front of you, but you can't let the enemy slow you down. Somebody needs to end this war. Learn Piquet's Field of Battle WW2 rules and the friction and chaos they can cause. The scenario will be run multiple times as beginner workshops with plenty of time to start over or switch sides. Try it out!

S-403 – Fireball Forward**– Pouppeville**

WWII; 9 AM; Length: 3; Location: Ball Room E; Table: BE-002; Hosted by: Grant Daniels; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

6 June 1944, 1130^{hrs} Pouppeville, Utah Beach Exit #1 – Seaborne infantry landing on Utah Beach faced the problem of pushing off the beach across four narrow causeways that crossed flooded farmland. The southern Exit #1 was at the town of Pouppeville. It was one of the 101st D-Day objectives to capture it and link up with armor coming in from Utah Beach. Lt Col Julian Ewell, commanding 3rd Battalion, 501st Regiment has gathered about 40 men and, although it was not his original objective, was ordered to proceed to Pouppeville and clear it of German resistance. Rules taught. Gamers 14 and over only please.

S-197 – Going Opposite**Ways – Pacific Air War**

WWII; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-016; Hosted by: Brian DeWitt; Scale: 1/285; Rules: Check Your 6!; Number of Players: 8.

During the Battle of Santa Cruz Island an American attack force from the Enterprise was going southwest and passed an Japanese attack force heading SE towards the Enterprise. 12 Zeros peeled off from the Japanese force and headed for the American force.

S-362 – Saturday Morning**Soccer with the EPL**

Modern; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-028; Hosted by: Jeff Wiltrout; Scale: 30mm; Rules: Corner Kick; Number of Players: 6.

Can Tottenham Hotspur stagger to the finish line with a place in the Champions League, or will Chelsea pass them for that coveted fourth spot? Two teams with a difficult finish going into the summer break. If you know what an offside is in soccer, you'll have no trouble playing these rules. Kid-friendly. But only if the kids are friendly, too.

S-395 – CY6! Jet Age – Arab Israeli**– Mystere Ground Pounding**

Modern; 9 AM; Length: 4; Location: Ball Room E; Table: BE-006; Hosted by: Thomas Ballou; Scale: 1/200; Rules: Check Your 6! Jet Age; Number of Players: 10.

6 Day War, Day 3, the Egyptians are trying to counter attack Israeli armored thrusts. An Israeli armor column was attacked by a group of MiG-17s, a passing flight of Mysteres dropped their bombs and raced to the rescue. From the CY6 Jet Age scenario book Star and Pyramid. More info at www.skirmishcampaigns.com.

S-250 – Ciudad Juarez 2030

Future; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-009; Hosted by: Mark Young; Scale: 28mm; Rules: Home Rules; Number of Players: 10.

The American President has sent the U.S. army across the border to punish Mexican criminal groups ravaging the U.S. side of the Mexico-U.S. border. Drug gangs, corrupt police, the U.S. Army, and even a Middle Eastern terrorist cell all vie for control of the city. Using the game system from our previous Iraq and Afghanistan games, players will be encouraged to make deals as well as deal out vengeance. Another vacation spot gone bad. Beginners are welcome.

S-559 – Doctor Who &**The Final Frontier**

SciFi; 9 AM; Length: 4; Location: Ball Room C; Table: BC-008; Hosted by: Greg Priebe; Scale: 28mm; Rules: The Doctor Who Miniatures Game; Number of Players: 8.

The Doctor and his companions join forces with Captain Jean-Luc Picard and the crew of the Enterprise-D in a desperate struggle to save a planet from destruction. Waiting in the wings are those who seek to exploit this crisis for their own profit. Come prepared to match wits with a rogues-gallery of characters from both the Trek and Whovian universes! Children welcome when accompanied by a playing adult. Rules will be taught.

S-316 – Olympica – The UN Raid on Mars

SciFi; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-023; Hosted by: Steven Johnson; Scale: 25mm; Rules: Home Brew; Number of Players: 8.

The Mars colonies haven't declared independence – they've become puppets of the cybernetic WebMind! Can your NASA squads of attack astronauts, laser tanks, lifters and laser drill find the Web server and destroy it among the twisting tunnels beneath the sands of Mars?

10 AM

S-623 – Fredericksburg: Southern Flank

American Civil War; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-032; Hosted by: Peter Mancini; Scale: 15mm; Rules: Billy Yank Heads South; Number of Players: 8.

In honor of the the 150th anniversary of the Battle of Fredericksburg this game looks at the OTHER, less famous flank of the battle. While the diversion in the North became a full on main effort that yielded unequal losses at a ratio of 7:1, in the Southern flank things were more even at 5:4. The rules have been in development for some time with plans for release at Historicon in 2013. They are regimental in scale with the aim of producing historical results without a massive overload of charts and procedures.

S-626 – A Walk in the Park – Hitlerjugend in Normandy

WWII; 10 AM; Length: 4; Location: Ball Room Open; Table: BO-012; Hosted by: Jake Strangeway; Scale: 20mm; Rules: Men Under Fire; Number of Players: 6.

As a prelude to Operation Epsom, Monty's big assault to the west of Caen, the Polar Bears were to strike south towards Tessel Wood and the high ground around Rauray. But barely 24 hours beforehand, the Germans had finally "straightened the front-line". They had withdrawn from the salient around Cristot & Le Mesnil Patry and had established a new defensive line few hundred yards to the south. The next objective was Fontenay-le-Pesnel, but blocking the path down the slopes into this village was the imposing feature of Parc de Boislande. The task of securing the area and Chateau was allocated to the 6th Battalion, Duke of Wellington's Regiment (6DWR). With confidence high, the British were further encouraged by air reconnaissance and ground patrols failing to detect strong defensive positions in the parkland and around the Chateau...

S-620 – "Hill Trap Maneuver" 1969

Vietnam War; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-019; Hosted by: Matthew Craig; Scale: 1/285; Rules: In Country (Panzerknacker Games); Number of Players: 6.

During 1966, the North Vietnamese Army began to develop a new maneuver, which was called the 'Hill Trap' maneuver. This maneuver sought to exploit the battle tactics of US troops by drawing them into a mountainous killing ground where a defense in depth, combined with standoff bombardments and rear attacks, would annihilate them. This game seeks to put the Viet Cong in the driver seat. Can the VC execute an NVA style trap in '69? Or will American firepower command the day. Minimum age requirement: 15yrs of age. Adult accompaniment recommended for children under 18yrs of age.

S-482 – Road to Borodino

Napoleonic; 10 AM; Length: 4; Location: Ball Room D; Table: BD-007; Hosted by: David Bonk; Scale: 40mm; Rules: Carnage & Glory Napoleonic; Number of Players: 6. As the Russians retreat in August, 1812 French forces attack a Russian held village.

S-162 – August 1814: Raid on Dolley's Mill

War of 1812; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-015; Hosted by: Raymond Miller; Scale: 25mm; Rules: Home Rules; Number of Players: 5.

: In the chaos following the burning of Washington, a British joint Army and Naval landing party pursues remnants of the US government to a village defended by a mix of US Army regulars and militia. Rules emphasize the leadership of company and battalion commanders while making decisions with imperfect information. Beginners welcome. Improved since Cold Wars based on player feedback!

S-263 – Miller's Cornfield – Antietam, 17 September 1862

American Civil War; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-087; Hosted by: John McConnell; Scale: 28mm; Rules: Brother Against Brother; Number of Players: 12.

Refight the contest over the bloodiest patch of ground on America's bloodiest day. Union and Confederate regiments marched into The Cornfield starting at first light, each side receiving reinforcements intended to sway the fighting their way, and to ultimately give them control of the field. Skirmish gaming on a large scale, but built for speed! Age 15 or older if not accompanied by an adult.

S-504 – Prairie Grove, December 7, 1862

American Civil War; 10 AM; Length: 6; Location: Ball Room Open; Table: BO-013; Hosted by: Dennis Kalember; Scale: 15mm; Rules: Fire and Fury Regimental; Number of Players: 12.

Come play in a regimental fire and fury scenario that will be featured in the soon to be released regimental fire and fury scenario book.

S-159 – Fredricksburg, Courage & Futility – December 13, 1862

American Civil War; 10 AM; Length: 8; Location: Exhibit Hall A; Table: EA-006; Hosted by: Bill Moreno; Scale: 10mm; Rules: Fire & Fury; Number of Players: 10.

You gaze up the long slope at the imposing heights to your front. You wonder how any man could survive the march across that deadly space. You are about to lead your company into a maelstrom of lead and iron to almost certain death! The field in front of you appears alive with the writhing and cries of the wounded. You know from the sight of this carnage that you can never hope to dislodge the hardened veterans crouched behind the stone wall and yet you know you must try to do so. The Colonel shouts: "Charge Bayonets! Forward March!" The roar of the guns begins to rise to a crescendo as you move ever forward towards your unknown fate. Adults, teenagers and children accompanied by adults at all times.

S-531 – The Fall of Beijing

Colonial; 10 AM; Length: 3; Location: Meeting Room 3; Table: M3-002; Hosted by: Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of Players: 6.

The Eight Nation Alliance strikes against a supply train headed to Beijing while the Boxers try to keep supply lines going. Join us for this large scale tactical action set before the fall of Beijing.

S-427 – Tacambaro – 11 April 1865 – Theme

Colonial; 10 AM; Length: 3; Location: Ball Room E; Table: BE-003; Hosted by: Tim Tilson; Scale: 25mm; Rules: The Sword and the Flame; Number of Players: 5.

Mexico. Major Tygard and the Belgian Legion storm the city of Tucambaro looking for contraband. They find that and Senora Regules. Marching fast for the town is General Regules and his army.

S-126 – Patrols in the Sudan**PITS 1885 – Theme**

Colonial; 10 AM; Length: 2.5; Location: Exhibit Hall A; Table: EA-031; Hosted by: Martin Goddard; Scale: 15mm; Rules: PITS by Peter Pig; Number of Players: 4.

Mr Pig presents PITS. Patrols in the Sudan 1885, a game in 15mm with British and Dervishes. The British player has a mission and the Dervish player is in opposition. As the British set off across the desert the scenery moves and the natives are prone to pop up and do damage. Not recommended for kids.

S-176 – Nachod, 27 June 1866:

Shock vs Fire in Bohemia

19th Century; 10 AM; Length: 5; Location: Exhibit Hall A; Table: EA-051; Hosted by: Bruce Weigle; Scale: 6mm; Rules: 1866; Number of Players: 6.

The Prussian V Corps, having swiftly won through the pass at Nachod and secured the high ground beyond, is about to descend on Austria's richest province. But just as swiftly, Austria's 6th Corps is hastening to the scene intent on stopping the Prussians at bayonet point. It looks like one of those bloody "Fire vs Shock" battles will result...

S-352 – Kriegsspiel: The Original

Wargame – 19th Century – Theme

19th Century; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-053; Hosted by: Mike Dunn; Scale: 1/7500; Rules: Kriegsspiel – 1824 von Reisswitz version; Number of Players: 12.

Experience the game that started it all. Developed by the Prussian Army in the aftermath of the Napoleonic Wars, Kriegsspiel went on to become THE training war game used by most of the major armies of the 19th century. Come take part in the game that helped build empires! Attendees will alternate between being both player and assistant umpire. No knowledge of the rules needed to participate.

S-456 – Unintended Encounter

WWI; 10 AM; Length: 4; Location: Ball Room B; Table: BB-006; Hosted by: Michael McKnight; Scale: 1/3000; Rules: Fleet Action Imminent; Number of Players: 6.

March 1915 Baltic: A German cruiser group is escorting a small convoy of merchantmen and a passenger liner back from Sweden. On it's passage it encounters an Russian squadron on a minelaying mission. Both groups are primarily set up to protect their convoys but will have to risk dispatching some of their force to engage at least till their distant support arrives to assist. Rules taught, beginners welcome!

S-251 – Trench Wars – Treat Them Rough!

WWI; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-010; Hosted by: Steve Robinson; Scale: 28mm; Rules: Trench Wars; Number of Players: 10.

Tommy is facing the formable Hindenburg line. Can the sheer bravery of Tommy and the steel behemoths punch their way through Jerry's defenses? Or, will a sea of wire entanglements, bunkers and non-ceasing hail of machinegun fire defeat Tommy's juggernaut? Come and pick a side and taste once again the rotting, acidic smell of the western front. I know for sure that lead figures do not bleed, but allot will have to wait until the afternoon to be played with again. This game is featuring terrain system designed and produced by Acheson Creations specifically for 28mm WWI games. Beginners are welcome.

S-583 – Lego Pyramid Adventure

Pulp; 10 AM; Length: 2; Location: Ball Room C; Table: BC-007B; Hosted by: Ken Frost; Scale: Legos; Rules: Home Rules; Number of Players: 6.

The secret entrance to the (almost) Great Pyramid of Legotopia has just been found and it is up to you and your fellow adventurers to bravely enter the pyramid and discover its secrets. Ancient scrolls say that there is a vast treasure inside! Can you compete against your party to claim the largest share and escape the Curse of the Mummy? The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

S-410 – Fireball Forward –

World War Two Demo Game

WWII; 10 AM; Length: 2; Location: Ball Room E; Table: BE-001; Hosted by: Mark Fastoso; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

Come and try out Fireball Forward! Brand new fun, fast play WW2 company level rules that you can use your Flames of War figs for! Two demo games to choose from: Lead Easy Company as they assault a German artillery position on D-Day –OR– Lead Rommel's panzers as they try to crash through British tanks in the Libyan desert. Rules taught.

S-576 – Merry Christmas From

Bastogne: Dec 25th, 1944

WWII; 10 AM; Length: 4; Location: Ball Room C; Table: BC-005; Hosted by: Kurt Schlegel; Scale: 1/285; Rules: Look Sarge, No Charts; WW2; Number of Players: 6.

Christmas Day found the Americans in Bastogne surrounded. The Germans marked the holiday by attacking Spearheaded by Kampfgruppe Maucke of the 15th Panzergrenadier Division, they attack Bastogne from the northwest hoping to catch the paratroopers by surprise. We will be using the easy to learn Look Sarge, No Charts rules.

S-431 – Race to the Russian Front – 1944

WWII; 10 AM; Length: 4; Location: Ball Room B; Table: BB-001; Hosted by: Dave Reiners; Scale: 10mm; Rules: Spearhead; Number of Players: 6.

Uncle Ivan has an all out assault. It is every commander for himself. First Russian to the other board edge will win

the supreme commander's personal admiration. All attacks go in with no care for costs in men or material. Can you win Stalin's praise or be left in the dust.

S-232 – SMG – Replacements – June 11th, 1944

WWII; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-079; Hosted by: Robert Belli; Scale: 20mm; Rules: Sergeants Miniatures Game; Number of Players: 6.

The 101st having been at the forefront of the fighting have sustained heavy losses to death or injury. Several hundred replacements have come in fresh from the states. Sgt. Harrison has a few new faces and is heading towards securing a small town west of St. Come du Mont. Little does he know that Unt. Dreher is heading there to rally the remnants of his infantry company. Rules to be explained. New players and Kids with accompanying adult welcome.

S-455 – Paw of the Tiger

WWII; 10 AM; Length: 4; Location: Ball Room B; Table: BB-004; Hosted by: Tu Tran; Scale: 12mm; Rules: Mein Panzer; Number of Players: 6.

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. Such a fire brigade was the 1st Company, SS Panzer Battalion 502, with ace tanker Captain Hans Bolter, who was called upon to halt a major Russian incursion by a full battalion of the 122nd Guards Tank Brigade. Rules taught, beginners welcome!

S-398 – Fireball Forward – Drive on Lingevres, Normandy, France – 14 June 1944

WWII; 10 AM; Length: 5; Location: Ball Room E; Table: BE-004; Hosted by: Sean Barnett; Scale: 15mm; Rules: Fireball Forward; Number of Players: 12.

British troops of the 9th Durham Light Infantry and the 4th/7th Dragoon Guards must assault the main defensive positions of the Panzer Lehr Division north of Lingevres and capture the town. This was an intense, high force density, combined-arms attack characteristic of some of the fighting in Normandy in 1944. Historically, the British took the town but at a high price—can you do the same? Younger gamers welcome with adult.

S-332 – Tarawa 1943 – Movin’ Out WWII; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-017; Hosted by: Eric Alvarado; Scale: 20mm; Rules: Arc of Fire – modified; Number of Players: 4.

D+2, 22 November 1943, 1230 hours – Black Beach 2: Betio, Tarawa Atoll. 1/6 Marines are moving east across the Tarawa clearing out Japanese strongholds after making an unscathed landing on Green Beach. However, the Japanese are not going to go down without a fight. Things are getting desperate for the Japanese and they need to push the US back. Who will win?

S-454 – Savo Island

WWII; 10 AM; Length: 4; Location: Ball Room B; Table: BB-002; Hosted by: Steven Berger; Scale: 1/2400; Rules: General Quarters 3; Number of Players: 6.

The worst defeat in US Naval history was the battle of Savo Island. Weather, fatigue, command structure, and IJN skill all combined to surprise and defeat Southern Force and Northern Force. Refight Savo Island as either side and see if you can do better! The game will test a commander’s decision process. Rules taught, beginners welcome!

S-210 – The Empire Strikes Back: 2 Para at Goose Green, 28 May 1982 – Theme

Modern; 10 AM; Length: 5; Location: Exhibit Hall A; Table: EA-044; Hosted by: Michael Montemarano; Scale: 20mm; Rules: modified Command Decision; Number of Players: 8.

In the first ground action of the Falklands War, 2nd Bn, The Parachute Regiment carried out a night attack on the Argentinian garrison of the settlement of Goose Green on East Falkland Island. Come celebrate the 30th anniversary of the battle, and learn why you don’t mess with the Iron Lady.

S-252 – Zombies!!!

Modern; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-018; Hosted by: Chad Miller; Scale: 20mm; Rules: Zombies!!!; Number of Players: 8.

First rule of Zombies is Cardio! Faster than ever Zombies are attacking and you need to get out of Manhattan! It doesn’t matter if you crawl through sewers or take the still running subway, any means possible to get to the Helo!! If you survive long enough to make it to the pad, you better hope it is still there! Come Kill the undead and the Winner will be rewarded! Beginners are welcome.

S-262 – Shock Troops vs. Zombies

SciFi; 10 AM; Length: 2; Location: Exhibit Hall A; Table: EA-034; Hosted by: Jim Goss; Scale: 28mm; Rules: Free rules (see description); Number of Players: 6.

Free rules are on the Wargames Factory Forum website (www.wargamesfactory.com). This game is designed to teach how to play with miniatures!!! Children with parent only, but all are welcome and will take walk-ups without problem. New to miniatures? Learn how to play or just fun! Players against the game system, adult must be present with child.

11 AM

S-145 – AWI Battle for Petersburg 1781

AWI; 11 AM; Length: 4; Location: Exhibit Hall A; Table: EA-045; Hosted by: Ronald Bingham; Scale: 28mm; Rules: Black Powder; Number of Players: 8.

On the morning of April 25, 1781, Major Gen. Phillips left City Point, Virginia, with 2,500 British troops and marched towards Petersburg. Just east of village of Blandford, the British were met by Major Gen. von Stueben and over 1,000 militiamen. Having fought colonial militia in the past, Phillips believed the Virginians would only “fire two volleys and flee,” so he ordered an all out assault. Von Stueben had other plans! This is a AWI “fighting withdrawal” scenario designed by the Battle Barn and uses Black Powder rules! No players under 16 and Black Powder or hail Ceaser experience preferred.

S-211 – Swamp of Blood – Tuyuti 1866

19th Century; 11 AM; Length: 4; Location: Exhibit Hall A; Table: EA-068; Hosted by: John Tuohy; Scale: 15mm; Rules: Fire & Fury; Number of Players: 8.

The largest battle ever fought in South America. Do you want to defend the Fatherland against the Brazilian Macacas? Or do you want to lead the Allied forces of Brazil, Argentina and Uruguay to crush the Paraguayan madman Lopez?

S-358 – “Devast-Opol! Or Carnage In Krim!” Assault On Sevastopol

19th Century; 11 AM; Length: 6; Location: Exhibit Hall A; Table: EA-005; Hosted by: Paul Delaney; Scale: 28mm; Rules: Republic to Empire – Four Empires Crimean War Supplement; Number of Players: 6.

A British assault on the defenses of Sevastopol. Winter has now ended and British are now prepared to assault and the take the defensive works of Sevastopol. British players can you breach the defensive works of the Russian defenders? Russians can you hold your ground against the might of the British Empire? The port city of Sevastopol is the prize and the victorious army will determine the out come of the war. Scenario designed by Barry Hilton, terrain designed by Dave Bodley Players must be willing to place fun playing with toy soldiers first. Players under 14 welcome with attending adult.

S-201 – On the Border: A Very British Civil War 1938

Inter-War; 11 AM; Length: 4; Location: Exhibit Hall A; Table: EA-052; Hosted by: Ronald Carnegie; Scale: 28mm; Rules: Fascists on the Border: A Very British Civil War 1938; Number of Players: 6.

Disorder and violence reign supreme in the Market town of Owestry on the border as Welsh nationalists pursue ancient claims. Royalist forces try to maintain order, but their British Union of Fascist allies often just make matters worse. Besides, just who is supplying and aiding these Welsh radicals anyway? Very British Civil War is an Alternative History set in a 1938 Britain were King Edward refuses to abdicate. Come and join the madness! Beginners welcome.

S-500 – White Pearl, Black Heart

Pulp; 11 AM; Length: 3; Location: Ball Room Open; Table: BO-007; Hosted by: Frank Sciulli; Scale: 28mm; Rules: Men Under Fire; Number of Players: 6.

Somewhere in the uncharted Orient bands of hearty adventurers and villains vie for fame and fortune. As in the old movies anything can happen on these quests. You could encounter murderers, monsters, mayhem, and mysteries as you attempt to gain fame and fortune in a land that even Hollywood could not imagine. Join us as we play-test the forthcoming the “Men under fire” supplement covering pulp, noir and other adventure that could have been or should have been. An active imagination is required. Only gamers over the age of 17 please.

S-389 – Battletech – Grinder 1

SciFi; 11 AM; Length: 3; Location: Ball Room D; Table: BD-002, BB-001; Hosted by: Dave Yingling; Scale: 1/285; Rules: Total Warfare; Number of Players: 6.

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 winner of this round will get a spot in the Grinder Championship Saturday evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

S-387 – Battletech – Battle Tag

SciFi; 11 AM; Length: 6; Location: Ball Room D; Table: BD-004; Hosted by: Paul Sjardijn; Scale: 1/285; Rules: Total Warfare; Number of Players: 10.

This year's Commandathon will feature BattleTag, a game of soul-crushing tag featuring tanks, 30-foot murder-machines, and a universal fear for IT. All materials, miniatures and dice will be provided. Beginner Friendly & Rules taught.

12 PM

S-131 – Battle of Barfleur, 29 May 1692

Age of Reason; 12 PM; Length: 7; Location: Exhibit Hall A; Table: EA-072; Hosted by: Stanley Sunderwirth; Scale: 1/2000; Rules: Victory Under Sail; Number of Players: 15.

French admiral de Tourville with 44 SOL and an invasion force under James II bravely attacked an Anglo-Dutch fleet of 82 SOL (plus 17 in reserve) and fought them to a draw. This scenario pits the 44 French SOL against the 53 SOL of the Anglo-Dutch van and center. Players will control divisions of 4-9 ships in a game with few charts and lots of dice. Rules will be taught at 11:30 am.

S-303 – It all happened at Ad Damar – Theme

Colonial; 12 PM; Length: 4; Location: Exhibit Hall A; Table: EA-054, EA-055; Hosted by: Joe Brimer; Scale: 25mm; Rules: The Sword and the Flame – modified; Number of Players: 8.

A town along the Nile has become the hot point in a fight lead by an Arab leader who feels that all Western citizens must be removed from their land. To make matters worst the Military in the town has decided to hold captive the Mullah from the region. With the Arab forces closing in the Western powers have sent relief columns from France, England, Italy and a special American Naval Unit to raise the siege of the town and rescue the people trapped inside. .

S-222 – Goodbye to Guns or All's Quiet on the Ruritanian Front, 1918
Pulp; 12 PM; Length: 4; Location: Exhibit Hall A; Table: EA-058; Hosted by: Nick Wasileski; Scale: 28mm; Rules: Astounding Tales/All God's Children Got Guns; Number of Players: 12.

Amidst the chaos of the Great War in the Balkans, a brash young American ambulance driver attempts to rescue his true love, a downed Ruritanian aviatrix. But standing in his way is not only the might of the Central Powers but also numerous rivals for this popular lady's affections. It's a love story – with poison gas.

S-399 – Fireball Forward – Panthers on the Prowl

WWII; 12 PM; Length: 4; Location: Ball Room E; Table: BE-007; Hosted by: Benjamin Bentley; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

1944 – Panzer Lehr conducts a night attack on la Perrine. Elements of Company A, 899th Tank Destroyer Battalion attached to the 39th Infantry were waiting for them in the darkness. Get ready for a vicious knife fight with big guns at close range. Rules taught. Gamers 14 and over only please.

S-562 – Warriors: Rescue the Kits!

Fantasy; 12 PM; Length: 2; Location: Ball Room C; Table: BC-007B; Hosted by: Katharine Adams; Scale: 90mm; Rules: Blood and Swash; Number of Players: 6.

Erin Hunter's popular book series comes to Historicon as Shadow Clan's leader Brokenstar has abandoned the warrior code and is after the other clans' hunting grounds. Only Thunder Clan stands firm. Yesterday they drove off a bold Shadow Clan attack on their camp, only to have Brokenstar's followers return and snatch a liter of kits. Now two parties of Thunder Clan warriors, with the aid of some Shadow Clan exiles, must strike deep into the Shadow Clan camp to rescue the kits. The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

S-199 – Set CQ1 Attack Scorpion Shipyard “This is no Drill!”

SciFi; 12 PM; Length: 5; Location: Exhibit Hall A; Table: EA-064; Hosted by: Eric Shanoltz; Scale: Other; Rules: Colonial Fleet Home rules modified; Number of Players: 6.

The Cylons have launched a surprise attack on the Colonial combined fleet. Scorpion Shipyard is one of the most important targets. Can you restart your systems and escape or will you fall victim to the Cylon treachery? Can you destroy the human fleet and finish the job of removing them from space?

S-518 – Dr. Who and the Weeping Angels

SciFi; 12 PM; Length: 2; Location: Meeting Room 3; Table: M3-001; Hosted by: Del Stover; Scale: 25mm; Rules: Dr. Who Miniatures Game; Number of Players: 3.

If you look upon a Weeping Angel, it cannot move. Quantum mechanics demand it. But if you look away--or blink--these malevolent aliens will be upon you. Now the Weeping Angeles are in London, living in a creepy graveyard and feeding off the parishioners of the nearby church. Join Doctor Who and his companions--Amanda Pond, Rory, and the mysterious River Song--as they attempt to rescue the surviving parishioners. This is a fast-paced game where you can't afford to blink.

S-603 – Galactic Meltdown

SciFi; 12 PM; Length: 3; Location: Exhibit Hall A; Table: EA-027; Hosted by: James Herbert; Scale: Other; Rules: Galactic Meltdown (Home rules); Number of Players: 4.

Be the first to try our tactical space combat game, Galactic Meltdown. This is an up-close, aggressive game where maneuvering matters just as much as what guns you bring. Leave your formations at the door, because if your opponent knows where you're going to go next, you're already scrap. Take home a free copy of the pre-release rulebook! Kids welcome with parent present.

1 PM

S-104 – Frigate Fight – Close Action

Age of Sail; 1 PM; Length: 5; Location: Homewood Suites Meeting Room; Table: HO-NA; Hosted by: Mark Campbell; Scale: 1/1200; Rules: Close Action; Number of Players: 12.

A fast paced Frigate action (ending on time...!) Captains! Come refight a dramatic naval battle from the Age of Fighting Sail. Realistic movement, combat, and limited communications assure that you'll get as close to real combat as possible. Will YOU win Honor and Glory, or be disgraced in dishonorable defeat? Rules taught 13:00 to 13:30, please confirm your attendance by 13:00, Battle commences at 13:30 sharp. Beginners Welcome. Rules taught, Kid Friendly Game. All materials provided, Please bring your own courage...

S-567 – Not Quite Seven Years War

Age of Reason; 1 PM; Length: 4; Location: Ball Room C; Table: BC-004; Hosted by: Rob Dean; Scale: 40mm; Rules: Charge! Or How to Play War Games; Number of Players: 6.

The Not Quite Seven Years war continues, as Schoeffen-Buschhagen and allies attempt to seize the initiative from North Polenburg. Three different scenarios present fast and furious old school wargaming at its finest, with hundreds of homecast figures and the original Charge! rules. Rules will be taught. Children under 12 welcome with participating adult.

S-150 – The Cornwallis Gambit – 1781

AWI; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-048; Hosted by: Tod Kershner; Scale: 28mm; Rules: Warfare in the Age of Reason; Number of Players: 8.

Yorktown Virginia, 1781. Lord Cornwallis makes a desperate attempt to break through the Franco-American lines and get to New York and safety. George Washington and his French allies have other ideas. The field battle that never was!

S-102 – The Road Not Taken: Maloyaroslavets, October 24, 1812

Napoleonic; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-024; Hosted by: Peter Anderson; Scale: 28mm; Rules: Field of Battle, 2nd edition; Number of Players: 6.

The Corps of Oudinot and St Cyr are on the route to St Petersburg, when Russian General Wittgenstein attacks. This battle effectively put an end to any real threat to the “second” Russian capital, but maybe things will turn out differently this time? Teens 14 and over welcome with a playing adult.

S-599 – Convoy Raid – War of 1812

War of 1812; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-008; Hosted by: Robin Empey; Scale: 28mm; Rules: Red Coats and War Hawks; Number of Players: 12.

After his successful defense of the failed British assault against Ogdensburg, Captain Benjamin Forsyth has decided to put his men to the test by planning a raid on a British supply convoy. American Military Intelligence has intercepted a message and informed Forsyth that a detachment of British Infantry, Aborigines and Militiamen have been dispatched and are returning with supply wagons for the British Army Camp at Prescott. Unfortunately for the unsuspecting British, Forsyth has decided to dispatch a larger American detachment to intercept the British and procure the precious cargo for his own forces in Ogdensburg. Ages 14 and over. (Between 10 – 13 must be accompanied with an adult). The international debut of “Red Coats and War Hawks” a brand new rule set for playing skirmish games in the War of 1812.

S-284 – The Battle of Ginnis, Sudan 1885 – Theme

Colonial; 1 PM; Length: 4; Location: Ball Room B; Table: BB-003; Hosted by: Bill Cira; Scale: 28mm; Rules: The Sword and the Flame (8 man unit modification); Number of Players: 4.

After the Gordon relief expedition failed to achieve its objective of reaching Khartoum, the British forces commenced a withdrawal operation. A Dervish army was positioned in the villages of Khosha and Ginnis on the Nile to serve as a blocking force against re-invasion, and also to harass the British fort there with artillery fire. On December 30, 1885 Major General Grenfell attacked the Dervish positions with a combined British, Egyptian, Sudanese relief force that was supported by the gunboat “Lotus.” This scenario will be included in an upcoming Colonial Campaigns Scenario book on the 1st Anglo-Sudanese War.

S-154 – Jutland 1914: The Pre-Dreadnoughts, 7 August 1914

WWI; 1 PM; Length: 5; Location: Exhibit Hall A; Table: EA-069; Hosted by: Dave Emdee; Scale: 1/1200; Rules: Victory at Sea; Number of Players: 22.

A what-if scenario: What if the German fleet came out at the start of WWI? Both fleets had numbers of old battleships which were included in the battle line. This action supposes the fight between the 10 German battleships against the 12 battleships of the British Grand Fleet at the end of the battle lines. Rules taught (about 3 minutes). This will be a long scenario so expect to game for the full time.

S-299 – Guadalcanal! 15mm WWII Pacific Mega Battle – Combat Action Command(TM) rules

WWII; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-074; Hosted by: Lee Sowers; Scale: 15mm; Rules: Combat Action Command – Pacific War Supplement; Number of Players: 8.

Play the popular hit new Combat Action Command 15mm WWII rules. Fearless US Marines fight the fanatical Japanese in a pitched battle for control of Guadalcanal. Based on the famous battle of Edson’s Ridge your elite Marine Raiders and Paratroopers fend off the furious assaults of the fanatical Japanese. Rules taught, minis provided. Just show up and play, but register early! CAC games at Cold Wars were all booked up! Note: there will also be open CAC Demo Gaming at the On Military Matters’ dealer booth all day. Rules taught but WWII miniature gaming experience helpful.

S-117 – Raid on Moscow – November 1944

WWII; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-050; Hosted by: Martin Fenelon; Scale: 1/285; Rules: Luftwaffe 1946: Fight for the Skies; Number of Players: 8.

Goering has ordered an attack on the Kremlin to demonstrate the resurgence of the Luftwaffe. Me-264 hey stop yet another attack? Fast play air-to-air combat, bombers escorted by Do-335s penetrated the outer Soviet air defenses with the help of Me-262s. All that remains is the local air defence fighters and some flak. Fast play air-to-air action, no experience necessary, rules will be taught.

S-148 – Aerodrome 2.0 – WW2 Aerial Raid on Tarantella Harbour 1941

WWII; 1 PM; Length: 5; Location: Exhibit Hall A; Table: EA-046, EA-047; Hosted by: Stanley Kubiak; Scale: 1/144; Rules: Aerodrome 2.0 – World War 2 Aerial Combat Game; Number of Players: 15.



Early World War 2 in the Med! Torpedoes at dawn! Attack or defend the Italian fleet using Aerodrome 2.0 and its Naval Air Combat rules! Players control 1:144 scale British Royal Navy Fairey Swordfish torpedo bombers, braving AA fire to attack the fleet at anchor, or Italian fighters fighting to defend it. Rules will be taught, equipment provided. Spouse & Female Friendly Game. Under age 15 only with playing adult.

S-609 – World War II – France 1944 – Under 16 Only!!!

WWII; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-013; Hosted by: Paul IV Delaney; Scale: 54mm; Rules: Flames of War, modified; Number of Players: 6.

Special Game for players under 16 years of age. World War II set in France during the end of 1944. The Germans try to break out and the American army tries to close the circle around the remnants of the German Army. Game is for players under 16 and a parent or guardian must be present for players under 10.

S-411 – Fireball Forward – World War Two Demo Game

WWII; 1 PM; Length: 2; Location: Ball Room E; Table: BE-001; Hosted by: Mark Fastoso; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

Come and try out Fireball Forward! Brand new fun, fast play WW2 company level rules that you can use your Flames of War figs for! Two demo games to choose from: Lead Easy Company as they assault a German artillery position on D-Day –OR– Lead Rommel's panzers as they try to crash through British tanks in the Libyan desert. Rules taught.

S-611 – Major Objective: World War 2

WWII; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-014; Hosted by: Bill Hanson; Scale: 25mm; Rules: Major Objective: World War 2; Number of Players: 8.

Come play the newly released Major Objective: World War 2 Game! MO:WW2 is a simple to learn game with a great amount of depth. You play a squad of infantry where each soldier has independent characteristics, skills and weapons. You may get support from armor, artillery, or even air. The game has elements of strategy, tactics and roleplaying and is very fun to play. You can play the game in 15, 20, 25 or even 54mm scale. So, come give the game a try and have some fun!

S-289 – Transformers : Revenge of the Fallen, Egypt, Modern Day

Modern; 1 PM; Length: 4; Location: Ball Room B; Table: BB-005; Hosted by: Brendan Watts; Scale: 15mm; Rules: Sandquest, Transformers, adaptation of Heroquest; Number of Players: 8.

U.S. and allied Special Forces (NEST) united with the good Autobots attempt save the world from colonial conquest by the evil Deceptions in the big battle from the end of the Transformers 2 movie. All ages welcome, rules will be taught.

S-279 – Trouble in Bangalla: African Warlord – Theme

Modern; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-021; Hosted by: Brad Janicki; Scale: 20mm; Rules: Home; Number of Players: 4.

In the African country of Bangalla, a civil war has divided the country causing the local warlords and factions to arm themselves to the teeth. Marxist rebels, religious extremists, local militias, mercenaries, and government armies roam the country. Power and money are always on their minds. Which side will you choose? Adult must be present with child.

S-425 – CY6! Jet Age, Indo Pak – Mach 2 Dogfighters

Modern; 1 PM; Length: 2; Location: Ball Room E; Table: BE-002; Hosted by: C.B. Stevens; Scale: 1/300; Rules: Check Your 6! Jet Age; Number of Players: 5.

11 September 1965. Over Ferozepur, India. Pakistan, pursuing an air superiority campaign over the Kashmir battlefield, ran "MiG baiting" missions intended to lure the Indian fighters into air-to-air combat. Flight Lieutenant Hakimullah was flying one of these missions in an F-104 when he reported an encounter with Indian MiG-21s. From the forth-coming Check Your 6! Jet Age IndoPak Campaign Book!

S-363 – Saturday Afternoon Soccer with the EPL

Modern; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-028; Hosted by: Jeff Wiltrout; Scale: 30mm; Rules: Corner Kick; Number of Players: 6.

Manchester City broke into the Champions League this year, but Arsenal pushed them hard at the end. Let's see what happens as the season finally ends. Anyone who understands the basic rules of soccer will have no trouble playing Corner Kick. The game is Kid Friendly. The gamemaster is Kid Friendly. But Mario Balotelli? Well...

S-350 – Knights of the Mystic Wood

Fantasy; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-049; Hosted by: Nancy Ott; Scale: 28mm; Rules: Mystic Wood by The Avalon Hill Game Company – modified; Number of Players: 6.

Six brave knights venture into the perilous Mystic Wood. Fight wild beasts, vanquish the Black Knight, slay the dragon, rescue the princess ... Come join the quest! Kid friendly game.

S-312 – Starship Troopers – Operation Bughouse

SciFi; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-023; Hosted by: Steven Johnson; Scale: 25mm; Rules: Home Brew; Number of Players: 8.

The Bugs started this war and we're going to finish it! Their homeworld, Klendathu, has been located at last. An all-out attack by Mobile Infantry battlesuits, combat engineers, artillery and armor will occupy the surface of their major continent and finish the war in a week. Or at least, that's the plan ... 12 or older unless accompanied by parent.

S-532 – Mujahadeen – Alien Invasion Faceoff

SciFi; 1 PM; Length: 2; Location: Meeting Room 3; Table: M3-002; Hosted by: Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of Players: 6.

The Alien Invasion lands right in the middle of Jihad territory. Join us for this truly one of a kind, high intensity skirmish battle.

S-200 – Combat : Alien War – A Bad Case of Bugs

SciFi; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-073; Hosted by: Howard Whitehouse; Scale: 28mm; Rules: Combat – Alien War; Number of Players: 8.

Nobody joins the US Marine Corps because they really want to fight alien creatures in their dank, sunless hives beneath a Godforsaken planet on the far side of nowhere, do they now? And yet, here we are – – – Gritty sci-fi action, easy rules and a chance to die horribly in a cave far from home. What more could you want?

2 PM

S-282 – War and Conquest Pick-up Games!

Ancients; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-035, EA-036, EA-037; Hosted by: Bill White; Scale: 28mm; Rules: War & Conquest; Number of Players: 6.

"Become a great commander of history and shape destiny!" Bring an army up to 2000 points from the free online lists available at <http://scarabminiatures.com/forum/viewforum.php?f=42>. If you don't have up to 2000 points I will try to accommodate the points limit you do have if possible. If there is space available we will be running small demo games for those interested in trying the rules out. No pre-registration – sign up at the table 1/2 hour before game time!

S-255 – Samurai Wars

Renaissance; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-016; Hosted by: Jim Foster; Scale: 28mm; Rules: Samurai Wars; Number of Players: 8.

Clan warfare at its finest. Be the first to conquer your neighbors. Beginners are welcome.

**S-560 – Corpse & Musket:
The Zombies of Trenton**

AWI; 2 PM; Length: 4; Location: Ball Room C; Table: BC-008; Hosted by: Greg Priebe; Scale: 28mm; Rules: GASLIGHT; Number of Players: 6.

Christmas, 1776: Washington and his army have successfully crossed the Delaware to launch a surprise attack on the Hessian garrison at Trenton. Despite some setbacks, they reach their objective and the town of Trenton is still quiet...almost too quiet. Washington sends a small detachment into town to seek out the foe. They find nothing, until slow, shambling figures are spotted in the distance, silhouetted by dim morning light, headed right for them. Children welcome when accompanied by a playing adult. Rules will be taught.

**S-542 – Look, Sarge,
It's the Prussians**

Napoleonic; 2 PM; Length: 4; Location: Ball Room C; Table: BC-001; Hosted by: Buck Surdu; Scale: 10mm; Rules: Look, Sarge, No Charts: Napoleonic Wars; Number of Players: 8.

It's 1814; Napoleonic is on the ropes, but displaying his old genius again. A reinforced Prussian corps tries to crush a French rear guard. Players command divisions. Featuring an exciting new rules set, this game will renew your interest in Napoleonic gaming. People who have sworn off this period as being the province of grognards and rules lawyers enjoy these rules – as do people who enjoy gaming this period. Fight the game, not the rules! Rules will be taught.

**S-185 – La Haye Saint –
Waterloo, June 18, 1815**

Napoleonic; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-041; Hosted by: Ken Jacobsen; Scale: 18mm; Rules: Napoleon at War; Number of Players: 4.

The battle of Waterloo is reaching its climax. Napoleon has put Marshal Ney, the "bravest of the brave", in charge of one final push up the middle. Standing in the way are the stubborn defenders of La Haye Saint. Now is the time for Wellington to put an end, once and for all, to Napoleon's dominance of Europe. Players with no previous experience are welcome: all materials and rules will be provided if necessary; rules can be taught. Players under the age of 16 must be accompanied by an adult.

S-555 – Skirmish at Schlegel's Farm

American Civil War; 2 PM; Length: 2; Location: Ball Room C; Table: BC-007A; Hosted by: Eric Schlegel; Scale: 25mm; Rules: Home Rules; Number of Players: 6.

Both the Yankees and Rebels are hungry and foraging looks good at Schlegel's Farm. Whoever holds the farm at the end of the day will feast on fried chicken, steak, ham and lamb chops. Note: Adult assistants welcome. The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

**S-239 – Don Featherstone's, Action
in the Plattville Valley, 1863**

American Civil War; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-002; Hosted by: Dick Bryant; Scale: 30mm; Rules: Don Featherstone's Horse and Musket Rules; Number of Players: 8.

To celebrate the 50th anniversary of Don Featherstone's War Games, The HMGS Legion of Honor presents a game from that book. Hosted by Bob Beattie and Dick Bryant, founders of The Courier and members of the Legion. An "old school" game of the American Civil War with original SAE and Scruby figures. You know the man, now play his first game. Players over 12 only due to delicate nature of figures.

**S-429 – The Sort of
Magnificent 6 – Old West**

Western; 2 PM; Length: 4; Location: Ball Room B; Table: BB-001; Hosted by: Scott Landis; Scale: 28mm; Rules: Home Rules; Number of Players: 6.

This small Mexican village has been overrun by Banditos and it will take some real hombres to save it. Will you help the village or just lay in a drunken stupor while the villagers attempt to make a stand. A classic western shoot-out game with simple home rules for the whole family. Kid-friendly.

S-275 – Celluloid Heroes of the West

Western; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-022; Hosted by: Maurice Holmes; Scale: 25mm; Rules: High Noon; Number of Players: 12.

"We take you now to those thrilling days of yesteryear..." Have you ever wondered who the greatest gunfighters of the movies and TV were? Was it the Lone Ranger, John Wayne, Clint Eastwood? Now you can take control and find out! Join us in this exciting adventure where the Gunfighters of TV are pitted against the Gunfighters of the Movies. Put the characters in your hands and find out once and for all who the greatest gunfighter of all time is. Easy to learn and fast playing action with no waiting for your card to come up. All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

**S-127 – Patrols in the Sudan
PITS 1885 – Theme**

Colonial; 2 PM; Length: 2.5; Location: Exhibit Hall A; Table: EA-031; Hosted by: Martin Goddard; Scale: 15mm; Rules: PITS by Peter Pig; Number of Players: 4.

Mr Pig presents PITS. Patrols in the Sudan 1885, a game in 15mm with British and Dervishes. The British player has a mission and the Dervish player is in opposition. As the British set off across the desert the scenery moves and the natives are prone to pop up and do damage. Not recommended for kids.

**S-292 – The Road to Lucknow,
Indian Mutiny, 1857 – Theme**

Colonial; 2 PM; Length: 4; Location: Ball Room B; Table: BB-007; Hosted by: Jeff Simpson; Scale: 25mm; Rules: The Sword in India, TSAF variant; Number of Players: 6.

The first Lucknow relief column ended up as besieged reinforcements in the city. Can the second relief column put paid to Johnny Sepoy's high jinks and rescue the city Adults and teens preferred; rules will be taught.

S-506 – Mars Needs Science

Victorian Science Fiction; 2 PM; Length: 3; Location: Ball Room Open; Table: BO-014; Hosted by: Bob Charrette; Scale: 28mm; Rules: Secret Science: Battle Science (playtest); Number of Players: 6.

Imperialistic ambitions on colonial Mars pits aerial gunboats and steel against mad science! Repel the pale skinned invaders from the holy red soil! Teach the benighted heathen to fear science! Over 13 please, figures supplied.

S-347 – Malifaux

Victorian Science Fiction; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-057; Hosted by: Tony Spino; Scale: 30mm; Rules: MLIFAUX: Twisting Fate; Number of Players: 6.

Come join us for DEMO'S of the Victorian/Steam Punk miniatures game of Malifaux.

S-178 – Battle of the Yellow Sea

Early 20th Century; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-078; Hosted by: Gary Coyle; Scale: 1/2400; Rules: Perfidious Albion (mod); Number of Players: 10.

The Russian First Pacific Squadron is attempting to break out of Port Arthur and join with the Vladivostok Squadron. The Imperial Japanese Navy is against the idea. Can the Russians actually inflict significant damage on Togo's ships and get away to fight another day? Maybe.

S-311 – The Battle of Yap, 20**November 1932 – Theme**

Inter-War; 2 PM; Length: 6; Location: Exhibit Hall A; Table: EA-059, EA-060; Hosted by: Robert Eldridge; Scale: 1/6000; Rules: Command at Sea; Number of Players: 12.

The climax of Bywater's "Great Pacific War" was a massive fleet engagement of Yap between the American and Japanese fleets. As the outnumbered Japanese began to get the worst of the encounter, the Japanese admiral dispatched his battlecruisers against the rear of the American battle line. In order to gain time to disengage. This game recreates the situation as described in Bywater's book as the Japanese battlecruisers close on the trailing American battleships. Join the Admiralty Trilogy crew as they examine a 'bridging' product.

S-519 – The Mummy – Where is a Darned Cat When You Need One?

Pulp; 2 PM; Length: 3; Location: Meeting Room 3; Table: M3-001; Hosted by: Del Stover; Scale: 25mm; Rules: Dr. Who Miniatures Game; Number of Players: 4.

Librarian Evelyn "Evy" Carnaham has been kidnapped by Beni and some sleazy henchmen who are carrying her off to the Mummy. Join us as our hero, Rick O'Connell, and Evy's brother, Jonathan, try to save the day in a swashbuckling battle at the docks of Cairo. Battle giant scorpions, sandstorms, Arab zombies, and, of course mummies. And try to find yourself a cat. Mummies just hate them.

S-253 – Tank Battles for Wee Warriors

WWII; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-001; Hosted by: Stephan Henry; Scale: 28mm; Rules: Home rules; Number of Players: 8.

Tank battle for kids of all ages. Little Tank Commanders welcome.

S-233 – SMG – For Honor – June 17th, 1944

WWII; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-079; Hosted by: Robert Belli; Scale: 20mm; Rules: Sergeants Miniatures Game; Number of Players: 6.

The 6th Fallschirmjagers are planning a counter attack on the city of Carentan. The 502nd has placed several hasty defensive positions around the perimeter. For honor and glory the German paratroopers launch a last ditch effort to retake the city. Everything is on the line as the Germans charge in. Rules to be explained. New players and Kids with accompanying adult welcome.

S-412 – Fireball Forward – Kokumbona Vagabonds**– Guadalcanal, 1942**

WWII; 2 PM; Length: 3; Location: Ball Room E; Table: BE-003; Hosted by: Mark Fastoso; Scale: 15mm; Rules: Fireball Forward; Number of Players: 8.

A US Marine patrol has been wiped out across the Matanikau River. To avenge the loss and destroy the Japanese force nicked-named the Kokumbona Vagabonds a concentrated assault is planned on Matanikau Village. But the attack plan goes off course and only one company of Marines is in position to make the assault...and the night before the Japanese were reinforced by the Tokyo Express.

S-592 – Paint and Take: WWII Battlefront Miniatures

WWII; 2 PM; Length: 2; Location: Hobby University; Table: HU-001; Hosted by: Charles Feduke; Scale: 15mm; Rules: Painting workshop; Number of Players: 16.

Paint your own 15mm US Sherman or German StuG assault gun. We'll show you how to dry brush, apply a wash to bring out detail, apply decals, and weather your tank to make it look great on the battlefield. Tanks come pre-assembled, primed, and base coated (US Armor or Middlestone). All painting materials are provided. Models are supplied by Battlefront Miniatures; a Sherman or StuG is given on first-come first-serve basis to registered participants. This is a painting workshop!

S-254 – Mayhem along the Border

Modern; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-010; Hosted by: Matt Pierce; Scale: 28mm; Rules: Home rules; Number of Players: 10.

Mayhem Along the Border: The Afghanistan-Pakistan border is a haven for malcontents, criminals, and terrorists. Can the U.S. Marines, Special Forces, and the DEA bring some order to a bizarre border bazaar? Beginners are welcome.

S-370 – Cube Wars: Zombie Hunt

Modern; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-091; Hosted by: Shawn Reis; Scale: 54mm; Rules: Cube Wars; Number of Players: 6.

The Zombies have taken over the office and it's time to take back your cube. Use your brains and whatever you can find as a weapon to wipe out the Zombie horde before they get you. Come play the funniest Zombie game of the weekend and win some prizes on the way. Kid friendly game.

S-466 – Like My Father Before Me, 1986

Modern; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-003; Hosted by: Peter English; Scale: 28mm; Rules: Force on Force; Number of Players: 7.

German and Russian forces clash for the third time in one century. Soviet forces have poured across the West German border. Bundeswehr formations rush to chokepoints to stem the red tide, but who will get to the prized ground first, Fritz and Ivan?

S-203 – Snowboard Racing

Modern; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-056; Hosted by: David DeWitt; Scale: Special; Rules: Home Rules; Number of Players: 8.

Dice and card based event, completely unique system used to allow players to race around the track with passing, jumping, and challenges. Races are just 1 hour so you will race twice with winners going to the finals. 3D mountain track, bring your friends to this one, then cut them off at the turns. Will be running kids' races separately.

S-470 – Desert Breeze

Modern; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-004; Hosted by: Michael Johns; Scale: 28mm; Rules: Open Conflict; Number of Players: 8.

Modern Warfare in the Middle East.

S-415 – CY6! Jet Age – Arab Israeli – Scramble Jets! 1967

Modern; 2 PM; Length: 4; Location: Ball Room E; Table: BE-006; Hosted by: Scott Fisher; Scale: 1/200; Rules: Check Your 6! Jet Age; Number of Players: 10.

Egyptian MiGs are scrambled to meet the Israeli attack on 5 June 1967 from Abu Suweir. Famed Giora Rom leads IAF Mirages into the fight. Come and play this scenario from the "Star and Pyramid" Jet Check Your 6 scenario book. More information available at www.skirmishcampaigs.com.

S-256 – The Battle of ragland Pass

Fantasy; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-009; Hosted by: Mark Young; Scale: 28mm; Rules: Home rules; Number of Players: 10.

A ravaging horde of orcs, goblins, and other nasties have laid waste to the beautiful Green Valley and are heading for Kingdom of Goodfolk. They must be stopped at Ragland Pass by a coalition of humans, dwarves, elves, and hobbits. Easy homebrew rules made with the KISS principle in mind. Adults welcome with child. Beginners are welcome.

S-390 – Battletech – Grinder 2

SciFi; 2 PM; Length: 3; Location: Ball Room D; Table: BD-002, BB-001; Hosted by: Dave Yingling; Scale: 1/285; Rules: Total Warfare; Number of Players: 6.

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 winner of this round will get a spot in the Grinder Championship Saturday evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

S-322 – Star Trek: To seek out new life!

SciFi; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-034; Hosted by: Christian Meador; Scale: Other; Rules: A Call to Arms: Starfleet – modified; Number of Players: 6.

The Klingons call them the !Kuhl Ha'DibaH! The Cardassians refer to them as the Silent Swimmers. To the Federation, they are the Space Leviathans. Myths speak of these magnificent creatures as portents of wonder and doom, their passage an omen that raises the hopes of billions and inspires the downfall of great powers. As they cross through Klingon space, it is unknown if they will venture toward the Cardassian or Tholian border. Starfleet's guiding ethos, the hard realities of regional politics and the call of the blood hunt clash in this role playing wargame! Not for children under 8, adult must be present with children under 15.

S-624 – General Lee and Napoleonic Arithmetic

American Civil War; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-032; Hosted by: Peter Mancini; Scale: 15mm; Rules: Billy Yank Heads South; Number of Players: 8.

This battle scenario is devised by you! Using Napoleonic arithmetic decide for yourself if your forces will be on the offensive, defensive, on the move or attempting to pin the enemy. Situational awareness will be key as you won't start with full knowledge of what you are up against or what enemy objectives might be. The rules have been in development for some time with plans for release at Historicon in 2013. They are regimental in scale with the aim of producing historical results without a massive overload of charts and procedures.

S-621 – “Hill Trap Maneuver” 1969

Vietnam War; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-019; Hosted by: Matthew Craig; Scale: 1/285; Rules: In Country (Panzerknacker Games); Number of Players: 6.

During 1966, the North Vietnamese Army began to develop a new maneuver, which was called the 'Hill Trap' maneuver. This maneuver sought to exploit the battle tactics of US troops by drawing them into a mountainous killing ground where a defense in depth, combined with standoff bombardments and rear attacks, would annihilate them. This game seeks to put the Viet Cong in the driver seat. Can the VC execute an NVA style trap in '69? Or will American firepower command the day. Minimum age requirement: 15 yrs of age. Adult accompaniment recommended for children under 18 yrs of age.

3 PM

S-167 – Borderlands 1050

Dark Ages; 3 PM; Length: 3; Location: Exhibit Hall A; Table: EA-070; Hosted by: Jon Lundberg; Scale: 28mm; Rules: SAGA; Number of Players: 8.

Try out the SAGA Dark Ages skirmish rules. Bring your own troops or try out any of the Factions. Several villages sit for the taking and points go for grabbing loot. Adult should be present for players under 14.

S-488 – Battle of Chapultepec

Mexican War; 3 PM; Length: 6; Location: Ball Room D; Table: BD-006; Hosted by: Guy Gormley; Scale: 25mm; Rules: Carnage & Glory; Number of Players: 6.

On September 13, 1847, in the costly Battle of Molino del Rey, U.S. forces had managed to drive the Mexicans from their positions near the base of Chapultepec Castle guarding Mexico City from the west. General Winfield Scott held a council of war with his generals and engineers on September 11. Scott was in favor of attacking Chapultepec and only General David E. Twiggs agreed. A young lieutenant, Pierre Beauregard, gave a text book speech that persuaded General Pierce to change his vote in favor of the western attack....

S-572 – Bad Day to be on the Santa Fe

Western; 3 PM; Length: 2; Location: Ball Room C; Table: BC-005; Hosted by: James (Tank) Nickle; Scale: 25mm; Rules: Blood and Swash; Number of Players: 10.

The conductor thought this would be a milk run until he saw his consignment list: Payroll money, escorted prisoners, a private gambling car, a boxcar of mining supplies. What fool thought it was a good idea to have all these potential dangers on just one train? Looks like this will be one tough day in the life of a conductor in the old west.

S-212 – Wings of Gnome Wars – Theme

WWI; 3 PM; Length: 3; Location: Exhibit Hall A; Table: EA-083; Hosted by: Brian Robinette; Scale: 1/48; Rules: Wings of War; Number of Players: 8.

Come play WOW as it was meant to be played... in 1:48 using Corgi Biplanes!!! Rules taught, Parent/Child teams encouraged.

S-612 – Operation Cobra/ Operation Bagration: A “Flames of War” Based Tactical/ Strategic Simulation

WWII; 3 PM; Length: 5; Location: Exhibit Hall A; Table: EA-039, EA-040; Hosted by: Phillip Brown; Scale: 15mm; Rules: Flames of War; Number of Players: 11.

Using Operations Cobra and Bagration as a starting point, this simulation allows players to engage in a tactical action while dealing with the consequences of strategic events. German commanders will be particularly challenged as they deal with supply shortages, poor intelligence, partisan activity and Allied strategic bombing as they try to rush reinforcements to both Eastern and Western Fronts. Minimum five players. This game is very kid friendly (12+) with an accompanying parent or guardian. Knowledge of “Flames of War” rules is helpful, but not necessary.

S-533 – Surgical Strike

Modern; 3 PM; Length: 2; Location: Meeting Room 3; Table: M3-002; Hosted by: Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of Players: 6.

Al-Qaeda operatives are planning to ship a WMD out of a small port. Pressed for time and resources your team must quickly locate and neutralize the weapon. Fight down narrow alleys and from ship to ship in this daring port attack.

S-257 – Zombies!!!

Modern; 3 PM; Length: 3; Location: Exhibit Hall A; Table: EA-018; Hosted by: Chad Miller; Scale: 20mm; Rules: Zombies!!!; Number of Players: 8.

First rule of Zombies is Cardio! Faster than ever Zombies are attacking and you need to get out of Manhattan! It doesn't matter if you crawl through sewers or take the still running subway, any means possible to get to the Helo!! If you survive long enough to make it to the pad, you better hope it is still there! Come Kill the undead and the Winner will be rewarded! Beginners are welcome.

4 PM

S-588 – Plastic Pirates Pilfer Parrots

Age of Piracy; 4 PM; Length: 2; Location: Ball Room C; Table: BC-007A; Hosted by: Geoff Graff; Scale: Legos; Rules: Plastic Pirates; Number of Players: 8.

Legitimate Lego Looters ???! The pirates have offered to sell to the London merchants rare and valuable jungle birds. The problem is that there are no jungle birds on the ocean. So where will the pirates get parrots to sell? I'll wager YOU can guess! Join the excitement as the pirates interrupt the townspeople's trade with the Islanders. The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

S-459 – MacPerson's Ridge

American Civil War; 4 PM; Length: 4; Location: Ball Room B; Table: BB-006; Hosted by: Gregory Kuntz; Scale: 10mm; Rules: American Battlelines; Number of Players: 6.

It is 1 July 1863, 10am. Can you hold off elements of Heth's Rebel division, long enough for the Army of the Potomac to arrive and replace Buford's dismounted Union Cavalry? Rules taught, beginners welcome

S-242 – Miller's Cornfield –**Antietam, 17 September 1862**

American Civil War; 4 PM; Length: 4; Location: Exhibit Hall A; Table: EA-087; Hosted by: John Wilk; Scale: 28mm; Rules: Brother against Brother; Number of Players: 12.

Refight the contest over the bloodiest patch of ground on America's bloodiest day. Union and Confederate regiments marched into The Cornfield starting at first light, each side receiving reinforcements intended to sway the fighting their way, and to ultimately give them control of the field. Skirmish gaming

on a large scale, but built for speed! Age 15 or older if not accompanied by an adult.

S-355 – Hindu Rao's House – Theme

Colonial; 4 PM; Length: 5; Location: Exhibit Hall A; Table: EA-020; Hosted by: Roxanne Patton; Scale: 25mm; Rules: The Sword and the Flame; Number of Players: 6.

The British position atop Delhi consisted of for barricaded structure. Hindu Rao's House was the closest to the city and the focus of the Mutineers's attention. On the centennial of Plassey, the Mutineers made a major assault on the rear of Hindu Rao's. The Sirmoor Bn, The Guides, and the 60th Rifles beat off each wave and then drove the rebels back to the city. An adult must be present with child under 17.

S-457 – Battle of the Barents Sea

WWII; 4 PM; Length: 4; Location: Ball Room B; Table: BB-002; Hosted by: Bob Benge; Scale: 1/2400; Rules: General Quarters 4; Number of Players: 6.

Dec 31, 1942, Operation Regenbogen (Rainbow) the interception of convoys to Russia. The German fleet attempts to intercept Convoy JW51-B bound for Murmansk with supplies vital to the Russian Army. Can the Germans stop this vital convoy or will Soviets receive the vital help it needs to halt the German juggernaut in the east. Rules taught, beginners welcome

S-501 – The First Tank Battle:**The Battle of Gabr el Ahmar**

WWII; 4 PM; Length: 2; Location: Ball Room Open; Table: BO-007; Hosted by: Mike Murphy; Scale: 15mm; Rules: Command Decision: Test of Battle; Number of Players: 6.

In July, 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. Rules taught. Adult must be present with playing child.

S-417 – Fireball Forward –**Clash at Rossinie**

WWII; 4 PM; Length: 4; Location: Ball Room E; Table: BE-004; Hosted by: Jerry Frazee; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

Near Leningrad, 1941. After a murderous night of combat at the Dubyssa River crossing, the Soviet 2nd Tank moved Southeast to attack the 1st Panzer Division, unaware that they were already moving to flank the weakened Soviets. Gamers 14 and over only please.

S-413 – Fireball Forward – World War Two Demo Game

WWII; 4 PM; Length: 2; Location: Ball Room E; Table: BE-001; Hosted by: Mark Fastoso; Scale: 15mm; Rules: Fireball Forward; Number of Players: 6.

Come and try out Fireball Forward! Brand new fun, fast play WW2 company level rules that you can use your Flames of War figs for! Two demo games to choose from: Lead Easy Company as they assault a German artillery position on D-Day –OR– Lead Rommel's panzers as they try to crash through British tanks in the Libyan desert. Rules taught.

S-458 – Battle of Abu Ageila

Modern; 4 PM; Length: 4; Location: Ball Room B; Table: BB-004; Hosted by: Kenny Noe; Scale: 12mm; Rules: Mein Panzer; Number of Players: 6.

In Operation Kadesh the IDF aimed to block the Mitla Pass to prevent Egyptian reinforcements heading east, and to cut off any Egyptians retreating from the Egyptian front line. Units from the 890th Paratroop Battalion were airdropped on the Parker Memorial, 4km east of the Mitla Pass. The remainder of Sharon's 202 Parachute Brigade raced across the Sinia to join the 890th and clear the pass. The Egyptians sent its 2nd brigade 5th Battalion and a company from the 6th Battalion plus heavy weapons to defend the pass. Rules taught, beginners welcome



5 PM

S-534 – Boxer Rebellion

Colonial; 5 PM; Length: 2; Location: Meeting Room 3; Table: M3-002; Hosted by: Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of Players: 6.

The Boxers faced their own form of asymmetrical warfare as they fought the Eight-Nation Alliance. See if you can rewrite history by adapting your tactics to being outgunned, or try your hand at the superior force to see if you can leverage your weapons of war against a larger foe.

S-520 – Sherlock Holmes and the Last Hours of Jack the Ripper

Pulp; 5 PM; Length: 2; Location: Meeting Room 3; Table: M3-001; Hosted by: Del Stover; Scale: 25mm; Rules: Dr. Who Miniatures Game; Number of Players: 4.

There is no recorded history of the fate of the mysterious Jack the Ripper. But his reign of terror did stop abruptly, and a newly discovered manuscript from Dr. Watson makes plain that Sherlock Holmes played a role. Join us to learn the tale of a frightening battle in a dark and spooky graveyard, when Holmes, Watson, and Inspector Lestrade confronted this mad criminal and his horde of henchmen.

S-604 – Galactic Meltdown

SciFi; 5 PM; Length: 3; Location: Exhibit Hall A; Table: EA-027; Hosted by: James Herbert; Scale: Other; Rules: Galactic Meltdown (Home rules); Number of Players: 4.

Be the first to try our tactical space combat game, Galactic Meltdown. This is an up-close, aggressive game where maneuvering matters just as much as what guns you bring. Leave your formations at the door, because if your opponent knows where you're going to go next, you're already scrap. Take home a free copy of the pre-release rulebook! Kids welcome with parent present.

S-313 – Starship Troopers – Operation Royalty

SciFi; 5 PM; Length: 3; Location: Exhibit Hall A; Table: EA-023; Hosted by: Steven Johnson; Scale: 25mm; Rules: Home Brew; Number of Players: 8.

The Bugs can trade a thousand warriors for one of ours and win – but they can't withstand the loss of their Queen! Find the Brain and Queen bugs beneath the blasted surface of Klendathu, the Bug homeworld, but be on the bounce! The Bugs will use everything they have to drive us away from their Queen, including beam weapons, nuclear land mines, and biological Bug variants never before encountered by man! 12 or older unless accompanied by parent.

S-391 – Battletech – Grinder Championship

SciFi; 5 PM; Length: 6; Location: Ball Room D; Table: BD-002; Hosted by: Dave Yingling; Scale: 1/285; Rules: Total Warfare; Number of Players: 12.

The Grinder Championship will determine who the best MechWarrior of the Grinder is. MechWarrior will start with a Medium Mech and as you die, advance up to the next weight class. Once the player dies as an Assault Mech, you are done. Must win 1 of 11 Grinder Rounds for entry. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

6 PM

S-503 – Marcus Flavius Aquila Finding the Eagle: Relief

Ancients; 6 PM; Length: 4; Location: Ball Room Open; Table: BO-006; Hosted by: Phil Viverito; Scale: 28mm; Rules: Classical Hack; Number of Players: 8.

It is 140 A.D. and the centurion Marcus Flavius Aquila is defending a small camp in Britain as the Picts have descended into Northern Britain and are aided by the local Britons. Marcus or his subordinate must defend the camp against a renewed assault. Did we mention forming a tested and a chariot attack? Or about the relief forces? Rules will be taught (children accompanied by an adult)

S-589 – Plastic Pirates Pilfer Parrots Age of Piracy; 6 PM; Length: 2; Location: Ball Room C; Table: BC-007A; Hosted by: Geoff Graff; Scale: Legos; Rules: Plastic Pirates; Number of Players: 8.

Legitimate Lego Looters !?! The pirates have offered to sell to the London merchants rare and valuable jungle birds. The problem is that there are no jungle birds on the ocean. So where will the pirates get parrots to sell? I'll wager YOU can guess! Join the excitement as the pirates interrupt the townspeople's trade with the Islanders. The HAWKS will be hosting one table of shorter games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

S-486 – Battle of Lundy's Lane, July 25, 1814

Napoleonic; 6 PM; Length: 4; Location: Ball Room D; Table: BD-007; Hosted by: Ronald Oldham; Scale: 28mm; Rules: Carnage & Glory Napoleonic; Number of Players: 6.

On July 25, 1814 American forces attack British positions in the shadow of Niagara Falls. Special rules for night movement make this a unique battle.

S-585 – The Good, the Bad, & the Cybermen

Western; 6 PM; Length: 2; Location: Ball Room C; Table: BC-005; Hosted by: Eric Schlegel; Scale: 25mm; Rules: Blood and Swash; Number of Players: 10.

How did The Doctor and his companions end up on a steam locomotive in the American West when they were heading off for a beach vacation on a distant planet? Something is amiss! Gamers under 13 welcome with a playing adult.

S-327 – A Walk in the Valley – Pir Paimal, Afghanistan 1880 – Theme

Colonial; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-021; Hosted by: Don Manser; Scale: 28mm; Rules: Black Powder; Number of Players: 4.

Close out the 2nd Anglo-Afghan War with a fluid and fast moving game loosely based on the actions of the Kandahar relief column. Wind your way through the Babawali Valley for a last goodbye to the locals.

S-539 – Saving Gordon's Privates III: From Suakin to Khartoum-Fuzzy Wuzzy Death Trap – Theme

Colonial; 6 PM; Length: 4; Location: Ball Room Open; Table: BO-003; Hosted by: Cleo Liebl; Scale: 28mm; Rules: The Sword and the Flame; Number of Players: 6.

General Gordon is trapped in Khartoum. Historically this attempt to relieve him was never tried. Gordon died! Can you save him? Will you try? Come play with Bob & Cleo Liebl. Cherubs must be accompanied by an adult.

S-538 – Saving Gordon's Privates II: Abu Klea-Your corpse shall toast in the desert! – Theme

Colonial; 6 PM; Length: 4; Location: Ball Room Open; Table: BO-002; Hosted by: Bob Liebl; Scale: 28mm; Rules: The Sword and the Flame; Number of Players: 5.

General Gordon is trapped in Khartoum. With a light force of cavalry and camels, you are trying to rescue him. The Dervishes and trying to return your bones to the Sahara. Historically you failed. You can be better than that! Come Play with Bob & Cleo Liebl. Cherubs must be accompanied by an adult.

S-537 – Saving Gordon's Privats I: Sailing Upstream or R U into De Nile? – Theme

Colonial; 6 PM; Length: 4; Location: Ball Room Open; Table: BO-001; Hosted by: Bob Liebl; Scale: 28mm; Rules: The Sword and the Flame; Number of Players: 6.

Gordon is trapped in Khartoum, and the Dervishes are attacking. Batteries and a fleet are blocking your way. Can you overcome all, and still sail fast enough to save General Gordon before the Dervishes hack him to pieces? Historically the British failed. You can do better! Cherubs must be accompanied by an adult.

S-616 – Sky-Dreadnoughts of Marse 1918 – Theme

Victorian Science Fiction; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-068; Hosted by: Karl Rohr; Scale: 1/600; Rules: Starfire, modified; Number of Players: 10.

Mars has been quiet since the League of Earth Nations counter attack and conquest in 1906. But growing dissatisfaction with the colonizers amongst the native Martians and growing population of deported anarchist has laid the seeds for revolution. When the Nefarious expatriate Dr. Wan-Lo Xao unveils his secret anti-gravity ship factory the Colonial powers rush to eradicate the menace to their territory. Adult must be present with children.

S-180 – Tsushima?

Early 20th Century; 6 PM; Length: 3; Location: Exhibit Hall A; Table: EA-078; Hosted by: Gary Coyle; Scale: 1/2400; Rules: Perfidious Albion (mod); Number of Players: 10.

The Battle of the Yellow Sea is over. The Russian 2nd and 3rd Pacific Squadrons have arrived in the Tsushima Strait. The outcome of this encounter hinges on how much damage the Japanese fleet took in the last game and how many Russians survived to assist the new arrivals.

S-396 – Fireball Forward – Berezina Bridgehead – June 1941

WWII; 6 PM; Length: 4; Location: Ball Room E; Table: BE-002; Hosted by: Thomas Ballou; Scale: 15mm; Rules: Fireball Forward; Number of Players: 5.

Summer of '41, the Germans are racing across Russia, the Soviets, are holding the river line with airborne troops. Having burnt the bridge, the Germans must force the crossing by using rafts, can the Russians stop the German onslaught?

S-234 – SMG – Last man Standing – June 17th, 1944

WWII; 6 PM; Length: 3; Location: Exhibit Hall A; Table: EA-079; Hosted by: Robert Belli; Scale: 20mm; Rules: Sergeants Miniatures Game; Number of Players: 6.

Platoon on platoon action. The lines are drawn and the only way out is to be the last man standing. SMG in a mega battle for the ages. Rules to be explained. New players and Kids with accompanying adult welcome.

S-595 – First Moves WW III

Eisenbach Gap May 14th, 1985

Modern; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-008; Hosted by: Mark Cramer; Scale: 1/285; Rules: Mark H Walker World at War board game Eisenbach Gap; Number of Players: 6.

The Soviet 1st Tank Army has found the seam between the British and US forces and are ready to throw the first punch of WW III. Game features US, British, West German vs Soviets in an easy to learn adaptation of Mark Walkers World at War Board game rules. Game will include random activation, hidden deployments, civilian traffic, Helo/ air and chemical strikes. Fast play, no snoozers allowed. Not for kids (of any age).

S-505 – 40K Slamfest!

SciFi; 6 PM; Length: 5; Location: Ball Room Open; Table: BO-013; Hosted by: Brittany Olszanski; Scale: 28mm; Rules: WH40K 2E; Number of Players: 12.

Come play in the 2nd rendition of slamfest. 2nd edition Warhammer 40k rules. Miniatures will be provided but if you want to bring ur favorite squad or vehicle ur more than welcome.

7 PM

S-633 – Forgotten Heroes: A Friend in Need (Vietnam, 1969)

Modern; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-015; Hosted by: Norm Lunde; Scale: 15mm; Rules: Lock 'n Load, 3rd Edition; Number of Players: 4.

South Vietnam, 1969. Patrol the A Shau Valley with your platoon in search of the elusive Viet Cong. Or lie in wait for the Americans to walk into your trap. Are you prepared for what you might encounter out there in the bush? Designers Mark H. Walker and Norm Lunde will take point on this harrowing operation. Rules taught. Beginners welcome.

S-601 – Sortie at Harfleur, Sept. 15, 1415

Medieval; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-024; Hosted by: Michael Andrews; Scale: 28mm; Rules: Hail Caesar; Number of Players: 6.

Before the famous English victory at Agincourt, Henry V's army besieged the city of Harfleur. This scenario is based on a French sally from behind the walls, where they managed to take a siege tower before being driven back. French players will have to destroy a series of siege engines in order to gain victory points, and the English will have to hold them off long enough for support to arrive from the nearby camps and siege lines. Adult must be present with child.

S-568 – Not Quite Seven Years War

Age of Reason; 7 PM; Length: 4; Location: Ball Room C; Table: BC-004; Hosted by: Rob Dean; Scale: 40mm; Rules: Charge! Or How to Play War Games; Number of Players: 6.

The Not Quite Seven Years war continues, as Schoeffen-Buschhagen and allies attempt to seize the initiative from North Polenburg. Three different scenarios present fast and furious old school wargaming at its finest, with hundreds of homecast figures and the original Charge! rules. Rules will be taught. Children under 12 welcome with participating adult.

S-461 – Raid on St. Francis, 1789

French & Indian War; 7 PM; Length: 5; Location: Exhibit Hall A; Table: EA-009; Hosted by: Les Faison; Scale: 40mm; Rules: Brother vs Brother – modified; Number of Players: 6.

Robert Rodgers and his Rangers seek retribution on the Indians of St. Francis. Come and seek your vengeance as a Ranger or can you make the Rangers pay for their audacity. Adult must be present with kid.

S-483 – Raid: 1778

AWI; 7 PM; Length: 4; Location: Ball Room D; Table: BD-005; Hosted by: David Bonk; Scale: 40mm; Rules: Carnage & Glory Horse and Musket; Number of Players: 6.

In 1778 British and Hessian troops march into New Jersey to raid American supply bases.

S-109 – Attack on La Ferme Avec Le Toit Rouge – Belgium 1812

Napoleonic; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-012; Hosted by: Robert Varga; Scale: 15mm; Rules: Home Rules; Number of Players: 8.

It's 1812 the British garrison is occupying the estate with the red roofs and finds itself surrounded by the advancing French of Napoleon. This game scenario is similar to the action at Hougomont, between the determined but outnumbered British and the French army. Kids over 12 welcome with adult. Rules are easy and game moves along at a fun pace for all players. if possible.

S-480 – Battle of Cassano

Napoleonic; 7 PM; Length: 5; Location: Ball Room D; Table: BD-003; Hosted by: Tom Garnett; Scale: 28mm; Rules: Carnage & Glory II; Number of Players: 6.

As part of the Russo-Austrian offensive against the French, on 27 April, 1799 General Melas with the divisions of Fröhlich and Kaim stormed the French positions at Cassano, while Ott and Zoph attacked 6 km farther north at Vaprio d'Adda. Suvarov's assault forced Moreau to retreat.

S-543 – Look, Sarge, It's the Russians

Napoleonic; 7 PM; Length: 4; Location: Ball Room C; Table: BC-001; Hosted by: Buck Surdu; Scale: 10mm; Rules: Look, Sarge, No Charts: Napoleonic Wars; Number of Players: 6.

While the big slugfest is taking place a few miles away at Borodino, a French corps seeks an opening on the Russian flank. Players command divisions. Featuring an exciting new rules set, this game will renew your interest in Napoleonic gaming. People who have sworn off this period as being the province of grognards and rules lawyers enjoy these rules – as do people who enjoy gaming this period. Fight the game, not the rules. Rules will be taught.

S-553 – Ambush at Maguaga: Michigan Territory, 1812

War of 1812; 7 PM; Length: 4; Location: Ball Room C; Table: BC-003; Hosted by: Duncan Adams; Scale: 25mm; Rules: With MacDuff to the Frontier; Number of Players: 8. General Hull clinging to hope at Detroit, has sent a force to meet the supply column and escort it forward. The British and their native allies are on the prowl. Come experience the War of 1812 on the frontier where armies are small and supply lines long. Victory and defeat pivot on control of a few yards of woodland trail. Under 12 welcome with a playing adult.

S-324 – ACW – BIG Battle Cry – Antietam Sept. 17, 1862

American Civil War; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-085; Hosted by: Richard Borg; Scale: 28mm; Rules: BIG Battle Cry; Number of Players: 8. Antietam climaxed the first attempt of Lee to carry the war into the North. BIG Battle Cry allows players to experience the frustrations associated with being part of an ACW military style chain of command and the challenges of coordination and cooperation needed to gain victory. Adult must be present with child.

S-573 – Battle of Kelly's Ford; March 17th, 1863

American Civil War; 7 PM; Length: 4; Location: Ball Room C; Table: BC-002; Hosted by: James (Tank) Nickle; Scale: 10mm; Rules: A Union So Tested; Number of Players: 4.

The Union cavalry under General William Averell has crossed the Rappahannock seeking out his old West Point classmate Fitzhugh Lee. The two men will come together to show whose troopers are superior on this St. Patrick's day.

S-276 – Golden Triathlon of the West

Western; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-022; Hosted by: Leo Walsh; Scale: 25mm; Rules: High Noon; Number of Players: 16.

Run, ride a horse (or mule), drive a wagon.... Any way to stake your claim! Gold has been discovered in the Grand Gorge! Stake a claim and keep it from being jumped! Anything goes and everything will! Cowboys, townies, ex soldiers, gamblers, all kinds of people are racing to fortune. Will you find the gold? Will you keep it? All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

S-189 – The Trenches of Onganjira (German South-West Africa, 1904) – Theme

Colonial; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-088; Hosted by: Roy Jones; Scale: 25mm; Rules: The Sword and the Flame (Modified); Number of Players: 6.

The German Main Detachment is trying to destroy Herero forces based in the valley of the Onganjira. The Hereros have blocked the valley at its narrowest section with a fortified trench line. It's a melee, a gunfight, and everything in-between at the Trenches of Onganjira! From the scenario book "The Herero War". More at: www.hererowars.com.

S-320 – South Africa 1876 – 1881: Tweefontein: January 14, 1881 – Theme

Colonial; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-005; Hosted by: John Shirey; Scale: 40mm; Rules: Black Powder; Number of Players: 6.

On January 14, 1881 during the Gun War, Col. Brabant led a joint patrol of about 1000 Cape Colony regulars and volunteers toward Mount Thaba Tsoeu 10 miles east of the mission station at Mafeteng Basutoland. As they approached the village of Sepechele in the rain and mist they were attacked by 11000 mounted Basotho under Chiefs Maama and Lerothodi. After a five hour battle much of it in heavy rain the patrol forced the Basotho to retreat.

S-286 – Mutiny! Strategy in Leopold's Congo, 1800s (Game Two) – Theme

Colonial; 7 PM; Length: 4; Location: Ball Room B; Table: BB-007; Hosted by: Brett Abbott; Scale: 25mm; Rules: Science vs. Pluck – modified; Number of Players: 6.

Players sign up for a two part game. The morning session (strategy) will have determined tonight's battle situation to determine if King Leopold's private army will retain its "rights" to loot the Congo Basin of its natural riches or whether the mutineers will evict the Belgians from their African Empire. Adults, teens preferred (commitment to the part 2 evening game required)

S-128 – Patrols in the Sudan PITS 1885 – Theme

Colonial; 7 PM; Length: 2.5; Location: Exhibit Hall A; Table: EA-031; Hosted by: Martin Goddard; Scale: 15mm; Rules: PITS by Peter Pig; Number of Players: 4.

Mr Pig presents PITS. Patrols in the Sudan 1885, a game in 15mm with British and Dervishes. The British player has a mission and the Dervish player is in opposition. As the British set off across the desert the scenery moves and the natives are prone to pop up and do damage. Not recommended for kids.

S-536 – Beau Geste, Another Day at the Digby

Colonial; 7 PM; Length: 3; Location: Meeting Room 3; Table: M3-002; Hosted by: Rick Horner; Scale: 25mm; Rules: The Sword and the Flame; Number of Players: 6. Help the Legion protect the archeologists searching for the Sword of Damocles from torture and death at the hands of the Arab bands.

S-348 – Malifaux: Hunt for the Red Soul Stones

Victorian Science Fiction; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-057; Hosted by: Tony Spino; Scale: 30mm; Rules: MALIFAUX: Twisting Fate; Number of Players: 6.

Come join us in the Victorian/Steam Punk miniatures game of Malifaux. Bring a 15 pt Soul Stone crew and battle to find the precious Red Soul Stones.

S-507 – Skyrunners: 3rd Historicon Race Day

Victorian Science Fiction; 7 PM; Length: 3; Location: Ball Room Open; Table: BO-014; Hosted by: Bob Charrette; Scale: 28mm; Rules: Skyrunners: M.A.R.S.; Number of Players: 8.

It's Race Day at Parroom Station! Skyrunners compete in a qualifying heat with leading pilots progressing to the Crown Heat. Come fly the Martian skies. A Bring-and-Fly event! Over 13 please, figures supplied.

S-614 – Wings of Glory Bombers: Operation Turkenkreuz

WWII; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-007; Hosted by: Arthur DeFillippo; Scale: 1/144; Rules: Wings of Glory/Wings of War; Number of Players: 12. May 19th, 1918. As German Gotha bombers of the Bogohl 3 Squadron return from the largest bomber raid on London, they encounter allied fighters over Belgium. As German fighters scramble to escort the huge bombers, Allied fighters sweep in for the kill. Play a German pilot and escort your bombers to safety, or fly an Allied fighter and seek vengeance for the Londoners lost in the raid. Join us in a free-wheeling brawl in the skies, piloting a miniature World War One aircraft to learn this amazing game!

S-471 – Cairo, Nest of Spies

Pulp; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-004; Hosted by: Howard Whitehouse; Scale: 28mm; Rules: Astounding Tales!; Number of Players: 25. Put on your fez, it's going to be a wild night! In this year's Pulpstravangaza we travel to exotic Cairo, where spies of all nations – Russians, Americans, French and British – take on Cultists, Nazis, and the snooty waiters at Shepherds's Hotel. Revolution's in the air and the kebab's are on the skewer. Bring your own white suit and gin and tonic. No pickpockets or Very Clean Sisters admitted without a permit.

S-584 – Battle Along the Van- Deurne Kanal – Oct 44

WWII; 7 PM; Length: 3; Location: Ball Room C; Table: BC-006; Hosted by: Don Hogge; Scale: 28mm; Rules: Battleground WW2; Number of Players: 6.

The Maas salient and the marshy environment of the Peel region was seen as a “quiet sector”. The US 7th Armored Division was moved into the area to free up British forces for an assault on the Scheldt Estuary. Due to the marshy terrain and the belief that the Germans were not capable of offensive action, the 7th Armored covered its front with small detachments while the main elements were further to the rear resting and refitting. On the fog shrouded morning of October 27th 1944, the American 87th Recon group would suffer a prelude of the Ardennes offensive. (Adapted from a Panzer Korp Scenario). Gamers under the age of 14 are welcome with an adult.

S-116 – Kushikino Bay – November 1945

WWII; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-050; Hosted by: Martin Fenelon; Scale: 1/285; Rules: Kamikaze 1946: Divine Wind; Number of Players: 8.

Three Marine Divisions have seized Kushikino and are driving inland against stiff resistance from Japanese 303rd Division. Another wave of Kamikaze aircraft are headed for the transports, this time with a fighter escort. Navy CAP is on the way, but can they stop yet another attack? Fast play air-to-air combat, no experience necessary, rules will be taught.

S-300 – Guadalcanal! 15mm WWII Pacific Mega Battle – Combat Action Command(TM) rules

WWII; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-074; Hosted by: Lee Sowers; Scale: 15mm; Rules: Combat Action Command – Pacific War Supplement; Number of Players: 8.

Play the popular hit new Combat Action Command 15mm WWII rules. Fearless US Marines fight the fanatical Japanese in a pitched battle for control of Guadalcanal. Based on the famous battle of Edson's Ridge your elite Marine Raiders and Paratroopers fend off the furious assaults of the fanatical Japanese. Rules taught, minis provided. Just show up and play, but register early! CAC games at Cold Wars were all booked up! Note: there will also be open CAC Demo Gaming at the On Military Matters' dealer booth all day. Rules taught but WWII miniature gaming experience helpful.

S-547 – Look, Sarge, the Germans are Rafting on Our River

WWII; 7 PM; Length: 4; Location: Ball Room C; Table: BC-008; Hosted by: Chris Palmer; Scale: 10mm; Rules: Look, Sarge, No Charts: WWII; Number of Players: 6.

June 22, 1941. German units must row across a contested river as they jump off on their invasion of Russia. Will they be able to concentrate their forces in time or will the Russians be able to launch a response quick enough to throw them back. Children under 14 only with a playing adult.

S-436 – Sting of the Scorpion- SAS and LRDP for Beginners

WWII; 7 PM; Length: 2; Location: Ball Room B; Table: BB-001; Hosted by: Cliff Brunken; Scale: 15mm; Rules: Flames of War; Number of Players: 4.

Come and learn FoW small actions. The LARP and SAS are behind enemy lines and disrupting Ammo dumps, Airfields and keeping their eye on Gerry's movements in the vast desert. FoW Rules taught. Kids under 13 must have adult with them.

S-192 – Battle of the Coral Sea – Pacific Naval War

WWII; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-016; Hosted by: Brian DeWitt; Scale: 1/2400; Rules: When Dreadnoughts Ruled the Seas; Number of Players: 8.

On the night of May 7, 1942 during the Battle of Coral Sea, both sides considered sending cruiser/destroyer forces to attack the other when they discovered the close proximity of the fleets late in the day. Here the Americans have decided to launch the attack.

S-188 – Rat Krieg, der Kursk weg

WWII; 7 PM; Length: 5; Location: Exhibit Hall A; Table: EA-056; Hosted by: Peter Gaut; Scale: 28mm; Rules: Crossfire – some house rules used; Number of Players: 6.

In July 1943, elements of the German 9th Army along with armor from the Heavy Panzerjäger Regiment 656 and 77th Sturmgeschütz Brigade were sent north of Kursk, to Ponyri. Their mission, seize the town & railroad, water tower and other strong points. The Soviets responded with elements of the 1019th & 307th Rifle Regiment to stop them. They were strongly fortified, with HMG, ATG, minefields, entrenchments, and powerful artillery support. The Germans know that this time the Russians will fight hard. Luckily they haven't seen much enemy armor in the previous two days and see no reason why there should be more today. Join us on beautiful, purpose built terrain & excellent figures & armor for intense rural & urban combat & see if you can survive “Rats war, the Kursk way”. A short time will be used for rules explanation. It would be nice if at least one player on each side was familiar with the CrossFire rules, but it's not necessary. Some house rules will be used. Over 15 welcome.

S-521 – Seal Team 6: Hit and Run

Modern; 7 PM; Length: 3; Location: Meeting Room 3; Table: M3-001; Hosted by: Del Stover; Scale: 25mm; Rules: Dr. Who Miniatures Game; Number of Players: 4.

Intel suggests that a large crate of radioactive medical supplies—along with barrels of explosive fertilizer—have been collected aboard a tramp steamer in the Somali port of Kismayo. That's worrisome enough, but the ship's next destination is a U.S. port. So when a known terrorist is spotted on board, Seal Team 6 is called. Your job is to plan a lightning-fast raid onto the ship and eliminate the danger.

S-467 – Gnome Wars: The Defense of Regensburg

Gnomes; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-003; Hosted by: Jim Stanton; Scale: 28mm; Rules: Gnome Wars; Number of Players: 8.

To the East of the Bavarian Forest lies the tranquil town of Regensburg, a port on the banks of the Regen River. Regensburg has attracted the attention of the Allies because the inhabitants of the town supply the German military with the majority of its vehicles and tanks. The Germans have entrenched hoping to repulse the allied attack and save the Motor Works factory.

**S-220 – Silent Fury –
There Will Be Blood**

SciFi; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-048; Hosted by: Benjamin Bentley; Scale: 15mm; Rules: Silent Fury; Number of Players: 8.

What's a wronged planetside family to do when it needs revenge but can't afford warships? Slap a bunch of weapons on some old freighter hulls and send them up into space. Big targets with paper thin armor and a ton of weapons promise plenty of carnage, and a bloody end to the feud. Rules taught. See more at <http://www.silent-fury.com>

8 PM

S-258 – Cowboy Wars Out West

Western; 8 PM; Length: 3; Location: Exhibit Hall A; Table: EA-001; Hosted by: Jim Foster; Scale: 28mm; Rules: Cowboy Wars; Number of Players: 8.

Horse thieves, rustlers, and n'r-do-wells abound. Can the cowboys get their livestock to market? Can the Sheriff keep the peace? Can the bandits get rich quick? Will the tenderfoot survive? Beginners are welcome.

**S-502 – The Road To
Smolensk, 1941**

WWII; 8 PM; Length: 4; Location: Ball Room Open; Table: BO-007; Hosted by: Thomas Harris; Scale: 20mm; Rules: Men Under Fire; Number of Players: 6.

In the opening weeks of Barbarossa, the Germans pushed forward relentlessly against scattered Soviet resistance. In the wooded and swampy approaches to Smolensk, however, the Soviets threw in numerous counterattacks by mixes of infantry and armor resulting in a series of confused and violent meeting engagements.

**S-369 – Attack of the
Corporate Zombies IIX**

Modern; 8 PM; Length: 3; Location: Exhibit Hall A; Table: EA-091; Hosted by: Shawn Reis; Scale: 54mm; Rules: Cube Wars; Number of Players: 6.

Monday morning and you're late for work again, your hung-over and you forgot to use the new cover letters for the T.P.S. reports, The break room only has decaf, someone took your Red Stapler and if that's not bad enough your co-workers are turning into ZOMBIES! It looks like someone has a case of the Mondays. Can you survive another day of work without turning into a Corporate Zombie or will you become another one of the mindless masses? Bring your sense of humor and find out.

**S-388 – Battletech –
Clan Grand Melee**

SciFi; 8 PM; Length: 5; Location: Ball Room D; Table: BD-004; Hosted by: Mark Yingling; Scale: 1/285; Rules: Total Warfare; Number of Players: 14.

The Trial for Bloodright is going to start and your only way to get in is by winning the Grand Melee. Select any Clan Mech (omni or standard) of any BV2, but the gunnery and piloting of the Mech is determined by the BV. The top three MechWarriors will receive prizes. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

**S-265 – Saturday Night 40K –
Warhammer 40K Pickup Games**

SciFi; 8 PM; Length: 4; Location: Exhibit Hall A; Table: EA-035, EA-036, EA-037; Hosted by: Kyle White; Scale: 28mm; Rules: Warhammer 40,000; Number of Players: 6.

"In the future there is only war!" Bring your 2000 point army, or if you can't bring that much show up and we'll try to work your army into a game. We will be using the current rules unless the new 6th edition version is released before the convention in July, 2012. No pre-registration – sign up at the table 1/2 hour before game time!

9 PM

S-608 – Rolling Doom

Fantasy; 9 PM; Length: 4; Location: Exhibit Hall A; Table: EA-065; Hosted by: John McBride; Scale: 15mm; Rules: Pride of Lions; Number of Players: 8.

The undead legions of the Vasty Vault mean to destroy the leonine race! The rival Prides have united to resist, and have been reinforced by the elves of Wyldewood and a dwarfven balloonship. Magic energy crackles, and fliers wheel overhead, as the undead's war machine slowly rolls towards the leonines' last power source and the main battle lines clash. Scale: 15mm Kid-friendly with helping adult. Rules taught.

10 PM

S-428 – Midnight Massacre

American Civil War; 10 PM; Length: 4; Location: Exhibit Hall A; Table: EA-044, EA-045, EA-046, EA-047; Hosted by: Scott Landis; Scale: 15mm; Rules: Fire and Fury (Brigade); Number of Players: 25.

Even a move to another state could not keep us from bringing the late night classic back for "The Social Event at the Con". The game will feature all of the "Madness" you have come to expect from the Rogues including the Georgia Courage Rule, 2 AM sing off, and usual taunting and abuse from the GM's as players try to do something with their armies (we like to think of it as the Fog of War). Come to enjoy the fun and camaraderie of one of the longest running events at Historicon. Pre-reg gets you an Elite Command. As always, 2 drink Minimum ;o)



Sunday

9 AM

Z-105 – Close Action Fleet Battle

Age of Sail; 9 AM; Length: 6; Location: Homewood Suites Meeting Room; Table: HO-NA; Hosted by: Lee Girer; Scale: 1/1200; Rules: Close Action; Number of Players: 20.

Captains! Come refight a dramatic naval battle from the Age of Fighting Sail, when fleets of ships of the line dueled to determine who would rule the seas. Realistic movement, combat, and limited communications rules assure that you'll get as close to real combat as possible. Will YOU win Honor and Glory, or be disgraced in dishonorable defeat? Beginners Welcome. Rules taught, Kid Friendly Game. All materials provided, Please bring your own courage...

Z-351 – Knights of the Mystic Wood

Fantasy; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-001; Hosted by: Nancy Ott; Scale: 28mm; Rules: Mystic Wood by The Avalon Hill Game Company – modified; Number of Players: 6.

Six brave knights venture into the perilous Mystic Wood. Fight wild beasts, vanquish the Black Knight, slay the dragon, rescue the princess ... Come join the quest! Kid friendly game.

10 AM

**Z-631 – Super Six-One
– 3 October 1993**

Modern; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-012; Hosted by: Michael Byrne; Scale: 28mm; Rules: Force on Force; Number of Players: 5.

Super Six-One is downed by a RPG round. The Black Hawk crashed landed in an alley less than six blocks from the Olympic Hotel. Super Six-Eight is sent to recover Six-One's crew and passengers. As the CSAR team works feverishly to rescue the injured crew and passengers, Somali mobs are gathering to overrun the crash site. Can the CSAR team rescue the wounded soldiers of Super Six-One and hold off the Somali mobs?

**Z-544 – Incident at the
Ruptured Swordfish**

Age of Piracy; 10 AM; Length: 2; Location: Ball Room C; Table: BC-006; Hosted by: Buck Surdu; Scale: 28mm; Rules: Blood and Swash; Number of Players: 8.

Saturday night's all right for fighting – but Sunday morning is pretty good too. It's quiet at the Ruptured Swordfish until someone pinches the wrong derriere. A pewter tankard alongside the head of a pirate belies the notion that bar girls just wanna have fun and sets everyone in a jovial mood. The tavern erupts in a fusillade of musketry, slashing sabers, flying beer mugs, flipped tables, fisticuffs and other mayhem. Children under 13 welcome with a participating adult. Rules will be taught.

**Z-132 – Battle of Barfleurl,
29 May 1692**

Age of Reason; 10 AM; Length: 5; Location: Exhibit Hall A; Table: EA-072; Hosted by: Stanley Sunderwirth; Scale: 1/2000; Rules: Victory Under Sail; Number of Players: 7.

French admiral de Tourville with 44 SOL and an invasion force under James II bravely attacked an Anglo-Dutch fleet of 82 SOL (plus 17 in reserve) and fought them to a draw. This scenario will focus on the early fighting in the center where 4 French divisions with 20 ships fought 27 English ships in 3 divisions. Players will control divisions of 4-9 ships in a game with few charts and lots of dice. Rules will be taught at 9:30 am.

Z-551 – War of 1812 Free for All

War of 1812; 10 AM; Length: 2; Location: Ball Room C; Table: BC-004; Hosted by: Duncan Adams; Scale: 25mm; Rules: Blood and Swash; Number of Players: 10.

As winter approaches supplies are short and so are tempers. A supply train makes its way through the woods and possession is nine points of the law. If you can get away with a pack mule you may see next spring. All ages and experience levels welcome in this easy to learn game. All ages and experience levels welcome in this easy to learn game. Light weight game, perfect for Sunday morning.

**Z-163 – August 1814:
Raid on Dolley's Mill**

War of 1812; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-015; Hosted by: Raymond Miller; Scale: 25mm; Rules: Home Rules; Number of Players: 5.

: In the chaos following the burning of Washington, a British joint Army and Naval landing party pursues remnants of the US government to a village defended by a mix of US Army regulars and militia. Rules emphasize the leadership of company and battalion commanders while making decisions with imperfect information. Beginners welcome. Improved since Cold Wars based on player feedback!

Z-357 – Najafgarh – Theme

Colonial; 10 AM; Length: 5; Location: Exhibit Hall A; Table: EA-011; Hosted by: Roxanne Patton; Scale: 25mm; Rules: The Sword and the Flame; Number of Players: 6. On August 25th, General John Nicholson was sent to dispatch the Mutineer column seen leaving the city the previous day. In a monsoon downpour, Nicholson pushed his column till the discovery of the Mutineer camp around 4 PM. After crossing a swollen nullah, the H.M. 61 and Punjab infantry stormed the serai and then swept down the sepoy line. An adult must be present with child under 17.

**Z-129 – Patrols in the Sudan
PITS 1885 – Theme**

Colonial; 10 AM; Length: 2.5; Location: Exhibit Hall A; Table: EA-031; Hosted by: Martin Goddard; Scale: 15mm; Rules: PITS by Peter Pig; Number of Players: 4.

Mr Pig presents PITS. Patrols in the Sudan 1885, a game in 15mm with British and Dervishes. The British player has a mission and the Dervish player is in opposition. As the British set off across the desert the scenery moves and the natives are prone to pop up and do damage. Not recommended for kids.

**Z-156 – Pursuit of the
Goeben, 8 August 1914**

WWI; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-069; Hosted by: Dave Emdee; Scale: 1/1200; Rules: Victory at Sea; Number of Players: 8.

WW1 has started. The German Battlecruiser Goeben is trapped in the Mediterranean Sea. Under orders to sail to Turkey, the Goeben must fight through the British navy to escape. Opposing the Goeben is the British 1st Armored Cruiser Squadron. Rules taught (about 3 minutes). This scenario would be good for someone who would like to try naval gaming.

**Z-557 – The Road Warrior
Invitational Cross-Country Race**

Modern; 10 AM; Length: 3; Location: Ball Room C; Table: BC-008; Hosted by: Eric Schlegel; Scale: 1/72; Rules: Future Race; Number of Players: 12.

A cross-country car race based on Jamie Davis' popular "Future Race" rules. Drivers will battle each other, the desert terrain and various other factors to be the first around the oasis and over the finish line. Bumping is encouraged (some might say required) and style points will be awarded for the most spectacular wreck. Rules will be taught by the GM.

Z-314 – Avengers Assemble!

Modern; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-002; Hosted by: Steven Johnson; Scale: 25mm; Rules: Ogre-Heroclix; Number of Players: 10.

Earth's mightiest heroes against Earth's most terrible villains! The Avengers face a simultaneous attack on New York by the Leader, the Iron Monger, the Red Skull and Loki! If you thought the movie was tough for our heroes, how about trying it with THREE MORE VILLAINS! Highly kid friendly! Rules will be taught and are easy to grasp.

Z-290 – Eat Hitler, the Nazi Taste Treat. 1945, sort of.

SciFi; 10 AM; Length: 2; Location: Ball Room B; Table: BB-005; Hosted by: Brendan Watts; Scale: 25mm; Rules: Howard Whitehouse's Eat Hitler!; Number of Players: 8.

Hitler's attempt to escape the fall of Berlin in a time machine and return to the beginning of WW II to get it right this time goes horribly wrong when he and his retinue are hurled to the Jurassic period and encounter dinosaurs on the loose. Players compete for points in Nazi consumption. All ages welcome, rules will be taught.

Z-171 – Investigation of Trans-Solar Object Papa 371

SciFi; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-020; Hosted by: Robert Hofrichter; Scale: 28mm; Rules: Chain Reaction 3.0 (Modified); Number of Players: 6.

Life as a megacorp asteroid miner is hard in 2152, but as if that's not bad enough, when the UNSC calls for volunteers to investigate a strange object, you and your team, plus competing megacorps personnel are, directed to assist. So what else could go wrong? Join Dark Plateau Industries, Doorway Technologies, and the blue-helmeted boys and girls of the UNSC on a mission of discovery. Adult must be present with child under 14.

Z-605 – Galactic Meltdown

SciFi; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-014; Hosted by: James Herbert; Scale: Other; Rules: Galactic Meltdown (Home rules); Number of Players: 4.

Be the first to try our tactical space combat game, Galactic Meltdown. This is an up-close, aggressive game where maneuvering matters just as much as what guns you bring. Leave your formations at the door, because if your opponent knows where you're going to go next, you're already scrap. Take home a free copy of the pre-release rulebook! Kids welcome with parent present.



TOURNAMENTS

NASAMW

Ancient and Medieval Events

Below is a short description of the tournaments being put on by the North American Society for Ancient and Medieval Wargaming. For more information, please go to the NASAMW registration desk. A single entry fee of \$5 is charged and covers all events you play in. This goes for trophies and other event expenses.

DBA

The DBA & related tournaments and events listed here are presented by the North American Society of Ancient and Medieval Wargamers (NASAMW). To join just show up and play in an event, or for more information on NASAMW, <http://www.nasamw.org>

Sign-Up Sheets for all events will be at the DBA HQ Table.

Rules will be DBA 2.2 or 2.2+ (see event listing for specific rules information). Armies will be DBA 2.2.

Information related to 2.2+ rules can be found at: <http://www.wadbag.com/V2.2/>

All army options must be chosen prior to beginning of event and not changed. All games in 15mm unless otherwise noted.

Overall DBA Manager: David Schlanger

Wednesday

Wimpy Wars

8 PM – Midnight

Rules: DBA 2.2, 15mm, 4 rounds.

Eligible armies must have a minimum of 5 Light Horse and/or Light Infantry elements. If a player has 2 or more “light” elements than his opponent, then that player has out-scouted his enemy and may add or subtract 1 from the aggression die of his opponent.

GM: Larry Chaban.

Thursday

DBA-RRR Open

9 AM – 1 PM

DBA-RRR is a De Bellis Antiquitatis v. 2.2 modification for the Pike and Shot Period. DBA-RRR rules are available on the FADBAG Yahoo Group.

15mm, 30” boards, Bring any 12 element army with terrain.

GM: Tony Aquilar.

DBA Doubles - Matched Pairs

1 PM – 5 PM

Rules: 2.2+, Any scale, 4 rounds.

This event is a team-based variant of the traditional Matched Pairs format. Players must form two-player teams, and each team should bring one historically matched pair of armies. Each player will use their team’s armies for two rounds, and their opponents’ armies for two rounds. Points are counted by teams.

Eligible armies: Pairs of historical enemy DBA 2.x armies. Armies can use any figure scale and any valid DBA 2.2+ basing (15mm, 25mm, Hybrid, etc.), but both armies in a pair must use the same scale and basing with appropriate board size.

GM: Alan Ferrency and JM Seman.

Monsterpocalypse 3: Mars Attacks - Welcome to Rio!

6 PM – 10 PM

Rules: Hordes of the Things

Giant Scenario Game.

Pre-registration at:

<http://www.fanaticus.org/discussion/showthread.php?t=12962>

All armies and terrain provided, 12 players, Must be an experienced HotT or DBA player, Preference given to those who can make sound effects appropriate to their army.

The devastation and destruction of the Monsterpocalypse continues. Two years ago a bizarre combination of alien invasion, under-earth assault, and arcane gates to other-worldly dimensions nearly obliterated Silicon Valley and San Francisco, leaving thirty percent of its population eaten, crushed, driven insane, or taken prisoner off to other planets (Mars needs Women). Last year Tokyo was destroyed by simultaneous invasion of Mole Men, Antediluvian Superdinosaurs, Horrors from Beyond Space and Time, and Radioactive Giant Insects, not to mention the nuclear bombardment.

And now? The beleaguered Earth Defense Forces find themselves desperately trying to stem an alliance of Amazon Jungle Horrors -- the Radioactive Giant Insects have made an alliance with the Terrasaur, and both have resolved to reclaim the whole equatorial region (which seems to be expanding, due to global warming) by the simple expedient of eating every human resident between the Tropics of Cancer and Capricorn. Next on the menu is Rio de Janeiro’s 6 million inhabitants (including the copacabana topless

beach and some really good Brazilian restaurants). The two armies are barely starting to move out of their positions when ... (wait for it) ...

MARS ATTACKS!!!

The Martian Invasion Forces, frustrated by the resistance encountered in Silicon Valley, have formed an alliance with the Planet Eaters, and both extra-terrestrial alien forces detected the massing of enemies below them. Being from (waaay) out of town, both Martians and Planet Eaters have difficulty telling terrestrial lifeforms apart (after all, humans and dinosaurs and giant bugs look so similar), so they decided that the Terrestrials must be engaged in military exercises to resist the imminent threat of alien invasion (i.e., them). Now tripods, motherships, heat rays and dissolution beams come streaming down from orbit to attack chittering insects and dinosaurs, tanks and nukes and giant robots. It is a three-way titanic battle for the nudie beaches of Rio, and only one thing is for sure -- tourism is booming!

GM: David Kuijt and David Schlanger.

Midnite Madness

11 PM to midnight and beyond!

Rules: DBA 2.2, 15mm, 24" boards.

Single elimination, losers go to bed, winners advance. Unfinished games scored as loss for both participants. Players bring own armies and terrain.

GM: Rich Baier.

Friday

Big Battle Doubles-Tony Bath Memorial

9 AM - 6 PM

Rules: DBA 2.2+, 15mm, 30" x 60" boards.

Eligible armies: Any BBDBA 2.x army with legal allies.

Teams of two players face-off in Big Battle DBA games. Each team must bring own armies and terrain. First round historical matchups or placement in groups of contemporaries if possible.

GM: David Schlanger.

Theme: Knights in White Satin

7 PM - 11 PM

Rules: DBA 2.2+, 15mm, 30" boards.

The Armies of Europe in the Late 14th Century (1350-1390). Use 15mm DBA 2.2 army lists from the eligible army list.

Eligible armies:

III/19c, III/77, IV/13b, IV/16, IV/18, IV/21b, IV/22, IV/25, IV/30, IV/38, IV/39bc, IV/41, IV/43a, IV/44, IV/50, IV/51, IV/54ad, IV/55ab, IV/56a, IV/57b, IV/58, IV/60, IV/61, IV/62, IV/64ab, IV/65, IV/66, IV/68ab, IV/69, IV/74, IV/76.

GM: Jack Sheriff

Saturday

DBA NASAMW Invitational Championship (NICT)

8:30 AM - 12:30 PM

Rules: DBA 2.2, 15mm, 30" boards.

For players who have won an event in a previous HMGS East Convention, 2011-2012, or any other DBA tournament as reported in NASAMW qualifier list. 3 games of group round robin play phase followed by championship round single elimination bracket for winners of group stage. Championship round starts at 1 PM after short break for lunch. Time to crown a new NICT champion! Bring your own army and terrain.

GM: David Schlanger.

"Not the NICT" Tourney, DBA Open

9 AM - 1 PM

Rules: DBA 2.2, 15mm, 30" boards.

4 rounds, Any legal DBA 2.x army, Bring own terrain.

GM: David Schlanger.

Hordes of the Things - Matched Pairs

1 PM - 5 PM

Rules: HotT, 4 Rounds, Any scale in pairs.

This event is the fantasy equivalent of the DBA matched pairs format. Players bring two 24 AP armies in the same scale which share a theme of the player's choice. You can bring Orcs vs Dwarves, Atreides vs Harkonnen, Christians vs Pagans, Empire vs Rebels or whatever pair your imagination can cook up. Published lists are welcome as are home brewed lists.

Players alternate being guests and hosts. Hosts offer guests their pick of the army pair and play the other army themselves.

Optimal pairs are balanced and should offer interesting challenges to both guests and hosts. Players are encouraged to test play their pairs in advance.

Note that this format allows both 15mm and 25mm pairs (as well as other variant scales) since armies are matched. Appropriate board size must be available. With no published lists, players should provide two army lists to aid guests' selection of side.

Loaners are available. Just commit to playing on the fanatics discussion thread to get one.

GM: Terence McPartland

2nd Punic War

5 PM - 11 PM

Rules: 2.2+, 15mm, 30" boards.

A Two Davids Campaign Theme event. Bring your own army and terrain.

The Western Mediterranean is about to become the greatest battleground the world has known in the century since the death of Alexander the Great. Carthage and Rome are two truculent titans, positioning themselves for War, and every other nation from the Gates of Hercules to the Straits of Messina, from the Mountains of the Moon to the Alps, will be caught up in their terrible conflict. There is no hope of peace, no chance of avoiding war -- it only remains to survive. It is victory or destruction, and certain doom awaits whichever major power that fails, and every subject nation that allies itself with the loser will be sucked down to the abyss with it.

To represent this conflict, there will be two different types of armies: Major Powers (armies of Rome or Carthage) and Minor Powers (everyone else).

There will be two winners; one Major Power general and one Minor Power.

This allows us to represent a conflict in which there was no way that a Minor Power could create an empire that would rival Rome, but conflict with Minor Powers was still a consistent theme throughout the whole war.

Carthage: (all II/32 Later Carthage) 4 armies: Hasdrubal, Mago, Hamilcar, Bomilcar

Rome: (all II/33 Polybian Roman) 4 armies: Marcellus, Publius, Nero, Livius

Minor Powers:

II/40 Numidia West (Jugurtha). [No Blade Option]

II/40 Numidia West (Micipsa). [No Blade Option]

II/39(a) Baetica

II/39(a) Carpetani

II/39(c) Lusitani

II/39(b) Celtiberia [all 3Wb are rated as Raiders]

II/11 Aquitani

II/11 Gallia Transalpina:

II/11 Gallia Cisalpina (1-2 armies)

I/36 Ligurian

II/8(a) Lucanian

II/8(b) Campanian

II/8(c) Apulia

II/13 Samnite

II/5(h) Messina

II/5(g) Massilia

II/9 Syracuse

Preregistration is strongly encouraged through the website on Fanaticus at: <http://www.fanaticus.org/discussion/showthread.php?t=12809>

There will be a wait list for positions that are oversubscribed; some few loaner armies may be available through

prior arrangement (in other words, let us know and we'll see what we can find for you).

This is a Two Davids production.

GMs: David Kuijt and David Schlanger.

Sunday

DBA Biblical Open

9 AM – Noon

Rules: DBA 2.2+, 15mm, 30" boards

Eligible armies:

Book I: 1abcd, 2ab, 3, 4abcd, 5abcd, 6abc, 7abc, 8abc, 9, 10, 11ab, 12, 14cd, 15, 16, 17, 18, 19, 20ab, 21ab, 22ab, 23ab, 24ab, 25ab, 26ab, 27, 28, 29ab, 30abc, 31ab, 33ab, 34abc, 35abc, 36, 37ab, 38, 39ab, 40abc, 41, 42, 43a, 44ab, 45, 46ab, 50, 51, 53

Bring army and terrain.

GM: Frank Popecki

DBM

All games will use DBM 3.2, 15:0 scoring. 6'x4' tables for 15mm, 8'x5' for 25mm. Armies from DBM books I-IV (2nd Ed) or DBMM books I-IV.

Players need to arrive at each event 15 minutes before the start time.

GM: Rob Cunningham.

Thursday/Friday/Saturday

Open, 15mm & 25mm

Flexible schedule. Players will arrange games when/where they desire. 400 AP for 15mm, 350 AP for 25mm, 4-hr rounds with hard stop unless players agree otherwise. GM will not call games on time.

You may have as many versions of your list as you like but must decide which to use before dicing for terrain and all must be from the same year, region, named CinC, ethnic makeup, etc.

Players will fill out an army card for each army they enter and give it to the GM. After each game, players should fill out and bring to the GM a results card (supplied by GM). This card must be signed by player with lower score (both in the case of a tie) in order for the result to be valid. The GM will periodically post the current scores, will encourage the higher scoring players to play each other, and will use a tie-breaker system that favors players who play the higher finishing players.

Rounds: As many or few as you want but best four scores will determine each player's final score.

Saturday

Chariot Wars Theme – (15mm)

9 AM - 11 PM; 400 AP, 4 hr rounds. Two versions of one list. Round 1: 9 AM; Round 2: 1:30 PM; Round 3: 7 PM. Players are limited to armies from the DBM or DBMM Book I lists that have Kn or Cv chariots as a required troop type.

Fields of Glory

Players must check in 15 minutes prior to listed start time. **All games will be in 15mm for sure and in 25mm if enough players show up; 25mm players should bring a 15mm army just in case.**

All players, in both scales, were encouraged to contact the GM – Marc Crotteau at juveniles shark@yahoo.com – in advance to say which scale they are likely to play.

Thursday

Ancients Small-table

12 PM - 11 PM. 15mm only. 650 pts. 5' x 3' tables. Each player should bring an army from any published FoG:AM list book. Random first round pairings. Round 1: 12 PM; Round 2: 4 PM; Round 3: 7:30 PM

Friday

Open

9 AM - 11 PM; Two versions of one 800 pt list from any published FoG: AM army list book. Each version must use the same and geographic restrictions. 15mm on 6x4 tables, 25mm on 8x5 tables.

Round 1: 9 AM; Round 2: 2:30 PM; Round 3: 7 PM.

Saturday

“Average Joe” Theme

9 AM - 11 PM; One version of a legal 800 pt list from any published FoG: AM army list book. No player can use more than one superior or elite battle group (bring as many poor BGs as you please). 15mm on 6x4 tables, 25mm on 8x5 tables.

Round 1: 9 AM; Round 2: 2:30 PM; Round 3: 7 PM.

Warrior

Players must check in 30 minutes prior to listed start time. One list (errata to 1 Jul 10), Generals must be rolled. Preset terrain.

Special Rules: Barbarian Foot Rules in effect. X-Rules 2.512, 5.11, 6.2, 11.1 and 17.1 in use. New Biblical and Dark Age Warrior lists allowed. Special deployment and infantry rules listed at: <http://www.fourhorsemenenterprises.com/forum/>

8' x 5' tables for 25mm Theme/Open, 6' x 4' tables for 15mm Theme/Open; 4' x 4' for 15mm Mini. 2.5 hr rounds for Mini,

3.5 hr rounds for rest. Full listing of special rules and armies at: www.fourhorsemenenterprises.com/forum.

GM: Scott Holder.

Thursday

Mini Open, 15mm

Noon - 9:30 PM; 1200 pts. Round 1: Noon; Round 2: 3:30 PM; Round 3: 7 PM.

Warrior National Invitational Championship Prelim

Noon - 1 PM; 25mm, By Invitation Only, 1600 pts. Round 1: Noon; Round 2: 5:30 PM.

Friday

The Hoplite Theme, 15mm & 25mm

9 AM – 11 PM; 1600 pts. Round 1: 9 AM; Round 2: 1:30 PM; Round 3: 6 PM. Eligible Armies list at Warrior table and at link above.

Saturday

Open, 15mm & 25mm

9 AM - 11 PM; 1600 pts. Round 1: 9 AM; Round 2: 1:30 PM; Round 3: 6 PM.

Warrior National Invitational Championship Finals

Noon - 11 PM; 25mm, By Invitation Only, 1600 pts. Round 1: 9 AM; Round 2: 1:30 PM; Round 3: 6 PM.

North East Wargaming Society Events

25mm Tournaments in both Warhammer Ancients Battles (Ver 2) and Warhammer English Civil War. Lists must be provided to GM and opponent before Round 1. Armies must include an Army General. \$5 fee will be collected for plaques and terrain costs. Please go to <http://frontiernet.net/~vinsal> for more info and sign up as early as possible to ensure we will have enough room for you to play.

Thursday

WAB 2 Doubles Tournament

4:30-10:30pm; 25mm, 8x5 table.

Each player must bring a complete army. WAB armies of 2,000 points may be drawn from WAB 1.5 supplements (e.g. Armies of Chivalry) while armies drawn from Armies of Antiquities 2.0 may budget up to 2,800 points. Each team must include an Army General per each player's army.

Round 1: 4:30pm, Round 2: 8:00pm.

GMs: Phil Pournelle & Alex White.

Friday

WAB 2 Singles Tournament

8:30am-5pm; 25mm, 6x4 table.

Biblical, Classical, Dark Ages and Chivalry Divisions will be created based on number of players who enter.

WAB armies of 2,000 points may be drawn from WAB 1.5 supplements (e.g. Armies of Chivalry) while armies drawn from Armies of Antiquities 2.0 may budget up to 2,800 points. Army must include an army General. No out-of-list allies may be used.

Round 1: 8:30am, Round 2: 11:30am, Round 3: 2:30pm.

GMs: Phil Pournelle & Alex White.

Saturday

Warhammer English Civil War Singles Tournament

8:30am-2pm; Open Divisions; 25mm, 6x4 table, 1650 pt list.

Army must include an army General. No unlimited shot. No Grenadoes, Petards or Mortars. No Named Characters. There are restrictions of training levels. Covenanter forces must include a Minister. Parliament forces must include an Agitator.

Round 1: 8:30am, Round 2: Noon. GMs: Phil Pournelle & Alex White.

Renaissance Wargaming Society Events

Friday

15/25mm Field of Glory Renaissance Wars of Religion.

9 AM - 9:30 PM

15mm 800pts. 4' x 6' table.

Catholics versus Protestants. Armies allowed: Essentially any army that fought in one of: the Thirty Years War (1618-1648), the English Civil War (1639-1649). We will include the conflicts immediately around and associated with those in those years. Players will either enroll as a pair or be put into a pair – one catholic and one protestant. The match ups will be by pairs. So one pair of Catholic and Protestant armies will play versus another pair of players. The Catholic battling the Protestant on separate tables and vice versa. So there will be a Catholic and a Protestant champion in addition to a pair winner. Additionally we will track the victories of the forces of religion on a map of Europe so players can see the War and Tournament progressing. If you have an army that you think may fit into this event that isn't obvious, please email an inquiry to Hazelbark2005@yahoo.com.

Round 1: 9am; Round 2: 2:30pm; Round 3: 7pm.

GM: Marc Crotteau

Saturday

15/25mm Field of Glory Renaissance Open

9 AM - 11 PM; One version of a legal 800 pt list from any published FoG: R army list book. Each version must use the same and geographic restrictions. 15mm on 6x4 tables, 25mm on 8x5 tables.

Round 1: 9 AM; Round 2: 2:30 PM; Round 3: 7 PM.

Other Tournaments Axis and Allies Events

Thursday

Angels 20 Tournament

5pm-10pm; 4'x5' tables. Up to 4 rounds.

Please bring your constructed flights of Axis (Red) and Allied (Blue) of up to 150pts each. A standard flight is 2-6 airplanes. Advanced rules. No year or historical theater restrictions. French can be used for both sides. Special conditions: maybe.

Notes: Bracketing will be used for younger players. Some familiarity with the rules is required.

GM: Eugene Suchora

Friday

War at Sea Tournament

5pm-10pm; 4'x5' tables. Up to 4 rounds.

Please bring your own constructed fleets of Axis (Red) and Allied (Blue) of 150pts each. Pick units from sets 3-6 and 2010 starter set. Up to 18 units per fleet, 6 planes can be stacked to airbases. Advanced rules, installations okay. No year, class or historical fleet restrictions. French can be used for both sides, Italians: Axis only. Japan can mix with other Axis units and carrier airplane rule per 2010 rules, pg 41. Answering service for only tournament questions 11a-10p (will get back to you with a return call) at 716-949-0567.

Notes: Age bracketing will be used for younger players. Some familiarity with the rules is required.

GM: Eugene Suchora

Field of Glory Napoleonics

Saturday

9:30am-9:30pm

15/25mm Field of Glory Napoleonics.

850pts using 15mm scale and movement. 4' x 6' table. Open gaming, demo and matches. Players are welcome to play in just one game if they prefer. For those playing FOG:N or wanting to learn the new grand tactical Napoleonic rules, we have this dedicated event. Players are encouraged to bring their 15mm or 25mm army. 25mm armies

based for 15mm scale will be available for the demo game. Please email in advance with questions or intent to play: Hazelbark2005@yahoo.com.

Round 1: 9am; Round 2: 2:00pm; Round 3: 7pm.

GM: Dan Hazelbark

Flames of War Events (I-95 Gamers)

The draw for the first round of the tournament will be based on historical opponents where possible. Subsequent rounds will follow Swiss-chess format thereafter. The Swiss Chess draw means each round you play the next highest ranked player you have not played yet based upon cumulative battle points. If you start the tournament you are expected to finish all three rounds of the tournament. Space is limited. Additional tournament information will be posted on http://games.groups.yahoo.com/group/I95Gamers_Flames_of_War_Tournaments_page/

GM: Eric Lauterbach.

Thursday

Flames of War Mid-War

11 AM – 9 PM

This will be a three round Tournament with 1625 point Mid-War war armies. Each tournament round will last 2.5 hours. Each player is responsible for bringing Mid-War armies drawn from Eastern front and North Africa books and Battlefront Website pdf articles. All rules contained in the basic Flames of War rulebook 3.0 will be used. Backgrounds are not required. No vehicle model, gun model or infantry team substitutions are permitted. No unpainted teams will be allowed. The Missions will be one Fair Fight mission, one Defensive Mission, and one Mobile Mission per MRB page 255. They will be chosen by the players or a die roll.



Saturday

Flames of War Late-War

9 AM – 7 PM

This will be a three round Tournament with 1500 point Late-War war armies. Each tournament round will last 2.5 hours and will follow the Nationals schedule. Each player is responsible for bringing Late-War armies drawn from the current late war books and Battlefront Website pdf articles. All rules contained in the basic Flames of War rulebook 3.0 will be used. Backgrounds are not required. No vehicle model, gun model or infantry team substitutions are permitted. No unpainted teams will be allowed. The Missions will be one Fair Fight mission, one Defensive Mission, and one Mobile Mission per MRB page 255. They will be chosen by the players or a die roll.

SAGA Events

Thursday

11:30am-9:00pm

6pt SAGA armies. Up to 24 players. No heroes for this event as we're just trying to establish the game system and the viability of running future tournaments. Send your army entry to either joemoore78@aol.com or john.desch@dot.gov. We will keep a roster of players beyond the first 24 entrants. Info and updates will be sent to the players prior to Historicon.

Round 1: 12pm; Round 2: 3pm; Round 3: 6pm.

GM: Joe Moore and John Desch

Wargods Events

Saturday

8 PM - Midnight; 8' x 5' table

Come out and play in the Wargods of Aegyptus Campaign! Each player can bring a 1500pt warband containing a har-binger with Ka 1 and following all other rules for warband construction. Olympus and Windego warbands are allowed. Warbands will be allowed to develop throughout conventions.

GM: Adam Hughes. Sponsor: Crocodile Games.

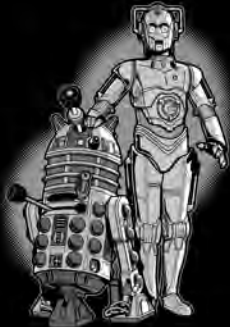
EPIC SHIRTS 2 FOR \$25



I had friends on that Death Star



meh.



DOZENS OF DESIGNS UP TO 4XL
DOZENS OF DESIGNS ON LADIES TEES

VISIT OUR BOOTH TO ENTER
OUR XBOX GIVE AWAY.



NO PURCHASE REQUIRED!



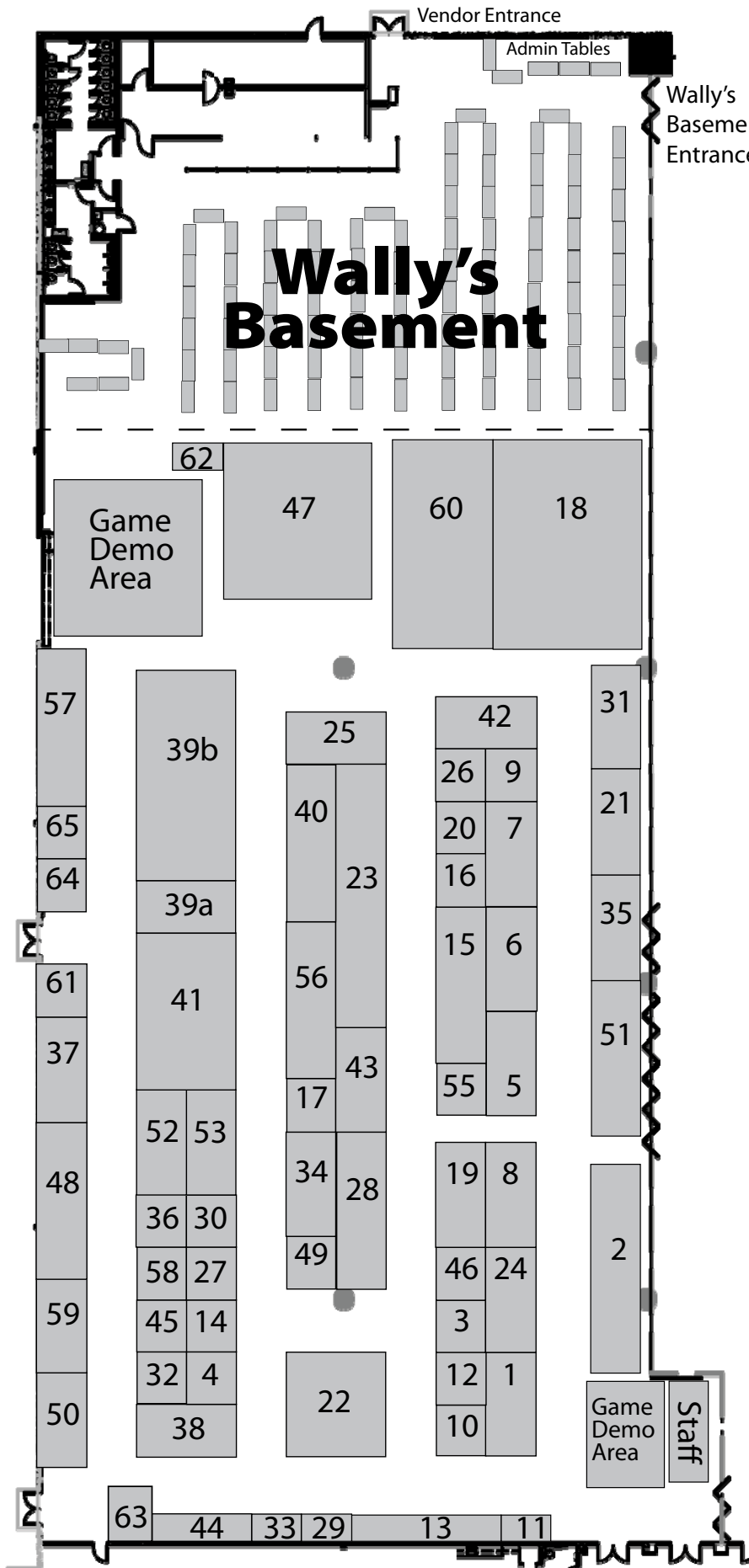


Exhibit Hall B – Vendors & Flea Market

Vendor	Booth
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VENDORS DIRECTORY

Acheson Creations

Booth: 55

POC: Craig Acheson

1002 Stone Road

Rochester, NY 14616

Phone:(585) 621-8439

Email: arrow1112@aol.com

Website: www.achesoncreations.com

Products/Services: Acheson Creations; Arrow Miniatures; Kaiju Kaos; Primaeval Designs; Two Hour Wargames; River Bluff; C.S. Marks; V.J. Waks Products

Age of Glory

Booth: 24

POC: Steven Mynes

449 Hawkridge Ln.

Sykesville, MD 21784

Phone:(443) 280-9465

Fax:(443) 280-9465

Email: ageofglory@comcast.net

Website: www.ageofglory.com

Products/Services: Empress Miniatures (28mm Anglo-Zulu War, New Zealand Wars, Italy in Abyssinia, Spanish Civil War, and Modern Combat), Red Star Miniatures, Imprint Models

Albright's - Orphan Brigade Painting Service

Booth: 46

POC: Leonard Albright

3485 Aldershot Drive

Lexington, KY 40503

Phone:(859) 227-4871

Mobile:(859) 227-4871

Email: obps1861@yahoo.com

Alien Dungeons

Booth: 39A

POC: Barbara Baker

P.O. Box 6423

Ellicott City, MD 21042

Phone:(240) 755-0029

Email: barb@architectsofwar.com

Website: www.AlienDungeon.blogspot.com

Products/Services: Manufacturer and retailer of FANTICIDE 28mm fantasy skirmish game of Homicidal Warbands; Distributor and retailer of Otherworld Miniatures fantasy figures, Woodbine design science fiction figures; and retailer of Woodland Scenics flocks & foliage, Satellite City glues and accelerator, and Hobby Tools paints and brushes.

Architects of War

Booth: 39B

POC: Barbara Baker

P.O. Box 6423

Ellicott City, MD 21042

Phone:(240) 755-0029

Email: barb@architectsofwar.com

Website: www.ArchitectsofWar.com

Products/Services: Architects of War 28mm terrain kits & miniatures, Uncivil War miniatures, American Perry Plastic box sets & metal miniatures, Gripping Beast, Renedra plastic terrain & figure bases, Dark Age Teutonic Knights and Woodbine design WW1 and Specials, Warlord Games products, Conquest Games plastics, LBMS shield transfers & banners, Woodland Scenics flocks & foliage, Satellite City glues & accelerators, hobby tools & paintbrushes

All the King's Men

Booth: 9

POC: Ken Cliffe

2456 Hewatt Road

Snellville, GA 30039

Phone:(770) 978-1645

Email: ken@allthekingsmentoy SOLDIERS.com

Website: www.atkmtoy SOLDIERS.com

Products/Services: 54mm metal & plastic figures for gaming & collecting: AWI, War of 1812, Napoleonic. Also rules and 54mm terrain.

Armory Hobbies

Booth: 7

POC: Dan Straub

13857 Lake Dr.

Monroe, MI 48161

Phone:(734) 243-2661

Email: thearmoryhobbies@gmail.com

Website: www.armoryhobby.com

Products/Services: 15mm, 10mm Armor, 1/144 Aircraft, 1/1000 ships, 1/72 & 54mm infantry

B&V Traders

Booth: 26

POC: Mike Varney

445 Trice Road

Bumpass, VA 23024

Phone:(540) 872-4373

Mobile:(540) 259-9265

Email: bvtraders@aol.com

Website: www.bvtraders.com

Products/Services: Catalyst Game Labs, Spartan Games, Reaper CAVs, JR Miniatures, War Torn Worlds, Monday

Knight Productions. Misc OOP/discontinued/discount items from various manufacturers.

Battlefield Terrain Concepts

Booth: 28

POC: Doug Kline

754 Ray St.

Roanoke, VA 24019

Phone:(540) 353-1080

Email: dkline1863@aol.com

Website: www.battlefieldterrain.com

Products/Services: Resin & Custom terrain. Fields, Hills, Fences, Bocage, Trees, Roads, Streams, Earthworks, Time Cast Scenics, JR Miniatures, Mark IV Miniatures, Scenics, Round Top Miniatures, etc.

Battlefront Miniatures

Booth: 18

POC: Joe Krone

70 Aleph Dr., Suite B

Newark, DE 19702

Phone:(301) 366-8661

Email: joe.krone@battlefront.co.nz

Website: www.flamesofwar.com www.

gf9.com www.wargamesillustrated.net

Products/Services: Flames of War, gaming, hobby and tool accessories, pre-painted scenery and licensed products, Wargames Illustrated and subscription offers

Belle and Blade Video

Booth: 57

POC: Steve Mormondo

124 Penn Ave.

Dover, NJ 7801

Phone:(973) 328-8488

Email: video.guru@verizon.net

Website: www.warshows.com

Products/Services: Videos, DVD, Tshirts, patches, signs.

Brigade Games and Hobby Supply, LLP

Booth: 22

POC: Lon Weiss

35 Brookvale Rd.

Kinnelon, NJ 7405

Phone:(800) 381-9177

Email: brigadegames@yahoo.com

Website: www.brigadegames.com

Products/Services: Miniatures: Brigade Games, Rattrap, Parroom, Company B, Great War, Artizan; Vehicles: Brigade Games, Company B, JTFM, AGN; Rules: Sinister Labs, Rattrap, Iron Ivan, Skirmish Campaigns, T&T

Brookhurst Hobbies

Booth: 23

POC: Larry Huber
12188 Brookhurst St.
Garden Grove, CA 92840
Phone:(714) 636-3580
Email: info@brookhursthobbies.com
Website: www.brookhursthobbies.com

Products/Services: Peter Pig Miniatures, Langdon Miniatures, Tumbling Dice Miniatures, Great Escape Games, Grex Airbrush, Clash of Empire Rules

Casemate Publishers

Booth: 59

POC: Sean Johnston
908 Darby Road
Havertown, PA 19083
Phone:(610) 853-9131
Email:

sean.johnston@casematepublishers.com
Website: www.casematepublishers.com
Products/Services: Selection of Military History and Modelling books. Meet the Author/Author Signings; offer books of our own imprint as well as books from (40) publishers around the world.

Churms Consulting dba Mark Churms

Booth: 44

POC: Mark Churms
374 Rustling Leaf Pl
Kearneysville, WV 25430
Phone:(602) 445-6237
Mobile:(304) 725-1687
Email: churms@hotmail.com
Website: www.MarkChurms.com

Products/Services: Mark Churms: The Art of History military posters, prints, original art and picture frames by historical artist Mark Churms

Collins Epic Wargames, LLC

Booth: 14

POC: Byron Collins
4564 Schooner Blvd.
Suffolk, VA 23435
Phone:(757) 636-7121
Email: admin@frontlinegeneral.com
Website: www.collinsepicwargames.com
Products/Services: Frontline General: Spearpoint 1943 Card Wargames, Frontline General: Italian Campaign Boardgame/Minis Campaign System, PreOrders of Expansions, Accessories

Cotton Jim Flags/ Chesapeake Miniatures

Booth: 6

POC: James Russell
2113 Walpole Street
Virginia Beach, VA 23456
Phone:(757) 427-5725
Mobile:(757) 567-4280
Email: cottonjim@aol.com
Website: www.cottonjimflags.com
Products/Services: Naval Axis & Allies Miniatures, Rules, miniatures, Wings of War, Army Painter products, flags

Crocodile Games

Booth: 45

POC: Chris Fitzpatrick
6208 Meridian Street West Drive
Indianapolis, IN 46260
Phone:(317) 496-5999
Mobile:(317) 496-5999
Email: osiris@crocodilegames.com
Website: www.crocodilegames.com
Products/Services: Wargods range of ancient and mythological miniatures, characters, troops and monsters of mythology: Aegyptus, Hyperborea, Olympus.

Crown Military Miniatures

Booth: 53

POC: Nicholas Cameron
8 Bodwell Avenue
Salem, NH 3079
Phone:(603) 552-5069
Email: Nicholas@crowntoysoldiers.com
Website: www.crowntoysoldiers.com
Products/Services: 54mm figures, custom diorama boards, 1/72 - 1/84 buildings and accessories

Dayton Painting Consortium, Ltd.

Booth: 27

POC: Richard Masse
PO Box 24185
Huber Heights, OH 45424
Phone:(937) 667-1037
Email: radetzky@prodigy.net
Website: www.dpcltdcom.org
Products/Services: RSM95 20mm ACW, NAPS, Colonials/25mm FIW, Jacobite Rebellion, SYW, AWI & Ottoman Turks figures. Parade Ground Flags/Phil Alexander Flags, Howard Hues paints. Mitres, Moustache & Musket Rules.

Decision Games/Strategy & Tactics Press

Booth: 25

POC: Callie Cummins
P.O. Box 21598
Bakersfield, CA 93390
Phone:(661) 587-9633
Email: calliecummins@decisiongames.com
Website: www.decisiongames.com
Products/Services: Decision Games full product line including the new folio game series (inexpensive, quick-to-play games). Strategy & Tactics press with the latest Strategy & Tactics and World at War magazines, magazine games and books.

Eureka Miniatures USA

Booth: 1

POC: Robert Walter
225 East Street
East Walpole, MA 2032
Phone:(508) 668-5240
Email: robwalter556@yahoo.com
Website: www.eurekaminusa.com
Products/Services: 10, 15, 18, 25, 28 & 40mm Eureka figures. 18mm AB figure ranges cover ancient to modern to fantasy. Lots of new items specifically for Historicon!

Flag Dude

Booth: 3

POC: Rick O'Brien
207 Mountain Ridge Drive
Huntsville, AL 35801
Phone:(312) 371-5704
Email: rcobrien@earthlink.net
Website: www.flagdude.com
Products/Services: Paper flags, terrain and painted figures

GAJO Games

Booth: 52

POC: Craig Tyrrell
9341 S. 1300 East
Sandy, UT 84094
Phone:(801) 563-5956
Email: gajominis@aol.com
Website: www.gajominis.com
Products/Services: Painted historical miniatures.

GHQ

Booth: 51

POC: Channing Scott
28100 Woodside Rd.
Shorewood, MN 55331
Phone:(612) 374-2693
Email: cscott@ghqmodels.com
Website: www.ghqonline.com

Products/Services: Micro Armour, Micronauts, Micro Force 10mm, Terrain Maker

Great Hall Games

Booth: 32

POC: Robert Smith
5501 N. Lamar Blvd Ste A-135
Austin, TX 78751
Phone:(512) 505-0055
Mobile:(512) 426-3107
Email: info@greathallgames.com
Website: www.greathallminis.com
Products/Services: Napoleon at War miniatures & rules; Essex minis; Force of Arms; Miniature World Maker terrain

Harmony House Hobbies

Booth: 48

POC: Jefferson Davis Hobbs II
9236A Hollow Road
Middletown, MD 21769
Phone:(301) 371-8119
Website: www.harmonyhousehobbies.com
Products/Services: Dice, Dice, Dice; gaming supplies; modeling tools; books; zombie dinosaurs; tape measures; miniature figures (painted & unpainted); terrain. The list goes on & on - you've just gotta see us!

Historical Products Company

Booth: 58

POC: Pat Condray
2225 S. Gulfwater Pt.
Crystal River, FL 34429
Phone:(352) 795-1317
Mobile:(352) 634-0917
Email: pat_condray@yahoo.com
Website: www.ebhpc.com
Products/Services: Booklets pertaining to the Age of Marborough, Thirty Years War, and Spanish Civil War (1936-39) 20mm figures for the latter

Hobby Bunker

Booth: 40

POC: Matthew Murphy
135 Prospect St.
Wakefield, MA 1880
Phone:(781) 321-8855
Email: matt@hobbunker.com
Website: www.hobbunker.com
Products/Services: Manufacturer of terrain; painted toy soldiers; 15-28mm figures, JR minis; 28mm plastics; plastic toy soldiers; rulebooks & military books; paint & supplies.

Hot Wire Foam Factory

Booth: 49

POC: Heather Williams
216 E. Laurel Avenue
Lompoc, CA 93436
Phone:(866) 735-9255
Email: heather@hwff.com
Website: www.hotwirefoamfactory.com
Products/Services: Foam cutting tools for making any kinds of props imaginable.

I-94 Enterprises/Beacon Publications

Booth: 63

POC: Dave Winfree
2195 Tamarack Cove Dr.
Hastings, MI 0
Phone:(269) 945-3185
Email: sales@I-94enterprises.com
Website: www.I-94Enterprises.com
Products/Services: Panzer-Keeper, Mothball, and Footlocker storage boxes for 6mm & 1/2400 minis; Beacon decals for 1/100-1/600 aircraft & 1/76-1/285 armor minis; Raiden & Scotia 1/285 & 1/300 aircraft; Fight's on AirGame Accessories; C46 books, rules, & accessories; Painted 1/285 Aircraft & Armor

Iron Wind Metals

Booth: 15

POC: Jim Fox
4858 Provident Dr., Suite M
Cincinnati, OH 45246
Phone:(513) 720-9828
Email: fox@foxminiatures.com
Website: www.ironwindmetals.com
Products/Services: Classic Battletech, Ral Partha Fantasy, Vor, Fox Miniatures, Ravenstar Miniatures, Iron Clad Miniatures

Innovative Productions - Lightning Bond & Dr Mike's Glue

Booth: 29

POC: Michael Rice
PO Box 1401
Ashland, VA 23005
Phone:(804) 798-5225
Email: drmikesglue@aol.com
Website: www.drmikesglue.com
Products/Services: Live demos on using adhesives on miniatures, models, & more.

Litko Game Accessories

Booth: 38

POC: Kenneth Litko
316 E 316 N Suite 6
Valparaiso, IN 46383
Phone:(219) 462-9295
Email: ken@litko.net
Website: www.litko.net
Products/Services: Miniature bases; Movement trays & gauges; Tokens

Lock 'n Load

Booth: 61

POC: Mark Walker
1327 Deer Trail Road
Henry, VA 24102
Phone:(540) 420-2279
Email: janice@locknloadgame.com
Website: www.locknloadgame.com
Products/Services: Lock 'n Load series; World at War series; All Things Zombie; and Space Infantry board games.

Lost Battalion Publishing, LLC

Booth: 56

POC: Rob Belli
5430 Arcadia Avenue
Upperco, MD 21155
Phone:(301) 466-8519
Email: rob.belli@lostbattalion.com
Website: www.lostbattaliongames.com
Products/Services: Sergeants' miniature game; FAA miniatures; Napoleons Battles rule set.

Major Objective Games

Booth: 30

POC: Bill Hanson
206 Porter Avenue
Scottdale, PA 15683
Phone:(724) 309-6438
Email: bhans@majorobjectivegames.com
Website: www.majorobjectivegames.com
Products/Services: Major Objective: World War 2 game rulebook; painted miniatures; website; membership; painting services

Miniature Building Authority

Booth: 2

POC: Kirk Stephens
PO Box 107
Bethlehem, GA 30620
Phone:(404) 932-3106
Email:
kirk@miniaturebuildingauthority.com
Website:
www.miniaturebuildingauthority.com

Products/Services: 15mm & 28mm prepainted buildings and terrain from Miniature Building Authority, painted miniatures by Bob Ladd

Minutemen Toy Soldiers

Booth: 37

POC: George Guerriero
28 St. Denis Drive
Westwood, MA 2090
Phone:(617) 462-5431
Email: gguerriero@msn.com
Website: www.mmtosoldiers.com

Products/Services: King & Country & other 54mm toy soldiers, Dragon, Hobby master & Panzerstahl 1/72nd diecast vehicles, Battlefield, SHQ, Britannia and SGMM 28mm wargaming figures, Scenic Effects 15mm & 28mm buildings, terrain features, latex roads and rivers, 1/72nd and 1/32nd scale plastic figures.

Mr. Miniature

Booth: 33

POC: Bill Goranson
8017 Pagoda Dr.
Spring Hill, FL 34606
Phone:(352) 683-9995
Email: wgoranso@tampabay.rr.com

Products/Services: Painted Miniatures

MSD Games/Kryomek, USA

Booth: 5

POC: Martin Fenelon
31 Oak Hill Drive
Niantic, CT 6357
Phone:(860) 691-0013
Email: martin.fenelon@snet.net
Website: www.Luftwaffe1946.com

Products/Services: Luftwaffe 1946 miniatures (1/300th), Luftwaffe 1946 rules, Kryomek miniatures & rules; Macho Women with Guns 25mm miniatures & rules; Blue Sky rules, Dom's Decals, Blue Sky decals

Old Glory Corp.

Booth: 47

POC: Connie Dunaway
4150 State Rte. 981
Mount Pleasant, PA 15666
Phone:(724) 423-3580
Email: oldglory@cvzoom.net
Website: www.oldglory25s.com

Products/Services: Historical pewter figures, resin buildings, and ships. ~ Old Glory ~ Old Glory Shipyard ~ Crusader ~ Blue Moon ~ Sash & Saber. 15 & 25mm miniatures.

Osprey Publishing

Booth: 50

POC: Joseph McCullough
Midland House, West Way, Botley
Oxford, OX2 0PH, UK
Phone: (44)1865-811-323
Email:
joseph.mccullough@ospreypublishing.com
Website: www.ospreypublishing.com

Products/Services: Force on Force, Field of Glory, Bolt Action, Tomorrow's War, Dux Bellorum, A World Aflame, Osprey series books

Outland of Pennsylvania

Booth: 16

POC: Phillip Kearnan
606 Warm Springs Ave.
Huntingdon, PA 16652
Phone:(814) 644-6898
Mobile:(814) 423-0704
Email: pikearnan@penn.com
Products/Services: Ral Partha Colonials, Houston Ships, painted figures

Paper Terrain

Booth: 20

POC: Scott Washburn
13460 Trevoise Road
Philadelphia, PA 19116
Phone:(215) 677-1869
Email: scottwashburn@comcast.net
Website: www.PaperTerrain.com
Products/Services: Paper wargame buildings, fortifications, American Civil War miniatures, wargame accessories

Pictors Studio

Booth: 12

POC: Jaime Fenimore
212 West Main St.
Ligonier, PA 15658
Phone:(724) 771-4102
Email: pictors@pictorsstudio.com
Website: www.pictorsstudio.com
Products/Services: Top quality custom painted miniatures by Jaime and Scott of Pictors Studio, Historical artwork

Relic Golden Amusement, Inc.

Booth: 43

POC: Eddie Gries
P.O. Box 572
Hackensack, NJ 7602
Phone:(201) 342-6475
Mobile:(201) 257-2687
Email: N/A
Website: N/A

Products/Services: Retail representative for Osprey publications. In stock full line of Osprey products.

Rick Carlile Military Books

Booth: 4

POC: Rick Carlile
145 Wisteria Dr.
Dayton, OH 0
Phone:(937) 294-8399
Email: rick.carlile@thompsonhine.com
Products/Services: Military and Wargaming Books and Magazines

Rick's Scenics

Booth: 11

POC: Dana Lombardy
835 8th Avenue
Oakland, CA 94606
Phone:(510) 869-9941
Email: dana.lombardy@gmail.com
Website: www.ricks-scenics.com
Products/Services: Prepainted, ready-to-use terrain for many different scales and historical eras.

RLBPS

Booth: 35

POC: Robert Bowling
4827 Treeview Terrace
Rockford, IL 61109
Phone:(815) 874-5351
Mobile:(815) 874-5351
Email: Bob@RLBPS.com
Website: www.RLBPS.com
Products/Services: Pulp Figures, Copplestone Castings, Knuckleduster, Aerodrome, Junglerot miniatures, Frontline Wargaming

Sash and Saber Castings

Booth: 21

POC: Chris Hughes
119 Dublin Road
Raleigh, NC 27609
Phone:(919) 870-5513
Email: chris@sashandsaber.com
Website: www.sashandsaber.com
Products/Services: 25/28mm ACW, NAP, SYW, 40mm Ancients, Dark Ages, Various Horse & Musket, Zulu Wars, US Plains War, 40mm Diorama kits, 40mm Drabant figures

Sgt. Major Miniatures

Booth: 19

POC: Andy Turlington
2904 Crestview Ct.
Waldorf, MD 20603
Phone:(301) 885-2820
Email: andrewturlington@hotmail.com
Website: www.sgmm.biz

Products/Services: 15, 20, 28 mm Historical Miniatures

Silver Eagle Wargame Supplies

Booth: 34

POC: Jacob Kovel
8 Neal Drive
Simsbury, CT 6070
Phone:(860) 651-6166
Email: sales@silvereaglewargames.com
Website: www.silvereaglewargames.com

Products/Services: Tin Soldier & Irregular Miniatures unpainted figures, HCH & SPS painted figures, Warrior rules & lists, Wartorn Worlds terrain, Renaissance Ink paints & bases; FHE Publications (Warrior)

Splintered Light Miniatures

Booth: 42

POC: David McBride
4283 Maner Street, SE
Smyrna, GA 30080
Phone:(404) 660-7901
Mobile:(404) 660-7901
Email: splinteredlightminis@earthlink.net
Website: www.splinteredlightminis.com
Products/Services: 15mm Dark Age, fantasy, modern, scifi, pulp, & gladiators; rules sets.

Tactical Painting

Booth: 62

Test of Battle Games

Booth: 36

POC: Glenn Kidd
5315 Hope Lane
Allentown, PA 18106
Phone:(201) 306-8436
Email: Glenn_Kidd@msn.com
Website: www.TestofBattle.com
Products/Services: Command Decision: Test of Battle rules, OTOB rules, Volley and Bayonet rules and supplements to support these books; game aids

The Last Square

Booth: 60

POC: Karl Krueger
5944 Odana Road
Madison, WI 53719
Phone:(608) 278-4401
Email: info@lastsquare.com
Website: www.lastsquare.com
Products/Services: Figure 1:6000, 1:2400, 1:250; Car Aero 1:1250; Heroics-Ros 1:300 aircraft, WWII; Perrin Roundway, Mantic Games; Air 200; Check Your 6; Board Games; Hobby Supplies.

The Quartermaster/Falcon Figures

Booth: 31

POC: Kai Weaver
137 Lynnhaven Dr.
Hampton, VA 23666
Phone:(757) 969-7100
Email: falconfiguresUK@yahoo.com
Website: www.falconfigures.com
Products/Services: Falcon Figures, Legions East WWII, Renaissance Ink, Osprey Books, Painted Figures, Resin buildings, 15mm WWII armoured vehicles and painted figures

TheWarstore.com

Booth: 41

POC: Steve Megas
47420 Main Road
Southold, NY 11971
Phone:(631) 765-0047
Email: steve@thewarstore.com
Website: www.thewarstore.com
Products/Services: Warhammer, Warhammer 40K, Warmachine, Hordes, Malifaux, Merc Miniatures, Uncharted Seas, Firestorm Armada, Dystopian Wars, Perry Plastic, Victrix, Warlord Games, Plastic Soldier Company, Wargames Factory, Avatars of War, Army Painter Paints & tools and much, much more!!!

Thoroughbred Figures

POC: Carlton 'Toby' Barrett
4106 Timberland Drive
Portsmouth, VA 23703
Phone:(757) 686-1048
Email: thoroughbredfigures@yahoo.com
Website: www.thoroughbredmodels.com
Products/Services: Ironclads - 1/600; Sea Eagles 15mm 1812 Naval ship kits & figures, SOJERS 20mm WW2 figures & Vehicles

Tradition Studios - Keith

Rocco

Booth: 13

POC: Keith Rocco
1511 Chapman Landing Rd.
Edinburg, VA 22824
Phone:(540) 459-5469
Email: krocco@shentel.net
Website: www.keithrocco.com
Products/Services: Giclee Prints - Original Art - Books

Tshirt Bordello

Booth: 8

POC: Don Myers
6900 Philips Highway #51
Jacksonville, FL 32216
Phone:(904) 252-1699
Mobile:(904) 252-1699
Email: Don@tshirtbordello.com
Website: www.tshirtbordello.com
Products/Services: Tshirts, posters, glassware

Wargamers' Terrain

Booth: 17

POC: Joe Linares
73 Tobacco Farm Road
Feeding Hills, MA 1030
Phone:(413) 789-1202
Email: matancero@comcast.net
Website: www.wargamersterrain.com
Products/Services: FlexTerrain™ Products; FlexRoads™, FlexRivers™, bridges, fences.

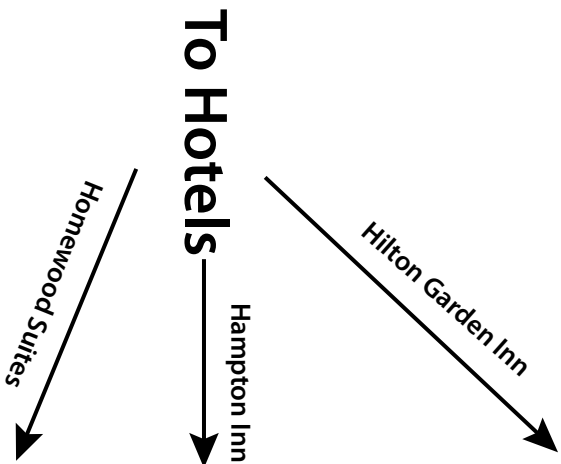
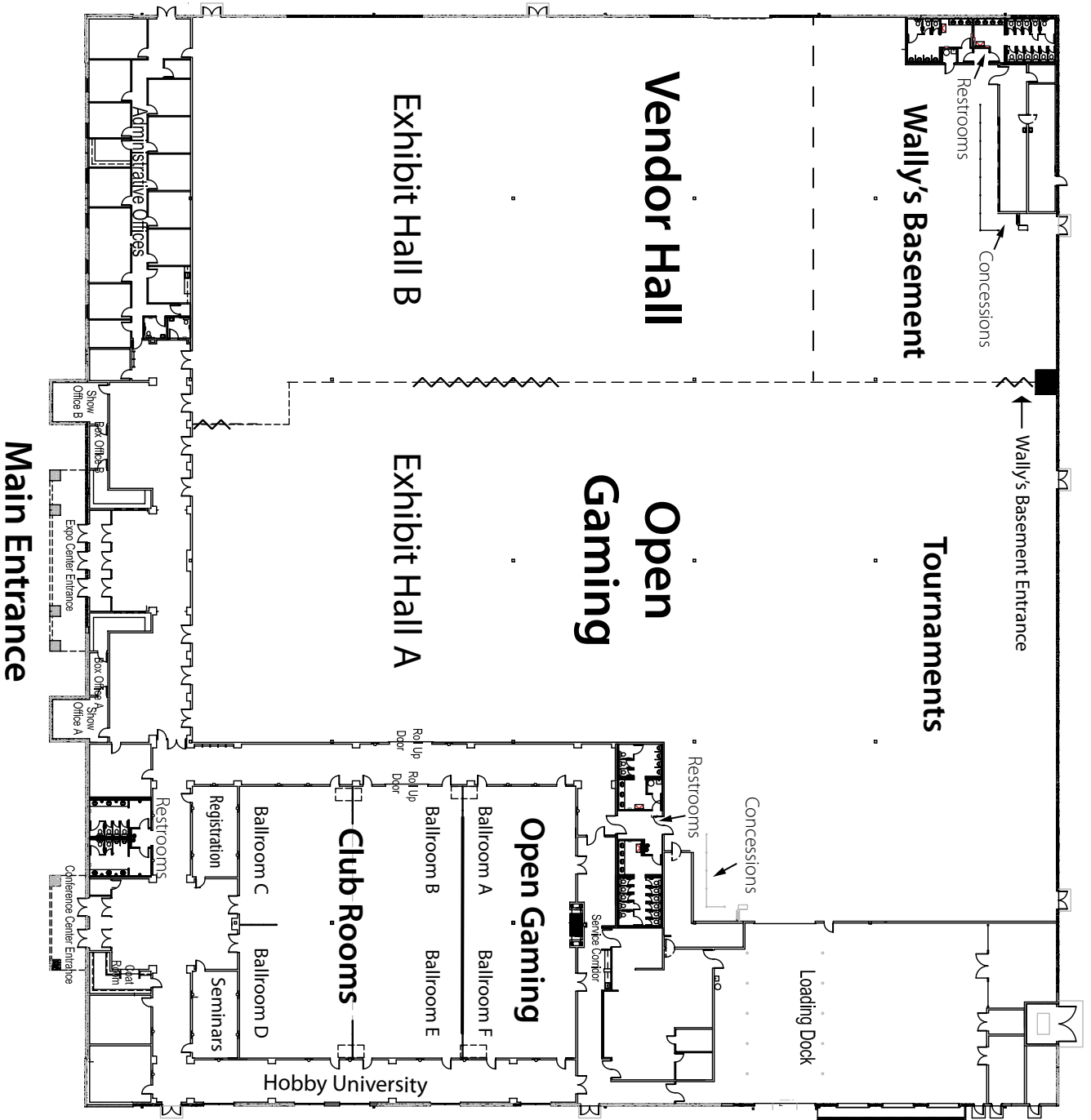
Wargames Factory

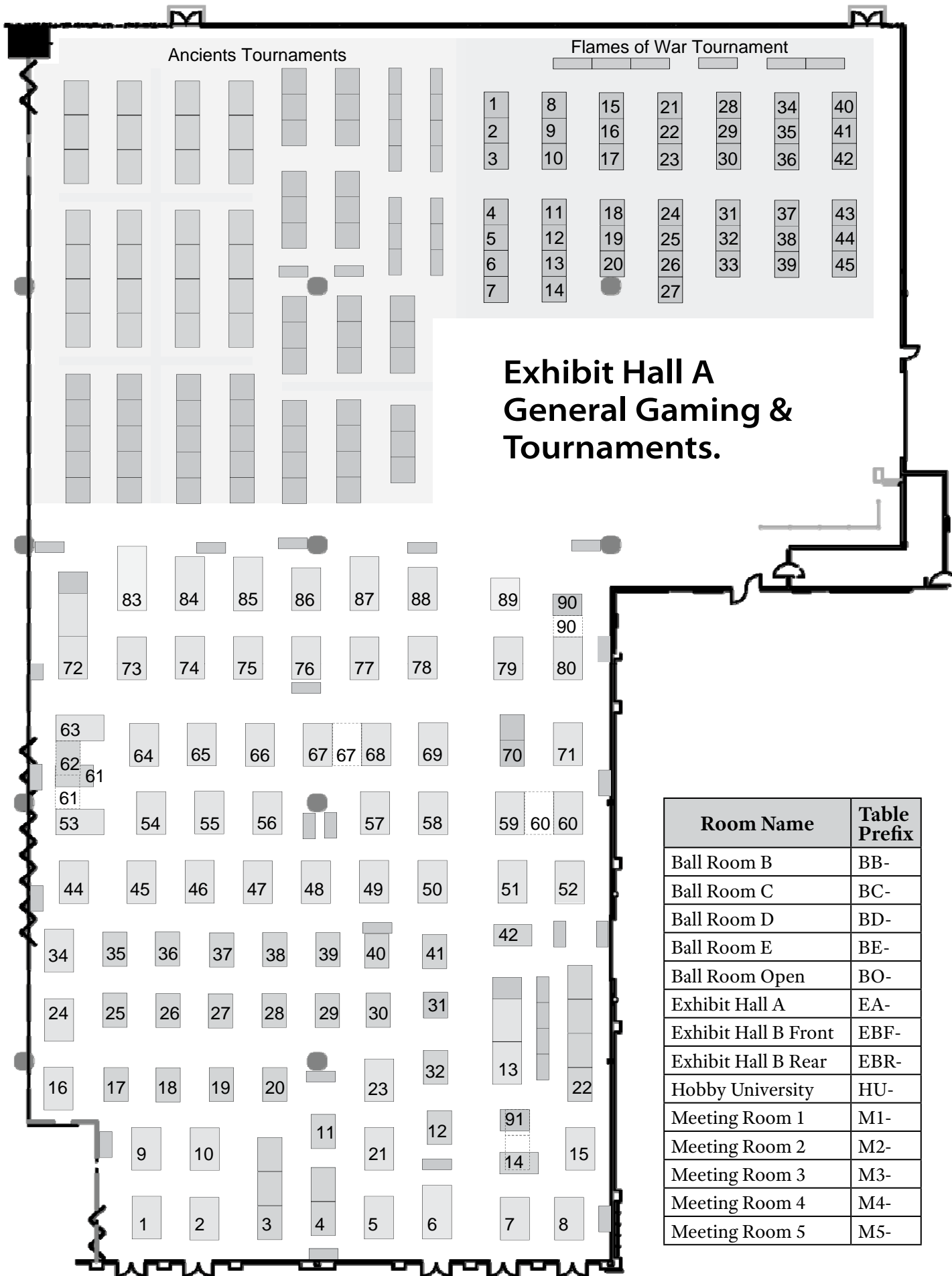
Booth: 10

POC: Daisy Nanton
PO Box 1172
Niwtot, CT 80503
Phone:(720) 204-6344
Email: daisy@wargamesfactory.net
Website: www.wargamesfactory.com
Products/Services: 15 & 28mm historical and other wargaming kits

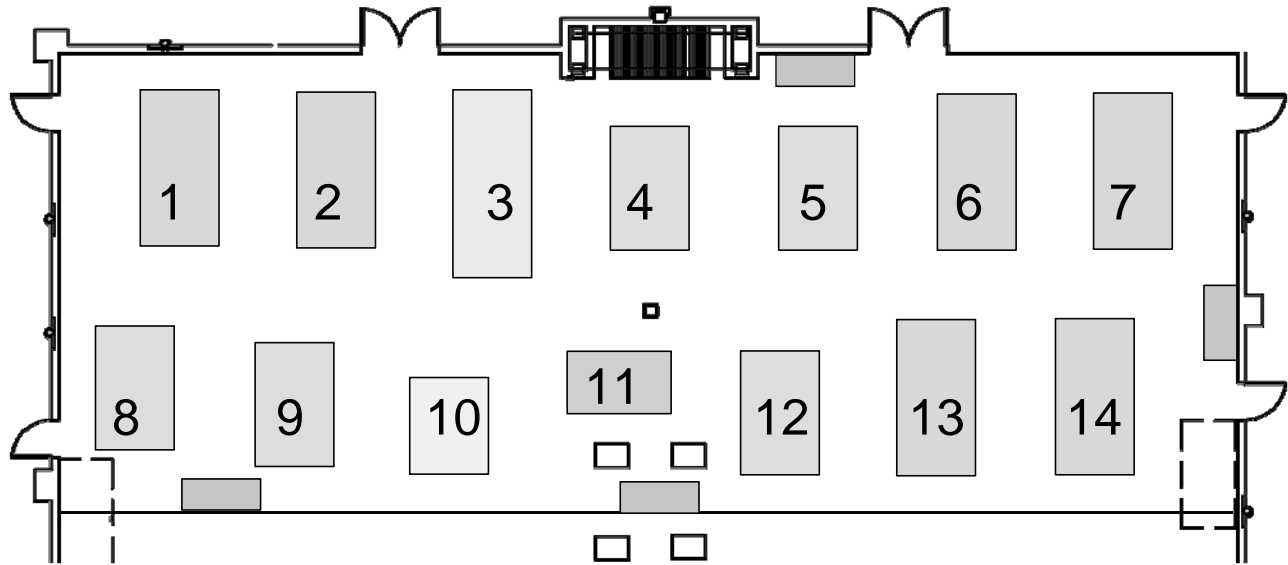
CONVENTION CENTER MAPS

FREDERICKSBURG EXPO & CONFERENCE CENTER

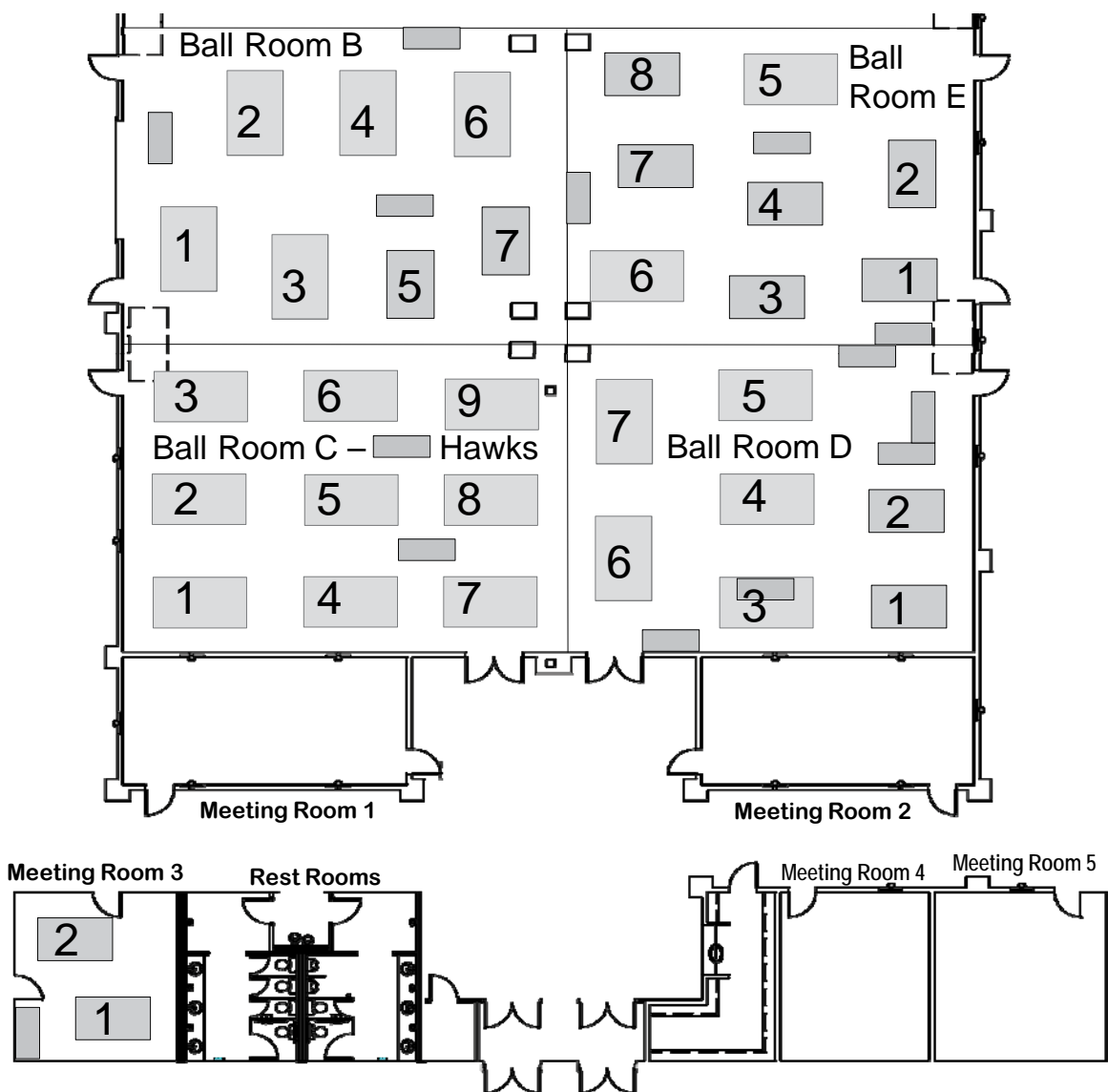




Ballroom Open Gaming



Ballroom – Club Rooms





www.flamesofwar.com

www.gf9.com

www.wargamesillustrated.net

Our grand Battlefield booth, but with more stuff!

Our Battlefield booth returns, with all the crowd favorites (including magnetic sheeting and our "buckets o' bases") plus the great GF9 range of gaming aids and terrain. We'll also be selling the whole *Flames Of War* range along with subscriptions to *Wargames Illustrated*, *WI* back issues, and a limited quantity of our *WI Exclusive* range of miniatures!

The 2012 Flames Of War Mid War Nationals Tournament

Each year thousands of wargamers compete in *Flames of War* tournaments across North America, the top players are then invited to participate in the Nationals. This event at HISTORICON is the Mid War Nationals

WI Coverage of the HISTORICON event

Our *WI* U.S. Editor, Dave Taylor, will be at the show, scouring the hall(s) for great looking wargames and beautifully painted miniatures, all for several articles that will grace the pages of *WI* later in the year.

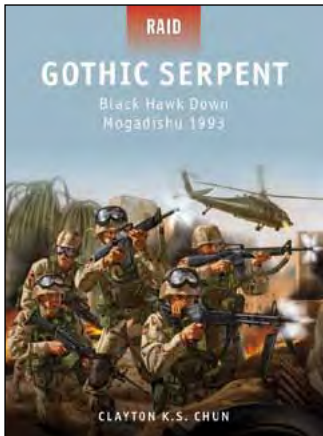


Play on our spectacular Sevastopol-ish table!

Straight from the pages of *WI295* and *WI296*, we've brought our spectacular Sevastopol-ish table all the way from England, and you can take part in the gaming on Saturday in the main gaming hall!

Everyone that plays in the game, or buys a subscription to *Wargames Illustrated* at the show gets a FREE figure of Lieutenant-Colonel Lacy Yea (pictured above), from Great War Miniatures!

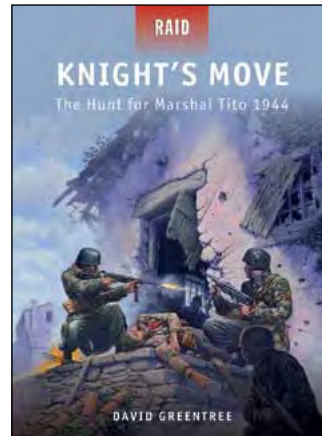
The Wargamer's library just keeps getting bigger...



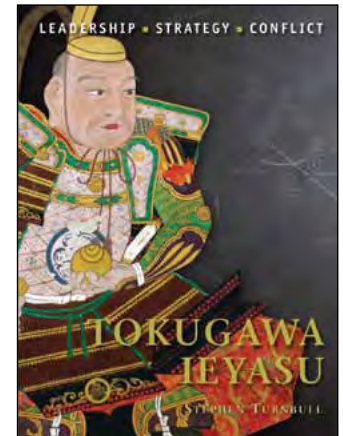
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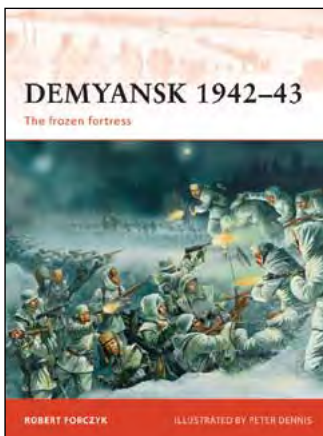
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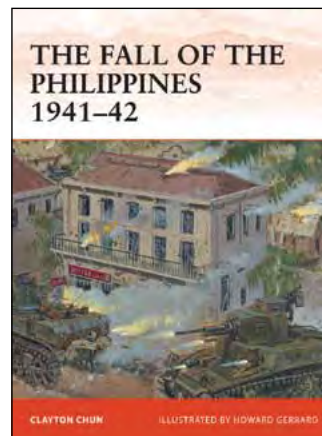
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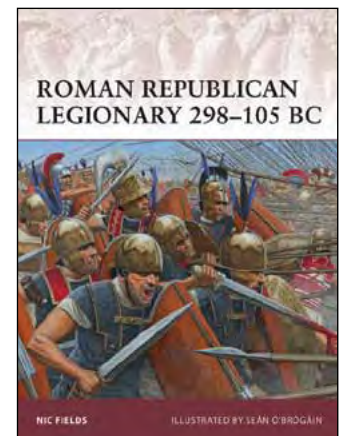
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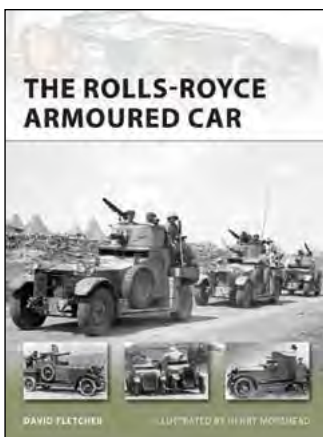
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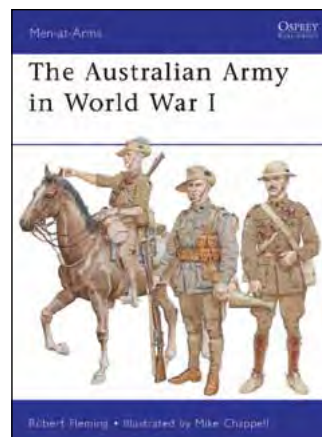
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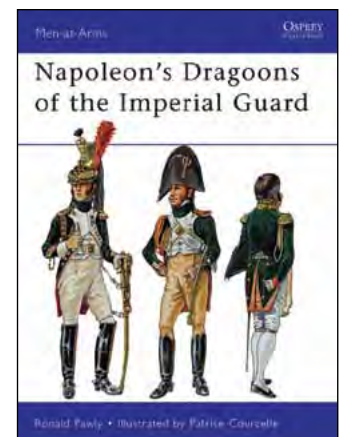
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