

COLD WARS® 2020 Event List

Event numbers contain a 2-digit game start hour designation (24hr time)

F09:457 - Clash at Margaright 1810

Friday, 9:00 AM, 5 Hrs, 6 Players

GM: JOHN SNEAD & Carnage and Glory

Sponsor: None, Prize: MD

Period: Napoleonic, Scale: 25mm, Rules: Carnage & Glory II

Fictional battle between the forces of Suchet's III Corps and the Spanish Army of Catalonia, commanded by MG O'Donnell in early 1810.

F09:406 - Sea Lion: The Invasion Comes to Little Basely

Friday, 9:00 AM, 4 Hrs, 6 Players

GM: Buck Surdu & HAWKS

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Combat Patrol(TM):
World War II

Sea Lion has begun. The Germans land at the small coastal town of Little Basely by the Sea. The Home Guard, Land Girls, church ladies, and assorted irregular forces defend their homes against the invaders. The Germans have come with tanks, so the Home Guard will employ various improvised weapons to stop them. Have the Germans infiltrated Fifth Columnists to pave the way? Will reinforcements arrive in time to help the townspeople? Experience the streamlined mechanics of Combat Patrol. Assistant GM: Greg Priebe. Younger gamers welcome with a participating adult. No booze, please.

F09:415 - The Battle of the Bagradas River

Friday, 9:00 AM, 4 Hrs, 6 Players

GM: Kurt Schlegel & HAWKS

Sponsor: None, Prize: None

Period: Ancients, Scale: 10mm, Rules: To The Strongest

255 BC. A Roman army under Marcus Atilius Regulus has landed in Africa and is marching on Carthage. Desperate to stop them the Carthagians have hired Xanthippus and his mercenaries. 20 miles west of Carthage the two armies met. Can the Romans end the war here and now or will Xanthippus be victorious again and drag the war on for 15 more years. Players under 13 welcome with a playing adult.

F09:417 - Forest Patrol

Friday, 9:00 AM, 3 Hrs, 4 Players

GM: Kevin Fischer & HAWKS

Sponsor: None, Prize: None

Period: SciFi, Scale: 12mm, Rules: Heavy Gear Blitz

The woods of Terra Nova can hide a few secrets but is the price of

discovering these secrets worth it? Especially when two sides are involved in a Cold War status? Who will secure the site and will it tip Terra Nova into another vicious war?

F09:432 - Djebel el Hamra: Kasserine's Culmination 21-22 February 1943

Friday, 9:00 AM, 4 Hrs, 6 Players

GM: Bruce Weigle & HAWKS

Sponsor: None, Prize: None

Period: World War II, Scale: 3mm, Rules: Gained by Battle (prototype)

Rommel's veterans have fought through the Kasserine Pass and are careening towards the Allies' vulnerable rear areas. What can stop them now? In the Foussana Valley, the reinforced CCB (of the 1st Armored Div) arrives just in time to throw itself in front of the oncoming DAK and the Centauro Armored Div. Will it be enough? A two-day battle fought with new WWII Grand Tactical rules, each side in its entirety, on the actual terrain – every stinkin' cactus. All in four hours!

F09:470 - Operation Epsom - Attack into Mouen

Friday, 9:00 AM, 4 Hrs, 4 Players

GM: Andrew Frantz & Lard America

Sponsor: None, Prize: None

Period: World War II, Scale: 20mm, Rules: Chain of Command

The Germans have launched a pincer-like counterattack in an effort to cut the "Scottish Corridor" leading to the Odon. In the east, Kampfgruppe Frey of the Leibstandarte division has succeeded in driving in the outlying British pickets and is pushing into Mouen and Tourville beyond. In the way are the men of C Company, 3rd Monmouths, who stumbled into the village by accident the night before. Despite the surprise, the Welshmen don't intend to give up the village without a fight. Rules taught. Gamers under 15 welcome with a playing adult

F09:521 - INTO THE DARKNESS: WARHAMMER 40K: The Corvus Cluster; Ritual of Pestilence

Friday, 9:00 AM, 3 Hrs, 4 Players

GM: Del Stover & LXG

Sponsor: LXG, Gaming Garage, The MECHANICON and The CORVUS CLUSTER., Prize: None

Period: SciFi, Scale: 28mm, Rules: Shadow War: Armageddon and House rules.

On the war-torn world of Dozaria, Necrosius, a sorcerer of Nurgle, seeks to complete a horrific ritual that will open a portal allowing all manner of Warpspawn to cross into the Material Universe. An oath

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is taken by Brother-Chaplain Amaud Sévin—of the Knights of Altair Space Marine Chapter—to stop this sacrilege and save Dozaria. Fight as the noble Knights of Altair—or the heretical Death Guard—in this skirmish game that will decide the fate of Dozaria. Easy-to-learn rules allow beginners to focus on key tactics: maneuver, concentration of force, and use of cover.

F09:525 - The MECHANICON: GAS LAND: TEN GALLON RACING: Race to the Silver Bullet!!

Friday, 9:00 AM, 4 Hrs, 6 Players

GM: Frank Osborn & LXG

Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None

Period: Western, Scale: 28mm, Rules: GASLANDS 28MM and House Rules

Saddle up those horses and strap on your spurs. Anything goes in this wagon race to the Silver Bullet Saloon. Last one there buys the beer. Last one alive gets all the beer. All Materials will be provided and rules will be taught ages 14-88.

F09:506 - Welcome to the Jungle we got Guns and Blades

Friday, 9:00 AM, 4 Hrs, 6 Players

GM: Rick Dunn & NOWS

Sponsor: None, Prize: None

Period: Age of Piracy, Scale: 28mm, Rules: BBB & Foundry Rules
Hi Mateys there's gold to be had but will you and your fellow Captains be Rich!!! or will your bones be found bleaching on the Rocks and your Bodies be crab food???

F09:101 - VSF Racing in the Lost World - Theme

Friday, 9:00 AM, 3 Hrs, 12 Players

GM: Jon Lundberg

Sponsor: None, Prize: None

Period: Victorian Science Fiction, Scale: 28mm, Rules: VSF Races
Strange contraptions race each other through the wilds. The wildlife may be at least as dangerous as the other racers.

F09:112 - Get Garandan

Friday, 9:00 AM, 4 Hrs, 6 Players

GM: Seamus Devine

Sponsor: WAMP, Prize: None

Period: SciFi, Scale: 28mm, Rules: Homebrew

Seamus Devine brings back a classic with "Get Garandan". The Star Wars Universe's most dastardly spy is at it again. The Alliance, Imperials, and the Criminal Underworld unleash their greatest

warriors to capture Garandan! It is up to you and your troops to grab hold of this Spy and make good an escape to your lines. Will you fail him for the last time? Homebrew, very easy for young kids, taught and guided. kids very welcome. Dad's please stick around.

F09:115 - PA Skirmish- Battle for Bliss Farm

Friday, 9:00 AM, 4 Hrs, 4 Players

GM: Cliff Brunken

Sponsor: Del-Val, Prize: None

Period: American Civil War, Scale: 28mm, Rules: Brother vs Brother

2nd Day of Gettysburg and the 12th New Jersey was fighting off 1,200 Mississippians over the grounds of the Bliss Farmstead. Come experience the struggle for the Barn and Farm house that changed sides throughout the course of the battle. Children under 13 years of age must be accompanied by an adult.

F09:117 - Task Force Smith Rises Again

Friday, 9:00 AM, 4 Hrs, 8 Players

GM: FRIEDRICH HELISCH

Sponsor: None, Prize: None

Period: Korea 1951, Scale: 1/72, Rules: Bolt Action Modified

A North Korean People's Army combined arms task force is trying to smash through an American defensive position. Naively, the US command assumed that the mere sight of US troops would halt the North Korean offensive. They were proved wrong. This scenario is the first one that appears in the new BA Korea rule book. The terrain is based on army maps and I scaled the troops involved to an approximate ratio of the actual numbers involved. There was a US mechanized unit with M24 Chaffees in country. Perhaps they will show up.

F09:137 - Cold Steel

Friday, 9:00 AM, 3 Hrs, 5 Players

GM: Tim Tilson

Sponsor: NOVAG, Prize: None

Period: World War II, Scale: 15mm, Rules: Fireball Forward

31 March 1941, Yavello Ethiopia. The Italian 61st Colonial Infantry Bn. is guarding the road to the provincial capital. The Advanced Guard of the British 12th African Division arrives to find them entrenched on a large ridge. Companies B & C 4th King's African Rifles are ordered to attack and open the road. Can the Italian askaris hold or will the KAR push through?

F09:145 - Doing the Work of Death - White Sulphur Springs, 26 August 1863 - Theme

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Friday, 9:00 AM, 4 Hrs, 4 Players

GM: Kaleb Dissinger

Sponsor: Refuse the Flank Wargamers, Prize: None

Period: American Civil War, Scale: 15mm, Rules: Regimental Fire & Fury

With his newly created 4th Separate Brigade of cavalry and mounted infantry, BG William Averell is about to conduct a 600 mile raid into western Virginia. Part of his mission is to capture the law library in Lewisburg, and bring it to Charleston. A hastily compiled force of Confederates led by COL George S. Patton rushes to take on the Yankee horsemen. The minie balls will sing 'like August crickets.'

F09:148 - A Pennsylvania Pete Adventure - In Search of Nefertiti's Jewels - Tomb Adventure

Friday, 9:00 AM, 4 Hrs, 6 Players

GM: Annemarie D'Amato

Sponsor: None, Prize: None

Period: Pulp, Scale: 25mm, Rules: Audacious Adventures - Homebrew

After PA Pete Heroic rescue of Prof. Armond Acri, he is off to search for Nefertiti's Jewels. Pennsy's friend Audacious Abby has not heard from him for awhile. She is worried that something is not right. Join Abby as she goes looking for our missing hero. This is also an exhibition game for the Women's showcase that will be played Thursday night. This is female GM game for the welcome area.

F09:153 - RABKA MSZANA ROAD

Friday, 9:00 AM, 4 Hrs, 7 Players

GM: Maurice Holmes

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Under Fire

The Advancing German forces threatened the flank and rear of the Polish Krakow Army as they advanced east and then north. To counter this, the 10th Motorized Cavalry Brigade took up positions in the difficult terrain in the foothills of the Tatra Mountains. One scenario and 4 sets of rules used during the convention. Under Fire, Bolt Action, Combat Patrol and Chain of Command. Come enjoy skirmish gaming. NOTE: LEO WALSH will GM this first game

F09:196 - Friend or Foe?

Friday, 9:00 AM, 2 Hrs, 10 Players

GM: Peter Landry

Sponsor: None, Prize: None

Period: World War I, Scale: 1/144, Rules: Wings of Glory Tripods & Triplanes

When the Martians invaded Earth, humanity was in the throes of WWI. When the alien threat was realized the Entente and Central Powers made a loose agreement to combat the invaders. When in the air though it wasn't totally clear who to fight. Who really is your enemy? Defend the Earth from the Martian invaders and keep one eye on the other side! Newcomers welcome. Rules will be taught. Under 12 with an adult. Absolutely no food or drink on the table please.

F09:205 - Battle of Issus, 333 BC

Friday, 9:00 AM, 3 Hrs, 6 Players

GM: Bob Bryant

Sponsor: None, Prize: None

Period: Ancients, Scale: 15mm, Rules: Might of Arms

Alexander destroyed the Persian left with his Companion cavalry as massed Persian cavalry pushed back the Macedonian left in the historical battle. In the center, Alexander's pike-armed foot were stalled by Greek hoplites in Persian service. It looked good for the Persians until Darius panicked and fled the field. The Persian cavalry retired, leaving the field to the Macedonians. In this match, it will not be so easy for the Macedonians if the Persians stand and fight.

F09:216 - Check Your 6! WWI 1917 Air Battle

Friday, 9:00 AM, 3 Hrs, 10 Players

GM: Brian Dewitt

Sponsor: NOVAG, Prize: None

Period: World War I, Scale: 1/144, Rules: Colorful Skies - Check Your 6! for WWI

British No. 46 and 66 Squadrons combine to intercept German observations planes. Enemy scouts are not far away. Beginners welcome and hopefully do better than green pilots at the front who has a dogfight life expectancy of 17 seconds in 1917.

F09:271 - Intro to Grand Tactical Napoleonic – ESR

Friday, 9:00 AM, 4 Hrs, 8 Players

GM: David Ensteness

Sponsor: The Wargaming Company, LLC, Prize: Players will receive prizes and special discounts

Period: Napoleonic, Scale: 10mm, Rules: ESR Napoleonic (Et sans résultat! Second Edition)

Learn to play ESR Napoleonic or polish your skills. Players will be commanding a Force analogous to a corps of 2-4 elements, focus is on grand tactics and command control. Troops will be provided,

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but if you like, you can Lead Your Own Army (details at: <https://thewargamingcompany.com/conventions/lead-your-own-army/>). Rules will be taught and beginners are welcome, no experience with ESR or Napoleonics is necessary. We'll be playing at 1"=150 yards. We are running two simultaneous four player sessions of this game in this time slot. Players will be allocated to a session at the time of the event.

F10:443 - Double Bridges at La Mierda

Friday, 10:00 AM, 4 Hrs, 6 Players

GM: Guy Gornley & Carnage and Glory

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 15mm, Rules: Carnage and Glory II
With Portugal secured, Wellesley is advancing into Spain to unite with Cuesta's forces. Victor's Army is advancing to meet him before the Spanish join. Both sides need the bridges at La Meirda, whomever holds the bridges has the advantage! This is fictional, divisional sized meeting engagement set in the summer of 1809.

F10:449 - Battle of Czarna Kaczka, October 13, 1706 Morning

Friday, 10:00 AM, 4 Hrs, 6 Players

GM: David Bonk & Carnage and Glory

Sponsor: None, Prize: None

Period: Great Northern War, Scale: 28mm, Rules: Carnage and Glory Computer Moderated

Swedish forces probe Saxon and Russian defenses at the Polish town of Czama Kaczka. Results of this scenario will be carried into the mid day scenario.

F10:453 - Battle of Wallerode, December 21, 1944

Friday, 10:00 AM, 4 Hrs, 5 Players

GM: Michael Pierce & Carnage and Glory

Sponsor: None, Prize: None

Period: World War II, Scale: 20mm, Rules: Battlegroup WW2

The small town of Wallerode lay just 3km north of St Vith, a crossroads town that was vital for 5th Panzer Army's continued drive west to the Meuse. Elements of CCB, 7th Armored Division and 18th Armored Cavalry Squadron had managed to slow the German drive with skillful withdrawal tactics. But on the morning of Decemebr 21st, elements of the Fuhrer Begleit Brigade and 18th Volksgrenadier Division launched a powerful attack to take the town.Children under 12 with playing adult.

F10:459 - Battle for the Piave River - 1809

Friday, 10:00 AM, 5 Hrs, 6 Players

GM: Tom Garnett & Carnage and Glory

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 40mm, Rules: Carnage & Glory II
MORNING PHASE Austrian Prince Johann commands this initial morning attack, attempting to push Prince Eugene and the French back over the Piave River (Ponte della Priula).

F10:467 - An Encounter at Spencer's (not so very Ordinary

Friday, 10:00 AM, 4 Hrs, 4 Players

GM: Edward Bowen & Lard America

Sponsor: None, Prize: None

Period: American War for Independence, Scale: 28mm, Rules: Sharp Practice

Things are happening around Spencer's Ordinary, a popular Virginia tavern in 1781. Cornwallis is sending out raiding parties to disrupt Patriot efforts and, in this case, to specifically forage for supplies & destroy boats along the Chickahominy River. Lafayette is countering by selecting special units from various Continental Regiments to thwart the efforts of the British. The British Light forces & Lafayette's Continentals will meet up at Spencer's Ordinary where additional surprises await.

F10:524 - INTO THE DARKNESS: NECROMUNDA: Demo's

Friday, 10:00 AM, 4 Hrs, 12 Players

GM: James Nicholson & LXG

Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None

Period: SciFi, Scale: 28mm, Rules: NECROMUNDA: Underhive, House rules

Do you have what it takes to lead your gangers to victory in the Turf Wars? Come learn how to play the Necromunda Underhive game. All models provided and rules taught. Ages 14-88 welcome.

F10:529 - Into the Darkness: WARHAMMER 40K: The "TRAILS

Friday, 10:00 AM, 4 Hrs, 12 Players

GM: James Harvey & LXG

Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None

Period: SciFi, Scale: 28mm, Rules: WARHAMMER 40K, House rules.

Come join us in a Warhammer 40,000 KNIGHT-FEST. Knights are not mere war machines, but relics from a lost age of wonders, adamantium-armoured giants from a forgotten era. One does not

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drive such an heirloom of the past, it must be bonded with. During a strange and terrible rite known as the RITUAL of BECOMING aka (the TRAILS).

F10:496 - JOE HACK - Mounted Massacre - Theme

Friday, 10:00 AM, 4 Hrs, 12 Players

GM: Joe Swartz & NOWS

Sponsor: None, Prize: None

Period: Ancients, Scale: 28mm, Rules: JOE HACK

The Franks and Alamanni have crossed the Rhine. Rome sends 2 columns to catch them in a pincer. The right column of auxiliary cavalry, cataphracts, and equites is reinforced with Nubian light cavalry and infantry. As they wind north through the woods the Frankish cavalry charge forth. Rules taught & minors welcome with adult

F10:502-Brazen Chariots – Battle of Bzura River

Friday, 10:00 AM, 3 Hrs, 8 Players

GM: Adam Wine & NOWS

Sponsor: None, Prize: Certificates

Period: World War II, Scale: 15mm, Rules: BRAZEN CHARIOTS

WWII Tank Battle Rules by Adam M. Wine

On Sept. 1, 1939 the Germans launched Fall Weiss; the invasion of Poland. Five German armies, a total of 41 divisions, crossed the border. Most were infantry on foot, but the Wehrmacht field six Panzer and four Leichte Divisions. The plan was to drive on Warsaw and crush the Poles who resist. The Panzer-Regiment 36 of the 4. Panzer Division reached the outskirts of the city on Sept. 8, but then the Poles counterattacked with armor. Take command of a Panzer Zug or a Polish Tank Platoon.

F10:485 - Zombies in Ohio!

Friday, 10:00 AM, 4 Hrs, 8 Players

GM: Don Carter & ODGW

Sponsor: None, Prize: None

Period: French & Indian War, Scale: 25mm, Rules: Mein Zombie

1774 in the Ohio valley, there is an uneasy peace between the local native Americans and the white man. One night the sky filled with shooting stars. A small number of stones are found both sides. Unknown to the stone carriers an illness. Can the survivors reach safety, or will the illness take them. Kids welcomed. 10 and up.

F10:487 - A Trip Underground

Friday, 10:00 AM, 4 Hrs, 8 Players

GM: Michael Moran & ODGW

Sponsor: None, Prize: None

Period: Modern, Scale: 28mm, Rules: Mein Zombie

The last couple months living in a walled off community has brought about a feeling of normalcy. But suddenly... A huge group of zombies keep invading the community. Everyone is on edge and tempers are hot. Where are they coming from? What did we miss. There are currently no zombies outside the wall! Can you find and destroy the zombie and where they are coming from? Mein Zombie is a fast play, easy to learn zombie killing game. Come have fun and kill a ton of zombies. New players welcome, rules will be taught.

F10:489 - Mein Panzer Jr: Tanks 101

Friday, 10:00 AM, 4 Hrs, 4 Players

GM: ODGW Staff & ODGW

Sponsor: ODGW, Prize: None

Period: World War II, Scale: 12mm, Rules: Mein Panzer

Come play and learn Mein Panzer Jr!! Great game for kids 8 years old and up!! This is a kids version of our popular Mein Panzer Core Rules system that is a tank skirmish level game. One tank represents one tank!! Mein Panzer Jr. will teach the basic game mechanics of Mein Panzer so once you get to hang of MP Jr. you can move up to the full complement of rules and excitement. Rules Taught/Beginners Most Welcome.

F10:461 - Frederick Strikes Back - Hohenfriedberg, 1745

Friday, 10:00 AM, 4 Hrs, 8 Players

GM: Jessee Scarborough & Pittsburgh Band of Gamers

Sponsor: None, Prize: None

Period: Seven Years War, Scale: 6mm, Rules: Volley & Bayonet: Road to Glory

The Battle of Hohenfriedberg was fought on June 4, 1745 during Second Silesian War. Frederick of Prussia with an army of about 59,000 faced Charles of Lorraine commanding a mixed force of 63,000 Saxons and Austrians. Historically, a decisive Prussian victory; who can know what will happen on the game table?

F10:478 - Fall 1862- Somewhere in the middle of nowhere

Friday, 10:00 AM, 4 Hrs, 6 Players

GM: Larry Morris & Yellow Worm Society

Sponsor: None, Prize: None

Period: American Civil War, Scale: 15mm, Rules: Johnny Reb 3

After an early snowfall both the Confederates and Union forces just want to go into winter camp. But the politicians want action. So a battle no general wants is about to be fought for no good reason. New Players Welcome as rules will be taught as needed

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F10:105 - Cog Wars

Friday, 10:00 AM, 3 Hrs, 8 Players

GM: Brian Whitaker

Sponsor: Old Glory Miniatures, Prize: A ship to the best player.

Period: Medieval, Scale: 28mm, Rules: Cog Wars

Men in armor fighting on ships that sink. Captain your ship and hope you are not one of them. Cabin boys and girls are welcome.

All rules will be taught.

F10:130 - Aerodrome1.1

Friday, 10:00 AM, 6 Hrs, 10 Players

GM: Richard Heffner

Sponsor: Stanley F. Kubiak, Prize: Wings & Glory

Period: World War I, Scale: 1/72, Rules: Aerodrome1.1

Fast, Fun, Colorful WW1 Air Combat. Earn your Wings (real wings) Like over 560 HMGS & 1000 Nationaly, gamers (50 & Cons). You must out think your opponets, shoot down Friends, Family or some one you don't like (fun). Gamers shot down yield seat to waiting gamers. Games last about 1 Hr. Rules taught & Easy - Female & youth friendly - 10 under Only with agreement between parent & GM

F10:175 - Battle Off Samar, 25 October 1944

Friday, 10:00 AM, 5 Hrs, 8 Players

GM: Sean Barnett

Sponsor: None, Prize: None

Period: World War II, Scale: 1/2400, Rules: General Quarters 3

After suffering severe losses to air attack at Leyte Gulf, Admiral Kurita's Force A, led by battleship Yamato, pushed through the San Bernardino Strait. Kurita evaded Admiral Halsey's carriers and encountered Admiral Sprague's lightly screened escort carriers of Taffy 3. While valiantly defended by their escorts, the carriers conducted air operations against the onrushing Japanese and desperately sought to escape! Come re-live Taffy 3's glorious defense or grant Japan one last victory! Younger gamers welcome with accompanying adult.

F10:218 - Epic Conflicts of the Ancient World: An Introduction to TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

Friday, 10:00 AM, 2 Hrs, 16 Players

GM: Scott Kastler

Sponsor: Washington Grand Company, Prize: None

Period: Medieval, Scale: 15mm, Rules: TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

Take on the role of Caesar, the Great Khan, or Pharaoh of Egypt.

Lead your forces against your enemies and battle your way across four different matchups the Biblical, Classical, Dark Age, or Medieval era. This is a walk-up game opportunity FOR WHICH YOU DO NOT NEED TO BE REGISTERED (just walkup if you see an opening). It introduces players to the fast-play TRIUMPH! rules for ancient and medieval wargames. Play a one hour game or play a dozen. TRIUMPH! tutors are on hand to help introduce you to the game, teach and answer questions. Rules are easy to learn. All materials provided.

F10:239 - ARR! Thar be Gnomes!

Friday, 10:00 AM, 3 Hrs, 5 Players

GM: James Reynolds

Sponsor: WNPG, Prize: None

Period: Age of Piracy, Scale: 28mm, Rules: Gnome Wars

Rumors have spread about the location of the treasure of the famous pirate Flowerpot Jack. Many a hearty Gnome Pirate crew has joined the race to find it. Gather your crew and set off for the Island of Lost Gardens, and adventure. Kids game. Kids game

F10:269 -The Muleshoe - Spotsylvania C.H., 12 May 1864

Friday, 10:00 AM, 4 Hrs, 8 Players

GM: John McConnell

Sponsor: None, Prize: None

Period: American Civil War, Scale: 28mm, Rules: By Company Into Line (GM Developed)

By May 12, the Confederates had established a long line of earthworks, which included a huge half-mile bulge in the Confederate line, called the Muleshoe Salient. Basing his plan off of Col. Emory Upton's attack on May 10, Grant massed the 20,000 men of the Second Corps opposite the tip of the Muleshoe. Lee noted the Federal movement, but mistakenly believed Grant was preparing to withdraw, removed his artillery from the salient. See some of our past games pictured here: <https://www.facebook.com/BCILgame/>

F11:492 - Battletech - Grinder 1

Friday, 11:00 AM, 3 Hrs, 10 Players

GM: Mark Yingling & Battletech

Sponsor: None, Prize: None

Period: SciFi, Scale: 1:285 micro, Rules: Battletech Total Warfare

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 to the next weight class. All materials, mimiatures, and dice will be provided.

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Beginner Friendly and Rules taught.

F11:513 - Iron Hand

Friday, 11:00 AM, 4 Hrs, 6 Players

GM: Jim Thompson & RAW

Sponsor: None, Prize: None

Period: Vietnam, Scale: 1:285 micro, Rules: Check your 6 Jets!
It's 20 June 68 your flight of F-4J's has been assigned the task of escorting A-6B's and keeping the MiG's out of the area while they suppress or destroy the SA-2 battery's that are in the area before the strike aircraft arrive on location.No one under 16 without playing adult

F11:477 - Invitation to Plunder

Friday, 11:00 AM, 4 Hrs, 8 Players

GM: Robert Schaible & Yellow Worm Society

Sponsor: None, Prize: None

Period: Fantasy, Scale: 28mm, Rules: Frostgrave
News of a recently unearthed dungeon complex has made its way to several wizards guilds. As warbands scramble to the location in search of fame and fortune, one must wonder. Was such a discovery shared in earnest, or is there a more sinister reason for such a leak? There's only one way to find out.

F11:264 - YORKTOWN 1781 THE LAST BATTLE

Friday, 11:00 AM, 4 Hrs, 10 Players

GM: Bryan Leshinskie

Sponsor: OLD GLORY, Prize: THE PRIZE IS THE SUPRISE

Period: American War for Independence, Scale: 15mm, Rules:
FRONTIER IN FLAMES BY OLD GLORY

In the fall of 1781 an American and French army began operations against a British Army deployed in Virginia. Lt. General Cornwallis commanded this British army. His superior General Clinton promised him a relief force of 5,000 troops. Rather than challenge the advancing American - French Army Cornwallis retreats into Yorktown and fortify's his position. The American army under General George Washington and the French army under Comte de Rochambeau begin siege operations.All are welcomed to play this wargame with no one ever turned away. Please join award winning gamemaster Bryan W. Leshinskie as he brings this game

F12:128 - Test of Honour - Death in the Shadow of the Yamashiro

Friday, 12:00 PM, 3 Hrs, 12 Players

GM: David Hill

Sponsor: Things From The Basement, Prize: None

Period: Samuri, Scale: 28mm, Rules: Test of Honour - Simplified
Test of Honour is a fun, fast-paced 28mm samurai skirmish game. The Yamashiro (mountain fort) table debuted at Fall-In! and has only gotten bigger. Don't worry though, with our quick play rules, your turn happens every 2 minutes! Do you have what it takes to lead your samurai, monks, ninjas and more to victory?Easy to play, rules will be taught, kids welcome with accompanying adult and all miniatures/materials supplied.

F12:197 - Poking the Enemy in the Eye

Friday, 12:00 PM, 2 Hrs, 10 Players

GM: Peter Landry

Sponsor: None, Prize: None

Period: World War I, Scale: 1/144, Rules: Wings of Glory WWI
Ariel reconnaissance was the overall objective of all above ground activity. Enemy balloons were prime targets for the flyers of both sides. Depriving the Germans of their balloons in the Verdun sector is today's mission. Taking out the enemies eyes, even just temporarily, will give much needed relief to the boys on the ground. Balloons look like large easy targets but friendly patrolling scouts, AA guns and machine guns will greet anyone trying to knock out one of the Kaiser's balloons.Newcomers welcome. Rules will be taught. Under 12 with an adult. Absolutely no food or drink on the table please.

F12:245 - Tankimals: Battle at the Watering Hole - Theme

Friday, 12:00 PM, 2 Hrs, 8 Players

GM: William Reynolds

Sponsor: WNPG, Prize: None

Period: SciFi, Scale: 20mm, Rules: Panzer Kids
Water is an important and scarce resource. Two tribes of Tankimals (animalistic tanks) battle over this scarce resource. Kids come and learn a fun and simple set of tank combat rules. All ages of kids welcome.Kids game Game master under 14

F12:263 - Dog Fight in the Adriatic - Theme

Friday, 12:00 PM, 4 Hrs, 10 Players

GM: Patrick Hreachmack

Sponsor: Admiralty Trilogy Group, Prize: 1/600 scale miniatures will be awarded

Period: World War II, Scale: 1:600, Rules: Command At Sea, 4th Edition

On the night of 23/24 October, 1943, the Germans were running a two part convoy north along the Adriatic coast of Croatia. The Velebit Channel is bordered by the 14-mile-long low-lying Maun

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Island on the west, set three miles off the rocky Peljesac Peninsula, north of Dubrovnik. The Germans have been using this passage as it is difficult to attack from the west. The Germans are moving slowly northwards as a coastal tanker is in tow. Partisan naval forces, working closely with Royal Navy Fairmile D Dogboats are closely tracking and closing to attack.

F13:400 - Relief of Khartoum 1885 game 1 of 4 - Theme

Friday, 1:00 PM, 4 Hrs, 8 Players

GM: Billy Molyneaux & HAWKS

Sponsor: None, Prize: None

Period: Colonial, Scale: 54mm, Rules: A Gentleman's War (Modified)

General Gordon is besieged in the City of Khartoum! The relief column and a Nile gun boat are on the way to the rescue! Can the British break thru the Mahdi forces and save Gordon? This is one of four link games in a massive 54mm scale using modified rules of "A Gentleman's War" Join in a fun fast paced game with over 400 figures with just one page of rules.

F13:460 - Battle at Borodino Field: 1941

Friday, 1:00 PM, 4 Hrs, 6 Players

GM: John Drye & Pittsburgh Band of Gamers

Sponsor: Test of Battle Games, Prize: Gift Certificate

Period: World War II, Scale: 15mm, Rules: Test of Battle: Breakthrough

In early October 1941, elements of the Das Reich division with support from tanks of 10th Panzer Division approached the site of the 1812 Battle of Borodino. The Germans hoped to follow Napoleon's footsteps to Moscow. The Soviets had other plans. Test of Battle Games "Breakthrough" game system puts players in command of several regiments or brigades to represent the actions of a multi-division battle.

F13:466 - Battle of Fort Capuzzo Libya

Friday, 1:00 PM, 4 Hrs, 6 Players

GM: Daniel Erdman & Pittsburgh Band of Gamers

Sponsor: Test of Battle, Prize: None

Period: World War II, Scale: 20mm, Rules: Command Decision 4 TOB

During the 1941 Allied Battleaxe offensive the British Guards Brigade, supported by 7th Royal Tanks, seized the Italian fort at Capuzzo. Early on June 16 the Germans launched a counterattack with tanks of the 8th Panzer Regiment. It was a rare British victory. Can you change history – or repeat it? Children under 12 welcome with adult player. Knowledge of Command

Decision not required, though it is helpful.

F13:508 - The Road to Laval

Friday, 1:00 PM, 4 Hrs, 6 Players

GM: Joe Evans & RAW

Sponsor: None, Prize: None

Period: World War II, Scale: 20mm, Rules: Battlegroup

Third Army has broken out of the Normandy beachhead. One column is heading South for the town of Laval. A small German force holds a small village to block the road. Can they hold long enough for help to arrive?

F13:515 - Mongols vs Ottoman Empire - Theme

Friday, 1:00 PM, 4 Hrs, 10 Players

GM: Steven Mehl & RAW

Sponsor: None, Prize: None

Period: Medieval, Scale: 28mm, Rules: Kings of War Historic with changes

The Ottoman Sultan has moved north. He has taken part of his harem and treasure with him.. The Mongols have learned of this and plan to take everything including the Sultan head. With them they have allies with elephants, war dogs, supply camels and lots of cavalry. A large battle is ready to occur near the city of Ankara. This a easy to play and fun game.

F13:131 - Battle of Kadesh, 1274 B.C. - Theme

Friday, 1:00 PM, 4 Hrs, 6 Players

GM: Richard Smethurst

Sponsor: None, Prize: None

Period: Ancients, Scale: 15mm, Rules: N.U.R.D.S. modified

Pharaoh Ramesses II hopes to regain lost territory. Hittite King Muwatalli II has other plans. Unleash your horses and men in history's largest chariot battle! Easy, fun rules that use horse sense. Junior commanders with adult shield-bearers.

F13:167 - Scandinavian Crisis: Norbotten Part 1

Friday, 1:00 PM, 4 Hrs, 5 Players

GM: David Hart

Sponsor: 5th Epoch Publishing, Prize: None

Period: Cold War, Scale: 6mm, Rules: Battlefield Ops!

The Soviet forces have advanced through Finland into Sweden to cut off the Norwegian forces, aiming to take the town of Jokkmokk in Sweden. Swedish home guard, with some attached USMC reinforcements need to hold the town long enough for the army to reinforce.

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F13:171 - Top Gun

Friday, 1:00 PM, 5 Hrs, 24 Players

GM: Roxanne Patton

Sponsor: NOVAG, Prize: None

Period: Modern, Scale: 1:285 micro, Rules: Check Your Six: Jet Age

Players will compete in scenarios from the upcoming "Air Pirates: USAF & VPAF Over North Vietnam" scenario book. Players will be awarded first pick of positions in the inclusive raid on Hanoi scenario to be held at Historicon. No players under 18 years, please. Should have experience with Check Your Six: Jet Age rules.

F13:220 - Epic Conflicts of the Ancient World: An Introduction to TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

Friday, 1:00 PM, 2 Hrs, 16 Players

GM: Jack Sheriff

Sponsor: Washington Grand Company, Prize: None

Period: Medieval, Scale: 15mm, Rules: TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

Take on the role of Caesar, the Great Khan, or Pharaoh of Egypt. Lead your forces against your enemies and battle your way across four different matchups the Biblical, Classical, Dark Age, or Medieval era. This is a walk-up game opportunity FOR WHICH YOU DO NOT NEED TO BE REGISTERED (just walkup if you see an opening). It introduces players to the fast-play TRIUMPH! rules for ancient and medieval wargames. Play a one hour game or play a dozen. TRIUMPH! tutors are on hand to help introduce you to the game, teach and answer questions. Rules are easy to learn. All materials provided.

F14:493 - Battletech - Grinder 2

Friday, 2:00 PM, 3 Hrs, 10 Players

GM: David Yingling & Battletech

Sponsor: None, Prize: None

Period: SciFi, Scale: 1:285 micro, Rules: Battletech Total Warfare

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 to the next weight class. All materials, miniatures, and dice will be provided.

Beginner Friendly and rules taught.

F14:408 - Viking Raid!

Friday, 2:00 PM, 4 Hrs, 6 Players

GM: Gregory Priebe & HAWKS

Sponsor: None, Prize: None

Period: Dark Ages, Scale: 28mm, Rules: Feudal Patrol

A Viking warband raids a coastal Saxon village. This is a fast moving skirmish game using the innovative Combat Patrol system, with the soon to be published Feudal Patrol rules. Children under 14 only with playing

F14:422 - The English Civil War Comes to Schlegel's Ferry

Friday, 2:00 PM, 3 Hrs, 6 Players

GM: Duncan Adams & HAWKS

Sponsor: None, Prize: None

Period: Pike & Shot, Scale: 25mm, Rules: Feudal Patrol

The home country is wracked by civil war and the effects are felt across the Atlantic. Original settler Ephraim Schlegel and his clan, having established a farm community in the upper Chesapeake, remains loyal to his King - a dangerous position. Now local Puritans are on the way to correct Ephraim's thinking. This is the 1st of 6 linked scenarios depicting the struggles of the Schlegel's & their friends throughout the history of America.

F14:426 - In the Deepest Congo

Friday, 2:00 PM, 3 Hrs, 6 Players

GM: Don Hogge & HAWKS

Sponsor: None, Prize: None

Period: Colonial, Scale: 28mm, Rules: Congo

Africa, the dark and mysterious continent; what adventures await those bold enough to venture into its vast jungle? Conflicting claims on the riches of the dark continent set the stage for great adventure. Who will win fame and fortune and who will return home in disgrace? Europeans, Arabs, and natives all compete against each other. Come and lead a column in search of fame and fortune, or to defend your homeland from bumbling European explorers. Gamers under 14 welcome with an adult.

F14:430 - The Washout Vigilantes

Friday, 2:00 PM, 4 Hrs, 8 Players

GM: David Cook & HAWKS

Sponsor: None, Prize: None

Period: Western, Scale: 28mm, Rules: Blood and Swash

Trouble returns to Washout - sheep - and Damn Boss Joe is going to have none of them on his range! He and his boys are heading for town. Against them stand a bunch of lily-livered townfolk, garlic-eatin' shepherders, and Sheriff Kurt, drunk as usual. It's time to draw your shooting irons and be the last man standing!

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F14:522 - INTO THE DARKNESS: WARHAMMER 40K:

The Corvus Cluster; Mystery of the Necrons

Friday, 2:00 PM, 3 Hrs, 4 Players

GM: Del Stover & LXG

Sponsor: LXG, Gaming Garage, The MECHANICON and The CORVUS CLUSTER., Prize: None

Period: SciFi, Scale: 28mm, Rules: Shadow War: Armageddon and House rules.

Tech Priest Abnighthus is involved in illicit research into the xeno technologies of the Necrons. When a Necron vessel is spotted near the world of Tophet—and communications with the planet are soon lost—Abnighthus takes a team of Skitarii to investigate. In the ruins outside a devastated hive city, he finds the wreckage of a Necron vehicle that did not “phase out” after being damaged. As the Mechanicus, can you steal the xenos technology? Or, as the Necrons, will you punish the interlopers? Simple rules allow beginners to concentrate on key elements of tactics: maneuver, concentration of force, and use of terrain.

F14:102 - Empire of the Dead Big Game Hunting - Theme

Friday, 2:00 PM, 4 Hrs, 8 Players

GM: Jon Lundberg

Sponsor: None, Prize: None

Period: Victorian Science Fiction, Scale: 28mm, Rules: Empire of the Dead

Groups of Adventurers head to the Lost World looking to pick up artifacts and trophies. The other groups may be hunting two legged game as well. Survive and come home safely.

F14:111 - Frost Grave : Into The Breeding Pits

Friday, 2:00 PM, 4 Hrs, 6 Players

GM: Ryan Devine

Sponsor: WAMP, Prize: None

Period: Fantasy, Scale: 28mm, Rules: Frost Grave

Players lead warbands into a vast network of catacombs, sewers, and dungeons beneath the Frozen City. It was in these dark confines that ancient wizards experimented on living creatures, now these passages are littered with abominations hungry for fresh meat! Kid friendly with parent. No food.

F14:138 - Tanks and Tribesmen

Friday, 2:00 PM, 3 Hrs, 5 Players

GM: Tim Tilson

Sponsor: NOVAG, Prize: None

Period: World War II, Scale: 15mm, Rules: Fireball Forward

21 November 1941, Gondar Ethiopia. The British are attacking various Italian positions outside Gondar, last Italian held city in Ethiopia. One prong of the attack is a mixed column consisting of British Centre Units, a platoon of South African Light Tanks and Wallo tribesmen. Defending the hill is the 14th MVSN Battalion. Can the Black Shirts hold out or will the tanks and tribesmen overwhelm them?

F14:189 - The Best of Times, Market Garden 1944

Friday, 2:00 PM, 3 Hrs, 4 Players

GM: Mark Fastoso

Sponsor: None, Prize: None

Period: World War II, Scale: 15mm, Rules: Fireball Forward

H Company, 502nd PIR has just dropped into Holland and heads off to secure the bridge at the town of Best. They hit a German roadblock in the town and decide to take it out and set up their in its place. Little do they know that a German infantry division is headed right at them!

F14:252 - JACKSON'S LAST ROMP 1863

Friday, 2:00 PM, 2 Hrs, 12 Players

GM: Peter Panzeri

Sponsor: OLD GLORY, Prize: From OLD GLORY

Period: American Civil War, Scale: 20mm, Rules: FRONTIERS IN FLAMES

It's never as easy as it looks! Come try to thwart, (or repeat) “the grand finale” of General Stonewall Jackson's career. Lee's outnumbered and divided Confederate army must attack to end the Union campaign into Virginia. Jackson attacks through imposing terrain and against resolute defenders. So, Who Will break first? A very bloody & very fast-paced game of Random events, hats, songs, cheers and mayhem.

F14:255 - Sally at Antioch 1098

Friday, 2:00 PM, 3 Hrs, 4 Players

GM: ray laimore

Sponsor: None, Prize: None

Period: Medieval, Scale: 28mm, Rules: Warhammer Ancient Battles v2

To defeat the invaders Kerbogha of Mosul has gathered the armies of Islam in overwhelming force. Cornering the Franks in the city of Antioch he hopes to end the invasion for good. In the darkest hour of the First Crusade the Christians under Bohemond sally forth to save themselves and the holy mission. The armies meet in the dusty plains to decided the fate of the First Crusade. All Materials provided.

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F14:272 - Intro to Grand Tactical Napoleonics – ESR

Friday, 2:00 PM, 4 Hrs, 8 Players

GM: David Ensteness

Sponsor: The Wargaming Company, LLC, Prize: Players will receive prizes and special discounts

Period: Napoleonic, Scale: 10mm, Rules: ESR Napoleonics (Et sans résultat! Second Edition)

Learn to play ESR Napoleonics or polish your skills. Players will be commanding a 'Force' analogous to a corps of 2-4 elements, focus is on grand tactics and command control. Troops will be provided, but if you like, you can Lead Your Own Army (details at: <https://thewargamingcompany.com/conventions/lead-your-own-army/>). Rules will be taught and beginners are welcome, no experience with ESR or Napoleonics is necessary. We'll be playing at 1"=150 yards. We are running two simultaneous four player sessions of this game in this time slot. Players will be allocated to a session at the time of the event.

F14:186 - Hold the Line!

Friday, 2:00 PM, 4 Hrs, 6 Players

GM: Donald Holly

Sponsor: None, Prize: None

Period: SciFi, Scale: 15mm, Rules: All Quiet on the Martian Front
The Martians must attempt to clear the trenches to win this game.

The humans must try and stop them without losing too many troops. Will the humans successfully protect the trenches by steam rolling the tripod advancement or will the Martians scorch the land and eliminate the prey-creatures? Newbies welcomed. The Martians must attempt to clear the trenches to win this game. The humans must try and stop them without losing too many troops. Newbies welcomed.

F15:469 - Whoa Mohammed

Friday, 3:00 PM, 4 Hrs, 6 Players

GM: John Emmett & Lard America

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Chain of Command
Market Garden-Amhem-1944. On the morning of 18 September SS-Hauptsturmführer Viktor Gräbner launched an attack against the British 2nd Parachute Battalion at the north end of the bridge at Amhem. Vehicles and infantry from the reconnaissance battalion of the 9th SS Panzer Division charged across the bridge but were stopped by a hail of gunfire, grenades and PIAT rounds. Through all the din came the war cry of the British paratroopers, "Whoa Mohammed". Replay this battle using Chain of Command

F15:472 - Road to Parit Sulong

Friday, 3:00 PM, 4 Hrs, 4 Players

GM: Ed Leland & Lard America

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Big Chain of Command
Its January 1942 and things are not going well for Commonwealth forces in Malaysia. Repeated Japanese flanking attacks have unhinged successive defensive lines, sending forces streaming south towards Singapore in order not to be cut off. Unfortunately, the most recent Japanese attack has succeeded in cutting off the 45th Indian Brigade, who now must attack to clear the Bakri-Parit Sulong road in order to escape!

F15:473 - The Battle of Lake Erie

Friday, 3:00 PM, 5 Hrs, 5 Players

GM: Eric Boyle & Lard America

Sponsor: None, Prize: None

Period: War of 1812, Scale: 1:1200, Rules: Kiss Me Hardy

Who will gain supremacy on the lake? Will Perry once again take the British fleet? "We have met the enemy and they are ours" or can Commander Barclay win the day for the British? Long guns vs. carronades, the deadly close range "smashers". Refight the battle using KMH rules and the supplement "To Covet Glory" by Chris Stosen for ships below the rate.

F15:519 - INTO THE DARKNESS: NECROMUNDA:

Underhive Cult Uprising

Friday, 3:00 PM, 4 Hrs, 12 Players

GM: Tony Spino & LXG

Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None

Period: SciFi, Scale: 28mm, Rules: NECROMUNDA: Gangs of the Underhive, etc. and House rules

Do you have what it takes to lead your gangers to victory in the Turf Wars? Foul covens of Chaos are performing vile rituals in the Underhive. Can you put aside your House rivalries and work with the other gangs to stop them, or will Chaos claim the sector? All models provided. Ages 14-88 are welcome

F15:526 - The MECHANICON: WARHAMMER QUEST: BLACKSTONE FORTRESS

Friday, 3:00 PM, 4 Hrs, 6 Players

GM: Tony Spino & LXG

Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None

Period: SciFi, Scale: 28mm, Rules: WARHAMMER QUEST:

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BLACKSTONE FORTRESS and House rules.

In Warhammer Quest Blackstone Fortress, you and your friends take on the role of a group of disparate explorers delving into the labyrinthine halls of a vast and ancient space station. Only by working together and balancing your strength and skills can you hope to survive. With each expedition, you will discover powerful archeotech and learn more of the Blackstone Fortress' closely guarded secrets, including, perhaps, the location of its greatest treasure. The game can be played solo, or with up to 4 friends, with the fifth player controlling the hostiles.

F15:527 - Into the Darkness: WARHAMMER 40K: The TRAILS

Friday, 3:00 PM, 4 Hrs, 12 Players

GM: Lorenzo O'Branty & LXG

Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None

Period: SciFi, Scale: 28mm, Rules: WARHAMMER 40K, House rules.

Come join us in a Warhammer 40,000 KNIGHT-FEST. Knights are not mere war machines, but relics from a lost age of wonders, adamantium-armoured giants from a forgotten era. One does not drive such an heirloom of the past, it must be bonded with. During a strange and terrible rite known as the RITUAL of BECOMING aka (the TRAILS). The TRAILS are interrupted by some strange (OFF-WORLD) Knights.

F15:507- Fight for Savannah!!

Friday, 3:00 PM, 4 Hrs, 6 Players

GM: Rick Dunn & Nows

Sponsor: None, Prize: None

Period: American War for Independence, Scale: 28mm, Rules: Modify This Very Ground

This is the Fight for Savannah Will you lead the Patriots to Victory or will the King still Rule the Land!! and crush you once again.

F15:509 - Thompson Trophy Air Race

Friday, 3:00 PM, 3 Hrs, 6 Players

GM: Greg Harding & RAW

Sponsor: None, Prize: None

Period: Inter-War, Scale: 1/144, Rules: Thompson Air Racing
Maneuver airplanes around the closed course 1932 Thompson Trophy unlimited class air race. Players must push their planes as hard as they dare without blowing up the engine, cutting a pylon, or blacking out in a high G turn. You can't win without taking risks but you also can't win if you don't finish. Go Fast! Turn Left!

F15:163 - The Battle of Ipsus -- Waves and Waves of Elephants - Theme

Friday, 3:00 PM, 3 Hrs, 6 Players

GM: Alex White

Sponsor: None, Prize: None

Period: Ancients, Scale: 25mm, Rules: Warhammer Ancient Battles

In 301 BC the successors of Alexander gathered on a plain in what is now Turkey. Antigonus Monophthalmus, his son Demetrius, and Pyrrhus squared off against Seleucus, Cassander and Lysimachus with perhaps as many as 150,000 infantry, 25,000 Cavalry and more than 500 elephants squared off for control of Alexander's Empire. Can you succeed in the complicated battle? Rules are easy to learn and will be taught but will use the popular Warhammer Ancient Battles v2 system.

F15:168 - Like Hungry Wolves - Jacobite Rising 1745

Friday, 3:00 PM, 4 Hrs, 8 Players

GM: Nate Gerstner

Sponsor: None, Prize: None

Period: Age of Reason, Scale: 15mm, Rules: Modified Rebels and Patriots

After the battle of Falkirk in January of 1746, the Jacobite army withdrew to the Highland capital of Inverness for the winter. It was there they hoped to gather new recruits, and that bad weather would help French ships run the blockade with supplies and money. The Government army, in the face of appalling weather, likewise set up winter quarters in Aberdeen. Although this put an end to major operations, the campaign was by no means closed down for the winter. Rules will be taught.

F15:208 - The Battle off Cape Comorin, Ceylon

Friday, 3:00 PM, 4 Hrs, 8 Players

GM: Leo Walsh

Sponsor: None, Prize: None

Period: Fantasy, Scale: 1:1200, Rules: Age of Dreadnought Modified

Destroyermen Naval action pitting Grik/Japanese Adzuma Class Cruisers and Aratta Amagi Class Battleships against Mi-Aanka Carriers and sail/steam frigate escorts. Also Grik Zepelins and Mi-Aanka "Nancy" NC-1 seaplanes. The year is 1944 in this Taylor Anderson alternate Earth. The battle comes from the pages of "Iron Grey Sea", the 7th book in the series. Come one, come all no experience necessary and you don't have to read the books. The rules are easy to learn and fast to play. The action is very bloody.

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F15:219 - Epic Conflicts of the Ancient World: An Introduction to TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

Friday, 3:00 PM, 2 Hrs, 16 Players

GM: Spencer Ginder

Sponsor: Washington Grand Company, Prize: None

Period: Medieval, Scale: 15mm, Rules: TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

Take on the role of Caesar, the Great Khan, or Pharaoh of Egypt. Lead your forces against your enemies and battle your way across four different matchups the Biblical, Classical, Dark Age, or Medieval era. This is a walk-up game opportunity FOR WHICH YOU DO NOT NEED TO BE REGISTERED (just walkup if you see an opening). It introduces players to the fast-play TRIUMPH! rules for ancient and medieval wargames. Play a one hour game or play a dozen. TRIUMPH! tutors are on hand to help introduce you to the game, teach and answer questions. Rules are easy to learn. All materials provided.

F15:227 - Space Hulk 40k Into the Abyss - Theme

Friday, 3:00 PM, 4 Hrs, 6 Players

GM: Thomas Coffren

Sponsor: None, Prize: None

Period: Future, Scale: 28mm, Rules: Modified Space Hulk Warhammer 40k

Come enjoy a fully immersive 3D version of Space Hulk. Will the venerable Terminators be able to hold off the merciless onslaught of Tyranids? Come kill some bugs or slaughter some Space Marines. Rules taught. 16 and under need adult accompaniment. Be prepared to have fun and not complain!

F15:246 - Not one step back

Friday, 3:00 PM, 4 Hrs, 6 Players

GM: William Reynolds

Sponsor: WNPG, Prize: None

Period: World War II, Scale: 28mm, Rules: Bolt Action

The Germans and Soviets skirmish in the streets of Stalingrad. No knowledge of Bolt Action required. This game is meant for an introduction for kids. For younger children, an adult would be helpful. Kids game Gamemaster is under 14

F15:116 - Bereza Kartuska 14 February 1919

Friday, 3:00 PM, 4 Hrs, 8 Players

GM: Joseph Seliga

Sponsor: None, Prize: None

Period: Russian-Polish War, Scale: 15mm, Rules: Fireball Forward

On the western edge of Bereza Kartuska, about 90 kilometers northeast of Brest-Litovsk in the Borderlands between Poland and the Soviet Union. German forces of the Oberkommando Ostfront began withdrawing from Byelorussia in February 1919. Into the vacuum both Polish and Soviet troops began moving. The first shots were exchanged near Bereza Kartuska. Can the Poles take the city or will the Soviets successfully hold it? Rules will be taught. Children welcome with an adult.

F16:480 - Operation Gatsby Pass

Friday, 4:00 PM, 4 Hrs, 6 Players

GM: Tu Tran & ODGW

Sponsor: ODGW, Prize: None

Period: Modern, Scale: 12mm, Rules: Mein Panzer

In this hypothetical scenario, Soviet and US forces clash near a small town. Both forces are desperate to control this town to ensure a critical advantage in future battles. Will the Soviets successfully continue it's forward push? Will the US successfully stop them in their tracks? Come play Mein Panzer to find out! Quickly learn the rules, battle with or against your friends. Most importantly, have fun!! Rules Taught; Beginners Welcome

F16:481 - The Horror at Wolfenberg

Friday, 4:00 PM, 3 Hrs, 9 Players

GM: Guy Gormley & ODGW

Sponsor: ODGW, Prize: None

Period: World War II, Scale: 15mm, Rules: ODGW Mein Zombie Squad Version

Germany, March 1945. The horror is spreading East and West and has brought the war to a virtual halt. Agent Blaskowitz reports that "it" is spreading from the German Paranormal Div. facility at Wolfenberg & the trapped scientists hold the key to stopping it. The race is on!! Take command of Panzer Grenadiers or British Airlanding troops. Join the fight us and try the Mein Zombie Squad Rules. Rules taught. Beginners welcomed

F16:486 - A Trip Underground

Friday, 4:00 PM, 4 Hrs, 8 Players

GM: Michael Moran & ODGW

Sponsor: None, Prize: None

Period: Modern, Scale: 28mm, Rules: Mein Zombie

The last couple months living in a walled off community has brought about a feeling of normalcy. But suddenly... A huge group of zombies keep invading the community. Everyone is on edge and tempers are hot. Where are they coming from? What did we miss. There are currently no zombies outside the wall! Can you

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find and destroy the zombie and where they are coming from? Mein Zombie is a fast play, easy to learn zombie killing game. Come have fun and kill a ton of zombies. New players welcome, rules will be taught.

F16:124 - Test of Honour - Death in the Shadow of the Yamashiro

Friday, 4:00 PM, 3 Hrs, 12 Players

GM: David Hill

Sponsor: Things From The Basement, Prize: None

Period: Samuri, Scale: 28mm, Rules: Test of Honour - Simplified

Test of Honour is a fun, fast-paced 28mm samurai skirmish game.

The Yamashiro (mountain fort) table debuted at Fall-In! and has only gotten bigger. Don't worry though, with our quick play rules, your turn happens every 2 minutes! Do you have what it takes to lead your samurai, monks, ninjas and more to victory? Easy to play, rules will be taught, kids welcome with accompanying adult and all miniatures/materials supplied.

F16:176 - Mayhem in Libya (Again!):

Friday, 4:00 PM, 3 Hrs, 10 Players

GM: Mark Young

Sponsor: None, Prize: None

Period: Modern, Scale: 28mm, Rules: Home Brew

After peace talks breakdown, the Libyan National Army decides to push ISIL and Al-Qaeda out of the eastern neighborhoods of the coastal town of Derna. As the LNA advances, mayhem erupts between the various factions still operating with the city. The Libyan Army, ISIL, Al-Qaeda, Mosad operatives, Local Criminals, and others strive to succeed while mayhem swirls around them. Beginners welcome.

F16:198 - Ready, Action, Camera!

Friday, 4:00 PM, 2 Hrs, 10 Players

GM: Peter Landry

Sponsor: None, Prize: None

Period: World War I, Scale: 1/144, Rules: Wings of Glory WWI

Up to date information on enemy and friendly dispositions was high on HQs want list every day. Daily photographs were needed to plan the upcoming operations. Every morning and throughout the day the workhorses went out. Not all of them returned. Today's photography mission sends out the steady RE8s and AW FK8s to do the task at hand. Will the Harry Tates and Big Acks complete the job? That is up to you. Newcomers welcome. Rules taught. Under 12 with an adult. Absolutely no food or drink on the table please.

F16:224 - The Muleshoe - Spotsylvania C.H., 12 May 1864

Friday, 4:00 PM, 4 Hrs, 8 Players

GM: John Wilk

Sponsor: None, Prize: None

Period: American Civil War, Scale: 28mm, Rules: By Company Into Line (GM Developed)

By May 12, the Confederates had established a long line of earthworks, which included a huge half-mile bulge in the Confederate line, called the Muleshoe Salient. Basing his plan off of Col. Emory Upton's attack on May 10, Grant massed the 20,000 men of the Second Corps opposite the tip of the Muleshoe. Lee noted the Federal movement, but mistakenly believed Grant was preparing to withdraw, removed his artillery from the salient. Thus, when Hancock's men advanced on the morning of May 12. See some of our past games pictured here: <https://www.facebook.com/BCILgame/>

F16:256 - ANDREW JACKSON'S LAST ROMP 1812

Friday, 4:00 PM, 2 Hrs, 12 Players

GM: Peter Panzeri

Sponsor: OLD GLORY, Prize: PRIZES FROM OLD GLORY

Period: War of 1812, Scale: 20mm, Rules: FRONTIERS IN FLAMES

It DID NOT have to be as easy as it looked! Come try to thwart (or repeat) "the career grand finale" of "Old Hickory" General Andrew Jackson's. Jackson's outnumbered mixed batch Americans must end the British invasion of Louisiana, or lose and give half of the continent back to Britain. Can Jackson defend if the Brits attack another route? Who Will break first? A very bloody & very fast-paced game of Random events, hats, songs, cheers and mayhem.

F16:108 - Just Another Bug Hunt - Theme

Friday, 4:00 PM, 4 Hrs, 5 Players

GM: Keith Frye

Sponsor: None, Prize: Con Swag

Period: SciFi, Scale: 25mm, Rules: StargruntII/FMA

The Chamax Plague has invaded the Zhodani colony of Zdovesil. The outbreak and main fighting have been contained, but the small farming outpost of Miller's Crossing reports animals and people disappearing. A squad of Naval Infantry is sent to Sweep and Clear the area. Stay frosty, people. Sponsored by TRAVELLER/con

F17:444 - TWIGLET FINALE

Friday, 5:00 PM, 5 Hrs, 6 Players

GM: Wilbur Gray & Carnage and Glory

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Sponsor: None, Prize: Order of the Pink Pansy
Period: Pike & Shot, Scale: 10mm, Rules: Twilight of the Sun King
Public Domain

The winter battle of Turckheim, 5 Jan 1675, and one of Marshal Turrene's greatest victories. These unique rules have no fire or melee phase, using morale for all functions. Fast to learn, easy to play, fun for all. Walkups welcome, we will try to fit you in. Email sales@ageofeagles.com for an advance copy of the rules.

F17:458 - Battle for the Piave River - 1809

Friday, 5:00 PM, 5 Hrs, 6 Players

GM: Tom Gamett & Carnage and Glory

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 40mm, Rules: Carnage & Glory II
MORNING PHASE Austrian Prince Johann commands this initial morning attack, attempting to push Prince Eugene and the French back over the Piave River (Ponte della Priula).

F17:420 - Battle of Zheiss VII

Friday, 5:00 PM, 4 Hrs, 5 Players

GM: Michael Fischer & HAWKS

Sponsor: None, Prize: None

Period: SciFi, Scale: Other, Rules: Full Thrust

An orbital gas platform orbits the gas giant of Zheiss VII. It is a vital strategic center but is only guarded by a few ships. Can these patrol cruisers fight off an unforeseen enemy? If no one comes before 6:30, the game will end and we will pack up for the day.

F17:523 - INTO THE DARKNESS: WARHAMMER 40K: KILL TEAM; "THE ARENA

Friday, 5:00 PM, 3 Hrs, 6 Players

GM: James Nicholson & LXG

Sponsor: LXG, Gaming Garage, The MECHANICON and The CORVUS CLUSTER., Prize: None

Period: SciFi, Scale: 28mm, Rules: WARHAMMER 40K: KILL TEAM and House rules.

In the 41st Millennium there is only war. The Death Watch is the best at war against the xenos. Come join us in the Arena with the Death Watch and Xenos. All materials will be supplied. Rules taught as needed. Ages 14 – 88.

F17:474 - Escape at Frauenberg, January 1945

Friday, 5:00 PM, 4 Hrs, 12 Players

GM: Robert Schaible & Yellow Worm Society

Sponsor: None, Prize: None

Period: World War II, Scale: 15mm, Rules: What a Tanker

The situation in Eastern Prussia has fallen apart. As the Soviet 5th Guards Army pushes to the Baltic Sea elements of the German 4th Army stage a desperate attempt to avoid being trapped and destroyed. Will the remaining panzers hold steady and allow German forces to escape back to Germany, or will another army be swallowed by fighting on the Eastern Front? What a Tanker! is a game of individual tank combat where fortune favors the bold and crafty. As player tanks are disabled they will have a chance to return with a new tank and continue the battle.

F17:475 - Invitation to Plunder

Friday, 5:00 PM, 4 Hrs, 8 Players

GM: Roland Young & Yellow Worm Society

Sponsor: None, Prize: None

Period: Fantasy, Scale: 28mm, Rules: Frostgrave

News of a recently unearthed dungeon complex has made its way to several wizards guilds. As warbands scramble to the location in search of fame and fortune, one must wonder. Was such a discovery shared in earnest, or is there a more sinister reason for such a leak? There's only one way to find out.

F17:110 - Fuller's Dog Fight

Friday, 5:00 PM, 3 Hrs, 10 Players

GM: Lawrence Bond

Sponsor: Admiralty Trilogy Group & PT Dockyards, Prize: None
Period: World War II, Scale: 1:600, Rules: Command at Sea 4th ed
During the night of 25-26 July, 1944, German forces including several Schnellboots and supply vessels, were moving north from Dubrovnik, heading north to Ploce at the north end of the Peljesac Peninsula. LtCdr. Tom Fuller, SO of the 61st Flotilla, loves harassing the Germans, and has become a bit notorious with the Germans. LtCdr. Fuller has several Fairmile D Dogboats and with the help of the Yugoslav Partisan NOJV, is about to try to ambush the Germans. But the Germans know Fuller is in the area, and want to stop him.

F17:225 - A Difficult Task - the Relief of An Lap

Friday, 5:00 PM, 5 Hrs, 6 Players

GM: Timothy Wilson

Sponsor: None, Prize: Age of Glory/FNG Miniatures samples

Period: Modern, Scale: 28mm, Rules: Bolt Action, modified for Indochina

The Vietminh are on the move. They have attacked and overrun a number of fortified positions throughout the Yen Bai region. A platoon of 3 BPVN at An Lap village has been cut off by a significant Main Force Vietminh formation. 2d BEP & 1st REC have

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been tasked to assemble a relief column and break through to the outpost. The Vietminh may be in as much as battalion strength, including some local force detachments. The French force is powerful, but must be careful. En Avant! Tien Len!

F17:241 - Ghostbusters

Friday, 5:00 PM, 3 Hrs, 4 Players

GM: James Reynolds

Sponsor: WNPg, Prize: None

Period: Modern, Scale: 28mm, Rules: Ghostbusters

There is something strange in the neighborhood. Paranormal activity is up across the city and ghosts seem to be taking over the city. This can mean only one thing, reunification of Gozer is near. Who you gonna call? Kids game. Kids game

F17:266 - Battle of Ravenna 1512

Friday, 5:00 PM, 4 Hrs, 6 Players

GM: Troy Turner

Sponsor: Maphogs, Prize: None

Period: Renaissance, Scale: 15mm, Rules: Fire & Fury Variant

The Spanish and Papal forces have united and marched north to relieve the French siege of Ravenna. The French, attempt to pounce on the slightly smaller Spanish army, hoping that an advantage in artillery will bring victory. The Spanish battle plan is to wreck the French with their seasoned infantry and prepared defense. Ravenna was the first major battle in history to feature artillery as a decisive battlefield arm. Come join in for a decisive battle in the evolution of warfare. Units feature pike and shot, full plate knights, Zweihander swordsmen, war wagons and more.

F18:495 - Battletech - The Battle of Sian during the Jihad

Friday, 6:00 PM, 5 Hrs, 10 Players

GM: Jeremy Lopez & Battletech

Sponsor: None, Prize: None

Period: SciFi, Scale: 1:285 micro, Rules: Battletech Total Warfare

Situation: Ruins of Forbidden City 19 September 3070 Though most of the campaign for Sian had hit a stalemate, the Word of Blake was making progress on one front. The push through the heavily damaged Forbidden City to the remains of the Celestial Palace. Spread out from various diversionary raids, the remaining defenders were outnumbered, forcing several command-level officers and Naomi Centrella's Cataphract on the defensive line. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

F18:446 - The Battle of luka

Friday, 6:00 PM, 4 Hrs, 6 Players

GM: David Mattson & Carnage and Glory

Sponsor: None, Prize: None

Period: American Civil War, Scale: 28mm, Rules: Carnage & Glory

Refight the September 19, 1862, Battle of luka, Mississippi. It was the opening battle of the luka-Corinth Campaign. Historically Union Maj. Gen. William Rosecrans stopped the advance of the Confederate Army of the West commanded by Maj. Gen. Sterling Price. Will history repeat itself?

F18:448 - Battle of Czarna Kaczka, October 13, 1706 Mid Day

Friday, 6:00 PM, 4 Hrs, 6 Players

GM: David Bonk & Carnage and Glory

Sponsor: None, Prize: None

Period: Great Northern War, Scale: 28mm, Rules: Carnage and Glory Computer Moderated

Swedish forces attack Saxon and Russian defenses at the Polish town of Czarna Kaczka. Results of this scenario will be carried into the afternoon scenario.

F18:456 - Luckenwalde, August 21, 1813

Friday, 6:00 PM, 4 Hrs, 6 Players

GM: Nigel Marsh & Carnage and Glory

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 28mm, Rules: Carnage&GloryII

Napoleon has ordered Oudinot to defeat the Coalition forces defending Berlin and to occupy that city. Oudinot has advanced on a wide front, his left flank, commanded by Morand, has encountered Russian forces, commanded by Laptiev. Unknown to both Morand and Laptiev, Oudinot was badly defeated in a morning engagement against Bernadotte. The French need a victory, the Russians need to hold the line and repulse Morand.

F18:503 - SKY GALLEONS OF MARS

Friday, 6:00 PM, 5 Hrs, 12 Players

GM: David Kasper & Nows

Sponsor: None, Prize: Trophy

Period: Victorian Science Fiction, Scale: 28mm, Rules: MOD SKY GALLEONS OF MARS

The martian rebels have asked for aid from the martian empire for their uprising in Parhoon. The Martians have sent a fleet with supplies for the rebels but not known to them the English gunboat fleet is waiting for them, Can the powerful gunboats take out the supply fleet or will the size of the Martian fleet be too much

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F18:497 - JOE HACK - Nubian Nightmare - Theme

Friday, 6:00 PM, 4 Hrs, 12 Players

GM: Joe Swartz & RAW

Sponsor: None, Prize: None

Period: Ancients, Scale: 28mm, Rules: JOE HACK

The Roman left column of Nubian light cavalry and elephant reinforced infantry patiently wait for the Alamanni as they push away from the Rhine. Once the Alamanni reach the southern most Nubians the trap is sprung and the Nubians war horns and drums sound as they charge. The Alamanni have never faced elephants before, but the Alamanni are battle hardened warriors.rules taught & minors welcome with adult

F18:518 - Battle in the Stars

Friday, 6:00 PM, 3 Hrs, 6 Players

GM: Chad Zerbe & RAW

Sponsor: None, Prize: None

Period: SciFi, Scale: 1/6000, Rules: Ful Thrust

Full thrust space battle between the Terran Empire and the New Anglican Conferation. Come slug it out in a great space battle with Capital ships and fighters.No children under 14 please

F18:150 - RABKA MSZANA ROAD

Friday, 6:00 PM, 4 Hrs, 7 Players

GM: Maurice Holmes

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Bolt Action 2nd Edit

The advancing German forces threatened the flank and rear of the Polish Krakow Army as they advanced east and then north. To counter this, the 10th Motorized Cavalry Brigade took up positions in the difficult terrain of the Tatra Mountains.One scenario and four sets of rules used. Under Fire, Bolt Action, Combat Patrol and Chain of Command. Come enjoy skirmish gaming.

F18:161 - Operation Michael - Assault from the Air March 1918

Friday, 6:00 PM, 4 Hrs, 12 Players

GM: Martin Fenelon

Sponsor: MSD Games, LLC, Prize: Merchandise

Period: World War I, Scale: 1:285 micro, Rules: Fight for the Skies: Wood & Canvas

A massive German offensive has started, attempting to win the war on the Western Front before American troops shift the balance. Air support is a vital component of the new German tactics. The RFC must seize control of the skies to give the Tommies a fighting chance.Fast play air-to-air rules will be taught, beginners are

welcome. Players can easily command 6-12 aircraft.

F18:164 - Scandinavian Crisis: Norbotten Part 2

Friday, 6:00 PM, 4 Hrs, 6 Players

GM: David Hart

Sponsor: 5th Epoch Publishing, Prize: None

Period: Cold War, Scale: 6mm, Rules: Battlefield Ops!

The Red Army has a foothold in or around Jokkmokk. Each side needs to drive the other out, and reinforcements are limited to non existent.

F18:276 - The Battle of Byrum's Ford / The Battle of Westport - Theme

Friday, 6:00 PM, 4 Hrs, 12 Players

GM: gary mills

Sponsor: MMG, Prize: None

Period: American Civil War, Scale: 15mm, Rules: Johnny Reb III

Byrum's Ford is the first day battle. Near Kansas City. Second battle is second day battle.

F18:107 - Battle of Bunker Hill

Friday , 6:00 PM, 4 Hrs, 12 Players

GM: victor hiris

Sponsor: None, Prize: None

Period: American War for Independence, Scale: 54mm, Rules:

song of drums and tomahawks
can the british capture bunker hill?

F18:202 - Minions search for the Despicable

Friday , 6:00 PM, 3 Hrs, 6 Players

GM: John Rigley

Sponsor: None, Prize: None

Period: SciFi, Scale: 25mm, Rules: Home Brew

The Minions are on the hunt for a new Master. And to that end they have broken up into tribes. Each tribe will fine a new Boss to work for, with the goal to make Him or Her the most Despicable person in the world. Not a easy thing to do when your only four feet tall and yellow. So come join your favorite Minion and steal something, Blow up something, and Just have a good time doing it.Kid Friendly game or adults that are still 12 at Heart

F18:236 - Snowballs at Dawn!

Friday , 6:00 PM, 4 Hrs, 6 Players

GM: Pete English

Sponsor: Old Glory, Prize: Snowball Figures

Period: Other, Scale: 28mm, Rules: Snowball Fight

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Time to settle this once and for all! A fight to the finish between the kids of Hobbs Middle School and the Snowmen of the dark forest. Which side will be victorious in the snow covered hills of Calvin Drive? A true "Cold Wars" engagement. Children welcome with adult, or someone who claims to be an adult.

F19:450 - Road to Kharkov

Friday, 7:00 PM, 4 Hrs, 6 Players

GM: Michael Pierce & Carnage and Glory

Sponsor: None, Prize: None

Period: World War II, Scale: 20mm, Rules: Battlegroup WW2

The Soviet offensive following Stalingrad has pressed the Germans back, taking Kharkov and beyond. But FM Manstein has developed a backhand blow aimed to smash the overextended Red Army and retake Kharkov. Under 12 with playing adult.

F19:401 - Battle of Khartoum 2 of 4 (Historical Version) - Theme

Friday, 7:00 PM, 4 Hrs, 8 Players

GM: Billy Molyneaux & HAWKS

Sponsor: None, Prize: None

Period: Colonial, Scale: 54mm, Rules: A Gentleman's War

General Gordon is besieged in the City of Khartoum and no relief in sight! How long can he hold out for? This is a historical version with victory determined on how long the defenders can hold out for.

This is two of four link games in a massive 54mm scale using modified rules of "A Gentleman's War" Join in a fun fast paced game with over 400 figures with just one page of rules.

F19:405 - Wars of Ozz(TM) Demo Game

Friday, 7:00 PM, 3 Hrs, 6 Players

GM: Buck Surdu & HAWKS

Sponsor: Old Glory and Blue Moon, Prize: None

Period: Fantasy, Scale: 28mm, Rules: Wars of Ozz(TM)

This game showcases the new Wars of Ozz figures and the soon-to-be-released rules. In the apocalypse caused by the use of "madness bombs," the survivors discover tattered copies of the original Oz books and use them as the blueprint for a new society that includes Munchkins, Winkies, Quadlings, and Gillikins, but also mutants, such as pumpkin men and giant winged apes.

Experience first-hand these exciting new rules, set in a post-apocalyptic world inspired by L. Frank Baum. Younger gamers welcome with a participating adult. No booze, please.

F19:410 - When Elven Boots Trod Upon Dwarven Shores

Friday, 7:00 PM, 4 Hrs, 6 Players

GM: Christopher Palmer & HAWKS

Sponsor: None, Prize: None

Period: Fantasy, Scale: 28mm, Rules: Feudal Patrol

The Elven ambassador's ship has been sunk, and all fingers point to the Dwarves. Their expansion into the outer isles have been tolerated thus far, but now they've gone too far. A raiding party has been dispatched to the outermost settlement to extract retribution. Experience these soon-to-be released rules based on the streamlined and innovative Combat Patrol mechanics. Children under 14 only with a playing adult.

F19:411 - The British Come to Schlegel's Ferry

Friday, 7:00 PM, 3 Hrs, 6 Players

GM: Eric Schlegel & HAWKS

Sponsor: None, Prize: None

Period: American War for Independence, Scale: 25mm, Rules: GASLIGHT

It's 1777 and the British are foraging for supplies in the Chesapeake Bay region. The citizen of Schlegel's Ferry resisted, so the British sent a party to take the supplies by force. This is the 2nd of 6 linked scenarios depicting the struggles of the Schlegel's and their friends throughout the centuries of American history. Players under 13 welcome with a playing adult.

F19:423 - The Torbung Roadblock - May 1944

Friday, 7:00 PM, 4 Hrs, 6 Players

GM: Don Hogge & HAWKS

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Battleground WW2

During the second half of May 1944, the 48 Indian Light Brigade was tasked with moving south to establish a road block behind the Japanese lines near Torbung on the Tiddim Road. The 63 Indian Brigade would attack the Japanese and drive them back towards the 48 Brigade who would act as an anvil whilst the Japanese were destroyed. The battle did not go as planned. Gamers under 14 welcome with an adult.

F19:437 - Concord to Lexington

Friday, 7:00 PM, 4 Hrs, 8 Players

GM: Geoff Graff & HAWKS

Sponsor: None, Prize: None

Period: American War for Independence, Scale: 15mm, Rules: Home Rules - but well tested

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For the British the road back to Boston, from Concord through Lexington, was almost a disaster. Can you lead the elite of the Regulars Back to Boston Better than Before, or do you prefer to be a part of the Multitudes of Massachusetts Militia Muster? Well tested simple home rules.

F19:441 - WW2 (Mediterranean) Naval Battle off Gavdhos 3/28/1941

Friday, 7:00 PM, 4 Hrs, 9 Players

GM: Don Smith & HAWKS

Sponsor: None, Prize: None

Period: World War II, Scale: 1/1800, Rules: Battle Flags and Splashes by former Terry Manton

3 Italian Heavy Cruisers and Destroyers intercept 4 British Light Cruisers and Destroyers off Gavdhos

F19:501 - Brazen Chariots – 2nd Battle of Bzura River

Friday, 7:00 PM, 3 Hrs, 8 Players

GM: Adam Wine & NOWS

Sponsor: None, Prize: Certificates

Period: World War II, Scale: 15mm, Rules: BRAZEN CHARIOTS WWII Tank Battle Rules by Adam M. Wine

On Sept. 1, 1939 the Germans launched Fall Weiss; the invasion of Poland. Five German armies, a total of 41 divisions, crossed the border. Most were infantry on foot, but the Wehrmacht field six Panzer and four Leichte Divisions. The plan was to drive on Warsaw and crush the Poles will to resist. The plan has stalled. The battle for the Bzura River bridge in Kempina continues. The 4.Panzer Division has pulled back to regroup. The 1.Leichte Division has taken over the attack, but the Polish fight

F19:464 - Market Garden - the Airborne Corridor

Friday, 7:00 PM, 4 Hrs, 8 Players

GM: Thomas Harris & Pittsburgh Band of Gamers

Sponsor: Test of Battle, Prize: Gift Certificates

Period: World War II, Scale: 15mm, Rules: Breakthrough!

Come relive operation Market Garden and see if XXX Corps can tranverse all three airborne zones in time to releave 1st Airborne. Game covers 101st, 82nd and 1st Airborne drop zones and objectives. Come learn Frank Chadwick's new battalion level WW II game.

F19:119 - Aerodrome(R) 2.0 – WW2 Aerial Combat in the Pacific

Friday, 7:00 PM, 3 Hrs, 10 Players

GM: Stanley Kubiak

Sponsor: Aerodrome(R) Aerial Combat Games, Prize: Wings & Medals

Period: World War II, Scale: 1/144, Rules: Aerodrome(R) 2.0 World War 2 Aerial Combat Game

Imperial Japanese Navy and U.S. Navy American fighter aircraft duel around Guadalcanal using the Aerodrome(R) 2.0 WW2 adaptation of the popular Aerodrome(R) 1.1 WW1 ruleset. Still easy to learn, easy to play, lots of fun, but takes into account the faster speeds and greater weapons lethality of World War 2 aircraft. Rules explained, charts and aircraft provided. Up to 10 players per round through allotted time. Wings and Medals for Victories and Valor.Spouse- and Female-Friendly Game. Under age 15 only with playing adult.

F19:123 - The Raid on St. Nazaire

Friday, 7:00 PM, 4 Hrs, 6 Players

GM: Dale Kemper

Sponsor: None, Prize: None

Period: World War II, Scale: 1/300, Rules: Cruel Seas

HMS CAMBELDOWN attempts to ram the lock gates of the Normandie Drydock in St. Nazaire. British Motor Launches fight through shore battery fire to land Commandoes. Germans wonder what's going on.

F19:132 - Horses, Hereros and Hot Lead! (German South-West Africa, 1904) - Theme

Friday, 7:00 PM, 4 Hrs, 6 Players

GM: Roy Jones

Sponsor: Recreational Conflict, Prize: German Southwest-Africa Miniatures

Period: Colonial, Scale: 25mm, Rules: Sword and the Flame (Modified)

German Marines and Schutztruppen are moving in column through incredibly thick thorn bushes, in pursuit of Herero forces. Suddenly, shots ring out from the bush - and Herero troops on horseback spring their trap! Germans on foot vs. Hereros on horse, bayonets flashing and bullets whistling: bring your wits, your Mauser, plenty of ammo, and as much guts as you've got - this ain't gonna be no picnic, bud!

F19:156 - 204 Revolutionary War Soldiers only \$1.98

Friday, 7:00 PM, 4 Hrs, 10 Players

GM: Howard Whitehouse

Sponsor: None, Prize: Stolen livestock

Period: American War for Independence, Scale: 30mm, Rules: A Gentleman's War

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Remember those ads on the back of comic books? 'Rush coupon today!' You could get 204 Revolutionary War era toy soldiers for \$1.98 plus shipping and handling. They were strangely semi-flat, took forever to arrive, and eventually you set them on fire or shot them with your BB gun. 500 or so surviving comic book flats, painted and organized, will engage in battle in old school style. The scenario is imaginary, the rules easy to pick up, and you can imagine it's both 1776 and 1966 again. No BB gWell, not everyone did.

F19:213 - Naval Battle of Cape Finisterre 1805

Friday, 7:00 PM, 3 Hrs, 10 Players

GM: Brian Dewitt

Sponsor: NOVAG, Prize: Virginia

Period: Napoleonic, Scale: 1:1200, Rules: Form of the Admiral's Wake

British Vice Admiral Calder is trying to prevent the French invasion of England. Here he intercepts a combined French and Spanish fleet near Cape Finisterre Spain late in the day. Patches of fog are not helping him. Beginners welcome.

F19:253 - The Battle for Saunders Field

Friday, 7:00 PM, 4 Hrs, 6 Players

GM: Nathaniel St John

Sponsor: None, Prize: None

Period: American Civil War, Scale: 28mm, Rules: The Devil to Pay May 1864, saw the opening of U.S. General Grant's Overland Campaign. Come lead the determined assault of the Federal 1st Division, V Corps across Saunders Field. An assault that included a full brigade of U.S. Regulars and Zouaves! Or stand with Johnson and Rodes' grizzled Confederates against the onslaught.

F20:520 - Into the Darkness: NECROMUNDA: Underhive: ASSAULT on "PRECINCT 13

Friday, 8:00 PM, 4 Hrs, 12 Players

GM: Lisa O'Branty & LXG

Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None

Period: SciFi, Scale: 28mm, Rules: NECROMUNDA: Gangs of the Underhive, Book of Judgement, Cult Uprising and House rules. The renegade guildier Vec has been apprehended by the Enforcers for selling unauthorized black market specials. The Enforcers are bringing him to precinct 13 to be shipped up-spire for judgement. Squads of Enforcers have been deployed to make sure he gets to the precinct. A contract has been issued for the renegade guildier he must not get to the precinct. He's wanted alive by his guildier

brethren. So he can made an example of guildier justice. Come join us in the hunt for guildier Vec or the protection detail for guildier Vec.

F20:528 - Into the Darkness: WARHAMMER 40K: The Plains of KALDORON TANKS, TANKS!!

Friday, 8:00 PM, 4 Hrs, 12 Players

GM: Buford Culver & LXG

Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None

Period: SciFi, Scale: 28mm, Rules: WARHAMMER 40K, House rules.

Come join us in a Warhammer 40,000 TANKFEST. The Plains of KALDORON have seen the most vicious tank battles in the 40th millennium. Come command a tank or squadron in this infamous tank battle. Will you become a new tank ACE or get destroyed with your tank?

F20:199 - An Easy Target

Friday, 8:00 PM, 2 Hrs, 10 Players

GM: Peter Landry

Sponsor: None, Prize: None

Period: SciFi, Scale: 1/160, Rules: Battlestar Galactica ARES

The Colonials have just finished a mining operation and hoped within that minutes to heading back to the fleet. It had been a surprisingly quit operation. A simple quick into the asteroid field, mine the minerals and then back to the fleet before the Cylons noticed. Should be easy. Unfortunately, the Cylons picked up communication signals from the transport on long range sensors and immediately jumped on to the scene. Did I mention asteroids? Newcomers welcome. Ruled taught. Under 12 with an adult. Absolutely no food or drink on the table please.

F20:237 - The Friday Night Joust!-Theme

Friday, 8:00 PM, 2 Hrs, 24 Players

GM: Eric Jacobson

Sponsor: Brigade Games, Prize: Gnomes!

Period: Fantasy, Scale: 28mm, Rules: Gnome Wars, Gnome Jousting

Hear ye, hear ye! All are invited to participate in the grand Friday Night Gnome Joust!!! Rules taught, quick, easy, FUN! PRIZES!! No one under 10 without a playing adult.

F20:267 - Hold the line- A battle of the 2nd War for Terra Nova

Friday, 8:00 PM, 3 Hrs, 8 Players

GM: John Tinney

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Sponsor: None, Prize: None

Period: SciFi, Scale: 1/144, Rules: Heavy Gear Blitz

Near the Polar Maglev, 75 km NW of Khayr ad-Din. Having been tasked to delay any incursion towards the vital link between the poles, Alpha Section, 3rd Rangers, 99th Striker Rgmt, a NorGuard unit, had been rushed to this spot without known backup. With the spotting of the oncoming CEF force, the Rangers had managed to delay the Earth troops at a cost. When Alpha was told backup was coming, they didn't know whether to cheer or cringe; backup was an adhoc force of all 4 Polar Nations. The story of Heavy Gear is still unfolding as war rages across Terra Nova and the space above. The forces of Terra Nova continue the battle against th

F20:258 - DOGS OF WAR -- DARK OPS QUEST GAME - Theme

Saturday, 8:00 PM, 3 Hrs, 24 Players

GM: Peter Panzeri

Sponsor: MINIATURE BUILDING AUTHORITY, Prize: PRIZES FROM MBA

Period: Modern, Scale: 28mm, Rules: RANGER RULES!

8pm. DOGS OF WAR - You're on a QUEST of several rapidly executed SPECIAL OPERATIONS MISSIONS (Using "wonder Dogs") to: KILL BIN LADEN? BAGHDADI? AIDID? RESCUE PVT LYNCH? YOU are the "Master Chief." Bring your own 3-4 Player Team, or be assigned one. You must "KILL or BE KILLED!" Who will be successful and live to tell?

S09:445 - TWIGLET FINALE

Saturday, 9:00 AM, 5 Hrs, 6 Players

GM: Wilbur Gray & Carnage and Glory

Sponsor: None, Prize: Order of the Pink Pansy

Period: Pike & Shot, Scale: 10mm, Rules: Twilight of the Sun King Public Domain

The winter battle of Turckheim, 5 Jan 1675, and one of Marshal Turrene's greatest victories. These unique rules have no fire or melee phase, using morale for all functions. Fast to learn, easy to play, fun for all. Walkups welcome, we will try to fit you in. Email sales@ageofeagles.com for an advance copy of the rules.

S09:407 - Wars of Ozz Demo Game

Saturday, 9:00 AM, 4 Hrs, 6 Players

GM: Gregory Priebe & HAWKS

Sponsor: Old Glory Miniatures, Prize: None

Period: Fantasy, Scale: 28mm, Rules: Wars of Ozz

This game showcases the new Wars of Ozz figures and the soon-to-be-released rules. In the apocalypse caused by the use of

"madness bombs," the survivors discover tattered copies of the original Oz books and use them as the blueprint for a new society that includes Munchkins, Winkies, Quadlings, and Gillikins, but also mutants, such as pumpkin men and giant winged apes.

Experience first-hand these exciting new rules, set in a post-apocalyptic world inspired by the original L. Frank Baum.

S09:412- The Rebs Come to Schlegel's Ferry - Theme

Saturday, 9:00 AM, 3 Hrs, 6 Players

GM: Eric Schlegel & HAWKS

Sponsor: None, Prize: None

Period: American Civil War, Scale: 25mm, Rules: GASLIGHT

It's July 1864 & a cavalry detachment from Early's raid on Washington has reached Harford County. The Rebs have been burning their way across Baltimore County & the local militia has been called out to save the town of Schlegel's Ferry. This is the 3rd of 6 linked scenarios depicting the struggles of the Schlegel's & their friends throughout the history of America. Players under 13 welcome with a playing adult.

S09:418 - Supply Run

Saturday, 9:00 AM, 3 Hrs, 4 Players

GM: Kevin Fischer & HAWKS

Sponsor: None, Prize: None

Period: SciFi, Scale: 30mm, Rules: Dust 1947

A cache of the rare element known as VK has been discovered by intelligence but what they don't know is the strength of the axis garrison guarding this stash. It is up to the brave rangers to find out and recover this cache before the axis takes it. This is a 150AP battle. Any participant can bring 50AP of their own axis or ally force but must be present before game starts to field their force

S09:429 - My Houses Devastation: An ECW Skirmish

Saturday, 9:00 AM, 4 Hrs, 6 Players

GM: David Cook & HAWKS

Sponsor: None, Prize: None

Period: English Civil War, Scale: 28mm, Rules: Feudal Patrol

1642 - the coast near Plymouth. Parliamentarians under Colonel Ruthin harry the Royalists with raids across the river Tamar.

Today's target is Little Basley-by-the-Sea. In this skirmish game, will the Roundheads successfully raids for supplies or will the Royalists send them packing? 1642 - the coast near Plymouth.

Parliamentarians under Colonel Ruthin harry the Royalists with raids across the river Tamar, attacking small garrisons and capturing supplies. In this skirmish game, will the Roundheads or the Royalists triumph? Rules will be taught.

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Event numbers contain a 2-digit game start hour designation (24hr time)

S09:431 - Djebel el Hamra: Kasserine's Culmination 21-22 February 1943

Saturday, 9:00 AM, 4 Hrs, 6 Players

GM: Bruce Weigle & HAWKS

Sponsor: None, Prize: None

Period: World War II, Scale: 3mm, Rules: Gained by Battle (prototype)

Rommel's veterans have fought through the Kasserine Pass and are careening towards the Allies' vulnerable rear areas. What can stop them now? In the Foussana Valley, the reinforced CCB (of the 1st Armored Div) arrives just in time to throw itself in front of the oncoming DAK and the Centauro Armored Div. Will it be enough? A two-day battle fought with new WWII Grand Tactical rules, each side in its entirety, on the actual terrain – every stinkin' cactus. All in four hours!

S09:434 - Battle at Duivelskloof

Saturday, 9:00 AM, 4 Hrs, 6 Players

GM: David Wood & HAWKS

Sponsor: None, Prize: None

Period: Colonial, Scale: 25mm, Rules: Combat Patrol - Colonial Variant

Captain Hunt was killed on the raid on the Viljoen farm, and this led to Lt. Harry "The Breaker" Morant taking out revenge on the Boers, and which led to his execution. Will the captain be successful this time?

S09:435 - Stalluponen Aug 1914-1st German attack in the East

Saturday, 9:00 AM, 4 Hrs, 8 Players

GM: Steven Gelhard & HAWKS

Sponsor: None, Prize: None

Period: World War I, Scale: 10mm, Rules: Take Action:WW1
August 17th 1914 Russian General Rennenkampf's 1st Army advanced in East Prussia. Von Francois' 1st Korps attacked at Stalluponen railhead in a surprise attack that pushed back the Russian Division there until Gumbinnen three days later. Player friendly rules taught

S09:471 - Recon Battle: Motorcycles vs Cavalry-Theme

Saturday, 9:00 AM, 4 Hrs, 6 Players

GM: Jeff Kimmel & Lard America

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Big Chain of Command
Barbarossa was just a few days old and 16th Panzer Division was pushing into the Ukraine. As the German motorcycle

reconnaissance troops approached the village of Kremenets and the dome of the church came into view, mounted and dismounted elements of the Soviet 14th Cavalry Division launched a strong counterattack.

S09:462 - Forcing Fox's Gap - South Mountain 1862

Saturday, 9:00 AM, 4 Hrs, 6 Players

GM: Jake Strangeway & Pittsburgh Band of Gamers

Sponsor: None, Prize: None

Period: American Civil War, Scale: 28mm, Rules: The Devil to Pay
After invading Maryland in September 1862, Lee divided his army to march on and invest Harpers Ferry. On September 14, pitched battles were fought for possession of the South Mountain passes: Crampton's, Turner's, and Fox's Gaps. By dusk the Confederate defenders were driven back, suffering severe casualties, and McClellan was in position to destroy Lee's army before it could re-concentrate. However, his inaction the following day condemned the garrison at Harpers Ferry to capture.

S09:100 - BATTLE OF THE BULGE/ CENTRAL SECTOR/ GERMAN OFFENSIVE, 1944 - 75TH ANNIVERSARY!

Saturday, 9:00 AM, 5 Hrs, 12 Players

GM: Louis Valenti

Sponsor: W.A.M.P., Prize: None

Period: World War II, Scale: 15mm, Rules: World At War
The Ardennes Offensive was intended to stop Allied use of the port of Antwerp and to split the Allied lines, allowing the Germans to encircle and destroy four Allied armies and force the Western Allies to negotiate a peace treaty in the Axis powers' favor. This game will focus on the Central Sector. This is the first of a two-part megabattle. Hold on to your Belgian waffles 'cause we're bringing fast & fun back to WW2 gaming! This is a Divisional Level, fast-play game. This is a Divisional Level, fast-play game. Beginner friendly & Rules Taught. No Kids under 14 w/o parent. No food. Up to 8 Walk-Ups welcome.

S09:120 - Dawn Strike - A Pearl Harbor Alternative

Saturday, 9:00 AM, 5 Hrs, 10 Players

GM: Mark Zaslavsky

Sponsor: None, Prize: None

Period: World War II, Scale: 1/2400, Rules: General Quarters 3 (Convention Modified)

Admiral Nagumo's Japanese Fleet approaching Pearl Harbor has been spotted on the evening of December 6th. However, contact has been lost. Admiral's Kimmel and Halsey sortie elements of the Pacific Fleet. Fight the battle that never happened...will the

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Japanese escape/attack Hawaii or will the American's destroy the Japanese Fleet?

S09:139 - Teplitz 1762

Saturday, 9:00 AM, 3 Hrs, 5 Players

GM: Tim Tilson

Sponsor: NOVAG, Prize: None

Period: Seven Years War, Scale: 15mm, Rules: Black Powder
2 August 1762. Prussian General von Seydlitz has entered northern Bohemia on a major raid. To stop him, the Austrian high command dispatches General Lowenstein. He takes up a position on a hill outside Teplitz. After a quick scout, Seydlitz divides his army in two and sends half on a flank march. Lowenstein notices this and does likewise. At 8:00 am the Prussians attack. Will Lowenstein hold out? This scenario is from an upcoming scenario book on the Seven Years War.

S09:147 - Check Your 6! - Macchi Madness

Saturday, 9:00 AM, 4 Hrs, 6 Players

GM: Phil D'Amato

Sponsor: None, Prize: None

Period: World War II, Scale: 1/300, Rules: Check Your 6!

One of the Regia Aeronautica's better aircraft designs was the MC202. Despite being under gunned compared allied fighters, it was the best Italian fighter to be manufactured in large numbers. The Regia Aeronautica used the increase speed of the MC202 to take the fight to the British by using fighter sweeps over the island to lure the enemy into combat.

S09:149 - The Relief of An Lap

Saturday, 9:00 AM, 5 Hrs, 6 Players

GM: Timothy Wilson

Sponsor: None, Prize: Sample 28mm Figures from Age of Glory

Period: Modern, Scale: 28mm, Rules: Bolt Action Modified for Indochina

The Vietminh are on the move. They have attacked and overrun a number of fortified positions throughout the Yen Bai region. A platoon of 3 BPVN at An Lap village has been cut off by a significant Main Force Vietminh formation. 2d BEP & 1st REC have been tasked to assemble a relief column and break through to the outpost. The Vietminh may be in as much as battalion strength, including some local force detachments. The French force is powerful, but must be careful. En Avant! Tien Len!

S09:151 - RABKA MSZANA ROAD

Saturday, 9:00 AM, 4 Hrs, 7 Players

GM: Maurice Holmes

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: COMBAT PATROL TM

The advancing German forces threatened the flank and rear of the Polish Krakow Army as they advanced east and then north. To counter this, the 10th Motorized Cavalry Brigade took up positions in the difficult terrain of the Tatra Mountains. One Scenario and four sets of rules used over the weekend. Under Fire, Bolt Action, Combat Patrol, Chain of Command. Come enjoy skirmish gaming

S09:155 - Kings of War Demonstration Game

Saturday, 9:00 AM, 3 Hrs, 6 Players

GM: Charles Kline

Sponsor: None, Prize: None

Period: Fantasy, Scale: 28mm, Rules: Kings of War, 3rd Edition

Goblins, Skeletons, Elves, Dwarfs, Men, and more battle for the fate of the Mantica. Come and learn this fast and simple game in a classic battle of good versus evil.

S09:157 - Battle for Saint-Gilles 26 July, 1944

Saturday, 9:00 AM, 4 Hrs, 4 Players

GM: Peter Dalton

Sponsor: None, Prize: None

Period: World War II, Scale: 20mm, Rules: Rapid Fire

Shortly after dawn on 26 July, 1944, US air forces launched repeated P-47 Thunderbolt airstrikes on the village of Saint-Gilles, on the outskirts of Saint Lo. The 2nd Armored Division then relaunched their offensive on the town against the elements of a Panzer-Lehr, and Fallschirmjäger-Division. The fighting was severe and the outcome of the battle is anything but certain. In spite of the bombing there is armor to push on both sides.

S09:160 - Yorktown 1781 - Cornwallis Attacks - Theme

Saturday, 9:00 AM, 5 Hrs, 12 Players

GM: Martin Fenelon

Sponsor: MSD Games, LLC, Prize: Merchandise Prize

Period: American War for Independence, Scale: 15mm, Rules:

Thrust of Bayonet from MSD Games

28 September 1781, at the urging of his staff, MGEN Cornwallis has decided to oppose the allied advance to besiege his army in Yorktown. One good blow will set the allies back and provide time for the reinforcements from New York to arrive. Victory in the South is still possible, and the time is at hand. Fast play AWI rules will be taught, no experience necessary. Come and command a Brigade or Division. Prior scenarios have won awards at Fall-In.

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S09:204 - What a Lovely Day! A Mad Max: Fury Road Game

Saturday, 9:00 AM, 4 Hrs, 10 Players

GM: Peter Megginson

Sponsor: None, Prize: Possibly prizes.

Period: Post-Apocalyptic, Scale: 28mm, Rules: Custom rules:

Gorka-Morka and home-brew

In a post-apocalyptic wasteland, in a world of blood and fire, only the strong survive the Fury Road! Mad Max and Imperator Furiosa have stolen the Warlord Immortal Joe's five precious wives. He and his Warboys will get them back and destroy the rebels who dare to free Immortan Joe's wives. Will you die on the Fury Road and be carried into Valhalla by Immortan Joe, himself, or be mediocre and fail. You will live and die, and live again, in a world gone mad. If you are under 13, please have a parent or guardian play with you. The rules will be taught, but it helps to see the film, "Mad Max: Fury Road".

S09:206 - Battle of Breitenfeld, Sep 17, 1631

Saturday, 9:00 AM, 3 Hrs, 6 Players

GM: Bob Bryant

Sponsor: None, Prize: None

Period: Pike & Shot, Scale: 15mm, Rules: Might of Arms

The battle begins with Pappenheim's premature cavalry charge.

Then it's repeated charges of cavalry and the resilience of veteran Imperialist tercios against Swedish maneuverability under the generalship of Gustavus Adolphus.

S09:214 - Battle of Ipsus 301 BC - Theme

Saturday, 9:00 AM, 3 Hrs, 10 Players

GM: Brian Dewitt

Sponsor: NOVAG, Prize: Virginia

Period: Ancients, Scale: 15mm, Rules: Might of Arms with slight modifications

The Diadochi (the successors of Alexander the Great) face off in Phrygia. Antigonos I Monophthalmus and his son Demetrius I of Macedon were pitted against the coalition of three other companions of Alexander: Cassander, ruler of Macedon; Lysimachus, ruler of Thrace; and Seleucus I Nicator, ruler of Babylonia and Persia. Beginners welcome.

S09:238 - Gallipoli Landings 1915

Saturday, 9:00 AM, 4 Hrs, 6 Players

GM: Josh Beck

Sponsor: Little Wars TV, Prize: Yes

Period: World War I, Scale: 6mm, Rules: Great War Spearhead 2

Join the guys at Little Wars TV for a re-fight of the Gallipoli Landings in April 1915. This 6mm game using the GWS2 rule set will be for 6 players (3 Allied, 3 Turkish) divided between 2 custom-built 4x6ft tables representing the Cape Helles and ANZAC landing beaches. Overall commanders (Hamilton & Von Sanders) will have some flexibility in the deployment and landing of their starting force. This scenario could potentially be used in an upcoming Little Wars TV episode. Be a part of the process to work out the kinks in the game design!

S09:247 - No Going Back!

Saturday, 9:00 AM, 4 Hrs, 4 Players

GM: Alex Newhart

Sponsor: None, Prize: None

Period: World War II, Scale: 15mm, Rules: Fireball Forward

The Fallschirmjaegers of the III Battalion, Luftlande Sturm Regiment, had the task of dropping east of the Maleme Airfield and launching an attack to capture that critical objective. They expected little resistance to their landing but instead were met with withering fire from elements of the New Zealand 22nd Battalion HQ Company. The challenge for the Germans is to land, assemble their men and weapons and then mount an attack to overcome the New Zealand defenders. The men of the HQ Company must mount a desperate defense with little support from their battalion.

S09:274- Intro to Grand Tactical Napoleonics – ESR

Saturday, 9:00 AM, 4 Hrs, 8 Players

GM: David Ensteness

Sponsor: The Wargaming Company, LLC, Prize: Players will receive prizes and special discounts

Period: Napoleonic, Scale: 10mm, Rules: ESR Napoleonics (Et sans résultat! Second Edition)

Learn to play ESR Napoleonics or polish your skills. Players will be commanding a 'Force' analogous to a corps of 2-4 elements, focus is on grand tactics and command control. Troops will be provided, but if you like, you can Lead Your Own Army (details at: <https://thewargamingcompany.com/conventions/lead-your-own-army/>). Rules will be taught and beginners are welcome, no experience with ESR or Napoleonics is necessary. We'll be playing at 1"=150 yards. We are running two simultaneous four player sessions of this game in this time slot. Players will be allocated to a session at the time of the event.

S10:447 - Battle of Czarna Kaczka, October 13, 1706 Afternoon

Saturday, 10:00 AM, 5 Hrs, 8 Players

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Event numbers contain a 2-digit game start hour designation (24hr time)

GM: Lyle Bickley & Carnage and Glory
Sponsor: None, Prize: None
Period: Great Northern War, Scale: 28mm, Rules: Carnage and Glory Computer Moderated
Swedish forces continue their attack on Saxon and Russian defenses at the Polish town of Czarna Kaczka.

S10:451 - Shiloh Surprise

Saturday, 10:00 AM, 4 Hrs, 6 Players
GM: Michael Pierce & Carnage and Glory
Sponsor: None, Prize: None
Period: American Civil War, Scale: 28mm, Rules: Regimental Fire & Fury
Early on April 6, 1862, nearly 40,000 men of the Confederate Army of the Mississippi were poised to attack the 33,000 men of the Union Army of the Tennessee in their camps south of Shiloh Church. The Confederate army had achieved nearly complete strategic surprise and aimed to drive U.S. Grant's army into the Tennessee River at Pittsburgh landing. On the Union right flank, Sherman's division was to bear the brunt of the early fighting, and whether it held would be determine the Union's fate. Children under 12 with playing adult.

S10:454 - Battle for the Piave River - 1809

Saturday, 10:00 AM, 5 Hrs, 6 Players
GM: Thomas Gamett & Carnage and Glory
Sponsor: None, Prize: None
Period: Napoleonic, Scale: 40mm, Rules: Carnage and Glory-II AFTERNOON PHASE The initial Austrian morning attack failed to push the French back over the Piave River. By 1200, both forces reorganized for further combat. The French struck first by reinforcing their forces over the Piave River and attacking the Austrian containment force beginning at 1345

S10:455 - Luckenwalde, August 21, 1813

Saturday, 10:00 AM, 4 Hrs, 6 Players
GM: Nigel Marsh & Carnage and Glory
Sponsor: None, Prize: None
Period: Napoleonic, Scale: 28mm, Rules: Carnage&GloryII
Napoleon has ordered Oudinot to defeat the Coalition forces defending Berlin and to occupy that city. Oudinot has advanced on a wide front, his left flank, commanded by Morand, has encountered Russian forces, commanded by Laptiev. Unknown to both Morand and Laptiev, Oudinot was badly defeated in a morning engagement against Bernadotte. The French need a victory, the Russians need to hold the line and repulse Morand.

S10:532 - INTO THE DARKNESS: SPACE HULK: Vigilus Hyperia Hivespawl, Game #1.

Saturday, 10:00 AM, 4 Hrs, 12 Players
GM: James Nicholson & LXG
Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None
Period: SciFi, Scale: 28mm, Rules: Space Hulk, Deathwing, Genestealer and LXG House rules.
Come join us in the classic game of SPACE HULK. Chapter master Mameus Calgar leads the crusade forces into HYPERIA Hive to cut the head off the Xenos uprising. All materials provided and rules taught. ages 14-88 are welcome.

S10:535 - The MECHANICON: GAS LAND: TEN GALLON RACING: Race to the Silver Bullet!!

Saturday, 10:00 AM, 4 Hrs, 6 Players
GM: Frank Osborn & LXG
Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None
Period: Western, Scale: 28mm, Rules: GASLANDS 28MM and House Rules
Saddle up those horses and strap on your spurs. Anything goes in this wagon race to the Silver Bullet Saloon. Last one there buys the beer. Last one alive gets all the beer. All Materials will be provided and rules will be taught ages 14-88.

S10:537 - Into the Darkness: WARHAMMER 40K: The Plains of KALDORON TANKS, TANKS

Saturday, 10:00 AM, 4 Hrs, 12 Players
GM: James Harvey & LXG
Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None
Period: SciFi, Scale: 28mm, Rules: WARHAMMER 40K, House rules.
Come join us in a Warhammer 40,000 TANKFEST. The Plains of KALDORON have seen the most vicious tank battles in the 40th millennium. Come command a tank or squadron in this infamous tank battle. Will you become a new tank ACE or get destroyed with your tank?

S10:539 - INTO THE DARKNESS: WARHAMMER 40K: KILL TEAM; "THE ARENA

Saturday, 10:00 AM, 4 Hrs, 6 Players
GM: Buford Culver & LXG
Sponsor: LXG, Gaming Garage, The MECHANICON and The CORVUS CLUSTER., Prize: None

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Period: SciFi, Scale: 28mm, Rules: WARHAMMER 40K, KILLTEAM and House rules.

In the 41st Millennium there is only war. The Death Watch is the best at war against the xenos. Come join us in the Arena with the Death Watch and Xenos. All materials will be supplied. Rules taught as needed. Ages 14 – 88.

S10:498 - JOE HACK - Mounted Mayhem - Theme

Saturday, 10:00 AM, 4 Hrs, 11 Players

GM: Joe Swartz & NOWS

Sponsor: None, Prize: None

Period: Ancients, Scale: 28mm, Rules: JOE HACK

The hard riding Romans have brought the auxiliary cavalry, equites, cataphracts, and Nubian light cavalry form wedges against the cavalry of the Franks and Alamanni who have a contingent of warbands in the center. This meeting engagement will be a swirling mass of horses as each side wants to charge flanks and rear.rules taught & minors welcome with adult.

S10:500 - Brazen Chariots – 3rd Battle of Bzura River

Saturday, 10:00 AM, 3 Hrs, 8 Players

GM: Adam Wine & NOWS

Sponsor: None, Prize: Certificates

Period: World War II, Scale: 15mm, Rules: BRAZEN CHARIOTS WWII Tank Battle Rules by Adam M. Wine

On Sept. 1, 1939 the Germans launched Fall Weiss; the invasion of Poland. Five German armies, a total of 41 divisions, crossed the border. The plan was to drive on Warsaw and crush the Poles will to resist. The battle for the Bzura River bridge in Kempina continues. The 1.Leichte Division's initial attack has stalled. The liechte, Mk1 and MkII panzer have been withdrawn, now the cannon armed PanzerKampwagen 35(t) lead the attack. Take command of a Panzer Zug or a Polish Tank Platoon.

S10:479 - Crash Course

Saturday, 10:00 AM, 4 Hrs, 8 Players

GM: Tu Tran & ODGW

Sponsor: ODGW, Prize: None

Period: SciFi, Scale: 25mm, Rules: Mein Zombie

Scavenging for supplies while avoiding zombies is a normal routine. Finding vehicles around town is not unusual. Finding a vehicle in good condition, this is rare! Unfortunately, you are not the only one who knows about this glorious find. Will the survivors team up to escape? Will this be a down and dirty free for all? Come play Mein Zombie to find out! Quickly learn the rules, battle zombies and your friends. Most importantly, have fun!!Children

under 12 with an adult only. Rules Taught; Beginners Welcome

S10:482 - The Horror at Wolfenberg

Saturday, 10:00 AM, 3 Hrs, 9 Players

GM: Guy Gormley & ODGW

Sponsor: ODGW, Prize: None

Period: World War II, Scale: 15mm, Rules: ODGW Mein Zombie Squad Version

Germany, March 1945. The horror is spreading East and West and has brought the war to a virtual halt. Agent Blaskowitz reports that "it" is spreading from the German Paranormal Div. facility at Wolfenberg & the trapped scientists hold the key to stopping it. The race is on!! Take command of Panzer Grenadiers or British Airlanding troops. Join the fight us and try the Mein Zombie Squad Rules.Rules taught. Beginners Welcomed

S10:483 - The Battle of Dogger Bank, WWI, 1915

Saturday, 10:00 AM, 4 Hrs, 6 Players

GM: Bill Cira & ODGW

Sponsor: Old Dominion Game Works, Prize: None

Period: World War I, Scale: 1/3000, Rules: Fleet Action Imminent

This game will be a re-fight one of the classic battlecruiser actions of World War I, but more than just the battlecruisers will be represented. The light cruisers, destroyers, and torpedo boats will also take part and could have a significant effect on the outcome. There might even be a zeppelin! Rules taught, beginners welcome.

S10:466 - El Guettar

Saturday, 10:00 AM, 4 Hrs, 6 Players

GM: Tim Broome & Pittsburgh Band of Gamers

Sponsor: None, Prize: None

Period: World War II, Scale: 20mm, Rules: Command Decision Test of Battle

About a month after the defeat at Kasrine Pass, Patton takes command and strikes back!

S10:511 - First Kernstown March 23 1862

Saturday, 10:00 AM, 4 Hrs, 6 Players

GM: Steve Delucas & RAW

Sponsor: None, Prize: None

Period: American Civil War, Scale: 15mm, Rules: Picket's Charge First Kernstown March 23, 1862, In the opening battle of Jackson's Valley Campaign the Confederates, victims of faulty intelligence, attack a much larger Union force.No players under 13 please.No players under 13 please.

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S10:514 - The Ace of Spades

Saturday, 10:00 AM, 3 Hrs, 6 Players

GM: Keith Eshelman & RAW

Sponsor: I-94 Enterprises, Prize: Yes

Period: World War II, Scale: 1:285 micro, Rules: Check your Six June 5, 1940 - JG 53 led by ace Werner Molders meets French Air Force D.520's over Northern France. The day did not go well for Molders as he ended up in a POW camp. When France surrendered three weeks later, he was released and went on to become Germany's first 100-victory ace. Fly Bf-109's or the aforementioned D.520's in this scenario from Brian Dewitt's excellent scenario book "Battles Above 1". Prizes graciously provided by our friend Dave Winfree at I-94 Enterprises once again. No children under 14 please.

S10:104 - Buccaneer Wars Old Glory Miniatures

Saturday, 10:00 AM, 3 Hrs, 8 Players

GM: Brian Whitaker

Sponsor: Old Glory Miniatures, Prize: A ship will go to the best player.

Period: Age of Piracy, Scale: 28mm, Rules: Buccaneer Wars Pirates and Pirate Hunters square off in this high action game. Pick your side and trust no one. Cabin boys and girls welcome. All rules will be taught.

S10:122 - Devildogs at Deveselu

Saturday, 10:00 AM, 2 Hrs, 4 Players

GM: Robert Franklin

Sponsor: None, Prize: None

Period: Modern, Scale: 1:285 micro, Rules: Thunderbolt! Making good on numerous threats, Russian Prime Minister Vladimir Putin directed the Russian 31st Guards Air Assault Brigade to seize the US Aegis ashore facility outside of Deveselu, Romania. The facility serves as a key element of the US & NATO ballistic missile defense system and contains numerous state of the art technologies. Elements of the Romanian 114th Tank Battalion along with their USMC allies from the Black Sea Rotational Force have been directed to conduct an armored counterattack. Rules will be taught.

S10:129 - Aerodrome 1.1

Saturday, 10:00 AM, 6 Hrs, 10 Players

GM: Richard Heffner

Sponsor: Stanley F. Kubiak, Prize: Wings & Glory

Period: World War I, Scale: 1/72, Rules: Aerodrome 1.1

Same as Fri. 10am Ask any one wearing Wings. Female & Youth

friendly 10 & under Only with agreement between Parent & GM

S10:133 - Calder's Action - 3rd Battle of Cape Finisterre

Saturday, 10:00 AM, 5 Hrs, 7 Players

GM: James Baker

Sponsor: None, Prize: None

Period: Napoleonic Age of Sail, Scale: 1:1200, Rules: Fighting Sail Robert Calder with 15 British Ships of the Line intercepts a combined Allied French-Spanish Fleet of 20 Ships of the Line. Can you do better than he did and avoid court-martial for just beating the Allies instead of annihilating them.

S10:135 - Kettle Run, August 1862

Saturday, 10:00 AM, 4 Hrs, 6 Players

GM: Patrick O'Neill

Sponsor: None, Prize: None

Period: American Civil War, Scale: 15mm, Rules: A Glint of Steel 27th August 1862, While Stonewall Jackson was raiding the Union supply depot at Manassas, he took precautions against Union interference by leaving 3 Brigades under Richard Ewell at nearby Bristoe Station. MG Joseph Hooker attacked him in an attempt to get at Jackson. Ewell held off the Federals for more than 2 hours, but soon found his flank in danger and proceeded to carry out a skillful retreat. Can you do better than the historical result? This scenario ran well at Fall-In'19, with a few adjustments, we're doing it again. New rules that focus on tactics rather than mechanics.

S10:158 - Sergeants Miniatures Game - Allies Advance

Saturday, 10:00 AM, 4 Hrs, 6 Players

GM: Michael Bowker

Sponsor: None, Prize: None

Period: World War II, Scale: 20mm, Rules: Sergeants Miniatures Game

Allied forces are advancing against a tough German opposition that has dug in along the line of advance. Can the Allies force the Germans out of their positions or will the Germans hold the field? SMG is a man to man skirmish game using individual, unique soldiers. Each player will command a force of four or five individuals during the battle.

S10:159 - Battle of Kadesh, 1274BC-Theme

Saturday, 10:00 AM, 4 Hrs, 6 Players

GM: Theodore Hehemann

Sponsor: None, Prize: None

Period: Ancients, Scale: 15mm, Rules: N.U.R.D. Modified

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Pharaoh Ramesses II hopes to regain lost territory. Hittite King Muwatalli II has other plans. Prepare your horses and men for history's largest chariot battle! Easy, fun rules the use horse sense. Junior commanders with adult shield-bearers.

S10:172 - Battle of Midway - Attack on Midway

Saturday, 10:00 AM, 3 Hrs, 24 Players

GM: Mike Jacobs

Sponsor: None, Prize: None

Period: World War I, Scale: 1/200, Rules: Wings of Glory

The Japanese are on their way! Can The American slow them down or will The Japanese wreck Midway? New and Veteran players welcome. Tickets are preferred walk ups welcome!

S10:185 - Second Day at Gettysburg - July 2nd, 1863

Saturday, 10:00 AM, 3 Hrs, 6 Players

GM: Rick Wynn

Sponsor: None, Prize: None

Period: American Civil War, Scale: 28mm, Rules: Battle Cry

Command the Blue or the Grey as the Army of Northern Virginia strives to inflict a decisive defeat on the Federal Army of the Potomac. Using Richard Borg's popular "Battle Cry" boardgame rules, players will command large units of 28mm figures on a custom-built terrain, in this fast-playing recreation of the critical day that could decide the entire war!

S10:187 - Teboura, 1-4 December 1942: Test of Metal

Saturday, 10:00 AM, 5 Hrs, 5 Players

GM: Michael Fatovic

Sponsor: None, Prize: None

Period: World War II, Scale: 54mm, Rules: Modified Recon & Rushes

This would be the first real test of metal for both the the Advancing British/American forces and the German and Italian armour in Tunisia. At stake was the control of Tunis, which the Axis needed to control to prevent an early invasion of southern Europe and Italy. Will the Allies be able to stop the Panzers... You Decide!

S10:192 - Charleroi- The Battle at Gilly

Saturday, 10:00 AM, 4 Hrs, 4 Players

GM: Ted Poltorak

Sponsor: South Jersey Gamers, Prize: None

Period: Napoleonic, Scale: 15mm, Rules: General D'Arme

June 15, 1815. The Prussians conduct a delaying action along the Sambre River against the French Armee du Nord.

S10:221 - Epic Conflicts of the Monsterpocalypse!: An Introduction to TRIUMPH! Fast Play Rules for Ancient, Medieval and Fantasy Battles

Saturday, 10:00 AM, 2 Hrs, 16 Players

GM: David Kuijt

Sponsor: Washington Grand Company, Prize: None

Period: Fantasy, Scale: 28mm, Rules: TRIUMPH! Fast Play Rules for Ancient, Medieval and Fantasy Battles

Take on the role of Defender X, Vorgax the Hungry, or Ancient Asharoth. Lead your forces against your enemies and battle your way across four different Monsterpocalypse matchups where the fate of Earth is to be determined. This is a walk-up game opportunity FOR WHICH YOU DO NOT NEED TO BE REGISTERED (just walkup if you see an opening). It introduces players to the fast-play TRIUMPH! rules for ancient and medieval wargames. Play a one hour game or play a dozen. TRIUMPH! tutors are on hand to help introduce you to the game, teach and answer questions. Rules are easy to learn. All materials provided.

S10:229 - Mutton and Mayhem--Irish Civil War - Theme

Saturday, 10:00 AM, 4 Hrs, 6 Players

GM: Stephen Carey

Sponsor: None, Prize: None

Period: Irish Civil War, Scale: 28mm, Rules: Bolt Action

August, 1922: Guerrilla action in Western Ireland. Free State and Republican groups clash in the countryside of Co. Cork, much to the consternation of the locals (sheep). Who is friend? Who is foe? Who are all these people disturbing the peace of the sheep? Players can use buildings, rock walls, trees, brush, and flocks of sheep as cover or concealment.

S10:230 - Caravan of Lost Souls - Theme

Saturday, 10:00 AM, 4 Hrs, 6 Players

GM: Edward Watts

Sponsor: None, Prize: None

Period: Colonial, Scale: 25mm, Rules: The Sword in North Africa

The French Foreign Legion must escort a caravan through a hostile desert while angry Sons of the Desert do their best to steal the loot laden camels from them. Sword and the Flame variant rules will be taught.

S10:234 - Rescue the Caravan (French Foreign Legion) - Theme

Saturday, 10:00 AM, 3 Hrs, 6 Players

GM: Scott Landis

Sponsor: The Rogues, Prize: None

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Period: Colonial, Scale: 28mm, Rules: The Sword and the Flame (slightly modified)

The Archeological Team caravan from the British Museum has made a major discovery but they need to get it back to the town for safe travel. The French Foreign Legion is sent out to get them safely back to the town. Can you make it in time? Will the locals retain their cultural heritage? Will you March or Die?

S10:244 - Battle of Bearsalus - Theme

Saturday, 10:00 AM, 2 Hrs, 8 Players

GM: Sean Reynolds

Sponsor: WNPG, Prize: None

Period: Ancients, Scale: 28mm, Rules: Teddy Bear Picnic
Yogius Caesar faces Poohpey at the decisive Battle of Bearsalus. Which of these great Teddy bears will rise to rule the Bearon Empire. Take command of your legionbears to support your choice. All ages of kids are welcome. Kids game Game Master is under 14

S10:249 - Hammer's Slammers - Thunder City

Saturday, 10:00 AM, 4 Hrs, 5 Players

GM: Shawn Reis

Sponsor: WNPG, Prize: Dice

Period: SciFi, Scale: 25mm, Rules: Modified Force on Force
The Slammers discover that they are about to be double crossed, but don't know where or when. It's up to the Colonel Hammer to decide who he can trust, if he can trust anyone at all. Come take command of Hammer's Slammers or one of the Mercenary company's that oppose them

S10:259 - LONGSTREET TO THE RESCUE 1863

Saturday, 10:00 AM, 2 Hrs, 8 Players

GM: Peter Panzeri

Sponsor: OLD GLORY, Prize: Prizes from Old Glory

Period: American Civil War, Scale: 20mm, Rules: FRONTIERS IN FLAMES

Lee HOPES Longstreet can succeed in this "Last Bloody Chance" to achieve a TURNING POINT in the American civil War. Confederates have the advantage of surprise, but too few troops. The Union has many green units, and much artillery. Who'll survive the onslaught? Learn to play FRONTIERS-in-FLAMES.

S11:494 - Battletech - Operation REVIVAL: Trials of Position

Saturday, 11:00 AM, 6 Hrs, 12 Players

GM: Aaron Cahall & Battletech

Sponsor: None, Prize: Certificate of Rank

Period: SciFi, Scale: 1:285 micro, Rules: BattleTech: Total Warfare
The time has come for the Clans to return to the Inner Sphere - take your Trial of Position and claim a place in Operation REVIVAL! Players will be paired together on a single map and face three 'Mechs, one at a time, piloted by expert trainers. Each kill moves you up to higher levels of command and glory. Official certificates of rank will be awarded to all players! If time allows, multiple attempts at the Trial with different partners will be possible. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

S11:442 - Cooche's Bridge, September 1777

Saturday, 11:00 AM, 4 Hrs, 6 Players

GM: Richard Mentch & Carnage and Glory

Sponsor: None, Prize: None

Period: American War for Independence, Scale: 28mm, Rules: Carnage & GloryII
Early in September of 1777, Sir William Howe's British advance towards Philadelphia pushed an American screening force off of their positions on Iron Hill. The British then determined to force the Americans away from Cooche's Bridge so that the Crown forces could continue their march. Major General Lord Stirling's American 5th Division declined to cooperate.

S11:468 - Whoa Mohammed

Saturday, 11:00 AM, 4 Hrs, 6 Players

GM: John Emmett & Lard America

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Chain of Command
Market Garden-Arnhem-1944. On the morning of 18 September SS-Hauptsturmführer Viktor Gräbner launched an attack against the British 2nd Parachute Battalion at the north end of the bridge at Arnhem. Vehicles and infantry from the reconnaissance battalion of the 9th SS Panzer Division charged across the bridge but were stopped by a hail of gunfire, grenades and PIAT rounds. Through all the din came the war cry of the British paratroopers, "Whoa Mohammed". Replay this battle using Chain of Command

S11:505 - SKY GALLEONS OF MARS

Saturday, 11:00 AM, 5 Hrs, 12 Players

GM: David Kasper & Nows

Sponsor: None, Prize: trophy

Period: Victorian Science Fiction, Scale: 28mm, Rules: MOD SKY GALLEONS OF MARS

The Martian supply fleet vital to the rebellion in Parhoon has

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dropped of its supplies and heads back to the safety of the Martian fleet only to find the Martian fleet already engaged with the British gunboats. Will the supply fleet be able to beat back the gunboats or will the British empire prevail. Lots of color lots of dice what could be better

S11:517 - First major tank battle of El Alamein

Saturday, 11:00 AM, 3 Hrs, 6 Players

GM: Van Osgood & RAW

Sponsor: None, Prize: None

Period: World War II, Scale: 1:285 micro, Rules: My 30 yds.

43 Pz III ausf J and 15 Pz IV ausf F of 15th Panzer engaged about 50 Shermans of 1st Armd. at dusk on 25 Oct 42. Over 100 tanks were involved and half were destroyed by dark. No Children under 14 please.

S11:476 - Re-Return to Castle Wewelsburg

Saturday, 11:00 AM, 4 Hrs, 6 Players

GM: Larry Morris & Yellow Worm Society

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Hone Rules

After hearing tales of an escape of an American Spy from a supposed abandoned Nazi Stronghold inside a nearby castle, 4 Soviet soldiers sneak into the castle for a quick look. It seems the castle was not abandoned... The Nazi She Devils are Rated PG. Think of it as 90's video game – Like Castle Wolfenstein New Players Welcome as rules will be taught as needed

S11:126 - Test of Honour - Death in the Shadow of the Yamashiro

Saturday, 11:00 AM, 3 Hrs, 12 Players

GM: David Hill

Sponsor: Things From The Basement, Prize: None

Period: Samuri, Scale: 28mm, Rules: Test of Honour - Simplified
Test of Honour is a fun, fast-paced 28mm samurai skirmish game. The Yamashiro (mountain fort) table debuted at Fall-In! and has only gotten bigger. Don't worry though, with our quick play rules, your turn happens every 2 minutes! Do you have what it takes to lead your samurai, monks, ninjas and more to victory? Easy to play, rules will be taught, kids welcome with accompanying adult and all miniatures/materials supplied.

S11:181 - The Most Illustrious Grey - Theme

Saturday, 11:00 AM, 4 Hrs, 4 Players

GM: Ken Starr

Sponsor: TBD, Prize: TBD

Period: Napoleonic, Scale: 28mm, Rules: Black Powder 2nd Edition

The late morning of the 18th of June, 1815. The Scot's Greys will charge to break up the French columns. Can the British hold the line? Will Sgt. Ewart capture the Golden Eagle? Or, will the French break the British and change history? Relive or revise one of the many historic moments of Waterloo. Can you hold the line against the French and capture the Golden Eagle? Or, will the line crumble and the French advance?

S11:242 - Banana Buggy Rally - Theme

Saturday, 11:00 AM, 2 Hrs, 4 Players

GM: James Reynolds

Sponsor: WNPG, Prize: None

Period: Modern, Scale: 28mm, Rules: Gaslands

One banana, two banana, three banana, four. Four bananas make a bunch, and so do many more. Over hill and highway the banana buggies go. Tra-la-la, la-la-la-la! Join us for a fun road and off-road rally with the Banana Splits (Fleagle, Bingo, Drooper an' Snork). Kids game. Kids game

S12:114 - The Battle of Chancellorsville

Saturday, 12:00 PM, 4 Hrs, 10 Players

GM: Bryan Leshinskie

Sponsor: None, Prize: THE PRIZE IS THE SUPRISE

Period: American Civil War, Scale: 20mm, Rules: Modified Battle Cry

From December 1862 to May 1863 Union Forces tried desperately to break the formidable Rapidan-Rappahannock River line. Severely pressed by Washington the Federal intent is to destroy the Confederate Army of Northern Virginia and then March on Richmond the Confederate capital thus ending the American Civil War. Like so many plans in so many wars it was promised to end the war and bring the boys home... All are welcomed to play with no one ever turned away. Please join Veteran Game Master Bryan W. Leshinske as he brings this game to life...

S12:270 - Tankamils: Battle at the Watering Hole - Theme

Saturday, 12:00 PM, 2 Hrs, 8 Players

GM: William Reynolds

Sponsor: WNPG, Prize: None

Period: SciFi, Scale: 20mm, Rules: Panzer Kids

Water is an important and scarce resource. Two tribes of Tankimals (animalistic tanks) battle over this scarce resource. Kids come and learn a fun and simple set of tank combat rules. All ages

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of kids welcome. Kids game Game master under 14

S13:402 - Battle of Khartoum 1885 (Non-Historical Version) - Theme

Saturday, 1:00 PM, 4 Hrs, 8 Players

GM: Billy Molyneaux & HAWKS

Sponsor: None, Prize: None

Period: Colonial, Scale: 54mm, Rules: A Gentleman's War
General Gordon is besieged in the City of Khartoum and a relief force arrived the day before! This is a non-historical version with General Gordon in command of much larger force how would history would have been changed? This is three of four link games in a massive 54mm scale using modified rules of "A Gentleman's War" Join in a fun fast paced game with over 400 figures with just one page of rules.

S13:427 - Springtime for the Taliban - Theme

Saturday, 1:00 PM, 4 Hrs, 6 Players

GM: Michael Byrne & HAWKS

Sponsor: Age of Glory, Prize: Age of Glory Coupons

Period: Modern, Scale: 28mm, Rules: Force on Force
Intel reports the Taliban moving equipment and men into the area. US Forces are tasked with moving into the area to confirm. Other events have occurred changing the mission. Can the US Army complete their mission?

S13:463 - Market Garden - the Airborne Corridor

Saturday, 1:00 PM, 4 Hrs, 8 Players

GM: Thomas Harris & Pittsburgh Band of Gamers

Sponsor: Test of Battle, Prize: Gift Certificates

Period: World War II, Scale: 15mm, Rules: Breakthrough!
Come relive operation Market Garden and see if XXX Corps can tranverse all three airborne zones in time to releave 1st Airborne. Game covers 101st, 82nd and 1st Airborne drop zones and objectives. Come learn Frank Chadwick's new battalion level WW II game.

S13:143 - Low Level Hell: France

Saturday, 1:00 PM, 4 Hrs, 6 Players

GM: Jim Casey

Sponsor: None, Prize: None

Period: World War II, Scale: 1:285 micro, Rules: Luftwaffe 1946
As Patton spearheads across France, his flanks must be protected from German counterattack. The key are the bridges that could handle panzers. The 9th AF is tasked to fly low and slow to destroy the bridges. Modified by non hex board using MSD Games

miniatures.

S13:146 - French-Italian naval clash in the Med

Saturday, 1:00 PM, 4 Hrs, 10 Players

GM: John Gordon

Sponsor: None, Prize: None

Period: World War II, Scale: 1/2400, Rules: Seekrieg V
June 1940. The French are desperately trying to transport more of their North African army to France to stop the German offensive. Italy has entered the war, and Mussolini has ordered the Italian fleet to intercept the French troop convoys. Players under 12 welcome with an accompanying adult.

S13:180 - Mayhem in Syria

Saturday, 1:00 PM, 4 Hrs, 10 Players

GM: Matthew Pierce

Sponsor: None, Prize: None

Period: Modern, Scale: 28mm, Rules: Homebrew
Several factions fighting for dominance in Syria were pleased when the Americans announced their intended withdrawal from the area, creating an environment of increased mayhem. ISIL's kidnapping of ten civilian American contractors has prompted the U.S. military to attempt a rescue mission into the town of Tell Baydar in Northern Syria. Will they be successful? US Military, Russians, traffickers, ISIL terrorists, the Syrian Army, the PKK, and even the Turkish Army

S13:182 - The Creatures of Croatoan: Search for the Lost Colony, Virginia 1590

Saturday, 1:00 PM, 4 Hrs, 12 Players

GM: Jeffrey Wasileski

Sponsor: Brigade Games & Cigar Box Battle Mats, Prize: None

Period: Fantasy, Scale: 28mm, Rules: Frostgrave/Ghost Archipelago modified

In an Elizabethan world in which magic is real, in 1587, a secret society, the School of Night, planted a colony on Roanoke Island for its own dark purposes. Governor John White, sent to England to gain aid for the failing colony, returned after three years to find the colony had vanished and only the word "Croatoan," the name of a neighboring island, carved on a nearby tree. Factions in a secret arcane war now are searching mysterious Croatoan island to discover the fate of the Lost Colony. Strong element of role-playing.

S13:183 - The Battle of Crecy - August, 1346 - Theme

Saturday, 1:00 PM, 3 Hrs, 8 Players

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GM: John Spiess

Sponsor: None, Prize: None

Period: Medieval, Scale: 28mm, Rules: Halberd, Mace, and Great Sword

An English army lands at Normandy. No, it's not D-Day, but July 1346 and the beginning of the 100 Years War. The French caught up with them at Crecy and heavily outnumbered the English army with their noble mounted knights. They just didn't count on the English longbow, or a 16 year old Edward the Black Prince.

S13:193 - Waterloo Weekend, Belgium Ablaze: D'Erlon's Busy Day

Saturday, 1:00 PM, 5 Hrs, 8 Players

GM: Richard McMahon

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 6mm, Rules: "Soldats de L'Empire! Marechal Ney is tasked with keeping the British from aiding the Prussians and comes upon them at a nondescript crossroads called Quatre Bras. Just as he shakes of his doldrums, the promised reinforcements of D'Erlon's I Corps arrive. Will he be able to use any of this force before Napoleon's penciled scribble arrives to hopelessly confuse matters? Enjoy a "Montgolfier balloon" view of a Napoleonic battlefield only Adler 6mm troops can provide. Interchangeable column, line and square formations add to the visual display and a new magnetic roster system keeps the tabletop clutter to a minimum.

S13:212 - Vietnam Village Skirmish

Saturday, 1:00 PM, 2 Hrs, 4 Players

GM: John Jankowski

Sponsor: None, Prize: None

Period: Modern, Scale: 6mm, Rules: Axis and Allies Miniatures
US intelligence reports that NVA and VC forces operating near several villages near the Vietnam/Cambodia border. US forces are dispatched to sweep the area and clear any hostile forces out.

S13:222 - Epic Conflicts of the Monsterpocalypse!: An Introduction to TRIUMPH! Fast Play Rules for Ancient, Medieval and Fantasy Battles

Saturday, 1:00 PM, 2 Hrs, 16 Players

GM: David Kuijt

Sponsor: Washington Grand Company, Prize: None

Period: Fantasy, Scale: 28mm, Rules: TRIUMPH! Fast Play Rules for Ancient, Medieval and Fantasy Battles

Take on the role of Defender X, Vorgax the Hungry, or Ancient Asharoth. Lead your forces against your enemies and battle your

way across four different Monsterpocalypse matchups where the fate of Earth is to be determined. This is a walk-up game opportunity FOR WHICH YOU DO NOT NEED TO BE REGISTERED (just walkup if you see an opening). It introduces players to the fast-play TRIUMPH! rules for ancient and medieval wargames. Play a one hour game or play a dozen. TRIUMPH! tutors are on hand to help introduce you to the game, teach and answer questions. Rules are easy to learn. All materials provided.

S13:260 - PRELUDE TO YORKTOWN

Saturday, 1:00 PM, 2 Hrs, 8 Players

GM: Peter Panzeri

Sponsor: OLD GLORY, Prize: PRIZES BY OLD GLORY

Period: American War for Independence, Scale: 20mm, Rules: FRONTIERS IN FLAMES

FINAL GRAND campaign & FINALE for the American Revolution. But... It did NOT have to be that way. The Americans and FRENCH had an advantage, but the Brits could have ended it a few months before they "dug-in" at Yorktown. Come play FRONTIERS-in-FLAMES

S13:277 - The Battle of Westport - Theme

Saturday, 1:00 PM, 4 Hrs, 12 Players

GM: Gary Mills

Sponsor: MMG, Prize: None

Period: American Civil War, Scale: 15mm, Rules: Johnny Reb III
Byrum's Ford is the first day battle. Near Kansas City. second battle is second day battle.

S13:184 - Dogger Bank 1915

Saturday, 1:00 PM, 5 Hrs, 13 Players

GM: David Emdee

Sponsor: None, Prize: None

Period: World War I, Scale: 1:1200, Rules: victory at sea (1970)
German 1st Scout Group (BC) runs into the British Battlecruiser squadrons at the Dogger Banks. the Germans must fight a running gun duel to save SMS Blucher. rules taught (3 minutes)

S14:409 - Wars of Ozz Demo Game

Saturday, 2:00 PM, 4 Hrs, 6 Players

GM: Christopher Palmer & HAWKS

Sponsor: Old Glory, Prize: None

Period: Fantasy, Scale: 28mm, Rules: Wars of Ozz

This game showcases the new Wars of Ozz figures and the soon-to-be-released rules. In the apocalypse caused by the use of "madness bombs," the survivors discover tattered copies of the

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original Oz books and use them as the blueprint for a new society that includes Munchkins, Winkies, Quadlings, and Gillikins, but also mutants, such as pumpkin men and giant winged apes. Experience first-hand these exciting new rules, set in a post-apocalyptic world inspired by the original L. Frank Baum. Children under 14 only with a playing adult.

S14:413 - Something Strange Comes to Schlegel's Ferry

Saturday, 2:00 PM, 3 Hrs, 8 Players

GM: Eric Schlegel & HAWKS

Sponsor: None, Prize: None

Period: Modern, Scale: 25mm, Rules: Blood & Swash

It is 1958 & something strange is happening around Schlegel's Ferry. There have been lights in the sky, weird noises in the woods & odd people seen about town. Could it be aliens, Communist spies, Schlegel shenanigans or all 3. This is the 4th of 6 linked scenarios depicted the struggles of the Schlegel & their friends throughout the history of America. Players under 13 welcome with a playing adult.

S14:424 - The Great Desert Race

Saturday, 2:00 PM, 3 Hrs, 6 Players

GM: Don Hogge & HAWKS

Sponsor: None, Prize: None

Period: Pulp, Scale: 28mm, Rules: GASLIGHT

Players, start your engines. Its a great race across the desert in your trusty jalopy. Perils and pitfalls await...as does fame and fortune - if you can survive and cross the finish line. Gamers under 14 welcome with an adult.

S14:438 - Bug hunt

Saturday, 2:00 PM, 3 Hrs, 6 Players

GM: Harry Kogelschatz & HAWKS

Sponsor: None, Prize: None

Period: SciFi, Scale: 6 inch, Rules: Home rules

LV426 has gone dark. The colonial marines have been called in to investigate what is going on at the terraforming colony. Looks like another bug hunt boys. Kids welcome with an adult.

S14:109 - Perfidious Payback

Saturday, 2:00 PM, 6 Hrs, 12 Players

GM: Michael Harris

Sponsor: Admiralty Trilogy, Prize: Gift Certificates

Period: World War II - Naval, Scale: 1/2400, Rules: Command at Sea

28 Nov 1940. The struggle for control of the Med has gotten worse as England and Italy vie for control. The Brits are desperate to supply Malta and the Italians just as desperate to prevent it. Meanwhile England continues to treat the French Navy as hostile, despite assurances they will not aid the Boche. But a breaking point is coming. Can a British misstep change the balance of war in the Med? Can the Italians finally claim the Med as Mare Nostrum? Join the Admiralty Trilogy as we find out. Gamers not familiar with Admiralty Trilogy games (Harpoon, Command at Sea, Fear God and Dreadnought, Dawn of the Battleship) are welcome.

S14:121 - Move on Murmansk

Saturday, 2:00 PM, 2 Hrs, 4 Players

GM: Robert Franklin

Sponsor: None, Prize: None

Period: Modern, Scale: 1:285 micro, Rules: Thunderbolt!

A Russian cruise missile attack on Norway's Vardo Island brought Norway into the war. The missiles were launched from the neighboring Murmansk Russian naval base. After the Russian fleet and aircraft depart the base to press the war against its southern allies, Norway decided to launch an assault on Murmansk. Capturing the town of Mezhdurechye will permit allied artillery to disrupt military operations in Murmansk. Rules will be taught.

S14:140 - Freiberg 1762

Saturday, 2:00 PM, 3 Hrs, 5 Players

GM: Tim Tilson

Sponsor: NOVAG, Prize: None

Period: Seven Years War, Scale: 15mm, Rules: Black Powder

29 October 1762. An Austro-Imperial force has invaded Saxony in an attempt to conquer it before the start of peace talks. Outnumbered, Prussian Prince Henry falls back. However he knows the terrain well and organizes a multi prong counter attack for the final battle of the war. Can he defeat the allies and hold Saxony for his brother? This is from an upcoming scenario book on the Seven Years War.

S14:141 - Close Action! - Saturday's Short, Fast, Furious and Fun Frigate Fracas

Saturday, 2:00 PM, 4 Hrs, 10 Players

GM: Mark Campbell

Sponsor: None, Prize: None

Period: Age of Sail, Scale: 1:600, Rules: Close Action by Mark Campbell

Come enjoy a short (4 hour) Fast, Furious, and Fun Frigate action

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from Mark Campbell's new scenarios for Close Action. This will be nothing like a Line-of-Battle action, but rather a game of individual maneuvering and tactical decisions. May the best Captain win...Beginners Welcome. Rules taught, Kid Friendly Game. All materials provided, Please bring your own courage...

S14:165 - Scandanavian Crisis: Narvik

Saturday, 2:00 PM, 4 Hrs, 6 Players

GM: David Hart

Sponsor: 5th Epoch Publishing, Prize: None

Period: Cold War, Scale: 6mm, Rules: Battlefield Ops!

Soviet airborne forces are dropping into Narvik, looking to take the port, the airport and the industrial district. 2nd Battalion needs to hold all 3 locations, however armor support isn't coming.

S14:173 - Battle of Midway - Attack on the IJN Carriers

Saturday, 2:00 PM, 3 Hrs, 24 Players

GM: Mike Jacobs

Sponsor: None, Prize: None

Period: World War I, Scale: 1/200, Rules: Wings of Glory

Its time for some Revenge. The Japanese just attacked Midway, and the Japanese fleet has been found. Will the US Kill the carrier group or will the IJN be able to defend itself and get away?New and veteran players welcome. Tickets are preferred but walk ups welcome to join if space permits.

S14:177 - The Battle of iNyezane River 1879

Saturday, 2:00 PM, 3 Hrs, 6 Players

GM: Thomas Uhl

Sponsor: None, Prize: None

Period: Colonial, Scale: 28mm, Rules: The Men Who Would Be Kings

January 22, 1879 - iNyezane Drift. Lead elements of Col. Pearson's Right Flank Column are crossing the iNyezane drift, planning to make a dash to capture the mission station at Eshowe, when small bodies of Zulus are seen on the surrounding ridges by vedettes. A company of NNC is dispatched to clear the Zulus away. Unknowingly, Pearson has prematurely sprung a Zulu trap revealing these Zulus to be scouts of a larger Zulu force numbering 6000! The first major of the Zulu Wars has begun.

S14:179 - The Fight for Case Nuove, July 1944

Saturday, 2:00 PM, 4 Hrs, 6 Players

GM: Arofan Gregory

Sponsor: None, Prize: None

Period: World War II, Scale: 15mm, Rules: Active Armor WWII

(Computer-Assisted Operational Level)

In July of 1944 the Free Polish forces encountered the German 1st Fallschirmjager as they attempted to take Ancona, as part of Operation Olive. Refight this divisional action between some of the most hardened veterans in Italy during WWII. The computer tracks fuel and ammunition, providing an easy-to-play yet realistic game depicting the whole battle, and not just a skirmish. Experience WWII from a general's perspective, instead of a lieutenant's!

S14:188 - I Rode with Custer at the Little Bighorn

Saturday, 2:00 PM, 3 Hrs, 6 Players

GM: Mark Fastoso

Sponsor: None, Prize: None

Period: Western, Scale: 28mm, Rules: A Town Called Malice

In this choose your own adventure game you are either a cavalry trooper or Lakota warrior each trying to spin the best story of the battle. Play a series of three short skirmishes each based on narrative choices and see if your story is made into a TV western in the 1950s! Fun. Action-packed. In Technicolor!

S14:190 - Second Day at Gettysburg - July 2nd, 1863

Saturday, 2:00 PM, 3 Hrs, 6 Players

GM: Rick Wynn

Sponsor: None, Prize: None

Period: American Civil War, Scale: 28mm, Rules: Battle Cry

Command the Blue or the Grey as the Army of Northern Virginia strives to inflict a decisive defeat on the Federal Army of the Potomac. Using Richard Borg's popular "Battle Cry" boardgame rules, players will command large units of 28mm figures on a custom-built terrain, in this fast-playing recreation of the critical day that could decide the entire war!

S14:194 - Come and Take It!

Saturday, 2:00 PM, 3 Hrs, 7 Players

GM: Walt Siko

Sponsor: None, Prize: None

Period: Texas Revolution, Scale: 40mm, Rules: Brother VS Brother
October 1836. Santa Anna is now the Supreme Dictator of Mexico. Texas, a province of Mexico, is populated with settlers opposed to such rule. Mexican forces have been ordered to seize a small cannon from the Texas town of Gonzales. The citizens of Gonzales are determined to keep their cannon and have voted to fight off any Mexican forces opposing them. The first shots of the Texas Revolution will be heard when these opponents meet. Adult must be present with child.

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S14:217 - Kunoichi Hime - Ninja Hunting

Saturday, 2:00 PM, 4 Hrs, 6 Players

GM: Tom Vielott

Sponsor: None, Prize: None

Period: Renaissance, Scale: 25mm, Rules: Ninjutsu! (Home Rules)

On her own with only a handful of her closest followers after her latest successful mission, the Princess of Ninjas finds herself betrayed! She is caught in a trap, and now must use all her tricks and wits to escape...

S14:228 - Battle of the Yellow Sea

Saturday, 2:00 PM, 3 Hrs, 8 Players

GM: Gary Coyle

Sponsor: None, Prize: None

Period: Early 20th Century, Scale: 1/1500, Rules: Perfidious Albion modified

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. The Battle of the Yellow Sea ended in utter defeat for the Russian Squadron, but it did not have to be that way. Could the Russians have actually inflicted significant damage on Togo's ships and gotten away to fight another day? Maybe.

S14:243 - Battle at the Borderlands

Saturday, 2:00 PM, 2 Hrs, 6 Players

GM: James Reynolds

Sponsor: WNPG, Prize: None

Period: Ancients, Scale: 28mm, Rules: Battlemasters

Civilization frays at its edges. Celtic tribes rise up in rebellion in Ancient Britain. All that stands between them and civilization are the Legions of Rome. This is a kid's game using Battlemasters game with terrain and miniatures. Kids game

S14:275 - Intro to Grand Tactical Napoleonic – ESR

Saturday, 2:00 PM, 4 Hrs, 8 Players

GM: David Ensteness

Sponsor: The Wargaming Company, LLC, Prize: Players will receive prizes and special discounts

Period: Napoleonic, Scale: 10mm, Rules: ESR Napoleonic (Et sans résultat! Second Edition)

Learn to play ESR Napoleonic or polish your skills. Players will be commanding a 'Force' analogous to a corps of 2-4 elements, focus is on grand tactics and command control. Troops will be provided, but if you like, you can Lead Your Own Army (details at: <https://thewargamingcompany.com/conventions/lead-your-own->

army/). Rules will be taught and beginners are welcome, no experience with ESR or Napoleonic is necessary. We'll be playing at 1"=150 yards. We are running two simultaneous four player sessions of this game in this time slot. Players will be allocated to a session at the time of the event.

S15:419 - 1st Battle of Odessa

Saturday, 3:00 PM, 4 Hrs, 6 Players

GM: Kevin Fischer & HAWKS

Sponsor: None, Prize: TBD.

Period: SciFi, Scale: 12mm, Rules: Mobile Suit Gundam: The Gravity Front

It is March 1, UC 0079. The Principality of Zeon, failing to secure a surrender of the Earth Federation, decide to invade Earth and destroy the federation. Can the numerically superior federation army beat back the smaller but more highly advanced Zeons and their mobile suits? Who will survive?

S15:436 - Plastic Pirates Produce Problems

Saturday, 3:00 PM, 2 Hrs, 8 Players

GM: Geoffrey Graff & HAWKS

Sponsor: None, Prize: None

Period: Age of Piracy, Scale: 40mm, Rules: Plastic Pirates

Once again those Little Lego Looters slip the ship, jaunt through the jungle, visit the village, panic the population, shock the soldiers and irritate the islanders. Now doesn't that sound like fun? A game for youngsters, reading would be helpful.

S15:530 - INTO THE DARKNESS: SPACE HULK (DEATHWING/GENESTEALER): Vigilus Hyperia Hivesprawl, Game #2

Saturday, 3:00 PM, 4 Hrs, 12 Players

GM: Iudith Nicholson & LXG

Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None

Period: SciFi, Scale: 28mm, Rules: Space Hulk, Deathwing, Genestealer and LXG House rules.

Come join us in the classic game of SPACE HULK. Chapter master Mameus Calgar leads the crusade forces into HYPERIA Hive to cut the head off the Xenos uprising. All materials provided and rules taught. ages 14-88 are welcome.

S15:533 - Into the Darkness: WARHAMMER 40K: Death from the Skies

Saturday, 3:00 PM, 4 Hrs, 12 Players

GM: Lorenzo O'Branty & LXG

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Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None

Period: SciFi, Scale: 28mm, Rules: WARHAMMER 40K, House rules.

The clouds burn as squadrons of aircraft tear across the skies and engage in deadly combat. Even as mighty armies clash upon war-torn battlefields, so the skies above play host to battles of their own. Swift fighter wings dogfight furiously with one another, and ace pilots prey upon their victims with sublime skill. Come join us in a fast paced air combat in the Warhammer 40k game setting. All materials will be provided and rules taught. All are welcome ages 14-88.

S15:536 - The MECHANICON: WARHAMMER QUEST: BLACKSTONE FORTRESS

Saturday, 3:00 PM, 4 Hrs, 6 Players

GM: Tony Spino & LXG

Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None

Period: SciFi, Scale: 28mm, Rules: WARHAMMER QUEST: BLACKSTONE FORTRESS and House rules.

In Warhammer Quest Blackstone Fortress, you and your friends take on the role of a group of disparate explorers delving into the labyrinthine halls of a vast and ancient space station. Only by working together and balancing your strength and skills can you hope to survive. With each expedition, you will discover powerful archeotech and learn more of the Blackstone Fortress' closely guarded secrets, including, perhaps, the location of its greatest treasure. The game can be played solo, or with up to 4 friends, with the fifth player controlling the hostiles.

S15:538 - INTO THE DARKNESS: WARHAMMER 40K: The Corvus Cluster; Head of the Snake.

Saturday, 3:00 PM, 3 Hrs, 4 Players

GM: Del Stover & LXG

Sponsor: LXG, Gaming Garage, The MECHANICON and The CORVUS CLUSTER., Prize: None

Period: SciFi, Scale: 28mm, Rules: Shadow War: Armageddon and House rules.

On the agri-moon of Dar Sai, Imperial forces are slowly losing ground against an invading Tau army. To stem the xeno tide, the Deathwatch has arrived. Their goal: To target the spiritual leader of the invasion, an Ethereal named Aun'Akamai. Can you as the Deathwatch undermine the Tau command structure? Or will you serve the Greater Good by protecting your Ethereal? Simple rules allow you to concentrate on key elements of tactics: maneuver,

concentration of force, and use of terrain.

S15:465 - Battle of Peralta New Mexico

Saturday, 3:00 PM, 4 Hrs, 4 Players

GM: Daniel Erdman & Pittsburgh Band of Gamers

Sponsor: None, Prize: None

Period: American Civil War, Scale: 20mm, Rules: Johnny Reb 2 New Mexico Territory April 15, 1862: Henry Sibley's Confederate Army was retreating south toward El Paso when Edward Canby's Union forces caught up with them. Because of Canby's caution – and a sandstorm – there was no battle. What if a Union attack (and better weather) had resulted in an end to the Texan invasion of New Mexico that very day? Come find out whether it's possible. This is an older version of Johnny Reb, quite a bit different from JR3. Children under 12 welcome with adult player.

S15:512 - Destroy the Bombers

Saturday, 3:00 PM, 4 Hrs, 6 Players

GM: Jim Thompson & RAW

Sponsor: None, Prize: None

Period: Vietnam, Scale: 1:285 micro, Rules: Check your 6 Jets! On 8 June 67 while flying CAP over Sinai Egypt you have detected an IL-28 bombing raid. All available fighters are being sent to intercept the bombers. Your flight of Mirage IIICJ's are closest. You notice that MiG's are in the area. More Mirages are being sent your way. No one under 16 without playing adult

S15:125 - Test of Honour - Death in the Shadow of the Yamashiro

Saturday, 3:00 PM, 3 Hrs, 12 Players

GM: David Hill

Sponsor: Things From The Basement, Prize: None

Period: Samuri, Scale: 28mm, Rules: Test of Honour - Simplified Test of Honour is a fun, fast-paced 28mm samurai skirmish game. The Yamashiro (mountain fort) table debuted at Fall-In! and has only gotten bigger. Don't worry though, with our quick play rules, your turn happens every 2 minutes! Do you have what it takes to lead your samurai, monks, ninjas and more to victory? Easy to play, rules will be taught, kids welcome with accompanying adult and all miniatures/materials supplied.

S15:211 - Vietnam Village Skirmish

Saturday, 3:00 PM, 2 Hrs, 4 Players

GM: John Jankowski

Sponsor: None, Prize: None

Period: Modern, Scale: 6mm, Rules: Axis and Allies Miniatures

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US intelligence reports that NVA and VC forces operating near several villages near the Vietnam/Cambodia border. US forces are dispatched to sweep the area and clear any hostile forces out.

S15:233 - Medieval Siege Game

Saturday, 3:00 PM, 3 Hrs, 8 Players

GM: Michael Lung

Sponsor: None, Prize: None

Period: Medieval, Scale: 28mm, Rules: Tactica

This is the game where we take the theories discussed in the "How do I run a game" workshop and see them in action on the tabletop.

This is your opportunity to play in a game to see what it's all about and ask questions.

S15:261 - LAST BATTALION STANDING 1812

Saturday, 3:00 PM, 2 Hrs, 10 Players

GM: Peter Panzeri

Sponsor: OLD GLORY, Prize: PRIZES BY OLD GLORY

Period: War of 1812, Scale: 20mm, Rules: FRONTIERS IN FLAMES

Exciting climax of the 1812 campaign that decided the fate of the entire North American Continent. Can the American Army break through to relieve the besieged defenders? Or will the Brits and Miami Indians claim the American Midwest? America's future is at stake.

S16:484 - Zombies in Ohio!

Saturday, 4:00 PM, 4 Hrs, 8 Players

GM: Don Carter & ODGW

Sponsor: ODGW, Prize: None

Period: French & Indian War, Scale: 25mm, Rules: Mein Zombie 1774 in the Ohio valley, there is an uneasy peace between the local native Americans and the white man. one night the sky filled with shooting stars. A small number of stones are found by both sides. Unknown to any one, the stone carry an illness. Can the survivors reach safety or will the illness take them? Kids welcome. 10 and up.

S16:488 - American Civil War Redux

Saturday, 4:00 PM, 4 Hrs, 6 Players

GM: Kenny Noe & ODGW

Sponsor: ODGW, Prize: None

Period: Modern, Scale: 12mm, Rules: Mein Panzer

The South has risen again! The Nationalist Government of the United States has sent forces to Texas to secure the Strategic Petroleum Reserve. However the newly formed Confederate

States Government has other plans. Units of the former Texas National Guard are dispatched to intercept the invading National Forces. Fight M1A1 vs M1A2 as the North and South duke it out again after 150 years! Rules Taught, beginners Welcome.

S16:490 - Mein Zombie: Search and Rescue

Saturday, 4:00 PM, 4 Hrs, 8 Players

GM: Mike Trauger & ODGW

Sponsor: ODGW, Prize: None

Period: Zombie Apocalypse, Scale: 28mm, Rules: Mein Zombie

A young girl has survived being bitten by a zombie. Could she be the cure for the zombie plague? You know her general location.

Can your team rescue her or will they fall prey to blood thirsty zombies? Rules taught. Children under 12 must be accompanied by an adult.

S16:516 - First major tank battle of El Alamein

Saturday, 4:00 PM, 3 Hrs, 6 Players

GM: Van Osgood & RAW

Sponsor: None, Prize: None

Period: World War II, Scale: 1:285 micro, Rules: My 30 yds.

43 Pz III ausf J and 15 Pz IV ausf F of 15th Panzer engaged about 50 Shermans of 1st Armd. at dusk on 25 Oct 42. Over 100 tanks were involved and half were destroyed by dark. No Children under 14 please.

S16:113 - Battle of the Bulge/Central Sector/U.S. counterattack

Saturday, 4:00 PM, 5 Hrs, 12 Players

GM: Patrick Devine

Sponsor: WAMP, Prize: None

Period: World War II, Scale: 15mm, Rules: World at War

The Battle of the Bulge was the last major offensive of the Germans on the Western Front during WWII. The U.S. counterattack intended to crush German offense for the rest of the war. This game will focus on the U.S. Counterattack in the central sector. This is the second game of a two game Mega Battle! Hold on to your Belgian Waffles because we are bringing fast and fun back to WWII! This is a Divisional level, fast play, game. Beginner friendly, rules taught. No kids under 14 without parent. no FOOD! up to 8 walk ups welcome.

S16:134 - Oh Frigate

Saturday, 4:00 PM, 4 Hrs, 4 Players

GM: James Baker

Sponsor: None, Prize: None

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Period: War of 1812 - Age of Sail, Scale: 1:1200, Rules: Fighting Sail

Two roughly even fleets of lighter ships (British and US) take each other on in the open ocean.

S16:162 - Yorktown 1781 - Cornwallis Attacks

Saturday, 4:00 PM, 5 Hrs, 12 Players

GM: Dennis Kalember

Sponsor: MSD Games, LLC, Prize: Merchandise Prize

Period: American War for Independence, Scale: 15mm, Rules:

Thrust of Bayonet from MSD Games

28 September 1781, at the urging of his staff, MGEN Cornwallis has decided to oppose the allied advance to besiege his army in Yorktown. One good blow will set the allies back and provide time for the reinforcements from New York to arrive. Victory in the South is still possible, and the time is at hand. Will history repeat itself? Fast play AWI rules will be taught, no experience necessary. Come and command a Brigade or Division. Prior scenarios have won awards at conventions.

S17:170 - WWI East Front -Battle of Krasnik 1914

Saturday, 5:00 PM, 4 Hrs, 6 Players

GM: Troy Turner

Sponsor: Maphogs, Prize: None

Period: World War I, Scale: 15mm, Rules: Flames of War-Great War

The first week of World War I found Austria Hungary with an imperative need to attack and rout the Russian army before it could fully mobilize. The Austrians launched vicious bayonet assaults against the Russian IV army in an effort to roll it back and unhinge the southern front. Come and fight in the opening shots of WWI before trenches became commonplace.

S17:240 - ARR! Thar be Gnomes!

Saturday, 5:00 PM, 3 Hrs, 5 Players

GM: James Reynolds

Sponsor: WNPG, Prize: None

Period: Age of Piracy, Scale: 28mm, Rules: Gnome Wars

Rumors have spread about the location of the treasure of the famous pirate Flowerpot Jack. Many a hearty Gnome Pirate crew has joined the race to find it. Gather your crew and set off for the Island of Lost Gardens, and adventure. Kids game. Kids game

S18:439 - Witch hunt in the isles of Ryu

Saturday, 6:00 PM, 3 Hrs, 6 Players

GM: Michael Kogelschatz & HAWKS

Sponsor: None, Prize: None

Period: Fantasy, Scale: 28mm, Rules: Ghost of archipelago, Frostgrave

A warband of samurai heroes and mages have stumbled across the lost isles of Ryu off the coast of Japan. They are searching for treasure, hunting witches, and fighting monsters. Join the mayhem and come back alive.

S18:504 - SKY GALLEONS OF MARS

Saturday, 6:00 PM, 5 Hrs, 12 Players

GM: David Kasper & NOWS

Sponsor: None, Prize: trophy

Period: Victorian Science Fiction, Scale: 28mm, Rules: MOD SKY GALLEONS OF MARS

The British gunboat fleet has to score a major hurt on the Martian rebel fleet only prob is the Martian empire send in their squadron to help/ Lots of dice lots of color what could be better

S18:510 - MARNACH Battle of the Bulge

Saturday, 6:00 PM, 4 Hrs, 6 Players

GM: George Hunsicker & RAW

Sponsor: None, Prize: None

Period: World War II, Scale: 15mm, Rules: Fire Ball Forward

The PA 28th Division's 110th Battalion Command Post & attached Companies face down 5 German Armored Regiments, Volkstrum & Wermacht Infantry. They are defending the town of Marnach, just West of the Our River. The Germans are pushing hard to get past the town and down the road. Can you stop them? Rules taught, no children under 14 please.

S18:106 - battle for hougoumont

Saturday, 6:00 PM, 4 Hrs, 9 Players

GM: victor hiris

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 28mm, Rules: chosen man

skirmish level fight for hougoumont. Can jerome bonaparte's division capture hougoumont? hougoumont compound will consist of 10 buildings

S18:144 - Attack on Santa Maria

Saturday, 6:00 PM, 4 Hrs, 4 Players

GM: Sean Martin

Sponsor: None, Prize: None

Period: Age of Piracy, Scale: 28mm, Rules: Blood and Plunder

It is April of 1680, and The Spanish have taken captive, the daughter of King Golden Cap, and it is up to the combined efforts of

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some English Buccaneers and their Native Darien allies to rescue her.

S18:152 - RABKA MSZANA ROAD

Saturday, 6:00 PM, 4 Hrs, 4 Players

GM: Maurice Holmes

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Chain of Command
The advancing German forces threatened the flank and rear of the Polish Krakow Army as they advanced east and then north. To counter this, the 10th Motorized Cavalry Brigade took up positions in the difficult terrain of the Tatra Mountains. One scenario with four sets of rules used Friday and Saturday. Under Fire, Bolt Action, Combat Patrol and Chain of Command. Come enjoy skirmish gaming

S18:166 - Scandanavian Crisis: Bergen

Saturday, 6:00 PM, 4 Hrs, 6 Players

GM: David Hart

Sponsor: 5th Epoch Publishing, Prize: None

Period: Cold War, Scale: 6mm, Rules: Battlefield Ops!
By land and sea, the Russians are coming! USMC and Norwegian forces need to hold the city.

S18:174 - Battle of Midway - Attack on the Yorktown

Saturday, 6:00 PM, 2 Hrs, 18 Players

GM: Mike Jacobs

Sponsor: None, Prize: None

Period: World War I, Scale: 1/200, Rules: Wings of Glory
The Japanese launched part of its forces and now they are out to get the Yorktown. Will the Yorktown defend itself or get sunk? New and Veteran players welcome. Tickets are preferred but walk ups are welcome if space permits.

S18:191 - Leetown

Saturday, 6:00 PM, 4 Hrs, 7 Players

GM: Stephen Franco

Sponsor: None, Prize: None

Period: American Civil War, Scale: 15mm, Rules: Johnny Reb 3
On March 7, 1862 the Battle of Pea Ridge opened with action around Leetown Arkansas. Confederate General McCulloch and his second in command McIntosh were among the first casualties. Without proper command and control the main body of Confederates failed to advance. What would of happened if they had attacked as planned?

S18:201 - Minions search for the Despicable

Saturday, 6:00 PM, 3 Hrs, 6 Players

GM: John Rigley

Sponsor: None, Prize: None

Period: SciFi, Scale: 25mm, Rules: Home Brew

The Minions are on the hunt for a new Master. And to that end they have broken up into tribes. Each tribe will find a new Boss to work for, with the goal to make Him or Her the most Despicable person in the world. Not a easy thing to do when your only four feet tall and yellow. So come join your favorite Minion and steal something, Blow up something, and Just have a good time doing it. Kid Friendly game or adults that are still 12 at Heart

S18:209 - The Battle Of Perryville October 8, 1862

Saturday, 6:00 PM, 5 Hrs, 5 Players

GM: Bryan Olson

Sponsor: None, Prize: None

Period: American Civil War, Scale: 10mm, Rules: Rank And File
Desperate to seize control of Kentucky, the confederate army launched an invasion into the commonwealth in the fall of 1862, viciously culminating at an otherwise quiet bluegrass crossroad and forever altering the landscape of the war. Using over 1200 10mm miniatures and handcrafted terrain boards this game will refight the largest battle fought in Kentucky during the American Civil War. Join me to determine the fate of Kentucky and possibly the war. This game will be fought at brigade scale and the rules will be taught.

S18:223 - Epic Conflicts of the Monsterpocalypse! An Introduction to TRIUMPH! Fast Play Rules for Ancient, Medieval and Fantasy Battles

Saturday, 6:00 PM, 3 Hrs, 12 Players

GM: David Kuijt

Sponsor: Washington Grand Company, Prize: None

Period: Fantasy, Scale: 28mm, Rules: TRIUMPH! Fast Play Rules for Ancient, Medieval and Fantasy Battles
Experience the horror as Martian Invasion, Attack of the Planet Eaters, and a Subterranean Uprising of the Molemen attempt to conquer (or eat) Earth! Only you, with your Giant Robot Defenders, can stop the terrors from Beyond (or Below)! Players may pick one of two sides: Destroyers and Defenders. At the end of the evening Earth will either be destroyed or saved, based upon victories and defeats. There will be a model Earth to destroy! (or save!) All armies provided; Rules will be Triumph as published with the addition of simple extra abilities expressed as Battle Cards.

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S19:491 - Battletech- Solaris Capture the Flag

Saturday, 7:00 PM, 4 Hrs, 10 Players

GM: Mark Yingling & Battletech

Sponsor: None, Prize: None

Period: SciFi, Scale: 1:285 micro, Rules: Battletech Total Warfare
Two different sides that will seek out and Capture the other sides flag. The winner will be the side that captures the most flags, after a flag is captured it will respawn at a random area. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

S19:452 - Shiloh Surprise

Saturday, 7:00 PM, 4 Hrs, 6 Players

GM: Michael Pierce & Carnage and Glory

Sponsor: None, Prize: None

Period: American Civil War, Scale: 28mm, Rules: Regimental Fire & Fury

Early on April 6, 1862, nearly 40,000 men of the Confederate Army of the Mississippi were poised to attack the 33,000 men of the Union Army of the Tennessee in their camps south of Shiloh Church. The Confederate army had achieved nearly complete strategic surprise and aimed to drive U.S. Grant's army into the Tennessee River at Pittsburgh landing. On the Union right flank, Sherman's division was to bear the brunt of the early fighting, and whether it held would be determine the Union's fate. Children under 12 with playing adult.

S19:403 - Battle of Omdurman 1898 Gordon Avenged! - Theme

Saturday, 7:00 PM, 4 Hrs, 8 Players

GM: Billy Molyneaux & HAWKS

Sponsor: None, Prize: None

Period: Colonial, Scale: 54mm, Rules: A Gentleman's War
Lord Kitchener with a mix force of British and Egyptian troops have set up in defensive positions along the Nile. The Mahdi is sending a large force to remove the infidels from the holy lands! This is four of four link games in a massive 54mm scale using modified rules of "A Gentleman's War" Join in a fun fast paced game with over 400 figures with just one page of rules.

S19:416 - Buck Rogers Returns to Schlegel's Ferry

Saturday, 7:00 PM, 3 Hrs, 8 Players

GM: Kurt Schlegel & HAWKS

Sponsor: None, Prize: None

Period: SciFi, Scale: 40mm, Rules: Blood & Swash
It's the 25th century & Buck Rogers has returned to Schlegel's

Ferry to see how his friend, Dr Huer is doing excavating the ancient town. Also appearing will be Col. Wilma Deering, Black Barney, Killer Kane, Tiekomen One-eyed men and more. Fast and easy rules for players of all ages. This is the last of 6 linked scenarios depicting the struggles of the Schlegels & their friends throughout the history of America. Players under 13 welcome with a playing adult.

S19:425 - The Italians Show Their Mettle at Bir El Gubi

Saturday, 7:00 PM, 4 Hrs, 6 Players

GM: Don Hogge & HAWKS

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Battleground WW2
On 19 November 1941, the 22d Armoured Brigade was ordered to take the crossroads at Bir El Gubi. Full of confidence, they charged the Italian positions. After several hours of hard fighting, the British attack was repulsed with heavy losses on both sides. The British found out the Italians could fight. Gamers under 14 welcome with an adult.

S19:428 - Wars of Ozz Demo Game

Saturday, 7:00 PM, 4 Hrs, 8 Players

GM: David Cook & HAWKS

Sponsor: None, Prize: None

Period: Future, Scale: 28mm, Rules: Wars of Ozz

This game showcases the new Wars of Ozz figures and the soon-to-be-released rules. In the apocalypse caused by the use of "madness bombs," the survivors discover tattered copies of the original Oz books and use them as the blueprint for a new society that includes Munchkins, Winkies, Quadlings, and Gillikins, but also mutants, such as pumpkin men and giant winged apes. Experience first-hand these exciting new rules, set in a post-apocalyptic world inspired by the original L. Frank Baum.

S19:433 - A Battle During The Year Of The Four Emperors

Saturday, 7:00 PM, 4 Hrs, 6 Players

GM: David Wood & HAWKS

Sponsor: None, Prize: None

Period: Ancients, Scale: 28mm, Rules: Bear Yourself Valiantly
It's AD 69, Galba had replaced Nero, Otho replaced Galba, and now Vitellius is marching from Germany, with overwhelming forces to replace Galba. But Galba's allies have taken all but one of the bridges and fords in their path. Can Vitellius' forces take the last bridge, or will Galba's take it (and also any change of Vitellius marching on Rome before Galba reinforcement's arrive from the

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east?)

S19:440 - J. Patrick's Grand Prix Racing

Saturday, 7:00 PM, 4 Hrs, 6 Players

GM: Patrick Chambers & HAWKS

Sponsor: None, Prize: None

Period: Modern, Scale: 25mm, Rules: J. Patrick's Grand Prix Racing

Come and try your driving skill against a bevy of Racing Cars. The track is modelled after the one set up in Washington, DC in 2002. Take control of a Corvette, a BMW, a Porsche or even a Ferrari in a race against the clock. The track is fast, the corners are tight. Do you have what it takes to get the checkered flag. Children welcome (9+)

S19:499 - Brazen Chariots – Battle of Zornaya

Saturday, 7:00 PM, 3 Hrs, 8 Players

GM: Adam Wine & NOWS

Sponsor: None, Prize: Certificates

Period: World War II, Scale: 15mm, Rules: BRAZEN CHARIOTS WWII Tank Battle Rules by Adam M. Wine

On 17 Sept. 1939, the Soviet Union invaded Poland from the east, sixteen days after Germany invaded Poland from the west. The Red Army entered the eastern regions of Poland with seven field armies. The plan was to drive on Warsaw and crush the Poles will to resist. But, the Poles are resisting, General Wilhelm Orlik-Rückemann, commander of the Polish Border Protection Corps, has launched a counter attack at Zornaya. Take command of a Soviet or a Polish Tank Platoon as they as they slung it out.

S19:118 - Aerodrome(R) 3.0 – Korean War Aerial Combat

Saturday, 7:00 PM, 3 Hrs, 10 Players

GM: Stanley Kubiak

Sponsor: Aerodrome(R) Aerial Combat Games, Prize: Wings & Medals

Period: Modern, Scale: 1/144, Rules: Aerodrome(R) 3.0 Korean War-Era Aerial Combat Game

U.S. jet aircraft, including F-86 Sabres, are up to counter the Mig-15s of North Korea. Fly these aircraft (and perhaps more) in simulated air combat using the new Korean War-era version of the popular Aerodrome(R) World War 1 and World War 2 aerial combat rulesets. Still easy to learn and play, lots of fun. Rules taught, equipment provided. Up to 10 players per round, rounds run through allotted time. As always, Wings and Medals for Victories and Valor! Spouse- and Female-Friendly Game. Under age 15 only

with playing adult.

S19:127 - Test of Honour - Death in the Shadow of the Yamashiro

Saturday, 7:00 PM, 3 Hrs, 12 Players

GM: David Hill

Sponsor: Things From The Basement, Prize: None

Period: Samuri, Scale: 28mm, Rules: Test of Honour - Simplified Test of Honour is a fun, fast-paced 28mm samurai skirmish game. The Yamashiro (mountain fort) table debuted at Fall-In! and has only gotten bigger. Don't worry though, with our quick play rules, your turn happens every 2 minutes! Do you have what it takes to lead your samurai, monks, ninjas and more to victory? Easy to play, rules will be taught, kids welcome with accompanying adult and all miniatures/materials supplied.

S19:154 - 1778 The Grand Forage - Theme

Saturday, 7:00 PM, 4 Hrs, 6 Players

GM: James McGaughey

Sponsor: None, Prize: None

Period: American War for Independence, Scale: 15mm, Rules: British Grenadier

On 22 September 1778, 5,000 Crown troops under Lt. Gen Lord Cornwallis entered Bergen County, NJ. Their mission: to secure as much food, forage, and animals as they can in preparation of the Royal Army dividing to defend some of the other colonies - in the Caribbean. Come see if you can gather the needed supplies to support the expanding war effort, or field with the Patriot forces to stop the plundering Crown troops.

S19:178 - The Battle of iNyezane River 1879

Saturday, 7:00 PM, 3 Hrs, 6 Players

GM: Thomas Uhl

Sponsor: None, Prize: None

Period: Colonial, Scale: 28mm, Rules: The Men Who Would Be Kings

January 22, 1879 - iNyezane Drift. Lead elements of Col. Pearson's Right Flank Column are crossing the iNyezane drift, planning to make a dash to capture the mission station at Eshowe, when small bodies of Zulus are seen on the surrounding ridges by vedettes. A company of NNC is dispatched to clear the Zulus away. Unknowingly, Pearson has prematurely sprung a Zulu trap revealing these Zulus to be scouts of a larger Zulu force numbering 6000! The first major battle of the Zulu Wars has begun.

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S19:195 - Trench Wars: Red Thrust 2020: Russia Invades _____!--An HMGS War College Game

Saturday, 7:00 PM, 3 Hrs, 6 Players

GM: Frank Luberti, Jr.

Sponsor: New York Wargamers Association and Connecticut Game Club, Prize: None

Period: Modern, Scale: 12mm, Rules: Trench Wars (modified)

Fill in the blank: Ukraine, Sweden, The Baltics or all of the above.

Microarmor game using the Trench Wars rules modified for

Modern warfare. No charts, just a few dice and a ruler per player.

Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Parent/Child teams welcome. Scenario inspired by the book RED THRUST by Fall In 2019 HMGS War College speaker Steven J. Zaloga.

S19:200 - Stalingrad, 78th anniversary edition.

Saturday, 7:00 PM, 3 Hrs, 10 Players

GM: Joe Richards

Sponsor: None, Prize: None

Period: World War II, Scale: 15mm, Rules: Rapid Fire -2nd edition

Epic re-creation of the battle of Stalingrad. Command the Wehrmacht and overwhelm desperate untermensch defenders using your overwhelming firepower from Stug's, Pz III's, Nebelwerfers, and elite combat engineers. Earn the Iron Cross. Or take Chuikov's command, and use stealth and subterfuge to keep your command intact while fighting desperately to slow the enemy advance as much as possible, all while avoiding being shot by your own Commissars. Come join the fun on a highly detailed, bombed-out, city-scape. WW2 Street Fight with Rapid Fire fast play Stalingrad game with campaign feel.

S19:207 - Another Wild West Skirmish Game - Theme

Saturday, 7:00 PM, 4 Hrs, 8 Players

GM: Leo Walsh

Sponsor: None, Prize: variety of awards for actions

Period: Western, Scale: 28mm, Rules: High Noon

As always anything goes! Let's make up the scenario right at the table. I have a wide variety of figures or you can bring your own.

Prizes will be awarded for specific actions in this game. These rules are easy to learn and fast playing. Moms and dads welcome, even grandparents as well. Everyone starts off with 2 characters of your choice.

S19:215 - Aztecs on Campaign

Saturday, 7:00 PM, 3 Hrs, 10 Players

GM: Brian Dewitt

Sponsor: NOVAG, Prize: Virginia

Period: Ancients, Scale: 15mm, Rules: Aztecs at War

Aztecs are trying to expand their empire and face opposing villages. Good news is they usually are only trying to capture and not kill enemy soldiers. Bad news is being captured usually does not end well. Beginners welcome.

S19:231 - The Back Alley Affair

Saturday, 7:00 PM, 4 Hrs, 6 Players

GM: Edward Watts

Sponsor: None, Prize: None

Period: Cold War Spies, Scale: 25mm, Rules: 7TV, 2nd Edition

Spies from different countries clash and chase McGuffins in an homage to 1960s TV and movie entertainment.

S19:248 - Battle of Yonkers - World War Z

Saturday, 7:00 PM, 4 Hrs, 5 Players

GM: Shawn Reis

Sponsor: WNPG, Prize: Dice

Period: Modern, Scale: 15mm, Rules: FOW

The Battle of Yonkers was the United States Military's first large scale, official engagement of the Zombie War. It took place in Yonkers, New York, a suburb of New York City. The battle was an absolute catastrophe. "If any one event can be singled out as the point when zombies officially became the dominant race on the planet, it was Yonkers." Do you have what it takes to survive or will you become one of the undead masses?

S19:250 - Drive to the Sea

Saturday, 7:00 PM, 4 Hrs, 6 Players

GM: Mark Rutledge

Sponsor: None, Prize: None

Period: Ancients, Scale: 28mm, Rules: Impetus 2

The Assyrian King Salmeser I, in around 1250 BC, destroyed the Mitanni Kingdom and defeated the large Hittite army sent to defend it. Salmeser's next step was to move his army west to fulfill the long term Assyrian ambition of possessing a fresh water port on the Mediterranean Sea. Egypt under Rameses II mobilized its army for war. Historically the Assyrian army was recalled to deal with a rising crisis on kingdom's eastern border and never did manage to make it to the Great Sea. Can you lead the Assyrian upstarts to victory or will you guide the hand of Pharaoh to triumph on the plains of Syria?

S19:251 - Ares Zombies - Office Space

Saturday, 7:00 PM, 4 Hrs, 8 Players

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GM: Stephen Gibson

Sponsor: None, Prize: None

Period: Modern, Scale: 28mm, Rules: Ares Zombies

Your group of accountants from H division have been called in for an emergency weekend budget meeting. As you discuss departmental budgets for fiscal year 2021, you are interrupted by alarm bells and klaxons and screams. With cannibal corpses shambling in, your only escape is through the research wing. Can you get a hold of the coveted Purple badge? Can you navigate through the terrifying research complex to safety? Being an accountant at Umbrella Corporation doesn't pay enough for this! Children over 12 welcome with parent. Knowledge of the cinema classic Office Space a plus. Extra dirty tricks awarded for items of flair.

S19:265 - Camels in the Kalahari (German South-West Africa, 1908) - Theme

Saturday, 7:00 PM, 4 Hrs, 6 Players

GM: Roy Jones

Sponsor: Recreational Conflict, Prize: German Southwest-Africa Miniatures

Period: Colonial, Scale: 25mm, Rules: Sword and the Flame (Modified)

100 camels on the game table! The dry desert sands of the Kalahari protect Simon Kopper and his Nama forces from an assault by standard horse-mounted Schutztruppen. In order to get at Kopper in his desert fastness, the Germans form a special camel-mounted Expeditionskorps (expeditionary corps) under the command of Hauptmann Friedrich von Erckert. On March 16, 1908 at the Battle of Seatsub Simon Kopper and his Nama troops clash with Hauptmann von Erckert and his camel-mounted Schutztruppen. From the upcoming scenario book "The Nama Wars". More at: <https://www.hererowars.com/new-the-nama-wars-hendrik.html>

S19:273 - The Battle of Loubino, 1812 – ESR

Saturday, 7:00 PM, 4 Hrs, 6 Players

GM: David Ensteness

Sponsor: The Wargaming Company, LLC, Prize: Players will receive prizes and special discounts

Period: Napoleonic, Scale: 10mm, Rules: ESR Napoleonics (Et sans résultat! Second Edition)

Take command of the French or Russian forces in this exciting historical scenario. Fresh from abandoning Smolensk the French face the 1st Western Army. Will fortune favor the Emperor? Will the Russians fight to the last man and win the day? Either way Junot

will probably not show up. We'll be playing at 1"=150 yards, Tutorials, an Overview, and Quick Reference Guides are available for free download:

<https://thewargamingcompany.com/downloads/>Please note that to enjoy this scenario a player should have a familiarity with ESR Napoleonics, as this is not a learning scenario.

S20:531 - INTO THE DARKNESS: SPACE HULK (DEATHWING/GENESTEALER): Vigilus Hyperia Hivesprawl, Game #3

Saturday, 8:00 PM, 4 Hrs, 12 Players

GM: James Nicholson & LXG

Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None

Period: SciFi, Scale: 28mm, Rules: Space Hulk, Deathwing, Genestealer and LXG House rules.

Come join us in the classic game of SPACE HULK. Chapter master Mameus Calgar leads the crusade forces into HYPERIA Hive to cut the head off the Xenos uprising. All materials provided and rules taught. ages 14-88 are welcome.

S20:534 - Into the Darkness: WARHAMMER 40K: Death from the Skies

Saturday, 8:00 PM, 4 Hrs, 12 Players

GM: Buford Culver & LXG

Sponsor: LXG, Gaming Garage and The MECHANICON., Prize: None

Period: SciFi, Scale: 28mm, Rules: WARHAMMER 40K, House rules.

The clouds burn as squadrons of aircraft tear across the skies and engage in deadly combat. Even as mighty armies clash upon war-torn battlefields, so the skies above play host to battles of their own. Swift fighter wings dogfight furiously with one another, and ace pilots prey upon their victims with sublime skill. Come join us in a fast paced air combat in the Warhammer 40k game setting. All materials will be provided and rules taught. All are welcome ages 14-88.

S20:136 - Roman Chariot Race - Theme

Saturday, 8:00 PM, 3 Hrs, 12 Players

GM: William Chappell

Sponsor: None, Prize: Medal

Period: Ancients, Scale: 54mm, Rules: Roman Circus by Brian T. DeWitt

Thrills, chills, and spills in the 1st Century equivalent of NASCAR, with attitude. Drive your chariot around a 12 foot track. Are you

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Ben Hur (Good)? or Messala (Bad)? There are no laws in the Hippodrome! See if you have what it takes to cross the finish line IN your chariot. Only one person gets to wear the laurel wreath and walk away with the gold medal.

S20:226 - Saturday Night Soccer

Saturday, 8:00 PM, 3 Hrs, 6 Players

GM: Jeff Wiltrout

Sponsor: None, Prize: None

Period: Modern, Scale: 28mm, Rules: Corner Kick

At Fall In we had a World Cup preview. This round will continue with the winners of those games. Come play with Brazil or Croatia for the glory of the Cold Wars Cup. Knowledge of soccer rules and tactics is not necessary. Having fun is.

S20:257 - Gnome Wars: The Incident at St. Gotthard Pass

Saturday, 8:00 PM, 3 Hrs, 8 Players

GM: James Stanton

Sponsor: Brigade Games, Prize: None

Period: Gnomes, Scale: 28mm, Rules: Gnome Wars

The Allied forces have launched an all out assault on the German positions at St. Gotthard Pass. The Germans, having been caught by surprise, are spread thin but are standing firm praying that the expected relief column is nearby. Will the Allies push the Germans out of this key position or can Lon the Lunkhead reach the garrison in time to save the day? Players with a painted 300-point unit from Brigade Games do not need pre-register. Rules will be taught. No one under age 14 without a playing adult. Parent-child teams encouraged.

S20:262 - APES OF WAR - A QUEST - Theme

Saturday, 8:00 PM, 3 Hrs, 20 Players

GM: Peter Panzeri

Sponsor: MINIATURE BUILDING AUTHORITY, Prize: None

Period: Future, Scale: 28mm, Rules: WICKED WITCH RULES!

"SATURDAY NIGHT WILD PARTY You're on a QUEST to beat, or at least escape from the Ape. Bring your own 3-4 Player Team, or be assigned one. APES assault the human enclave ... Mutants Let loose and prey upon all! All forces converge for a Battle of courage vs. cunning plans and Evil tricks. You must "KILL or BE KILLED!" Who will be successful and live to tell? "Classic Horror Fiction"

S20:268 - Hold the line- A battle of the 2nd War for Terra Nova

Saturday, 8:00 PM, 3 Hrs, 8 Players

GM: John Tinney

Sponsor: None, Prize: None

Period: SciFi, Scale: 1/144, Rules: Heavy Gear Blitz

Near the Polar Maglev, 75 km NW of Khayr ad-Din. Having been tasked to delay any incursion towards the vital link between the poles, Alpha Section, 3rd Rangers, 99th Striker Rgmt, a NorGuard unit, had been rushed to this spot without known backup. With the spotting of the oncoming CEF force, the Rangers had managed to delay the Earth troops at a cost. When Alpha was told backup was coming, they didn't know whether to cheer or cringe; backup was a adhoc force of all 4 Polar Nations. Could the FacThe story of Heavy Gear is still unfolding as war rages across Terra Nova and the space above. The forces of Terra Nova continue the battle against th

S21:235 - Clash of Galleys!

Saturday, 9:00 PM, 4 Hrs, 10 Players

GM: Nemo Lionikis

Sponsor: None, Prize: None

Period: Ancients - Naval, Scale: 1:1200, Rules: Clash of Galleys

The Romans meet the Carthaginians in a massive battle at sea. Come and blast your opponent with Greek fire, ballistas and archers while you maneuver to ram and board him. Or rake his oars and leave him motionless while you pummel him with missile fire. This is a large fleet action where each player commands a squadron of 6 - 8 ships. Rules will be taught. Ages 14 and up.

Z09:142 - Close Action! - Sunday's Fleet Battle

Sunday, 9:00 AM, 6 Hrs, 20 Players

GM: Lee Girer

Sponsor: None, Prize: None

Period: Age of Sail, Scale: 1:600, Rules: Close Action by Mark Campbell

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...

Z10:414 - The Apocalypse Comes to Schlegel's Ferry

Sunday, 10:00 AM, 3 Hrs, 8 Players

GM: Eric Schlegel & HAWKS

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Sponsor: None, Prize: None

Period: Future, Scale: 25mm, Rules: Blood & Swash

It's 2021 & a global catastrophe has devastated the planet & severely reduced the population. The denizens of Schlegel's Ferry struggle for survival among marauding bands of scavengers. This is the last of 6 linked scenarios depicting the struggles of the Schlegel's & their friends throughout the history of America. Players under 13 welcome with a playing adult.

Z10:421 - Clash of Steel

Sunday, 10:00 AM, 2 Hrs, 6 Players

GM: Duncan Adams & HAWKS

Sponsor: None, Prize: None

Period: World War II, Scale: 1/6000, Rules: Charted Seas II

It's Sunday morning. Kick back. Chill out. And blow somebody out

of the water. This simple WW2 naval game based on Uncharted Seas is fast and bloody. A perfect quick fun game to close out Cold Wars.

Z10:232 - Eat Hitler!

Sunday, 10:00 AM, 2 Hrs, 12 Players

GM: Brendan Watts

Sponsor: None, Prize: None

Period: SciFi, Scale: 25mm, Rules: Howard Whitehouse's Eat Hitler the Nazi Taste Treat

Not quite a theme game but we do have dinosaurs pursuing and eating Nazis from a crashed theme game featuring more Nazis and new dinos from Disney souvenir shop! Kid & family friendly, play a quick game before leaving the convention for home.