

## Event List

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

### FRIDAY GAMES

#### 8:AM

##### **F: 222: 08 - Sunrise Shoot Out**

Friday, 8:00 AM, 4hrs, Players: 8

GM: Leo Walsh, Sponsor: none

Period: Western, Scale: 28mm, Rules: High Noon

Its early morning and there may be rival gangs in town. The Sheriff has kept his deputies and a few law bidding friends posted all night. Lets see what happens. Easy to learn and fast playing game you don't have to wait for your card. All are welcome but everyone should be able to do some basic math. Moms and sisters are welcome too.

##### **F: 316: 08 - Cthulhu Wars**

Friday, 8:00 AM, 3hrs, Players: 5

GM: Rob Bush, Sponsor: none

Period: SciFi, Scale: 28mm, Rules: Cthulhu Wars Strategy Board Game

Cthulhu Wars is a fast-moving strategy game about the end of the world. ... You can play as Great Cthulhu himself, or you can take charge of other factions, such as the slithering hordes of the Crawling Chaos, or the insane minions of the Yellow Sign.

#### 9:00AM

##### **F: 126: 09 - UP BOYS, AND GIVE THEM HELL! - Champion Hill, 16 May 1863**

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

GM: Kaleb Dissinger, Sponsor: Refuse the Flank Wargamers

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

For over a year, GEN Grant has tried 6 unsuccessful & costly attempts at capturing the jewel of the Confederacy: Vicksburg. By mid-1862, all knew the strategic importance of the river city. Grant's 7th try landed him below the city on a gamble that could cost him his career & his army. Can Pemberton and his Confederate Army drive the Federals back into the river & save Vicksburg? Or will Grant gain the upper hand that will ultimately split the rebel nation in two?

##### **F: 147: 09 - Defend the Tug**

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

GM: Timothy (Tim) Tilson, Sponsor: none

Period: World War II, Scale: 15mm, Rules: Fireball Forward 15 August 1940. British Somaliland. The Italians have sent three brigades to invade and conquer the British colony of Somaliland. Opposing them on the main road are three British battalions drawn up behind a "tug" or dry watercourse. After an all day bombardment, the 13th Colonial Brigade surges forward against the 1st Bn. N. Rhodesia Regt. Can the Brit hold until nightfall and then withdraw? From a new Fireball Forward scenario book covering World War II in East Africa.

##### **F: 155: 09 - Centennial: Rickenbacker-Ace of Aces**

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

GM: Roxanne Patton, Sponsor: none

Period: World War I, Scale: 1/144, Rules: Colorful Skies-Check Your Six

On September 15, 1918, over Bois de Warville, France, Rickenbacker was on a lone early morning patrol stalking a formation of six Fokkers who were in turn stalking a formation of the 2nd Pursuit Group. Seeing the Fokkers dive, Rickenbacker made his attack scoring a hit in the cockpit area of the tailing Fokker. The Fokker bust into flame and spun down while the remaining Boche scattered.

##### **F: 160: 09 - Rebels on the flank! - Theme**

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

GM: Del Stover, Sponsor: none

Period: American Civil War, Scale: 10mm, Rules: A Glint of Steel

A long column of Union infantry is marching toward Jackson, Mississippi, when Rebel forces appear on their flank. It's a bad tactical situation, but the Union troops are part of Gen. Sherman's XV Corps, a veteran unit of the Army of the Tennessee. There's no panic, just a stubborn determination to fight. Stay busy until the Dealer Hall opens!

##### **F: 173: 09 - COMBAT PATROL TANK VANGUARDS**

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

GM: Robert Varga, Sponsor: none

Period: World War II, Scale: 1/72nd, Rules: Modified Combat Patrol

The Tank Vanguards of two armies have been probing for the enemy. In this forested valley they have found themselves approaching each other on opposite banks of the river with the main road passing by the destroyed farm that is considered a vital forward observation position. The defenders are to hold the position until relieved, can you survive or can you capture the position?

##### **F: 181: 09 - The Transvaal War, 1881: Death Valley**

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

GM: Bob Bryant, Sponsor: none

Period: 19th Century, Scale: 28mm, Rules: Clans & Companies

A British patrol discovers a small band of Boer commandos bivouacked in a box canyon in the Drakensberg Mountains.

Gen. Colley quickly assembles a scratch force for a surprise attack on the following morning.

##### **F: 228: 09 - Encounter at Le Valtru**

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

GM: Andrew Frantz, Sponsor: none

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

At the start of Operation Epsom, the 15th (Scottish) Division advanced considerably, but now must its ground so 11th Armoured can exploit the breach. Reinforced, the Germans are keen to destroy the enemy supply lines and isolate the British south of the Odon. On June 28, the Germans are ordered to

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attack the Scots from both east and west and destroy the enemy salient. Early in the advance, KG Weidinger is approaching village of Le Valtru where sightings of British troops have been reported.

### **F: 231: 09 - VSF Racing**

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

GM: Jon Lundberg, Sponsor: Brigade Games and West Wind  
Period: Victorian Science Fiction, Scale: 28mm, Rules: VSF Races  
Quick warm up to the convention. Race impossible contraptions across a dangerous field in Spain. The game is timed to end when the dealer hall opens.

### **F: 233: 09 - Romanian Onslaught into Russia 1941**

Friday, 9:00 AM, 5hrs, Players: 4

GM: Michael Sincavage, Sponsor: none  
Period: World War II, Scale: 15mm, Rules: Battlefront  
It is 1941 and as the Romanians join the German push into the Ukraine, they run across strong Russian armor and infantry forces guarding a key crossroads. The meager Romanian armor consisting of R35s and R2s is outmatched by the Russian T28s, but will better training and zeal combined with excellent cavalry clear the way ahead. Maneuver and correct use of indirect fire will be key.

### **F: 245: 09 - Naval Battle of Empress August Bay**

Friday, 9:00 AM, 3hrs, Players: 8

GM: Brian Dewitt, Sponsor: NOVAG  
Period: World War II, Scale: 1:2400th, Rules: When Dreadnoughts Ruled the Seas  
On the night of November 1, 1943 after an American invasion of Empress August Bay, a Japanese force attempted to attack the American transports which were off to the east. A strong American force intercepted them.

### **F: 259: 09 - Rumble in the Jungle**

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

GM: Eric Boyle, Sponsor: none  
Period: World War II, Scale: 15mm, Rules: What a Tanker  
The Japanese had tanks? Surely they are only tin cans that you could open with a P-38. The Japanese bring out their tanks to fight and all the US have are light tanks. Will they be enough to hold back the Japanese steel dragons? Each player fields a tank using the new fast playing Too Fat Lardies tank vs. tank rules - "What a Tanker"

### **F: 265: 09 - Epic Conflicts of the Ancient World: An Introduction to TRIUMPH! Fast Play Rules for Ancient and Medieval Battles Ancients**

Friday, 9:00 AM, 3hrs, Players: 8

GM: David Schlanger, Sponsor: Washington Grand Company  
Period: Medieval, Scale: 15mm, Rules: Triumph!  
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.

### **F: 281: 09 - Reverse Quatre bras**

Friday, 9:00 AM, 4hrs, Players: 12

GM: Jody Sherrill, Sponsor: none  
Period: Napoleonic, Scale: 25mm 1:20 figure ratio, Rules: Home rules  
The British are attacking the French. They outnumber the French and will outnumber them the whole game. Can the French hold them off long enough to get reinforced by the 1st Corps

### **F: 361: 09 - Bunker Hill 1776**

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

GM: Cliff Brunken, Sponsor: Del-Val  
Period: American War for Independence, Scale: 28mm, Rules: Black Powder  
The British hoped to achieve a rapid Victory in this early version of "Shock and Awe" They were sorely mistaken by the tenacious rebel defense. Rick The Flag Dude Terrain.

### **F: 367: 09 - Forward into the Wilderness**

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

GM: David Reiners, Sponsor: Rogues  
Period: French & Indian War, Scale: 28mm, Rules: Muskets & Tomahawks  
See if you can get the colonials to the local trading post. Or serve as one of the dreaded Ottawa or Hurons along with their French allies from supplies getting through to the outpost.

### **F: 393: 09 - Cowpens, SC, Jan 17th, 1781 - Theme**

Friday, 9:00 AM, 4hrs, Players: 5

GM: Gregory Starace, Sponsor: Battlefield Terrain Concepts & Flag Dude  
Period: American War for Independence, Scale: 28mm, Rules: Carnage & Glory II  
Following days of aggressive pursuit, BGen Morgan has found himself blocked by the swollen Broad River to the northeast, but has located favorable terrain to set up a defense in depth in order to attrite and exhaust the British forces in pursuit. It is 7 a.m., the Americans are formed and ready, and LtCol Tarleton's British column has deployed and is beginning to advance along Green River Road. The main elements are set to clash in what will likely be a long and hot day of carnage and glory.

### **F: 396: 09 - Battle of Oravais 1808**

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

GM: Peter Lowitt, Sponsor: none  
Period: Napoleonic, Scale: 15mm, Rules: C & Glory II

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The bloodiest battle of the Russo-Swedish War of 1808 was Oravais. Swedish General Adlercreutz turned on the vanguard of the pursuing Russian forces of General Kamensky. Will Finland fall to the Tsar or will it remain in Swedish hands? Determine the course of history for yourself.

### **F: 413: 09 - Battle for Britain**

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

GM: Kevin Fischer, Sponsor: none

Period: SciFi, Scale: 28mm, Rules: Dust 1947

The axis and their struggle to fight for Britain in 1947 might of made a major blunder. In their latest effort to punch the allies line, they might of over extended themselves for a flanking attack. Will the allies be able to exploit this and kick the axis off of Britain and back over the channel or will the stalemate continue?

### **F: 428: 09 - Sea Lion: Wolves in Sheep's Clothing**

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

GM: Buck Surdu, Sponsor: none

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

The Women's Land Army and Home Guard are drilling one morning when a group of British regulars enter town. Are these really British troops of Fifth Columnists? Who is friend and who is foe? Experience the intuitive mechanics of Combat Patrol(TM) in this exciting scenario.

### **F: 438: 09 - Flight Leader - Viet Nam - Theme**

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

GM: Paul Meyer, Sponsor: none

Period: Cold War, Scale: 1:144th, Rules: AH Flight Leader - Modified

Dixie Station gets hot! The A-4/F-8 jocks find that they have a real fight on their hands when the NVA shows up with some new Soviet built toys

### **10:00AM**

### **F: 101: 10 - Speeder Bikes!**

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

GM: Richard Smethurst, Sponsor: none

Period: SciFi, Scale: Micro-Machine, Rules: Future Race  
Rebel Commandos encounter Imperial Scout Bikers on a forested moon. Use your skills, luck, and Aratech 74-Z bike to best the enemy and environment.

### **F: 132: 10 - Shatterlands Walk Up Demo**

Friday, 10:00 AM, 2hrs, Players: 10

GM: Ben Rubin, Sponsor: Stonegate Forge

Period: Fantasy, Scale: 25mm, Rules: Shatterlands

Come try Shatterlands, the new character driven woodland black powder fantasy skirmish game from Stonegate Forge. Take command 1-2 characters in this innovative new system that evokes the tactical challenges of French and Indian War skirmish games and the character development aspects of

fantasy RPGs. Walk away with a free character card and a figure to start your own squad. No ticket required. No one turned away.

### **F: 168: 10 - Asperm Marshes 1809**

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

GM: Tod Creasey, Sponsor: none

Period: Napoleonic, Scale: 28mm, Rules: Lasalle

As the main Austrian Army hammers Asperm Nordman drives south too outflank the Fern re-enforcements in the marshes. As the bridges are laid the French stream across to stop them.

### **F: 198: 10 - On the Trail of the Mutineers. - Theme**

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

GM: Edward Watts, Sponsor: none

Period: Colonial, Scale: 25mm, Rules: The Sword In India, skirmish adaptation

British forces catch up with mutineers near a small village and attempt to exact revenge and scatter them while the mutineers try to drive them away and continue their revolution.

### **F: 206: 10 - The Battle of Springfield, June 23, 1780**

Friday, 10:00 AM, 6hrs, Players: 7

GM: Patrick LeBeau, Sponsor: Battlefield Terrain Concepts

Period: American War for Independence, Scale: 15mm, Rules: Yankee Doodle (6-stand version of Johnny Reb I, or classic)

The Battle of Springfield, June 23, 1780 was designed to stir up New Jersey loyalists and to threaten George Washington's main body of the continental army encamped at Morristown, New Jersey. One eyewitness explains: "instead of being received in the Jerseys as friends, the militia very generally turned out to oppose them." The Battle of Springfield ended campaign goals in the north and middle colonies and was the last major battle of the American Revolution in the north. George Washington trump

### **F: 208: 10 - Maneuvers at Trafalgar**

Friday, 10:00 AM, 3hrs, Players: 4

GM: Matthew Fridirici, Sponsor: none

Period: Napoleonic, Scale: 1:1000th, Rules: Fighting Sail

Join Admiral Nelson and stop the invasion of England or fight for Napoleon to ensure French domination over the European continent. Rules taught, no experience required.

### **F: 224: 10 - Bummers at the Crossroads**

Friday, 10:00 AM, 3hrs, Players: 4

GM: Michael Ovsenik, Sponsor: none

Period: American Civil War, Scale: 28mm, Rules: Sharp Practice  
Pierce County, Georgia- Late 1864 - Having fought through numerous militia pickets and gathered plenty of foraged food and equipment, Captain Falkner's 33rd Michigan presses onward to the rendezvous point set by his brigade commander. Confederate forces in the area have been reinforced with veterans from the Atlanta campaign. Falkner must lead his men through the Confederates and gather cattle to push back to the

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main army. Enjoy a fun, strategic, exciting game of Sharp Practice!

### **F: 227: 10 - Assault on Domovock**

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

GM: Mitch Abrams, Sponsor: none

Period: World War II, Scale: 15mm, Rules: Big Chain of Command (Slightly Modified)

The Wehrmacht has managed to hold onto the village of Domovock, which is inside a bridgehead and critical to the relief of Stalingrad. But the pressure of a combined arms assault is intense; as the Russians want it. If the Russians accomplish this, the German 6th Army in Stalingrad will be doomed. New players are welcome BUT prior to play you should be familiar with the Chain of Command rules. The CoC Rules will NOT be taught.

### **F: 239: 10 - Box Battles Cold War Evolution: The Eaglet and The Cub**

Friday, 10:00 AM, 2hrs, Players: 2

GM: David Hart, Sponsor: 5th Epoch Publishing

Period: Cold Wars, Scale: 6mm, Rules: Battlefield Ops! Rules, by 5th Epoch Publishing

It is the Cold War, mid 1970s, and the world's fear happens - the cold war becomes hot! Come test your strategic mind and tactical flexibility as you play a conflict of two opposing forces. This game features half of the box's content and perfect for beginner wargamers.

### **F: 246: 10 - Chechnya - deadly Battle of Grozny 1994-95**

Friday, 10:00 AM, 7hrs, Players: 6

GM: Edward Kilday, Sponsor: none

Period: Modern, Scale: 28mm, Rules: Force on Force  
Russian forces besieged the Chechen capital and will attack it with infantry, tanks, armored vehicles, heavy artillery and air support. Against them stood the hardest militia units... The famous Chechen fighters. Join our game to experience cruel urban warfare where no prisoners were taken. Russian forces besieged the Chechen capital and will attack it with infantry, tanks, armored vehicles, heavy artillery and air support. Against them stood the hardest militia units... Please no kids under

### **F: 275: 10 - French First Invasion of Spain - the Campaign of Marshal Jean-Baptiste Bessieres**

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

GM: Thomas Garnett, Sponsor: Carnage and Glory

Period: Napoleonic, Scale: 28mm, Rules: Carnage and Glory  
This is the first event of an ongoing campaign game using the new Carnage and Glory campaign system. In this event, the initial contact is made between Marshal Bessieres' Observation Corps of the Western Pyrenees against the Spanish Army of Old Castile under General La Cuesta. This first contact is between respective armies' vanguard units

### **F: 305: 10 - Pozuelo Cemetery - Theme**

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

GM: Curt Daniels, Sponsor: none

Period: Inter-War, Scale: 15mm, Rules: Fireball Forward (modified)

Franco's forces have Madrid surrounded. On 29 NOV 1936, they attacked the Casa de Campo, a former royal hunting reserve covered with woods and scrub. As the Nationalist and Foreign Legion soldiers advanced they were met by a mixed brigade of Republican soldiers. The intense fighting centered around control of the Pozuelo cemetery. Try a new venue for Fireball Forward, The Spanish Civil War.

### **F: 337: 10 - Down the Mississippi down to New Orleans - Theme**

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

GM: Roland Young, Sponsor: Yellow Worm Gaming Society

Period: American Civil War, Scale: 1:600th, Rules: Sail and Steam Navies

River engagement of mix of timber-clad, tin-clad, and light ironclad vessels on the mighty Mississippi.

### **F: 338: 10 - Battle of Nedmac - Theme**

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

GM: Larry Morris, Sponsor: Yellow Worm Gaming Society

Period: American Civil War, Scale: 15mm, Rules: Johnny Reb III  
The local Union commander is anxious to get his large but mostly green force some action, so he plans a quick night march to swallow up some isolated Confederate outposts. But then at 2am they stumble into a relieving force. Both sides pulled back since neither side wanted a night fight. The next morning the battle is commenced.

### **F: 340: 10 - NECROMUNDA: Underhive: DEMO**

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

GM: James Nicholson, Sponsor: LXG & The MECHANICON

Period: SciFi, Scale: 28mm, Rules: NECROMUNDA: UNDERHIVE & House rules.

Do you have what it takes to lead your gangsters to victory in the Turf Wars? Come learn how to play the Necromunda Underhive game. All models provided and rules taught. All ages are welcome 10 - 88.

### **F: 377: 10 - Battle of Prairie Grove, December 7, 1862 Arkansas**

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

GM: Edward Harding, Sponsor: none

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

".... there was no place of shelter upon any portion of the field." Maj. Gen. Thomas C. Hindman Brigadier General James G. Blunt's Army of the Frontier tries to send the advancing Major General Thomas C. Hindman's Army of the Trans-

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Mississippi back by taking the initiative and striking first at Prairie Grove, Arkansas.

**F: 380: 10 - Whitemarsh, Dec. 1777**

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

GM: Richard Mentch, Sponsor:

Period: American War for Independence, Scale: 28mm, Rules: Carnage & GloryII

After the British capture of Philadelphia, Washington operated north of the city looking for an opportunity to strike Howe. The Americans failed to defeat the British at Germantown and Howe sought to finish the rebels before winter set in. The result was the Battle of Whitemarsh, the last big fight before the winter at Valley Forge.

**F: 394: 10 - Battle of Wietzel's Mill**

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

GM: Robert Mccaskill, Sponsor: none

Period: American War for Independence, Scale: 40mm, Rules: Carnage & Glory II

Lord Cornwallis attempts to bring the American's under MG Greene to battle at Wietzel's Mill. Can the American's stop the British and escape to fight another day?

**F: 441: 10 - Brazen Chariots- The Battel of Agnez-les-Duisans**

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

GM: Adam Wine, Sponsor: none

Period: World War II, Scale: 15mm, Rules: Brazen Chariot WWII Tank Battles

On Tuesday May 21, 1940 the German 7th Panzer Division is attempting to encircle and capture the City of Arras. At the same time the British and French have launched their counter-offensive just west of Arras. It is 4 p.m., and panzers of Panzer-Regiment1:300th are sweeping around the westside of Arras when ran into the French tanks of the 3e Division Legere Mecanique.

**F: 446: 10 - Mein Panzer: Villers-Bretonneux**

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

GM: Kenny Noe, Sponsor: ODGW

Period: World War I, Scale: 15mm, Rules: Mein Panzer Core Rules

The first tank-versus-tank battles took place 24 April 1918 in a melee called the Second Battle of Villers-Bretonneux. It was an unexpected engagement between three German A7Vs and three British Mk. IVs. It is notable for being the first occasion on which tanks fought against each other; it was the biggest and most successful tank action of the German army in the First World War.

**F: 447: 10 - Mein Panzer Jr. - Tanks 101**

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

GM: Kenny Noe, Sponsor: ODGW

Period: World War II, Scale: 1/72nd, Rules: Mein Panzer Jr.

Mein Panzer Jr. is a kids game for ages 7 and up. Come learn the rules of Mein Panzer in an easy tank vs tank engagement. We can teach you the rules in a short time and play for a few minutes or 4 hours. This is a fun easy time for all to enjoy.

**F: 449: 10 - Zombies in the Desert**

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

GM: Don Carter, Sponsor: ODGW

Period: World War II, Scale: 25mm, Rules: mein zombie squad rules

1942 A plague has broken out in North Africa. Survivors from both sides decide to join together and fight the zombie horde. Troops scattered across the sands receive word to join at Tobruk. Come be a Brit or a German to help stop the horde.

**F: 463: 10 - Do you want to live forever? Belleau Wood 1918**

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

GM: Steve Boley, Sponsor:

Period: World War I, Scale: 28mm, Rules: Price of Glory (Modified) Iron Ivan

The "Devil Dogs" have cross the field and are poised to attack the Boche in the woods to capture Hill 147. Will enough of them survive to take the hill or will they all be cut down in the gas covered moonscape that Belleau Wood had become?

**F: 470: 10 - Full Thrust Space Combat Game**

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

GM: Chad Zerbe, Sponsor: none

Period: SciFi, Scale: 1:6000th, Rules: Full Thrust

Come Play a great set of Space Combat Rules with Ships and Fighter. Rules Taught. Come see if you can command your fleet to victory in the cold and silence of Space!

**F: 478: 10 - Edge of Disaster**

Friday, 10:00 AM, 4hrs, Players: 7

GM: Jim Thompson, Sponsor: none

Period: Korea, Scale: 1:285 micro, Rules: CY6JA

It's November 1952 you are flying in a CAP over TF77 off the North Korean coast when the CiC on the USS Oriskany reports that they have 8 aircraft in bound from Vladivostok. They send your flight to intercept them them. When you arrive in the area 8 Soviet MiG15's start to attack.

**F: 505: 10 - JOE HACK : Nubians Go North - Theme**

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

GM: Joe Swartz, Sponsor: none

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

Late in the 3rd century AD, Uhlius commanding the Danube legions decides "who better than me ?" to become Ceasar and recruits Nubians to augment his legions. The reigning Ceasar is reluctant to give up his laurels and leads the Pratoreon Guard with the Rhine legions east. Uhlius manages to set the Nubians and their elephants with his legions in an ambush against Ceasars legions from the west.



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### 11:00AM

#### **F: 106: 11 - Strange Occurances in Riverspell**

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

GM: Ryan Devine, Sponsor: W.A.M.P.

Period: Fantasy, Scale: 28mm, Rules: Dungeons and Dragons 5th Edition

Something strange is going on in the town of Riverspell and the people need adventurers like you to find out what's causing these events and put an end to it.

#### **F: 115: 11 - Test of Honour Samurai Battle**

Friday, 11:00 AM, 3hrs, Players: 4

GM: David Hill, Sponsor: Your Hobby Place

Period: Feudal Japan, Scale: 28mm, Rules: Test of Honour

Test of Honour is a fun, fast paced 28mm miniature samurai battle. Do you have what it takes to lead your clan to victory and become the shogun?

#### **F: 117: 11 - Forager**

Friday, 11:00 AM, 3hrs, Players: 4

GM: Donald Willingham, Sponsor: Your Hobby Place

Period: Napoleonic, Scale: 28mm, Rules: Forager

Fun fast paced napoleonic skirmish game!

#### **F: 152: 11 - Zombieland - Tis the Season**

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

GM: Mel Follmer, Sponsor: none

Period: Modern, Scale: 28mm, Rules: Zombieland Homebrewed Rules

Human survivors are faced with many challenges, but none so dire as Holiday Shopping in the world of the Zombie Apocalypse. Join us for action, zombie slaying and holiday raiding and looting, with festive snow drifts full of zombies.

#### **F: 153: 11 - Zombieland - Tis the Season**

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

GM: Mark Follmer, Sponsor: none

Period: Modern, Scale: 28mm, Rules: Zombieland Homebrewed Rules

Human survivors are faced with many challenges, but none so dire as Holiday Shopping in the world of the Zombie Apocalypse. Join us for action, zombie slaying and holiday raiding and looting, with festive snow drifts full of zombies.

#### **F: 288: 11 - Le Mesnil Herman, 27 July 1944**

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

GM: Steve Waddell, Sponsor: none

Period: World War II, Scale: 28mm, Rules: Modified NUTS! Skirmish Rules

After its first day of Operation Cobra, Combat Command A (CCA) of the 2nd Armored Division blasted through German lines, nearing its final objective, the town of Le Mesnil Herman. Only the tired veterans of the 12th Fallschirmaufklarungs (Reconnaissance) Battalion stood between victory and defeat.

The next morning, CCA launched its attack. Will the fallschirmjagers be able to stop the American breakthrough?

#### **F: 374: 11 - Battletech - Grinder 1**

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

GM: Mark Yingling, Sponsor: none

Period: SciFi, Scale: 1:285 micro, Rules: 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.

#### **F: 436: 11 - Boxer Rebellion - Theme**

Friday, 11:00 AM, 5hrs, Players: 8

GM: David Kasper, Sponsor: none

Period: Colonial, Scale: 28mm, Rules: LAWS of war

Its 1900 the Chinese are tired of the strife that has befallen them. They blame the European influence and are going to do something about it. hoards of boxers attack the beleaguered European garrisons in the forbidden city

### 12:00PM

#### **F: 150: 12 - 1903- Venezuelan Crisis Goes Hot**

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

GM: Charles Sherrange, Sponsor: none

Period: 19th Century, Pre-Dreadnaught, Scale: 1:1000th, Rules: Black Smoke Blue Water

Players will assume either the United States Navy or one of the combined forces of the British, Italian, and German Navies. A hypothetical battle that could have happened had either side decided not to negotiate to have Valenzuela repay their debts. Will use Black Smoke Blue Water Rules, and players will receive a prize.

#### **F: 163: 12 - THE FIGHT AT FALLEN TIMBERS 1794**

Friday, 12:00 PM, 3hrs, Players: 6

GM: Bryan Leshinskie, Sponsor: none

Period: War of 1812, Scale: 15mm, Rules: Frontier in Flames

The Battle of Fallen Timbers is the final engagement of the North West Indian War. This battle was fought between the Indian tribes of the Western Confederacy with British support And Mad Anthony Wayne's Legion of the United States. The results of this battle will open western expansion into the North West Territory. Join award winning Game Master Bryan W. Leshinskie as he simulates this climatic battle for the American Frontier.

#### **F: 309: 12 - MeG Teaching Game - Chalons, 451 AD**

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

GM: Stephen Penn, Sponsor: none

Period: Dark Ages, Scale: 15mm, Rules: Mortem et Gloriam

King Attila invaded Gaul in 451AD. He assembled an army of Huns, Goths, Franks, Gepids, and many others for this military operation. To counter, the Roman general Aetius called up his reservists along with several units of foederati: Alans, Franks,

## Event List

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

Goths, and Saxons. The armies met on a flat battlefield for benefit of all the cavalry units involved, but there was a hill on the Roman right that could be used to an advantage.

### 1:00PM

#### **F: 102: 13 - Rumble at Octanis III**

Friday, 1:00 PM, 2hrs, Players: 4

GM: William Stec, Sponsor: none

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

Octanis III is a mineral rich world that produces valuable strategic materials. Both the NAC and ESU want to annex it, and neither side can afford to see the other side claim it for their own. The locals don't see it that way, and are prepared to fight to maintain their neutrality. Simple mission: neutralize the system defenses, chase the other side away, & encourage Octanis III to join your faction. This is an introductory level game of Full Thrust. Beginners to veterans are welcome

#### **F: 110: 13 - Smolensk 1941**

Friday, 1:00 PM, 3hrs, Players: 8

GM: John Thomasovich, Sponsor: none

Period: World War II, Scale: 15mm, Rules: modified KISS Rommel

By early July 1941 the Wehrmacht had completed the encirclement of Soviet forces in the Minsk-Bialystok pocket and prepared to tackle the next objective on the road to Moscow: Smolensk. Guderian's spearhead has crossed the Dnepr and along with Hoth's panzergruppe is poised to strike eastward. Can the Red Army finally stop them? Be a German divisional or Soviet corps commander fighting over 4,000 square miles of Mother Russia.

#### **F: 124: 13 - Crossing the Dives**

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

GM: Joseph Seliga, Sponsor: none

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

The 1st Polish Armored Division, with cadre from the 10th Motorized Brigade were to drive south, link up with the Americans and seal the Falais pocket. The divisional recon battalion (10th Mounted Rifles [PSK]) led the advance in their Cromwells, supported by a troop from the divisional anti-tank regiment with Achilles, and the divisional motorized infantry battalion (10th Dragoons). At 1400 hours on August 15, 1944, they arrived at the outskirts of the village of Jort and its bridge over the

#### **F: 133: 13 - Shatterlands Walk Up Demo**

Friday, 1:00 PM, 2hrs, Players: 10

GM: Ben Rubin, Sponsor: none

Period: Fantasy, Scale: 25mm, Rules: Shatterlands

Come try Shatterlands, the new character driven woodland black powder fantasy skirmish game from Stonegate Forge. Take command 1-2 characters in this innovative new system that evokes the tactical challenges of French and Indian War skirmish games and the character development aspects of

fantasy RPGs. Walk away with the rules and a free character card. No ticket required. No one turned away.

#### **F: 142: 13 - SOMEWHERE IN NORTHERN GAUL, AGAIN**

Friday, 1:00 PM, 4hrs, Players: 12

GM: Steven Mehl, Sponsor: none

Period: Ancients, EARLY ROMAN EMPIRE, Scale: 28mm, Rules: KINGS OF WAR HISTORIC

In the forests and fields of Belgica region of Gaul, a Roman Legion plus is looking to engage the Remi and Treveri Tribes who have been raiding into middle Gaul. Time to teach these Hairy Barbarians a lesson in manners, plus maybe get some plunder such as gold, silver, tin, copper slaves etc.

#### **F: 167: 13 - Kongo and Haruna vs Prince of Wales and Repulse**

Friday, 1:00 PM, 5hrs, Players: 10

GM: John Gordon, Sponsor: none

Period: World War II, Scale: 1:2400th, Rules: Seekrieg V

December 10, 1941. Bad weather has grounded the Japanese aircraft at Saigon. British Force Z is heading toward the Japanese landing sites in southern Thailand. Japanese warships are moving to intercept the approaching British.

#### **F: 183: 13 - HYW - The Battle of Bauge, March 1421**

Friday, 1:00 PM, 3hrs, Players: 4

GM: John Spiess, Sponsor: none

Period: Medieval, Scale: 28mm, Rules: Halberd, Mace & Shield With Henry V back in England, the army was now commanded by his brother Thomas, 1st Duke of Clarence. He engaged a combined Franco-Scots army at Bauge. Instead of waiting for his entire army to assemble, he attacked with only a portion of troops, leading to a great defeat and his own death. What would have happened if he had waited just a few more hours for his archers to return from foraging?

#### **F: 195: 13 - Introducing Kampfgruppe Commander III**

Friday, 1:00 PM, 2hrs, Players: 6

GM: David Reynolds, Sponsor: none

Period: World War II, Scale: 10mm, Rules: Kampfgruppe Commander III

Kampfgruppe Commander is an award winning, fast playing set of rules that puts command quality at the center of your gaming experience. How did heavily outnumbered German forces ever go toe to toe with their Soviet foes? Find out in this east front tank-shoot scenario. Copies of the beautiful new full-color third edition will be available.

#### **F: 202: 13 - Bonnie Dick's Crusaders**

Friday, 1:00 PM, 2hrs, Players: 6

GM: John Stanoch, Sponsor: Blue Sky Enterprises

## Event List

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

Period: Modern, Scale: 1/300, Rules: Blue Sky Vietnam Air rules: Route Pack 6  
From May 19, 1967 through July 21, 1967 VF-24 and VF-211 aboard the USS Bon Homme Richard (CVA-31) racked up their highest MiG kills of the Vietnam War. On July 21, 1967, they were escorting strike group of A-4's whose target was a petroleum storage facility at Ta Xa, northwest of Haiphong. The A-4's were attacked by 10 MiG-17F's. But the Crusaders intervened and after a wild melee, 3 MiG's were shot down with no loss to themselves.

### **F: 211: 13 - all is quiet on the western fjord**

Friday, 1:00 PM, 5hrs, Players: 14

GM: David Emdee, Sponsor: none

Period: World War II, Scale: 1:1200th, Rules: victory at sea (1970)

Narvik 1940, the German invasion fleet has secured narvik harbor and are getting things squared away. Meanwhile the British navy plans a surprise visit to disrupt the German plans.

### **F: 212: 13 - Beyond the Black River with Conan (part I)**

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

GM: Joseph Procopio, Sponsor: Second Saturday Scrum Club  
Period: Fantasy, Scale: 28mm, Rules: Sellswords & Spellslingers  
Play Conan, Balthus, and other heroes as they attempt to survive Pictish hordes, forest devils, and unspeakable horrors in a linked pair of scenarios in which the heroes race to save the settlers from encroaching doom! Will the heroes survive long enough to make it back across Thunder River? Only Crom knows! This cooperative game uses the new Sellswords & Spellslingers rules and will debut the latest pulp fantasy figures from Above the Fray Miniatures.

### **F: 272: 13 - The Battle of Kadesh - Grand TRIUMPH! Scenario Ancients**

Friday, 1:00 PM, 3hrs, Players: 8

GM: Larry Weichel, Sponsor: Washington Grand Company

Period: Ancients, Scale: 15mm, Rules: TRIUMPH! fast play ancient and medieval battles

It is 1274 BC and Ramses II wants to prove he is the greatest Pharaoh of all-time. What better way to do that than to invade the neighboring Hittite Empire. Ramses leads his forces North where he finds a trap laid near the city of Kadesh by King Muwatalli II. What happens next is one of the largest chariot battles in recorded History. TRIUMPH! rules are easy to learn. Armies provided. Young gamers are welcome, but anyone under 15 must be accompanied by an adult.

### **F: 276: 13 - Battle of Plataea 479 BC**

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

GM: Alex White, Sponsor: none

Period: Ancients, Scale: 25mm, Rules: Warhammer Ancient Battles 2nd ed

In 480 BC Xerxes invaded Greece and tried to subdue these troublesome city states. After Thermopylae and Salamis the

Persians king Xerxes left Greece but he also left his general Mardonius to finish the task. So in 479 a coalition of city states meet this army on the plains of Plataea to decide the fate of the Greek world. You will replay this as one of the leaders of this epic battle which began in disorder and led to victory for the Greeks.

### **F: 294: 13 - Assault on the Causeway Manor**

Friday, 1:00 PM, 4hrs, Players: 4

GM: Les Faison, Sponsor: The Phalanx Consortium

Period: World War II, Scale: 28mm, Rules: Skirmish Normandy Predawn 6 June 1944. American paratroopers have been tasked to take the Manor to secure the adjacent causeway. You have been able to collect a couple of squads and are ready to commence the assault. No intel on German strength. Good Luck.

### **F: 323: 13 - The Battle of Kadesh - Grand TRIUMPH! Scenario Ancients**

Friday, 1:00 PM, 3hrs, Players: 8

GM: Brian Peruski, Sponsor: Washington Grand Company

Period: Ancients, Scale: 15mm, Rules: TRIUMPH! fast play ancient and medieval battles

It is 1274 BC and Ramses II wants to prove he is the greatest Pharaoh of all-time. What better way to do that than to invade the neighboring Hittite Empire. Ramses leads his forces North where he finds a trap laid near the city of Kadesh by King Muwatalli II. What happens next is one of the largest chariot battles in recorded History. TRIUMPH! rules are easy to learn. Armies provided. Young gamers are welcome, but anyone under 15 must be accompanied by an adult.

### **F: 324: 13 - The Battle of the Five Armies**

Friday, 1:00 PM, 3hrs, Players: 6

GM: David Kuijt, Sponsor: Washington Grand Company

Period: Third Age, Scale: 28mm, Rules: TRIUMPH!

Smaug the Golden is dead. Armies of Elves, Men, and Dwarves stand ready to fight over control of the Lonely Mountain and the dragon's vast hoard when they are warned that a vast host of Goblins and Wargs is nearly upon them. Fight as the Free Peoples, desperate to stop the numberless Goblin host from gaining control of the wealth of Erebor; or as the Goblins and Wargs, trying to conquer the greatest treasure amassed in a thousand years. The fate of Middle Earth is in your hands.

### **F: 327: 13 - Egyptians attack, Fate of the Nation**

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

GM: Randy Hardin, Sponsor: none

Period: Modern, Scale: 3 mm, Rules: Fate of the Nation

The Egyptian army has successfully crossed the Suez canal in 1973 and established a bridgehead in the Sinai. President Sadat has ordered the army to advance out from under the SAM umbrella for political reasons to seize the passes in the Sinai. Can the Israeli paratroopers hold until reinforcements arrive.



## Event List

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### **F: 356: 13 - Bash up the Bakafu**

Friday, 1:00 PM, 4hrs, Players: 4

GM: Caleb Gutshall, Sponsor: none

Period: 19th Century, Scale: 28mm, Rules: Sharp Practice  
The Boshin War or Boshin Senso, War of the Year of the Yang Earth Dragon, sometimes known as the Japanese Revolution, was a civil war in Japan, fought from 1868 to 1869 between forces of the ruling Tokugawa shogunate and those seeking to return political power to the Imperial Court.

### **F: 399: 13 - The Sack of San Cristobal**

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

GM: David Cook, Sponsor: none

Period: Age of Piracy, Scale: 28mm, Rules: Blood and Plunder  
There's sails on the horizon! With reports of towns being pillaged up and down the coast, the citizens of San Cristobal prepare for the worst. Can they save their town from the torch or will the Brotherhood of the Sea carry off their riches? 28mm skirmish and ship action using the Blood and Plunder rules.

### **F: 412: 13 - Battle of Neerwinden, 18 March 1793 - Theme**

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

GM: Eric Schlegel, Sponsor: none

Period: Napoleonic, Scale: 15mm, Rules: Le Feu et Fureur (modified Regimental Fire & Fury)  
The Republican army under Dumouriez has decided to attack the reconstituted Austrian army at Neerwinden. The French have the numbers but the Austrians have more cavalry and artillery. Historically the French left flank was routed and the Austrians won decisively. Can you do better? We'll be running this battle three times with different rules sets. This time using Le Feu et Fureur.

### **F: 424: 13 - Battle of Kursk**

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

GM: David Wood, Sponsor: none

Period: World War II, Scale: 1:285 micro, Rules: Look Sarge, No Charts WWII (LSNC)

The Battle of Kursk was the first time in the Second World War that a German strategic offensive was halted before it could break through enemy defenses and penetrate to its strategic depths. Can they break through this time, or will the Germans again be thwarted?

### **F: 459: 13 - Rommel Strikes Back, the battle of Sidi Resegh**

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

GM: Thomas Harris, Sponsor: Test of Battle Games

Period: World War II, Scale: 15mm, Rules: Breakthrough!  
The game covers the first four days of the Crusader offensive in November of 1941. The fighting around the strategic airfield at Sidi Rezegh, the clash between Ariete and 22nd Armored Brigade at Bir el Gobi, British 70th Division's breakout against the Bologne and Afrika divisions, and the climactic armor battle between 7th Armoured Division and the Afrika Korps are all

there. Come play Frank Chadwick's new operational level WWII system.

### **F: 466: 13 - Assault on Tobruk - The Battle of Ras el Medauuar**

Friday, 1:00 PM, 5hrs, Players: 7

GM: Daniel Erdman, Sponsor: Test of Battle Games

Period: World War II, Scale: 20mm, Rules: Command Decision 4 - Test of Battle

May 1, 1941. Newly arrived in Africa, Rommel has driven the British 2nd Armoured Division and other Allied troops back to the Egyptian frontier. In Libya, only the fortress of Tobruk holds out, a thorn in Rommel's side. He cannot advance until it is taken. But the tough Australian "Rats of Tobruk" are standing fast, supported by artillery and the surviving British tanks. This is an expansion of the original Benghazi Handicap scenario, expanded to the zone of attack on the Hill 209 Salient.

### **F: 476: 13 - Fair Oaks - Theme**

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

GM: Joe Evans, Sponsor: none

Period: American Civil War, Scale: 15mm, Rules: Johnny Reb 3  
May 31, 1862. CSA Gen Joseph E. Johnston attacks the isolated Union IV Corps north of the Chickahominy River.

### **2:00PM**

### **F: 114: 14 - Test of Honour Samurai Battle**

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

GM: David Hill, Sponsor: Your Hobby Place

Period: Feudal Japan, Scale: 28mm, Rules: Test of Honour  
Test of Honour is a fun, fast paced 28mm miniature samurai battle. Do you have what it takes to lead your clan to victory and become the shogun?

### **F: 118: 14 - Forager**

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

GM: Donald Willingham, Sponsor: Your Hobby Place

Period: Napoleonic, Scale: 28mm, Rules: Forager  
Fun fast paced napoleonic skirmish game!

### **F: 146: 14 - Slim's Defeat**

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

GM: Timothy (Tim) Tilson, Sponsor: none

Period: World War II, Scale: 15mm, Rules: Fireball Forward  
6 November 1940. Gallabat Sudan. 10th Indian infantry Brigade, under BG Slim, has been ordered to take the Italian held fort at Gallabat. After a dawn air and artillery bombardment, Slim orders the 3/18 Garwhal Rifles forward to take the fort supported by a few tanks. Opposing them is 27th Colonial Bn. Will the Italians hold and stop the Britain's first strategic offensive of WWII? From a new Fireball Forward scenario book covering the war in East Africa.

### **F: 151: 14 - A Difficult Task - The Relief of An Lap - Theme**

Friday, 2:00 PM, 5hrs, Players: 6

GM: Timothy Wilson, Sponsor: Age of Glory

## Event List

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Period: French Indochina, Scale: 28mm, Rules: Bolt Action (Modified)

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!

### **F: 175: 14 - COMBAT PATROL TANK VANGUARDS**

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

GM: Robert Varga, Sponsor: none

Period: World War II, Scale: 1/72nd, Rules: Modified Combat Patrol

The Tank Vanguards of two armies have been probing for the enemy. In this forested valley they have found themselves approaching each other on opposite banks of the river with the main road passing by the destroyed farm that is considered a vital forward observation position. The defenders are to hold the position until relieved, can you survive or can you capture the position?

### **F: 207: 14 - Clodwig the Blessed finds God**

Friday, 2:00 PM, 4hrs, Players: 4

GM: Gunnar Lopez, Sponsor: none

Period: Dark Ages, Scale: 28mm, Rules: Dux Britanniarum by Too Fat Lardies

After a great victory, Clodwig the Blessed, or the Wodenborn, has returned to the Domain of Soissons for one final heist before the end of the campaign season. This time, he is raiding a Christian church, seeking all manner of riches from the temple of the Christ-God. Malumus Sexus and Maximus Minimus must protect the house of the Lord, because God helps those who help themselves.

### **F: 229: 14 - Circus Maximus for Miniatures**

Friday, 2:00 PM, 3hrs, Players: 8

GM: William Alderman, Sponsor: none

Period: Ancients, Scale: 15mm, Rules: Circus Maximum for Miniatures by Big Board Games LLC

The Classic Ben Hur chariot race with refined rules and updated components! Players customize their Chariot and Team to fit their style of play. Play is loud, fast, and bloody. Attacks are common; often occurring several times during a driver's turn. Offensive tools include whips, ramming wheels and positioning. Faster is not always better; the leader can and will be damaged, if possible. Not all Chariots that start will finish.

### **F: 240: 14 - Box Battles Cold War Evolution: The Eagle and The Bear**

Friday, 2:00 PM, 4hrs, Players: 4

GM: David Hart, Sponsor: 5th Epoch Publishing

Period: Cold Wars, Scale: 6mm, Rules: Battlefield Ops! Rules, by 5th Epoch Publishing

Two mechanized Infantry companies meet head to head, one NATO and one from the Warsaw Pact, each supported with their doctrinal units! Learn to play the game sized as it comes standard out of our boxed set!

### **F: 241: 14 - Trench Wars: France 1918--What Price Glory Now, Captain Flagg? - Theme**

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

GM: Frank Luberti, Sponsor: New York Wargamers Association

Period: World War I, Scale: 25mm, Rules: Trench Wars (modified)

Part One of the James Cagney WWI film doubleheader. 25mm skirmish game inspired by the film What Price Glory. Novices, children with adults, rules lawyers and GMs looking for revenge welcome.

### **F: 255: 14 - English Civil War - the Dystopian Wars Way - Theme**

Friday, 2:00 PM, 6hrs, Players: 10

GM: Jay Wissmann, Sponsor: none

Period: Victorian Science Fiction, Scale: 1:1200th, Rules: Dystopian Wars

The Cavaliers are back! Choose your side; Cavalier or Roundhead and fight it out for the future of the Kingdom of Britannia.

### **F: 282: 14 - Reverse Quatre bras**

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

GM: Jody Sherrill, Sponsor: none

Period: Napoleonic, Scale: 25mm 1:20 figure ratio, Rules: Home rules

Part 2 of this on going battle. The British are attacking outnumbered French before major French reinforcements arrive.

### **F: 292: 14 - France 1940**

Friday, 2:00 PM, 3hrs, Players: 8

GM: Mark Young, Sponsor: none

Period: World War II, Scale: 15mm, Rules: Modified Brew-up  
German armored columns are spreading out from the bridgehead at Sedan. Can a French counter attack stop them? Beginners welcome.

### **F: 295: 14 - Chateau Nebelwerfer - Mortain 1944**

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

GM: Alex Newhart, Sponsor: none

Period: World War II, Scale: 15mm, Rules: Fireball Forward  
After capturing the town of St. Barthelemy, elements of the 2nd Panzer Division close in on the 117th Regimental HQ as Operation Lutich (Mortain Counter-offensive) grinds forward on August 7, 1944. As the morning fog lifts swarms of Typhoons begin hunting panzers! German artillery pounds the

## Event List

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fragile defensive line reinforced with the HQs clerks and cooks. Can they hold on?

### **F: 296: 14 - Jet Dogfight**

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

GM: Ignac Jakovac, Sponsor: none

Period: Modern, Scale: 1:600th, Rules: Flight Leader (modified to speed up gameplay)

Join the squadron, pull hard Gs, fire missiles, bandits will fear you! Hex-based modern jet-era aerial combat based on old AH Flight Leader bookcase game. GM will demo couple of turns for players unfamiliar with Flight Leader system.

### **F: 317: 14 - Limeys and Slimeys**

Friday, 2:00 PM, 3hrs, Players: 8

GM: Brian Whitaker, Sponsor: none

Period: Age of Piracy, Scale: 28mm, Rules: Limeys and Slimeys Pirates and pirate hunters! A ship for every captain. Survival is the ultimate victory.

### **F: 407: 14 - Exploring the Dark Continent**

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

GM: Don Hogge, Sponsor: none

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

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 to stake their claim or defend their homeland.

### **F: 429: 14 - Sea Lion: The Invasion Begins**

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

GM: Buck Surdu, Sponsor: none

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

1940. The invasion begins. Lt. Fotheringay is drilling the Home Guard in Little Basely by the Sea. Lt. Priebe lands with his infantry platoon and tanks to capture the nearby RAF field. The ladies of Little Basely, some British regulars, and the Home Guard have other plans.

### **F: 512: 14 - WATCH OUT FOR WASHINGTON - Theme**

Friday, 2:00 PM, 2hrs, Players: 6

GM: BRIAN BEAL, Sponsor: OLD GLORY

Period: American War for Independence, Scale: 25mm, Rules: FRONTIERS IN FLAMES

Can the elite British Advance Guard sweep the American screen and reach Yorktown? Intrigue and intense combat are necessary to complete the mission. Can you save the Army? Hats, flags & mayhem for all!!

### **F: 488: 14 - CATCHING CORNWALLIS - Theme**

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

GM: DEVON START, Sponsor: OLD GLORY

Period: American War for Independence, Scale: 25mm, Rules: FRONTIERS IN FLAMES

Can The Continentals and American Rifles smash through the British Rear Guard? Can the Elite Brits stop them? Intrigue and intense combat are necessary to complete the mission. Can you save the Army? Hats, flags & mayhem for all!!

### **3:00PM**

### **F: 128: 15 - Picnic Panic Walk Up Demo (Kid Friendly)**

Friday, 3:00 PM, 1.5hrs, Players: 8

GM: Ben Rubin, Sponsor: Stonegate Forge

Period: Fantasy, Scale: Other, Rules: Picnic Panic

Come try Picnic Panic, the game of ant warfare. Command a tribe of ants, each with its own unique abilities and advantages, as you wage war over a treasure trove of candy left by careless humans. Play as the noble firstborn, the strong horned ants, the undead black ants, or the hard fighting, hard partying nomants. Eat the candy you capture. Fast-play, easy to learn introduction to the hobby. Adults welcome with playing child. No ticket required.

### **F: 196: 15 - Introducing Kampfgruppe Commander III**

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

GM: David Reynolds, Sponsor: none

Period: World War II, Scale: 10mm, Rules: Kampfgruppe Commander III

Kampfgruppe Commander is an award winning, fast playing set of rules that puts command quality at the center of your gaming experience. How did heavily outnumbered German forces ever go toe to toe with their Soviet foes? Find out in this east front tank-shoot scenario. Copies of the beautiful new full-color third edition will be available.

### **F: 209: 15 - Maneuvers at Trafalgar**

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

GM: Matthew Fridirici, Sponsor: none

Period: Napoleonic, Scale: 1:1000th, Rules: Fighting Sail Join Admiral Nelson and stop the invasion of England or join with Napoleon and ensure French domination over the European continent. Rules taught, no experience needed.

### **F: 234: 15 - Guadalcanal, August '42**

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

GM: Peter Landry, Sponsor: none

Period: World War II, Scale: 1/200, Rules: Wings of Glory WW2 Late August '42 saw continued raids from the Japanese Betty bombers escorted by A6M2 Zeros. The Cactus Air Force was a mish-mash of P-400 Airacobras, SBD Dauntless and F4F wildcats. Today's mission for the Japanese is to bomb Henderson field and support their own ground troops. The Cactus Air Force will be conducting ground attacks on the advancing Japanese infantry while also defending against the incoming bombers.

## Event List

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### **F: 341: 15 - Into the Darkness: NECROMUNDA: Underhive: CULT UPISING**

Friday, 3:00 PM, 4hrs, Players: 16

GM: James Nicholson, Sponsor: LXG & The MECHANICON  
Period: SciFi, Scale: 28mm, Rules: NECROMUNDA: UNDERHIVE & House rules.

Foul covens of GENESTEALER cults are revealing themselves in the Underhive. Can you put aside your House rivalries and work with the other gangs to stop them, or will the GENESTEALER cults claim this section of the Underhive? Necromunda: Underhive game. All materials will be provided. Some experience necessary.

### **F: 368: 15 - Russian Civil War 1917-1921 - Theme**

Friday, 3:00 PM, 4hrs, Players: 0

GM: David Waxtel, Sponsor: NYWA

Period: Inter-War, Scale: 28mm, Rules: Custom

A Waxtel Production Mega Game. Where Reds and Whites move to crush each other to control Mother Russia

### **F: 375: 15 - Battletech - Grinder 2**

Friday, 3:00 PM, 3hrs, Players: 10

GM: Mark Yingling, Sponsor: none

Period: SciFi, Scale: 1:285 micro, Rules: 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.

### **F: 456: 15 - Creme d'Dakar (WWII Naval)**

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

GM: Stephen Berger, Sponsor: ODGW

Period: World War II, Scale: 1:3000th, Rules: General Quarters 3

November, 1942: U-boats have found the 'Torch' convoy heading to North Africa and Germany has ordered the French Naval squadrons at Cassablanca and Dakar (Richelieu) to attack and sacrifice themselves if necessary or face reprisals. SBDs from Ranger have located the Dakar ships and TG 34.1 (BB Massachusetts) has left the convoy to intercept. Rules taught, beginners welcome

### **4:00PM**

### **F: 103: 16 - Rumble at Octanis III**

Friday, 4:00 PM, 2hrs, Players: 4

GM: William Stec, Sponsor: none

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

Octanis III is a mineral rich world that produces valuable strategic materials. Both the NAC and ESU want to annex it, and neither side can afford to see the other side claim it for their own. The locals don't see it that way, and are prepared to fight to maintain their neutrality. Simple mission: neutralize the system defenses, chase the other side away, and encourage Octanis III to join your faction. This is an introductory level game of Full Thrust. Beginners to veterans are welcome.

### **F: 141: 16 - L.O.T.R. THE BATTLE OF DALE T.A. 3019**

Friday, 4:00 PM, 4hrs, Players: 4

GM: Louis Valenti, Sponsor: W.A.M.P.

Period: Fantasy, LOTR, Scale: 15mm, Rules: God of War  
The Dwarves of the Lonely Mountain and the Men of Dale refused to acknowledge the overlordship and alliance of Sauron. While his Southern armies menaced Gondor, the Dark Lord sent an army North to extend his dominion to prevent the armies of his enemies joining together under one banner, which could have proved disastrous for Mordor. Will this be the last stand of Dain Ironfoot? Or will the darkness be held at bay?

### **F: 164: 16 - The break through at Tippecanoe 1811**

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

GM: Bryan Leshinskie, Sponsor: none

Period: War of 1812, Scale: 15mm, Rules: Frontier in Flames  
United States Forces under William Henry Harrison fought Native American Indians led by the great chief Tecumseh. These Warriors were against U.S. expansion into tribal territory. The U.S. will win a great victory that will propel William Henry Harrison into the white house. All are welcomed to join veteran G.M. as he simulates this great American victory...

### **F: 225: 16 - Raid on U-201**

Friday, 4:00 PM, 4hrs, Players: 4

GM: John Emmett, Sponsor: none

Period: World War II, Scale: 28mm, Rules: Chain of Command  
April 1942 - A section of No. 4 Commando assisted by local Francs-tireurs has been charged with the task of sabotaging the U-201, moored for resupply at the French coastal town of Trouville-sur-Mer. The Allied force will need to work it's way through the town garrisoned by Heer troops and Kriegsmarine in order to reach the U-boat. If you like your WWII lightly seasoned with pulp, this may be the game for you.

### **F: 242: 16 - Trench Wars: France 1918--The Fighting 69th - Theme**

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

GM: Frank Luberti, Sponsor: Connecticut Game Club

Period: World War I, Scale: 25mm, Rules: Trench Wars (modified)

Part Two of the James Cagney WWI film doubleheader. 25mm skirmish game inspired by the film The Fighting 69th. Novices, children with adults, rules lawyers and GMs looking for revenge welcome.

### **F: 299: 16 - Play & Learn ESR Napoleonics with the Designer**

Friday, 4:00 PM, 4hrs, Players: 4

GM: David Ensteness, Sponsor: The Wargaming Company, LLC  
Period: Napoleonic, Scale: 10mm, Rules: ESR Napoleonics (Et sans resultat! Second Edition)

If you want to play Napoleonics as a corps commander ESR is for you. ESR is a grand tactical, perspective based miniatures

## Event List

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game, that can be played at any ground scale and with any scale miniatures. It plays quickly and to resolution while placing the player in the saddle of a corps-level general. Players are encouraged to review The Overview and Quick Reference Guide at [thewargamingcompany.com/downloads.html](http://thewargamingcompany.com/downloads.html).

### **F: 344: 16 - Battle of Milne Bay - Operation Re (Modified) - The Invasion**

Friday, 4:00 PM, 4hrs, Players: 10

GM: Orest Swystun, Sponsor: none

Period: World War II, Scale: 1:1800th, Rules: War at Sea Modified

25 Aug, the Japanese are on the March again towards Port Moresby. This time their intelligence is more accurate. They will ramping up their efforts and the McArthur Navy is going to try and stop the invasion of Milne Bay. --- This is an extension campaign to the Derail the Tokyo Express Guadalcanal Campaign

### **F: 360: 16 - Department X and the Mist From Mars**

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

GM: Keith Frye, Sponsor: none

Period: SciFi, Scale: 28mm, Rules: 7TV 1st Ed.

"This is the voice of the Mist...We know you can hear Us, Earthmen..." An Albion Rocket Consortium space capsule has returned to Earth empty...or has it? Who are the deadly apparitions that kill with a touch? Why are our own people helping them? And what lurks behind the helmet visor of the mysterious "Major T..."? Dr Hugo Solomon and Department X intend to find out!

### **F: 387: 16 - Champions Hill, May 1863**

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

GM: Nigel Marsh, Sponsor:

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

On the morning of May 16, 1863, twenty miles east of Vicksburg, Pemberton's Confederates are attacked by Grant's Federal forces. Refight McClernand's assault during the pivotal engagement at Champions Hill.

### **F: 452: 16 - First Conflict: Fill 'Er Up Comrade**

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

GM: Tu Tran, Sponsor: ODGW

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

In this hypothetical scenario, the Soviet Union has successfully launched a surprise invasion of the United States. Soviet forces are pushing forward to capture a fueling depot. This resource point is critical for a successful push forward. U.S. forces have been dispatched to secure the fueling depot. Can U.S. Forces secure and hold the fueling depot or will Soviet forces gain control?

### **F: 454: 16 - Mein Zombie: Search and Destroy**

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

GM: Mike Trauger, Sponsor: ODGW

Period: Zombie Apocalypse, Scale: 25mm, Rules: Mein Zombie Great Britain has collapsed under a growing zombie outbreak, but not before a series of fortified colonies are built throughout the countryside. One colony has come under repeated well organized zombie attacks. Refugees report having seen what might be a "Meister Zombie" in the nearby village of East Kennywick. As members of the British Secret Service (and surviving members of the East Kennywick Coed Cricket Club), your mission is to seek out and destroy this monster.

### **F: 472: 16 - Dutch Interception**

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

GM: Keith Eshelman, Sponsor: none

Period: World War II, Scale: 1:285 micro, Rules: Check Your 6 February 24, 1942 - here's some early war planes to have fun with!!! Come fly the not so friendly skies over Java. Attack in Oscars or defend in Buffaloes and Curtis Interceptors (if you were Dutch, you didn't have much!!!). Scenario taken from Brian Dewitt's excellent "Battles Above 3". Prizes from our friend Dave Winfree at I-94 Enterprises once again.

### **5:00PM**

### **F: 112: 17 - Battle of Mohacs 1526 - The Destruction of Hungary**

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

GM: Troy Turner, Sponsor: Maphogs

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

The Ottoman Empire under Suleiman the Magnificent invaded Hungary in 1526. King Louis II scratched together a tough but much smaller army of knights and modern Pike & Shot units to face the invaders. Hoping valor alone could save them, the Hungarians launched an all out attack that rocked the Ottomans onto their heels. The result is still mourned in Hungary to this day.

### **F: 127: 17 - Wha Wadna Fecht For Charlie?- Inverurie 23 Dec 1745 - Theme**

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

GM: Nate Gerstner, Sponsor: Refuse the Flank Wargamers

Period: Age of Reason, Scale: 15mm, Rules: Modified Pikeman's Lament

In December of 1745, while Charlie's Jacobites were off campaigning in England, the Earl of Loudoun raised a force of loyalist highlanders around Inverness. He hoped to capture the port of Aberdeen by Christmas. The loyalist column, led by Laird Macleod, halted at Inverurie when they received word of a French landing. On the evening of the 23rd, Macleod billeted his men in the town and surrounding farms, and awaited reinforcements. As darkness fell, the Jacobites launched a surprise attack.



## Event List

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### F: 134: 17 - Shatterlands Walk Up Demo

Friday, 5:00 PM, 2hrs, Players: 10

GM: Ben Rubin, Sponsor: Stonegate Forge

Period: Fantasy, Scale: 25mm, Rules: Shatterlands

Come try Shatterlands, the new character driven woodland black powder fantasy skirmish game from Stonegate Forge.

Take command 1-2 characters in this innovative new system that evokes the tactical challenges of French and Indian War skirmish games and the character development aspects of fantasy RPGs. Walk away with the rules and a free character card. No ticket required. No one turned away.

### F: 287: 17 - Le Mesnil Herman, 27 July 1944

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

GM: Steve Waddell, Sponsor: none

Period: World War II, Scale: 28mm, Rules: Modified NUTS! Skirmish Rules

After its first day of Operation Cobra, Combat Command A (CCA) of the 2nd Armored Division blasted through German lines, nearing its final objective, the town of Le Mesnil Herman. Only the tired veterans of the 12th Fallschirmjäger (Reconnaissance) Battalion stood between victory and defeat. The next morning, CCA launched its attack. Will the fallschirmjägers be able to stop the American breakthrough?

### F: 326: 17 - Beyond the Black River with Conan (part 2)

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

GM: Steve Braun, Sponsor: Second Saturday Scrum Club

Period: Fantasy, Scale: 28mm, Rules: Sellswords and Spellslingers

The adventure continues as Conan and the frontiersmen of Aquilonia retreat from Fort Tuscullan to escape the mad horde of Pictish warriors. Can the warn the brave settlers in time? Only Crom knows, and he's not saying much... This cooperative game uses the Sellswords and Spellslingers rules and the Above the Fray miniatures.

### F: 391: 17 - Revolution 1848 - An Age of Valor Playtest - Theme

Friday, 5:00 PM, 5hrs, Players: 8

GM: Wilbur Gray, Sponsor: Age of Eagles

Period: 19th Century, Scale: 10mm, Rules: Age of Valor (for Age of Eagles)

The lads from Budapest take on the Austrians and Russians in one of the critical battles of the 1st Hungarian Revolution. Colorful brigade level game based on Fire & Fury/AOE. Thick skins required but fun for all.

### 6:00PM

### F: 111: 18 - Bataan! The Game

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

GM: Roxanne Patton, Sponsor: none

Period: World War II, Scale: 20mm, Rules: Disposable Heroes  
You've seen the movie! Now play the game! Staring Robert Taylor as Sgt. Bill Dane 31st Infantry, Thomas Mitchell as Cpl.

Jake Feingold 4th Chemical Coy, Lloyd Nolan as Cpl Barney Todd 26th Cavalry, Robert Walker as Musician 2nd Leonard Purckett, and Desi Arnez as Pvt. Felix 194th Tank Bn. A mixed squad of U.S. and Filipinos is given the mission of holding back the Japanese 62nd Reg't advance over a viaduct bridge at the foot of a mountain on the Bataan peninsula.

### F: 169: 18 - THE GREATEST REVOLUTION EVER? A DEBATE - Theme

Friday, 6:00 PM, 1hrs, Players: 60

GM: Peter Panzeri, Sponsor: none

Period: Other, Scale: Other, Rules: Debate Rules

Join LITTLE BIGHORN author Pete Panzeri and a panel of military historians for a thought provoking debate. Each will make a case for "THE GREATEST" (most decisive) REVOLUTION" affecting world history, and then respond to audience questions. Lively discussion is sure to follow. Then YOU (the audience) can vote on the most "convincing case." (Food & Drinks welcome.)

### F: 178: 18 - Assault At Liewenberg: Hitting The Main Line!

(German South- West Africa, 1904)

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

GM: Roy Jones, Sponsor: Recreational Conflict

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

A rifle-armed landing party of German sailors from the Kaiser's warship SMS Habicht ('Hawk') took a beating in their first assault against the Hereros at Liewenberg. But now the sailors from the 'Hawk' have more men, high morale...and a Revolver cannon! Herero riflemen, however, still hold the high ground. And they fight concealed behind nearly impregnable rock. Somebody - German sailor or Herero rifleman - is definitely going to get hurt at Liewenberg.

### F: 203: 18 - Storm at Stonne

Friday, 6:00 PM, 4hrs, Players: 8

GM: Patrick Berkebile, Sponsor: none

Period: World War II, Scale: 28mm, Rules: TooFatLardies What a Tanker!

May 1940-French and German armor take each other on in this tank fight outside of Stonne. In What a Tanker! you will be a tank commander in a mixed troop of tanks. There are a variety of tanks to choose from. Each player commands an individual tank.

### F: 218: 18 - Zombie Outbreak: Day

Friday, 6:00 PM, 4hrs, Players: 10

GM: Jon-Paul Colegrove, Sponsor: none

Period: Modern, Scale: 25mm, Rules: total AR:SE Modified  
UNIT 34 TO DISPATCH SHOTS FIRED! SHOTS FIRED! THIS DEMONSTRATION HAS GONE FULL RIOT! WAIT OH GOD! IS HE EATING THAT GUYS FACE, AND THERE'S ANOTHER! DISPATCH WE NEED BACK UP NOW! DISPATCH TO ALL UNITS OFFICERS

## Event List

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NEED ASSISTANCE CAN YOU HELP YOU FELLOW OFFICERS PUT DOWN THE ZOMBIE HORDES BEFORE ITS TOO LATE?

### **F: 232: 18 - Empire of the Dead**

Friday, 6:00 PM, 4hrs, Players: 10

GM: Jon Lundberg, Sponsor: Brigade Games and West Wind  
Period: Victorian Science Fiction, Scale: 28mm, Rules: Empire of the Dead

A small spanish town has been plagued with problems. The dead are walking and savage howls have been heard at night. Each group has headed to spain to investigate and either harness the fell energy or use it for their own purposes. Continuing campaign across the HMGS conventions, bring your own or use one of ours.

### **F: 336: 18 - Battle of Camden - Theme**

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

GM: Robert Schaible, Sponsor: Yellow Worm Gaming Society  
Period: American War for Independence, Scale: 15mm, Rules: American Battlelines

The hero of Saratoga versus the guy who surrenders at Yorktown...what could go wrong? Unlike what really happened, the militia will stay at least a little bit and there may be some of the other troops Gates could have had if he was really expecting a British relief column.

### **F: 381: 18 - Battle at Rio Tajo**

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

GM: Lyle Bickley, Sponsor:  
Period: Napoleonic, Scale: 28mm, Rules: Carnage & Glory  
The British-Portuguese lines held throughout the Battle of Talavera, finally compelling Joseph to abandon the battlefield. The victory had, however, been costly and, with Soult threatening to cut the road to Portugal, Wellesley was forced to fall back. In order to slow down the French Wellesley sends a mixed force of British, Portuguese and Spanish to slow and delay the French at the Rio Tajo.

### **F: 395: 18 - A Recreation of the August 1861 Battle of Wilson's Creek - Theme**

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

GM: David Mattson, Sponsor: none  
Period: American Civil War, Scale: 28mm, Rules: Carnage & Glory  
This scenario is based on the trans-Mississippi battle of Wilson's Creek. The battle of Wilson's Creek was the second major battle of the American Civil War and occurred in Missouri on August 10, 1861.

### **F: 437: 18 - FIGHTING STEAM - The Atlanta Is Coming Out! - Theme**

Friday, 6:00 PM, 4hrs, Players: 8

GM: Paul Meyer, Sponsor: none  
Period: American Civil War, Scale: 1:1000th, Rules: FIGHTING STEAM

It'll be iron against iron. The Confederate ram is ready, but so are the Federal monitors. Both sides have a plan to win this fight in the shoal infested waters of Wassaw Sound. FIGHTING STEAM is an innovative system for ACW naval battles based on the SPI classic FIGHTING SAIL.

### **F: 474: 18 - Balloon Busting 1918**

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

GM: Greg Harding, Sponsor: none  
Period: World War I, Scale: 1/144th, Rules: Check Your 6/Colorful Skies

It is 1918 and the air war rages over France. Balloons are used as artillery observers to direct the massive artillery barrages on the opposing lines. Come fly WW1 Bi-Planes to shoot the balloons down or to protect the Balloons. The Goal is to see who can Survive!

### **F: 480: 18 - Tank Battle Sidi Bou Zid, Tunisia 2nd day Feb. 15, 1943**

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

GM: Van Osgood, Sponsor: none  
Period: World War II, Scale: 1:285 micro, Rules: Challenger XXI  
U.S. 1st Armd. Div. CCA lost 44 out of 51 Shermans on 2/14/43 trying to rescue cut off U.S. Infantry. Now it is CCC's turn against an estimated 40 German tanks of 10th and 21st Panzer Divs.

### **F: 506: 18 - JOE HACK : African Attack - Theme**

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

GM: Joe Swartz, Sponsor: none  
Period: Ancients, Scale: 28mm, Rules: JOE HACK  
After refitting from the ambush, Uhlius decides on a three pronged attack to win the Roman Civil War. His Danube legions will lead on the left, the Nubian foot warriors and the Elephants will advance in the center, with the Nubian light cavalry swing wide around to the right. Ceasar has other ideas however and through an underpaid deserter learns of Uhlius's plans. Ceasar does what Uhlius least expects and uses his own battle plan against him with his own three prong attack.

### **7:00PM**

### **F: 100: 19 - By Fire and Sword The Lubomirski Rebellion**

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

GM: Karl Shanstrom, Sponsor: none  
Period: Pike & Shot, Scale: 15mm, Rules: By Fire and Sword  
In 1665-66, Lubomirski's supporters paralyzed the proceedings of the Sejm. Lubomirski himself, with the support of part of the army and the pospolite ruszenie, defeated the royal forces, at the Battle of Matwy (1666). The rebellion ended with the Agreement of Legonice, which forced the King to give up his planned reforms and the introduction of vivente-rege royal elections. Lubomirski himself, now a broken man, died soon after. Will you fight for the King or the man himself.

## Event List

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### **F: 138: 19 - Ambush in the Banakur: A Shatterlands Scenario**

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

GM: Ben Rubin, Sponsor: Stonegate Forge

Period: Fantasy, Scale: 25mm, Rules: Shatterlands

A Rapani patrol deep in the Banakur Forest has stumbled into an ambush by the Dumah Rangers. There are reinforcements coming, but how far behind are, and can the vanguard hold until they get there to fight their way out? Come find out, in this scenario using Shatterlands, the innovative character driven black powder fantasy rules system from Stonegate Forge. Experience with the system recommended but not required.

### **F: 145: 19 - Aerodrome(R) 1.1 World War I Aerial Combat - Theme**

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

GM: Stanley Kubiak, Sponsor: Aerodrome(R) Aerial Combat Games

Period: World War I, Scale: 1/72nd, Rules: Aerodrome(R) 1.1 - World War I Aerial Combat Game

A traditional, award-winning HMGS East and nationwide convention favorite for over 25 years! Fly colorful 1/72 scale WWI aircraft into combat using simulated wooden "cockpits". Rules taught; easy to learn and play, lots of fun for both experienced and new players. Up to 10 players per round; rounds last about one hour or less, run continuously through allotted time. Wings & Medals awarded for Victories and Valor! (Note: Pilots shot down may be required to yield seat to a waiting player.)

### **F: 158: 19 - Germantown 1777- Washington Attacks! - Theme Friday, 7:00 PM, 4hrs, Players: 4**

GM: James McGaughey, Sponsor: Old Glory Corp./Blue Moon  
Period: American War for Independence, Scale: 15mm, Rules: British Grenadier

With Howe's forces divided, Washington saw an opportunity to attack the Crown garrison in Germantown as the last effort of the year before going into winter quarters at Valley Forge. Washington's plan - attack from four different directions and envelope the British. See if you can successfully execute Washington's plan, or fight for the King to crush the rebellion.

### **F: 159: 19 - The Union is behind us! - Theme**

Friday, 7:00 PM, 4hrs, Players: 3

GM: Del Stover, Sponsor: none

Period: American Civil War, Scale: 10mm, Rules: A Glint of Steel

A Rebel force attempts to slow down Grant's advance on Vicksburg, only to discover Union troops marching down another road behind them. As a tactical situation, it's a pickle. But, orders are orders. Somehow, the Confederates must slow down the Union advance.

### **F: 171: 19 - 8th Air Force 2nd Raid on Schweinfurt**

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

GM: Robert Varga, Sponsor: none

Period: World War II, Scale: 1/144, Rules: Home Rules

The 1st mission in particular foretold the failure of deep raids into Germany without adequate long-range escort was doomed to heavy losses and failure to destroy the target. You are either: The Bomb Wing, their long-range Fighter escorts or the German Luftwaffe. Can you get the Wing to the target, Fighter Escort the B17's, or as the German Luftwaffe and Anti-Aircraft guns decimate the attempted mission once again?

### **F: 180: 19 - The Dying of the Light: The Fall of Roman Ruritania, 4th Century A.D.**

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

GM: Jeffrey Wasileski, Sponsor: Brigade Games, Cigar Box Battle Mats

Period: Ancients, Scale: 28mm, Rules: Lion Rampant modified  
In the twilight of the Western Roman Empire, the province of Ruritania is beset by enemies within and without. Can the forces of the Empire stem the tide of Goths, Gepids, Huns, and Slavs or will the Imperial armies, wracked by internal dissension, fall to the barbarian onslaught. Each player will control one faction in a multi-sided conflict, each with their own competing goals. Will you stave off the dying of the light or will you bring on the darkness?

### **F: 186: 19 - December 8, 1941 - Victory Over Clark Field Friday, 7:00 PM, 4hrs, Players: 8**

GM: Martin Fenelon, Sponsor: MSD Games, LLC

Period: World War II, Scale: 1:285 micro, Rules: Kamikaze 1946: Divine Wind

Pearl Harbor was attacked at 3 AM local time in the Philippines. B-17s took off at dawn to bomb Japanese airfields on Formosa. They returned heavily damaged. As the bombers were being refueled and re-armed, radar detected a large group of aircraft approaching Clark Airfield from the North. Fighters have been scrambled - can we avoid another disaster like Pearl Harbor? Will our bombers be caught on the ground?

### **F: 191: 19 - Hail Of Fire - The Longest Day, June 6th 1944 Friday, 7:00 PM, 4hrs, Players: 6**

GM: Brandon Fraley, Sponsor: none

Period: World War II, Scale: 15mm, Rules: Hail Of Fire  
Storm the beaches of Normandy, attack from behind enemy lines, or attempt to fight off the largest seaborne invasion in history! Rules are simple and fast-playing, but with a focus on fog of war. No experience necessary. Ages 12+. Raffle prizes for participants!

### **F: 192: 19 - Roadblock at Antoniushof Farm**

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

GM: Michael Pierce, Sponsor: none

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

The Battle of the Bulge was raging. Early on December 18, 1944, a reconnaissance Kampfgruppe from 2nd Panzer approached the farm at Antoniushof, where American units from Combat Command A (CCA), 9th Armored Division had set

## Event List

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up roadblocks. After an intense smoke barrage, the Germans attacked to clear way for the continued advance of 2nd Panzer. Can the American forces hold, or would the Germans continue their onslaught towards the Meuse.

### **F: 214: 19 - Lion of the North: Swedes vs Imperialists**

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

GM: Mike Manning, Sponsor: none

Period: Pike & Shot, Scale: 1/72nd, Rules: Might of Arms (Modified)

As Imperial demi-culverins roar from their fixed position, huge lumbering tercios waddle forward towards triangular Swedish Brigades supported by nimble battalion guns. German reiters caracole while Finns charge at the gallop. A clash between two opponents who follow very different tactical doctrines makes for a very different Pike and Shot Game.

### **F: 223: 19 - It's High Noon Again, Dont let the sun get in your eyes**

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

GM: Leo Walsh, Sponsor: none

Period: Western, Scale: 28mm, Rules: High Noon

Just about anything goes. The sleepy little town of Peaceful Dove is just about to break out in a fury. Lawmen, outlaws, Mexicans, and maybe some injuns and who knows what are headed to the only saloon for miles around. And the barkeeper is plumb out of brew. Easy to learn and fast playing. A little math skill needed. All are welcome.

### **F: 235: 19 - Bombers are crossing the Channel! Aug '40**

Friday, 7:00 PM, 3hrs, Players: 12

GM: Peter Landry, Sponsor: none

Period: World War II, Scale: 1/200, Rules: Wings of Glory WW2

After the initial German attack on channel shipping, focus was moved to attacking RAF airfields and facilities. Though outnumbered, the RAF had to try as they might to blunt the German attack. Do17s and He11s escorted by Me110s darkened the sky as the Hurricanes and Spitfires climbed to meet them.

### **F: 243: 19 - Naval Battle of Camperdown 1797**

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

GM: Brian Dewitt, Sponsor: NOVAG

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

The Dutch fleet (Batavian Republic) under De Winter were blockaded within their harbor by the British North Sea fleet. When the British fleets leaves for supplies, De Winter used the opportunity to conduct a brief raid into the North Sea. When the Dutch fleet returned to the Dutch coast on 11 October, the British were waiting, and intercepted De Winter off the coastal village of Camperduin.

### **F: 252: 19 - Blue Goose to the Rescue, The Torpedo Attack off Tassafaronga Point, Guadalcanal, October 15, 1942**

Friday, 7:00 PM, 2hrs, Players: 6

GM: John Stanoch, Sponsor: Blue Sky Enterprises

Period: World War II, Scale: 1/300, Rules: Red Sun/Blue Sky ver.2

It was a desperate time for the US forces on Guadalcanal. The First Marine Division was constantly under pressure from the enemy. It had already defended against two major Japanese ground assaults and was just barely holding the line. The carrier USS Wasp was recently sunk by a Japanese sub and the two remaining carrier Task Forces had to retire for refueling. The Marines had no carrier air support and had to rely on themselves.

### **F: 273: 19 - French First Invasion of Spain - the Campaign of Marshal Jean-Baptiste Bessieres**

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

GM: Thomas Garnett, Sponsor: Carnage and Glory

Period: Napoleonic, Scale: 28mm, Rules: Carnage and Glory

This is the second event of an ongoing campaign game using the new Carnage and Glory campaign system. In this event, the initial contact is made between Marshal Bessieres' Observation Corps of the Western Pyrenees against the Spanish Army of Old Castile under General La Cuesta. In this follow-up battle, the forces of the Army of Old Castile fully arrives on the battlefield and attacks the lead division of Marshal Bessieres Observation Corps.

### **F: 306: 19 - TANKS! in Normandy.**

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

GM: Brendan Watts, Sponsor: none

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

Straight up American vs. German tank on tank duel in the Normandy countryside.

### **F: 314: 19 - Aerodrome(R) 2.0 World War 2 Aerial Combat**

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

GM: Bob Kubiak, Sponsor: Aerodrome(R) Aerial Combat Games

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

British and German fighter aircraft duel over the waters of the English Channel, using the Aerodrome(R) 2.0 WW2 adaptation of the popular Aerodrome(R) 1.1 WW1 ruleset. Still easy to learn and lots of fun to play, but takes into account the faster speeds and deadlier weapons of WW2 aircraft. Rules taught, equipment provided. Wings and medals awarded for victories and valor. Female- and spouse-friendly game; under age 15 only with playing adult or prior experience.

### **F: 328: 19 - Reverse Quatre bras**

Friday, 7:00 PM, 4hrs, Players: 12

GM: Jody Sherrill, Sponsor: none

Period: Napoleonic, Scale: 1:20 figure ratio, Rules: Home rules

## Event List

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Part 3 of this continuing battle. This is a major British assault on the French II corps under the command of Ney. Will Wellington be able to do what Ney could not do on that fateful day?

**F: 348: 19 - Thou are not yet dead, my father - Theme**

Friday, 7:00 PM, 3hrs, Players: 3

GM: Jameson Proctor, Sponsor: Metropolitan Wargamers  
Period: French & Indian War, Scale: 28mm, Rules: Muskets & Tomahawks

In March 1754, Governor Dinwiddie ordered Major Washington back to the Ohio Country with instructions to act on the defensive, but in case any attempts are made to obstruct the works or interrupt our settlements by any persons whatsoever, you are to restrain all such offenders, & in case of resistance to make prisoners of or kill & destroy them. The Jumonville Affair would be the spark that ignited the Seven Years War which in turn would set the stage for the American War of Independence.

**F: 355: 19 - Junkwaffel! - Theme**

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

GM: Walt OHara, Sponsor: Second Saturday Scrum Club  
Period: Inter-War Pulp, Scale: 28mm, Rules: Mad Maximillian 1934

Nobody knows exactly how the world ended, but it's been deucedly hard on all parties concerned. Racing & fighting using a mixture of weaponized vehicles fighting in a post-Apocalyptic world. Only, it's not the future apocalypse. It's the apocalypse that took place in 1934. Remember that? Join players as they participate in a Grand Guignol road race at the end of the world, their Bentleys, Bugattis, Fords and Deussenbergs transformed with the latest deadly weaponry from relics of the Great War.

**F: 373: 19 - Battletech - The Unexpected Raid**

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

GM: Mark Yingling, Sponsor: none  
Period: SciFi, Scale: 1:285 micro, Rules: Total Warfare  
So the local garrison Mercenary unit had there celebration interrupted by a unknown raiders. When I say interrupted, I mean it, many of the MechWarriors were partying very hard when they got called out to defend the planet. Join the fun as a still drunk Mercenary Mechwarrior or the unknown raiders coming to spoil the fun.

**F: 403: 19 - SAGA Free-For-All**

Friday, 7:00 PM, 3hrs, Players: 4

GM: Jim McWilliams, Sponsor: none  
Period: Dark Ages, Scale: 28mm, Rules: SAGA  
1st Ed Saga game for 4 warbands of 4 points each. Bring your own warband or use one provided. Some knowledge of Saga warbands needed.

**F: 404: 19 - A Day at the Endor Races**

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

GM: Harry Kogelschatz, Sponsor: none  
Period: SciFi, Scale: 28mm, Rules: Future Race  
Come test your speeder bike driving skills in the forest of the Endor moon. Race against stormtroopers , rebels and bounty hunters.

**F: 406: 19 - Meeting in the North . . .Sea**

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

GM: Geoffrey Graff, Sponsor: none  
Period: World War I, Scale: 1:2400th, Rules: General Quarters, modified

During World War I supply convoys moved across the foggy North Sea from Norway to Scotland. The British sent squadrons to protect them, and occasionally the Germans moved (cautiously) to intercept. Here we have a chance to explore what could have happened if they had met. A classic meeting engagement, in a foggy war zone.

**F: 408: 19 - Cavalry Action Near Luneville**

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

GM: Don Hogge, Sponsor: none  
Period: World War II, Scale: 28mm, Rules: Battleground WWII  
On 18 September 1944, elements the 2d Cavalry Squadron found themselves outnumbered by a surprise German attack near Luneville. The Cav fought a delaying action back towards Luneville to buy time for American reinforcements to arrive. The Germans were not inclined to cooperate as bitter fighting broke out. The Germans were going to break through, it was just a matter of how long the 2d Cav can hold on.

**F: 411: 19 - Battle of Neerwinden, 18 March 1793 - Theme**

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

GM: Kurt Schlegel, Sponsor: none  
Period: Napoleonic, Scale: 6mm, Rules: SAFNapoleonics  
The Republican army under Dumouriez has decided to attack the reconstituted Austrian army at Neerwinden. The French have the numbers but the Austrians have more cavalry and artillery. Historically the French left flank was routed and the Austrians won decisively. Can you do better? We'll be running this battle three times with different rules sets. This time using SAFNapoleonics, a simple (for Napoleonics) and fast-play set of rules.

**F: 416: 19 - Mission Change**

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

GM: Michael Byrne, Sponsor: none  
Period: Modern, Scale: 28mm, Rules: Force on Force  
While clearing an area, the US platoon is given a mission change to capture a person of interest intelligence has just determined is in the area. The platoon moves rapidly to the portion of the village. Can the US capture this person before he fades away?



## Event List

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### F: 432: 19 - Kerfuffle During a Very British Civil War - Theme

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

GM: Gregory Priebe, Sponsor: none

Period: Inter-War, Scale: 28mm, Rules: Combat Patrol TM

1938: King Edward VIII's scandalous marriage to divorcee Wallis Simpson has caused a constitutional crisis, splitting the fabric of British society. Feeling secure in their power, Prime Minister Oswald Mosely and his fascist black-shirts have invited the Germans and Italians to Britain to discuss an alliance, but the forces of the opposition have other plans! Experience the intuitive mechanics of Combat Patrol(TM) in this exciting scenario.

### F: 434: 19 - Naval Battle yellow sea 1904 (Battleship Action) What If

Friday, 7:00 PM, 4hrs, Players: 13

GM: Donald Smith, Sponsor: none

Period: Early 20th Century, Scale: 1:1800th, Rules: Modified General Quarters 2

The Russian Battleships damaged from a surprise Japanese torpedo attack on Port Arthur in February 1904 were repaired by early May and the New Russian Admiral decides it's too dangerous to remain at Port Arthur and will attempt to sail his Battleships to Vladivostok before the Japanese start to lay down mine fields

### F: 442: 19 - Brazen Chariots- The Battle of Wailly

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

GM: Adam Wine, Sponsor: none

Period: World War II, Scale: 15mm, Rules: Brazen Chariot WWII Tank Battles

On Tuesday May 21, 1940 the 7th Panzer Division is attempting to encircle the City of Arras. At the same time the British and French have launched their counter-offensive just west of Arras. It is 7 p.m. and the tanks of 7th Royal Tank Regiment are advancing south along the Rue-de-Dainville when they overrun the SS-Motorized Infantry Motorized Division, Totenkopf, near Wailly, Can panzers of Panzer-Regiment1:300th halt the British long enough to allow the SS-Totenkopf to escape annihilation?

### F: 462: 19 - Golan 1973: The Southern Flank

Friday, 7:00 PM, 4hrs, Players: 4

GM: John Drye, Sponsor: Test of Battle Games

Period: Modern, Scale: 15mm, Rules: Test of Battle: Breakthrough

The Arab offensive in 1973 caught Israel off guard. The first few days on the Golan Heights were critical. Test of Battle's Breakthrough rules capture the desperate fight to secure this key terrain.

### F: 464: 19 - Battle of Kharkov

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

GM: John Drye, Sponsor: Test of Battle Games

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

The city of Kharkov was the scene of multiple battles during the campaign for southern Russia. "Breakthrough" allows players to take command of a division and contest control of the city. Katuyshas and Tigers, Cossacks and cannons, plus the poor bloody infantry are included in this corps-level engagement fought over miles of the steppes.

### F: 467: 19 - Raid on the Bailey

Friday, 7:00 PM, 4hrs, Players: 4

GM: Jessee Scarborough, Sponsor: none

Period: Dark Ages, Scale: 15mm, Rules: So Convenient for Hewing

The new overlords are building a motte and bailey. It must burn! Will the relief force arrive? --- Dark Age Skirmish Action in 15mm.

### F: 484: 19 - Battle of Brandywine Sept 11,1777

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

GM: John Mitchell, Sponsor: TGS Productions

Period: American War for Independence, Scale: 54mm, Rules: All the Kings Men

Lord Howe and Cornwallis are marching up from Chesapeake Bay with 1800 troops. To take Philadelphia. Washington will try to stop them. Putting the Continental Army directly across the enemy's line of march. Brandywine creek. with 1600 troops. What could go wrong?

### F: 510: 19 - On the trail of Blue Buffalo

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

GM: Charles Turnitsa, Sponsor: none

Period: Western, Scale: 15mm, Rules: The Tomahawk and the Flame

F Troop from Fort McBrom has tracked down the Comanche band of Blue Buffalo to a rocky area on the outskirts of the Red Sky hills. Unfortunately for F Troop, Blue Buffalo knew his men were being followed, and the troopers were led into an ambush. Now, can the rescue force of C Troop make it in time to rescue their beleaguered comrades? Will Blue Buffalo escape? Classic western action, using the Sword and the Flame variant.

### 8:00PM

#### F: 205: 20 - Raid

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

GM: John Zabawa, Sponsor: gettysburg miniature soldiers

Period: Colonial, Scale: 25mm, Rules: sword and the flame modified

British troops land by ships and raid a town and try to capture a fort

#### F: 257: 20 - Deadly Way to Fight, Rossignol August 22, 1914

Friday, 8:00 PM, 3hrs, Players: 6

GM: Neil Carmichael, Sponsor: none

Period: World War I, Scale: 28mm, Rules: When Technology Meets Tradition!

## Event List

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In the early morning of the 22nd the French 3rd Division advanced North on the main road out of Rossignol in the direction of Neufchateau to secure billets believing the German main force was over 30km away. A German Cavalry force from the 12th Division encountered French Infantry moving north just south of the village Rossignol. The French drove off German Cavalry, cleared the village of Rossignol and push towards the wood but halted as resistances stiffened.

### F: 332: 20 - Graduation Escalation

Friday, 8:00 PM, 4hrs, Players: 6

GM: Mark Kochte, Sponsor: none

Period: SciFi, Scale: 1:2400/Starship, Rules: Emerging Suns: Starship Combat Operations Manual (ESCOM)

Congratulations! You have just finished your final courses and exams of Command School. Now it is time to put your learning to the test. You are currently assigned command of a frigate, type which you may select according to your tactical proficiencies. You are to kill off all other ships on the board. If your frigate is destroyed, you will move up to a destroyer. Your goal remains the same.

### F: 342: 20 - Gaslands - post-apocalyptic vehicular mayhem.

Friday, 8:00 PM, 3hrs, Players: 6

GM: Joseph Chasse, Sponsor: none

Period: Post-Apocalypse, Scale: 1:64th, Rules: Gaslands by Osprey Games

A tabletop wargame of car-on-car destruction in a post-apocalyptic wasteland. Movement consists of movement templates and custom "skid dice" to create a fluid and madcap game. Gaslands is what Wings of Glory is to WWI aviation combat. If you are looking for a fast game that is easy to learn, without complex rules, then Gaslands is great.- Notes from the Bunker Winner of both the Judges' Choice and People's Choice awards for Best New Miniatures Rules at the UK Games Expo (2018).

### F: 346: 20 - Into the Darkness: WARHAMMER 40K: KILL TEAM: DEMO

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

GM: James Nicholson, Sponsor: LXG & The MECHANICON

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

A fast paced tabletop miniatures game, Warhammer 40,000: Kill Team pits teams of elite specialists, ragtag zealots and hard-bitten veterans against each other in vicious skirmish battles to the bitter end. A single squad of well-trained and well-equipped warriors can tip the balance of a wider conflict- with Kill Team, you'll play through countless stories of your own devising that could alter the fate of the galaxy itself.

### F: 369: 20 - Attack on Ramstein Air Base- 1985

Friday, 8:00 PM, 4hrs, Players: 6

GM: Bobby Edoo, Sponsor: Tri State

Period: Modern, Scale: 15mm, Rules: Team Yankee

Cold War gone Hot- The Soviet invasion into West Germany has commenced. Ramstein Air Base is a United States Air Force base in Rhineland-Palatinate and it's the home of Nato Allied Air Command. Can Soviet might push the gallant defenders out?

### F: 499: 20 - LAWRENCE OF ARABIA: A WW1 QUEST GAME - Theme

Friday, 8:00 PM, 3hrs, Players: 24

GM: Peter Panzeri, Sponsor: OLD GLORY

Period: World War I, Scale: 28mm, Rules: Frontiers in Flames Your Team of 3-5 Play Lawrence, Major Tibbs, Sheik Faisal & other's to lead the Arab Army & famous characters on a 4-table raid against the Turks. It's a Wargame, a Strategy game, an amazing race and above all a SURVIVAL game. Face all challenges and try to make it through alive. DON'T MISS THIS RARE CHANCE TO PLAY a REWARDING AND FUN GAME. Reviewed as "Highly entertaining, surprisingly fun and funny."

### F: 515: 20 - Gnome Wars: The Battle for Tsingtao - The Heights

Friday, 8:00 PM, 4hrs, Players: 6

GM: James Stanton, Sponsor: Brigade Games

Period: GNOMES!, Scale: 28mm, Rules: Gnome Wars

The Germans have pulled back to the heavily fortified positions above the port at Tsingtao. The British and Japanese have the grim and bloody task of capturing "The Heights." Anyone bringing a painted unit from Brigade Games does not have to preregister.

### 9:00PM

### F: 121: 21 - Forager

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

GM: Aryeh Levi, Sponsor: Your Hobby Place

Period: Napoleonic, Scale: 28mm, Rules: Forager Fun fast paced napoleonic skirmish game!!

## Event List

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### SATURDAY GAMES

#### 9:00AM

##### **S: 137: 09 - Shatterlands (Mohawk Valley)**

Saturday, 9:00 AM, 2hrs, Players: 10

GM: Ben Rubin, Sponsor: none

Period: French & Indian War, Scale: 25mm, Rules: Shatterlands  
Come try Shatterlands, the new character driven woodland black powder fantasy skirmish game from Stonegate Forge. Take command 1-2 characters in this innovative new system that evokes the tactical challenges of French and Indian War skirmish games and the character development aspects of fantasy RPGs. Walk away with the rules and a free character card. No ticket required. No one turned away.

##### **S: 148: 09 - Kolin**

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

GM: Timothy (Tim) Tilson, Sponsor: none

Period: Seven Years War, Scale: 15mm, Rules: Black Powder  
18 June 1757. Kolin. Bohemia. The Prussians are besieging Prague. Field Marshal Daun marches an Austrian army to relieve the city. Frederick decides to attack him with a flank march. However he changes it into a forward assault. This scenario covers the early morning fighting of what will be Austria's first victory of the war. From a new scenario book on the Seven years War.

##### **S: 156: 09 - Centennial: Last Raid of the 20th Aero Squadron (Bombardment)**

Saturday, 9:00 AM, 3hrs, Players: 20

GM: Roxanne Patton, Sponsor:

Period: World War I, Scale: 1/144, Rules: Colorful Skies-Check Your Six

On November 5, 1918, a flight of 20th Aero Squadron DH-4s encountered a group of "very aggressive" Fokkers near Dun-sur-Meuse. The attacking Fokkers claimed three DH-4s while the Americans were able to claim four Boche and a successful bomb run.

##### **S: 176: 09 - COMBAT PATROL TANK VANGUARDS**

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

GM: Robert Varga, Sponsor: none

Period: World War II, Scale: 1/72nd, Rules: Modified Combat Patrol

The Tank Vanguards of two armies have been probing for the enemy. In this forested valley they have found themselves approaching each other on opposite banks of the river with the main road passing by the destroyed farm that is considered a vital forward observation position. The defenders are to hold the position until relieved, can you survive or can you capture the position?

##### **S: 179: 09 - Clash of Galleys!**

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

GM: Nemo Lionikis, Sponsor: none

Period: Ancients, Naval, Scale: 1:1200th, Rules: Mare Romanum  
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 - 9 ships.

##### **S: 182: 09 - The Adventures of Bertrand du Guesclin: Ambush in Brittany, 1354**

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

GM: Bob Bryant, Sponsor: none

Period: Medieval, Scale: 28mm, Rules: Clans & Companies  
Du Guesclin aids the French cause by ambushing a column laden with booty led by the noted English knight Sir Hugh Caveley. The object of the French is to capture as much of the loot as possible.

##### **S: 188: 09 - Bunker Hill - June 17, 1775 - Theme**

Saturday, 9:00 AM, 4hrs, Players: 12

GM: Martin Fenelon, Sponsor: MSD Games, LLC

Period: American War for Independence, Scale: 15mm, Rules: Thrust of Bayonet

Hemmed in by twice their number of Colonial Militia, the British regulars are seeking a quick victory to break out of Boston and end the rebellion. This morning the rebels were discovered installing batteries on a hill across the river in Charles Town. Despite bombardment from the fleet, they still remain there. MGEN Howe is leading an elite force to drive the rebels away. Can he end the rebellion and this threat to the king?

##### **S: 194: 09 - Green Zone Search & Clear**

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

GM: Michael Pierce, Sponsor: none

Period: Modern, Scale: 28mm, Rules: Force on Force  
Elements from a Marine platoon is tasked with sweeping through a small village on the outskirts of the Green Zone to clear the way for a reconstruction operation. The Taliban see this as an insult and have vowed to destroy the invaders.

##### **S: 221: 09 - Race Across Carolina - The Final Fury**

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

GM: Edward Bowen, Sponsor: none

Period: American War for Independence, Scale: 25mm, Rules: Sharp Practice 2

This is game #4 in the Race Across Carolina mini-campaign begun at Fall-In 2017. The British forces pushed into Freemantle N.C. & their Hessian allies took possession of the abandoned beer wagon. The British Legion decimated the 3rd Continental Dragoons and the British are now looking to put the finishing touches on their campaign. But the Legion needs

# Fall In!® 2018

## Event List

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horses and the Redcoats want to take care of the MD Continental Line. Will they find horses? Will the Continentals stand tall? You will decide.

### **S: 230: 09 - Farewell to Catalonia**

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

GM: Jon Lundberg, Sponsor: none

Period: Inter-War, Scale: 28mm, Rules: Primera Batalla - modified

Very slightly cinematic version of the Spanish Civil War. A small spanish village has a significant royal relic in the Monastery. Everyone wants to get a hold of it for their own propaganda purposes. Of course the enemy stands in the way, but everyone is coming to the table with their own agenda. Bad tanks, hopeless causes: what could be better

### **S: 258: 09 - Tiger in the Woods**

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

GM: Eric Boyle, Sponsor: none

Period: World War II, Scale: 28mm, Rules: What a Tanker  
To the US Sherman crews every panzer was a Tiger. Well this one is a Tiger! Can you channel Brad Pitt and take it on, or be Wittmann and brew up the Amis before they close with your solitary Tiger? How many Shermans does it take to kill a Tiger anyway. Try and find out. Each player fields a tank using the new fast playing Too Fat Lardies tank vs. tank rules - "What a Tanker"

### **S: 260: 09 - Tiger in the Woods**

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

GM: Eric Boyle, Sponsor: none

Period: World War II, Scale: 28mm, Rules: What a Tanker  
To the US Sherman crews every panzer was a Tiger. Well this one is a Tiger! Can you channel Brad Pitt and take it on, or be Wittmann and brew up the Amis before they close with your solitary Tiger? How many Shermans does it take to kill a Tiger anyway. Try and find out. Each player fields a tank using the new fast playing Too Fat Lardies tank vs. tank rules - "What a Tanker"

### **S: 262: 09 - Civil War Skirmish**

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

GM: John Jankowski, Sponsor: none

Period: American Civil War, Scale: 1/72nd, Rules: 61-65

A company of Union Infantry scouting a hill stumbles across a company of Confederate infantry doing the same thing. Whoever manages to drive off the enemy will take control of the hill and its vantage point for an upcoming battle. 61-65 is a fast play American Civil War company level skirmish game based on the Ganesha Games Song of Blades mechanics. Send your skirmishers ahead, keep a tight formation and wait to see the whites of your enemy's eyes before firing your volley.

### **S: 264: 09 - Epic Conflicts of the Ancient World: An Introduction to TRIUMPH! Fast Play Rules for Ancient and Medieval Battles Ancients**

Saturday, 9:00 AM, 3hrs, Players: 8

GM: Terence Mcpartland, Sponsor: Washington Grand Company

Period: Medieval, Scale: 15mm, Rules: Triumph!

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.

### **S: 266: 09 - Epic Conflicts of the Ancient World: An Introduction to TRIUMPH! Fast Play Rules for Ancient and Medieval Battles Ancients**

Saturday, 9:00 AM, 3hrs, Players: 8

GM: Scott Kastler, Sponsor: Washington Grand Company

Period: Medieval, Scale: 15mm, Rules: Triumph!

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.

### **S: 267: 09 - Epic Conflicts of the Ancient World: An Introduction to TRIUMPH! Fast Play Rules for Ancient and Medieval Battles Ancients**

Saturday, 9:00 AM, 3hrs, Players: 8

GM: David Schlanger, Sponsor: Washington Grand Company

Period: Medieval, Scale: 15mm, Rules: Triumph!

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.

### **S: 283: 09 - Reverse Quatre bras**

Saturday, 9:00 AM, 4hrs, Players: 12

GM: Jody Sherrill, Sponsor: none

Period: Napoleonic, Scale: 25mm 1:20 figure ratio, Rules: Home rules

This will be a repeat of Friday's event. Wellington will outnumber Ney at the beginning and will continue to do so all day, unless extra French forces become available.

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### **S: 284: 09 - Borg - Resistance is Futile**

Saturday, 9:00 AM, 2hrs, Players: 10

GM: Brian Dewitt, Sponsor: NOVAG

Period: SciFi, Scale: 1:2400th, Rules: Star Fleet Battles for Dummies

Federation Fleet attempts to stop Borg invasion fleet. Time is limited as once Borg break the shield frequencies they can transport through shields. One sheet of paper rules greatly simplify the movement, firing, damage assessment and energy allocation to make a fast playing game.

### **S: 319: 09 - Cog Wars**

Saturday, 9:00 AM, 3hrs, Players: 8

GM: Brian Whitaker, Sponsor: none

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

Men in armor fighting on ships that sink. Go figure! A ship for each captain.

### **S: 321: 09 - The Road to Doak's Ferry - Theme**

Saturday, 9:00 AM, 5hrs, Players: 8

GM: Grant Greffey, Sponsor: none

Period: Future, Scale: 28mm, Rules: Warzone Ultimate Edition

May, 2095: The colonists on New Washington have again revolted against the domination of the Franklin Confederacy. This time, they have some outside help. Falkenberg's Mercenary Legion has taken the fortress at Astoria in a coup de main. Now Falkenberg's men are advancing rapidly up the Columbia River Valley and rallying Patriot irregulars. Confederate outposts are falling like dominoes. Now the Confederate outpost in Redmond is under attack.

### **S: 349: 09 - Into the Darkness: WARHAMMER 40K: The "TRAILS"**

Saturday, 9:00 AM, 4hrs, Players: 16

GM: James Nicholson, Sponsor: LXG & The MECHANICON

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).

### **S: 364: 09 - Bunker Hill 1776**

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

GM: Cliff Brunken, Sponsor: Del-Val

Period: American War for Independence, Scale: 28mm, Rules: Black Powder

The British hoped to achieve a rapid Victory in this early version of "Shock and Awe" They were sorely mistaken by the tenacious rebel defense. Rick The Flag Dude Terrain.

### **S: 392: 09 - Revolution 1848 - An Age of Valor Playtest - Theme**

Saturday, 9:00 AM, 5hrs, Players: 8

GM: Wilbur Gray, Sponsor: Age of Eagles

Period: 19th Century, Scale: 10mm, Rules: Age of Valor (for Age of Eagles)

The lads from Budapest take on the Austrians and Russians in one of the critical battles of the 1st Hungarian Revolution. Colorful brigade level game based on Fire & Fury/AOE. Thick skins required but fun for all.

### **S: 402: 09 - SAGA 101**

Saturday, 9:00 AM, 3hrs, Players: 2

GM: Jim McWilliams, Sponsor: none

Period: Dark Ages, Scale: 28mm, Rules: SAGA

1st Ed Saga game for 2 warbands of 4 points each. Bring your own warband or use one provided.

### **S: 415: 09 - High Value Target**

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

GM: Michael Byrne, Sponsor: none

Period: Modern, Scale: 28mm, Rules: Force on Force

An al Qaeda bomb maker is located. The US launches a risky daylight raid to capture or kill the bomb maker. Can US Special Forces get this high value target?

### **S: 419: 09 - The Battle of Niagara Falls; Lundy's Lane 25 July 1814**

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

GM: Duncan Adams, Sponsor: none

Period: War of 1812, Scale: 25mm, Rules: Wellington Rules

On the sultry evening of 25 July 1814, almost within sight of Niagara Falls, American troops attacked British regular forces and Canadian militia. It was a savage encounter, the most bitterly contested in the War of 1812. It began with parry and thrust, and continued into the night as troops, in pitch darkness, struck at the enemy with determination.

### **S: 421: 09 - Battle of Neerwinden 1793**

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

GM: David Wood, Sponsor: none

Period: Napoleonic, Scale: 10mm, Rules: Fate of Battle (LSNC: Napoleonics)

The Second Battle of Neerwinden saw a Republican French army led by Charles François Dumouriez attack a Coalition army commanded by Prince Josias of Saxe-Coburg-Saalfeld. Their defeat led to the French position in the Austrian Netherlands swiftly collapsed, ending the threat to the Dutch Republic and allowing Austria to regain control of her lost province. What will happen this time? We'll be running this battle three times with different rules sets.



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### **S: 427: 09 - Pontiac's Rebellion Game One of Three Frontier in Flames! - Theme**

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

GM: Billy Molyneaux, Sponsor: Lock N Load

Period: French & Indian War, Scale: 28mm, Rules: Home Brew

The French and Indian War has been resolved and left the Native Americans at the mercy of the British and their lies regarding treaties. The native Leader Pontiac calls for an uprising throughout the frontier. May 1763 Western PA the Natives launch raids to drive the homesteaders out of the Laurel Highlands. Homesteaders that survive this game will be in the third game Fort Pitt.

### **S: 431: 09 - Hunting Evil in Small Places**

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

GM: Christopher Palmer, Sponsor: none

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

They say the old Dwarven mine has been abandoned for 500 years. Why did the Dwarves leave so quickly and what did they leave behind? More importantly, what did they uncover in the depths beside rare gems and minerals. Join a party of brave explorers to find out, in this fast paced underground adventure using Combat Patrol, and the recently released Tablescapes Dungeons Mines terrain by Secret Weapon!

### **S: 481: 09 - Rommel on the Move**

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

GM: Tim Reiners, Sponsor: Rogues

Period: World War II, Scale: 10mm, Rules: Spearhead

Serve in the Afrika Korps and sweep the British from the airfield. Or help the 8th army throw the dreaded Axis back into Libya.

### **S: 485: 09 - The Sand Pebbles- Part One**

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

GM: Scott Landis, Sponsor: Rogues

Period: Inter-War, Scale: 28mm, Rules: TSATF

To reach the missionaries the San Pablo must break through a boom made up of junks carrying a massive bamboo rope blocking the river. A boarding party is sent to cut the rope. Fighting breaks out in which about a dozen sailors and many Chinese are killed.

### **10:00AM**

S: 143: 10 - Aerodrome(R) 1.1 World War I Aerial Combat - Theme

Saturday, 10:00 AM, 3hrs, Players: 10

GM: Stanley Kubiak, Sponsor: Aerodrome(R) Aerial Combat Games

Period: World War I, Scale: 1/72nd, Rules: Aerodrome(R) 1.1 - World War I Aerial Combat Game

A traditional, award-winning HMGS East and nationwide convention favorite for over 25 years! Fly colorful 1/72 scale WWI aircraft into combat using simulated wooden "cockpits". Rules taught; easy to learn and play, lots of fun for both

experienced and new players. Up to 10 players per round; rounds last about one hour or less, run continuously through allotted time. Wings & Medals awarded for Victories and Valor! (Note: Pilots shot down may be required to yield seat to a waiting player.)

### **S: 161: 10 - Mirror-Image ACW - Theme**

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

GM: P.J. O'Neill, Sponsor: none

Period: American Civil War, Scale: 15mm, Rules: A Glint of Steel

A hypothetical American Civil War engagement where everyone commands a brigade on a diagonally mirror-imaged battlefield. Small units, big board, lots of room to maneuver. Point-based victory conditions, using a short set of rules similar to Johnny Reb III but a little faster. Come play a game where the tactics outweigh the dice.

### **S: 162: 10 - Sharks of the deep redux**

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

GM: James Baker, Sponsor: none

Period: Modern, Scale: 1:1800th, Rules: Conn...Sonar!

Nato and Soviet submarines struggle for superiority. Do NOT expect realistic sonar modelling, reams of charts, and slow turns. DO expect loads of torpedoes, rapidly developing tense situations, and loads of fun. Everyone had a blast with this game at Historicon this year, and I hope for a repeat.

### **S: 165: 10 - 1st Bull Run July 21st 1861 the Fight for Henry House Hill**

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

GM: Bryan Leshinskie, Sponsor: none

Period: American Civil War, Scale: 1/72nd, Rules: Modified Battle Cry

In the 1st major battle of the American Civil War both opposing generals had the same plan. The Union struck first. And drove the Confederates to Henry House hill. Waiting there was Col. Thomas Jackson and his Virginia Brigade. Jackson's troops standing like a stone wall checked the Union advance and the legend of Stonewall Jackson was born. Join veteran G.M. Bryan W. Leshinskie as he Brings this game to life.

### **S: 184: 10 - HYW - The Battle of Formigny, April 1450**

Saturday, 10:00 AM, 3hrs, Players: 4

GM: John Spiess, Sponsor: none

Period: Medieval, Scale: 28mm, Rules: Halberd, Mace & Shield  
The English army under Sir Thomas Kyriell landed at Cherbourg and advanced south, encountering the French at Formigny. The armies faced each other behind long lines of stakes and earthworks. However, the French employed two culverins and the English were about to find out how effective they were.

## Event List

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### **S: 197: 10 - Rookies in Normandy, 1944.**

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

GM: Edward Watts, Sponsor: none

Period: World War II, Scale: 15mm, Rules: Rapid Fire For Rookies.

American infantry and armor push inland from the beaches following D-Day ordered to secure a vital crossroads to allow the rest of the invasion force to advance. German forces attempt to defend the roads so their own reinforcements can arrive.

### **S: 226: 10 - A British Foothold at Fort Sole**

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

GM: John Emmett, Sponsor: none

Period: French & Indian War, Scale: 28mm, Rules: Sharp Practice

Following their victory at the Battle of South Valley the British, under the leadership of Emory Bunyan, have established a small settlement and fort on the banks of the Conewango. Determined to strike at the perceived Achilles' heel of yet to be completed defenses, Georges Cheville and his French Marines have assembled a raiding party. Burn a cabin, repel the raiders, save a maiden, steal a beer wagon or maybe a frigate - whatever suits your fancy and keeps your opponent on their toes.

### **S: 236: 10 - The deadly sky above Verdun**

Saturday, 10:00 AM, 3hrs, Players: 12

GM: Peter Landry, Sponsor: none

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

As the meatgrinder churned on and on across the ground around Verdun the sky also became a not so safe place to be. The French gathered many scout esquadrille to fight in groups to keep the Germans from owning the air above the battle below. Jean Navarre, the Sentinel of Verdun made his name and red N11 known to both sides above and below. Come fly N11s, MS type N & P, Caudron G4 vs Fokker E.III, Pfalz EII and III, Rumpler CI and more.

### **S: 251: 10 - North Koreans over North Vietnam, 1967**

Saturday, 10:00 AM, 2hrs, Players: 6

GM: John Stanoch, Sponsor: Blue Sky Enterprises

Period: Modern, Scale: 1/300, Rules: Blue Sky Vietnam Air rules: Route Pack 6

Recent unclassified records proved that both Russian and Red Chinese advisors were in North Vietnam during that war. The Russians had 3000 advisory personnel while the Red Chinese had 170000 combat troops there in 1967. Other documents showed that North Korean pilots actually flew combat missions in MiG-17's. On July 21, 1967 a four plane section from VF-211 aboard the USS Bon Homme Richard (CVA-31) were attacked by 8 MiG-17's. Unlike previous encounters, these communist pilots demonstrated

### **S: 256: 10 - Breaking Through the Hangover**

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

GM: Chris Thomas, Sponsor: none

Period: World War II, Scale: 20mm, Rules: What a Tanker! 27 June 1944. Operation Epsom, the British attempt to flank German-held Caen began yesterday with limited success. The first objective, the initial enemy line has been cracked, but Objective Hangover, the vital crossings over the Odon, still lies in enemy hands. The stalwart Scots of the 15th Division are fighting hard, but now it is time for the tanks of the 11th Armoured Division to secure a bridgehead over the river. Come jump in the action with this fast-paced and fun tank combat game!

### **S: 274: 10 - French First Invasion of Spain - the Campaign of Marshal Jean-Baptiste Bessieres**

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

GM: Thomas Garnett, Sponsor: Carnage and Glory

Period: Napoleonic, Scale: 28mm, Rules: Carnage and Glory This is the third and final event of an ongoing campaign game using the new Carnage and Glory campaign system. In this event, the initial contact is made between Marshal Bessieres' Observation Corps of the Western Pyrenees against the Spanish Army of Old Castile under General La Cuesta.

### **S: 278: 10 - Kaliningrad Kampfpanzers**

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

GM: Robert Franklin, Sponsor: none

Period: Modern, Scale: 1:285 micro, Rules: ThunderBolt! The Russians are setting up conditions for a repeat of events in eastern Ukraine. The Poles are not going to follow in the Ukrainian footsteps and allow the Russians the initiative. Using their recently acquired Leopard 2A4s, the Polish 11th "Lubuska" Armored Cavalry Division conducts a spoiling attack and engages the Russian 200th Independent Motor Rifle Brigade under advantageous conditions. Elements of the US 1st ABCT, 3rd ID support the operation.

### **S: 293: 10 - Star Wars Speeder Bike Skirmish**

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

GM: Theodore Hehemann, Sponsor: none

Period: SciFi, Scale: Micromachine, Rules: Modified Future Race Join the Rebel Troopers or Imperial Scout Troopers on Endor as they try to best each other but both sides must respect the terrain as it can be more dangerous than the enemy. The rules are easy to pick up and the action is fast

### **S: 301: 10 - Naval Battle of Chios 201 BC**

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

GM: John Desch, Sponsor: none

Period: Ancients, Scale: 1:1200th, Rules: Poseidon's Warriors The naval battle off the Greek city of Chios. Philip V of Macedon pits his untried navy against the Rhodesian Alliance. We'll use the fast and fun Poseidon's Warriors rules from Osprey. Each player will run a multi-squadron "battle" of a

## Event List

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dozen ships. Ramming, boarding, artillery - we'll use it all. Minimal bookkeeping. Children welcome with adult. Rules will be taught. See you there!

**S: 303: 10 - Oh, What a Tanker- Northwestern Europe 1944**

Saturday, 10:00 AM, 6hrs, Players: 12

GM: Joe Moore, Sponsor: none

Period: World War II, Scale: 15mm, Rules: Too Fat Lardie's Oh What a Tanker

Tank on tank engagement in Northern European terrain in the Fall of 1944. Everyone commands an individual tank in Too Fat Lardie's recent rules release. Every hedgerow looks ominous and every German vehicle gets reported as a Tiger! Under 16 years of age welcome with a playing adult.

**S: 304: 10 - Pozuelo Cemetery - Theme**

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

GM: Curt Daniels, Sponsor: none

Period: Inter-War, Scale: 15mm, Rules: Fireball Forward (modified)

Franco's forces have Madrid surrounded. On 29 NOV 1936, they attacked the Casa de Campo, a former royal hunting reserve covered with woods and scrub. As the Nationalist and Foreign Legion soldiers advanced they were met by a mixed brigade of Republican soldiers. The intense fighting centered around control of the Pozuelo cemetery. Try a new venue for Fireball Forward, The Spanish Civil War.

**S: 307: 10 - Push for Glory! Dawn, November 11, 1918**

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

GM: Edward Harding, Sponsor: none

Period: World War I, Scale: 28mm, Rules: Chain of Command Dawn, November 11, 1918 somewhere on the Western Front behind the Hindenburg line. Three Allied platoons, British, French and American are ordered by their glory seeking Colonels to capture objectives held by the Germans on the last day of the war to end all wars. Can their mission be achieved with minimal casualties to allow the long suffering PBI to survive the war? Can the 3 understrength platoons of German opposition troops deny them their glory while maintaining minimal casualties?

**S: 318: 10 - A Charming Field for an Encounter: Battle of Fort Necessity, July 3, 1754**

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

GM: Kimber VanRy, Sponsor: Metropolitan Wargamers

Period: French & Indian War, Scale: 28mm, Rules: Muskets & Tomahawks

By the summer of 1754, French and British troops were in open conflict in the Ohio Country of Western Pennsylvania. Fearing an attack by some 700 approaching French, Canadian and Indian allies commanded by Louis Coulon de Villiers, Lt. Col. George Washington ordered a hastily-built 'Fort of Necessity' at the Great Meadows. Washington would be tested for the first

time on the field of battle against an overwhelming French force.

**S: 322: 10 - End of Barbarossa - Khimki township**

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

GM: Maciej Zajac, Sponsor: none

Period: World War II, Scale: 28mm, Rules: Bolt Action 2 Winter 1941. Recon elements of the German Army Group Center are 18km from Moscow. They are able to see the spires of Kremlin. This is the moment for Russian fresh troops from Siberia to make a devastating counter attack. Which ever force will take and hold Khimki, a small township in a fairly forested area, will win the war. Join us to experience heavy and bloody fighting during harsh winter time... when nothing is under control and supply is very short. Please no kids under 15 y.o.

**S: 331: 10 - The Unexpected Party**

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

GM: Mark Kochte, Sponsor: none

Period: SciFi, Scale: 1:2400/Starship, Rules: Emerging Suns: Starship Combat Operations Manual (ESCOM)

The General War between the various race powers had been going on for over ten years, primarily between the Klingons, Lyrans, Kzinti, and Hydrans, with some clashes between the Klingons and Federation. Being one of the smallest empires, the Hydrans were hard-pressed to maintain a standing against the Lyrans and Klingons, so dispatched an expeditionary fleet to meet with the Federation in order to cement a mutual defense pact against the Klingons. The Federation sent out a reception party.

**S: 378: 10 - Road to Waterloo: Grouchy's Pursuit**

Saturday, 10:00 AM, 6hrs, Players: 8

GM: Greg Robitaille, Sponsor: The Wargaming Company?

Period: Napoleonic, Scale: 15mm, Rules: Es Sans Resultant

A mini campaign, based off the initial moves of the Prussians on the night of 16 June 1815, during the Waterloo Campaign. Your Period knowledge and grand-tactical capabilities will be challenged here. Campaign map function, limited line of sight, intel, and hidden movement scenario rules will be used. Knowledge of the rules is not required and will be presented for a level playing field. There will be spaces for additional players.

**S: 385: 10 - Battle of Krzyszkowo, 1657 - Theme**

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

GM: David Bonk, Sponsor:

Period: Pike & Shot, Scale: 28mm, Rules: Carnage and Glory Computer Moderated

After the initial success of the Swedish king Charles X's invasion of the Polish-Lithuanian Commonwealth in 1655 Lithuanian magnate Boguslaw Radziwill throws his support behind the Swedish forces against the Polish king John Casimir. In 1657 forces loyal to the Polish king engage a mixed force of Swedes and Lithuanian rebels on the fields of Krzyszkowo.

## Event List

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### **S: 388: 10 - Champions Hill, May 1863**

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

GM: Nigel Marsh, Sponsor:

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

On the morning of May 16, 1863, twenty miles east of Vicksburg, Pemberton's Confederates are attacked by Grant's Federal forces. Refight McClernand's assault during the pivotal engagement at Champions Hill.

### **S: 435: 10 - Boxer Rebellion - Theme**

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

GM: David Kasper, Sponsor: none

Period: Colonial, Scale: 25mm, Rules: LAWS of war

The boxers are in full rebellion and have pinned the Europeans in the forbidden city. The modern Nations have launched a relief column to aid them. The Chinese emperor has decided to send in Regular Chinese troops to help

### **S: 443: 10 - Brazen Chariots- The Battle of Agny**

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

GM: Adam Wine, Sponsor: none

Period: World War II, Scale: 15mm, Rules: Brazen Chariot WWII Tank Battles

On Tuesday May 21, 1940 the German 7th Panzer Division is attempting to encircle and capture the City of Arras. At the same time the British and French have launched their counter-offensive just west of Arras. It is 4 p.m., and panzers of Panzer-Regiment 1:300th are sweeping around the westside of Arras when ran into the French tanks of the 3e Division Legere Mecanique.

### **S: 450: 10 - Remember the Alamo?**

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

GM: Don Carter, Sponsor: ODGW

Period: Mexican War, Scale: 15mm, Rules: Historical Battlelines Northern Mexico The vanguard of Gen Wool army moving into Mexico have run into a large Mexican force. Falling back into a small village, the Us troops await help. With visions of the Alamo victory in their heads, The Mexicans attack the village. Will us troops arrive in time, or will it be another victory for Santa Anna?

### **S: 451: 10 - First Contact: Here We Go Again**

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

GM: Tu Tran, Sponsor: ODGW

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

You wake to the smell of acrid smoke and an aching body. Somehow you survived the helicopter crash. So close to escape but of course one of the other survivors was infected and turned during the rescue flight. Now it's time to get out of here. As you rush to get free, you hear the scraping sounds moving toward you. Can you get clear in time and start looking for safety?

### **S: 455: 10 - Kakuta's Carrier Raid on Guadalcanal (WWII Naval)**

Saturday, 10:00 AM, 4hrs, Players: 12

GM: Stephen Berger, Sponsor: ODGW

Period: World War II, Scale: 1:3000th, Rules: Task Force

Mid September, 1942: Newly commissioned carriers Hiyo and Junyo, fresh from shakedown and training around Truk, are sent to raid Henderson Field and shipping in Savo Sound. TF 18 is close enough to engage. Someone is probably going to lose a carrier. Rules taught beginners welcome.

### **S: 460: 10 - Rommel Strikes Back, the battle of Sidi Resegh**

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

GM: Thomas Harris, Sponsor: Test of Battle Games

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

The game covers the first four days of the Crusader offensive in November of 1941. The fighting around the strategic airfield at Sidi Rezegh, the clash between Ariete and 22nd Armored Brigade at Bir el Gobi, British 70th Division's breakout against the Bologne and Afrika divisions, and the climactic armor battle between 7th Armoured Division and the Afrika Korps are all there. Come play Frank Chadwick's new operational level WWII system.

### **S: 471: 10 - "The Valley of Tears"**

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

GM: Anthony Mazzo, Sponsor: none

Period: Modern, Scale: 1:285 micro, Rules: Challenger XXI

The Valley of Tears in the Golan Heights during the Yom Kippur War between Israeli Armored units and the Attacking Arab coalition. First Day of the War, play the IDF and hold off the Arabs from breaking through the Purple Line and retaking the Golan Heights. Modern Mechanized maneuver warfare!

### **S: 477: 10 - Chateau Nebelwerfer**

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

GM: Steve Delucas, Sponsor: none

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

Aug. 7, 1944, 1200 hrs., La Rossaye farm, Normandy The regimental HQ company, 117th Reg. 30th Inf. Div., reinforced by remnants of 1st Bat, 117th is under attack by elements of KG Kuhlman, 2nd Pz. Div. The morning fog has lifted and the German artillery observers can direct their artillery, causing the GIs to nickname the farmhouse Chateau Nebelwerfer, but it also means the Typhoons are back hunting down panzers. From Alex Newhart's Mortain Counterattack scenario book.

### **S: 479: 10 - Thud Ridge**

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

GM: Jim Thompson, Sponsor: none

Period: Vietnam, Scale: 1:285 micro, Rules: CY6JA

It's January 1967 F-105's have been bombing North Vietnam as part of Operation Rolling Thunder. The VPAF recently received MiG-21's from the USSR. Their best pilots have been trained by the Soviets. Now it is time to show the USAF "Air Pirates" who owns the sky over North Vietnam. Can you as the USAF bomb

## Event List

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your targets and get home safely or will you be another "guest" of the Hanoi Hilton? Or can you as the VPAF force the F-105's to jettison their ordinance and flee for home

### **S: 500: 10 - BLOODY RIVER OF DEATH 1864 ACW - Theme**

Saturday, 10:00 AM, 2hrs, Players: 6

GM: Scott Hansen, Sponsor: OLD GLORY

Period: American Civil War, Scale: 25mm, Rules: Frontiers in Flames

An assault of infantry cavalry and artillery and Infantry. Can Lee's forces survive 1864 and avoid being wiped out? Or will this be another bloodbath? Join Us for a massive FAST & FURIOUS Playing event! CHECK-OUT "FRONTIERS-in-FLAMES" from OLD GLORY. CAN YOU SURVIVE? SPECIAL COOL PRIZES for characters & Teams who do best.

### **S: 501: 10 - GRANT'S GAMBLE 1864 - Theme**

Saturday, 10:00 AM, 2hrs, Players: 6

GM: Peter Panzeri, Sponsor: Old Glory

Period: American Civil War, Scale: 25mm, Rules: Frontiers in Flames

Grant sends a force of infantry cavalry and artillery to try to turn the Confederate flank. Can they sweep the enemy? Or will this be another fiasco? Join GM & Author Pete Panzeri for a massive FAST & FURIOUS Playing event!

### **S: 507: 10 - JOE HACK : Uhlius Ceasar ? - Theme**

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

GM: Joe Swartz, Sponsor: none

Period: Ancients, Scale: 54mm, Rules: JOE HACK

The climax of the Roman Civil War. Will Uhlius be able to grab the throne for himself or will the current occupant keep his power (and head) ? Uhlius commits the last of his Nubian reserves in an all out attack, setting off in an dense fog only to find when it breaks he is face to face with what is left of the Rhine legions loyal to Ceasar and the Pratoreon Guard. Want to Kill Romans ? This is the game ! Want Rome to win ? It's going to happen !

### **11:00AM**

### **S: 105: 11 - Sergeants Miniatures Game - Pegasus Bridge**

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

GM: Michael Bowker, Sponsor: none

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

The British forces must secure the Benouville Bridge to prevent German forces from attacking the British flank. The battle will be recreated using the innovative, card driven system of Sergeants. SMG is a man to man game of skirmish combat. Each unique soldier brings their individual background, training, and knowledge to the battle; just like in real life.

### **S: 107: 11 - Operation Avalanche 75th anniversary**

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

GM: Patrick Devine, Sponsor: W.A.M.P.

Period: World War II, Scale: 15mm, Rules: World at War

On Sept 9 1943 Operation Avalanche was executed. This was the code name for the Allied Landings near the port of Salerno. Join Lt. Gen. Mark Clark and his 5th Army as they fight to gain purchase against the 16th Panzer Division and 10 th Army's counter attack. Will Kesselring sweep them into the sea? Will the Allies follow history to victory? Help honor the 75th Anniversary of the landings.

### **S: 116: 11 - Test of Honour Samurai Battle**

Saturday, 11:00 AM, 3hrs, Players: 4

GM: David Hill, Sponsor: Your Hobby Place

Period: Feudal Japan, Scale: 28mm, Rules: Test of Honour

Test of Honour is a fun, fast paced 28mm miniature samurai battle. Do you have what it takes to lead your clan to victory and become the shogun?

### **S: 129: 11 - Picnic Panic Walk Up Demo (Kid Friendly)**

Saturday, 11:00 AM, 1.5hrs, Players: 8

GM: Ben Rubin, Sponsor: Stonegate Forge

Period: Other, Scale: Other, Rules: Picnic Panic

Come try Picnic Panic, the game of ant warfare. Command a tribe of ants, each with its own unique abilities and advantages, as you wage war over a treasure trove of candy left by careless humans. Play as the noble firstborn, the strong horned ants, the undead black ants, or the hard fighting, hard partying nomants. Eat the candy you capture. Fast-play, easy to learn introduction to the hobby. Adults welcome with playing child. No ticket required.

### **S: 190: 11 - Crossfire - Debacle at Hitdorf**

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

GM: Brandon Fraley, Sponsor: none

Period: World War II, Scale: 15mm, Rules: Crossfire

At 0230 hours on 6 April, 1945, A Company, 504th Parachute Infantry Regiment paddled over the Rhine to determine German strength and capture the village of Hitdorf, Germany. A short time later, things began to go wrong.

### **S: 270: 11 - The Battle of the Five Armies**

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

GM: David Kuijt, Sponsor: Washington Grand Company

Period: Third Age, Scale: 28mm, Rules: Triumph!

Smaug the Golden is dead. Armies of Elves, Men, and Dwarves stand ready to fight over control of the Lonely Mountain and the dragon's vast hoard when they are warned that a vast host of Goblins and Wargs is nearly upon them. Fight as the Free Peoples, desperate to stop the numberless Goblin host from gaining control of the wealth of Erebor; or as the Goblins and Wargs, trying to conquer the greatest treasure amassed in a thousand years. The fate of Middle Earth is in your hands.



## Event List

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### S: 371: 11 - Battletech - Grinder 1

Saturday, 11:00 AM, 3hrs, Players: 10

GM: David Yingling, Sponsor: none

Period: SciFi, Scale: 1:285 micro, Rules: 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.

S: 468: 11 - In the Stans

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

GM: Jessee Scarborough, Sponsor: none

Period: Modern, Scale: 15mm, Rules: So Convenient for Hewing (Modern Option)

A platoon of the National Army is moving to the relief of an outpost. The Muffintops object, and battle ensues. --- Modern Skirmish Action In the Stans! --- The game is part of an ongoing series of rule playtests for the draft rules.

### 12:00PM

### S: 199: 12 - Assault on Hill 112, Normandy, France, 28 June 1944

Saturday, 12:00 PM, 5hrs, Players: 8

GM: Sean Barnett, Sponsor: Brigade Games

Period: World War II, Scale: 15mm, Rules: Fireball Forward  
On the third day of the British Operation Epsom, elements of the 23rd Hussars and the 8th Battalion, The Rifle Brigade, battle for the summit of Hill 112 against elements of the 12th SS Panzer Regiment and the 88 mm guns of the 53rd Luftwaffe Flak Regiment. Come decide the contest for this critical ground. In the words of Field Marshal Rommel, "He who controls Hill 112, controls Normandy!"

### S: 308: 12 - Breakdown in Baluchistan

Saturday, 12:00 PM, 4hrs, Players: 4

GM: Joe Mcgrath, Sponsor: none

Period: Modern, Scale: 28mm, Rules: Skirmish Sangin

When their HUMVEE breaks down in the Afghan countryside, this US Army fire team holes up in a nearby compound to await help...or whatever else may come.

### S: 310: 12 - Dad's Army Of Darkness

Saturday, 12:00 PM, 4hrs, Players: 8

GM: John Kerstetter, Sponsor: none

Period: Pulp, Scale: 28mm, Rules: Go Army..Beat Monsters

The Dastardly Germans are once again trying to invade the sleepy village of Walminton-On-Sea. This time they are using they are using the forbidden dark occult magic to bring Britain to its knees. The stalwart heroes of the Home Guard are all that stands in their way. Don't Panic!

### S: 343: 12 - Battle of Milne Bay - Operation Re (Modified) - The 2nd Naval Battle

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

GM: Karl Strohmeyer, Sponsor: none

Period: World War II, Scale: 1:1800th, Rules: War at Sea Modified

5th September, the Japanese are on the March again towards Port Moresby. This time their intelligence is more accurate. This is the 2nd hypothetical battle that will center around Milne Bay. Depending on the first battle (the Invasion and the land battle) this is the CONCLUDING Battle of Milne Bay. -- This is an extension to the Derail the Tokyo Express Guadalcanal Campaign

### 1:00PM

### S: 109: 13 - Operation Typhoon: Decision at Tula

Saturday, 1:00 PM, 3hrs, Players: 6

GM: John Thomasovich, Sponsor: none

Period: World War II, Scale: 15mm, Rules: modified KISS Rommel

It is November 1941 and the German attack on Moscow grinds slowly forward. To the south, General Guderian tries to crack open the defense of Tula but the Red Army and General Winter stand in his way. Can the Germans capture the southern entrance to the Soviet capital? Or will Soviet cavalry save the day? Play a German divisional or Soviet corps commander using the quick play KISS Rommel rules.

### S: 125: 13 - Action at El Ambler - Spanish Civil War - Theme

Saturday, 1:00 PM, 3hrs, Players: 6

GM: Joseph Alexander, Sponsor: AmblerGamers

Period: Inter-War, Scale: 28mm, Rules: Home Rules

The Republicans and the Nationalists are at it again. Tanks, armored cars, artillery, machine guns, and lots of colorful infantry and maybe even some cavalry battle it out on the plains of Spain. Fun, fast, and bloody game with easy to learn home rules.

### S: 135: 13 - Shatterlands Walk Up Demo

Saturday, 1:00 PM, 2hrs, Players: 10

GM: Ben Rubin, Sponsor: Stonegate Forge

Period: Fantasy, Scale: 25mm, Rules: Shatterlands

Come try Shatterlands, the new character driven woodland black powder fantasy skirmish game from Stonegate Forge. Take command 1-2 characters in this innovative new system that evokes the tactical challenges of French and Indian War skirmish games and the character development aspects of fantasy RPGs. Walk away with the rules and a free character card. No ticket required. No one turned away.

### S: 154: 13 - Badli-ke-Serai: Roadblock to Delhi - Theme

Saturday, 1:00 PM, 4hrs, Players: 5

GM: Roxanne Patton, Sponsor: none

Period: 19th Century, Scale: 15mm, Rules: Regimental Fire and Fury

A force from Simla under Col. Wilson, the remnants of the Meerut garrison under Maj. Gen. Bernard and adjacent stations combined to retake Delhi from the mutinous sepoys. Four miles northwest of Delhi, 2500 mutineers setup a position between

## Event List

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the village of Badli and the serai adjacent to the Grand Trunk Road to block the Queen's and Company's forces.

### **S: 185: 13 - Raid on Scarborough**

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

GM: Mitch King, Sponsor: none

Period: World War I, Scale: 1:2400th, Rules: Seekrieg V  
0800 hours 16 December 1914 and Hun shells rain down on Scarborough Castle. Adm. Hipper and the German battlecruisers are raiding the east coast of England. Can Hipper and his battlecruisers get home past Adm. Beatty's battlecruisers before Adm. Warrender's dreadnaughts join the battle? A historical OOB for an action that nearly happened. Players will roll for hits. Computer program will adjudicate hits using Seekrieg V tables.

### **S: 280: 13 - Waterloo Weekend: Belgium Ablaze**

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

GM: Richard McMahon, Sponsor: none

Period: Napoleonic, Scale: 6mm, Rules: Soldats de L'Empire!  
(formerly Brian Stokes' Houserules:Napoleonics)  
What if...? June 17 1815 is bright and clear as elements of the French II Corps push towards Brussels and approach a ridge line with a well fortified farm just to its south. Wellington realizes that his pocket is about to be picked of his chosen defensive line and rushes forces to the area, while Reille sends word to Napoleon that he may be able to breach Brussels last line of defense with prompt reinforcements...

### **S: 285: 13 - Reverse Quatre bras**

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

GM: Jody Sherrill, Sponsor: none

Period: Napoleonic, Scale: 25mm 1:20 figure ratio, Rules: Home rules  
Continuation of Wellington's attempt to destroy the French II corps under Ney. French reinforcements may start arriving.

### **S: 335: 13 - Department X and the Mist From Mars**

Saturday, 1:00 PM, 3hrs, Players: 5

GM: Keith Frye, Sponsor: none

Period: SciFi, Scale: 28mm, Rules: 7TV 1st Ed.  
Department X and The Mist from Mars "This is the voice of the Mist...We know you can hear Us, Earthmen..." An Albion Rocket Consortium space capsule has returned to Earth empty...or has it? Who are the deadly apparitions that kill with a touch? Why are our own people helping them? And what lurks behind the helmet visor of the mysterious "Major T..."? Dr Hugo Solomon and Department X intend to find out!

### **S: 410: 13 - Counterattack at Bulson, Double-blind**

Saturday, 1:00 PM, 4hrs, Players: 4

GM: David Schlegel, Sponsor: none

Period: World War II, Scale: 6mm, Rules: Look Sarge, No Charts (WWII)

On 13 May Guderian's Panzers penetrated across the Meuse River at Sedan. The French command was desperate to stop the breakout of the Germans from the Bridgehead, however the response was shambolic. One of the few counter attacks to be launched on time was that by the reserve of the 55e DI, the 213e Regiment d'Infanterie, supported by the 7e Bataillon de Chars. German recce planes spotted the attack long before it got properly underway and launched a spoiling attack of their own.

### **S: 426: 13 - Pontiac's Rebellion Game Two of Three Battle of Bushy Run! - Theme**

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

GM: Billy Molyneaux, Sponsor: Lock N Load games

Period: French & Indian War, Scale: 28mm, Rules: Home Brew  
Colonel Henry Bouquet leads a strong force of Highlanders and supplies to relieve the besieged Fort Pitt. The Natives are bent on stopping the relief force and planning on setting up an ambush for the Highlanders near Bushy Run station where much needed water was located. The Highlanders that survive this game will be used for the relief of Fort Pitt the third game.

### **2:00PM**

### **S: 104: 14 - Full Thrust Free for all fight to the death.**

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

GM: William Stec, Sponsor: none

Period: SciFi, Scale: Other, Rules: Full Thrust  
This is a free for all battle involving 3 classic Full Thrust universe factions (NAC, ESU, UNSC), and 3 custom factions (Civilian govt warships, Rense System Navy, and one other faction) in a fight to the death. Missile armed ships will be introduced. Victory is determined by highest damage points inflicted. This is an moderate difficulty level game of Full Thrust. Beginners to veterans are welcome. Children 10 or older welcome with an accompanying adult.

### **S: 119: 14 - Test of Honour Samurai Battle**

Saturday, 2:00 PM, 3hrs, Players: 4

GM: Joseph Bochinski, Sponsor: Your Hobby Place

Period: Feudal Japan, Scale: 28mm, Rules: Test of Honour  
Test of Honour is a fun, fast paced 28mm miniature samurai battle. Do you have what it takes to lead your clan to victory and become the shogun?

### **S: 149: 14 - Gross Jagersdorf**

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

GM: Timothy (Tim) Tilson, Sponsor: none

Period: Seven Years War, Scale: 15mm, Rules: Black Powder  
30 August 1757. East Prussia. The Russians have invaded East Prussia. Field Marshal Apraksin with 55,000 men is marching into the heart of the Prussian homeland. Frederick orders Field Marshal Lewaldt to stop him with only 32,000 men. Lewaldt marches to intercept the Russians and launches a daring early morning assault. Will the Prussians with platoon fire win or will

## Event List

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those stubborn Russians hold on? From a new scenario book on the Seven Years War.

### **S: 172: 14 - 8th Air Force 2nd Raid on Schweinfurt**

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

GM: Robert Varga, Sponsor: none

Period: World War II, Scale: 1/144, Rules: Home Rules

The 1st mission in particular foretold the failure of deep raids into Germany without adequate long-range escort was doomed to heavy losses and failure to destroy the target. You are either: The Bomb Wing, their long-range Fighter escorts or the German Luftwaffe. Can you get the Wing to the target, Fighter Escort the B17's, or as the German Luftwaffe and Anti-Aircraft guns decimate the attempted mission once again?

### **S: 204: 14 - Arrete Les Boches**

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

GM: Patrick Berkebille, Sponsor: none

Period: World War II, Scale: 15mm, Rules: TooFatLardies I Ain't Been Shot Mum

May 1940- French forces attempt to stop the Germans from taking the critical bridge in quaint Bigard. A strong German force is approaching, refugees are flooding the town, while French engineers prepare the bridge for demolition. I Ain't Been Shot Mum is a company level game.

### **S: 215: 14 - Box Battles Cold War Evolution: Tanks, you're Welcome!**

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

GM: David Hart, Sponsor: none

Period: Cold Wars, Scale: 6mm, Rules: Battlefield Ops! Rules, by 5th Epoch Publishing

In 1980, the Warsaw Pact attacks West Germany. This battle will be south Germany. The Czechoslovakian/Soviet combined force will clash with USA and West Germany. See combinations and nuances of the T-55, T-62, T-72, M60A3, M1 Abrams, Leopard 1 and Leopard 2 tanks on the battlefield.

### **S: 254: 14 - Operation Schlusstein - 10 August 1918 - Theme**

Saturday, 2:00 PM, 6hrs, Players: 10

GM: Jay Wissmann, Sponsor: none

Period: World War I, Scale: 1:6000th, Rules: Fear God & Dread Nought

Add in equal portions of Germans, Russians and mines and what do you get? A very messy situation in the eastern Baltic Sea. Can the Bolshevik forces lay yet more mines in the approaches to St Petersburg or will the German succeed in clearing enough of the pesky things to enable the fleet to support the army's drive on the Russian capital?

### **S: 263: 14 - Civil War Skirmish**

Saturday, 2:00 PM, 3hrs, Players: 4

GM: John Jankowski, Sponsor: none

Period: American Civil War, Scale: 1/72nd, Rules: 61-65

A company of Union Infantry scouting a hill stumbles across a company of Confederate infantry doing the same thing. Whoever manages to drive off the enemy will take control of the hill and its vantage point for an upcoming battle. 61-65 is a fast play American Civil War company level skirmish game based on the Ganesha Games Song of Blades mechanics. Send your skirmishers ahead, keep a tight formation and wait to see the whites of your enemy's eyes before firing your volley.

### **S: 277: 14 - Devildogs at Deveselu**

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

GM: Robert Franklin, Sponsor: 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

### **S: 289: 14 - Close Action! - Saturday's Fleet Battle**

Saturday, 2:00 PM, 5hrs, Players: 20

GM: Lee Girer, Sponsor: none

Period: Age of Sail, Scale: 1:600th, 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?

### **S: 297: 14 - Battle of the Falkland Islands 1914**

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

GM: Ignac Jakovac, Sponsor: none

Period: World War I, Scale: 1:2400th, Rules: Grand Fleets

Maximilian von Spee after scoring a decisive victory at Coronel finds himself in British cross-hairs. Outgunned and outclassed, Germans' only option are hasty retreat towards the open ocean. Play the hunters or the runners in this asymmetrical engagement between British and Germans. Quick-playing, easy to learn ww1 fleet action in 1:2400! GM will run a quick demo for new players.

### **S: 358: 14 - Sand, Blood, and Steel - North Africa**

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

GM: Joe Richards, Sponsor: none

Period: World War II, Scale: 15mm, Rules: Rapid Fire

Tanks tussle in Tunisia. Rapid Fire rules for brigade level action. Join the Italians, Germans, and Brits to fight for dominance in a fast paced desert action. See if your Lancia (truck mounted 90mm) and Semoventes can take out Lee and Crusader tanks

## Event List

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before they become scrap metal. Try out balky Tigers making some of their first appearances in the war. Rapid Fire rules for brigade level action. Rules are taught in about a 15 minute session.

### **S: 359: 14 - Aerodrome(R) 2.0 World War 2 Aerial Combat: Battle Over Britain**

Saturday, 2:00 PM, 3hrs, Players: 10

GM: Bob Kubiak, Sponsor: Aerodrome(R) Aerial Combat Games  
Period: World War II, Scale: 1/144, Rules: Aerodrome(R) 2.0 - World War 2 Aerial Combat Game

German bombers and fighter escorts attack a group of targets on the coast of England, while British fighters and anti-aircraft defend, using the Aerodrome(R) 2.0 WW2 ruleset. Easy to learn and fun to play, like Aerodrome(R) 1.1, but with the faster speeds and deadlier weapons of WW2 aircraft. Rules taught, equipment provided. Wings and medals awarded for victories and valor. Female- and spouse-friendly game; under age 15 only with playing adult or prior experience.

### **S: 401: 14 - SAGA of Lower Uncton the Orginal Returns**

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

GM: Jim McWilliams, Sponsor: none

Period: Dark Ages, Scale: 28mm, Rules: SAGA

1st Ed Saga game for 6 warbands of 4 points each. Warbands provided.

### **S: 414: 14 - Retreat from Jaburo**

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

GM: Michael Fischer, Sponsor: none

Period: SciFi, Scale: 10mm, Rules: Mobile Suit Gundam: The Gravity Front

The Principality of Zeon's gamble to take out the Earth Federations Military HQ of Jaburo has failed and the remnants are in full retreat with the might of the Federation hot on their heels. Can the Principality of Zeon use the jungle to their advantage and retreat or will the numerical superiority of the Earth Federation crush them? Who will survive?

### **S: 422: 14 - Enemy of My Enemy**

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

GM: David Wood, Sponsor: none

Period: Fantasy, Scale: 28mm, Rules: Bear Yourself Valiantly (LSNC)

The Dwarven King realizes that while his new collection of allies, which include Bugbears and Gnolls, are indeed enemies of his enemies the Elves, they are also his enemy. But for some reason his regular allies; the humans and hobbits, are mad at him. So what choice did he have? Will these uneasy allies be able to defeat the Elven army, or will they suffer defeat.

### **S: 430: 14 - Mad Science, Larger Than Life Heroes, and Evil Ants**

Saturday, 2:00 PM, 4hrs, Players: 8

GM: Buck Surdu, Sponsor: none

Period: Pulp, Scale: 28mm, Rules: To Be Continued... by GASLIGHT

It is 1937. Mad scientists are experimenting with engineering creatures in an abandoned dungeon complex. Agents and mercenaries are dispatched to gather or destroy anything of use to the enemy, but their way is blocked by giant ants, other creatures, and technology.

### **S: 486: 14 - The Sand Pebbles- Part Two**

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

GM: Cliff Brunken, Sponsor: Del-Val

Period: Inter-War, Scale: 28mm, Rules: TSATF

Nationalist soldiers suddenly attack the mission. They kill Jameson, despite his attempt to explain his statelessness. Collins orders the patrol to return to the ship with Eckert, and remains behind to provide covering fire. Collins is killed, leaving the normally

### **S: 502: 14 - ACW BATTLE OF FIVE ARMIES 1863 - Theme**

Saturday, 2:00 PM, 3hrs, Players: 16

GM: Peter Panzeri, Sponsor: OLD GLORY

Period: American Civil War, Scale: 25mm, Rules: Frontiers in Flames

This is it. THE big ACW BATTLE!! But it's JEFF DAVIS's Fantasy (not Tolkien) See Lee's Army of Northern Virginia, & The BRITISH Expeditionary Army & Napoleon III's FRENCH all attack the UNION and Prussian Defenders at Gettysburg II. A meat-grinder if ever was one. Who will break First?

### **S: 514: 14 - Gnome Wars: The Battle for Tsingtao**

Saturday, 2:00 PM, 4hrs, Players: 8

GM: James Stanton, Sponsor: Brigade Games

Period: GNOMES!, Scale: 28mm, Rules: Gnome Wars

The German Far East Squadron control of part of the Shantung peninsula and the port at Tsingtao. The British and Japanese attacked the port but the Germans were able to repulse the first assault. The port will have to be captured before they can assail The Heights. Anyone bringing a painted unit from Brigade Games does not have to preregister.

### **3:00PM**

### **S: 136: 15 - Shatterlands Walk Up Demo**

Saturday, 3:00 PM, 2hrs, Players: 10

GM: Ben Rubin, Sponsor: none

Period: Fantasy, Scale: 25mm, Rules: Shatterlands

Come try Shatterlands, the new character driven woodland black powder fantasy skirmish game from Stonegate Forge. Take command 1-2 characters in this innovative new system that evokes the tactical challenges of French and Indian War skirmish games and the character development aspects of fantasy RPGs. Walk away with the rules and a free character card. No ticket required. No one turned away.

## Event List

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### **S: 144: 15 - Aerodrome(R) 1.1 World War I Aerial Combat - Theme**

Saturday, 3:00 PM, 3hrs, Players: 10

GM: Stanley Kubiak, Sponsor: Aerodrome(R) Aerial Combat Games

Period: World War I, Scale: 1/72nd, Rules: Aerodrome(R) 1.1 - World War I Aerial Combat Game

A traditional, award-winning HMGS East and nationwide convention favorite for over 25 years! Fly colorful 1/72 scale WWI aircraft into combat using simulated wooden "cockpits". Rules taught; easy to learn and play, lots of fun for both experienced and new players. Up to 10 players per round; rounds last about one hour or less, run continuously through allotted time. Wings & Medals awarded for Victories and Valor! (Note: Pilots shot down may be required to yield seat to a waiting player.)

### **S: 237: 15 - The Balloon Busters**

Saturday, 3:00 PM, 3hrs, Players: 12

GM: Peter Landry, Sponsor: none

Period: World War I, Scale: 1/144, Rules: Wings of Glory WWI  
Attacking balloons was a dangerous business. Defended by ground support as well as the local Jastas made it a challenge only few were up to meet. An American force led by Frank Luke are out to knock down the eyes of the Germans opposite the AEF. SPAD XIII's and N28's do their best to down the gas bags while Albatros DV's, Fokker DVI's, SSW DI's try to prevent the observation platforms from being destroyed.

### **S: 334: 15 - Roman Chariot Race**

Saturday, 3:00 PM, 3hrs, Players: 12

GM: William Chappell, Sponsor: none

Period: Ancients, Scale: 54mm, Rules: Roman Circus by Bryan DeWitt

Thrills, chills, and spills in the 1st Century equivalent of NASCAR, with attitude. Drive your chariot around a 12 foot track. Are you 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.

### **S: 347: 15 - Into the Darkness: WARHAMMER 40K: The Plains of KALDORON**

Saturday, 3:00 PM, 4hrs, Players: 12

GM: James Nicholson, Sponsor: LXG & The MECHANICON

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?

### **S: 352: 15 - Defense of Khatysino**

Saturday, 3:00 PM, 4hrs, Players: 4

GM: Ed Leland, Sponsor: none

Period: World War II, Scale: 28mm, Rules: Big Chain of Command

April 1942, Southwest of Vyzhaya, Russia - The snow has finally melted in the rear area of Armygroup Center, raising the hopes of the small groups of Germans cut off during the Soviet Winter Offensive. Elements of 19. Panzer attempt to relieve one such group before Soviet Partisans, Airborne and dismounted Cavalry can overwhelm them. Players should be somewhat familiar with the rules.

### **S: 372: 15 - Battletech - Grinder 2**

Saturday, 3:00 PM, 3hrs, Players: 10

GM: David Yingling, Sponsor: none

Period: SciFi, Scale: 1:285 micro, Rules: 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.

### **S: 405: 15 - Plastic Pirates Produce Problems**

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

GM: Geoffrey Graff, Sponsor: none

Period: Age of Piracy, Scale: 40mm Lego, Rules: Plastic Pirates  
Once again those 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.

### **S: 448: 15 - Convoy Search April 1918**

Saturday, 3:00 PM, 4hrs, Players: 8

GM: Bill Cira, Sponsor: ODGW

Period: World War I, Scale: 1:2400th, Rules: Fleet Action Imminent

The German High Seas Fleet has sortied a select strike force consisting of its newest battle cruisers and battle ships. They are searching for either a British convoy en route to Norway, or the small but powerful force of British warships patrolling the convoy route. The result might be a sharp clash between the largest and newest ships from each fleet.

### **S: 461: 15 - Operation Market Garden - Race for the Goal.**

Saturday, 3:00 PM, 4hrs, Players: 6

GM: Thomas Harris, Sponsor: Test of Battle Games

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

Will the Airborne Carpet allow XXX Corps to cross the Rhine at Ahnhem. This game covers the 82nd Airborne's and 1st Parachute's area of Market Garden. We are covering the first 5 days of the campaign Sept 17-21st. We will be doing a game with almost 8 divisions of troops. Come play Frank Chadwick's new battalion level WW II game.



## Event List

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### **S: 482: 15 - Russian Civil War 1917-1921 - Theme**

Saturday, 3:00 PM, 4hrs, Players: 0

GM: Andy Waxtel, Sponsor: NYWA

Period: Inter-War, Scale: 28mm, Rules: Custom

A Waxtel Production Mega Game. Where Reds and Whites move to crush each other to control Mother Russia

### **S: 509: 15 - The Burning of Mautonu - Theme**

Saturday, 3:00 PM, 3hrs, Players: 6

GM: Eric Jacobson, Sponsor: none

Period: Colonial, Scale: 28mm, Rules: Contemptible Little Armies

American Marines have landed on Samoa to try and keep the peace in the capital while a civil war rages across the rest of the islands. After a few difficult encounters while venturing out into the countryside, they are given orders to seize the small village of Mautonu. The overland march has been easy for once, far too easy.

### **4:00PM**

### **S: 140: 16 - ASSAULT ON THE VOLTURNO LINE, ITALY, 1943 - 75TH ANNIVERSARY!**

Saturday, 4:00 PM, 4hrs, Players: 4

GM: Louis Valenti, Sponsor: W.A.M.P.

Period: World War II, Scale: 15mm, Rules: World at War  
The Volturno Line (also known as the Viktor Line) was a German defensive position in Italy during the Italian Campaign of World War II. Following the Allied invasion of Italy in September 1943 the German forces set up a series of defensive lines across Italy, to delay the Allied advance. The Volturno Line was the southernmost of these. Can U.S. & British Forces break through German defenses and liberate Rome? Or will the Eternal City remain under the Nazi heel? Hold on to your raviolis!

### **S: 166: 16 - 2nd Bull Run the Battle for Brawner's Farm 28 August 1862**

Saturday, 4:00 PM, 4hrs, Players: 10

GM: Bryan Leshinskie, Sponsor: none

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

Near the Brawner's Farm a Federal column under Stonewall Jackson's keen observation advanced along Warrington turnpike to join the rest of the Federal Army concentrating at Centerville. Jackson launches an attack from Stony Ridge Starting the 2nd Battle of Bull Run. Join Veteran Game Master Bryan W. Leshinskie as he brings this battle to life...

### **S: 279: 16 - OPERATION ANTI-VENOM GI Joe Pulp 80s game**

Saturday, 4:00 PM, 6hrs, Players: 6

GM: Jayson Gardner, Sponsor: none

Period: "80" Pulp, Scale: 28mm, Rules: Modified Where Heroes Dare!

Intelligence has secured the location of a Cobra chemical weapons facility in the turbulent country of Sierre Gordo.

Operatives on the inside also say that the old snake, Cobra Commander himself will be there to review the operation making it the perfect time for America's heroes, the GI Joe, team to strike. Yo Joe!

### **S: 298: 16 - Play & Learn ESR Napoleonics with the Designer**

Saturday, 4:00 PM, 4hrs, Players: 4

GM: David Ensteness, Sponsor: The Wargaming Company, LLC  
Period: Napoleonic, Scale: 10mm, Rules: ESR Napoleonics (Et sans resultat! Second Edition)

If you want to play Napoleonics as a corps commander ESR is for you. ESR is a grand tactical, perspective based miniatures game, that can be played at any ground scale and with any scale miniatures. It plays quickly and to resolution while placing the player in the saddle of a corps-level general.

### **S: 312: 16 - Trampled Underfoot in Musa-Musa - Afghanistan**

Saturday, 4:00 PM, 4hrs, Players: 5

GM: Thomas Uhl, Sponsor: MapHoGs

Period: Modern Afghanistan, Scale: 28mm, Rules: Skirmish Sangin

There was a recent IED attack on a supply convoy in the vicinity of the small town of Musa-Musa, resulting in the loss of two casualties and several convoy vehicles. Military Intelligence sources indicate that further IED bomb-making materials, part of a larger weapons cache is hidden within one of the buildings in the town. Your teams are tasked with seizing this arms cache before the ordinance can be used to strike another convoy along this vital supply route.

### **S: 325: 16 - Punic Wars Campaign - Triumph! Theme event**

Saturday, 4:00 PM, 7hrs, Players: 8

GM: David Kuijt, Sponsor: Washington Grand Company

Period: Ancients, Scale: 15mm, Rules: TRIUMPH!

It is the tumultuous time of the Second Punic War. Carthage and Rome clash in the northern Gulf of the Lion, trying to conquer each other and any smaller tribe that gets in their way. Armies will be provided. Armies include Carthaginians, Romans, Messene, Iberians, Celtiberians, Gauls on both sides of the Alps, Ligurians, and other minor powers. Rules are easy to learn but a little experience is a big help. Armies will be provided. No players under 14 without adult supervision.

### **S: 389: 16 - Champions Hill, May 1863**

Saturday, 4:00 PM, 4hrs, Players: 6

GM: Nigel Marsh, Sponsor:

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

On the morning of May 16, 1863, twenty miles east of Vicksburg, Pemberton's Confederates are attacked by Grant's Federal forces. Refight McClernand's assault during the pivotal engagement at Champions Hill.

## Event List

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### **S: 445: 16 - Mein Panzer: Cold War Gone HOT!**

Saturday, 4:00 PM, 4hrs, Players: 6

GM: Kenny Noe, Sponsor: ODGW

Period: Modern, Scale: 10mm, Rules: Mein Panzer Core Rules

The Red Bear Strikes!! It is a time of Aquarius, when the US has won the Space Race, embarrassed the USSR and is an unpopular war in Southeast Asia. Brezhnev has had enough of US / NATO aggression and fears another more widespread "Prague Spring" in the Warsaw Pact countries. USSR invades West Germany to re-unite the country.

### **S: 453: 16 - Mein Zombie: Search and Destroy**

Saturday, 4:00 PM, 4hrs, Players: 8

GM: Mike Trauger, Sponsor: ODGW

Period: Zombie Apocalypse, Scale: 25mm, Rules: Mein Zombie  
Great Britain has collapsed under a growing zombie outbreak, but not before a series of fortified colonies are built throughout the countryside. One colony has come under repeated well organized zombie attacks. Refugees report having seen what might be a "Meister Zombie" in the nearby village of East Kennywick. As members of the British Secret Service (and surviving members of the East Kennywick Coed Cricket Club), your mission is to seek out and destroy this monster.

### **S: 473: 16 - Japanese Doubleheader**

Saturday, 4:00 PM, 3hrs, Players: 8

GM: Keith Eshelman, Sponsor: none

Period: World War II, Scale: 1:285 micro, Rules: Check Your 6  
April 10, 1942 - Colonel Kato discovered that Flying Tigers were moving to Loiwing, China and ordered immediate attacks on this airbase. After a morning strafing attack, with reported devastating results, another attack was ordered when it was realized that Allied planes had not been seen burning. The Tigers and their RAF comrades attacked from altitude when the strafers arrived. Fly Oscars to the airfield or defend with Tomahawks and Hurricanes. Scenario from Brian Dewitt

### **5:00PM**

### **S: 113: 17 - Galleys Naval Battle - Carthage vs Rome**

Saturday, 5:00 PM, 4hrs, Players: 6

GM: Troy Turner, Sponsor: Maphogs

Period: Ancients, Scale: 10mm, Rules: Galleys Guns & Glory Variant

Two massive veteran navies equipped with an array of fighting galleys square off to decide the fate of their empires. This battle features dozens of scale galleys all fighting to survive and win. The rules are historically sound, fast paced, easy to learn and above all FUN!

### **S: 120: 17 - Test of Honour Samurai Battle**

Saturday, 5:00 PM, 3hrs, Players: 4

GM: Joseph Bochinski, Sponsor: Your Hobby Place

Period: Feudal Japan, Scale: 28mm, Rules: Test of Honour

Test of Honour is a fun, fast paced 28mm miniature samurai battle. Do you have what it takes to lead your clan to victory and become the shogun?

### **S: 130: 17 - Picnic Panic Walk Up Demo (Kid Friendly)**

Saturday, 5:00 PM, 1.5hrs, Players: 8

GM: Ben Rubin, Sponsor: Stonegate Forge

Period: Other, Scale: Other, Rules: Picnic Panic

Come try Picnic Panic, the game of ant warfare. Command a tribe of ants, each with its own unique abilities and advantages, as you wage war over a treasure trove of candy left by careless humans. Play as the noble firstborn, the strong horned ants, the undead black ants, or the hard fighting, hard partying nomads. Eat the candy you capture. Fast-play, easy to learn introduction to the hobby. Adults welcome with playing child. No ticket required.

### **S: 291: 17 - Viking Raid**

Saturday, 5:00 PM, 3hrs, Players: 8

GM: Mark Young, Sponsor: none

Period: Dark Ages, Scale: 28mm, Rules: Home Brew

Can the saxons fend off the vikings? Beginners welcome.

### **S: 351: 17 - Thou are not yet dead, my father - Theme**

Saturday, 5:00 PM, 3hrs, Players: 3

GM: Jameson Proctor, Sponsor: Metropolitan Wargamers

Period: French & Indian War, Scale: 28mm, Rules: Muskets & Tomahawks

In March 1754, Governor Dinwiddie ordered Major Washington back to the Ohio Country with instructions to act on the defensive, but in case any attempts are made to obstruct the works or interrupt our settlements by any persons whatsoever, you are to restrain all such offenders, & in case of resistance to make prisoners of or kill & destroy them. The Jumonville Affair would be the spark that ignited the Seven Years War which in turn would set the stage for the American War of Independence.

### **6:00PM**

### **S: 170: 18 - SEMINAR: THE GREATEST REVOLUTIONARY EVER?**

#### **A DEBATE - Theme**

Saturday, 6:00 PM, 1hrs, Players: 60

GM: Peter Panzeri, Sponsor: OLD GLORY INC.

Period: Other, Scale: Other, Rules: Debate Seminar

Join KILLING BIN LADEN author Pete Panzeri and a panel of military historians for a thought provoking debate. Each will make a case for "THE GREATEST REVOLUTIONARY" who affected world history most decisively. Each will then respond to audience questions. Lively discussion is sure to follow. Then YOU (the audience) can vote on the most "convincing case." (Food & Drinks welcome.)

## Event List

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

### **S: 177: 18 - The Trenches of Onganjira (German South- West Africa, 1904)**

Saturday, 6:00 PM, 4hrs, Players: 6

GM: Roy Jones, Sponsor: Recreational Conflict

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

The advancing German Headquarters Column is trying to destroy Herero forces based in the valley of the Onganjira. The Hereros have blocked the valley at its narrowest section with a fortified trench line. As the Germans try to outflank the line, entrenched Hereros open fire and charge out! It's a melee, a gunfight, and everything in-between at the Trenches of Onganjira.

### **S: 187: 18 - Bunker Hill - June 17, 1775 - Theme**

Saturday, 6:00 PM, 4hrs, Players: 12

GM: Martin Fenelon, Sponsor: MSD Games, LLC

Period: American War for Independence, Scale: 15mm, Rules: Thrust of Bayonet

Hemmed in by twice their number of Colonial Militia, the British regulars are seeking a quick victory to break out of Boston and end the rebellion. This morning the rebels were discovered installing batteries on a hill across the river in Charles Town. Despite bombardment from the fleet, they still remain there. MGEN Howe is leading an elite force to drive the rebels away. Can he end the rebellion and this threat to the king?

### **S: 210: 18 - a hunting we will go**

Saturday, 6:00 PM, 5hrs, Players: 10

GM: David Emdee, Sponsor: none

Period: World War II, Scale: 1:1200th, Rules: victory at sea (1970)

After the British raid, the surviving German DD's await the other shoe to drop in Narvik harbor. Well the British are coming back and they are bringing some big stuff to finish the job.

### **S: 286: 18 - Reverse Quatre bras**

Saturday, 6:00 PM, 6hrs, Players: 12

GM: Jody Sherrill, Sponsor: none

Period: Napoleonic, Scale: 25mm 1:20 figure ratio, Rules: Home rules

Third and final battle concluding two other sessions from earlier in the day.

### **S: 357: 18 - Hoover's Gap, Tennessee, June 25, 1863**

Saturday, 6:00 PM, 4hrs, Players: 6

GM: Stephen Franco, Sponsor: none

Period: American Civil War, Scale: 15mm, Rules: Johnny Reb 3  
During Rosecrans's Chattanooga Campaign John T. Wilder's Lightning Brigade is given the critical task of clearing Hoover's Gap. Can he do it or will the Confederates succeed in holding this vital position?

### **S: 379: 18 - Rear Guard Action on the Road to Talavera**

Saturday, 6:00 PM, 4hrs, Players: 4

GM: Greg Robitaille, Sponsor: Carnage and Glory Group

Period: Napoleonic, Scale: 15mm, Rules: Carnage and Glory II

An initial encounter during the French crossing of the River Alberche along the Tanguis River valley in late July 1809. Hidden movement and limited Line of Sight scenario rules will be in play for this tactical level game. Can the French Generals change History? Will the British repeat history? Period knowledge is recommended but not required.

### **S: 384: 18 - Battle of Krzyszkowo, 1657 - Theme**

Saturday, 6:00 PM, 4hrs, Players: 6

GM: David Bonk, Sponsor:

Period: Pike & Shot, Scale: 28mm, Rules: Carnage and Glory Computer Moderated

After the initial success of the Swedish king Charles X's invasion of the Polish-Lithuanian Commonwealth in 1655 Lithuanian magnate Boguslaw Radziwill throws his support behind the Swedish forces against the Polish king John Casimir. In 1657 forces loyal to the Polish king engage a mixed force of Swedes and Lithuanian rebels on the fields of Krzyszkowo.

### **S: 398: 18 - Pounding at Paestum: Salerno, 1943**

Saturday, 6:00 PM, 4hrs, Players: 8

GM: David Cook, Sponsor: none

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

Celebrate the 75th Anniversary of the Salerno landings with this skirmish on the beach. The US landing at Blue Beach faces strong resistance from the German defenders in fortified positions. A scratch force of combat engineers and infantry face off against German infantry and armor. Can the US force their way off the sand or will the German defense stop the invaders at the water's edge?

### **S: 440: 18 - Fighting Steam - Tinclad Raiders**

Saturday, 6:00 PM, 4hrs, Players: 8

GM: Paul Meyer, Sponsor: none

Period: American Civil War, Scale: 1:1000th, Rules: Fighting Steam

The veteran workhorses of the Union's Brown Water Navy are sent upriver to capture or burn some valuable transports tied up at a "lightly defended" landing on the Tennessee. Fighting Steam is an innovative system for ACW naval battles based on the SPI classic Fighting Sail.

### **S: 469: 18 - "The Valley of Tears"**

Saturday, 6:00 PM, 4hrs, Players: 6

GM: Chad Zerbe, Sponsor: none

Period: Modern, Scale: 1:285 micro, Rules: Challenger XXI

The Valley of Tears in the Golan Heights during the Yom Kippur War between Israeli Armored units and the Attacking Arab coalition. Second Day of the War, play the IDF counter attacks the Arabs after attempting to break through the Purple Line

## Event List

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and retaking the Golan Heights. Modern Mechanized maneuver warfare!

**S: 475: 18 - Breakout of the 2nd Japanese Armored Division**

Saturday, 6:00 PM, 4hrs, Players: 6

GM: George Hunsicker, Sponsor: none

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

The Japanese 2nd armored, after being thoroughly chewed up by American Forces on Luzon is ordered to break out of encirclement to assist in the defense of central Luzon. They are opposed by American infantry with bazookas, .50 Cal. MGs, 37MM AT, AT rifle grenades.

**S: 508: 18 - What a Lovely Day! (Dying Historic on the Fury Road) - Theme**

Saturday, 6:00 PM, 3hrs, Players: 8

GM: Peter Megginson, Sponsor: none

Period: post-apocalyptic, Scale: 28mm, Rules: Gorka-Morka and additional homebrew

Max and Furiosa have taken Immortan Joe's precious wives and his War-Rig. Joe and the War-Boys want the wives and the War-Rig back! Will Max and Furiosa (and the wives) escape the wrath of Immortan Joe or will they die historic on the Fury Road! Find out what happens when blood, fire and mayhem erupt on the Fury Road.

**7:00PM**

**S: 139: 19 - Dawn Raid: A Shatterlands Scenario**

Saturday, 7:00 PM, 3hrs, Players: 10

GM: Ben Rubin, Sponsor: none

Period: Fantasy, Scale: 25mm, Rules: Shatterlands

The Keshdumah are either seeking revenge for last night's failed ambush attempt or following up on their success, by attacking the Rapani camp before dawn. The Rapani have pickets out, but the rest of the camp is still asleep. Can the Rangers slip by them and take the camp by surprise, or will the alarm be raised in time to mount a successful? This is a linked campaign scenario, where the effects of last night's game will impact the characters going forward.

**S: 157: 19 - Germantown 1777- Washington Attacks! - Theme**

Saturday, 7:00 PM, 4hrs, Players: 4

GM: James McGaughey, Sponsor: Old Glory Corp./Blue Moon

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

With Howe's forces divided, Washington saw an opportunity to attack the Crown garrison in Germantown as the last effort of the year before going into winter quarters at Valley Forge. Washington's plan - attack from four different directions and envelope the British. See if you can successfully execute Washington's plan, or fight for the King to crush the rebellion.

**S: 174: 19 - COMBAT PATROL TANK VANGUARDS**

Saturday, 7:00 PM, 3hrs, Players: 6

GM: Robert Varga, Sponsor: none

Period: World War II, Scale: 1/72nd, Rules: Modified Combat Patrol

The Tank Vanguards of two armies have been probing for the enemy. In this forested valley they have found themselves approaching each other on opposite banks of the river with the main road passing by the destroyed farm that is considered a vital forward observation position. The defenders are to hold the position until relieved, can you survive or can you capture the position?

**S: 189: 19 - Hail Of Fire - The Longest Day, June 6th 1944**

Saturday, 7:00 PM, 4hrs, Players: 6

GM: Brandon Fraley, Sponsor: none

Period: World War II, Scale: 15mm, Rules: Hail Of Fire

Storm the beaches of Normandy, attack from behind enemy lines, or attempt to fight off the largest seaborne invasion in history! Rules are simple and fast-playing, but with a focus on fog of war. No experience necessary. Ages 12+. Raffle prizes for participants!

**S: 193: 19 - Get to the Radio Station!**

Saturday, 7:00 PM, 4hrs, Players: 8

GM: Michael Pierce, Sponsor: none

Period: SciFi, Scale: 28mm, Rules: Dead Run (Home)

You are a member of a group of survivors that heard a broadcast from a nearby radio station. The voice promises evacuation from the zombie infested area if anyone can reach the station. The town is full of ravenous zombies, and some have started to mutate. Supplies are low, so the survivors will need to scavenge for ammo and medicine on their journey. It's not likely to be an easy trip!

**S: 200: 19 - Market Town of Hell**

Saturday, 7:00 PM, 4hrs, Players: 4

GM: James Lombardi, Sponsor: none

Period: World War II, Scale: 20mm, Rules: Bolt Action

It's July 1944, in France, and the 116th Infantry Regiment, 29th Infantry Division is pushing toward Hill 122 outside of Bourg d'Enfer. They have been given the order to push and take the hill overlooking St.Lo., but German Fallschirmjagers will not make it that easy.

**S: 213: 19 - The Northern Crusades: Samogitia or Bust**

Saturday, 7:00 PM, 4hrs, Players: 6

GM: Mike Manning, Sponsor: none

Period: Medieval, Scale: 1/72nd, Rules: Might of Arms

The Pope himself has entrusted the Teutonic Order with the demesne of Terra Mariana. It is populated with some truculent pagans who refuse to accept Christianity. A little pressure at sword point should change their minds. If you happen to carve out a fiefdom for yourself, then so much the better.

## Event List

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### **S: 216: 19 - Box Battles Cold War Evolution: The Eagle and The Bear**

Saturday, 7:00 PM, 4hrs, Players: 4

GM: David Hart, Sponsor: none

Period: Cold Wars, Scale: 6mm, Rules: Battlefield Ops! Rules, by 5th Epoch Publishing

It is the Cold War, mid 1970s, and the world's fear happens - the cold war becomes hot! Come test your strategic mind and tactical flexibility as you play a conflict of two opposing forces. Two mechanized Infantry companies meet head to head, one NATO and one from the Warsaw Pact, each supported with their doctrinal units! Learn to play the game sized as it comes standard out of our boxed set!

### **S: 238: 19 - Entente bomb run into Germany**

Saturday, 7:00 PM, 3hrs, Players: 12

GM: Peter Landry, Sponsor: none

Period: World War I, Scale: 1/144, Rules: Wings of Glory WWI  
Late in the war the Independent Force flies deep behind the lines to bomb Manneheim to take out a munitions factory. The IF composed of many HP 0/400s and Caproni bombers escorted by the newest scout, the Sopwith Snipe, along with Camels, SE5as and more. The Germans are not about to let this be a milk run and send up everything they can by way of Fokker DVIIIs, SSW DIIs, Albatros DVas and their latest Fokker EV and DVIII.

### **S: 244: 19 - Battle of Inverlochy - Theme**

Saturday, 7:00 PM, 3hrs, Players: 10

GM: Brian Dewitt, Sponsor: NOVAG

Period: English Civil War, Scale: 25mm, Rules: ECW H  
In August 1643 the Scottish Government and English Parliament signed the Solemn League and Covenant resulting in Scotland entering the war against King Charles I. In response the King appointed James Graham, Marquis of Montrose as Captain General of Royalist forces in Scotland. Although he had fought as a Covenanter commander during the Bishops War, he had opposed the subsequent power of the Presbyterian leadership under Archibald Campbell, Marquis of Argyll. Montrose effectively mobilized th

### **S: 253: 19 - Calliope - Penny Farthing Racing in Victorian England.**

Saturday, 7:00 PM, 2hrs, Players: 8

GM: John Stanoch, Sponsor: Blue Sky Enterprises

Period: Victorian Science Fiction, Scale: 28mm, Rules: Calliope  
OK. You heard about this game. You saw this game at ColdWars and you heard the players shouting and laughing while playing this game! Now you can come and see what all of the fun is about! This is a raucously funny game of Penny Farthing racing in 1890's England. Players can be a dashing English nobleman, a fair French maiden or a dastardly evil Prussian mad scientist as they ride their bicycles around a track in Hyde Park. But there is also a hungry hippo and some cheeky monkeys thrown in

### **S: 261: 19 - Japanese American War of 1913.**

Saturday, 7:00 PM, 5hrs, Players: 12

GM: Timothy (Tim) Niesen, Sponsor: none

Period: World War I, Scale: 1:1200th, Rules: Seekreig 5

The Japanese American War goes forward. The American Far Eastern Fleet meets a Japanese Fleet of cruisers in 1914.

### **S: 315: 19 - A Dastardly Foreign Trick!**

Saturday, 7:00 PM, 4hrs, Players: 8

GM: Howard Whitehouse, Sponsor: none

Period: 19th Century, Scale: 40mm, Rules: A Gentleman's War  
An Old School game played with shiny toys soldiers with pink cheeks and glossy coats, with excellent manners and little regard for fussy detail. It's 1897, the year of the Diamond Jubilee. The damnable Froggies have taken the opportunity to sneak across the channel and invade England with their red pantaloons and questionable cigarettes! But John Bull will face the Gallic threat. Hip-hip-hooray! H.G. Wells has been invited, Bring your own cucumber sandwiches.

### **S: 339: 19 - PreDreadnought - Italy to take the Austrian Naval base of Lissa,1909**

Saturday, 7:00 PM, 3.5hrs, Players: 6

GM: Daniel Kerr, Sponsor:

Period: Early 20th Century, Scale: 1:1000th, Rules: Black Smoke Blue Water

It's 1909. Uneasy Triple Alliance members Italy and Austria begin wrangling, and with Italy out to even the score, Lissa is again selected as the prize. Italy holds many units back for a fake holiday and sends a force with troop landings to the island base. Italian Ironclads and modern Pre-Dreadnoughts descend upon Lissa. The Austro- Hungarian fleet happens to be at sea to exercise as well. Austria plans to have their divisions reconnoiter together off the site of their great victory.

### **S: 370: 19 - Battletech - The Dispossessed**

Saturday, 7:00 PM, 5hrs, Players: 0

GM: Edward Wright, Sponsor: none

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

As recently dispossessed Mechwarriors and tank crews, lady luck shines on you when you stumble on an abandoned battlefield. Race against other dispossessed warriors to salvage as much as possible and become king of this battlefield!

### **S: 376: 07 - Saxons at Gross Beeren 23 August 1813**

Saturday, 7:00 PM, 5hrs, Players: 8

GM: John Snead, Sponsor: none

Period: Napoleonic, Scale: 28mm, Rules: Carnage & Glory II  
The French/Saxon VII Corps, under General de Division Reynier, is in the forefront of the French advance. Maybe a little too much to the front? Prussian Generalleutnant von Bulow is aiming to take advantage of their exposed position! It was a rainy day- a day for artillery, bayonet and saber. A fight in the early fall of 1813.



## Event List

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### **S: 390: 19 - Tank Battle in Greece!**

Saturday, 7:00 PM, 4hrs, Players: 7

GM: Stephen Umbrell, Sponsor:

Period: World War II, Scale: 15mm, Rules: WW2 Battlefront  
Elements of the 9th Panzer Division encounter the 3rd Royal Tank Regiment on the Road to Kozani in April 1941. This was the one and only significant tank battle of the Greek campaign. The Germans must drive the Commonwealth forces out of their prepared position and continue the blitzkrieg!

### **S: 397: 19 - Pickett's Charge - Theme**

Saturday, 7:00 PM, 4hrs, Players: 6

GM: Chris Johnson, Sponsor: none

Period: American Civil War, Scale: 20mm, Rules: Junior General  
The climactic action of the Battle of Gettysburg, using simple, easy to learn rules appropriate for kids and newbies

### **S: 409: 19 - A Fighting Retreat - France 1940**

Saturday, 7:00 PM, 4hrs, Players: 6

GM: Don Hogge, Sponsor: none

Period: World War II, Scale: 28mm, Rules: Battleground WWII  
It is 23 May 1940. The Welsh Guards have recently arrived and taken up positions near Boulogne. Their mission is to stem the rapid advance of the German forces. The longer they can delay the attackers, the more Allied forces that will be able to be evacuated. How long can they hold out?

### **S: 417: 19 - The Spider's Lair**

Saturday, 7:00 PM, 4hrs, Players: 10

GM: Eric Schlegel, Sponsor: none

Period: Fantasy, Scale: 25mm, Rules: Blood & Swash (Fantasy)  
Rumors of great riches in the caverns beneath the Needreba Valley have attracted many adventurers to the area, but beware, another rumor says the treasure is guarded by a giant spider.

### **S: 423: 19 - Playtest LSNC Sci-Fi**

Saturday, 7:00 PM, 4hrs, Players: 6

GM: David Wood, Sponsor: none

Period: Future, Scale: 1:285 micro, Rules: Future War (LSNC)  
Although outnumbered and with no better fighting vehicles than their opponent, the attackers feel that they are dominant in Cyber warfare and so are launching an attack. Will this expertise of the smaller force allow it to achieve victory, or will they be overwhelmed by the larger force?

### **S: 425: 19 - Pontiac's Rebellion Game Three of Three Battle of Fort Pitt! - Theme**

Saturday, 7:00 PM, 4hrs, Players: 6

GM: Billy Molyneaux, Sponsor: Lock N Load Games

Period: French & Indian War, Scale: 28mm, Rules: Home Brew  
Fort Pitt under siege beginning on June 22nd now some three months later the Highlanders under Col. Bouquet on their way to rescue the fort were ambushed by the natives! Will the

Highlanders arrive to the relief of Fort Pitt or will the fort fall under the might of the many native tribes?

### **S: 433: 19 - Dr. Who and the Caverns of Doom**

Saturday, 7:00 PM, 3hrs, Players: 6

GM: Gregory Priebe, Sponsor: none

Period: SciFi, Scale: 28mm, Rules: To Be Continued by GASLIGHT

The TARDIS has brought the Doctor to secret caverns in Bavaria where evil scientists have created giant ants and other horrors, but these aren't supposed to exist on Earth for another 700 years. Are alien intelligences at work to disrupt the development of Earth? The Doctor and his companions must sort it out!

### **S: 444: 19 - Brazen Chariots - The Battle of Anzin St. Aubin**

Saturday, 7:00 PM, 3hrs, Players: 8

GM: Adam Wine, Sponsor: none

Period: World War II, Scale: 15mm, Rules: Brazen Chariot WWII Tank Battles

On May 21, 1940 the German 7th Panzer Division is attempting to encircle and capture the City of Arras. At the same time British and French have launched their counter-offensive just west of Arras. It is 9 p.m. and panzers of Panzer-Regiment 1:300th are advancing northwest of Arras when they run into the French tanks of the 3e Division Legere Mecanique at the crossroads of Anzin St. Aubin.

### **S: 487: 19 - 23 July 1812 Initial Action Around Mogilev**

Saturday, 7:00 PM, 4hrs, Players: 8

GM: Michael Fatovic, Sponsor: NYWA

Period: Napoleonic, Scale: 54mm, Rules: Modified Shako  
For the past several weeks Russian troops of Bagration's 2nd Army had marched eastward seeking a link-up with Barclay's 1st Army. Now the French had beaten them to the Dnieper River bridges at Mogilev-bridges that had to be crossed if the 2nd Army was to avoid isolation and destruction. Will Raevsky be able to push his advance guard forward and take the bridges and push the French from Mogilev, or will Morand be able to hold until Davout can reach him? You Decide!

### **S: 504: 19 - Wild Wild West**

Saturday, 7:00 PM, 4hrs, Players: 6

GM: Devin McKenzie, Sponsor: none

Period: Western, Scale: 28mm, Rules: Legends of the Old West  
Mount up! The Outlaws are held up in the Grand Hotel. The Lawmen and good Townspeople try to evade continuous gunfire from the combined posses. The reward will be paid Dead or Alive. Either way there will be blood.

### **S: 511: 19 - Vietnam: Men of Company B - Theme**

Saturday, 7:00 PM, 4hrs, Players: 4

GM: Ted Poltorak, Sponsor: South Jersey Gamers

Period: Modern, Scale: 15mm, Rules: Peter Pig's Vietnam: Men of Company B

# Fall In!® 2018

## Event List

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US forces conduct a Search and Destroy Mission. The VC must stop them.

### 8:00PM

#### **S: 131: 20 - Picnic Panic (For Adults)**

Saturday, 8:00 PM, 1.5hrs, Players: 8

GM: Ben Rubin, Sponsor: none

Period: Other, Scale: Other, Rules: Picnic Panic

You've played in one of our Picnic Panic demos (or maybe you haven't) with your kids (or maybe you don't even have kids, we don't judge). But did you know Picnic Panic is also a great late night adult game, with just a few significant tweaks? It's been a long day of gaming. Come unwind with us by playing something fast, fun, and with...adult...candies to consume. We promise we won't tell your kids.

#### **S: 219: 20 - Zombie Outbreak: Day 2**

Saturday, 8:00 PM, 4hrs, Players: 10

GM: JON-PAUL COLEGROVE, Sponsor: none

Period: Modern, Scale: 25mm, Rules: total AR:SE Modified  
UNIT 34 TO DISPATCH SHOTS FIRED! SHOTS FIRED! THIS DEMONSTRATION HAS GONE FULL RIOT! WAIT OH GOD! IS HE EATING THAT GUYS FACE, AND THERE'S ANOTHER! DISPATCH WE NEED BACK UP NOW! DISPATCH TO ALL UNITS OFFICERS NEED ASSISTANCE CAN YOU HELP YOU FELLOW OFFICERS PUT DOWN THE ZOMBIE HORDES BEFORE ITS TOO LATE?

#### **S: 220: 20 - In the Jungles of Grik Ceylon**

Saturday, 8:00 PM, 4hrs, Players: 8

GM: Leo Walsh, Sponsor: none

Period: Fantasy, Scale: 15mm, Rules: Unpublished

From the pages of Taylor Anderson's Destroyermen series. Allies of The Tree chase a lizardy raptarish army making there way to take the whole island and stage for further attacks. But the Griks are learning and have surprises for the MiAanka forces. Easy to learn fast and bloody action.

#### **S: 313: 20 - Trampled Underfoot in Musa-Musa - Afghanistan**

Saturday, 8:00 PM, 4hrs, Players: 5

GM: Thomas Uhl, Sponsor: MapHoGs

Period: Modern Afghanistan, Scale: 28mm, Rules: Skirmish Sangin

There was a recent IED attack on a supply convoy in the vicinity of the small town of Musa-Musa, resulting in the loss of two casualties and several convoy vehicles. Military Intelligence sources indicate that further IED bomb-making materials, part of a larger weapons cache is hidden within one of the buildings in the town. Your teams are tasked with seizing this arms cache before the ordinance can be used to strike another convoy along this vital supply route.

#### **S: 345: 20 - Gaslands - post-apocalyptic vehicular mayhem.**

Saturday, 8:00 PM, 3hrs, Players: 6

GM: Joseph Chasse, Sponsor: none

Period: Post-Apocalypse, Scale: 1:64th, Rules: Gaslands by Osprey Games

A tabletop wargame of car-on-car destruction in a post-apocalyptic wasteland. Movement consists of movement templates and custom "skid dice" to create a fluid and madcap game. Gaslands is what Wings of Glory is to WWI aviation combat. If you are looking for a fast game that is easy to learn, without complex rules, then Gaslands is great.- Notes from the Bunker Winner of both the Judges' Choice and People's Choice awards for Best New Miniatures Rules at the UK Games Expo (2018).

#### **S: 353: 20 - Into the Darkness: SPACE HULK: Into OBLIVION**

Saturday, 8:00 PM, 4hrs, Players: 12

GM: James Nicholson, Sponsor: LXG & The MECHANICON

Period: SciFi, Scale: 28mm, Rules: SPACE HULK, DEATHWING, GENESTEALER & LXG house rules.

"OBLIVION" HAS BEEN A SPACE HULK THAT HAS DRIFTED IN AND OUT OF MATERIAL SPACE FOR MILLENNIA, THROUGHOUT IMPERIAL SPACE, CLAIMING SHIPS AND SOULS. THERE HAVE BEEN THOUSANDS OF SIGHTINGS OF "OBLIVION". SOME HAVE THOUGHT IT TO BE HYSTERIA, MYTH AND EVEN DAEMON. BUT FOR ONE SOUL WHO HAS BEEN HAUGHTED BY THE EXPERIENCE. He is linked to it eternally. Inquisitor Karis has sworn mighty oaths to eradicate the menace from this universe. Come Join inquisitor Karis and his special task force.

#### **S: 366: 20 - The Liberation San Pomme de Terre**

Saturday, 8:00 PM, 4hrs, Players: 6

GM: rich kerr, Sponsor: Tri State

Period: Age of Piracy, Scale: 28mm, Rules: Blood & Plunder  
The Governor has run off into the jungle, leaving the lovely Lady Elanor to her own devices. Will the French raiders capture her for ransom, or will her charming English Captain arrive to rescue in the nick of time, and what happened to the Governors treasure?

#### **S: 483: 20 - Attack on Ramstein Air Base- 1985**

Saturday, 8:00 PM, 4hrs, Players: 6

GM: Senui Lewis, Sponsor: Tri State

Period: Modern, Scale: 15mm, Rules: Team Yankee  
Cold War gone Hot- The Soviet invasion into West Germany has commenced. Ramstein Air Base is a United States Air Force base in Rhineland-Palatinate and it's the home of Nato Allied Air Command. Can Soviet might push the gallant defenders out?

#### **S: 503: 20 - BRADDOCK'S RETREAT: THE QUEST GAME - Theme**

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

GM: Peter Panzeri, Sponsor: Old Glory

Period: French & Indian War, Scale: 28mm, Rules: Frontiers in Flames

A War Game, A strategy game, a Survival game. Like George Washington did, Each Team of 3-5 Players Lead the remnants of their Brigade out on a THREE TABLE QUEST. Dodge French

# Fall In!® 2018

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patrols, and Indian war parties. Raid Enemy camps. Face all challenges return to Virginia alive. DON'T MISS THIS RARE CHANCE TO PLAY IN ONE OF THE MOST REWARDING AND FUN GAMES EVER. Reviewed as "Highly entertaining, surprisingly educational and thought provoking."

### 9:00PM

#### **S: 122: 21 - Test of Honour Samurai Battle**

Saturday, 9:00 PM, 3hrs, Players: 4

GM: Aryeh Levi, Sponsor: Your Hobby Place

Period: Feudal Japan, Scale: 28mm, Rules: Test of Honour

Test of Honour is a fun, fast paced 28mm miniature samurai battle. Do you have what it takes to lead your clan to victory and become the shogun?

#### **S: 513: 22 - Zombies on Old Mill road**

Saturday, 10:00 PM, 4hrs, Players: 4

GM: Seamus Devine, Sponsor: W.A.M.P.

Period: SciFi, Scale: 28mm, Rules: The Walking Dead All Out War. Modified for tabletop.

Rick and Carl lead our favorite band of Survivors on a desperate hunt for supplies. Outliers will defend thier supplies dearly. Zombies need love too! Come help feed the Undead before bed!

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### SUNDAY GAMES

#### 8:00AM

**Z: 123: 08 - Annual Fall-In Prayer Breakfast**

Sunday, 8:00 AM, 2hrs, Players: 20

GM: James (JT) Thomas, Sponsor: Fellowship of Christian Wargamers

Period: Modern, Scale: Other, Rules: The Word

We welcome all to join us in this non-denominational Christian Prayer breakfast! This is a tradition that dates back to the early days of HMGS and this convention. We are a Christian group that welcome all for prayer. Won't you join us? We would love to have your company this day! So, we will see you Sunday. If you want any additional information, you can EMAIL me at KingJT@aol.com. Thanks for your time!

#### 9:00AM

**Z: 290: 09 - Close Action! - Sunday's Fleet Battle**

Sunday, 9:00 AM, 6hrs, Players: 25

GM: Mark Campbell, Sponsor: none

Period: Age of Sail, Scale: 1:600th, 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?

**Z: 320: 09 - The Second Battle Off Tanith - Theme**

Sunday, 9:00 AM, 3hrs, Players: 6

GM: Grant Greffey, Sponsor: none

Period: Future, Scale: 1:600th, Rules: Hyperspace Hack w/ Mods

February 11th, 2640. The Secession Wars are in their 37th year. The forces of the Sauron Confederacy have occupied the world of Tanith after defeating the bulk of the Imperial 11th Fleet. Their plan is to use Tanith as a base to launch an assault on Sparta, the capital world of the Empire of Man. But every available unit of the Imperial Space Navy has been gathered to launch a counteroffensive

#### 10:00AM

**Z: 247: 10 - Navy Seals strike**

Sunday, 10:00 AM, 6hrs, Players: 6

GM: Maciej Zajac, Sponsor: none

Period: Modern, Scale: 28mm, Rules: Force on Force

US special forces will try to free prisoners from terrorist hands, and run away through corridor held by US Marines. Guerilla fighters are everywhere.... they will try to break the escape route at all cost. Join our game to experience cruel guerilla warfare, hard special force tasks and brave Marines attack.

**Z: 302: 10 - Eat Hitler!**

Sunday, 10:00 AM, 2hrs, Players: 12

GM: Brendan Watts, Sponsor: none

Period: SciFi, Scale: 25mm, Rules: Howard Whitehouse's Eat Hitler, the Nazi Taste Treat.

Hitler and his cronies attempt to escape the Fall of Berlin in a time machine but end up in the Age of the Dinosaurs. Players control the dinosaurs chasing and devouring hapless minions of the Third Reich.

**Z: 350: 10 - Into the Darkness: NECROMUNDA: Underhive: ASSAULT on PRECINCT 13**

Sunday, 10:00 AM, 4hrs, Players: 12

GM: James Nicholson, Sponsor: LXG & The MECHANICON

Period: SciFi, Scale: 28mm, Rules: NECROMUNDA: UNDERHIVE & House rules.

The renegade Guilder Vec has been apprehended by the Adeptus Arbites for selling unauthorized black market specials. The arbiters are bringing him to precinct 13. Squads of enforcers and arbitrators have been deployed to make sure he gets there. A contract has been issued for the renegade guilder he must not get to the precinct. He's wanted ALIVE by his guilder brethren to be made an example of guilder justice. Come join us in the hunt for Guilder Vec or the protection detail for Guilder Vec.

**Z: 400: 10 - Flight of the Maltese Falcon**

Sunday, 10:00 AM, 3hrs, Players: 6

GM: David Cook, Sponsor: none

Period: Renaissance, Scale: 1:300th, Rules: Galleys, Guns, and Glory

The Turks are coming -- and the Grand Master of the Supremus Ordo Militaris Hospitalis Sancti Ioannis Hierosolymitani Rhodius et Melitensis has decided it's time to ship his greatest treasure - the Maltese Falcon -- to safety. Can his fleet spirit it away before it is captured by the Turk or sunk to the bottom of the sea? Fast play game of galley combat using the Galley, Guns, and Glory rules. Experience not required.

**Z: 418: 10 - The Spider's Lair**

Sunday, 10:00 AM, 3hrs, Players: 10

GM: Eric Schlegel, Sponsor: none

Period: Fantasy, Scale: 25mm, Rules: Blood & Swash (Fantasy)

Rumors of great riches in the caverns beneath the Needreba Valley have attracted many adventurers to the area, but beware, another rumor says the treasure is guarded by a giant spider.

**Z: 420: 10 - Zorro and the Treasonous Theft**

Sunday, 10:00 AM, 2hrs, Players: 6

GM: Duncan Adams, Sponsor: none

Period: 19th Century, Scale: 28mm, Rules: Blood And Swash

On the distant fringe of the Spanish Empire the pueblo of Los Angeles has become a hotbed of intrigue. El Zorro - treasonous outlaw or peoples' hero, depending on your perspective -

# Fall In!® 2018

## Event List

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

knows that something evil is afoot. Can he uncover the plot in  
time to defeat the evildoers?