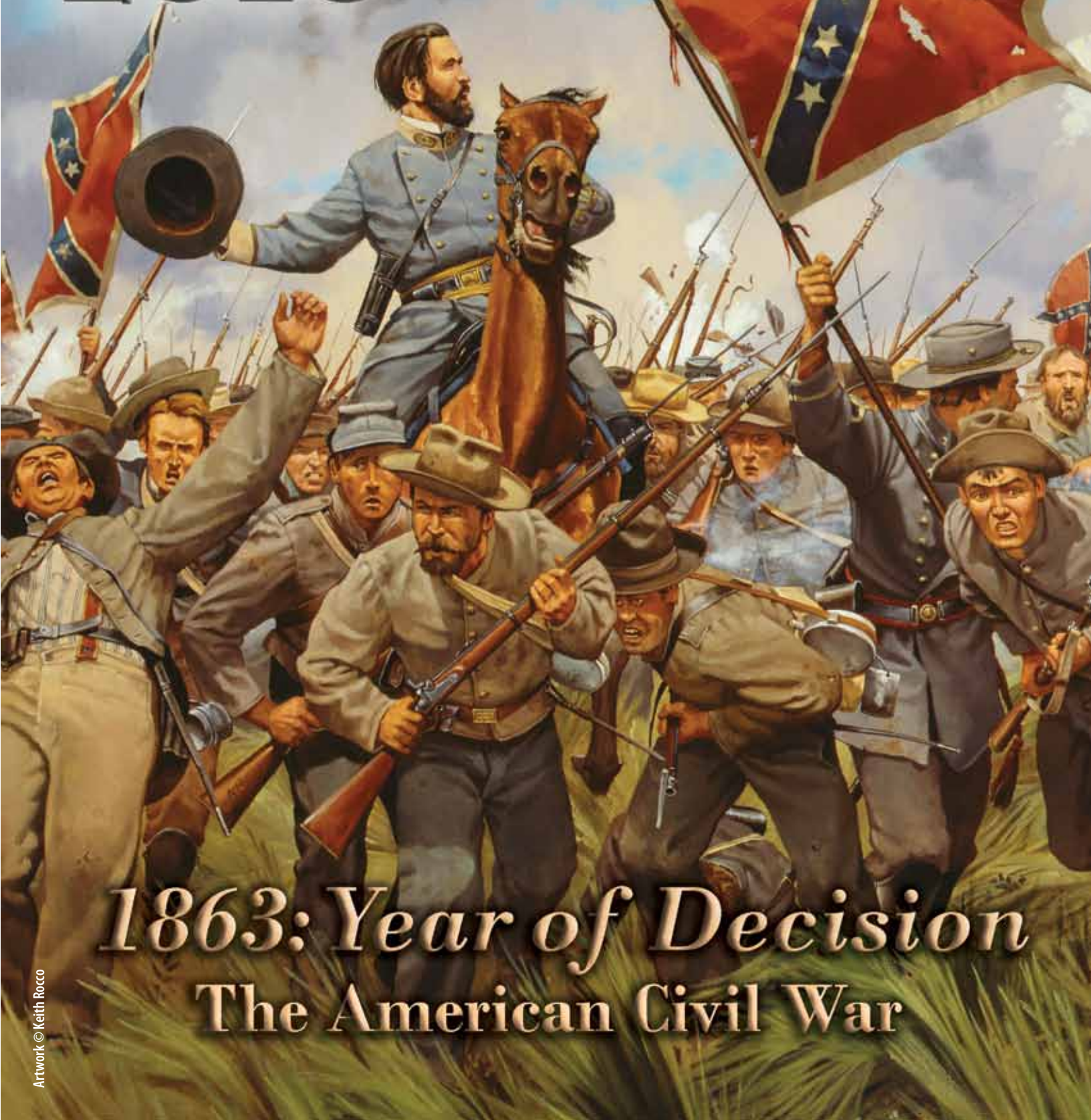


Historicon

2013



1863: Year of Decision
The American Civil War

THE WORLD'S PREMIER TABLETOP GAMING MAGAZINE

WARGAMES illustrated®

Over the last four years or so we've seen *Wargames Illustrated* grow in leaps and bounds. Not only does the magazine now boast 50% more pages than at the beginning of 2009, but we're selling more than TEN times as many copies each month in the U.S. as we did back then.

Why not take the time to browse through the latest copy at HISTORICON, there are quite a few dealers here who carry it, and you'll see that not only does it look great, but more importantly it contains great wargaming articles by wargamers from around the globe.

In addition, both our US Editor (Dave Taylor) and our UK Editor (Dan Faulconbridge) will be wandering the show taking loads of photographs of the great games and activities on hand. If you spot them in their dark blue *Wargames Illustrated* shirt, feel free to stop and chat about all things WI-related.

You can also stop by our booth, where the great products of the Battlefront Miniatures family: *Flames Of War*, *Gale Force 9*, and *Wargames Illustrated*, will be available for your purchasing pleasure!

After the show, check out loads of free wargaming content at:

wargamesillustrated.net

Additionally this year, there are two other ways to interact with *Wargames Illustrated* while you are at HISTORICON!

HISTORICON PAINTING COMPETITION

1) We are running the HISTORICON Painting Competition - drop by the Battlefront booth in the dealer hall on Saturday to see the entries.

DEVIL'S DEN/LITTLE ROUND TOP

2) Check out the great Devil's Den/Little Round Top table we've shipped from England specifically for the show. If you've read our May issue (WI307) you'll no doubt recognize it!

VISIT THE BATTLEFRONT BOOTH IN THE DEALER HALL TO GET YOUR HANDS ON A SUBSCRIPTION TO **WARGAMES ILLUSTRATED**, **WI** BACK-ISSUES, AND EVEN MINIATURES FROM OUR **WARGAMES ILLUSTRATED EXCLUSIVE** RANGES!





HISTORICON™

Historical Miniature Gaming's Biggest Summer Vacation! 2013

Greetings from the Convention Director

Welcome to HISTORICON 2013! Once again the Historical Miniature Gaming Society is hosting the country's premiere Miniature Gaming Convention. I want to take a moment to welcome any new attendees to our Convention and to our hobby. I hope that you are able to take a look at the many beautiful games that are being put on by our volunteers for your enjoyment. It is the volunteers and the effort that they put into hosting their games that make this convention what it is. There would be no Historicon 2013 Convention without them. So many thanks to all our volunteers.

I would also like to welcome back our attendees that have been to a Historicon, Cold Wars or Fall In convention. We have come together again to enjoy our hobby, to learn about Military History through the medium of miniature figures and our passion to recreate battles in miniature.

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

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

Wally's Basement is located at the back of *Expo Hall A*.

This year's Convention theme is "1863 Year of Decision." It is primarily based on the 150th Anniversary of the American Civil War. The current home of the Historicon Convention is steeped in history with many battlefield sites of the American Civil War right here. I recommend that you

take a little bit of time to explore the local area and see what you can locate just a few minutes away from the convention site. This theme can also include the rest of the world in 1863. For example, the French in Mexico and the battle of Camaron, or the British and Maori Wars.

This year we have a special give away figure for our pre-registered attendees, while supplies last. This figure was provided to Historicon 2013 by Warlord Games to celebrate the convention theme. It is an unhorsed cavalryman who is defending himself from behind his saddle, with his side arm titled "Last Shot".

We also have 3 convention t-shirts to choose from this year. The artwork was provided by Keith Rocco. It will be difficult to choose just one so I recommend getting one of each.

Please enjoy your Convention experience at Historicon 2013.

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

Paul Delaney
Director, Historicon 2013



Last Shot

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Legion of Honor Seminar Series

Topic: Civil War Rules and Scenarios; or How to recreate ACW Battles on the Tabletop.

Members of the HMGS Legion of Honor, including Frank Chadwick and Glenn Kidd, will discuss elements of American Civil War rules design and how to create a great ACW scenario. Topics will include representation of ACW Unit Tactics (as described in period manuals such as “Hardee’s”); fire and movement; morale; and representation of terrain. Discussion will include examples from ACW rule sets and a look at some of the engagements in and around Fredericksburg.



Frank Chadwick



Glenn Kidd

The HMGS Legion of Honor includes Society members who have provided distinguished service to the hobby. The LoH awards the Society’s Lifetime Achievement Award; “The Jack Scruby Award” and also presents Gamemaster awards at each of our conventions. LoH members include the individuals who have brought our hobby and our society to where it is today.

The panel members will provide a seasoned perspective on how to represent the Civil War on the game table. Previous LoH panel presentations have been lively, challenging, a bit contentious, and enlightening. Questions from the audience are encouraged and are likely to get more than one “correct” answer. The audience may well note, and long remember what gets said here.

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

HMGS Membership Benefits

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



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

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

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

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

GENERAL INFORMATION

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

* Event Registration will not be open on Wednesday.

Convention Prices

HMGS Member Admission (Weekend)	\$30.00
Non-Member Admission (Weekend)	\$50.00
1-Day Admission	\$25.00
Sunday-only Admission	\$15.00
Military 1-day Admission [Note: must show military ID (active, reserve, retired).]	\$15.00
Wally's Basement Table (per session)	\$20.00
Minors (age 14 or younger)	FREE *
Spouse (of paid admission)	FREE **
Convention T-Shirt (in Small, Medium, Large or XL size)	\$19.00
Convention T-Shirt (in 2XL or 3XL size)	\$22.00
Convention T-Shirt (in 4XL size)	\$26.00
HMGS Lapel Pin (1" by 1.25")	\$ 6.00
New or Renewing 1-Year HMGS Membership	\$25.00

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

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

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

HMGS Trademark & Copyright Notice

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Convention Staff

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

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

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

<i>Convention Director</i>	Paul Delaney
<i>Deputy CD for business</i>	Joe Schwarz
<i>Deputy CD for operations</i>	Raymond McClure
<i>Events Managers</i>	Bill Rutherford, Tim Broome
<i>Promotions Manager</i>	Bob Giglio
<i>Publications Manager</i>	Mitch Osborne
<i>Registration Managers</i>	Mike Fijalka
<i>CRS Registration</i>	Paul Trani
<i>Vendor Manager</i>	Dudley Garidel
<i>Webmaster</i>	Bob Burnham

Convention Coordinators

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

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

First Time Attendees – Please Read This!

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

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

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

How Events Work & Event Registration

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

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

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

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

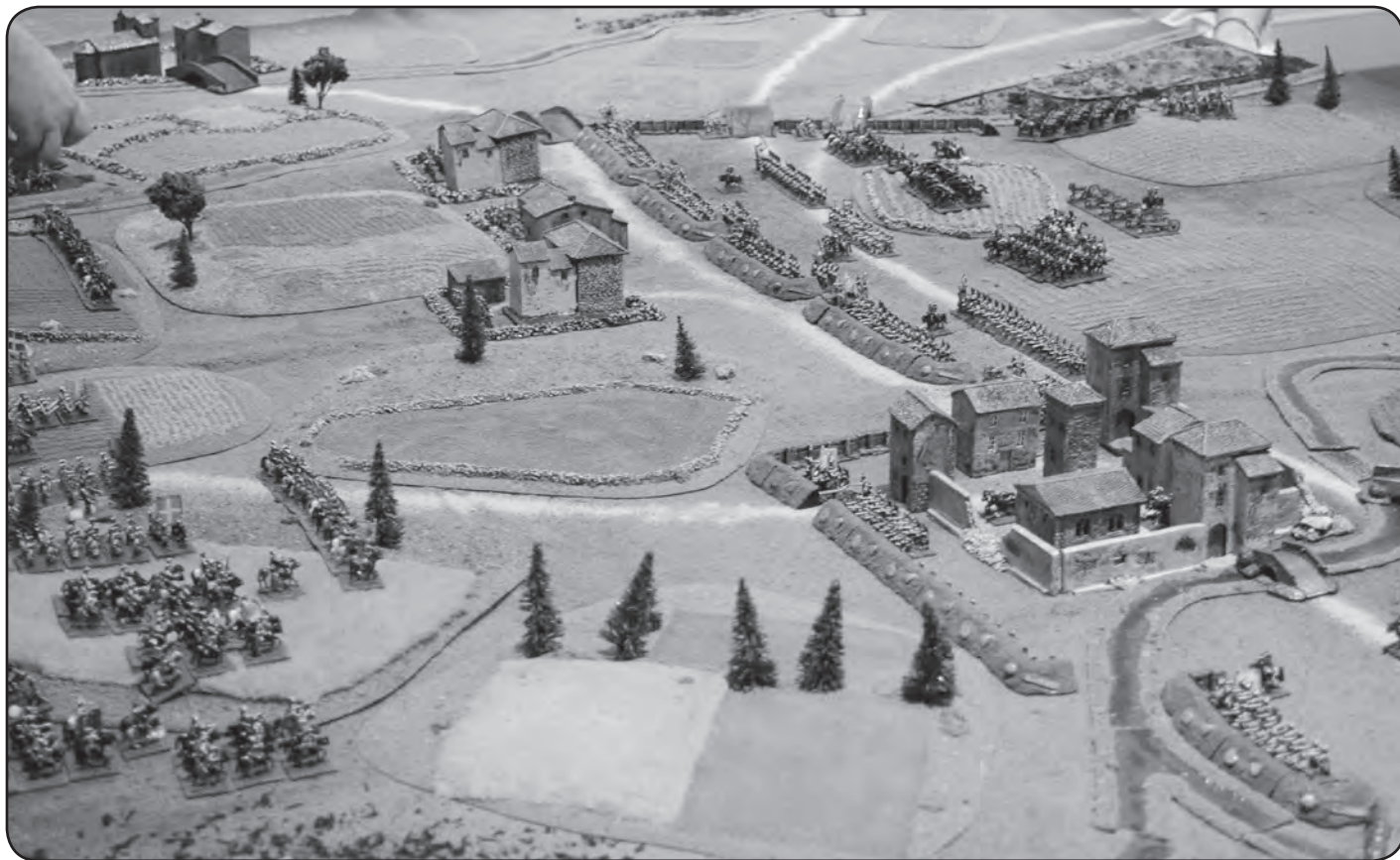
Registration guarantees you a slot in the gaming event, as long as you check-in with the GM at least 10 minutes prior to the scheduled start time; after that time the GM is free to fill unclaimed slots with walk-up players. Important: If you are playing back-to-back games, then make sure you leave in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

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

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

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

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



Shuttle Service

The City of Fredericksburg and the Fredericksburg Regional Tourism Partnership will be offering two shuttles during Historicon free of charge.

Shuttle One

Fredericksburg Hospitality House-
Hampton - Homewood
Fredericksburg Expo Center.

Shuttle Two -

Fredericksburg Expo Center -
Downtown Historic District -
Fredericksburg Expo Center -
Spotsylvania Towne Centre -
Fredericksburg Expo Center -
Downtown Historic District.

Shuttle schedules will be available in Fredericksburg Regional Tourism Booth in lobby of the Fredericksburg Expo Center, and at the end of this book.

HMGS Gamemaster (GM) Awards

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

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

- **Best of Show:** A GM Award, selected from all of the top Historical Miniatures Games and are usually "PELA" Winners who ran multiple iterations and thus drew recognition from multiple judges.
- **Best Theme Event:** A GM Award selected from all of the top Theme Events and Theme-related PELA recipients.
- **Pour Encourager Les Autres (PELA):** The "PELA" is a GM Award primarily for traditional historical based miniatures gaming event, and selected during morning, afternoon and evening sessions daily. "Pour Encourager Les Autres" is a phrase taken from the work *Candide* by Voltaire; in the novel *Candide* witnesses the execution of an officer by firing squad and is told that "in this country, it is wise to kill an admiral from time to time to encourage the others." Voltaire was actually writing a satirical account of the execution of the British Admiral John Byng who was executed in 1757 for his loss of Minorca at the beginning of the Seven Years War.

Mary Katherine Greenlaw
Mayor



City of Fredericksburg
P.O. Box 7447
Fredericksburg, VA 22404-7447
Telephone: 540-372-1022
Fax: 540-372-6412

July 18, 2013

Historicon attendees, welcome back to Fredericksburg!

I extend warmest greetings to the participants of Historicon coming to Fredericksburg this week. We are pleased that you are returning to Fredericksburg for Historicon 2013.

We invite you to visit Fredericksburg once you have completed your missions and waged the battles.

We have something for everyone. A 40-block National Historic District features over 350 original 18th and 19th century buildings with art galleries, specialty and antique shops and chef-owned restaurants. George Washington's mother's home is in the Historic District and his boyhood home is just across the river at Ferry Farm. Four Civil War battles were fought in the area including Fredericksburg, Spotsylvania, Chancellorsville, and The Wilderness. For families, there is a new walking tour of the Historic District designed by children for children.

The Fredericksburg Timeless booth will once again be at Historicon. Please visit the booth for the new 2013 Fredericksburg, Stafford and Spotsylvania Visitor Guide and any other information you may need or questions you may have.

I hope you have an enjoyable event here in Fredericksburg and hope you will have time to visit our historic city. We look forward to welcoming you back in the future.

Sincerely yours

Mary Katherine Greenlaw
Mayor

CONVENTION RULES

Attendee Conduct

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

Badges

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

Event Hosting

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

Lost or Damaged Materials

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

Smoking and Alcohol

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

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

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

Solicitation

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

Convention Regalia and Weapons

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

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

Trash

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

Spectators

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

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

Bring A Tape Measure!

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

Delivering Messages To Friends & Family

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

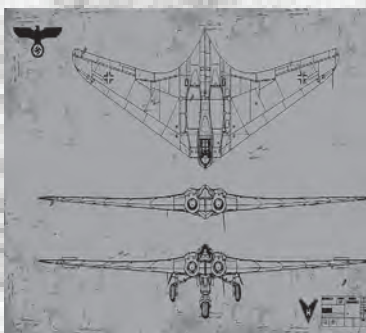
Emergency Messages

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

A Note To Parents & Guardians

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

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WALLY'S BASEMENT

(AKA THE FLEA MARKET)

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

Rules:

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

Your Session(s):

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

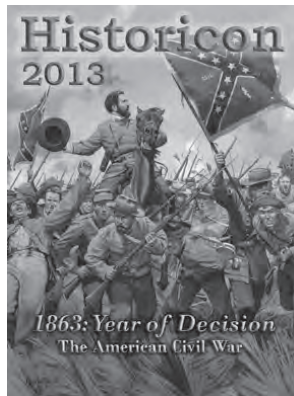
Dwellers violating any of these conditions understand that the Coordinator has the authority to revoke the table assignment and have the Dweller leave the Basement for the remainder of the session. In addition, the Coordinator may determine if the Dweller will be allowed to return to the Basement for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

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

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

Souvenir Convention Tee Shirt

Here's your opportunity to obtain another great convention T-shirt for HISTORICON! This year HISTORICON has used illustrations by acclaimed historical artist Keith Rocco (www.keithrocco.com) on the program and T-shirts to create a lasting memento of the event. This year in recognition of the brave soldiers of both the blue and gray, there are two shirts, each with its own, unique illustration. The two striking and moving pieces of artwork (pictured on the front cover) make them a must-have HISTORICON 2013 souvenir! The shirts are of the highest pre-shrunk quality. Don't delay – get yours NOW while pre-registering before they're all gone; you may want to get two or MORE!



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

Future HMGS Conventions

15 - 17 Nov 13: FALL IN! (Theme: 1813 - the Niagra Frontier in Flames), Lancaster Hist Resort, Lancaster, PA. POC is Convention Director Daniel B Muraswski, 145 Grant Street, Cambridge Springs, PA 16403, Email director@fall-in.org, Website at www.fall-in.org.

6 - 9 Mar 14: COLD WARS (Theme: Forgotten History - Not So Famous Battles and Conflicts), Lancaster Host Resort Hotel, Lancaster, PA. POC is Convention Director Frank Preziosa, PO Box 213, Hainesport, NJ 08036, Email at director@coldwars.org. Website via <http://www.coldwars.org>. Please note that Cold Wars has returned to its original format as a three day convention.

17 - 20 Jul 14: HISTORICON (Theme: "Big Wars, Little Soldiers" World Wars throughout time. Fredericksburg Expo & Convention Center, 2371 Carl D. Silver Parkway,

Fredericksburg, VA 22401, with phone at (540) 548-5555. Convention Director Paul Delaney, 1602 Belle View Drive #615, Alexandria, VA 22307, with Email at Historicondirector@gmail.com, Website at www.historicon.org.



Osprey returns to Historicon this year with a selection of our newest military history titles, including MAA 489: Lincoln's 90-Day Volunteers 1861, ELI 188: Napoleonic Heavy Cavalry and Dragoon Tactics, and the Myth 4: King Arthur, the newest title in the Myths and Legends series. We will also be bring a selection of our Wargaming titles, including a limited number of pre-release copies of OWG 4: Ronin – Skirmish Wargames in the Age of the Samurai.

Come by the stand and check out all of the new books. Also, make sure to come to our Osprey seminar at 1:30 on Saturday to hear about everything that is upcoming from Osprey, and get insight from a group of Osprey authors on the experience of writing an Osprey book.

Cover Art

For the first time in HMGS history, the Historicon program book has two covers, each covering a different aspect of the Battle of Gettysburg, one from the northern perspective and one from the south. Both paintings are by the acclaimed historical artist Keith Rocco (www.keithrocco.com).

"Fix Bayonets" depicts Colonel Joshua Chambers as he ordered the 20th Maine to launch a bayonet charge at the critical moment of the fight at Little Round Top. The daring maneuver caught the exhausted Confederates unprepared. Hundreds surrendered as they were overwhelmed. A second line broke. At the end of the day, the 20th Maine held Little Round Top, and the Union flank was secure.

"Pickett's Charge" captures the moment when General Richard B. Garnett's brigade had cleared the fences of the Emmitsburg Road and broke into a double-quick. Moments later, Garnett, conspicuously riding his horse despite orders that officers walk, was dead, shot through the head. Garnett's honor, stained in a previous engagement under Stonewall Jackson, was cleansed by his gallant sacrifice.

Both of these works, plus many more, can be found in the book, "The Soldier's View, The Civil War Art of Keith Rocco."

All photographs by Mitchell Osborne and used with permission, except for the War College section.



Fredericksburg Tour Options for Historicon Attendees Saturday, July 20, 2013

Option # 1: Chancellorsville Civil War Tour

Tour the sites of the Civil War's famous May 1863 Battle of Chancellorsville in the comfort of a Fredericksburg Trolley and your own licensed Tour Guide. On the tour of this tactical masterpiece, you will see the site of the first clashes on May 1st, cover the planning and execution of Jackson's 12-mile flank march and his attack, as well as the horrific fighting in the "Wilderness" on May 3rd, 1864. In addition, you will see the site of Jackson's wounding and visit the sites that tell the "Stonewall Story."

Your trolley and professional tour guide will pick you up from the **Fredericksburg Expo Center** at 8:30 am dropping you back at the **Fredericksburg Expo Center** at 2:00 pm.

There is a minimum of 20 for the tour to avoid cancellation. The cost per person is only \$40, including tour, box lunch and transportation.

Purchase on-line at <http://rezgo.me/1klgu> or by phone, 877-404-5810, on-site - Fredericksburg Timeless Booth

Option #2: Fredericksburg's Jolly Trolley, The Beer & Bourbon Express

Hop on board the Trolley to Fredericksburg's own Blue & Gray Brewing Co. and A. Smith Bowman Distillery. Relax on a trolley ride with a brief history of local beer and spirits before a tour of the A. Smith Bowman Distillery and Blue & Gray Brewing Co and lunch at Lee's Retreat Brewpub! The A. Smith Bowman Distillery balances time-honored traditions with innovation and creativity to produce hand-crafted spirits. The Blue & Gray Brewing Company has been the local brewery since 2002. Your tour will include premium lager and ale samples straight from the tanks!

Your trolley will pick you up from the **Fredericksburg Visitor Center** via Trolley at 11:45am sharp dropping you back at the **Fredericksburg Visitor Center** by 2:45pm

The cost per person is \$33, including tour, lunch, and transportation from the Fredericksburg Visitor Center

Purchase on-line at <http://rezgo.me/1k9ee> or by phone, 877-404-5810, on-site - Fredericksburg Timeless Booth

Option #3: Trolley Tours of Fredericksburg (this tour is offered daily)

Enjoy a 75 minute entertaining and informative tour of Fredericksburg aboard the trolley. Learn about the many famous and interesting people and events that have taken place since the city was established in 1728. If you listen closely, you may even pick up a few amusing and not-so-well known facts about the people and places that you will see along the way! After your tour, you will have a better idea of the local history and the many living history museums, homes and businesses of people like George Washington, Mary Washington, James Monroe, Rising Sun Tavern, Fredericksburg's only proper tavern and the former home of Charles Washington, Dr. Hugh Mercer's apothecary shop, the Fredericksburg Area Museum and Cultural Center, Kenmore Plantation and many more.

Your trolley will pick you up and drop you off from the **Fredericksburg Visitor Center** at the times of the tour you have chosen.

The cost per person is \$17, including tour, and transportation from the Fredericksburg Visitor Center

Purchase on-line at <http://rezgo.me/1kqti> or by phone, 877-404-5810, on-site - Fredericksburg Timeless Booth

At the Fredericksburg Timeless Booth: Thursday, July 18th 10 am – 4 pm, Friday, July 19th 10 am – 7 pm

CONVENTION THEME

"1863 YEAR OF DECISION"

THE SESQUICENTENNIAL OF THE AMERICAN CIVIL WAR

The American Civil War in many ways shaped the United States of America as we know it today. It was a war fought between citizen soldiers, by new emigrants with a newly adopted country, by descendants of the pilgrims and the founding fathers, and by friends, families and brothers. This war was one of the earliest industrial wars. Both sides made extensive use of railroads, the telegraph, steamships, and mass-produced weapons. It remains the deadliest war in American history, resulting in the deaths of an estimated 750,000 soldiers. It was "A House Divided".

The Historicon 2013 Theme is the 150th Anniversary of 1863. This was the year that shaped the outcome of the war. Iconic generals including Robert E. Lee, Ulysses S. Grant, Thomas (Stonewall) Jackson, Winfield Hancock, JEB Stuart, George Meade, and many more led the troops that determined whether the young nation "would long endure". There were over 100 engagements fought on land and sea during 1863 including Fredericksburg, Chancellorsville, Vicksburg, Winchester, and, Gettysburg (the largest engagement to ever be fought on American soil). These

battles are etched in the American psyche as is one of the briefest political speeches in History.

The area around Historicon 2013 is steeped in this history. There are Civil War Battlefields within a long hike or a short drive from the convention site, including locations that still show signs of those battles, as well as headstones that mark the resting place of those who fought here. This history will be reflected at Historicon 2013 in dozens of Theme Games, all weekend long; presentations and discussions on this decisive year in American History, including a seminar hosted by the HMGS Legion of Honor featuring notable Civil War authors; a commemorative figure for pre-registrants (stop by Hobby University for tips on painting Union Blue or Butternut Grey); as well as the opportunity to purchase a t-shirt commemorating the decisive year of 1863.

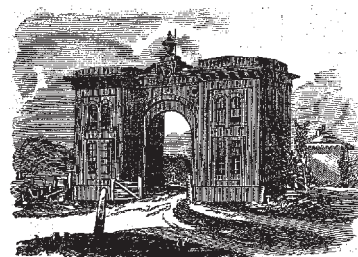
Please take a moment and reflect on the men who fought in the area around us here. Many of them gave the last full measure of devotion to his cause and country. The Historicon 2013 theme was chosen as a way to remember those soldiers, their sacrifice and achievements.

Gettysburg Address

FOUR SCORE AND SEVEN YEARS AGO OUR FATHERS BROUGHT forth on this continent, a new nation, conceived in Liberty, and dedicated to the proposition that all men are created equal.

Now we are engaged in a great civil war, testing whether that nation, or any nation so conceived and so dedicated, can long endure. We are met on a great battle-field of that war. We have come to dedicate a portion of that field, as a final resting place for those who here gave their lives that that nation might live. It is altogether fitting and proper that we should do this.

But, in a larger sense, we can not dedicate -- we can not consecrate -- we can not hallow -- this ground. The brave men, living and dead, who struggled here, have consecrated it, far above our poor power to add or detract. The world will little note, nor long remember what we say here, but it can never forget what they did here. It is for us the living, rather, to be dedicated here to the unfinished work which they who fought here have thus far so nobly advanced. It is rather for us to be here dedicated to the great task remaining before us -- that from these honored dead we take increased devotion to that cause for which they gave the last full measure of devotion -- that we here highly resolve that these dead shall not have died in vain -- that this nation, under God, shall have a new birth of freedom -- and that government of the people, by the people, for the people, shall not perish from the earth.



HMGS WAR COLLEGE

ALL SEMINARS WILL TAKE PLACE IN MEETING ROOM 1

THURSDAY

Thursday, 1:30 pm.

The Polish Corps – From Exile to Glory to Exile

Greg Dryanski

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

Dr. Gregory Dryanski is a practicing physician in Las Vegas, NV. He has been involved in wargaming and military history since 1966, visiting multiple battlefields and military history museums in the US and Europe. His latest research on the Polish army in WWII is being utilized by a worldwide virtual museum.



SATURDAY

Saturday, 9:00 am.

From Bull Run to Fort Fisher and Beyond: U.S. Marines in the Civil War.

Paul Westermeyer

Marines formed infantry battalions, served aboard U.S. Navy warships, and conducted numerous amphibious landings. But the war left the Marine Corps in an existential crisis that lasted well into the 20th century.

Mr. Westermeyer is a historian for the History Division, Marine Corps University and holds a Masters in Military History from the Ohio State University. Mr. Westermeyer is the author of U.S. Marines in Battle: Al-Khafji and U.S. Marines in the Gulf War, 1990-1991: Liberating Kuwait.



FRIDAY

Friday, 1300

“Which Way to the Front? – The Botched Debut of the Panthers at the Battle of Kursk”

This presentation by Frederick Clemens will examine the baptism of fire at Kursk for Germany’s new Panther tank from the perspective of the commander of the Panther regiment, Meinrad von Lauchert. Lauchert’s career will be reviewed as well as the development of the Panther tank and its fate in the battle.

Friday, 3:00 pm.

“The Cannon Provider” starts his career – General Jozef Dwernicki and the Cavalry Battle at Stoczek (1831).

Dr. John Dunn, Valdosta State University

Poland’s November Insurrection chased out Russian forces in November-December 1830. Nicholas I refused to abandon control and ordered a massive invasion force to march on insurrectionary nerve-center – Warsaw. As 160,000 Russians moved forward in eleven ponderous columns, cavalry divisions served as flank guards. One of these was the target for General Józef Dwernicki who delivered sharp blows at the Battle of Stoczek (14 February 1831). Although the fighting probably lasted less than a half-hour, it was a disaster for the Russians. Why did this happen? What were the ingredients of a successful cavalry battle in 1831? How did Stoczek impact on the November Insurrection? This will be a PowerPoint presentation based on a longer article under consideration for the Journal of the Polish Defense College.



Saturday, 10:30 pm

Ethics and Etiquette in Gaming.

Bruce Schaper

Bruce’s passion for the hobby runs across genre, scale, or period. Recently, he has been experimenting with different scales and rules within a single game in effort expand the gaming frontier. He has developed a rules titled ASW3D. His experience in game ethics started when he caught his brother cheating at cards.



Saturday, 12:00 noon.

US Tank Destroyers and the Battle of “La Maison Rouge”, January 1945.

Commander Victor “Tory” Failmezger, USN Retired.

Commander Victor “Tory” Failmezger, US Navy Retired, served 22 years in the US Navy on aircraft carriers and other ships and was stationed in Italy (twice), Germany, Japan and the Philippines. Military highlights included his participation in the Evacuation of Saigon, aide to the Director of Naval Intelligence, Naval Attaché Rome, Italy, Naval Officer assigned to visit East Berlin during the Cold War and a Director of bomb damage assessment during first Gulf War at DIA. He was awarded eight personal decorations. Recently he completed a three year effort to research his deceased uncle’s World War II Army experience and the result is a 480 page book called “An American Knight”. His talk for Historicon will discuss minute by minute, one of the last US Tank Destroyers battles against Nazi Panzers during the liberation of France at the Colmar Pocket.



Saturday, 1:30 pm.

Osprey Title Preview

Joe McCullough, in association with Osprey Publishing

Join us for a visual presentation of the upcoming Osprey Titles, along with author and graphic commentaries and a Q&A on their researching and writing, authors will present and prelease copies of our books will be raffled.

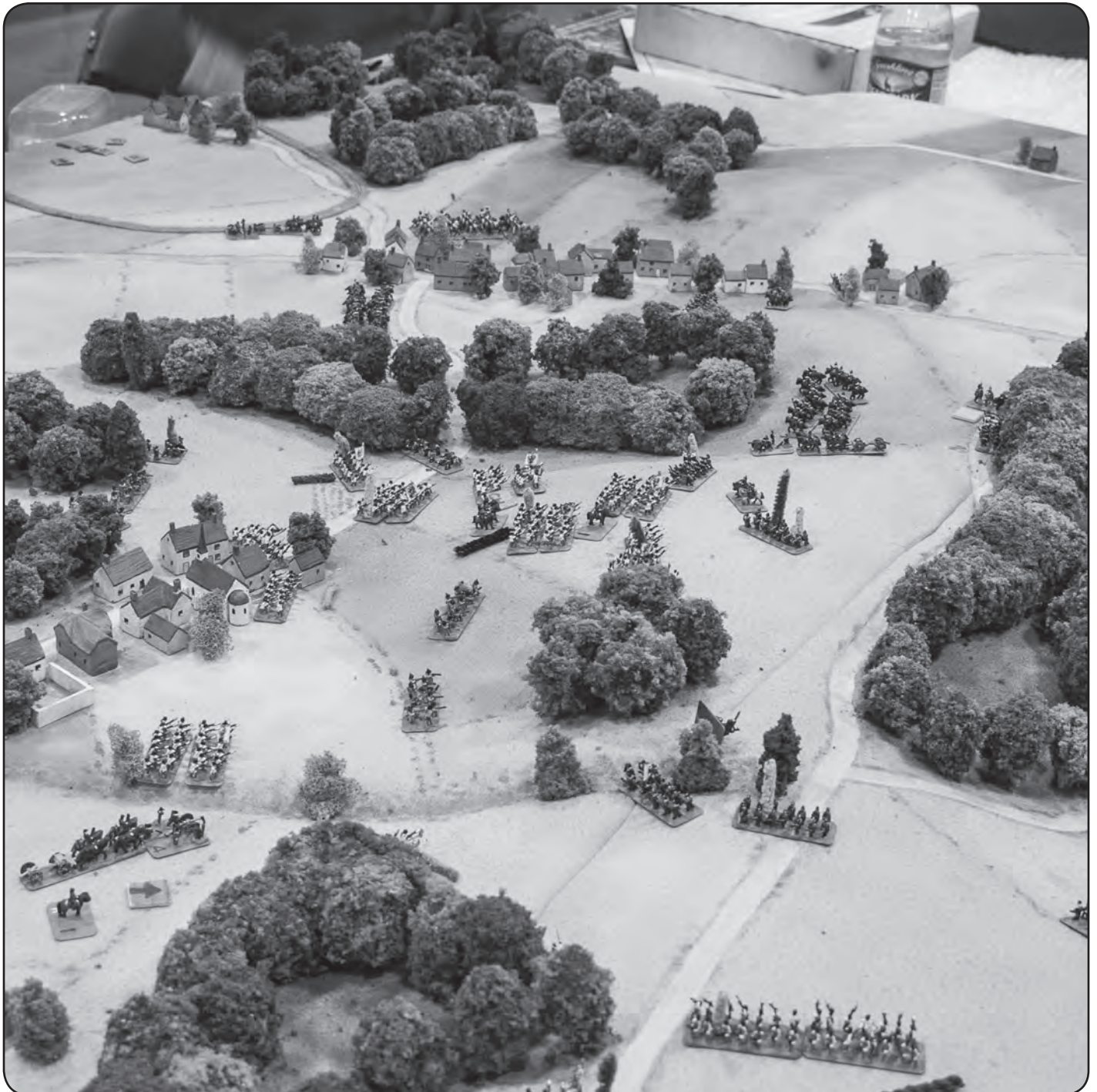


Saturday, 3:00pm.

Civil War Rules and Scenarios and how to recreate ACW Battles on the table top.

HMGS Legion of Honor

Members of the HMGS Legion of Honor, including Frank Chadwick and Glenn Kidd, will discuss elements of American a civil War rules design and how to create a great ACW scenario. Topics will include representation of ACW Unit Tactics (as described in period manuals such as “Hardee’s”); fire and movement; morale; and representation of terrain. Discussion will include examples form ACW rule sets and a look at some of the engagements in and around Fredericksburg.



MINIATURE HOBBY UNIVERSITY

EVENTS, CLASSES & CONTESTS

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

Painting Contests

Speed Painting Contest

Staff Sat. 4:00 PM

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

Iron Paintbrush

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

1st Prize: Trophy, Assorted Hobby supplies & Free admission to HISTORICON 2014 to defend your title as The Iron Paintbrush

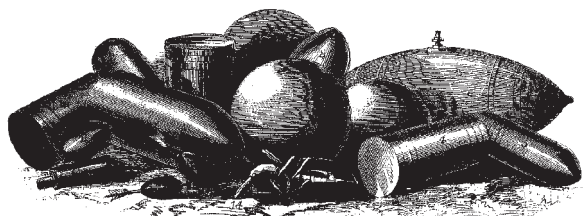
2nd Prize: Trophy, Assorted Hobby supplies.

3rd Prize: Trophy, Assorted Hobby supplies.

Day/Time/Duration: Sat. 7:30 PM, 2 hrs. (audience can come/go as you wish, or stay for the whole show...er, contest!)

Location: Hobby University Hall

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



Painting Events

Paint 'N' Take

Staff Fri.- Sat. 10 AM – 6 PM

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

Painting Classes

Painting for Children (and Parent's Too)

Thur. 2:00 PM; Instructor Bridget Blush

Fri. 10:00 AM; Instructor Larissa Heffner

Fri. 12:00 PM; Instructor Bridget Blush

Fri 6:00 PM; Instructor Bridget Blush

Sat. 12:00 PM; Instructor Bridget Blush

Sat. 6:00 PM; Instructor Bridget Blush

Beginner's level class specially geared toward our youngest hobbyists. We will go over basic brush care, simple color theory and give kids a nice solid grip on basic painting methods. 1 Hour. Recommended ages 8-12. Parental accompaniment is required for all kids. (Parents will receive a miniature to paint along with their child if they choose)

Painting for Complete Beginners

Thur. 2:00 PM; Instructor Larissa Heffner

Fri. 2:00 PM; Instructor Larissa Heffner

Sat. 10:00 AM; Instructor Dorothy Catapano

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

Building Ruined/Damaged Buildings

Thur. 2:00 PM; Instructor Tim Peaslee

Fri. 4:00 PM; Instructor Tim Peaslee

A bombed out building or an ancient ruin makes a nice addition to a gaming table. It can't be that hard to build your own, can it? Come and learn some techniques for building your own beat up, blasted, and distressed buildings. We will cover topics such as what materials to use, how to make it as realistic as possible, and how to make the rubble & how much is enough. 1.5 hours

Color Theory

Thur. 2:00 PM; Instructor Dorothy Catapano

Based on the book, Blue and Yellow don't make green, this class will explain why you sometimes get "mud" when you mix your colors, the difference between warm, cool and neutral palettes, and why adding white to make a lighter color isn't always a good idea. We will discuss the differences between paints and why some paints work better than others. You will walk away with the knowledge to be able to make your own mixes consistently. Bring your notebooks and your questions. We will cover a lot of information in a short time. 1.75 hours

Advanced Beginners

Thur. 4:00 PM; Instructor Tanya Brewer

Fri. 2:00 PM; Instructor Greg Zuniga

Sat. 10:00 AM; Instructor Tanya Brewer

For everyone who has learned the basics and is ready for the next step, this is it. If you've tried drybrushing and inking your models and you'd like to do more, this class will help you move to the next level. Covers layering, glazing, and other techniques to move your skills to the next level. 1.75 Hours.

Building Interiors with Hirst Arts Inn Accessories Molds

Thur. 4:00 PM; Instructor Tim Peaslee

The release of the Hirst Arts Inn Accessories Molds has opened up lots of opportunities for adding interiors to your buildings. This class will show you what the molds contain and tips on building with the castings. There will be plenty of bits for you to play with and come up with your own creations. 1.5 hours

Salt Dough Terrain

Thur. 4:00 PM; Instructor Don Goddard

Sat. 4:00 PM; Instructor Don Goddard

One of the cheapest sculpting mediums available. It is also versatile, durable, and fun for all ages. Learn how to make a variety of gaming materials, including terrain and monsters. 1.5 hours

Airbrushing Basics:

Thur. 4:00 PM; Instructor Greg Zuniga

Fri. 4:00 PM; Instructor Greg Zuniga

Sat. 4:00 PM; Instructor Greg Zuniga

Come join our team of instructors as they go through the basics of airbrushing miniatures. Whether you have some airbrush experience or are just curious about the benefits of using an airbrush – this class will give a good overview and tips and tricks for getting started with an airbrush. This class is mostly lecture and demo, but conditions permitting, some hands-on experience will be available. 1.5 hours.

Beginning Basing: The finishing touch.

Fri. 10:00 AM; Instructor Dorothy Catapano

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

Easy Walls

Fri. 10:00 AM; Instructor Joey McGuire

Sat. 12:00 PM; Instructor Joey McGuire

Perhaps no piece of terrain defines the battlefield more than the simple wall. Using basic techniques anyone can learn and use, Easy Walls focuses on the construction, basing, and detailing of common walls seen throughout many historical periods. Various materials will be used including foamcore, thin cardboard, wood stirrers, and more. Due to the use of sharp cutting implements, children under the age of 14 will not be allowed to come to the class without a participating adult. 1.5 hours

Introduction to Casting with Hirst Arts Molds

Fri. 10:00 AM; Instructor Tim Peaslee

Sat. 4:00 PM; Instructor Tim Peaslee

By now most miniature gamers have seen Hirst Arts models being used on someone's gaming terrain. A lot of people aren't sure if they want to mess with casting their own blocks. Here is your chance to find out what is involved and how to do it without having to buy anything. This class will cover the materials needed and the basic casting techniques. 1.5 hours

Painting Bays/Horses

Fri. 10:00 AM; Instructor Christin Sciulli

Come learn how to paint one of the most common horses used in cavalries. General techniques will be covered, but students will be painting a bay horse. 1.5 hours

CD Terrain Pieces

Fri. 12:00 PM; Instructor Tim Peaslee

Sat. 10:00 AM; Instructor Tim Peaslee

A CD makes a great base for all sorts of terrain pieces. From a small ruin or a patch of trees to a vignette of your favorite general, your imagination is the only limit to what you can create. Learn some new tricks and share ideas on how to use this readily available basing material. 1.5 hours

Dirty & Distressed (Weathering)

Fri. 12:00 PM; Instructor Greg Zuniga

Sat. 2:00 PM; Instructor Greg Zuniga

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

Instant Junkyard

Fri. 12:00 PM; Instructor Don Goddard

Sat. 12:00 PM; Instructor Don Goddard

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

Painting the 28mm Face

Fri. 12:00 PM; Instructor Tanya Brewer

Sat. 12:00 PM; Instructor Tanya Brewer

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

Painter's Tools & Supplies

Fri. 2:00 PM; Instructor Heather Blush

Sat. 2:00 PM; Instructor Heather Blush

This class will cover discussions on paints, inks, brushes, paint additives and other tips and tricks for better painting. You'll get important information on where and how to purchase great supplies inexpensively and as a bonus, we'll demo how to make an inexpensive "wet" palette at home. 1.5 hrs

Painting Skin Tones

Fri. 2:00 PM; Instructor Tanya Brewer

Sat. 10:00 AM; Instructor Greg Zuniga

Sat. 12:00 PM; Instructor Greg Zuniga

Do your people look a little too pink or orange? Learn how to paint various realistic skintones. Are those naked Celts giving you a hard time, does your Amazon army need help. Come learn how to paint skin tones – proper color choices will be covered. Painting Faces, eyes, tattoos and other "detail" work will also be covered. 1.5 hours.

Terrain Painting

Fri. 2:00 PM; Instructor Dorothy Catapano

Sat. 4:00 PM; Instructor Dorothy Catapano

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



15mm Tanks/Vehicles

Fri. 4:00 PM; Instructor Dorothy Catapano

Sat. 2:00 PM; Instructor Dorothy Catapano

Battlefront Miniatures has donated 15mm vehicles and tanks. Learn to get these ready for table top play during this class. We will cover techniques such as color blocking, washes, basic camo patterns, weathering and decaling. This class is great for the beginning painter all the way up to those who want to learn some different techniques for finishing those vehicles. Class is limited to 10 persons as materials are limited. 1.5 hours

Stickville

Fri. 4:00 PM; Instructor Don Goddard

Create great looking buildings with popsicle and craft sticks. Learn where to find materials and how to glue them together to get amazing results. Folding, easy to store buildings will also be covered along with several techniques for great looking roofing. 1.5 hours

Easy Roads

Fri. 4:00 PM; Instructor Joey McGuire

Sat. 2:00 PM; Instructor Joey McGuire

Come learn how to make professional quality roads out of easy to find hardware store materials. You won't believe how good these roads are going to look on your table. 1.5 hours.



Design - Make - Play: Introduction to 3D Printing

Fri. 6:00 PM; Instructor Josh Ajima

Sat. 10:00 AM; Instructor Josh Ajima

A fast-paced overview of 3D printing for gamers. Hands on with 3D printed game miniatures and accessories. Demonstration of a hobby level 3D printer in action. Discuss the possibilities and limitations of hobby 3D printers and commercial printing services for gamers. Share links to free design software and free game models! 1.5 hours

Speed Demon Painting

Fri. 6:00 PM; Instructor Kim Goforth

Sat. 6:00 PM; Instructor Kim Goforth

Take what you've learned to paint a detailed model.. and smash it in an hour's time with cheating!

Special Event - Painting Troops with WWPD

Sat. 2:00 PM WWPD Staff

Hang out with the WWPD Crew, learn to paint troops!

Painting Gray Horses

Sat. 4:00 PM; Instructors Tanya Brewer & Christin Sculli

Come learn how to paint one of the "fancier" types of horses. General techniques will be covered, but students will be painting a gray horse. 1.5 hours

SAVE HOUGOU MONT!



June 18, 1815: Waterloo

"The success of the battle turned upon closing of the gates at Hougoumont" *The Duke of Wellington*

This unique heritage site needs to be saved from its derelict state. Become part of its extraordinary history and a modern defender of Hougoumont! Donations are tax-deductible and matched by the Belgian Government. Details and film at:

www.projecthougoumont.com

A 1mm-figure size, unpainted scale model of farm will be mailed in appreciation to U.S. donors contributing more that \$250 through website (KBFUS option)

FALL-IN!™ 2013

15-17 November 2013 – Lancaster Host Resort & Conference Center – Lancaster, PA - USA
Convention Theme: “1813 The Niagara Frontier in Flames”



General Boyd Storming Fort George on the Niagara River

This year's convention theme continues with the War of 1812 and spotlights the many battles on the Niagara Frontier, from Sackets' Harbor and York to Chrysler's farm and Fort George and everything in between. In 1813 the Niagara Frontier was aflame with battles, raids and sorties. No one had the upper hand for very long because of the complexity of moving and supplying troops and the difficulties of land communications. In 1813, control of the Great Lakes and the St. Lawrence River corridor was crucial to controlling that region.

Special Events so far include: the “What Would Patton Do” (www.WWPD.net) live Podcast guys doing what they do best for the gaming community. A variety of special games from all periods of history – from Ancients to Modern war, and everything in between – plus a large Vendor Hall loaded with everything the hobbyist needs, a flea market, tournaments, painting events, and so much more!

Fall-In! with the ranks of hobbyists at the Lancaster Host Resort & Conference in Lancaster, PA on 15-17 November 2013, as they gather together for Historical Miniature Gaming's last big show of the year!

Mark your calendar and make plans now for Fall-In! 2013. Don't miss the fun!

For more convention information, please go to www.Fall-In.org

Presented by the Historical Miniatures Gaming Society, Inc. (www.HMGS.org)

GAMING EVENTS

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

Thursday

9 AM

T-461 - Battle for New Orleans 1863

American Civil War; 9 AM; Length: 4; Location: Ball Room A/F; Table: BA-02; Host Leo Walsh; Scale: 1/1000; Rules: Age of Iron; Number of players: 12.

The Yanks weren't successful in 1862 in this "what if" game. So they are trying again in the spring of 1863. The Rebs are ready for them this time with new ships but the Yanks have more iron. Lots of fun for all! Fast paced easy to learn rules. All High Noon and Age of Iron games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

T-425 - The Battle of Bushy Run 1763

Other; 9 AM; Length: 4; Location: Ball Room B; Table: BB-01; Host Cliff Brunken; Scale: 28 mm; Rules: This Very Ground; Number of players: 6.

Come experience the 250th Anniversary of this pivotal battle that ended the Indian rebellion to open the way for western expansion. Come join Col. Henry Bouquet, the 42nd and 77th Highlanders with the 60th Royal Americans as they march to the relief of Fort Pitt and are ambushed by a combination of North American Indian tribes. After fighting until sunset the survivors build a make shift redoubt and continue the fight in the morning. Hand to hand, man to man and bayonet vs. the hatchet. Scenario designed by Gregory Padilla. Children under 12 accompanied by an adult.

10 AM

T-355 - Blunder on the Danube: Battle of Teugn-Hausen (or Thann), 1809

Napoleonic; 10 AM; Length: 4; Location: Ball Room D; Table: BD-02; Host Bruce Taylor; Scale: 28mm; Rules: Napoleonic Warfare; Number of players: 6.

The surprise Austrian declaration of war and rapid advance into Bavaria has caught the French unprepared and Marshal Davout's corps isolated. Poor staff work has resulted in Davout being ordered to march on the wrong side of the Danube River across the axis of the Austrian offensive. Davout must fight his way to join the main army while the Austrians attempt to defeat him in detail. Refight one of the many battles in the 1809 campaign in Bavaria.

T-565 - 25mm Napoleonics

Napoleonic; 10 AM; Length: 12; Location: Exhibit Hall A; Table: EA-40, EA-48; Host Jody Sherrill; Scale: 25mm; Rules: Home Rules; Number of players: 12.

Large 25mm Napoleonics game - bring your own troops or use some of mine!

T-247 - Culp's Hill July 2, 1863

American Civil War; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-22; Host Grant Daniels; Scale: 15mm; Rules: Johnny Reb 3 modified; Number of players: 6.

By the late afternoon of July 2nd a single brigade defended the Union position on Culp's Hill as all available troops had been rushed to repel Longstreet's Assault at Devil's Den, the Wheatfield and the Peach Orchard. At 7 pm Johnson's Division of the Confederate 2nd Corps launched a determined assault up the steep hill. Familiarity with the rules recommended. Gamers under 14 must have a playing adult present.

T-275 - On Flanders Field

Victorian Science Fiction; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-45; Host Jay Wissmann; Scale: 1/1200; Rules: Dystopian Wars; Number of players: 10.

But not the Flanders the history books tell us about. This one is set in the 1870s and it is Brits vs French in the world of Dystopia. Hulking landships and their accompanying mammoth tanks duke it out while giant airships vie for the sky above. Kursk had nothing on this Armoured Clash.

T-491 - Yayuz on Escort Duty

WWI; 10 AM; Length: 2; Location: Ball Room B; Table: BB-02; Host Brian DeWitt; Scale: 1/2400; Rules: When Dreadnoughts Rules the Seas; Number of players: 5.

Battlecruiser Yayuz (former Goegan) is escorting transports headed for Trebizond on December 5, 1914 and intercepted by the Russian fleet attempting to stop the convoy. Not Child Friendly.

T-185 - The Battle for Ereske - Greeks and Italians 1940

WWII; 10 AM; Length: 5; Location: Exhibit Hall A; Table: EA-16; Host Michael Sincavage; Scale: 15mm; Rules: Battlefront; Number of players: 4.

It is late 1940 and the Italian invasion has run out of steam. The war has degenerated into a series of bloody frontal assaults. The Greeks see an opportunity to drive a wedge between the Italian 9th and 11th armies. After that, they can concentrate on crushing each army separately. The village of Ereske in Eastern Macedonia becomes the focal point for the Greek assault. familiarity with Battlefront rules is helpful but not required as rules will be explained - please no children under the age of 15

T-188 - Secure that Church! - Breville, France, June 9th 1944

WWII; 10 AM; Length: 5; Location: Exhibit Hall A; Table: EA-05; Host Todd Trahan; Scale: 20mm; Rules: Sergeants Miniatures Game; Number of players: 6.

The British 9th Parachute Battalion received the mission to take and hold the small village of Breville. As the battalion prepares to attack, C Company is charged with securing the church at the edge of the village. This crucial tactical location will not only allow C Company to provide excellent cover fire during the battalion's assault, but will also serve as an Observation Post to call in supporting artillery fire. Of course, first they have to clear the church of the enemy soldiers occupying it. The Germans have gotten used to having a roof over their heads and don't plan to leave anytime soon. Rain is in the forecast and by day's end someone's going to be disappointed... and wet. Each player controls a squad of unique soldiers and has individual orders to be achieved during the game. Children 12 and up welcome.

T-363 - The Witch King Rides to Battle

Fantasy; 10 AM; Length: 3; Location: Meeting Room 3; Table: M3-01; Host Del Stover; Scale: 25mm; Rules: Tabletop Battle System; Number of players: 6.

Face off in the classic struggle of good vs evil in Tolkien's world of Middle Earth. Fast paced, epic style rules allow you to quickly do battle as never before.

T-226 - Final Hours

SciFi; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-43; Host Ed Bates; Scale: 1/285; Rules: Colonial Battlefleet; Number of players: 6.

Colonial and Cylons forces have finally set a time for a cease fire agreement and both sides are still fighting for control of the planet Tauron before time runs out. Join the fight and lead your side to Victory.

T-517 - Battletech - Grinder 1

SciFi; 10 AM; Length: 3; Location: Ball Room E; Table: BE-01; Host Bethany Yingling; Scale: 1/285; Rules: Total Warfare; Number of players: 6.

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. The winner of this round will get a spot in the Grinder Championship evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

11 AM

T-316 - Canal Flats Dig - The first skirmish in the War of Martian Succession, 1769

Seven Years War; 11 AM; Length: 3; Location: Exhibit Hall A; Table: EA-29; Host Steve Braun; Scale: 28mm; Rules: Savage Tales - Homebrew; Number of players: 6.

A small British unit is protecting a archeological dig near the Thoris canal. It's Ben Franklin's and the Martian Royalists' first chance to strike against the meddlesome English. See the Loyal Americans in action against the vicious Canal Pirates. See who else shows up! Adult must be present with kids.

T-520 - Battletech - Deadliest MechWarrior: The Champion and the Gunslinger

SciFi; 11 AM; Length: 5; Location: Ball Room E; Table: BE-02; Host Charles Shumar; Scale: 1/285; Rules: Total Warfare; Number of players: 10.

Deadliest Mechwarrior pits 2 of history's Mechwarriors against each other in a match up to determine who is the best. This year two of the best will go at it, Kai Allard-Liao commanding from the front in Yen Lo Wang, supported by a company of the St Ives Lancers. He will be facing off against the longest lived Gunslinger in SLDF history with 59 wins Colonel Daniel Allison who will be supported by his unit, the 29th Royal Dragoons. Who will win out in this match-up of duelists? Who will be the Deadliest MechWarrior? All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

12 PM

T-331 - Cavalry Breakout at Gloucester Point

AWI; 12 PM; Length: 4; Location: Ball Room D; Table: BD-03; Host Bob McCaskill; Scale: 28 mm; Rules: Carnage & Glory II; Number of players: 8.

LTC Tarleton is ordered to breakout of the Yorktown siege. He meets Luzon's Legion and a mixed force of Americans.

T-217 - Frankennapoleon Part I

Napoleonic; 12 PM; Length: 3; Location: Exhibit Hall A; Table: EA-02; Host Bob Kerstetter; Scale: 28mm; Rules: Wicked Witch Rules!; Number of players: 24.

Description: Blood-splattered Napoleonic Slaughter? Spooky Transylvanian Castle? Classic Horror Characters? What's not to LIKE? Hungarian Hussars attack Emperor & Guard. But will Dracula, Wolfman, Frankenstein, Phantom, Wicked-Witches and Burgermeister care? Or just be too busy to bother? The ultimate wicked war-game of back-stabbing & Paper-Scissors-Pox! Fun Prizes! For a free PDF of "WICKED WITCH RULES!" email peterpanzeri@yahoo.com. MBA European/ Castle Table.

T-410 - The Battle of Chaffin's Farm

American Civil War; 12 PM; Length: 4; Location: Ball Room C; Table: BC-08; Host Kurt Schlegel; Scale: 10mm; Rules: A Union So Tested (Look Sarge ACW); Number of players: 7.

September 29, 1864. Rather than try to repeat the attempts of July and August to turn the Rebel left flank, Gen Butler has proposed to assault the center and right of the Confederate defenses in front of Richmond. Butler has two corps available including a newly formed division of colored troops, while rebels only have the Texas brigade and some cavalry to hold back the Union onslaught.

1 PM

T-342 - Wartenberg: 3 October 1813

Napoleonic; 1 PM; Length: 4; Location: Ball Room D; Table: BD-05; Host John Snead; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 6.

Can Bertrand hold the Elbe? Can von Yorck push through towards Dresden? We shall see!

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T-539 - Invasion of Georgia

American Civil War; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-01; Host Bruce Schaper; Scale: Other; Rules: Fire and Fury modification; Number of players: 5.

Three Union Army groups under Sherman, The Cumberland, The Tennessee, and The Ohio will begin the campaign to capture Atlanta. Defending Georgia is Joseph E. Johnston's Confederate Army group, made up of Hardee, Hood, and Polk's corps. For experienced Fire and Fury gamers who are ready for an outside the box experience!

T-167 - Jutland 6 August 1914**Part 1 the Superdreadnoughts**

WWI; 1 PM; Length: 5; Location: Exhibit Hall A; Table: EA-20; Host Dave Emdee; Scale: 1/1200; Rules: Victory at sea; Number of players: 22.

What if the German fleet comes out on the first day of WW1? This scenario pits the super dreadnoughts of both sides in combat. Koenigs and Kaisers vs Iron Dukes and KGVs in action. rules taught (3 minutes).

T-104 - Pterosaurs at One O'Clock High

Pulp; 1 PM; Length: 2; Location: Exhibit Hall A; Table: EA-10; Host Jon Lundberg; Scale: 28mm; Rules: Home Rules; Number of players: 8.

Stukas strike Mibutt Island yet again. Rocketeers and their plucky Flying Monkey allies surge to turn back the aerial Assault. A new version of the rules uses newer mechanisms to keep the action moving. Shoot down the German Zeppelin or the American Rocketeer Carrier. Adult should be present with child less than 10.

T-203 - The Search for Amelia Earhart

Pulp; 1 PM; Length: 3; Location: Ball Room A/F; Table: BA-08; Host Frank Sciulli; Scale: 28mm; Rules: White Pearl and Black Heart; Number of players: 6.

The South Pacific July 12th 1937: Amelia Earhart and her navigator Fred Noonan have been missing for 10 days. The initial search, focused around Howland Island has failed to turn up any signs of the missing aviatrix or her Lockheed Electra. However some strange radio signals have been detected a couple of hundred miles south near the Phoenix Island group and several nations and private humanitarian efforts have sent rescue teams to the area. Can you lead your team of well armed rescuers and save the most famous aviatrix or at least uncover the clues and determine what really happened. This is a game for six daring and imaginative mature individuals.

T-233 - Gazala What If...

WWII; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-18; Host Leif Edmondson; Scale: 1/285; Rules: GHQ Micro Armour: The Game WWII; Number of players: 6.

This scenario will pit the alerted forces of 4th Armoured Brigade, 7th Armoured Division, against a hasty attack by 15th Panzer Division. Not caught completely by surprise, could the still understrength brigade have disrupted Rommel's time table? Rules used will be GHQ's Micro Armour: The Game - WWII, with no prior experience necessary, rules will be coached at the event but prior experience a plus. After the game the players and GM's will nominate 'best player of the game' who will be awarded a gift certificate from GHQ.

T-471 - Party in a Little French Town

WWII; 1 PM; Length: 4; Location: Ball Room B; Table: BB-02; Host Bob Benge; Scale: 15mm; Rules: Mein Panzer; Number of players: 6.

France, May 1940. An advanced German infantry unit with tank support is sent out to secure a vital crossroad and accompanying village that will speed up the German advance to the English Channel. Problem is the French know about it too. There is some question as to what fight is left in the French troops after the mounting losses to the Bosch. Can the French units manage to put up a fight and actually hold the village long enough for help to arrive? Are the Germans unbeatable? Rules Taught. Beginners Welcome.

T-102 - 1968 Tet Offensive - The Battle for Hue - A Kriegsspiel

Modern; 1 PM; Length: 4; Location: Ball Room E; Table: BE-06; Host Mark Jarvis; Scale: Other; Rules: Based on Board Game "City of Confusion"; Number of players: 12.

The city of Hue was the former Imperial capital of a united Vietnam and represented a key political center for the NVA to capture and control. Players will take on the roles of the commanders trying to control this important city and up to 6 players will be required. For each player we will need an umpire who will help the players implement their orders on the map. Players will be free to make decisions as they see fit. The units will be Platoon level. Players will be challenged to do as well, or better than, their historical counterparts. The action will be fought on a large scale map of Hue. Players Aged 16+ N.B. This is not a figure game and you will not see the main map until the end. All moves will be done via your umpire. As close to True Fog Of War as we can achieve.

T-322 - Battlestar Galactica "Leap of Faith"

SciFi; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-15; Host Ted Hehemann; Scale: 1/6000; Rules: Picon Military Academy, Home Rules; Number of players: 8.

Set in the Battlestar Galactica new series universe- A powerful Colonial Fleet has been running silent, jumping deep into Cylon Territory. Its mission is to inflict as much damage on a major Cylon planet without taking too many losses upon itself. There is a catch. Nothing is known about the current defenses around the planet so the final attack jump will be a blind jump. Good luck! Plenty of capital ships for everyone. Rules will be taught. They are fast paced and very easy to learn. Younger players welcome with a playing adult.



T-503 - Battletech – Grinder 2

SciFi; 1 PM; Length: 3; Location: Ball Room E; Table: BE-01; Host Dave Yingling; Scale: 1/285; Rules: Total Warfare; Number of players: 6.

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. The winner of this round will get a spot in the Grinder Championship evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

2 PM

T-426 - Into the Wilderness

Ancients; 2 PM; Length: 4; Location: Ball Room B; Table: BB-01; Host Dave Reiners; Scale: 28 mm; Rules: Hail Caesar; Number of players: 6.

A Roman expedition moves into the interior of Britain to expand the borders of Rome and seek gold and Glory for the Empire. Lying in wait are the warriors of the Celtic tribes of Britain. Light Horsemen, Chariots, and Druids try to stop the invaders. Children under 12 accompanied by an adult.

T-521 - Cog Wars

Dark Ages; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-07; Host Brian Whitaker; Scale: 28mm; Rules: Cog Wars; Number of players: 8.

Men in armor fighting on ships that sink. Go figure! Be the captain of your own cog. Defend the high seas in a most seaworthy vessel. Beginners are welcome. Beginners Welcome.

T-383 - The Battle of Grossbeeren

Napoleonic; 2 PM; Length: 4; Location: Ball Room C; Table: BC-05; Host Eric Schlegel; Scale: 15mm; Rules: The Continental System; Number of players: 6.

23 August 1813. It's time for another 200th anniversary battle. While Napoleon was driving on Dresden, he sent Marshall Oudinot to capture Berlin, which was defended by the Prince of Sweden (the former Marshall Bernadotte). They met at Grossbeeren, where Reynier's VII Corps was able to take the town before being counter-attacked by von Bulow's III Prussian Corps. Players under 13 welcome with a playing adult. Familiarity with Johnny Reb is helpful, but not required.

T-111 - How the West Was Lost Book I (Prequel) Champion Hill - May 16, 1863

American Civil War; 2 PM; Length: 8; Location: Meeting Room 4; Table: M4-01; Host Bill Moreno; Scale: 10mm; Rules: Fire and Fury Classic Brigade System; Number of players: 8.

Pemberton ventures out of the works at Vicksburg to try and prevent Grant from cutting the road to Jackson, MS and bringing Vicksburg under siege. We will fight over a sculpted terrain board using 10mm Cracker Line Miniatures. The game is part one of the 1863 Vicksburg Campaign to be fought over the long Historicon Weekend. No need to play in all four scenarios, but you are certainly welcome to do so. Adults and minors accompanied by adults.

T-302 - Meade Attacks! The Battle of Prospect Hill December 1862

American Civil War; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-56; Host John Desch; Scale: 15mm; Rules: Fire and Fury Regimental; Number of players: 8. Meade's attack at Prospect Hill was the only bright spot in an otherwise dismal battle for the Union at Fredericksburg, 1862. This game will feature action from the very beginning for all players (no waiting for the reserve to come in). Space for eight players: four Yanks, four Rebs. Rules will be taught, but those who are familiar with Fire and Fury Regimental will be asked to take charge of their teams! See you there.

T-462 - 1st R.I. Cav April 16, 1862

American Civil War; 2 PM; Length: 4; Location: Ball Room A/F; Table: BA-01; Host Leo Walsh; Scale: 25mm; Rules: High Noon/Under Fire; Number of players: 8.

SCOUTING NEAR THE RAPPAHANNOCK RIVER – WARRENTON JUNCTION.

The 1st Rhode Island Cavalry Regiment – First Blood

A squad under Captain Whipple went out to forage and do some scouting. When they approached Dr. J G Beale's house, 30 Confederate soldiers opened up from near the house. Quarter-master Sergeant A. W. Sweet was wounded and Captain Whipple's horse was hit twice. The firing took place when the forces were about 8 rods apart (132 feet) All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

T-277 - Kobe Conundrum

Inter-War; 2 PM; Length: 6; Location: Exhibit Hall A; Table: EA-28, 36; Host Robert Eldridge; Scale: 1/6000; Rules: Command at Sea; Number of players: 10.

1932. In the middle of the Pacific Ocean. IJN super-sub Kobe has broken down and in desperate need of rescue. However, the US Navy is eager to learn whatever secrets the Nagasaki-class sub may hide. It's a race between flying squads of carriers and cruisers to see who can get to the broken sub and claim the prize. Join the Admiralty Trilogy team as we explore Bywater's vision of naval warfare.

T-313 - Holding Horsa Bridge

WWII; 2 PM; Length: 6; Location: Exhibit Hall A; Table: EA-52; Host Tim Broome; Scale: 20mm; Rules: Command Decision Test of Battle; Number of players: 6.

The 5th parachute brigade was tasked with securing the Orne river and canal bridges thus protecting the Allied invasions eastern flank which was most susceptible to German armor counterattack. With Pegasus and Horsa Bridges secured by coup de mains, the paras dug in and waited for the inevitable German counter attack. They didn't have long to wait. Young gamers are welcome with those 12 and under accompanied by an adult.

T-440 - CY6! - Days of Glory

- Bix X - Over Boulogne France, 23 May 1940

WWII; 2 PM; Length: 3; Location: Ball Room E; Table: BE-05; Host Jonathan Fellows; Scale: 1/600; Rules: Check Your 6!; Number of players: 8.

S/L Roger Bushell – who would later go down in history as the mastermind of “The Great Escape” – led the Spitfires of 92 Squadron against He-111s escorted by a large force of Bf-110s on their way to the Dunkirk perimeter. From the “Days of Glory” scenario book. Kids over 13 please.

T-472 - Wargaming 101 - A Kids Game

WWII; 2 PM; Length: 4; Location: Ball Room B; Table: BB-04; Host Guy Gormley Jr.; Scale: 12mm; Rules: Mein Panzer Jr.; Number of players: 6.

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

T-364 - Seal Team 6:

Snatch and Grab

Modern; 2 PM; Length: 3; Location: Meeting Room 3; Table: M3-02; Host Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of players: 6.

An ancient walled city in Yemen lies quiet at night—until the drone of helicopters and bursts of automatic gunfire shatter the calm. An Al-Queda cell is holed up in the city, and Seal Team 6 goes in to grab some prisoners—and any intel they can find. The challenge is, the streets are a maze—and filled with unfriendly and armed natives. Small-arms tactics will be needed. You're all the Good Guys, and you've got to stay alive, watch your ammo, and, if you take wounded, you'll have to fight the battle burdened with their care.

T-455 - Desert Breeze

Modern; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-09; Host Michael Johns; Scale: 28mm; Rules: Open Conflict; Number of players: 8.

Modern Warfare in the Middle East. Details TBA.

3 PM

T-356 - Blunder on the Danube: Battle of Teugn-Hausen (or Thann), 1809

Napoleonic; 3 PM; Length: 4; Location: Ball Room D; Table: BD-02; Host Bruce Taylor; Scale: 28mm; Rules: Napoleonic Warfare; Number of players: 6.

The surprise Austrian declaration of war and rapid advance into Bavaria has caught the French unprepared and Marshal Davout's corps isolated. Poor staff work has resulted in Davout being ordered to march on the wrong side of the Danube River across the axis of the Austrian offensive. Davout must fight his way to join the main army while the Austrians attempt to defeat him in detail. Refight one of the many battles in the 1809 campaign in Bavaria.

T-376 - The Battle of Chateauguay, 25 October 1813

War of 1812; 3 PM; Length: 4; Location: Ball Room C; Table: BC-03; Host Duncan Adams; Scale: 25mm; Rules: Home Rules; Number of players: 5.

With Canadian winter about to close the campaigning season a two pronged American invasion creeps toward Montreal. Lt Col Charles-Michel d'Irumberry de Salaberry, charged with stopping the right column, has chosen his spot along the swampy banks of the Chateauguay River. There fewer than 2000 Canadian militia face more than twice their number. Under 12 welcome with a playing adult.

T-248 - Pardee Field - Gettysburg July 3, 1863

American Civil War; 3 PM; Length: 4; Location: Exhibit Hall A; Table: EA-22; Host Curt Daniels; Scale: 15mm; Rules: Johnny Reb 3 modified; Number of players: 8.

On July 3, Lee planned to renew his attack on Culp's Hill in conjunction with his attack on the Union Center (Pickett's Charge) but the Union 12th Corps launched a preemptive counter attack in the early morning. The fight to force the Confederates off of Culp's Hill was the longest continuous action of the Battle of Gettysburg. Familiarity with the rules recommended. Gamers under 14 must have a playing adult present.

**T-418 - Last of the Luftwaffe**

WWII; 3 PM; Length: 4; Location: Ball Room C; Table: BC-06; Host Bruce Kohn; Scale: 1/100; Rules: Mustangs; Number of players: 6.

American "rat catchers" are patrolling a Me-262 base. CAP must protect the vulnerable jets as they land. An original Craig Taylor scenario. Rules taught. Fledglings with adult copilots welcome.

T-439 - Fireball Forward - The Nail Factory, Stalingrad, 1942

WWII; 3 PM; Length: 3; Location: Ball Room E; Table: BE-07; Host Mark Fastoso; Scale: 15mm; Rules: Fireball Forward; Number of players: 6.

Lt Dragan and the guardsmen of the 1st Battalion had been fighting a desperate struggle to control Railroad Station #1 for several days. The horrendous fighting had reduced the battalion to company strength and the Germans were finally able to push them out capturing the Railroad Station. Lt Dragan led the remnants of the shattered battalion across the stations plaza to a block of buildings containing a nail factory. He organized a defense and settled into continue to resist the fascists.

T-286 - Red Dawn: The Road to Los Alamos

Modern; 3 PM; Length: 3; Location: Exhibit Hall A; Table: EA-34; Host Henry Kyle; Scale: 28mm; Rules: Force on Force; Number of players: 6.

It is the dawn of World War III. Cuban and Nicaraguan forces, along with their Soviet masters, have crossed the border and are charging up I-25 for Los Alamos and its hi-tech labs. Their plan calls for scrounging fuel along the way, and the people of Desert Flats can derail the Commie timetable by denying the Reds the gas in their town. Mature themes, adults only.

T-154 - The Battle of New Tamia: Close Quarters Tank Bash in the 41st Millenium

SciFi; 3 PM; Length: 3; Location: Exhibit Hall A; Table: EA-04; Host Robert Hofrichter; Scale: 28mm; Rules: Home Rules (Close Quarters Tank Bash); Number of players: 8.

Tau and Imperial scout units entered the region and almost simultaneously discovered Duncnria, a balkanized world populated by humans. Busy trying to deal with a Tyrannid hive fleet, neither side had significant resources to invest in this world, so each has picked a champion from the nations on the planet. This external influence nudged the Duncnrians into a world war. No matter who wins, freedom loses. Lead armored forces fighting for reason and the Greater Good or those fighting for their faith in the Emperor in the streets of New Tamia, the largest city on Duncnria. Kids under 14 welcome with adult present.

T-228 - Desperate Resolve

SciFi; 3 PM; Length: 4; Location: Exhibit Hall A; Table: EA-43; Host Ed Bates; Scale: 1/285; Rules: Colonial Battlefleet; Number of players: 6.

It's the final battle for the planet Tauron and both the Colonials and Cylons are sending their newest Battlestars and Basestars to gain control of this planet before the cease fire goes into effect.

4 PM

T-492 - Check Your Six! Red Nose Ace

WWII; 4 PM; Length: 3; Location: Ball Room B; Table: BB-02; Host Brian DeWitt; Scale: 1/300; Rules: Check Your Six!; Number of players: 9.

Capt Wakamatsu (soon to be known as the Red Nose Ace) leads a Japanese fighter sweep over Kweilin. Wakamatsu had been a flying instructor for many years but is assigned to lead a squadron into battle for the first time at age 32. Not Child Friendly.

T-504 - Battletech – Grinder 3

SciFi; 4 PM; Length: 3; Location: Ball Room E; Table: BE-01; Host Dave Yingling; Scale: 1/285; Rules: Total Warfare; Number of players: 6.

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. The winner of this round will get a spot in the Grinder Championship evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

5 PM

T-365 - Indiana Jones and the Statue of Horus

Pulp; 5 PM; Length: 3; Location: Meeting Room 3; Table: M3-01; Host Del Stover; Scale: 25mm; Rules: Tabletop Battle System; Number of players: 4.

In the deserts of Egypt, Indiana Jones, Marcus Brody, and Sallah have uncovered a lost tomb of the Pharaohs. Alas, their arch rival, the Frenchman René Belloq, also has his eye on the prize. So, too, does an evil Nazi archeologist and a tribe of Arab bandits. Who is going to leave these ancient ruins with the treasure? And who is even going to survive? A confused, back-stabbing adventure with Event Cards that allow you to cause your opponents an amusingly difficult time.

T-187 - Romanian Onslaught - Be Brave, Hungarians October 1944

WWII; 5 PM; Length: 5; Location: Exhibit Hall A; Table: EA-16; Host Michael Sincavage; Scale: 15mm; Rules: Battlefront; Number of players: 6.

Strong Romanian forces backed by ample Soviet armor drive for a key village/railroad hub as the Hungarians fight desperately to prevent a wedge being formed in the German/Hungarian defense. Mixed armor units for the Hungarians will have to help their steady infantry repel the overwhelming enemy forces. Budapest beckons but can the Romanians deliver? Familiarity with Battlefront rules is helpful but not required as the rules will be explained. Please no players under the age of 15.

T-568 - STARBLAZERS The Battle of Samar VII - Part 2

SciFi; 5 PM; Length: 5; Location: Exhibit Hall A; Table: EA-37; Host Paul Meyer; Scale: 1/2000; Rules: Modified Knighthawks; Number of players: 8.

Space battleship Yamato and her Earth Defense Force cohorts fight to finish off a Comet Empire carrier group as CE heavy units race to the rescue. Players will take command in the middle of a desperate battle (that began at Cold Wars 2010). As always - Big Ships, Big Explosions, BIG FUN! Rules taught. Popular Game for kids - (with accompanying adult)

6 PM

T-177 - Scipio and Hasdrubal at the Great Plains, 203 BC

Ancients; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-38; Host Bob Bryant; Scale: 15mm; Rules: Might of Arms; Number of players: 6.

The Celtiberians of Hasdrubal stand against the onslaught of Scipio's legions in one of the last battles of the Second Punic War. Child must be accompanied by adult.

T-183 - The Battle of Brown's Farm - 1777

AWI; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-30; Host Jim Purky; Scale: 30mm; Rules: Fife & Drum rules; Number of players: 8.

AWI action finds General Cornwallis' British brigade of elite troops on the march looking for Anthony Wayne's Pennsylvania division of Continentals. He is about to find them near a little known place called Brown's Farm, somewhere near Philadelphia. AWI action featuring the new Fife & Drum Miniatures AWI range of figures and scenic terrain by H.G. Walls. Easy to learn Fife & Drum rules determine the outcome.

T-348 - Battle of Durfee's Hill, Newport August 29, 1778

AWI; 6 PM; Length: 4; Location: Ball Room D; Table: BD-01; Host David Bonk; Scale: 40mm; Rules: Carnage & Glory II; Number of players: 6.

On August 28th, 1778 American forces retreated after an unsuccessful siege of British forces at Newport. On August 29th British forces engage American and French forces defending the approaches to the Bristol ferry.

T-237 - Battle of Mockern October 16, 1813

Napoleonic; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-19; Host Peter Anderson; Scale: 28mm; Rules: Field of Battle, 2nd edition by Piquet; Number of players: 6.

On the opening day of the Battle of Leipzig, Blucher's attack from the North prevents Marmont's Corps from aiding Napoleon's main attack in the South. Teens age 14 and above welcome with a playing adult.

T-343 - Wartenberg: 3 October 1813

Napoleonic; 6 PM; Length: 5; Location: Ball Room D; Table: BD-05; Host John Snead; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 8.

Can Bertrand hold the Elbe? Can von Yorck push through towards Dresden? We shall see!

T-412 - The Wind is Up

Napoleonic; 6 PM; Length: 4; Location: Ball Room C; Table: BC-07; Host James (Tank) Nickle; Scale: 1/1200; Rules: Fire As She Bears!; Number of players: 8.

French Admiral Villeneuve has caught the wind and decides to attack British Admiral Calder's Fleet soon after the Battle of Cape Finisterre.

T-209 - Down in the Valley, 1863

American Civil War; 6 PM; Length: 4; Location: Ball Room A/F; Table: BA-07; Host Thomas Harris; Scale: 25mm; Rules: Men Under Fire - Black Powder; Number of players: 4.

Yankees and Rebs scramble for position in this Civil War skirmish game. Join the fight as the two sides struggle for control of the resources in this small area of Virginia. This will be the first time we have tried these rules as a convention game. This will eventually become a Black Powder version of the Men Under Fire rules.

T-411 - The Battle of Chaffin's Farm

American Civil War; 6 PM; Length: 4; Location: Ball Room C; Table: BC-08; Host Kurt Schlegel; Scale: 10mm; Rules: A Union So Tested (Look Sarge ACW); Number of players: 7.

September 29, 1864. Rather than try to repeat the attempts of July and August to turn the Rebel left flank, Gen Butler has proposed to assault the center and right of the Confederate defenses in front of Richmond. Butler has two corps available including a newly formed division of colored troops, while rebels only have the Texas brigade and some cavalry to hold back the Union onslaught.

T-207 - Oklahoma 1890

19th Century; 6 PM; Length: 4; Location: Ball Room A/F; Table: BA-06; Host Brittany Olszanski; Scale: 28mm; Rules: Home Brew; Number of players: 8.

Can the sunshine gang stop the shadow gang from robbing the bank? Come play and find out plenty of wild west shootouts!

T-105 - Pterosaurs at One O'Clock High

Pulp; 6 PM; Length: 2; Location: Exhibit Hall A; Table: EA-10; Host Jon Lundberg; Scale: 28mm; Rules: Home Rules; Number of players: 8.

Stukasaurus strike Mibutt Island yet again. Rocketeers and their plucky Flying Monkey allies surge to turn back the aerial Assault. A new version of the rules uses newer mechanisms to keep the action moving. Shoot down the German Zeppelin or the American Rocketeer Carrier. Adult should be present with child less than 10.

T-174 - Stalingrad Mass Grave

WWII; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-05; Host Mark Cramer; Scale: 28mm; Rules: Arc of Fire; Number of players: 8.

Fast paced knife fight in the rubble of Stalingrad, played out on custom built terrain. Using Arc of Fire skirmish rules, play will be fast and furious. Each player will command at least an infantry squad or vehicle. Random events and variable support will keep you on your toes. No kids, no whiners.

T-303 - The Battle of El-Alamein

WWII; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-32; Host Stephen Wagner; Scale: 15mm; Rules: Flames of War; Number of players: 10.

The Allies' new leader Montgomery plans to stop Rommel's offensive in Africa. Rommel and his Italian allies are dug in and prepared for the British attack. Help the Axis powers defend the strategic city of El-Alamein or see if your new British commander has the ability to push the lads through the minefields and into the waiting defenses of the Desert Fox. age 12 and up ok. age 10 and up may share a command with a parent. rules taught.

T-326 - Let the Galaxy Burn: BFG

SciFi; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-14; Host James Nicholson; Scale: 28mm; Rules: Battle Fleet Gothic; 2010 FAQ; Number of players: 8.

Come join in the destruction of the Galeron sector or help eliminate the forces of Chaos from the sector once and for all. Bring 500 points of Chaos or 500 points to help defend the sector. All materials will be provided, players 8 - 88 are welcome.

T-507 - QuickStrike Demo: The Chatham Incident

SciFi; 6 PM; Length: 4; Location: Ball Room E; Table: BE-03; Host Charles Shumar; Scale: 1/285; Rules: Total Warfare; Number of players: 6.

QuickStrike Demo: The Chatham Incident is a Quick Strike learning game that uses the rules for QuickStrike at the Lance level to allow players to become familiar with the QuickStrike system. The Chatham Incident puts each player in charge of a single lance of 'Mechs with a single objective, eliminate the enemy. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

T-516 - Battletech - Poker Run

SciFi; 6 PM; Length: 5; Location: Ball Room E; Table: BE-02; Host Scott Davis; Scale: 1/285; Rules: Total Warfare; Number of players: 10.

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

T-552 - The Battle of Gelderon Bay

SciFi; 6 PM; Length: 3; Location: Exhibit Hall A; Table: EA-25; Host Scott Perry; Scale: 10mm; Rules: Dropzone Commander; Number of players: 5.

Gelderon Bay held more than sentimental importance to the forces of the Post Human Republic. Tharnic Island in the bay held one of the most important data processing sites in the old cradle worlds. All of the information about the White Sphere had been stored there. The PHR forces need to find out if the Scourge had accessed it and wipe it out before anyone else could get to it.

T-264 - Ipsos 301 BC

Ancients; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-13; Host Bob Andriola; Scale: 15mm; Rules: Nika; Number of players: 6.

Join us in recreating the deciding battle of the Fourth War of the Diadochi. Antigonos "One Eye" and his son Demetrius face the coalition of Cassander, Lysimachus and Seleucus. Not for children.

T-489 - Nagashima 1574

Renaissance; 7 PM; Length: 4; Location: Ball Room B; Table: BB-03; Host John Shirey; Scale: 15mm; Rules: Pike and Shot; Number of players: 8.

Oda Nobunaga conducted three campaigns in 1571, 1573 & 1574 against the Ikko Ikki and their fortress monastery complex Nagashima. The complex was on a river delta. And fell in 1574 when it was burnt to the ground. Operations were conducted against outlying communities and other areas. This scenario is based on those operations. Not Child Friendly.

T-241 - Battle of Sorauren, 28 July, 1813

Napoleonic; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-08; Host Phillip Spera; Scale: 15mm; Rules: Napoleon at War; Number of players: 6.

With sizable Anglo-Portuguese forces tied up in assaulting San Sebastián and besieging Pamplona, the new French commander Marshal Soult launched a counterattack with the Armée d'Espagne through Maya and Roncesvalles. Although the French initially enjoyed local superiority, the tough terrain combined with stubborn British and Portuguese resistance slowed the French advance to a crawl. General Arthur Wellesley, Marquess Wellington gathered his forces for a fight at Oricain Ridge and Sorauren. Rules to be taught. Beginners welcome.

T-334 - Breakthrough at Mercado Nuevo

Napoleonic; 7 PM; Length: 3; Location: Ball Room D; Table: BD-04; Host Guy Gormley; Scale: 15mm; Rules: Carnage & Glory II; Number of players: 6.

Marshal Soult has slipped a significant force around Wellesley's flank and has stolen a march! Scouts report the enemy advance guard is on the outskirts of Mercado Nuevo in the Alberche Valley, less than one day's march from the Army supply train. Wellesley orders the vanguard of Mackenzie's Division to hurry towards Mercado Nuevo. Rules taught, beginners welcome.

T-402 - Battle of La Rothiere 1 Feb 1814

Napoleonic; 7 PM; Length: 4; Location: Ball Room C; Table: BC-02; Host Dave Wood; Scale: 25mm; Rules: Fate of Battle: Look Sarge, No Charts: Napoleonic Wars; Number of players: 6.

Napoleon Bonaparte had 40,000 troops, but was facing not only Blucher's 53,000 men, but another 63,000 Allies within striking distance. Unwilling to risk battle at such odds Bonaparte was looking to withdraw, however Blucher forced him to fight. The French conscripts acquitted themselves well and held their ground until they were able to pull out after dark. Can the French repeat this, or will Gen. Wrede break through with his Bavarians and Austrians on their flank?

T-560 - Frankenapoleon Part II: The Vampire Strikes Back

Napoleonic; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-02; Host Bob Kerstetter; Scale: 28mm; Rules: Wicked Witch Rules!; Number of players: 24.

Description: Blood-splattered Napoleonic Slaughter? Spooky Transylvanian Castle? Classic Horror Characters? What's not to LIKE? Hungarian Hussars attack Emperor & Guard. But will Dracula, Wolfman, Frankenstein, Phantom, Wicked-Witches and Burgermeister care? Or just be too busy to bother? The ultimate wicked war-game of back-stabbing & Paper-Scissors-Pox! Fun Prizes! For a free PDF of "WICKED WITCH RULES!" email peterpanzeri@yahoo.com. MBA European/Castle Table.

T-259 - Skirmish at Nanticoke Creek War of 1812; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-12; Host Robin Empey; Scale: 28mm; Rules: Red Coats and War Hawks; Number of players: 8.

In early November, 1814, Colonel Duncan McArthur has led his Ohio volunteers into Southwestern Ontario seeking vengeance against the British for his surrender to General Brock back in 1812. As he presses his way through Upper Canada, he creates a "Desert Between Nations", burning and pillaging settlements and homesteads leaving the Canadians with nothing just before winter sets in. Forced southwards towards Lake Erie by poor weather McArthur is about to meet a small but determined Norfolk Militia preparing to stop his progress. Will they succeed? Ages 16 or over.

T-338 - Peach Orchard - Day Two-Gettysburg

American Civil War; 7 PM; Length: 5; Location: Ball Room D; Table: BD-06; Host Mike Pierce; Scale: 28mm; Rules: Fire and Fury Regimental; Number of players: 8.

While Gen. John B. Hood's men toiled in the Devil's Den and on Little Round Top, Gen. Lafayette McLaws' division was rushing toward the salient of Sickles' position—a peach orchard on the east side of the Emmitsburg Road. With Gen. William Barksdale's brigade of Mississippians in the van, the Southerners smashed into Sickles' battleline. None - Open to young folks 15-Yrs+.

T-463 - 1st R.I. Cav April 29, 1863

American Civil War; 7 PM; Length: 4; Location: Ball Room A/F; Table: BA-01; Host Maurice Holmes; Scale: 25mm; Rules: High Noon/Under Fire; Number of players: 8.

FIGHTING NEAR KELLEY'S FORD, VIRGINIA. As the 1st Rhode Island Cavalry Regiment approached the Battlefield of March 17, at Kelley's Ford, they met some Confederate cavalry. Both groups had two light artillery pieces and they began a heavy skirmish. The Union near the stream and the Rebels in some nearby woods. All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

T-464 - Galveston Texas 1863

American Civil War; 7 PM; Length: 4; Location: Ball Room A/F; Table: BA-02; Host Leo Walsh; Scale: 1/1000; Rules: Age of Iron; Number of players: 8.

A semi historical naval and land battle in and around Galveston Texas in 1863. Lots of fun for all! Fast paced easy to learn rules. All High Noon and Age of Iron games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

T-252 - "Not men, but demons!" The Foreign Legion at Camerone, 30 April 1863

Colonial; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-11; Host Michael Montemarano; Scale: 28mm; Rules: Alamo, modified; Number of players: 8.

"We will amuse the enemy" stated Capt. Jean Danjou, commanding 48 men of the 3rd Company, 1st Bn of the Legion Etrangere, holding out in an abandoned hacienda against 2,000 Mexicans. So began a legend. After inflicting over 400 casualties, the few surviving Legionnaires were captured when they ran out of ammo. Confronted with but a handful of wounded prisoners, the Mexican commander exclaimed "These are not men, they are demons." Danjou's wooden hand is on display to this day at the Legion's museum, the holiest of its relics. Beautiful handbuilt structures and individually mounted 25/28mm figures, with rules modified from Rich Hasenauer's Alamo. Voted Best of Show at Historicon 2012. Kid friendly, but accompanying adult preferable.

T-501 - Last Stand at Hamakari (German South-West Africa 1904)

Colonial; 7 PM; Length: 4; Location: Ball Room B; Table: BB-05; Host Roy Jones; Scale: 25mm; Rules: The Sword and the Flame, modified; Number of players: 6.

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



T-549 - Back To Brihuega-18 March 1937

Inter-War; 7 PM; Length: 2; Location: Exhibit Hall A; Table: EA-26; Host Pat Condray; Scale: 20mm; Rules: VIVA EL CRISTO REY; Number of players: 8.

The CTV (Italian Fascist) offensive has ground to a halt. The 1st Blackshirt Division, reinforced, is dug in at Brihuega with an attached Blackshirt Legion (regiment) holding a bridgehead over the Tajuna River. Cipriano Mera's 14th Popular Army Division (Brigades of Spanish Communists, International Communists, Carabineros, and Anarchists) reinforced by Pavlov's Russian Armor and supported by Russian aviation. A description of a previous re-enactment of this battle can be found in the Battle Reports of the ebhpc web site. This game will be the U.S. combat debut of a new T-26b Russian tank model from Minairons of Catalonia.

T-204 - The Search for Amelia Earhart

Pulp; 7 PM; Length: 3; Location: Ball Room A/F; Table: BA-08; Host Frank Sciulli; Scale: 28mm; Rules: White Pearl and Black Heart; Number of players: 6.

The South Pacific July 12th 1937: Amelia Earhart and her navigator Fred Noonan have been missing for 10 days. The initial search, focused around Howland Island has failed to turn up any signs of the missing aviatrix or her Lockheed Electra. However some strange radio signals have been detected a couple of hundred miles south near the Phoenix Island group and several nations and private humanitarian efforts have sent rescue teams to the area. Can you lead your team of well armed rescuers and save the most famous aviatrix or at least uncover the clues and determine what really happened. This is a game for six daring and imaginative mature individuals.

T-107 - Flying Wings Over Iceland, July 1945

WWII; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-18; Host Martin Fenelon; Scale: 1/285; Rules: Luftwaffe 1946; Number of players: 8.

Luftwaffe jet-powered flying wings are raiding Iceland to interrupt the flow of equipment to the USSR during the vital summer shipping season. Learning from past raids, new long range fighters are accompanying the bombers. Unbeknownst to the Luftwaffe, the USAAF have also received new aircraft. Fast play air-to-air game, beginners are welcome, rules will be taught.

T-108 - Alpha Strike - Sasebo, July 1945

WWII; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-18; Host Martin Fenelon; Scale: 1/285; Rules: Kamikaze 1946; Number of players: 8.

The fast carriers are striking Japanese shipping up and down the coast of Japan. A large air group is conducting a follow up strike against the IJN base at Sasebo. The morning raid faced weak opposition, mainly flak. Will the JNAF be caught napping again? Fast play air-to-air game, beginners are welcome, rules will be taught.

T-120 - Steel Curtain - 9 July 1944

WWII; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-03; Host Joseph Seliga; Scale: 15mm; Rules: Fireball Forward; Number of players: 7.

After driving off the 2nd Battalion, 120th Regiment of the 30th Division the Mechanized Combat Engineers of the 2nd SS Division ran into the 1st Battalion and some Division artillery assets at Le Haut-Quesnay on the 9th of July 1944. Will the 120th Regiment hold or will the 2nd SS continue their success? Only you, the commanders, will know. Kid Friendly Game, Rules Will Be Taught.

T-387 - Tankers Challenge

WWII; 7 PM; Length: 3; Location: Ball Room C; Table: BC-04; Host Don Hogge; Scale: 28mm; Rules: Battleground WW2; Number of players: 8.

Mayhem reigns supreme as tank commanders try to be the "last tank standing". It's an every tank for itself affair as players command American, Russian, German, British and French armored vehicles. Who can you trust to watch your six? Earn points for each kill. Progress from light armored vehicles up to the King Tiger and JS-III. Not exactly historical but always a good time. Gamers under the age of 14 are welcome with an adult.

T-427 - El Alamein 1942

WWII; 7 PM; Length: 4; Location: Ball Room B; Table: BB-01; Host Stephen Wagner; Scale: 15 mm; Rules: Flames of War; Number of players: 6.

Monty vs Rommel in the second battle of El Alamein. Who will win the desert battle? Children under 12 accompanied by an adult.

T-437 - Fireball Forward - Wittmann's Ride, Normandy, France, 13 June 1944

WWII; 7 PM; Length: 4; Location: Ball Room E; Table: BE-07; Host Sean Barnett; Scale: 15mm; Rules: Fireball Forward; Number of players: 5.



The British armored column entered Villers-Bocage early on 13 June 1944 with the goal of driving the Panzer Lehr Division out of its defensive positions west of Caen. Panzer ace Michael Wittmann observed the British and decided that his only option for saving the German position was to attack. Thus began one of the most daring feats in the history of armored warfare as Wittmann and his Tiger single-handedly took on over 30 British armored vehicles. A scenario from the upcoming Fireball Forward book on the battle of Villers-Bocage. Younger gamers welcome with parent.

T-438 - Fireball Forward - Steel Curtain - 9 July 1944

WWII; 7 PM; Length: 4; Location: Ball Room E; Table: BE-05; Host Joseph Seliga; Scale: 15mm; Rules: Fireball Forward; Number of players: 7.

After driving off the 2nd Battalion, 120th Regiment of the 30th Division the Mechanized Combat Engineers of the 2nd SS Division ran into the 1st Battalion and some Division artillery assets at Le Haut-Quesnay on the 9th of July 1944. Will the 120th Regiment hold or will the 2nd SS continue their success. Only you, the commanders will know. Kid Friendly - Rules Will Be Taught.

T-493 - Check Your Six! Strafing Lingling

WWII; 7 PM; Length: 3; Location: Ball Room B; Table: BB-02; Host Brian DeWitt; Scale: 1/300; Rules: Check Your Six!; Number of players: 9.

A mixed force of Japanese planes plan on strafing the Allied base at Lingling but are bounced by Warhawks. Not Child Friendly.

T-522 - Namu Atoll, Majkin Island 1943

WWII; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-07; Host Ron "Alamo" Prillaman; Scale: 54mm; Rules: Red White Blue Green Yellow Black; Number of players: 8.

The bombing has started in preparation for the invasion of the Marshal Islands. Marine Raiders are being sent to check out and destroy a suspicious site on Namu Atoll that bombing has not been able to destroy. They are armed with special weapons. The Japanese have placed some special AFVs seen only in propaganda films so the Marines must hit hard and fast. Beginners Welcome.

T-285 - 28 Days Later

Modern; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-34; Host John Currin; Scale: 28mm; Rules: Home brew; Number of players: 8.

It has been 28 days since the CDC announced multiple outbreaks of a new, highly virulent disease, although since the initial announcement a news blackout went into effect. Shortly after the outbreak FEMA set up a quarantine center just outside the town limits in an old abandoned mental facility. Convoys of prefab housing units streamed into the area along with other convoys from Phoenix, causing speculation to run rampant about what is going on. Two nights ago the lights in the complex went out and no one has entered or left the facility. This afternoon an understrength National Guard unit arrived and requested all able bodied citizens with weapons join them on the edge of town, where they erected a makeshift barricade. Meanwhile the town is ordered to be prepared to evacuate everyone within the next 6 hours. Slight Mature theme. Not recommended for Children under 14.

T-561 - Big Danged Boats: Oil on Troubled Waters

Fantasy; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-29; Host Walt O'Hara; Scale: 15mm; Rules: Big Danged Boats (home rules); Number of players: 10. Big Danged Boats (BDB) is a 15mm Naval Combat game set in an age of Steam, Sail and Magic. BDB doesn't pretend to take itself too seriously; the goal is to get your ship out on the water, board your enemy and carry the day by valor and force of arms. BDB ships range from the prosaic to the outlandish. This is a game where an ironclad with a giant boxing glove could be locked in deadly combat with an armored cheese covered with arquebus wielding rats, or crazy cultists floating around on the foot of a dead god, one just never knows what is going to show up on the field of battle. Mechanics are relatively simple, rules are taught. Very kid friendly. Rules are taught, easy to learn.

T-190 - The Astra Concordia Disaster

SciFi; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-06; Host Benjamin Bentley; Scale: 15mm; Rules: Silent Fury; Number of players: 4.

In 3694, the Astra Concordia's engines failed and left her drifting inexorably towards a barren moon. Rescue ships promptly arrive on scene - but unfortunately for the survivors, they belong to rival HMOs. Your organization's PR department has ordered you to rescue those people before your competitor can - at all costs. The ensuing battle may end more lives than it saves, but with the right spin, your HMO could come out of this looking like heroes. Rules Taught.

T-506 - Battletech - Grinder 4

SciFi; 7 PM; Length: 3; Location: Ball Room E; Table: BE-01; Host Dave Yingling; Scale: 1/285; Rules: Total Warfare; Number of players: 6.

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. The winner of this round will get a spot in the Grinder Championship evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

8 PM

T-270 - Crazy Horse & Crook: Rosebud 1876

Western; 8 PM; Length: 3; Location: Exhibit Hall A; Table: EA-27, 35, 41; Host Pete Panzeri; Scale: 28mm; Rules: CRAZY HORSE RULES!; Number of players: 24.

Re-fight the largest and most closely fought battle Great Sioux War. Crazy Horse's stunning surprise attack on General Crook was a prelude to disaster for Custer at Little Bighorn, just a day's ride north. It also ended the June '76 campaign for Crook's massive column of Cavalry and Infantry & Supply Train. A ONE-TIME EVENT using the immense 1:1 scaled scenario with the 28mm Old Glory Little Bighorn figure collection. For free PDF of CRAZY HORSE RULES! & scenario, email peterpanzeri@yahoo.com

T-366 - For the Emporer

SciFi; 8 PM; Length: 3; Location: Meeting Room 3; Table: M3-02; Host Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of players: 6.

The Tau make landing on a lightly defended Imperial world, hoping to use it as a staging ground deep into the Imperium. Can the Imperium, with its superior numbers and relentless production win against the elite and technologically superior Xenos?

T-532 - Firestorm Armada: Meeting Engagement

SciFi; 8 PM; Length: 4; Location: Exhibit Hall A; Table: EA-45; Host Chuck Stocky; Scale: Other; Rules: Firestorm Armada: Meeting Engagement; Number of players: 8.

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

8 AM

F-238 - A Funny Thing Happened on the Way To Camden, 1780

AWI; 8 AM; Length: 4; Location: Exhibit Hall A; Table: EA-07; Host John Murdaugh; Scale: Other; Rules: Larry Brom's "Disperse, Ye Damned Rebels"; Number of players: 6.

Enter the fictional world of the Jackson Gamers "Murican Revolution". The year is 1780 and a new Merican army is marching South to reclaim the Carolina Colony. General Bates, the hero of the North, is confident and eager to bring the Britanians of Lord Cornwall to battle and seize their supply depot. Come declare your allegiance to King or Congress in our take on the Battle of Camdon. What is your answer to the King's demand, "Disperse, ye damned Rebels"? Adult must be present with children under 12.

F-494 - Naval Battles of Sadras

AWI; 8 AM; Length: 3; Location: Ball Room B; Table: BB-02; Host Brian DeWitt; Scale: 1/2400; Rules: Form on Admiral's Wake; Number of players: 8.

Admiral Suffren leads the French fleet in an attack on the British fleet led by Admiral Hughes in the East Indies. This is the first of five battles fought between Suffren and Hughes during 1782 and 1783. Not Child Friendly.

F-283 - Can't Fool Me

American Civil War; 8 AM; Length: 4; Location: Exhibit Hall A; Table: EA-40; Host Richard Crouch; Scale: 1/600; Rules: Hammerin' Iron; Number of players: 8.

In a rewrite of history, the South did not fall for the fake ironclad and never burnt the CSS Indianola. Now, they must get it back to being sea worthy before the fleet on Tinclads, Lumberclads and Rams can reclaim or sink her. Be part of the Northern river fleet to go up the river to get the Indianola or be part of the Southern fleet to save her.

F-465 - As Dawn Breaks, So Does Reality

Western; 8 AM; Length: 4; Location: Ball Room A/F; Table: BA-01; Host Leo Walsh; Scale: 25mm; Rules: High Noon; Number of players: 12.

A take on the "Lost Regiment" book series. Some ACW skirmishers find themselves somewhere not on Earth! Fight or be eaten! All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

F-542 - The Keaal - a Zulu War Scenario

Colonial; 8 AM; Length: 4; Location: Exhibit Hall A; Table: EA-25; Host Mark Stevens; Scale: 28mm; Rules: The Sword and the Flame; Number of players: 8.

A punitive British column strikes deep into Zulu territory to punish a local chief.

F-317 - WWII: Advanced Struggle For Europe

WWII; 8 AM; Length: 12; Location: Exhibit Hall A; Table: EA-31; Host Craig Tower; Scale: Other; Rules: WWII: Advanced Struggle for Europe; Number of players: 6.

Play tested for more than 10 years, this conflict simulation plays on a stunning 4' x 6' map, utilizing 1,200+ miniatures presented in an elegantly designed game system balancing playability and historical accuracy. The ConSim, based on seasonal turns, features a unique combat system including historical leaders, initiative, the movement of reserves, and alternating movement rather than more the predictable "you move / I move" system. Geographic influences on play includes mountainous, forested, wooded, rough and arid terrain, major rivers, amphibious assaults, air transport, supply, rail movement and more! Rules will be taught. Rules can be downloaded at ww2wargame.com. Game will run continuously all day - players are welcome to circulate in and out of game. Ages 18+ only please.

F-569 - Into the Darkness: Star Wars X-Wing Mini's Game

SciFi; 8 AM; Length: 4; Location: Exhibit Hall A; Table: EA-15; Host James Nicholson; Scale: 28mm; Rules: Star Wars X-Wing Miniatures Game; Number of players: 8.

Come join us in destroying the Imperial fleet or join in the destruction of the Rebels fleet. Beginners are welcome, rules will be taught and are easy to learn. All materials will be provided. 8 - 88 welcome.

F-178 - Antiochus III at Thermopylae, 191 BC

Ancients; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-44; Host Bob Bryant; Scale: 15mm; Rules: Might of Arms; Number of players: 6.

The Seleucid king fortifies the pass at Thermopylae, deploys his phalanx, and awaits an assault by the legions of Rome. Child must be accompanied by adult.

F-413 - Look Sarge It's the Punic Curse

Ancients; 9 AM; Length: 3; Location: Ball Room C; Table: BC-03; Host James (Tank) Nickle; Scale: 10mm; Rules: Bear Yourself Valiantly; Number of players: 6.

Hannibal has invaded Italy and the Roman Consuls are rushing to put an end to his maniacal schemes.

F-307 - Learn DBA 3.0

Medieval; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-TOURN; Host Thomas Thomas; Scale: 25mm; Rules: DBA rules version 3.0; Number of players: 20.

Learn to play the new DBA 3.0. Veteran DBAers Bob Beatie and Tom Thomas will be running continuous Demo games both matched pairs and Big Battle. Both newcomers to DBA and experienced players are welcome. Full rules will be taught with an emphasis on the new fast play aspects of 3.0. Armies and terrain will be provided and cover everything from the Hundred Years War to the battles of Westros. Walk ups welcome through out the session. Kid friendly with adult.

F-358 - Battle of Alford, Montrose vs the Covenanters 1645

ECW; 9 AM; Length: 3; Location: Ball Room D; Table: BD-02; Host Jeff Ball; Scale: 40mm; Rules: Carnage & Glory II; Number of players: 4.

After a victory at Auldearn Montrose continued a raiding campaign which the Covenanter Committee was determined to stop. Ordering Gen Baillie to intercept the Covenanter army sought out battle and was able to force

an engagement at Alford. The armies were of similar size with a cavalry advantage to the Covenanters but a command advantage to Montrose. Will Montrose's string of victories continue or will he be brought to heel?

F-282 - The Battle of Möckern, 16 October 1813

Napoleonic; 9 AM; Length: 8; Location: Exhibit Hall A; Table: EA-56, 57; Host Tom Ruta; Scale: 15mm; Rules: Napoleon's Battles, 3rd Ed; Number of players: 6.

On 16 October 1813, Blücher's Army of Silesia attacked Napoleon's Grande Armée at Möckern. As the Allied player, you must support your allies fighting to the south and east. As the French player you must gain time for Napoleon to defeat his enemies in detail, before they can concentrate and crush him. The fate of the Empire hangs in the balance. Recommended for experienced players. Adult must be present with child.

9 AM

F-403 - Battle of Fere-Champenoise 25 March, 1814

Napoleonic; 9 AM; Length: 4; Location: Ball Room C; Table: BC-02; Host Dave Wood; Scale: 25mm; Rules: Fate of Battle: Look Sarge, No Charts: Napoleonic Wars; Number of players: 5.

In the chaotic final days, due to the utter confusion and swirling combat of the past two months Napoleon's much smaller army has been divided. Hoping to reunite with Napoleon, Marmont and Mortier joined their 20,000 remaining troops, slowly dragging 84 pieces of vital artillery. The crown prince of Württemberg, commanding the enemy advance guard has made contact with the retreating French. Not wanting to allow the enemy to slip away, he attacked the numerically superior French without infantry support. Will he succeed or will the French escape?

F-566 - 25mm Napoleonics

Napoleonic; 9 AM; Length: 7; Location: Exhibit Hall A; Table: EA-16; Host Jody Sherrill; Scale: 25mm; Rules: Home Rules; Number of players: 12.

Large 25mm Napoleonics game - bring your own troops or use some of mine!

F-276 - The Convoy Must Get Through!

Victorian Science Fiction; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-22; Host Larry Bond; Scale: 1/1200; Rules: Dystopian Wars; Number of players: 10.

Two battlecruisers hunting convoys in the North Atlantic find their prey, but are biting off more than they can chew? No, this is not 1941 with Salmon and Gluckstein; it's the 1870s in the world of Dystopia. Two "Prussian Empire" battlecruisers (with their aerial recon units) stumble on a vital American convoy. Did I say the convoy was heavily escorted?

F-394 - Just another Crazy Day in Granville, IL

Pulp; 9 AM; Length: 4; Location: Ball Room C; Table: BC-01; Host Buck Surdu; Scale: 28mm; Rules: The GASLIGHT Compendium; Number of players: 8.

In their continuing quest to subjugate the Earth, the Venusians have brainwashed Professor Serafini Nannini and gained use of his powerful anti-gravity ray. A Venusian raiding party lands in Granville to steal additional equipment from Nannini's lab. Can Duke Morrison, "Boats" Morgan, "Wrench" Web, and Crash Corrigan of the Rocket Patrol defeat the Venusians and their evil Earthly minions? Younger gamers welcome with a participating adult. Rules will be taught. Younger gamers welcome with a participating adult. Rules will be taught.

F-186 - Kokoda Trail - Ioribaiwa Ridge September 1942

WWII; 9 AM; Length: 5; Location: Exhibit Hall A; Table: EA-34; Host John Leonard; Scale: 15mm; Rules: Battlefront; Number of players: 6.

This scenario involving the WWII New Guinea campaign was conceived and put on by Steven Lee a few years ago as part of a series of games he did on Kokoda Trail. This is the final offensive action of the Japanese assault as, after this, they were pretty much on the defensive. See if your Australians can do as well as they did historically. The beauty of this scenario is that each side is on the offensive on one flank and on the defensive on the other. familiarity with Battlefront rules is helpful but not required as the rules will be explained.

F-231 - A Little Night Music

WWII; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-43; Host Ed Bates; Scale: 15mm; Rules: Battleground- Modified; Number of players: 5.

6 June 1944, 2300 hours. Not knowing the disposition of the Americans, Germans from the 1058th Grenadier Regiment are making probing attacks along the Northern edges of the 82nd Airborne's defensive lines. This is the first of four scenarios in a mini campaign for the control of St. Mere-Eglise along Highway N13.

F-274 - La Tarantella Finale della Morte - 10 September 1943

WWII; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-23, 24; Host Jack Joyner; Scale: 1/2400; Rules: Seekrieg 5; Number of players: 8.

In command of the surrendering remnants of the Italian fleet, Vice Admiral Alberto Da Zara requests air escort, but is met with a curt refusal from Supermarina and Admiral Cunningham. Infuriated at the betrayal of his men by his superiors and new "allies" he decides to make one last courageous statement. As his formation nears Malta, a British-led formation of Allied ships sails out to meet him. Rules will not be taught. Players should be familiar with Seekrieg 5 and preferably have some naval gaming experience.

F-456 - Assault on Dimmetrus

Modern; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-09; Host Stan Johansen; Scale: 28mm; Rules: Jihad by Mike Vogel I; Number of players: 12.

US forces clear a village of insurgents and look for key insurgent leaders. Rules are Jihad, by Mike Vogel and are downloadable for free from http://www.stanjohansenminiatures.com/jihad_opener.htm.

F-498 - Mopping Up in Fallujah

Modern; 9 AM; Length: 4; Location: Ball Room B; Table: BB-05; Host Michael Byrne; Scale: 28mm; Rules: Force on Force; Number of players: 6.

After the November offensive destroyed the majority of the Fallujah insurgents, there were still operations to clear out the remnants. Late in the afternoon on December 10, 2004 Marines were tasked with patrolling north of MSRMichigan towards Janabi Kospital. What began as a routine clearance operation changes suddenly when the Marines are confronted by a cell of diehard insurgents. This is no longer a walk in the park, but will it be a bad day in Fallujah for the Marines.

F-428 - Battle in Bavaria

Other; 9 AM; Length: 4; Location: Ball Room B; Table: BB-01; Host Tim Reiners; Scale: 28 mm; Rules: Bolt Action; Number of players: 6.

The Bavarians are having trouble with their Alpine neighbors. See if you can hold the border against the invasion of Bavaria. Children under 12 accompanied by an adult.

10 AM


F-362 - Battle of Satala 298 CE

Ancients; 10 AM; Length: 4; Location: Ball Room D; Table: BD-06; Host Perry Gray; Scale: 15mm; Rules: Ancient Warfare; Number of players: 6.

After a humiliating defeat, the Roman army of Gaius Galerius Valerius Maximianus Augustus (Galerian) marches into Armenia to do battle with the Persian army of Shah Narseh (Narses) in Armenia. The Persians unaware of the proximity of the 25,000 Romans are surprised by the assault of their enemies. Can the Persians rally and defeat the Romans, or will the Romans retain the upper hand? Rules will be taught.

F-367 - The Walls Are Lost!

Dark Ages; 10 AM; Length: 4; Location: Meeting Room 3; Table: M3-02; Host Ben Fornshell; Scale: 25mm; Rules: Tabletop Battle System; Number of players: 8.



A New Cartridge Revolver,
Carrying Six Balls (50 to the pound). Any one wanting a superior Pocket or Belt Arm will find this to be the best in the market. Price \$12 00.
MERWIN & BRAY, Agents, 245 Broadway, N. Y.

The Crusaders are besieging a walled city in the Holy Land, and the Arab defenses are collapsing. This isn't a simple hack-fest siege game, but a confused and frantic fighting withdrawal that requires hard decisions. If you're the Arabs defending the walls, you must bloody the Crusaders as much as you can, but not wait too long to fall back to the inner redoubt. As the Crusaders, you want to break through quick, rush through the city, and seize the redoubt before the defenders can set up a new line of defense.

F-193 - Lions of the North - Gadebusch 1712

Age of Reason; 10 AM; Length: 5; Location: Ball Room D; Table: BD-07; Host Bill Gray; Scale: 15mm; Rules: Age of Honor - Lace Wars Fire & Fury; Number of players: 8.

The last battle of the Great Northern War explodes as pistol packing Saxon Kurassiers and red coated Danes collide with pike toting Swedes in a contest to control the strategic fortress of Stralsund. The Danes and Saxons have yet to win this battle, so we need players who like a challenge. Are you up for it? If so join the campaign and have more fun than a boat load of siege mortars.

F-344 - Wartenberg: 3 October 1813

Napoleonic; 10 AM; Length: 5; Location: Ball Room D; Table: BD-05; Host John Snead; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 6.

Can Bertrand hold the Elbe? Can von Yorck push through towards Dresden? We shall see!

F-106 - Pepperridge Farm 1st July 1863

American Civil War; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-18; Host Graham Wilkinson; Scale: 28mm; Rules: Brother Against Brother; Number of players: 6.

Intense skirmish action days before the Battle of Gettysburg in and around the Pepperidge Farm. Minimum age 14.

F-110 - The Battle of Lauffer's Ferry

American Civil War; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-03; Host Jeff Corbin; Scale: 15mm; Rules: Johnny Reb 3 with house rules for leader quality; Number of players: 8.

The Confederates are marching down the valley in an attempt to capture the garrison stationed at Lauffer's Ferry. They attempt to attack the Union defenses on the heights overlooking the town. The Union will be more competently led than they historically were

F-113 - Little Mac's Bloody Retreat: The Battle of Frayser's Farm 1862

American Civil War; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-52; Host Tod Kershner; Scale: 1/72; Rules: A Firebell in the Night; Number of players: 6.

During the 7 Days Campaign McClellan tries desperately to get his supply train past the Army of Northern Virginia. Lee and Longstreet have other ideas. A bloody row ensues. Easily learned rules. Adult must be present with child.

F-135 - "No! Charge As You Are!"

Lytle Hill, Chickamauga 1863

American Civil War; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-10; Host Don Manser; Scale: 25mm; Rules: Fire and Fury Regimental; Number of players: 4.

With a disaster unfolding in front of his line, XX Corps commander McCook threw Sheridan's third division in to block the Confederate onslaught. With very little room to deploy, Col. Bernard Laiboldt had no choice but to attack as ordered, in a stacked formation right into the grinding, seething maw of Hindman's Alabamans. I'll see you there..... Gamers under 16 welcome with participating adult.

F-205 - Pickett's Charge

American Civil War; 10 AM; Length: 8; Location: Ball Room A/F; Table: BA-09; Host Paul Olszanski; Scale: 15mm; Rules: Fire and Fury Regimental; Number of players: 12.

Come play in a massive Regimental Fire and Fury game. Can the confederates win this time?

F-160 - Wagon Train - Sioux Country 1876

Western; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-53; Host Tom Bookwalter; Scale: 25mm; Rules: Sioux Wars (Home rules; rules taught); Number of players: 10.

In 1876, the gold rush is on in the Black Hills. A bull train of freight wagons heading North from Cheyenne is taking supplies to the mining camps in the Hills. It is a dangerous trip with hostile Sioux and Cheyenne war parties in the country, all wanting to count coup, steal horses, and get booty. Will the cavalry patrols save the day? Play a game with painstakingly researched, converted, and painted Indians and cavalry, handmade road and ranch, plus other details. The rules reflect Plains Indian warfare. No players under 15 years old.

F-421 - The Last German Battle: Rossbrunn, 26 July 1866

19th Century; 10 AM; Length: 5; Location: Ball Room B; Table: BB-04; Host Bruce Weigle; Scale: 6mm; Rules: 1866; Number of players: 6.

Although the Austro-Prussian War was won in Bohemia on 3 July, Austria's German allies doggedly continued the fight against Prussia's Army of the Main for nearly a month afterwards. This is the last major battle of the last intra-German war, as the Main Army tries to break through the Bavarian VII Corps to Würzburg and victory.

F-138 - The Battle of Yangtsun, China 6 August 1900

Early 20th Century; 10 AM; Length: 4; Location: Ball Room B; Table: BB-03; Host Tony Figlia; Scale: 15mm; Rules: Fire and Fury Regimental; Boxer's Fury variant; Number of players: 6.

The Peking Relief Expedition advanced very slowly toward their objective. After pushing past the Chinese at Peitsang, they encounter a stronger position at Yangtsun. The Chinese regular army, Bannermen and Boxers held the prepared position blocking further allied advance. The allies included US, British, Russian and Japanese forces moving on foot, horse and by train. Not recommended for kids.

F-127 - Aerodrome 1.1 - W.W. 1 Aerial Combat

WWI; 10 AM; Length: 6; Location: Exhibit Hall A; Table: EA-08; Host Richard Heffner; Scale: 1/72; Rules: Aerodrome 1.1 By Stan Kubiak; Number of players: 10.

Fun, Fast, Colorful, Challenging, WW1 Air Combat. Novices & Vets Welcome. Earn your wings (real wings) like over 520 Flyers before you. For over 13 years (35 cons), gamers have tried to earn Wings & Glory. Games run about 1 hour and pilots shot down yield their seats to waiting players. Victory records are kept, bennies for combat success. Ask any one wearing wings. Female & Kid Friendly, Under 12 with agreement between parent & GM.

F-419 - "White Lightning!" - 1920s Prohibition

Inter-War; 10 AM; Length: 4; Location: Ball Room C; Table: BC-06; Host Bob Giglio; Scale: 28mm; Rules: Prohibition Wars by Steve Barber (modified); Number of players: 8.

Maltbee County, Kentucky. Federal Agents and the local sheriff's department raid the farm of a family that has been making "white lightning" (bootleg) and selling it to gangsters in various cities during prohibition. But the McAllisters are not your typical family; they're born and bred out of years of back-country abilities, hardy, strong, and good shots. The Sheriff knows the family and warned the Feds that this might be a tough one. The Feds are well armed with the latest weapons, as well as full of bravado that the law is on their side. Well, at least that's their belief... Age 15 or older only.

F-441 - Fireball Forward - Panther Hunter, Normandy, France, 14 June 1944

WWII; 10 AM; Length: 4; Location: Ball Room E; Table: BE-05; Host Sean Barnett; Scale: 15mm; Rules: Fireball Forward; Number of players: 8.

When the Durham Light Infantry broke into the village of Lingèvres on 14 June 1944, they were immediately counterattacked by armored elements of the Panzer Lehr Division. German Panthers attacking in turn from the east and west sides of the village were taken under fire from concealed positions in the village by Sergeant Wilfred Harris in his Sherman Firefly and by British infantry PIAT teams. Sgt. Harris knocked out five Panthers that day. Come and see if you can do the same! A scenario from the upcoming Fireball Forward book on the battle of Villers-Bocage. Younger gamers welcome with parent.

F-474 - Climb Mount Niitaka

WWII; 10 AM; Length: 4; Location: Ball Room B; Table: BB-02; Host Steven Berger; Scale: 1/6000; Rules: Home Grown; Number of players: 6.

Plan and execute a detailed attack on Pearl Harbor and the surrounding airfields with the same resources Nagumo had on December 7, 1941. There is no U.S. player. The object is to surpass Nagumo's 'historical' results (scoring system included)

A highly detailed diorama of Pearl Harbor is part of the game. This game has been played at other venues and you can also compare your final results against everyone else who has played. Ample time will be available to understand the rules and restrictions before you commit your attack plan to the forms provided. The attack table results will include the variability that goes along with D12 dice, but a good plan will produce good results. Rules Taught. Beginners Welcome.

F-475 - Wargaming

101 - A Kids Game

WWII; 10 AM; Length: 4; Location: Ball Room B; Table: BB-04; Host Guy Gormley Jr.; Scale: 12mm; Rules: Mein Panzer Jr.; Number of players: 6.

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

F-126 - Star Wars: Bad

Day at Black Rock

SciFi; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-05; Host Christian Meador; Scale: Other; Rules: A Call To Arms Modified - Stay On Target; Number of players: 6.

When the smuggler prince Gregor Savarin took over the abandoned base known as Black Rock, he expected the occasional problem with customs. What he didn't expect was a Republic task force with damaged drives limping in at sublight - 20 years after the end of the Clone Wars! Led by a Jedi no less - and that meant the Empire would take notice.

It was going to be a bad day at Black Rock... Adult must be present with children between 8-14. Rules taught. If you pre-reg you can get info on the scenario here: http://games.groups.yahoo.com/group/Imp_CW/

F-511 - Battletech - Grinder 1

SciFi; 10 AM; Length: 3; Location: Ball Room E; Table: BE-01; Host Dave Yingling; Scale: 1/285; Rules: Total Warfare; Number of players: 6.

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. The winner of this round will get a spot in the Grinder Championship evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

F-476 - Escape

Other; 10 AM; Length: 4; Location: Ball Room B; Table: BB-06; Host Mike Moran; Scale: 25mm; Rules: Mein Zombie; Number of players: 6.

Trapped in a fortified house, there is only one chance of contacting the army for rescue. Supposedly there is a cache of weapons hidden near by. Can a small group of survivors live long enough to retrieve the necessary equipment for rescue? Or will they become the living dead? Rules Taught. Beginners Welcome.

F-536 - "We're gonna need a lot more men" - The Alamo, March 6, 1836

Other; 10 AM; Length: 4; Location: Ball Room A/F; Table: BA-10; Host John Michael Priest; Scale: 54mm; Rules: By the Left Flank! by John Michael Priest; Number of players: 10.

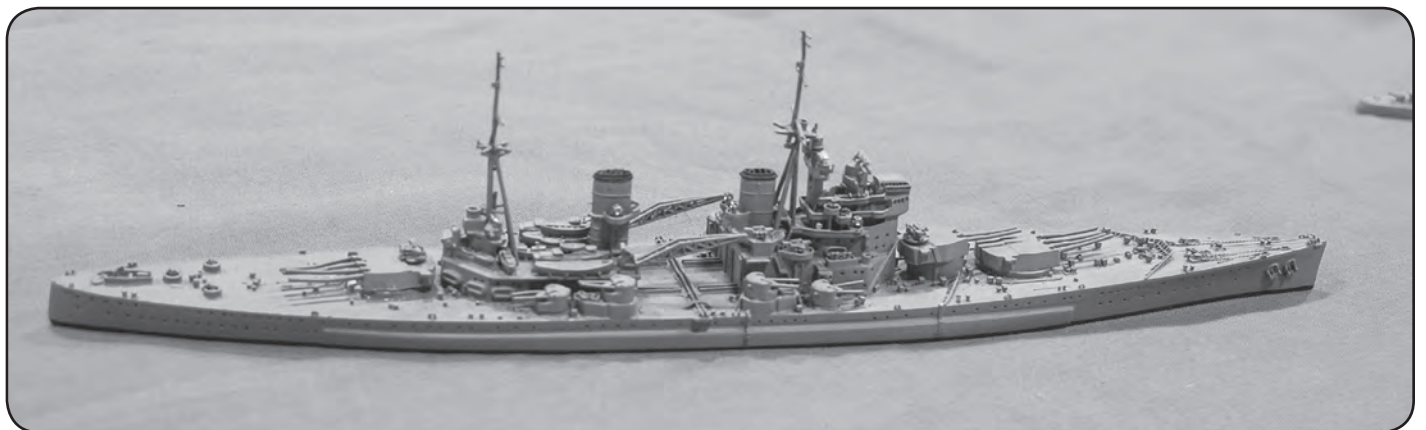
During the predawn hours of March 6, 1836, the Mexican forces under Santa Anna closed in on the defenders of the Alamo. How long can the defenders hold out? Will anyone escape? Play and see. Rules taught. Children under 14 must be accompanied by a playing adult.

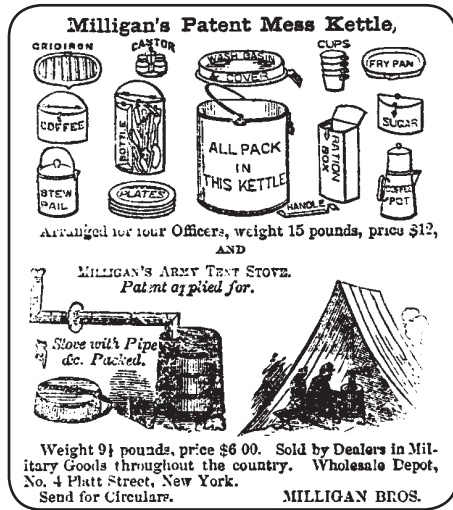
11 AM

F-173 - Battle of Wauhatchie: Oct 29, 1863

American Civil War; 11 AM; Length: 3; Location: Exhibit Hall A; Table: EA-19; Host Tim Couper; Scale: 15mm; Rules: Piquet Field of Battle 2; Number of players: 6.

A rare night attack in Tennessee saw the rebels attack an exposed Union force near Wauhatchie Station. Hooker's remaining troops had moved on to Brown's Ferry and Longstreet saw an opportunity to destroy this Union Force and break the thin "cracker line" supplying the besieged Union forces in Chattanooga. Gamers must be over 16, and preferably be familiar with the Piquet style of gaming.





F-336 - Slaughter's Mountain, Summer 1862

American Civil War; 11 AM; Length: 2; Location: Ball Room D; Table: BD-04; Host Guy Gormley Jr.; Scale: 54mm; Rules: Carnage & Glory II; Number of players: 6. KID Friendly- players 13 and under encouraged. This is a semi Historical battle using Civil War Plastic Army men. We will be using a simplified version of the Carnage and Glory II, The American Civil War rules geared toward kid friendly play. Players only have to worry about moving and shooting, the computer takes care of the rest. Scenario is a Brigade sized action based on the Battle of Cedar (Slaughter's) Mountain, August 9, 1862.

F-508 - Battletech - The Book of Shadows (Part 1, Recruiting Trip) SciFi; 11 AM; Length: 5; Location: Ball Room E; Table: BE-02; Host Bob Maine; Scale: 1/285; Rules: Total Warfare; Number of players: 10.

After Canopus IV went silent in early 3071, the Word of Blake's 41st Shadow Division completed a series of devastating raids across the Magistracy in an effort to eliminate the MAF as functional entity. The raid on Lindenmarle was one of the few that did not include nuclear weapon attacks. This battle instead involved elements of the 41st Shadow hunting down several key personnel across the planet. One of these "recruiting" units ran into a hidden company of Canopian Fusiliers at the base of the Karander Mountains. Mayhem ensued.... All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

12 PM

F-220 - The Age of Arthur: An Introduction to DBA

Dark Ages; 12 PM; Length: 4; Location: Exhibit Hall A; Table: EA-TOURN; Host Chris Brantley; Scale: 15mm; Rules: DBA rules, version 2.2+; Number of players: 0.

It is the Age of Arthur and Vortigern and the fate of Romano-Celtic Britain hangs in the balance. Take on the role of a British dux bellorum, Saxon warchief or Pictish toisech. With each victory and defeat, you can change the map of Britain. This is a walk-up gaming opportunity designed to introduce players to the fast-play 2.2+ version of De Bellis Antiquitatis ancient and medieval rules. Play one game or play a dozen. This is a walk-up event so c'mon by - no ticket is necessary! DBA tutors on hand to help introduce you to the game, teach and answer questions. Experienced players also welcome. Can you rally the Britains to hold back the barbarian hordes? Or will the Saxon warbands of Horst and Hengist (and the Picts in the North) overthrow kings and carve out new lands to rule? Participants are eligible for raffle prizes including Splintered Light Miniatures' Saxon and Sub-Roman DBA army packs. Unlimited participation over each session. Sit down and play for just 30 minutes, or try again and again!

For NEW players. Kid friendly.

F-349 - Battle of Heselig, Morning August 27, 1813

Napoleonic; 12 PM; Length: 4; Location: Ball Room D; Table: BD-01; Host David Bonk; Scale: 40mm; Rules: Carnage & Glory II; Number of players: 6.

Following the Allied defeat at Dresden French forces attempt to intercept the Allies at the village of Heselig. During the morning the French attack the Allied rearguard.

F-323 - Battle of Shiloh ACW, 1862 American Civil War; 12 PM; Length: 6; Location: Exhibit Hall A; Table: EA-47; Host Jeff Hiley; Scale: 15mm; Rules: Blue and Gray; Number of players: 6.

The Confederate Army of the Mississippi launches a surprise attack on the Union Army of the Tennessee. Confederate General Johnston is trying to drive Gen Grant away from the river and into the swamps. The Union, caught still in camp, must hold on till General Buell's Army arrives from Nashville. This will be the first day of Shiloh.

F-168 - Jutland 6 August 1914 Part 2 the Second Team

WWI; 12 PM; Length: 5; Location: Exhibit Hall A; Table: EA-20; Host Dave Emdee; Scale: 1/1200; Rules: Victory at Sea; Number of players: 22.

What if the German fleet came out on the first day of the war? This scenario continues the battleline with the older dreadnoughts.. Westfalen and Helgolands vs. Orions, Colossus and St. Vincents. rules taught (3 minutes).

F-273 - "Hot LZ X-Ray", The Battle of Ia Drang, Nov 14, 1965

Modern; 12 PM; Length: 4; Location: Exhibit Hall A; Table: EA-26; Host Edward Bardill; Scale: 15mm; Rules: Flames of War--Tour of Duty; Number of players: 8. 1st Battalion, 7th Cavalry ("Gary Owen") under the command of LTC Hal Moore began an Air Mobile Assault on the selected LZ X-Ray in the Ia Drang Valley. Re-live this first encounter between NVA and Americans in the Vietnam War and fight against 3 NVA battalions. Participate as one of 3 US or 3 NVA commanders in this 3 hour battle. Battle will employ US Air Cav operations and infantry tactics of both opposing forces. Not recommended for kids. Players should be 18 and older.

1 PM

F-136 - Battle of Adrianople 378 AD Ancients; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-38; Host Michael Mays; Scale: 28mm; Rules: Impetus; Number of players: 6.

The battle of Adrianople on August 9, 378 AD is considered one of ancient Rome's most historic defeats. Surprised by the strength and skill of the Goth army, the Eastern Roman Empire's Emperor and his army paid the ultimate price for his mistake! Can you reverse history as Emperor Valens and find victory (and life) on the field of battle or will you repeat history with your mighty Goth warriors reminding Rome of her fading glory?

F-180 - SAGA Battle Prelude Dark Ages; 1 PM; Length: 2; Location: Exhibit Hall A; Table: EA-29; Host Boe Langless; Scale: 28mm; Rules: SAGA; Number of players: 6.

3 one on one scenarios, which each effecting the Big Battle conditions. 6 point forces face off. Players may bring their own forces or use ours. Any of the published armies are allowed, with the exception of Skraelings. Two factions battle aboard ships. The defenders need to whittle away the attackers. Two factions try to seize and hold a river crossing. Holding the crossing will delay the enemies arrival to the larger battle. Two factions struggle over control of a village and baggage. Control over the village will give an advantage when deploying. Controlling the baggage will allow a point of reinforcements This event is part of two games, the second will be about an hour after the end of this game

F-359 - Battle of Alford, Montrose vs the Covenanters 1645

ECW; 1 PM; Length: 3; Location: Ball Room D; Table: BD-02; Host Peter Friesen; Scale: 40mm; Rules: Renaissance Warfare; Number of players: 4.

After a victory at Auldearn Montrose continued a raiding campaign which the Covenanter Committee was determined to stop. Ordering Gen Baillie to intercept the Covenanter army sought out battle and was able to force

an engagement at Alford. The armies were of similar size with a cavalry advantage to the Covenanters but a command advantage to Montrose. Will Montrose's string of victories continue or will he be brought to heel?

F-320 - Close Action - Fleet Action - War of 1812

Age of Sail; 1 PM; Length: 6; Location: Homewood Suites Meeting Room; Table: HO-01; Host Mark Campbell; Scale: 1/700; Rules: Close Action; Number of players: 16. Captains! Come refight a dramatic naval battle from the Age of Fighting Sail, when fleets of ships of the line dueled to determine who would rule the seas. Realistic movement, combat, and limited communications rules assure that you'll get as close to real combat as possible. Will YOU win Honor and Glory, or be disgraced in dishonorable defeat? Beginners Welcome. Rules taught, Kid Friendly Game. All materials provided, Please bring your own courage...

F-150 - Torgau, 3 November 1760

Seven Years War; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-30; Host Ken Bunger; Scale: 28mm; Rules: Tricorne; Number of players: 12.

A Seven Years War refight of a portion of this battle between the Prussians and Austrians. Approximately 1000 28mm Minden Miniatures figures will be in action using the amended Tricorne rules (soon to be again published by the GM).

F-141 - Battle Cry of Freedom - A Meeting Engagement

American Civil War; 1 PM; Length: 5; Location: Exhibit Hall A; Table: EA-11; Host Nemo Lionikis; Scale: 15mm; Rules: Shouting the Battle Cry of Freedom; Number of players: 5.

Divisions of Bragg's Army of the Tennessee collide with a corps of Rosecrans' Army of the Cumberland. Can Bragg crush the Union divisions before Rosecrans can bring up the rest of his army or will the Confederate attack end as just another wasted opportunity with nothing but casualties to show for their gallant effort? Come and see in this scenario that introduces a new ACW rules set! Ages 15 and up.

F-384 - Caldwell Clears the Wheatfield

American Civil War; 1 PM; Length: 4; Location: Ball Room C; Table: BC-04; Host Eric Schlegel; Scale: 10mm; Rules: A Union So Tested (Look Sarge ACW); Number of players: 4.

2 July 1863. As Longstreet's attack on the second day at Gettysburg assaulted Sickles' advanced position in the Peach Orchard and the Wheatfield, the Union command began feeding in reinforcements. Eventually, elements of 3 Union corps would enter the maelstrom of the Wheatfield. Players under 13 welcome with a playing adult.

F-466 - 1st R.I. Cav. February 25, 1863

American Civil War; 1 PM; Length: 4; Location: Ball Room A/F; Table: BA-01; Host Maurice Holmes; Scale: 25mm; Rules: High Noon/Under Fire; Number of players: 8.

FIGHTING NEAR HARTWOOD CHURCH.

The 1st Rhode Island Cav Regiment, under Captain Chase, was positioned in skirmish order across the Telegraph Road, when southern cavalry (Virginians – commanded by Fitzhugh Lee – part of JEB Stuart's cavalry) approach. A cavalry skirmish ensues. All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

F-151 - Dogfight over the Trenches

WWI; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-06; Host Bill Michaels; Scale: 1/144; Rules: Wings of War; Number of players: 12.

An Allied patrol over No Man's Land is intercepted by a larger German formation. But help quickly arrives, and the battle is on! This is an introduction to the Wings of War game—a fast moving, easy to learn game. Beginners welcome - come learn to play WoW! Pilots under age of 12 welcome with an adult co-pilot.

F-121 - Battle of Midway, June 1942

WWII; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-04; Host Bill Sterner; Scale: 1/300; Rules: Seekrieg 5; Number of players: 12.

A computer-assisted, double-blind recreation of the Battle of Midway with a couple of twists to make it interesting. Each player will command a task force and/or the island of Midway. This will be a carrier game with almost no possibility of surface combat. Come see if you can defeat the Japanese invasion forces or force the Americans back to Pearl Harbor. Age: 12+ with adult.

F-184 - Battle of Berlin-Germany, April, 1945

WWII; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-12; Host Brian Buchanan; Scale: 28mm; Rules: Disposable Heroes and Coffin for Seven Brothers, modified; Number of players: 5.

April 1945: Berlin, Germany. Marshall Zhukov's Red Army has arrived in the streets of the capitol on his race to the Reichstag. His T-34 tanks and infantry far outnumber the German defense. But the Wehrmacht Regulars, loyal SS, recruited Volkssturm and the Hitler Youth plan to harm and slow down the assault until hopefully reinforcements can arrive. Adults and children 12+ accompanied by an adult.

F-235 - Bir El Gubi

WWII; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-50; Host George Chrestensen; Scale: 1/285; Rules: GHQ Micro Squad: The Game WWII; Number of players: 6.

Forces of the British 22nd Armoured Brigade will attempt to turn Rommel's Flank near Bir el Gubi but find elements of the Italian Ariete Armored Division waiting for them. Rules used will be GHQ's MicroSquad: The Game – WWII, with no prior experience necessary, rules will be coached at the event but prior experience a plus. After the game the players and GM's will nominate 'best player of the game' who will be awarded a gift certificate to GHQ

F-444 - Fireball Forward - Into the Inferno, Stalingrad, 1942

WWII; 1 PM; Length: 3; Location: Ball Room E; Table: BE-07; Host Mark Fastoso; Scale: 15mm; Rules: Fireball Forward; Number of players: 6.

The Wehrmacht was driving through the center of Stalingrad and was threatening to reach the Volga. The 13th Guards Division was on the east bank refitting and was ordered to cross the river bank immediately. The Division had taken severe casualties earlier in the campaign and had just received thousands of partially trained conscripts. In fact 10% of its ten thousand men even lacked rifles. As NKVD troops tried to hold out with their backs to the river the green soldiers of the 13th Guards would cross the river right into the teeth of the inferno.

F-540 - After Midway

WWII; 1 PM; Length: 4; Location: Ball Room A/F; Table: BA-07; Host Bruce Schaper; Scale: Other; Rules: Red Sun Blue Sky modified; Number of players: 4.

This simulation will put the players in command of one of 4 aircraft carriers, Kaga, Junyo, vs Saratoga, Enterprise. This game will explore the difficulties of scouting for the opposition, allocation of aircraft, and organizing your flattop. Rudimentary understanding of carrier operations would be helpful.

F-191 - Once Upon a Time in the Mystic Wood

Fantasy; 1 PM; Length: 3; Location: Ball Room A/F; Table: BA-05; Host Nancy Ott; Scale: 28mm; Rules: Mystic Wood by Avalon Hill (modified); Number of players: 6.

Calling all knights! You must brave the mysterious Mystic Wood to perform valorous deeds: slay the dragon, capture the unicorn, rescue the princess, seek the Holy Grail, and more. The wood conceals many perils and enchantments, so be on guard! Kid Friendly Game.

F-550 - Mountain of Doom

Fantasy; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-37; Host David DeWitt; Scale: 25mm; Rules: Home Rules; Number of players: 10.

25mm epic battle of humans verses the worst that the Dark Knight can summon, which is dragons of course. 5 teams of men venture to the Mountain of Doom to retrieve the powerful artifact, so bring a friend. Great rules with fun magic. Rules are easily taught. One team plays the Dark Knight's forces. 5th time running this game here. Popular event.

F-519 - Battletech – Grinder 2

SciFi; 1 PM; Length: 3; Location: Ball Room E; Table: BE-01; Host Dave Yingling; Scale: 1/285; Rules: Total Warfare; Number of players: 6.

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. The winner of this round will get a spot in the Grinder Championship evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

2 PM

F-562 - Roman Chariot Race

Ancients; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-39; Host Bill Chappell; Scale: 54mm; Rules: Roman Circus by Brian DeWitt; Number of players: 12.

Thrills, spills, mayhem, and lots of jockeying for position in this First Century version of NASCAR. Join Bill Chappell and Bob Walasin as the charioteers charge around a really BIG track in 54 mm chariots. Can you keep from being pulled from your chariot, cracking up against the wall, or having a wheel ripped off by another chariot? Only the skilled (and lucky) survive.

F-523 - Buccaneer Wars

Age of Piracy; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-07; Host Brian Whitaker; Scale: 28mm; Rules: Buccaneer Wars; Number of players: 8.

The Governor has been replaced and is headed home with all his ill gotten gains. Can you and your pirates take it away from him and his escort? Beginners Welcome, bring your Old Glory 25mm ship and join the battle.

F-486 - Lutterberg

Seven Years War; 2 PM; Length: 3; Location: Ball Room B; Table: BB-05; Host Tim Tilson; Scale: 15mm; Rules: Black Powder; Number of players: 5.

10 Oct 1758. A small Allied army is being pursued by a larger Franco-Saxon force. It stops to fight a rear guard action.

F-265 - Battle of New Garden

Meeting House 15 Mar 1871 Part 1

AWI; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-51; Host Arthur Edgeson; Scale: 28mm; Rules: Musket & Tomahwak; Number of players: 6.

March 1781 Gen Cornwallis is trying to catch the Continental Southern Army and finish it off once and for all. Lt Col Tareyton is leading his advance guard and is trying to run them to ground. However "Light Horse" Harry Lee has other plans. They meet in a series of skirmishes just prior to the Battle of Guilford Courthouse. Can you as Tareyton catch Nathaniel Greene's army before it has time to deploy? Or as Lee can you hold the British at bay long enough for Greene to deploy his army for the upcoming battle? This is Part 1 of the day long running battle that took place just before Guilford Courthouse. The results of these skirmishes will carry over into 's Black Powder game of Guilford Courthouse. Anyone under 14 must be accompanied by a playing adult.

F-377 - Chrysler's Farm,

11 November 1813

War of 1812; 2 PM; Length: 4; Location: Ball Room C; Table: BC-03; Host Duncan Adams; Scale: 25mm; Rules: Wellington Rules; Number of players: 5.

The American's 1813 campaign to capture Montreal is finally underway. After months of procrastination and with unenthusiastic naval support General Wilkinson's western arm of the invasion is crawling down the St Lawrence River while the campaigning season fades. All the way a small British brigade nips at their heels. On the morning of November 11th the American rear guard turned to face their tormentors, but the outnumbered British were better led and carried the day. You can fight this battle again as Redcoat or Yank. Under 12 welcome with a playing adult.

F-351 - Tennessee, September 1863

American Civil War; 2 PM; Length: 4; Location: Ball Room D; Table: BD-03; Host Nigel Marsh; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 6.

Following the battle of Chickamauga Federals meet Confederates in a desperate clash of strength.

F-137 - Chasing Geronimo in Mexico -- Candelaria Mountains, 1879

Western; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-45; Host George Schneider; Scale: 25mm; Rules: High Noon - Home Rules; Number of players: 8.

U.S. and Mexican Cavalry units cooperated in chasing Geronimo in Mexico after the Apaches stole Mexican horses to trade for weapons in New Mexico. The Apaches set up their usual ambush not knowing that their location was surrounded. Will the ambush work or will the Apaches lose their horses to the combined cavalry forces? Rules to be explained. New players and kids with accompanying adults are welcome.



F-223 - Ordeal at Otjiwarongo!

(German South-West Africa, 1904)

Colonial; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-46; Host Roy Jones; Scale: 25mm; Rules: The Sword and the Flame, modified; Number of players: 6. German infantry and Herero riflemen locked in desperate combat! Germans fighting for survival in three separated groups. Two great Herero captains - Assa and Kajata - maneuvering their superior forces for the final deathblow. Then suddenly - the Kaiser's cannon arrive! From the scenario book "The Herero War". See www.hererowars.com for more info.

F-255 - "They Fought Like Devils" - Camerone 1863

Colonial; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-25; Host Tom Fisher; Scale: 25mm; Rules: They Fought Like Devils; Number of players: 6.

The South Carolina Historical Gaming Society presents the battle of Camerone in honor of its 150th anniversary. This is a classic French Foreign Legion "against the odds" fight as they struggle to defend the hacienda da la Trinidad from the Republican Army of Mexico. So come join us for this battle south of the border that will redefine what it means to be a legionnaire. Beginners welcome. The rules will be taught. Players under 12 with an adult.

F-278 - Venezuelan Vengeance

Early 20th Century; 2 PM; Length: 6; Location: Exhibit Hall A; Table: EA-28, 36; Host Chris Carlson; Scale: 1/2400; Rules: Fear God and Dread Nought; Number of players: 12.

It's 1913 and civil war again sweeps through Venezuela. Once more European debts are ignored and once more warships are sent to enforce payment demands. Only this time a College Professor is in the White House, not a Rough Rider. Will President Wilson enforce the Monroe Doctrine or will the Old World succeed in plundering the New World once more. Join the Admiralty Trilogy team as travel to the Caribbean for gunboat diplomacy where everyone has a 'plan B' just in case.

F-165 - The Final Countdown, 5 Dec 1941 (Fantasy)

WWII; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-40; Host Andrey Swystun; Scale: 1/1800; Rules: War at Sea (modified for Jets); Number of players: 10. You saw the movie, but what if the Nimitz did get to strike? What if the Japanese found her? Come have fun finding out if the Japanese can swarm the Nimitz with numbers, or whether American missiles rule the day. Presented by someone who was in the movie. Kids with Adult welcome. War at Sea players welcome.

F-232 - Opening Moves

WWII; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-43; Host Ed Bates; Scale: 15mm; Rules: Battleground-Modified; Number of players: 5.

7 June 1944, 0430 hours. After initial probing attacks in the night, Germans from the 91st Airlanding Division, 1058th Grenadier Regiment continue their attack along highway N13 on the Northern edges of St. Mere-Eglise against elements of the 505th Parachute Regiment. This is the second scenario of four in a mini campaign. All battle damage carries over to the next two scenarios.

F-388 - Seeing the Elephant - Italy - February 1944

WWII; 2 PM; Length: 3; Location: Ball Room C; Table: BC-05; Host Don Hogge; Scale: 28mm; Rules: Battleground WW2; Number of players: 6.

It is February 1944. The Allies landed at Anzio last month and their attack has stalemated. The Germans mounted a counter offensive to throw the Allies back into the sea. In the later stages of Operation Fischfang, elements from the Hermann Goering Panzer Division and other units attack from the vicinity of Cisterna as part of an offensive to reduce the Allied beachhead. A battalion from the 3rd Infantry Division is standing in their way. The US soldiers must hold the line. Gamers under the age of 14 are welcome with an adult.

F-457 - Desert Breeze

Modern; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-09; Host Michael Johns; Scale: 28mm; Rules: Open Conflict; Number of players: 8.

Modern Warfare in the Middle East. Details TBA.

F-499 - MSR Ethan

Modern; 2 PM; Length: 4; Location: Ball Room B; Table: BB-02; Host Michael Byrne; Scale: 28mm; Rules: Force on Force; Number of players: 6.

1st Platoon, Charlie Company, 1st LAR were tasked with driving west on MSR Michigan to link up with an advancing Marine Company. As they neared MSR Ethan, they began receiving small arms fire. The dismounts deployed to protect the LAVs as they fired at insurgents several hundred meters away. Meanwhile other insurgents started moving toward MSR Michigan. The LAR platoon pressed home their attack and moved onto MSR Ethan, dismounting their infantry to finish off insurgent firing points. Will the LAR platoon be successful in finishing off the insurgents?

F-452 - Gnome Wars: Forage Frenzy

Fantasy; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-02; Host Brian Robinette; Scale: 28mm; Rules: Gnome Wars (Brigade Games); Number of players: 10.

With the summer campaign season coming to a close, Kaiser Mast is gathering up his grain harvest for shipment to Wolfenbüttel. The Allies are bent on intercepting this all important shipment and by so doing hamper the Jagermeister's future war efforts.

F-287 - Swamp Worms of Aleutia

SciFi; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-21; Host Howard Whitehouse; Scale: 28mm; Rules: Alien War; Number of players: 8.

'Dschungelschwitzenalptraumwelt' means "Jungle sweating nightmare world". To the Bundeswehr detachment on Aleutia the word includes the savage Vralak clans - primitive semi-amphibians - and the carnivorous giant swamp worms, who swallow a man alive and whole. There are human enemies out there as well. Come out on patrol. Squad-level Sci-Fi action.

F-429 - The Battle of Bushy Run 1763

Other; 2 PM; Length: 4; Location: Ball Room B; Table: BB-01; Host Cliff Brunken; Scale: 28 mm; Rules: This Very Ground; Number of players: 6.

Come experience the 250th Anniversary of this pivotal battle that ended the Indian rebellion to open the way for western expansion. Come join Col. Henry Bouquet, the 42nd and 77th Highlanders with the 60th Royal Americans as they march to the relief of Fort Pitt and are ambushed by a combination of North American Indian tribes. After fighting until sunset the survivors build a make shift redoubt and continue the fight in the morning. Hand to hand, man to man and bayonet vs. the hatchet. Scenario designed by Gregory Padilla. Children under 12 accompanied by an adult.

3 PM

F-131 - Aerodrome 3.0 - Korean War Aerial Combat

Modern; 3 PM; Length: 3; Location: Exhibit Hall A; Table: EA-01; Host Stanley Kubiak; Scale: 1/200; Rules: Aerodrome(R) 3.0 - Korean War-era Aerial Combat; Number of players: 10.

Try the new Korean War-era version of the popular Aerodrome(R) WW1 and WW2 aerial combat rulesets. Fly MiG-15s and F-86 Sabre jets in simulated air combat. New mechanics and stats for the era, but still easy to learn and play, lots of fun. Rules taught, equipment provided. Up to 10 players per round, rounds run through allotted time. Spouse and female friendly game; players under 15 only with playing adult.

**F-242 - Soccer with the MLS**

Modern; 3 PM; Length: 3; Location: Exhibit Hall A; Table: EA-22; Host Bob Wiltrout; Scale: 30mm; Rules: Corner Kick; Number of players: 6.

Looking for a different kind of game? Lots of hand-to-hand combat with no gunpowder? Try a game of Corner Kick - a realistic miniatures game that anyone can play if they know the rules of soccer. DC United and the New York Red Bulls will be the teams. 6 players, 3 hours. Age 12 and above, but exceptions will be made if the kid really knows soccer and the parent is also playing.

F-369 - Cursed Ruins of Karna

Fantasy; 3 PM; Length: 2; Location: Meeting Room 3; Table: M3-02; Host Ben Fornshell; Scale: 25mm; Rules: Lord of the Rings; Number of players: 6.

It is said that the ruins of Karna still contain many great treasures—and a great curse. A band of Gondor adventurers makes camp outside the ruined city at an oasis, waiting until morning so they may loot the city. But, during the evening hours, they discover that the rumors of a curse are all too true.

F-368 - Bad Moon at the Oasis

SciFi; 3 PM; Length: 2; Location: Meeting Room 3; Table: M3-01; Host Konstantin Gojnycz; Scale: 28mm; Rules: Home Rules; Number of players: 6.

The sleepy desert planet, Talos IV, lies in the backside of the galaxy. Not much happens so when a small community requests the assistance of the city constable something finally breaks up the long day. Hmmm...Night falls early this time of year. Better bring along a few of the boys, just in case. Lots of interesting terrain, miniatures and fast skirmish play.

4 PM

F-181 - SAGA Battle

Dark Ages; 4 PM; Length: 4; Location: Exhibit Hall A; Table: EA-29; Host Boe Langless; Scale: 28mm; Rules: SAGA; Number of players: 6.

Slightly streamlined SAGA rules for 6 players. As with the prelude, players may bring their own 6 point force or use ours. Two forces converge on a critical crossroads. Each side has victory conditions and each player has their own additional goals. The only people guaranteed to lose are the townspeople. This event is part of two games, the second will be about an hour after the end of this game

F-399 - Battle of Caldiero: Charles stops Massena, 30 October 1805

Napoleonic; 4 PM; Length: 4; Location: Ball Room C; Table: BC-06; Host Steve Gelhard; Scale: 15mm; Rules: Shako II; Number of players: 6.

When Archduke Charles learned about Mack's defeat at Ulm, he began to retreat from his standoff with Massena in Italy. Massena seized upon this and immediately attacked. They met at Caldiero. The Austrians held the high ground and a village in the center which Massena needed to secure victory. But Charles took the initiative and attacked placing Massena uncharacteristically on the defensive. They fought to a stalemate. Either side can win in this evenly matched battle. Come play as the Austrians and actually defeat the French for a change.

F-112 - How the West Was Lost Book I - Lightning on the Mississippi - April 16, 1863

American Civil War; 4 PM; Length: 6; Location: Meeting Room 4; Table: M4-01; Host Bill Moreno; Scale: 10mm; Rules: Age of Iron and Fire & Fury Classic; Number of players: 8.

Porter runs past the guns with the Mississippi River Ironclad Fleet. We will fight over a sculpted terrain board of the entire Vicksburg area and fortifications using 10mm naval and land miniatures. The game is part two of the 1863 Vicksburg Campaign to be fought over the long Historicon Weekend. No need to play in all four scenarios, but you are certainly welcome to do so. Adults and minors accompanied by adults.

F-478 - Bloody Crossroads

American Civil War; 4 PM; Length: 4; Location: Ball Room B; Table: BB-04; Host Bob Benge; Scale: 15mm; Rules: Historical Battlelines; Number of players: 6.

Union and Confederate forces are marching upon a critical road junction to secure a flank for an upcoming major attack. Who will control the junction? Join us in our playtest of the new version of our old American Battlelines called Historical Battlelines Rules Taught. Beginners Welcome.

F-477 - Second Battle of Heligoland, November 17, 1917, World War I

WWI; 4 PM; Length: 4; Location: Ball Room B; Table: BB-02; Host Bill Cira; Scale: 1/3000; Rules: Fleet Action Imminent; Number of players: 8.

The Royal Navy has learned of a German Navy plan to conduct minesweeping operations west of Heligoland in the North Sea. The Germans want to ensure safe passage for their u-boats while the British want to spoil the plan. A strong force of RN light cruisers and battlecruisers have scattered the German minesweepers and are in hot pursuit of a squadron of German light cruisers, but there could be an unpleasant surprise for them at the end of the ride. Rules Taught. Beginners Welcome.

F-446 - CY6! - Eagle Day - September 1940

WWII; 4 PM; Length: 4; Location: Ball Room E; Table: BE-06; Host Phil D'Amato; Scale: 1/300; Rules: Check Your 6!; Number of players: 6.

It is September 1940. The Luftwaffe is charged with clearing the skies of the RAF. Can the RAF withstand the German onslaught? Bf-109s, Bf-110s and a horde of bombers vs Hurricanes and Spitfires. A pure battle royale.

F-442 - CY6! Jet Age - Air Pirate Ambush! Vietnam, May 1972

Modern; 4 PM; Length: 4; Location: Ball Room E; Table: BE-06; Host Scott Fisher; Scale: 1/200; Rules: Check Your 6! - Jet Age; Number of players: 8.

On 23 May the USS Midway launched a MiGCAP element from VF-161 to support an ALPHA strike on a fuel storage facility northeast of Haiphong. Soon after approaching Kep Airfield (just off the southwest board edge) the F-4s sighted what appeared to be two Vietnamese MiG-19s...but after the merge there were many, many more MiGs. More information about CY6! Jet Age is at www.skirmishcampaigns.com.

F-219 - The Sword in Dunland

Fantasy; 4 PM; Length: 3; Location: Exhibit Hall A; Table: EA-03; Host Tom Vielott; Scale: 25mm; Rules: Sword and the Flame, modified; Number of players: 6. Centuries before the War of the Ring, Eorl the Young drove the wild hillmen out of the fertile lands of Calenardhon - soon to be known as Rohan. As the horsemen of the newly created kingdom came to the villages on the foothills of the Misty Mountains, they burned, looted, and slaughtered. The surviving wildmen fled into the hills, and became known as the wild men of Dunland. Though they would never reclaim the lands of their forefathers, a burning hatred of the Rohirrim invaders lasted for many, many generations afterward.

F-514 - Battletech - Grinder 3

SciFi; 4 PM; Length: 3; Location: Ball Room E; Table: BE-01; Host Bethany Yingling; Scale: 1/285; Rules: Total Warfare; Number of players: 6.

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. The winner of this round will get a spot in the Grinder Championship evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

F-479 - Zombie Town

Other; 4 PM; Length: 4; Location: Ball Room B; Table: BB-06; Host Nick Leyva; Scale: 25mm; Rules: Mein Zombie; Number of players: 8.

This is a game designed to teach the rules for Mein Zombies. When the dead began to rise again you were prepared. But now supplies are running low, and you only have one chance to make it out alive. Can you call for help in time to survive? Rules Taught. Beginners Welcome.

F-537 - "We're gonna need a lot more men" - The

Alamo, March 6, 1836

Other; 4 PM; Length: 4; Location: Ball Room A/F; Table: BA-10; Host John Michael Priest; Scale: 54mm; Rules: By the Left Flank! by John Michael Priest; Number of players: 10.

During the predawn hours of March 6, 1836, the Mexican forces under Santa Anna closed in on the defenders of the Alamo. How long can the defenders hold out? Will anyone escape? Play and see. Rules taught. Children under 14 must be accompanied by a playing adult.

5 PM

F-139 - Oldie but Goodie 1 - Tactical Ancients Byzantine vs Arab

Ancients; 5 PM; Length: 4; Location: Exhibit Hall A; Table: EA-52; Host James Baker; Scale: 15mm; Rules: Tactical; Number of players: 4.

More than 20 years ago, Arty Conliffe produced Tactical, a set of Ancients rules that was easy to play but presented considerable tactical challenges. Your humble gamemaster would like to get his armies out on the table again. This offering features two of the more evenly matched armies, the flexible Byzantines versus the powerful Arab Empire. The game will feature fast play, lots of dice, and big armies. Not recommended for under 10. Adult must be present with child. Rules will be taught if necessary.

F-304 - Return of Wooden Wars

Napoleonic; 5 PM; Length: 1; Location: Exhibit Hall A; Table: EA-42; Host Eulalia Wiltrout; Scale: 80mm; Rules: Wooden Wars; Number of players: 8.

Once again it is time to pack up the tables and get down on your hands and knees to play. Wooden Wars utilizes 80mm Wooden flats and rubber balls. Move your units and throw rubber balls to knock down the enemy. This game is great for kids and parents. The objectives consist of small packets of cookies and/or crackers which get eaten by whoever can capture them. Extremely kid friendly.

F-345 - Wartenberg: 3 October 1813

Napoleonic; 5 PM; Length: 6; Location: Ball Room D; Table: BD-05; Host John Snead; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 8.

Can Bertrand hold the Elbe? Can von Yorck push through towards Dresden? We shall see!

F-194 - Bayonet vs Needle Gun - Gadegratz 1866

19th Century; 5 PM; Length: 5; Location: Ball Room D; Table: BD-07; Host Bill Gray; Scale: 15mm; Rules: Age of Valor Playtest - 1866 European Fire & Fury; Number of players: 8.

The 1712 battlefield transported to 1866 northern Austria where bayonet happy Kaiserlicks collide with von Moltke's needle guns and Krupp artillery. Another playtest supporting our upcoming and final Age of Eagles expansion module, covering European conflict from the 1848 Hungarian Revolution thru the 1905 Russo-Japanese War. We need some thick skinned participants, so enlist if you've got the stomach and like loads of fun.

F-189 - Tali-Ihantala June 1944 the Finns Resist the Bear

WWII; 5 PM; Length: 5; Location: Exhibit Hall A; Table: EA-34; Host Michael Sincavage; Scale: 15mm; Rules: Battlefront; Number of players: 6.

The Russians take a final shot at knocking out the Finns. Russian waves of infantry (including special assault troops) and the newest tanks (ISU-2s) along with the tried and true T34-76s and 85s unleash a final fury on the outnumbered Finns. It's do or die for the Finns as they throw forward their dwindling infantry and meager armor forces to blunt the drive in the rough and wooded areas that abound. The Germans have provided anti-tank weapons but will they also send desperately needed reinforcements? Familiarity with Battlefront rules is helpful but not required as the rules will be explained. No players under 15 please.

6 PM

F-250 - The Age of Arthur: An Introduction to DBA

Dark Ages; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-TOURN; Host Chris Brantley; Scale: 15mm; Rules: DBA rules, version 2.2+; Number of players: 0.



It is the Age of Arthur and Vortigern and the fate of Romano-Celtic Britain hangs in the balance. Take on the role of a British *dux bellorum*, Saxon warchief or Pictish toisech. With each victory and defeat, you can change the map of Britain. This is a walk-up gaming opportunity designed to introduce players to the fast-play 2.2+ version of *De Bellis Antiquitatis* ancient and medieval rules. Play one game or play a dozen. This is a walk-up event so c'mon by - no ticket is necessary! DBA tutors on hand to help introduce you to the game, teach and answer questions. Experienced players also welcome. Can you rally the Britains to hold back the barbarian hordes? Or will the Saxon warbands of Horst and Hengist (and the Picts in the North) overthrow kings and carve out new lands to rule? Participants are eligible for raffle prizes including Splintered Light Miniatures' Saxon and Sub-Roman DBA army packs. Unlimited participation over each session. Sit down and play for just 30 minutes, or try again and again!

For NEW players. Kid friendly.

F-360 - Battle of Alford, Montrose vs the Covenanters 1645

ECW; 6 PM; Length: 3; Location: Ball Room D; Table: BD-02; Host Mike Trout; Scale: 40mm; Rules: *Piquet*; Number of players: 4.

After a victory at Auldearn Montrose continued a raiding campaign which the Covenanter Committee was determined to stop. Ordering Gen Baillie to intercept the Covenanter army sought out battle and was able to force

an engagement at Alford. The armies were of similar size with a cavalry advantage to the Covenanters but a command advantage to Montrose. Will Montrose's string of victories continue or will he be brought to heel?

F-266 - Battle of New Garden Meeting House 15 Mar 1871 Part 2

AWI; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-51; Host Adam Edgeson; Scale: 28mm; Rules: *Musket & Tomahwak*; Number of players: 6.

March 1781 Gen Cornwallis is trying to catch the Continental Southern Army and finish it off once and for all. Lt Col Trelton is leading his advance guard and is trying to run them to ground. However "Light Horse" Harry Lee has other plans. They meet in a series of skirmishes just prior to the Battle of Guilford Courthouse. Can you as Trelton catch Nathaniel Greene's army before it has time to deploy? Or as Lee can you hold the British at bay long enough for Greene to deploy his army for the upcoming battle? This is Part 2 of the day long running battle that took place just before Guilford Courthouse. The results of these skirmishes will carry over into 's Black Powder game of Guilford Courthouse. Anyone under 14 must be accompanied by a playing adult.

F-212 - Hotham's Action off Hyères – 13 July 1795

Napoleonic; 6 PM; Length: 5; Location: Exhibit Hall A; Table: EA-32; Host Stanley Sunderwirth; Scale: 1/2000; Rules: *Victory Under Sail*; Number of players: 8.

Newly-promoted Vice-Admiral Pierre Martin leads a reinforced Toulon fleet of 17 SOL in pursuit of Commodore Nelson in HMS *Agamemnon*. Vice-Admiral Hotham with 22 British & Neapolitan SOL (6 of them storm-damaged) comes to Nelson's aid and the pursuers become the pursued. Players control squadrons in a game with lots of dice and few charts. Rules will be taught.

F-236 - Too Many Sovereigns - Battle of Dresden, August 27, 1813

Napoleonic; 6 PM; Length: 5; Location: Exhibit Hall A; Table: EA-19, 23, 24; Host Peter Anderson; Scale: 28mm; Rules: *Field of Battle, 2nd edition by Piquet*; Number of players: 10.

The Armistice has ended, and the allied armies have converged on Dresden, with King Frederick-Wilhelm and Tsar Alexander in tow. Little did they know that they were soon to be joined by Napoleon, setting the stage for his last great victory.

F-308 - Wooden Warriors March Again

Napoleonic; 6 PM; Length: 1; Location: Exhibit Hall A; Table: EA-42; Host Eulalia Wiltrout; Scale: 80mm; Rules: *Wooden Wars*; Number of players: 8.

Once again the Wooden Warriors take the FLOOR. That's right this game is played on the floor with 80mm wooden flats dodging thrown rubber balls to capture edible objectives. Extremely kid friendly, not recommended for someone with bad knees.

F-124 - Beyond The Reach

American Civil War; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-03; Host Don Whitmire; Scale: 1/600; Rules: *Sail and Steam Navies, modified*; Number of players: 4.

A what-if scenario of the ACW Naval engagement at Trent's Reach. Come join us and partake in a chance to rewrite history and see if the James River Squadron can get past the obstructions and the USS Onondaga, her task group and Union shore batteries, and steam onto City Point and smash Grant's supply depot in an attempt to prolong the stalemate at Petersburg.

F-281 - Retreat through Gettysburg: July 1, 1863

American Civil War; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-15; Host Scott Mingus; Scale: 15mm; Rules: *Johnny Reb 3*; Number of players: 8.

On the late afternoon of July 1, 1863, Union forces fell back through Gettysburg to a rallying point on Cemetery Hill. Fighting was fierce at times as the retreating Federals stubbornly turned to fight a delaying action and to keep as many roads clear as possible. The Rebels must move quickly to block these paths of retreat and to capture as many Yankees as possible. Join award-winning Civil War author and gamemaster Scott L. Mingus Sr. as he presents this new scenario for Johnny Reb 3. Previous experience with JR3 is helpful.

F-535 - Pickett's Charge 3 July 1863

American Civil War; 6 PM; Length: 3; Location: Ball Room A/F; Table: BA-02; Host Richard Borg; Scale: 28mm; Rules: *BIG Battle Cry*; Number of players: 8.

After two days of hard fighting, Lee gathered his forces south of Gettysburg to attack the Union center. BIG Battle Cry allows players to experience the joy and frustrations associated with being part of an ACW military style chain of command, and the challenges of coordination and cooperation needed to gain victory. Adult must be present with child.

F-210 - Further Adventures of the League of Pear Shaped Gentlemen

Colonial; 6 PM; Length: 4; Location: Ball Room A/F; Table: BA-04, 06; Host Thomas Harris; Scale: 25mm; Rules: *Mars Needs Steam*; Number of players: 5.

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F-502 - Battle for the Dehli Kashmiri Gate

Colonial; 6 PM; Length: 4; Location: Ball Room B; Table: BB-03; Host Roxanne Patton; Scale: 25mm; Rules: *The Sword and the Flame*; Number of players: 6.



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F-267 - Something Terrible Is Coming

SciFi; 6 PM; Length: 5; Location: Exhibit Hall A; Table: EA-55; Host Kyle White; Scale: 15mm; Rules: Fireteam Andromeda; Number of players: 6.

Airbase John Deere on planet KOI 268.01 (commonly known as Triticum) has been receiving reports from the nearby farming colony that something is “wrong” as colonists have vanished without a trace. Colony Force Marines guarding the base have been ordered to investigate, base forces are on alert and airdrop troopers have been called back from patrol. The base commander has seen this before and knows...something terrible is coming. 15mm Rebel Minis and Khurasan Miniatures with some terrain pieces by CorSec Engineering and Gamecraft Miniatures

F-293 - BattleTech: It Came from the Pumpkin Patch I

SciFi; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-50; Host Buster McCall; Scale: 1/285; Rules: BattleTech Total Warfare; Number of players: 6.

BattleTech Horror! Colonel I. Crane disappeared during evening post checks. Your unit, The Headless Horsemen, decide to investigate a nearby cemetery. Questions? Contact Buster at TTigger68@aol.com “It Came From The Pumpkin Patch I” Everything you need to play will be provided. If you have any questions, please contact me at TTigger68@aol.com. Good luck!

F-328 - Invasion of Galeron Prime: EPIC SPACE MARINE

SciFi; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-35; Host Jerome Nicholson; Scale: 6mm; Rules: Net Epic and Home rules; Number of players: 10.

Come join us in an EPIC invasion of Galeron Prime. Join the defenders or the attackers to determine the fate of Galeron prime. All Materials will be supplied and rules taught. Players 8 - 88, all are welcome.

F-509 - Quickstrike: The Battle of Chancellorsville

SciFi; 6 PM; Length: 5; Location: Ball Room E; Table: BE-02; Host Charles Shumar; Scale: 1/285; Rules: Total Warfare; Number of players: 10.

QuickStrike: The Battle of Chancellorsville will transport players back to May 2, 1863. Instead of massed infantry and Springfield rifles though, players will have companies of BattleMechs and everything from artillery to direct fire weapons at their disposal. Using the QuickStrike rules players will be able to take part in a battle with almost 70 unique elements on the table at once and play at the regimental level. Players who wish to attend are encouraged to attend the event QuickStrike Demo: The Chatham Incident All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

7 PM

F-443 - The Lifeblood of Rome

Ancients; 7 PM; Length: 4; Location: Ball Room E; Table: BE-04; Host Brian Cantwell; Scale: 6mm; Rules: Salamis ad Actium; Number of players: 8.

The people of Rome expect their ration of grain and so the grain convoys from Sicily, Egypt, and Africa are the lifeblood of Rome. The fleets of pirates that hide in bays and inlets all along the Mediterranean understand this better than anyone and wait for their chance to seize a corbita and sell the precious grain back to Rome at five times its value. Earn your fortune as a pirate preying on Rome’s vulnerable lifeline or seek fortune and prestige by escorting the convoy safely through troubled waters and into the great port at Ostia. Younger gamers welcome with parent.

F-370 - Save the City!

Dark Ages; 7 PM; Length: 4; Location: Meeting Room 3; Table: M3-01; Host Brian Kelley; Scale: 25mm; Rules: Tabletop Battle System; Number of players: 8.

While the Crusaders storm the walls of an ancient city in the Holy Land, a Saracen army arrives to break the siege. In this formed-unit battle, each army has its own strengths and weaknesses, and army commanders will need all their wits to win the day. Can the Crusaders use their heavy cavalry to good effect? Can the Saracens use their speed to turn flanks? Can the Crusaders keep the Arab relief force at bay? Or will the Saracens break through and bring their forces to bear in the city?

F-490 - The Pure Land, Kaga 1580

Renaissance; 7 PM; Length: 4; Location: Ball Room B; Table: BB-02; Host John Shirey; Scale: 15mm; Rules: Pike and Shot; Number of players: 8.

The Ikko Ikki rose in 1488 and conquered Kaga Province. This was the only time that a province during the Sengoku period was ruled by commoners instead of Samurai. Armies of various samurai daimyos tried to reconquer it over the next 100 years including 1506, 1536, 1555 and 1580. This battle was fought at Kanazawa Gobo between the army of Shibata Katsue led by Sakuma Morimasa, a loyal follower of Oda Nobunaga as part of Nobunaga’s 11 year campaign against the Ikki Ikki. Not Child Friendly.

F-201 - Meanwhile, on the Frontier

Age of Reason; 7 PM; Length: 4; Location: Ball Room A/F; Table: BA-08; Host Jessee Scarborough; Scale: 25mm; Rules: Muskets & Tomahawks; Number of players: 6.

Catch a whiff of powder smoke as two nearby communities get in a kerfluffle. Indians try to burn out settlers, perhaps while the settlers raid the Indian village. Try to keep your scalp in this skirmish game when the western frontier was east.

F-404 - Not Quite Seven Years War

Age of Reason; 7 PM; Length: 4; Location: Ball Room C; Table: BC-08; Host Rob Dean; Scale: 40mm; Rules: Charge!; Number of players: 6.

The Not Quite Seven Years War continues as Alliance and Coalition struggle for dominance. Fast paced actions using the classic Charge! rules and the HAWKS homecast imagi-nation figures. Three different scenarios drawn from C.S. Grant will be played this year. Rules will be taught; under 12 with playing adult only, please.

F-182 - The Battle of Brown’s Farm - 1777

AWI; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-30; Host Jim Purky; Scale: 30mm; Rules: Fife & Drum rules; Number of players: 8.

AWI action finds General Cornwallis’ British brigade of elite troops on the march looking for Anthony Wayne’s Pennsylvania division of Continentals. He is about to find them near a little known place called Brown’s Farm, somewhere near Philadelphia. AWI action featuring the new Fife & Drum Miniatures AWI range of figures and scenic terrain by H.G. Walls. Easy to learn Fife & Drum rules determine the outcome.

F-118 - Castiglione 1796: The Shadow of the Castle

Napoleonic; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-02; Host Pete Panzeri; Scale: 25mm; Rules: NAPOLEON RULES!; Number of players: 18.





Gen. Wilson and his officers set about formulating a battle plan to finally wrest Dehli from the mutineers. The plan consisted of forming the remaining forces, about 6,000 men into five columns. Four would be used to assault the city, while the remaining column would remain in reserve. Two columns would push through the wall breaches while the third would follow a forlorn hope on Europeans and native engineers who would rush the Kashmiri Gate and plant powder charges there. Two columns moved quickly by St James Church pursuing fleeing mutineers only to be stopped cold well before the well fortified and defended Jama Masjid mosque. The third made several attempts to take the Kabul gate from the inside only to lose Gen. Nicholson in the process. Not Child Friendly.

F-172 - Franco-Prussian War: Battle of Loigny-Poupry, December 2, 1870

19th Century; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-14; Host David Rollins; Scale: 15mm; Rules: On To Paris - FPW version, Home Rules; Number of players: 9.

The French Army of the Loire, from their positions north of Orleans, are ordered to attack and open a corridor towards Paris. The Bavarian I Corps is ordered to contain this attack until the Grand Duke of Mecklenburg's Detachment arrives. Then they are to coordinate an attack to destroy the French Army of the Loire. Fun, fast playing rules, utilizing area movement. Battalions are the maneuver elements. Each player will command at minimum a division. Request 1.5 to 2 hour set up time!

F-395 - The Walking Dead of Granville, IL

Pulp; 6 PM; Length: 4; Location: Ball Room C; Table: BC-01; Host Buck Surdu; Scale: 28mm; Rules: The GASLIGHT Compendium; Number of players: 8.

The evil Venusians, after being thwarted in their attempts to take over the Earth, have converted Professor Nannini's ray technology into a device that creates zombies – who are addicted to Desperate Housewives and American Idol. Duke Morrison and his pals have been sent on a rescue mission to save the town's people, gather much-needed supplies for the upcoming war of the zombies, and collect remaining scientific equipment from Professor Nannini's lab. Younger gamers welcome with a participating adult. Rules will be taught.

F-163 - The Killer Anglers: Confederate and Union Navies in the Atlantic - 1943.

WWII; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-13; Host Eric Ray; Scale: 1/1800; Rules: Naval Thunder, modified; Number of players: 8.

1943 finds the Union and Confederate navies facing off in the Atlantic, with the federal forces attempting to take Bermuda, and the CSN attempting to stop them. This is the destroyer skirmish before the main fleet battle taking place on . No need to know rules! Kids welcome with playing adult.

F-170 - The Abucay Line 17 January 1942

WWII; 6 PM; Length: 6; Location: Exhibit Hall A; Table: EA-16; Host Glenn Husted; Scale: 15mm; Rules: Command Decision TOB; Number of players: 6.

The Second World War is only 40 days old and the U.S. Army is half way through its first campaign of the war. Along the U.S. II Corps sector, a critical fight rages around a small farm called the Abucay Hacienda. Together, Filipino and American soldiers decide to stand together and fight. Today, this epic struggle is largely forgotten but seventy-one years ago it was life or death for the Battling Bastards of Bataan. Adult must be present with child.

F-175 - Stalingrad Mass Grave

WWII; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-05; Host Mark Cramer; Scale: 28mm; Rules: Arc of Fire; Number of players: 8.

Fast paced knife fight in the rubble of Stalingrad, played out on custom built terrain. Using Arc of Fire skirmish rules, play will be fast and furious. Each player will command at least an infantry squad or vehicle. Random events and variable support will keep you on your toes. No kids, no whiners.

F-530 - The Rule of LGOP - Fruhstuck

WWII; 6 PM; Length: 5; Location: Exhibit Hall A; Table: EA-27; Host Michael Gesser; Scale: Other; Rules: Final Combat; Number of players: 8.

LGOP – “Little Groups of Paratroopers armed to the teeth, lacking serious adult supervision march to the sound of the guns and kill anyone who is not dressed like them - happily they go about the day's work...and wander into Hiesville early one morning disturbing a group of Germans just waking up for breakfast...can they take the village? Under 14 with adult supervision please.

F-524 - Zombie Cardio 2.0

Modern; 6 PM; Length: 3; Location: Exhibit Hall A; Table: EA-06; Host Chad Miller; Scale: 20mm; Rules: Zombies!!!; Number of players: 8.

Just when you thought it was safe to run the streets of the zombie filled city you discover your friend is out to eat your Brains!!!!!! That is right come play this faster than last year paced Zombies!!!! As Human or Zombie and hunt your buddy in mid-town Manhattan!!! Beginners Welcome.

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F-240 - Battle of Castalla, 13 April, 1813

Napoleonic; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-20; Host Phillip Spera; Scale: 15mm; Rules: *Napoleon at War*; Number of players: 6.

In 1813, alone among Napoleon's marshals, Suchet won his baton by his victories in Spain. General Arthur Wellesley, Marquess Wellington knew that if Suchet's forces intervened in the campaign he envisioned in central and northern Spain, things might go badly for the British army. So Wellington requested that amphibious operations be directed against the east coast of Spain in order to keep Suchet's men occupied. This resulted in the battle we re-fight today. Beginners welcome. Rules to be taught.

F-350 - Battle of Heselig, Afternoon August 27, 1813

Napoleonic; 7 PM; Length: 4; Location: Ball Room D; Table: BD-01; Host David Bonk; Scale: 40mm; Rules: *Carnage & Glory II*; Number of players: 6.

After the morning battle the French find themselves on the defensive as additional Allied forces descend on the village of Heselig. Results from the morning battle will be carried in to the afternoon.

F-261 - Raid on Pickawillany

War of 1812; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-10; Host Robin Empey; Scale: 28mm; Rules: *Buckskins and Rangers*; Number of players: 11.

It is 1752, and Britain and France on the brink of war. In North America both powers are ready to fight to gain all that is valuable in the Ohio Valley and beyond. Standing in their way are the Aboriginal people led by Chief La Demoiselle or "Old Britain" who feels that he has outmaneuvered both of these two great European powers for trading purposes. In turn, Britain and France are both eager to use the Aboriginal tribes for their own personal interests. Who has the upper hand? Ages 16 or over.

F-145 - July 2, 1863 - Devil's Den and Little Round Top

American Civil War; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-33; Host Robert Eldridge; Scale: 40mm; Rules: *Home Rules: Butternut and Bucktails*; Number of players: 8.

Hood's Division assaults the Federal left flank in a grand fashion -- 1":10yds ground scale, 1:10 figure scale. All done with 40mm figures across sculpted terrain pieces. Not recommended for young kids. Prizes awarded by Sash and Saber.

F-284 - Battle at Milliken's Bend, June 7, 1863

American Civil War; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-49; Host John Brennan; Scale: 28mm; Rules: *Brother Against Brother*; Number of players: 6.

MG McCollough's Texa Brigade tries to cut General Grant's supply lines during the Siege of Vicksburg. Milliken's Bend was defended by newly raised regiments of freed slaves. With little training and inferior weapons, they are expected to hold.

F-295 - Sink the Tennessee - an Uncivil Wars ACW game

American Civil War; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-39; Host Miles Reidy; Scale: 28mm; Rules: *Uncivil Wars*; Number of players: 8.

It's the eve of a major battle in 1863 "somewhere along the Mississippi". The Union has gotten wind that the Confederates have moved a large ironclad up the river to provide fire support, which may tip the battle in their favor. A daring dual cavalry and amphibious raid is planned to attempt to deal with the floating grey monster. Game features a scale model of a confederate ironclad and terrain from Architects of War Terrain. Children welcome if accompanied by parent.

F-352 - Tennessee, September 1863

American Civil War; 7 PM; Length: 4; Location: Ball Room D; Table: BD-03; Host Nigel Marsh; Scale: 28mm; Rules: *Carnage & Glory II*; Number of players: 6.

Following the battle of Chickamauga Federals meet Confederates in a desperate clash of strength.

F-548 - "First Day at Gettysburg" - July 1, 1863

American Civil War; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-44; Host Ed Watts; Scale: 25mm; Rules: *Matt Fritz's "There Stands Jackson"*; Number of players: 8.

Buford's Union cavalry and Reynold's infantry attempt to slow the advancing Confederates on the outskirts of town in a delaying action while the Union army marches to catch up at Gettysburg. Simple introductory rules for beginners or families. Family / kid / beginner fan friendly.

F-557 - "Look Well To You Corps - Part One" Salem Church, May 3, 1863

American Civil War; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-45; Host Steve Curtis; Scale: 15mm; Rules: *Regimental Fire and fury*; Number of players: 3.

As General Hooker with the bulk of the Army of the Potomac was being hammered around Chancellorsville, Hooker called on Gen Sedgwick's VI union Corps at Fredericksburg to march west to his rescue. Gen Wilcox's confederate infantry brigade with attached cavalry and artillery stalled the advance of the Union VI Corps through the early afternoon. As General Lee rushed brigades to support Wilcox, he decided to make a stand near Salem Church and fight the First Division of the Union VI Corps.

F-467 - It's the Anything Goes Game! The More the Merrier! Let's Have Some Action!

Western; 7 PM; Length: 4; Location: Ball Room A/F; Table: BA-01; Host Leo Walsh; Scale: 25mm; Rules: *High Noon*; Number of players: 16.

You pick the figures, you choose sides, you make the action! Really Wild West! All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

F-143 - Seymour's Folly

Colonial; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-26; Host Peter Dalton; Scale: 25mm; Rules: *Bundok and Bayonet, Modified for Boxer Rebellion*; Number of players: 6.

British Vice-Admiral Edward Seymour has undertaken a relief expedition to alleviate the siege of Beijing. The convoy soon finds itself surrounded and attacked on all sides and is forced to retreat due to increasing casualties and diminishing supplies of food and ammunition. Will the caravan perish or will the great Hsiku come to the rescue?

F-495 - Death of Admiral Makaroff Russo-Japanese War

Russo-Japanese War; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-41; Host Brian DeWitt; Scale: 1/2400; Rules: *When Dreadnoughts Rules the Seas*; Number of players: 8.

During the Russo-Japanese War, Admiral Makaroff takes the Russian fleet out to engage the blockading Japanese fleet. Not Child Friendly.

F-129 - Philippine Sea Carrier Attack - June 1944 Marianas Turkey Shoot

WWII; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-12; Host Robert Varga; Scale: 1/144; Rules: Home Rules; Number of players: 6.

You're the leader of a group of Zero fighters from the carrier Zuiho, or a squadron leader of Hellcats from the carrier Monterey. You have orders to attack and sink the enemy. You have to decide how many planes to send after the enemy carrier in order to sink it, and how many to hover near your own carrier to fend off the planes sent against you. 12 years old or over kid friendly game without adult supervision.

F-216 - "An Easy Recon", Normandy, France, June 1944

WWII; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-37; Host Jeff Billings; Scale: 20mm; Rules: Sergeants Miniatures Game; Number of players: 6.

SGT Harrison has his orders – reconnoiter St Come du Mont and the surrounding area. Someone at HQ wants to establish an Observation Post and thinks this'll make a good location. SGT Harrison doesn't care if it's a good location; he just wants to complete the mission and bring his men back – alive.

F-329 - Pearl Harbour: Not a Surprise

WWII; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-40; Host Orest Swystun; Scale: 1/1800; Rules: War at Sea (long distance rules); Number of players: 8. December 7th was a day that we shall remember in infamy. What if the Japanese had been spotted and the Pearl Harbour fleet put to sea to stop them? Here the Japanese are spotted the day before and the U.S. Navy goes to sea to stop them. Will the U.S. fair better?

F-389 - Action Near San Martino - September 1944

WWII; 7 PM; Length: 4; Location: Ball Room C; Table: BC-05; Host Don Hogge; Scale: 28mm; Rules: Battleground WW2; Number of players: 6.

On the afternoon of 17 September 1944, elements of the Canadian Seaforth Highlanders advance under cover of smoke to secure the small Italian town of San Martino. The town had been taken the day before but then lost due to a successful counterattack by German fallschirmjaegers. The high ground at San Martino dominates the Rimini plain all the way to the Adriatic Sea. This area must be taken to support the advance of the 8th Army as it fights its way through the Gothic Line. Gamers under the age of 14 are welcome with an adult.

F-401 - Look Sarge, it's Raining

WWII; 7 PM; Length: 4; Location: Ball Room C; Table: BC-07; Host Geoff Graff; Scale: 1/285; Rules: Look Sarge, No Charts WWII; Number of players: 8.

So what happens to the mobile German army when the rains of early fall land on Russia's dirt roads? The German army is pushing hard to complete another encirclement, and the Red army is resisting with what ever they have available, when an early storm front arrives, drenching the region. Can you succeed in your mission when mobility is reduced?

F-414 - More Ships for Ironbottom Sound

WWII; 7 PM; Length: 3; Location: Ball Room C; Table: BC-03; Host James (Tank) Nickle; Scale: 1/1200; Rules: Naval Thunder; Number of players: 6.

Once again the Japanese and American Fleets duke it out for control of the waters around Guadalcanal.

F-525 - Namu Atoll, Majkin Island 1943

WWII; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-07; Host Ron "Alamo" Prillaman; Scale: 54mm; Rules: Red White Blue Green Yellow Black; Number of players: 8.

The bombing has started in preparation for the invasion of the Marshal Islands. Marine Raiders are being sent to checkout and destroy a suspicious site on Namu Atoll that bombing has not been able to destroy. They are armed with special weapons. The Japanese have placed some special AFVs seen only in propaganda films so the Marines must hit hard and fast. Beginners Welcome.

F-132 - Aerodrome 3.0 – Korean War Aerial Combat

Modern; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-01; Host Stanley Kubiak; Scale: 1/144; Rules: Aerodrome(R) 3.0 - Korean War-era Aerial Combat; Number of players: 10.

Try the new Korean War-era version of the popular Aerodrome(R) WW1 and WW2 aerial combat rulesets. Fly MiG-15s and F-86 Sabre jets in simulated air combat. New mechanics and stats for the era, but still easy to learn and play, lots of fun. Rules taught, equipment provided. Up to 10 players per round, rounds run through allotted time. Spouse and female friendly game; players under 15 only with playing adult.

F-225 - Fallujah Alamo

Modern; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-38; Host Mike Pierce; Scale: 15mm; Rules: Force on Force; Number of players: 5.

An army platoon has moved into Fallujah's urban maze, but its armor support is held up. The martyrs and mujhadeen are flocking to overwhelm this small band. Can they hold out or will the defenders of Fallujah triumph against the US?? Adult present with child under 10.

F-430 - Trouble Outside of Asadabad (Afghanistan)

Modern; 7 PM; Length: 4; Location: Ball Room B; Table: BB-01; Host Thomas Uhl; Scale: 28 mm; Rules: Force on Force; Number of players: 6.

Government contractors engaged in fieldwork find themselves in a precarious situation in a village outside of Asadabad. The contractors' vehicle has broken down near the Kunar River Tributary which runs across the Afghanistan/Pakistan border, approximately 36 miles NE of Jalalabad. A patrol consisting of elements of the 2nd Battalion, 3rd Marine Regiment out of Fort Wright is diverted to lend assistance before the contractors' situation grows any worse. Children under 12 accompanied by an adult.



F-380 - Scouring the Goblin Scourge

Fantasy; 7 PM; Length: 4; Location: Ball Room C; Table: BC-02; Host Chris Palmer; Scale: 10mm; Rules: Bear Yourself Valiantly: Look Sarge, No Charts: Fantasy, Ancient and Mediaeval; Number of players: 6.

No longer mere raiding parties, the Goblins are occupying the once verdant Wolfgang Valley in mass, burning and pillaging. The bordering Elvish lands can no longer stand this affront, and march to clear the valley. This is one of the first rounds of public playtests of these mass combat rules; the latest entry in the "Look, Sarge, No Charts" series of rulebooks. Rules taught by one of the co-authors. Children under 14 with playing adult only.

F-423 - Dungeon Hack: Capture the Artifact

Fantasy; 7 PM; Length: 4; Location: Ball Room C; Table: BC-04; Host Noah Guilbault; Scale: 28mm; Rules: DungeonHack+; Number of players: 8.

The forces of woe have tracked the final lost bone from the avatar of Vecna and seek to obtain it, restore their avatar, and ensure another 10,000 years of darkness. The forces of weal seek only to destroy it. Get ready for capture the artifact Dungeon Hack style. Players control their own adventuring parties (and their opponent's monsters) on an award winning terrain while they try to get in, get the artifact, and get out alive. The winner is the party that escapes with the most artifacts but remember that competition is the name of the game. Get the power-ups with magical loot, battle monstrous beasts, battle opposing forces, and hope Vecna doesn't make an appearance. Will darkness return? Younger gamers (10+) welcome with a participating adult.

F-567 - This is My Town!

Fantasy; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-09; Host Erin Crouch; Scale: 28mm; Rules: Gnome Wars; Number of players: 8.

The villagers of Magersville are as happy as can be. There is a great celebration today as the armies of Magersville have just come back from war with treasures galore. Things that are shiny and round, to chest full of gold. They even brought back many wonderful animals that the gnome villagers have never seen. Then ... out of no where ... the alarm sounds in the distance. There are armies coming towards the town. Good thing all the villagers are together and dressed for battle. But where are there guns? Kid-friendly game.

F-325 - Battlestar Pegasus "Admiral Cain's Beast"

SciFi; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-48; Host Jim Fox; Scale: 1/6000; Rules: Picon Military Academy, Home Rules; Number of players: 8.

Set in the Battlestar Galactica new series universe- Pegasus, along with several other large elements, have been tasked with clearing out any Cylon presence inside an extremely vast nebula. The nebula is heavily restricting all Dradis triangulation making it a probable safe haven for Cylon ships. Will Rear Admiral Cain move in cautiously or is this another opportunity to prove she is as fierce as any of her male contemporaries? Plenty of capital ships for everyone. Rules will be taught. They are fast paced and very easy to learn. Younger players welcome with a playing adult.

F-515 - Battletech - Grinder 4

SciFi; 7 PM; Length: 3; Location: Ball Room E; Table: BE-01; Host Paul Sjardijn; Scale: 1/285; Rules: Total Warfare; Number of players: 6.

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. The winner of this round will get a spot in the Grinder Championship evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

F-161 - Res Mechanica: The Long But Single Year - Rome 69 AD

Other; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-04; Host Jeff Wasileski; Scale: 28mm; Rules: Astounding Tales/ All God's Children Got Guns; Number of players: 8.

Archimedes wasn't killed & the Library of Alexandria didn't burn so technology in the Roman Empire grew at unprecedented rates. Being good Romans, they devoted these wonders to two things: warfare and entertainment. So when Roman turned upon Roman in the Year of the Four Emperors, they had some interesting tools to help slaughter one another.

F-332 - First Day on the Trebbia - Russian attack on the Poles at Casaliggio

Other; 7 PM; Length: 5; Location: Ball Room D; Table: BD-06; Host Tom Garnett; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 4.

While the battles along the Tidone Creek on 17 June were a set of meeting engagements, the battles along the Trebbia on the 18th were deliberate and blooded both combatants over a 14-kilometer front beginning in the south against the French-allied Poles.

8 PM

F-149 - Summer on the Eastern Front Day 1

WWII; 8 PM; Length: 2; Location: Exhibit Hall A; Table: EA-11; Host Sean Christy; Scale: 15mm; Rules: Fields of Valor; Number of players: 4.

Summer 1941, German forces move to meet their Russian opponents.

F-246 - Night Football - The Arsenal in Manchester

Modern; 8 PM; Length: 3; Location: Exhibit Hall A; Table: EA-22; Host Jeff Wiltrout; Scale: 30mm; Rules: Corner Kick; Number of players: 6.

Both Arsenal and Manchester City were losers at Cold Wars, and face the prospect of no CK points whatsoever for 2013! This late-night soccer game (being played at 3am London time) will be your chance to cap the day with a very different kind of wargame - a tabletop miniatures game to determine whether the Arsenal will survive. Age 12 and above.

F-171 - Gnome Wars: The Joust

Fantasy; 8 PM; Length: 2; Location: Exhibit Hall A; Table: EA-43; Host Steven Stanton; Scale: 28mm; Rules: To Cry a Joust; Number of players: 30.

Come and compete in the Gnome Wars Jousting Tournament! Rules will be taught and prizes given away. Double elimination - Quick, Easy, and Fun! No one under 14 without a playing adult.

F-268 - Fallout: An Unfriendly Day in the Neighborhood

Other; 8 PM; Length: 3; Location: Exhibit Hall A; Table: EA-47; Host Joseph McGuire; Scale: 28mm; Rules: This Is Not a Test; Number of players: 6.

A recently hot radzone has just cooled, revealing a suburban neighborhood untouched since the Great Fall. The ruins undoubtedly contain untold riches, but every low-down scavenger in the wasteland is keen to control them. Can your warband hold onto the territory long enough to stake your claim? Between mutants, raiders, and the other dangers, it's going to be a hard day's work. Come find out if you can survive in the post-apocalyptic wasteland and play the upcoming ruleset This Is Not a Test. Young scavengers allowed with playing adult (must be on same ticket).

Saturday

8 AM

S-468 - Picket Duty

American Civil War; 8 AM; Length: 4; Location: Ball Room A/F; Table: BA-01; Host Leo Walsh; Scale: 25mm; Rules: High Noon/Under Fire; Number of players: 8.

The Rebs are a git'n hungry and the Yanks have got themselves a fat pig and won't share! A normal day on the picket lines. All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

S-533 - Command Combat:**Civil War - The Battle of****Gettysburg: July 2, 1863**

American Civil War; 8 AM; Length: 6; Location: Exhibit Hall A; Table: EA-14; Host Jeff McArthur; Scale: 15mm; Rules: Command Combat: Civil War; Number of players: 20.

In Command Combat: Civil War, you take the role of one of the generals, in this case, during the Battle of Gettysburg. Corps generals send out color coded orders to subordinates whose divisions must get benefits and restrictions from the orders. Each general also has special rules based on his command style. Though it is a large game, it's easier to learn than most war games, and so is very friendly to new gamers.

S-144 - Seymour's Folly

Colonial; 8 AM; Length: 4; Location: Exhibit Hall A; Table: EA-19; Host Peter Dalton; Scale: 15mm; Rules: Bundok and Bayonet, Modified for Boxer Rebellion; Number of players: 6.

British Vice-Admiral Edward Seymour has undertaken a relief expedition to alleviate the siege of Beijing. The convoy soon finds itself surrounded and attacked on all sides and is forced to retreat due to increasing casualties and diminishing supplies of food and ammunition. Will the caravan perish or will the great Hsiku come to the rescue?

S-318 - WWII: Advanced Struggle For Europe

WWII; 8 AM; Length: 12; Location: Exhibit Hall A; Table: EA-31; Host John DiCicco; Scale: Other; Rules: WWII: Advanced Struggle for Europe; Number of players: 6.

Play tested for more than 10 years, this conflict simulation plays on a stunning 4' x 6' map, utilizing 1,200+ miniatures presented in an elegantly designed game system balancing playability and historical accuracy. The ConSim, based on seasonal turns, features a unique combat system including historical leaders, initiative, the movement of reserves, and alternating movement rather than more the predictable "you move / I move" system. Geographic influences on play includes mountainous, forested, wooded, rough and arid terrain, major rivers, amphibious assaults, air transport, supply, rail movement and more! Rules will be taught. Rules can be downloaded at ww2wargame.com. Game will run continuously all day - players are welcome to circulate in and out of game. Ages 18+ only please.

S-496 - Check Your Six!**Operation Jericho**

WWII; 8 AM; Length: 2; Location: Ball Room B; Table: BB-02; Host Brian DeWitt; Scale: 1/3000; Rules: Check Your Six!; Number of players: 9.

The Allies conduct a low-level bombing raid on Amiens Prison in German-occupied France on 18 February 1944. This is an attempt to break out resistance and political prisoners. No easy feat as the prisoners are also inside the prison being bombed. Not Child Friendly.

S-245 - Blackhorse Riders - Vietnam, March 26th, 1970

Other; 8 AM; Length: 5; Location: Meeting Room 1; Table: M1-01; Host Matthew August; Scale: 15mm; Rules: Force on Force--Ambush Valley; Number of players: 4.

Charlie company is in trouble, sounds like they kicked over a hornet's nest of NVA! You, commander of Alpha Troop, are the only person who can help them. Inspired by events from the Keith book "Blackhorse Riders." 16 yo + only please.

9 AM

S-179 - Edgehill, 23**October 1642**

Ancients; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-18; Host Bob Bryant; Scale: 15mm; Rules: Might of Arms; Number of players: 6.

The royalist army of Charles I attacks the parliamentary forces of the Earl of Essex in the confused opening battle of the English Civil War. Child must be accompanied by adult.

S-407 - Encounter at Jerboa

Ancients; 9 AM; Length: 4; Location: Ball Room C; Table: BC-05; Host Norman Dean; Scale: 20mm; Rules: N.U.R.D.; Number of players: 6.

The king of Jerboa can't decide whether to be friends with the Hittites or with the Egyptians. Help him make up his mind with your powers of persuasion and sharp pointy objects. Fast-paced Bronze Age action with plenty of chariots! Rules will be taught. Children under 12 welcome with participating adult.

S-547 - "Treasure Hunt on Mayhem Island"

Age of Piracy; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-16; Host Ed Watts; Scale: 15mm; Rules: MAWS Mayhem Island adaptation; Number of players: 8.

A dead pirate captain's treasure buried on Mayhem Island sends bands of pirates (and maybe even the Royal Navy) on a quest to strike it rich. Players take their incomplete maps and clues and head inland hoping to find and escape with the greatest amount of treasure. Good for beginners and families as an introduction to skirmish gaming. Family / kid / pirate fan friendly.

S-339 - Let the Westphalians Play!

Napoleonic; 9 AM; Length: 4; Location: Ball Room D; Table: BD-05; Host John Snead; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 6.

Fictional scenario involving the Westphalian VIII Corps in Russia, just prior to Borodino. Let's see what they can do!



S-431 - Battle of Guttstadt, June 5, 1807

Napoleonic; 9 AM; Length: 4; Location: Ball Room B; Table: BB-01; Host Terry Griner; Scale: 28 mm; Rules: Shako II; Number of players: 6.

Benningsen decided to take the initiative before French troops left Danzig's recent siege to join the Grande Armée. Diversionary attacks were ordered against Spanden and Lomitten to the northwest while a column moved south of Ney's position. Simultaneously Bagration led the main army's advance to encircle Ney's corps. Ney knew his corps' position was precarious so he established cantonments with orders to concentrate at the sign of any enemy advance. Children under 12 accompanied by an adult.

S-122 - Battle of Arkansas Post, January 11, 1863

American Civil War; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-03; Host Bob Moon; Scale: 1/300; Rules: Under Both Flags, modified; Number of players: 8. Several Union gunboats attempt to put Ft. Hindman on the Arkansas River out of the war to help secure Grant's right flank during his siege of Vicksburg. Before their amphibious land assault on the Fort can start however, the Federals must first sweep aside a small defending force of Rebel rams. Which navy will you bleed for? Children under 16 ok, with playing Adult.

S-221 - Fort DeRussy, Louisiana - March 14, 1864

American Civil War; 9 AM; Length: 5; Location: Exhibit Hall A; Table: EA-56, 57; Host John McConnell; Scale: 28mm; Rules: Brother Against Brother (Modified); Number of players: 12.

A small Confederate garrison of holds the fortification known as Fort DeRussy in front of a much larger Union force at the start of the Red River Campaign. Just a few weeks later, this same Union army will be defeated at the battle of Mansfield. What if the Confederates had moved a little quicker, and the Union army a little slower, and instead the two armies fought over possession of the fort? Under 15 permitted with an Adult.

S-314 - Gettysburg - July 2, 1863 - Longstreet's Attack

American Civil War; 9 AM; Length: 2; Location: Exhibit Hall A; Table: EA-15; Host William Hupp; Scale: 54mm; Rules: Battle Cry; Number of players: 5.

BattleCry in 54mm. Parent child game. 2013 is the 150th Anniversary of the battle of Gettysburg, July 1 to 3, 1863. Robert E. Lee's Army of Northern Virginia is pitted against the Army of the Potomac under George Meade in the most well know battle of the Civil War. Fight the battle for Little Round Top, the Wheatfield and the Peach Orchard using brigade sized units. This is a great system to start children on. Rules will be taught. Children do not have to be accompanied by parents. A card driven game, children should be able to read (works best with ages 9 and up.)

S-211 - Further Adventures of the League of Pear Shaped Gentlemen

Colonial; 9 AM; Length: 5; Location: Ball Room A/F; Table: BA-04, 06; Host Thomas Harris; Scale: 25mm; Rules: Mars Needs Steam; Number of players: 5.

The LoPSG is again taking the field in this epic struggle between Freedom and Justice. Join the colossal struggle between the forces of Imperialism on Mars in 1889. Giant walkers, steam tanks, airships and other marvels of the age take the field for the ultimate fate of a planet.

S-128 - Aerodrome1.1 - W.W. 1 Aerial Combat

WWI; 9 AM; Length: 6; Location: Exhibit Hall A; Table: EA-08; Host Richard Heffner; Scale: 1/72; Rules: Aerodrome1.1 By Stan Kubiak; Number of players: 10.

Fun, Fast, Colorful, Challenging, WW1 Air Combat . Novices & Vets Welcome. Earn your wings (real wings) like over 520 Flyers before you. For over 13 years (35 cons), gamers have tried to earn Wings & Glory. Games run about 1 hour and pilots shot down yield their seats to waiting players. Victory records are kept, bennies for combat success. Ask any one wearing wings. Female & Kid Friendly, Under 12 with agreement between parent & GM.

S-146 - Adriatio Jutland

WWI; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-10; Host Gary Coyle; Scale: 1/3000; Rules: Fleet Action Imminent; Number of players: 10.

What if the Austro-Hungarian Navy has actually spent a few nights at sea in 1914? The K.U.K. Kriegsmarine meets the Marine Nationale to prevent French troops from reaching the front. Thrown in the Royal Navy and SMS Goeben and see what happens in the Middle Sea!

S-159 - Misdrops in Normandy - 6 June 1944

WWII; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-49; Host Phillip Gibbons; Scale: 28mm; Rules: Bolt Action; Number of players: 6.

Paratroopers of the 508th PIR are landing everywhere except for the intended drop zone on the morning of Operation Overlord. Troopers begin to assemble, pick up lost paratroopers, and move out in the vicinity of Sainte-Come-Du-Mont. Join these Paratroopers, and a lost stick from the 377th PFA Bn, as they set out to cause trouble amongst the darkness and chaos surrounding the early morning Airborne Landings. Fast moving skirmish game using a slightly modified version of Bolt Action for Airborne and night fighting. Not suggested for those under 16.



S-215 - Carentan 1944

WWII; 9 AM; Length: 5; Location: Exhibit Hall A; Table: EA-30; Host Jeff Billings; Scale: 20mm; Rules: Sergeants Miniatures Game; Number of players: 18.

June 9, 1944 The 506th Parachute regiment is attacking near Carentan. Dog company is assigned to clear the west edge of the town. The Germans are not giving the ground easily and are mounting a counter attack. Each player will control a squad of troops in this company level engagement. SMG fast play rules are being used with the 200 soldiers being fielded.

S-305 - Main Attack

WWII; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-43; Host Eric Shanoltz; Scale: 15mm; Rules: Battleground-Modified; Number of players: 5.

7 June 1944, 0920 hours, The German initial assault early in the morning was repulsed, and reinforcements from the town of St. Mere-Eglise, along with much needed ammunition begins to arrive in and around D company's position. Soon the ominous roar of armor could be heard from the north of the town as the full weight of the attack aimed at re-taking St. Mere-Eglise has begun. This is the third scenario of four in the mini campaign. All battle damage carries over to the last scenario.

S-531 - The Rule of LGOP - Fruhstuck

WWII; 9 AM; Length: 5; Location: Exhibit Hall A; Table: EA-27; Host Michael Gesser; Scale: Other; Rules: Final Combat; Number of players: 8.

LGOP – “Little Groups of Paratroopers armed to the teeth, lacking serious adult supervision march to the sound of the guns and kill anyone who is not dressed like them - happily they go about the day's work...and meet a German counterattack of Hiesville ...can they keep the village until the infantry arrives? Under 14 with adult supervision please.

S-244 - Morning Soccer

Modern; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-22; Host Bob Wiltrout; Scale: 30mm; Rules: Corner Kick; Number of players: 6.

Chelsea and Tottenham Hotspur fought all season long for the opportunity to do battle in Europe next fall. That battle will continue this morning as the two teams face each other at White Hart Lane in London. Both teams are based on their 2012/13 performance and stats, and the rules create a game very much like a real soccer match. This is a great chance to break up your weekend with a different kind of war! Age 12 and above.

S-396 - The Goblins are Coming!**The Goblins are Coming!**

Fantasy; 9 AM; Length: 4; Location: Ball Room C; Table: BC-01, 02; Host Buck Surdu; Scale: 10mm; Rules: Bear Yourselfs Valiantly; Look Sarge, No Charts: Fantasy, Ancient and Mediaeval; Number of players: 14.

The forces of evil are at it again. The forces of good have formed an alliance to push them back into the “dark lands.” This game uses the latest installment of the “no charts” family of rules, which is still under active development. Fight the battle, not the rules. Rules will be taught. Younger gamers welcome with a participating adult.

S-424 - Dungeon Hack

Fantasy; 9 AM; Length: 4; Location: Ball Room C; Table: BC-04; Host Noah Guilbault; Scale: 28mm; Rules: DungeonHack+; Number of players: 8.

Fall-In award-winning Dungeon adventure game returns for another run at Historicon! Get rich or die tryin'. Players control their own adventuring parties (and their opponent's monsters) on an award winning terrain while they try to get in, get the loot, and get out alive. The winner is the party (or remnants thereof) that escapes with the most gold but remember that competition is the name of the game. Get the power-ups with magical loot, battle monstrous beasts, raid opposing parties, double-cross your friends, encounter mysterious artifacts! Will you emerge... victorious? Younger gamers (10+) welcome with a participating adult.

S-459 - Gnome Wars: Battle for the Bakery!

Fantasy; 9 AM; Length: 4; Location: Exhibit Hall A; Table: EA-09; Host Michael Lung; Scale: 28mm; Rules: Gnome Wars; Number of players: 8.

Both the Allied and Imperial German armies are beginning to run low on food. The soldiers are getting hungry. The Free City of Keeblersdorf lies in their path. It looks like it is going to be a race to see who can secure the yummy cookies first. But what do the citizens of Keeblersdorf think about giving up their cookies? Rules will be taught. Younger gamers welcome with a participating adult.

S-553 - Fantasy Fleet Battles in Uncharted Seas

Fantasy; 9 AM; Length: 2; Location: Exhibit Hall A; Table: EA-38; Host Aaron Bostian; Scale: 1/600; Rules: The Uncharted Seas; Number of players: 6.

Admirals needed to command sleek sailing ships or hulking ironclad ships among a sea of volcanoes and sea monsters to fight off pirates and “liberate” a cache of treasure on a fantasy island. All ship models provided, and rules are easy to learn and play for ages 14+.

S-289 - Mutiny on Mirkheim—Prelude to Bladerunner

SciFi; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-24; Host Grant Greffey; Scale: 28mm; Rules: Ultimate Warzone, modified; Number of players: 6.

“After a bloody mutiny by a NEXUS 6 combat team in an Off-world colony, Replicants were declared illegal on earth—under penalty of death.” Here is your chance to be more human than human or to retire some Replicants. Players with an INCEPT date after 2005 should have some adult assistance.

S-538 - “We’re gonna need a lot more men” - The Alamo, March 6, 1836

Other; 9 AM; Length: 4; Location: Ball Room A/F; Table: BA-10; Host John Michael Priest; Scale: 54mm; Rules: By the Left Flank! by John Michael Priest; Number of players: 10.

During the predawn hours of March 6, 1836, the Mexican forces under Santa Anna closed in on the defenders of the Alamo. How long can the defenders hold out? Will anyone escape? Play and see. Rules taught. Children under 14 must be accompanied by a playing adult.

10 AM

S-114 - Pigs in Greece: 5th Century BC

Ancients; 10 AM; Length: 3.5; Location: Exhibit Hall A; Table: EA-52; Host Tod Kershner; Scale: 28mm; Rules: Pig Wars; Number of players: 10.

The Persian host of the Great King is invading Greece. A hodge-podge mixture of hoplites stands in their way. As always the stray pig is available and ignitable. Easy skirmish style rules. Adult must be present with child.

S-140 - Oldie but Goodie 2 - Tactica Ancients Late Byzantine vs Arab Empire

Ancients; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-45; Host James Baker; Scale: 15mm; Rules: Tactica; Number of players: 4.

More than 20 years ago, Arty Conliffe produced *Tactica*, a set of Ancients rules that was easy to play but presented considerable tactical challenges. Your humble gamemaster would like to get his armies out on the table again. This offering features two of the more evenly matched armies, the flexible Late Byzantines versus the powerful Arab Empire. The game will feature fast play, lots of dice, and big armies. Not recommended for under 10. Adult must be present with child. Rules will be taught if necessary.

S-415 - Look Sarge Hannibal's Not Here!

Ancients; 10 AM; Length: 3; Location: Ball Room C; Table: BC-08; Host James (Tank) Nickle; Scale: 10mm; Rules: Bear Yourself Valiantly; Number of players: 6. The Roman High Command has wisely chosen to attack Iberia rather than take on Hannibal and his veterans in this battle from the 2nd Punic War.

S-371 - Chaos in the Streets of Jerusalem

Dark Ages; 10 AM; Length: 4; Location: Meeting Room 3; Table: M3-01; Host Del Stover; Scale: 25mm; Rules: Tabletop Battle System; Number of players: 8.

Crusaders storm the holy city, while outside, cavalry rides to the rescue. A dynamic, fast moving, mixed skirmish and formation style game that pits two disparate forces against each other.

S-534 - No Picnic in the Park - The Battle of Pavia February 24th 1525

Renaissance; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-35; Host William Meissel; Scale: 15mm; Rules: Impetus Extra Impetus #1 Army Lists; Number of players: 6.

In the early morning hours of February 24th 1525 an Imperial Army broke through the walls of the old Visconti hunting park outside of the city of Pavia surprising the besieging French Army of Francis I. There in the fog and darkness one of the most dramatic battles of the Italian Wars took place. This is for both experienced and new Impetus players with the game's designer Lorenzo Sartori present.

S-361 - Stow on Wold, Last Battle of the English Civil War

ECW; 10 AM; Length: 4; Location: Ball Room D; Table: BD-02; Host Jeff Ball; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 4.

Lord Astley commands the last viable Royalist field army and is all that stands between the New Model Army and King Charles' vulnerable capital in Oxford. Brereton and the Parliamentarians are determined to prevent Astley from linking up with more Royalist garrisons and scattered forces and move briskly to intercept. Astley commands veteran cavalry and largely garrison foot on a hill facing the Parliamentarians who only have a modest numerical advantage. Can they turn aside this challenge and attempt to rally more to their cause, or will this be the end?

S-253 - Eugene and Vendome: Luzzara 1702

Age of Reason; 10 AM; Length: 5; Location: Exhibit Hall A; Table: EA-26; Host Michael Montemarano; Scale: 15mm; Rules: Fire and Fury Regimental, modified; Number of players: 8.

Eugene and Vendome: The Battle of Luzzara, 15 August 1702. The evenly-matched Imperial and Franco-Allied armies marched across northern Italy for much of the summer of 1702, maneuvering in the minut of siege and counter-siege characteristic of the WSS. On August 15, Eugene found Vendome entrenched in a strong position, with a flank anchored on the bank of the Po River, and attacked. In a game using modified Regimental Fire & Fury, units represent infantry battalions, cavalry brigades and artillery batteries.

S-487 - Bergen

Seven Years War; 10 AM; Length: 3; Location: Ball Room B; Table: BB-02; Host Tim Tilson; Scale: 15mm; Rules: Black Powder; Number of players: 5.

13 April 1759. Westphalia. Ferdinand has ordered his Allied Army to attack what he thinks is an isolated French detachment. However the entire French army awaits him.

S-153 - Napoleon at War Regional Tournament

Napoleonic; 10 AM; Length: 12; Location: Exhibit Hall A; Table: EA-TOURN; Host Ken Jacobsen; Scale: 15mm; Rules: Napoleon at War; Number of players: 16.

Napoleon at War Regional tournament, 10:00am – 6:30pm. This will be a three round tournament with 1500 point armies. This is an open tournament; no qualifying is necessary to participate. However, total participants will be limited to 16 players. Only army lists from the 100 Days book or PDFs on the Man at War website will be allowed. All figures must be painted; and all figures within the army must be for that army – no proxy units will be allowed. Note: there will be “loaner” armies available on a first-come, first-serve basis. Each round will last 2.5 hours. Each player will participate in one of three missions designed specifically for the tournament. Points will be awarded according to the Victory Point and Glory Point charts in the Napoleon at War rulebook. Initial opponent draw and scenario will be determined randomly. Subsequent opponent draws will be based on cumulative points Victory and Glory points, matching participants who have yet to play each other. Top finisher awards will be given to the top three, and every participant will receive a discount for a participating vendor. Player must be 16 years old to participate.

S-222 - Battle of Lutzen 1813

Napoleonic; 10 AM; Length: 12; Location: Exhibit Hall A; Table: EA-04; Host Michael Graziano; Scale: 15mm; Rules: Napoleon's Battles; Number of players: 12.

Battle of Lutzen 1813. 200th anniversary of the battles of 1813. The prelude to Leipzig, to be run at Fall In! 2013. 10am-6pm . for adults but would love father and sons/daughter teams this is history and we must teach.

S-526 - August 1814: Raid on Dolley's Mill

War of 1812; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-06; Host Raymond Miller; Scale: 28mm; Rules: Homemade; Number of players: 6.

Following the burning of Washington, DC, a British joint Army and Naval landing party pursues remnants of the US government in a village defended by mix of US Army regulars and militia. Rules emphasize company and battalion commanders' balancing welfare of their troops against risking combat injury. Players keep their units' condition and intentions secret. Commanders must make decisions based on imperfect information. Each infantry/landing-party player commands one battalion consisting of two companies. One player on the American side will also be the Regiment Commander. On the British side, one player will command the infantry and rocket forces while another commands the Naval landing-party. The game's scenario is based on the many raids the British conducted along the East Coast. Placing the scenario in August 1814 allows for the plausible (but still fictional) added element of Washington's refugees fleeing a joint Army/Naval party raid. Rules will be taught. Beginners age 12 and over are welcome.



S-115 - How the West was Lost Book I - Charge 'em to Hell! - May 19, 1863

American Civil War; 10 AM; Length: 4; Location: Meeting Room 4; Table: M4-01; Host Robert Hall; Scale: 10mm; Rules: Fire and Fury Classic Brigade System; Number of players: 12.

Grant attempts to seize the works at Vicksburg without the assistance of his artillery reserve in an all-out infantry assault. This is part three of an all-weekend long series of events depicting Grant's 1863 Vicksburg Campaign. We will fight over a sculpted terrain board featuring all the salient points. No need to play in all but you are certainly welcome to do so. Adults and minors accompanied by adults only.

S-142 - Battle Cry of Freedom - A Golden Opportunity

American Civil War; 10 AM; Length: 5; Location: Exhibit Hall A; Table: EA-11; Host Nemo Lionikis; Scale: 15mm; Rules: Shouting the Battle Cry of Freedom; Number of players: 6.

A Union corps has a golden opportunity to strike the flank of the Confederate army, stunning the Confederacy with a major defeat. Or is it the Confederates who will bag an entire Union corps with a bloody counterstrike? Come and see in this scenario designed to introduce players to Shouting the Battle Cry of Freedom, new ACW rules available in 2013! Ages 15 and up.

S-206 - Pickett's Charge

American Civil War; 10 AM; Length: 8; Location: Ball Room A/F; Table: BA-09; Host Dennis Kalember; Scale: 15mm; Rules: Fire and Fury Regimental; Number of players: 12.

Come play in a massive Regimental Fire and Fury game. Can the confederates win this time?

S-337 - Slaughter's Mountain, Summer 1862

American Civil War; 10 AM; Length: 2; Location: Ball Room D; Table: BD-04; Host Guy Gormley Jr.; Scale: 54mm; Rules: Carnage & Glory II; Number of players: 6. KID Friendly- players 13 and under encouraged. This is a semi Historical battle using Civil War Plastic Army men. We will be using a simplified version of the Carnage and Glory II, The American Civil War rules geared toward kid friendly play. Players only have to worry about moving and shooting, the computer takes care of the rest. Scenario is a Brigade sized action based on the Battle of Cedar (Slaughter's) Mountain, August 9, 1862.

S-224 - Otjosongombe: Leave no Man Behind! (German South-West Africa, 1904)

Colonial; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-46; Host Roy Jones; Scale: 25mm; Rules: The Sword and the Flame, modified; Number of players: 6. Herero riflemen occupy the deeply cut, dry riverbed of Otjosongombe Creek - a formidable trench line! The Herero plan: decimate the German column, withdraw without being routed and leave no man behind. But the Bastard Detachment will be hot on their heels, hungry for prisoners! From the scenario book "The Herero War". More at: www.hererowars.com.

S-288 - Rorke's Picnic

Colonial; 10 AM; Length: 2; Location: Exhibit Hall A; Table: EA-25; Host Jim Reynolds; Scale: 28mm; Rules: Teddy Bear Picnic; Number of players: 8.

It is picnic time for the 24th Bear Foot, but visitors have rudely interrupted. With the boys have their picnic or will the Zulu bears ruin tea time? Kids Game.

S-195 - Mitrailleuse vs Needle Gun - Gadeville 1870

19th Century; 10 AM; Length: 5; Location: Ball Room D; Table: BD-07; Host Bill Gray; Scale: 15mm; Rules: Age of Valor Playtest - 1870 European Fire & Fury; Number of players: 8.

The 1712 Gadebusch battlefield transported to 1870 northern France where Napoleon III has a nasty surprise waiting for the needle gun packing Prussians - the Reffye "Canon a Balles." Another playtest supporting our upcoming and final Age of Eagles expansion module, covering European conflict from the 1848 Hungarian Revolution thru the 1905 Russo-Japanese War. We need some thick skinned participants, so enlist if you've got the stomach and like loads of fun.

S-422 - The Last German Battle: Rossbrunn, 26 July 1866

19th Century; 10 AM; Length: 5; Location: Ball Room B; Table: BB-05; Host Bruce Weigle; Scale: 6mm; Rules: 1866; Number of players: 6.

Although the Austro-Prussian War was won in Bohemia on 3 July, Austria's German allies doggedly continued the fight against Prussia's Army of the Main for nearly a month afterwards. This is the last major battle of the last intra-German war, as the Main Army tries to break through the Bavarian VII Corps to Würzburg and victory.

S-297 - Knights of the Air Flying Circus 1917

WWI; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-37; Host Robert Varga; Scale: 1/48; Rules: Home Rules; Number of players: 4.

You along with your squadron of planes encounter the enemy fighters over No Man's Land. With limited fuel and ammunition you maneuver your planes to achieve an advantage in the attack with position and numerical superiority. How well you do depends upon your anticipating your adversary's moves, and your own dice rolling ability. Kids 12 years old or older are welcome. Easy rules to understand and enjoy.

S-309 - Bloody April (1917)

WWI; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-42; Host Bill Michaels; Scale: 1/144; Rules: Wings of War/Wings of Glory; Number of players: 12.

It is April 1917, and the Battle of Arras is underway. The RFC is flying in support of the British Army, crossing over into German territory, flying recon and artillery spotting missions. The new German Albatros fighters have a quality edge, but is it enough to deal with all the aircraft the RFC is sending over the lines every day? Beginners welcome! Pilots under age of 12 welcome with an adult co-pilot.

S-398 - Verdun: The Breakthrough to Morte Homme; 6 March 1916

WWI; 10 AM; Length: 4; Location: Ball Room C; Table: BC-03; Host Steve Gelhard; Scale: 15mm; Rules: Storm of Steel 1918; Number of players: 6.

Here, the entire German 22nd Reserve Division surprised the French and had already broken through the main trench lines and are advancing to outflank the Morte Homme hill on the West bank of the Meuse. The French 67th Division are moving to stop them. They meet at "Goose Hill" and the Bois de Corbeaux just east of the Morte Homme. You can command a regiment if desired. Fighters, bombers, aerial spotting, balloons, gas, flamethrowers, assault troops and a small amount of trench action.

S-480 - Nagumo vs SOPAC

WWII; 10 AM; Length: 4; Location: Ball Room B; Table: BB-02; Host Steven Berger; Scale: 1/4800; Rules: General Quarters 3; Number of players: 6.



Metallic Artificial Legs.

Made of Corrugated Brass or other Metals. Patented Jan. 6th, 1863, by the Universal Joint and Artificial Limb Co.

Weight only Four Pounds.

Soldier's price, \$50; Civilian's, \$75. Send for a Circular. J. W. WESTON, Agt., 491 Broadway, N. Y.

Time: September, 1942. Place: The Solomons (where else). While both the IJN and USN were licking their wounds after the Battle of the Eastern Solomons, the Imperial Navy mounted another reinforcement effort from Rabaul and the Shortland Islands. Combined Fleet sortied from Truk to support. Admiral Turner chose the same window to send 7th Marines into Guadalcanal covered by SOPAC's remaining carriers. Nearly a dozen task groups operated in or around Guadalcanal for several days without another carrier battle taking place. We won't let that happen. Rules Taught. Beginners Welcome.

S-481 - Chosin Reservoir

WWII; 10 AM; Length: 4; Location: Ball Room B; Table: BB-04; Host Tu Tran; Scale: 12mm; Rules: Mein Panzer; Number of players: 6.

The US Marine 1st Division have been tasked to destroy the hydroelectric capabilities associated with the Chosin Reservoir. The Marines were given faulty information on enemy strengths in the area and soon realized their misfortune. The Marines are attempting to return to 3rd Infantry lines after being surrounded by the Chinese, who are hell bent on destroying them. Will the Marine leadership be able to successfully lead the division to safety? Will the Chinese leadership successfully thwart the Marines withdrawal action? Rules Taught. Beginners Welcome.

S-447 - CY6! Jet Age - Breaking the Sabre - Chamb, Kashmir, September 3, 1965

Modern; 10 AM; Length: 4; Location: Ball Room E; Table: BE-06; Host Brian Cantwell; Scale: 1/200; Rules: Check Your 6! - Jet Age; Number of players: 6.

The Indian Air Force called the diminutive Folland Gnat "the Saber Slayer" and in the early days of the 1965 conflict seven IAF Gnats ambush two Pakistani Sabres with an F-104 flying top cover. Historically the encounter ended in a confused draw, but it's cannons versus missiles as players strive for air superiority in this scenario from Crisis in Kashmir!, the latest scenario book for Check Your 6! - Jet Age. Younger gamers welcome with parent.

S-527 - Zombie Cardio 2.0

Modern; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-07; Host Chad Miller; Scale: 20mm; Rules: Zombies!!!; Number of players: 8.

Just when you thought it was safe to run the streets of the zombie filled city you discover your friend is out to eat your Brains!!!!!! That is right come play this faster than last year paced Zombies!!!!!! As Human or Zombie and hunt your buddy in mid-town Manhattan!!! Beginners Welcome.

S-544 - Gary Owen! Air Cav! - "In Country" 1965

Modern; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-21; Host Matthew Craig; Scale: 6mm; Rules: In Country - Tactical Combat in the Vietnam War; Number of players: 6.

Late October 1965 - Ia Drang Valley. The 1st Brigade Air Cav is moving into a village in order to evacuate the indigenous personnel, and deny the enemy a base of operations. Unfortunately for the boys of the 1st, there is a Viet Cong battalion already lurking in the area! Will the Air Mobile get the job done? Will Victor Charley foil their plans? Huey gunships, Punji pits, and M60s a plenty! New players welcome. Measuring devices with metric recommended, but not mandatory. Children 13+ must be accompanied by an adult.

S-379 - Warriors: Rescue the Kits!

Fantasy; 10 AM; Length: 2; Location: Ball Room C; Table: BC-07; Host Katharine Adams; Scale: 120mm; Rules: Blood and Swash; Number of players: 6.

Erin Hunter's popular 'Warriors' series depicting the adventures of woodland cat clans comes to Historicon. Shadow Clan's leader Brokenstar has abandoned the warrior code and is after the other clans' hunting grounds. Only Thunder Clan stands firm. Yesterday they drove off a bold Shadow Clan attack on their camp, only to have Brokenstar's followers return and snatch a liter of kits. Now two parties of Thunder Clan warriors, with the aid of some Shadow Clan exiles, must strike deep into the Shadow Clan camp to rescue the kits. The HAWKS will be hosting one table of shorter games for Kids all day and . Come help us introduce your kid to the fun of miniature gaming! Older gamers welcome with a participating kid.

S-324 - Battlestar Galactica "Resupply"

SciFi; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-34; Host Ted Hehemann; Scale: 1/6000; Rules: Picon Military Academy, Home Rules; Number of players: 8.

Set in the Battlestar Galactica new series universe- A desperately needed Colonial supply convoy must be protected on its dangerous mission to resupply a critical Colonial base. Without these supplies the base must be abandoned along with this entire sector of space. Plenty of capital ships for everyone. Rules will be taught. They are fast paced and very easy to learn. Younger players welcome with a playing adult.

S-510 - Battletech - Wars of Reaving

SciFi; 10 AM; Length: 6; Location: Ball Room E; Table: BE-02; Host Paul Sjardijn; Scale: 1/285; Rules: Total Warfare; Number of players: 10.

During The Wars of Reaving, all of the Homeworld Clans attacked each other in bloody combat and several Clans died. But during all of this chaos, a unknown force called the Society came out of nowhere and attacked all of the Clans with new weapons. With support from the Bandit Caste, the reborn Clan Burrock, and Clan Coyote, the Society caused great destruction and disruption to all of the Clans. Who will win, join and help decide the future of the Clans. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

S-513 - Battletech - Grinder 1

SciFi; 10 AM; Length: 3; Location: Ball Room E; Table: BE-01; Host Martin Rodriguez; Scale: 1/285; Rules: Total Warfare; Number of players: 6.

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. The winner of this round will get a spot in the Grinder Championship evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

S-333 - Second Day on the Trebbia - French Attack on the Austrians at Nicolo

Other; 10 AM; Length: 5; Location: Ball Room D; Table: BD-06; Host Tom Garnett; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 6.

When fighting resumed along the Trebbia on the 19th, the French surprised the Russo-Austrian allies with a powerful but unsupported morning attack by the French divisions of Olivier and Watrin. Unfortunately for the French, Suvorov took immediate action to halt the French advance with counterattacks.

S-482 - Escape

Other; 10 AM; Length: 4; Location: Ball Room B; Table: BB-06; Host Mike Moran; Scale: 25mm; Rules: Mein Zombie; Number of players: 6.

Trapped in a fortified house, there is only one chance of contacting the army for rescue. Supposedly there is a cache of weapons hidden near by. Can a small group of survivors live long enough to retrieve the necessary equipment for rescue? Or will they become the living dead? Rules Taught. Beginners Welcome.

11 AM

S-311 - "But Pirates are Coming Captian!" (PIRATES! Circa 1700s Hollywood style)

Age of Piracy; 11 AM; Length: 3; Location: Exhibit Hall A; Table: EA-58, 44, 45, 46, 47, 48; Host Scott Christian; Scale: 28mm; Rules: FFoS (Currently unpublished); Number of players: 10.

"Yo Ho blow the man....way off course?" The intrepid Treasure Galleon Santa Traccion has been sent wildly off course by tropical storms into the grasp of desperate Buccaneers. Drop sail and run out the guns as desperate seamen clash in a chase through the Caribbean. This session is a preamble to the evening game. Try your hand at the helm, Gunnery and the cutlass. All experience will count in the evening game if you survive. To be a ship's captain you must have a Valid Drivers license and at least 16 years of age. This game is politically incorrect and teeming with colorful euphemisms, bawdy humor and a dash of distasteful anecdotes.

S-312 - Battle of Rivoli - 1797

Napoleonic; 11 AM; Length: 4; Location: Exhibit Hall A; Table: EA-42; Host Alan Isabelle; Scale: 15mm; Rules: Eagles at War (soon to be released); Number of players: 6. General Bonaparte's 23,000 French rally from near defeat to drive Alvinczi's 28,000 Austrians from the field. Refight one of the early battles that built Napoleon's reputation and led him toward the road to empire. Soon to be published Eagles at War rules.

S-249 - Longstreet's Assault - Gettysburg July 2, 1863

American Civil War; 11 AM; Length: 6; Location: Exhibit Hall A; Table: EA-50, 54; Host Curt Daniels; Scale: 15mm; Rules: Johnny Reb 3 modified; Number of players: 20.

Longstreet's Assault from the Peach Orchard to Little Round Top. Join Scott Mingus, Curt Daniels and Grant Daniels for an epic Johnny Reb game of Lee's best chance to defeat Meade at Gettysburg. Familiarity with the rules recommended. Gamers under 14 must have a playing adult present.

S-199 - Operation Mercury: Crete Megagame

WWII; 11 AM; Length: 6; Location: Ball Room A/F; Table: BA-03; Host Jake Strangeway; Scale: 15mm; Rules: Command Decision TOB; Number of players: 15.

On May 20th, the German war machine began its invasion of Crete. An entire division of paratroopers landed on 4 different drop zones to try and take the island by storm. This megagame will recreate three of those dropzones on 28 feet of table. So strap on a parachute and join us for this great event! No children under 13 without adult.

S-346 - Battle of Chaumont, December 23, 1944: American assault

WWII; 11 AM; Length: 4; Location: Ball Room D; Table: BD-01; Host David Bonk; Scale: 28mm; Rules: Bolt Action; Number of players: 6.

As the American's push north to relieve Bastogne elements of the 10th Armored Infantry Regiment and 8th Tank Battalion attack the 14th Fallschirmjager Regiment at Chaumont on December 23, 1944.

S-300 - Operation Rolling Thunder - Vietnam 1967

Modern; 11 AM; Length: 4; Location: Exhibit Hall A; Table: EA-53; Host James Martin; Scale: 1/300; Rules: Check Your 6! - Jet Age; Number of players: 8.

As part of the Rolling Thunder campaign, a bridge over the river Red River must be taken out. F105s and F4s are called upon for the strike. Can the Migs of the Vietnam People's Air Force stop them?

S-554 - Fantasy Fleet Battles in Uncharted Seas

Fantasy; 11 AM; Length: 2; Location: Exhibit Hall A; Table: EA-38; Host Aaron Bostian; Scale: 1/600; Rules: The Uncharted Seas; Number of players: 6.

Admirals needed to command sleek sailing ships or hulking ironclad ships among a sea of volcanoes and sea monsters to fight off pirates and "liberate" a cache of treasure on a fantasy island. All ship models provided, and rules are easy to learn and play for ages 14+.

12 PM

S-353 - Northhamptonshire, June 1645

ECW; 12 PM; Length: 4; Location: Ball Room D; Table: BD-03; Host Nigel Marsh; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 6.

The New Model Army clashes with the King's field army. Will Parliamentarian training and equipment overcome the experience and élan of the King's army?

S-213 - Battle of Isle Groix- Day 1 - 22 June 1795

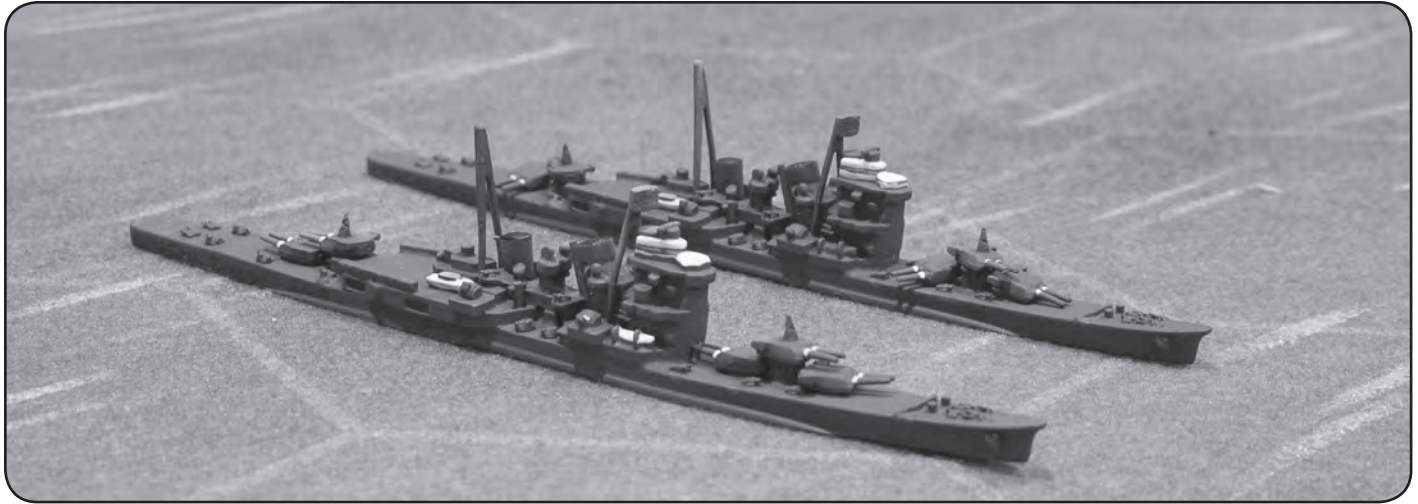
Napoleonic; 12 PM; Length: 6; Location: Exhibit Hall A; Table: EA-32; Host Stanley Sunderwirth; Scale: 1/2000; Rules: Victory Under Sail; Number of players: 10.

Admiral Lord Bridport with 14 SOL and 5 frigates protects an invasion expedition to Queberon Bay against Vice Admiral Villaret-Joyeuse with 12 SOL and 11 frigates. The French had a chance to defeat the British before they could be reinforced by the 3 SOL of the convoy escort. Players control squadrons in a game with lots of dice and few charts. Rules will be taught.

S-315 - Gettysburg - July 2, 1863 - Longstreet's Attack

American Civil War; 12 PM; Length: 2; Location: Exhibit Hall A; Table: EA-15; Host William Hupp; Scale: 54mm; Rules: Battle Cry; Number of players: 5.





BattleCry in 54mm. Parent child game. 2013 is the 150th Anniversary of the battle of Gettysburg, July 1 to 3, 1863. Robert E. Lee's Army of Northern Virginia against the Army of the Potomac under George Meade in the most well know battle of the Civil War. Fight the battle for Little Round Top, the Wheatfield and the Peach Orchard using brigade sized units. This is a great system to start children on. Rules will be taught. Children do not have to be accompanied by parents. A card driven game, children should be able to read (works best with ages 9 and up.)

S-445 - Fireball Forward - Tigers Attack, Normandy, France, 13 June 1944

WWII; 12 PM; Length: 5; Location: Ball Room E; Table: BE-04; Host Sean Barnett; Scale: 15mm; Rules: Fireball Forward; Number of players: 8.

After Michael Wittmann's successful counterattack on the morning of 13 June, the Germans attempted to follow up by driving into Villers-Bocage with the Tigers of 1st Company, 101st SS Heavy Panzer Battalion, and infantry and tanks from the Panzer Lehr Division. They encountered 1st/7th Battalion of the Queen's Royal Regiment, supported by armor from the 4th County of London Yeomanry, deployed in depth in the town. A scenario from the upcoming Fireball Forward book on the battle of Villers-Bocage. Younger gamers welcome with parent.

S-449 - CY6! Jet Age - Flogging the Magic: Action at Ubeydah-Ibn-Jarrah airbase, Iraq, 26 April 1981

Modern; 12 PM; Length: 3; Location: Ball Room E; Table: BE-07; Host Alvin Gunkel; Scale: 1/600; Rules: Check Your 6! - Jet Age; Number of players: 12.

Deep strikes into Iraq continued in the face of at least two MiG-21 squadrons equipped with R550 Magic missiles. F-4E Phantoms often performed the workhorse role, and on this day a package of "two plus four" managed to close within 20 km of their target before the Iraqis intercepted. The first two Phantoms had completed their bombing run when Iraqi MiG-21 and MiG-23 interceptors arrived at the same time as the Iranian follow-up four-ship formation. The Iraqi flights were caught between the two elements of the Iranian strike package. The first pair of Phantoms closed to a position of advantage and the leader downed one Flogger with cannon fire. Can the Magic turn the tide for the hard-pressed Iraqis?

S-218 - Death Race 2013

Future; 12 PM; Length: 3; Location: Exhibit Hall A; Table: EA-13; Host Stan Johansen; Scale: 20mm; Rules: Road Rage; Number of players: 8.

Prisoners Compete for a pardon in a last man driving race. Watch the movie and come play the game. Road Rage rules by Phil Tortorici. Child with adult OK.

S-392 - Team Rocket's Gambit

Fantasy; 12 PM; Length: 3; Location: Ball Room C; Table: BC-07; Host William Acheson; Scale: 40mm; Rules: Pride of Lions; Number of players: 6.

As the evil Team Rocket tries to conquer the world, they travel to the ancient island to summon the Pokémon Giratina. Fortunately a group of young heroes and their Pokémon armies plan to stop them. Play as some of the most famous Pokémon characters allied with their Pokémon in this adventure game. Rule will be taught. Kids welcome with a parent in the area. The HAWKS will be hosting one table of shorter games for Kids all day and . Come help us introduce your kid to the fun of miniature gaming! Older gamers welcome with a participating kid.

S-543 - EPIC Armageddon: Relictus or The Battle for Planet P!

SciFi; 12 PM; Length: 4; Location: Ball Room A/F; Table: BA-05; Host Chase Wager; Scale: 6mm; Rules: Warhammer 40k EPIC Armageddon; Number of players: 10.

A small desert planet known as P, housing pivotal Imperial soft drink production facilities, has erupted with Tyranid hives (seemingly from the very "bowels" of the planet itself)! Of the many Space Marine Chapters scrambled to the planet in response, only the Dark Angels are left to prevent the Hive Mind from taking the entire planet, ultimately causing a universe wide Slum drought. It's a !0,000 point, brawl for it all! New players welcome. Tape measures or rulers with metric recommended, but not mandatory. Children 13+ must be accompanied by an adult.

1 PM

S-152 - "Give them hell 54!" Fort Wagner, July 18th, 1863

American Civil War; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-12; Host EJ Nash; Scale: 10mm; Rules: Iron and Fire naval + home rules land supplement; Number of players: 6.

General Strong called out the bearer of the national colors, and grasped the flag. 'If this man should fall, who will lift the flag and carry it on?' After the briefest of pauses, Col Shaw stepped forward, and taking a cigar from between his teeth responded, 'I will.' Can you succeed where the 54th Mass failed? Brave men, forts, ironclads, and the 150th Anniversary of the battle. What more can you ask for? well behaved Kid Friendly Game. Rules taught.

S-296 - Prelude to Vicksburg: A Battle by the River 1863

American Civil War; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-33; Host Miles Reidy; Scale: 28mm; Rules: *Black Powder*; Number of players: 8.

This battle is a meeting engagement between two roughly equal-sized forces, but there's a chance one side or the other will have an ironclad to provide fire support. Our table will feature fantastic terrain from Architects of War and "may" even have a 28mm scale ironclad. The final order of battle will be influenced by a preceding game on night (Sink the Tennessee!). Children welcome if accompanied by an adult.

S-469 - 1st R.I. Cav June 17th, 1863

American Civil War; 1 PM; Length: 4; Location: Ball Room A/F; Table: BA-01; Host Maurice Holmes; Scale: 25mm; Rules: *High Noon/Under Fire*; Number of players: 8.

SKIRMISH AT MIDDLEBURG. Rhode Island Cavalry Regiment was cut off and partly surrounded in Middleburg by Jeb Stewart's cavalry. They barricaded all the roads leading into the town and a lively defense took place. But the Union Troopers were severely outnumbered. All High Noon games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

S-169 - Jutland 6 August 1914 Part 3 Oldies but Goodies

WWI; 1 PM; Length: 5; Location: Exhibit Hall A; Table: EA-20; Host Dave Emdee; Scale: 1/1200; Rules: *Victory at Sea*; Number of players: 22.

What if the German fleet came out on the first day of the war? This scenario continues the battleline with the pre-dreadnoughts. At the end of the line fight the Deutschlands and Schlesiens against the King Edward VII's and Albemarle's. Rules taught (3 minutes).

S-234 - Bir El Gubi

WWII; 1 PM; Length: 3; Location: Exhibit Hall A; Table: EA-44; Host Leif Edmondson; Scale: 1/285; Rules: *GHQ Micro Armour: The Game WWII*; Number of players: 6.

Forces of the British 22nd Armoured Brigade will attempt to turn Rommel's Flank near Bir el Gubi but find elements of the Italian Ariete Armored Division waiting for them. Rules used will be GHQ's Micro Armour: The Game - WWII, with no prior experience necessary, rules will be coached at the event but prior experience a plus. After the game the players and GM's will nominate 'best player of the game' who will be awarded a gift certificate to GHQ.

S-243 - The Battle of the Hornburg (Helm's Deep)

Fantasy; 1 PM; Length: 6; Location: Exhibit Hall A; Table: EA-05; Host L.J. O'Donnell; Scale: 28mm; Rules: *War of the Ring*; Number of players: 6.

King Theoden has retreated to the age old stronghold of the Hornburg awaiting the army of Isengard. Theoden must be able to hold out and hope that Erkenbrand's forces can arrive and lift the siege or else Rohan will fall. Let's hope they last the night. This scenario is the book version from The Two Towers. The rules are Games Workshop War of the Ring mass battles system adding a few siege rules from the LoTR Strategy Battle Game. Not recommended for kids.

S-555 - Declaring the King(or Queen)

Fantasy; 1 PM; Length: 4; Location: Exhibit Hall A; Table: EA-29; Host David DeWitt; Scale: 25mm; Rules: *Home Rules*; Number of players: 8.

The King is dead! The Lords set out across the realm to gather the deeds they need to become king, either by claim or by force. Only one will be the new ruler in the end. A game with unique battle play and intrigue. 3 year running in a row.

S-290 - The Steele Trap

SciFi; 1 PM; Length: 5; Location: Exhibit Hall A; Table: EA-24; Host Grant Greffey; Scale: 28mm; Rules: *Ultimate Warzone, modified*; Number of players: 8.

Imperial agent John Steele is investigating the disappearance of the submarine Argus. He just arrived in the Bauhaus coastal town of Bontonsur-Mer to meet Agent Desiree Longfellow. Longfellow's last message indicated that she has evidence that the nefarious Dr. Hugo Orenstein is behind the disappearance of the Argus.

S-512 - Battletech - Grinder 2

SciFi; 1 PM; Length: 3; Location: Ball Room E; Table: BE-01; Host Martin Rodriguez; Scale: 1/285; Rules: *Total Warfare*; Number of players: 6.

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class. The winner of this round will get a spot in the Grinder Championship evening. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

S-408 - Get Me to the Temple on Time

Ancients; 2 PM; Length: 4; Location: Ball Room C; Table: BC-05; Host Norman Dean; Scale: 20mm; Rules: *N.U.R.D.*; Number of players: 6.

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

S-340 - Let the Westphalians Play!

Napoleonic; 2 PM; Length: 4; Location: Ball Room D; Table: BD-05; Host John Snead; Scale: 28mm; Rules: *Carnage & Glory II*; Number of players: 6.

Fictional scenario involving the Westphalian VIII Corps in Russia, just prior to Borodino. Let's see what they can do!

S-397 - Battle of Laon, 1814

Napoleonic; 2 PM; Length: 4; Location: Ball Room C; Table: BC-01, 02; Host Buck Surdu; Scale: 10mm; Rules: *Fate of Battle: Look Sarge, No Charts: Napoleonic Wars*; Number of players: 14.

Napoleon is on the ropes as the allies push inexorably toward Paris. Napoleon plans to launch a counterstroke to set the allies on their heels. In the actual battle, Napoleon's attacks were uncoordinated and in some cases didn't occur at all. In this what-if scenario, Napoleon will attempt to destroy a Prussian and a Russian corps and prepare to launch against the Austrians. Using the latest "no charts" rules, which are enjoyed by Napoleonic gaming grognards as well as those who have sworn never to play Napoleonics again, Fate of Battle enables players to fight the battle, not the rules. Rules will be taught. Not suitable for

S-432 - Battle of Glottau, June 5, 1807

Napoleonic; 2 PM; Length: 4; Location: Ball Room B; Table: BB-01; Host Michael Hopper; Scale: 28 mm; Rules: *Shako II*; Number of players: 4.

Ney abandoned his position around Guttstadt, conducting a slow fighting withdrawal past Glottau. His corps repeatedly deployed to buy time for the baggage to withdraw. Bagration's column pursued aggressively, hoping that Sacken's flanking column would sever Ney's line of retreat from the northwest. Russian success depended on pinning, encircling and crushing Ney's corps. Children under 12 accompanied by an adult.

S-260 - Skirmish at Nanticoke Creek

War of 1812; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-19; Host Robin Empey; Scale: 28mm; Rules: Red Coats and War Hawks; Number of players: 8.

In early November, 1814, Colonel Duncan McArthur has led his Ohio volunteers into Southwestern Ontario seeking vengeance against the British for his surrender to General Brock back in 1812. As he presses his way through Upper Canada, he creates a "Desert Between Nations", burning and pillaging settlements and homesteads leaving the Canadians with nothing just before winter sets in. Forced southwards towards Lake Erie by poor weather McArthur is about to meet a small but determined Norfolk Militia preparing to stop his progress. Will they succeed? Ages 16 or over.

S-385 - HAWKS' Army Giveaway for Kids

American Civil War; 2 PM; Length: 2; Location: Ball Room C; Table: BC-07; Host Eric Schlegel; Scale: 54mm; Rules: Home Rules; Number of players: 4.

In this third year of a multi-year outreach effort, the HAWKS are sponsoring a game to interest children in the hobby. Several gamers have donated figures to the HAWKS with the understanding that we will get them into the hands of kids. All four children who participate in this event will get a small, painted Yankee and Rebel army to take home. This year's American Civil War project is based on the generous donation of 54mm figures from Randy Seybert. The club has been aided this year by the painting support and terrain of Chris Johnson.

Note: Children UNDER 10 only, I repeat UNDER 10 only!

S-558 - "Look Well To You Corps - Part Two" Banks Ford, May 4, 1863

American Civil War; 2 PM; Length: 5; Location: Exhibit Hall A; Table: EA-16; Host Steve Curtis; Scale: 15mm; Rules: Regimental Fire and fury; Number of players: 10.

Hearing of Gen Hooker's defeat at Chancellorsville, Union Gen Sedgwick forms his corps into a horseshoe defensive position to guard his crossing to the north back of the Rappahannock. Gen Lee attempted to bring three divisions together to smash this isolated union corps.

S-256 - "They Fought Like Devils" - Camerone 1863

Colonial; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-25; Host Tom Fisher; Scale: 25mm; Rules: They Fought Like Devils; Number of players: 6.

The South Carolina Historical Gaming Society presents the battle of Camerone in honor of its 150th anniversary. This is a classic French Foreign Legion "against the odds" fight as they struggle to defend the hacienda da la Trinidad from the Republican Army of Mexico. So come join us for this battle south of the border that will redefine what it means to be a legionnaire. Beginners welcome. The rules will be taught. Players under 12 with an adult.

S-551 - The Keaal - a Zulu War Scenario

Colonial; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-22; Host Mark Stevens; Scale: 28mm; Rules: The Sword and the Flame; Number of players: 8.

A punitive British column strikes deep into Zulu territory to punish a local chief.

S-101 - Mystery of Castle Krabbenstein

Victorian Science Fiction; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-10; Host Jon Lundberg; Scale: 28mm; Rules: In Her Majesty's Name; Number of players: 6.

In the borderlands of Eastern Europe is the tiny Kingdom of Zef. The villages have been victimized by Castle Krabbenstein. The Count of Krabbenstein rules the area with a brutal and capricious hand. Rumor suggests he found an ancient idol. Major powers and organizations have sent teams to investigate. Demo games at the Brigade table will teach the rules and start the story. Adult should be present with child less than 13.

S-197 - Secret Science: Science on Mars

Victorian Science Fiction; 2 PM; Length: 3; Location: Ball Room A/F; Table: BA-08; Host Bob Charrette; Scale: 28mm; Rules: Secret Science; Number of players: 6. Automatons! Landships! Dinosaurs! And maybe a few zombies! It's Mad Science in action in this introduction to Parroom Enterprises' Battle Science rules. Can your Genius secure the secrets of Mars? Players 14 and older, figures supplied.

S-123 - Battle of the Yellow Sea, August 10, 1904

Russo-Japanese War; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-03; Host Bob Moon; Scale: 1/1000; Rules: Battleship Diplomacy, modified; Number of players: 10.

In 1897 the Russians secured a lease on Port Arthur with rights to connect it to the Trans-Siberian RR. Infuriated, the Japanese laid plans for revenge. By August 1904, the Japanese army was close enough to start shelling Port Arthur. Alarmed, the Czar ordered Admiral Vitgeft to take his powerful Pacific Squadron and "break out" towards Vladivostok. Admiral Togo's Imperial fleet was waiting! So come on grab the wheel, load those 12" guns and see how your squadron fights! 37 Ships! Adults only please, 18+.

S-271 - H. G. Wells Little Wars, 100th Anniversary Game Hooks Farm

Early 20th Century; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-39; Host Robert Beattie; Scale: 54mm; Rules: H. G. Wells Little Wars; Number of players: 10.

It is the 100th anniversary of the beginning of the hobby. Play the original game with 54mm lead figures and shooting cannons, building block scenery. Read the rules here: <http://www.gutenberg.org/ebooks/3691> Children over 12 with parent.

S-280 - Duce's Dilemma

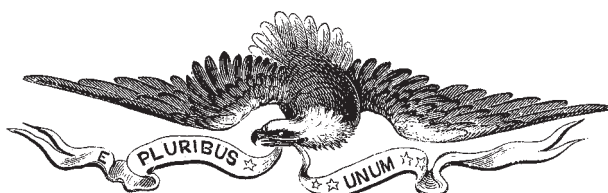
Inter-War; 2 PM; Length: 6; Location: Exhibit Hall A; Table: EA-28, 36; Host Michael Harris; Scale: 1/2400; Rules: Command at Sea; Number of players: 14.

It's 1937 and the Italian Navy has a problem. Il Duce has vowed to stop any aid from the Soviet Union reaching Republican Spain. But per the Lyon Accords, the Non-Intervention patrols can engage any 'pirates' found attacking merchant ships. A six-ship convoy is enroute to Valencia with two ships full of Soviet war material. But a nearby French patrol is on hand to intercept. Can the Duce's demand fulfilled or will the French Navy once again spoil Italian dreams for victory in the Med? Join the Admiralty Trilogy team for high seas action between two classic Mediterranean fleets.

S-148 - Summer on the Eastern Front Day 2

WWII; 2 PM; Length: 2; Location: Exhibit Hall A; Table: EA-07; Host Sean Christy; Scale: 15mm; Rules: Fields of Valor; Number of players: 4.

Summer 1941, German and Russian forces fight for control of the map.





S-164 - The Devil's Triangle To Pay - Confederate and Union Navies in the Atlantic - 1943

WWII; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-48; Host Marshall Lamm; Scale: 1/1800; Rules: Naval Thunder, modified; Number of players: 8.

1943 finds the Union and Confederate navies facing off in the Atlantic, with the federal forces attempting to take Bermuda, and the CSN attempting to stop them. After yesterday's destroyer battle, this is the main fleet battle. No need to know rules! Kids welcome with playing adult.

S-166 - The Final Countdown, 5 Dec 1941 (Fantasy)

WWII; 2 PM; Length: 3; Location: Exhibit Hall A; Table: EA-40; Host Andrey Swystun; Scale: 1/1800; Rules: War at Sea (modified for Jets); Number of players: 10.

You saw the movie, but what if the Nimitz did get to strike? What if the Japanese found her? Come have fun finding out if the Japanese can swarm the Nimitz with numbers, or whether American missiles rule the day. Presented by someone who was in the movie. Kids with Adult welcome. War at Sea players welcome.

S-306 - 82nd Counterpunch

WWII; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-43; Host Eric Shanoltz; Scale: 15mm; Rules: Battleground-Modified; Number of players: 5.

7 June 1944, 1515 hours, The German attack into St. Mere-Eglise hand made some progress, but had been eventually stopped by the stubborn resistance of the paratroopers holding the town. Now, after consolidating forces and replenishing ammunition, plus the much needed arrival of armor support. The Americans were ready to start their own attack and do what they have come to do. This is the last game of the mini campaign in the new Skirmish Campaign book.

S-436 - Fireball Forward - Railroad Station

#1 - Counterattack, Stalingrad, 1942

WWII; 2 PM; Length: 3; Location: Ball Room E; Table: BE-05; Host Mark Fastoso; Scale: 15mm; Rules: Fireball Forward; Number of players: 7.

Lt Dragan and his guardsmen had held the railroad station for several days against weak German attacks. The German commander in this sector was apprehensive of assaulting the station head on as his men would have to cross a maze of abandoned rolling stock in the rail yard. After several days of limited attacks and shelling he was ordered to launch a major offensive to capture the station. Lt Dragan's men dug in and prepared to hold on.

S-460 - Desert Breeze

Modern; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-09; Host Michael Johns; Scale: 28mm; Rules: http://www.stanjohansenminiatures.com/jihad_opener.htm; Number of players: 8.

Any player bringing a painted gnome unit from Brigade Games does not need to pre-register for this event. Kids Welcome with an Adult Executive Officer.

S-453 - Chainmail Bikini

Fantasy; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-02; Host Howard Whitehouse; Scale: 28mm; Rules: Chainmail Bikini; Number of players: 24.

2013's Pulpstravaganza is a mighty thew'd Sword and Sorcery epic adventure, where mighty barbarians in sweat and loincloths quarrel, brood, and act like muscleheads - that's just the women. It's Rat-on-a-stick fantasy, elf-free, with evil sorcerers, hapless henchmen, and sultry dancing girls portrayed by 300lb wargamers. Absurd costumes encouraged! Weight limit on wearers of chainmail bikinis is 270lbs.

S-263 - The Far Future - Hold the Bridge

SciFi; 2 PM; Length: 4; Location: Exhibit Hall A; Table: EA-51, 55; Host Mike Fijalka; Scale: 28mm; Rules: Warhammer 40K, modified; Number of players: 8.

Youth Game - History repeats itself in the far future: The forces of his Emperor's 30th Legion must travel down the road and relieve their Battle Brothers. A Drop Pod force has been inserted to hold the last bridge and they need to be relieved. The Aliens and Chaos forces must cut the road and bridges to prevent a linkup of the Emperor's 30th Legion with the Drop Pod force. Run by Michael Fijalka (the younger), to introduce youth to wargaming using a familiar rule set, but a historical theme.

S-298 - LEGO Battle Road Rally

Other; 2 PM; Length: 2; Location: Exhibit Hall A; Table: EA-47; Host M.S. Shuman; Scale: Other; Rules: Home Rules; Number of players: 8.

LEGO battling and building game for kids. All the LEGO universe will be there be ready to roll a lot of dice and have a lot fun. Players will be building their faction as the game goes. This game is by Kids for Kids. No one over 14 allowed to play. Parents are welcome though.

3 PM

S-448 - Hares before the Eagle

Ancients; 3 PM; Length: 4; Location: Ball Room E; Table: BE-06; Host Brian Cantwell; Scale: 6mm; Rules: Salamis ad Actium; Number of players: 8.

Charged by the Lex Gabinia with ridding the Mediterranean Sea of pirates, Gnaeus Pompeius Magnus has raised a navy and organized squadrons of ships to methodically sweep the pirates from west to east. Roman scouts have tracked a fleet of pirate vessels to their base and the squadron is closing in with heavy war ships, heavy engines, and heavy infantry. Can the seamanship of the pirates allow their smaller ships to challenge Rome and escape with the loot gained through years of raiding? Younger gamers welcome with parent.

S-405 - NQSYW

Age of Reason; 3 PM; Length: 4; Location: Ball Room C; Table: BC-04; Host Rob Dean; Scale: 40mm; Rules: Charge!; Number of players: 6.

The Not Quite Seven Years War continues as Alliance and Coalition struggle for dominance. Fast paced actions using the classic Charge! rules and the HAWKS homecast imagi-nation figures. Three different scenarios drawn from C.S. Grant will be played this year. Rules will be taught; under 12 with playing adult only, please.

S-357 - Prelude to Hastenbeck, 1756

Seven Years War; 3 PM; Length: 4; Location: Ball Room D; Table: BD-02; Host Bruce Taylor; Scale: 15mm; Rules: Koenig's Krieg; Number of players: 6.

The French army has launched an attack to capture Hannover, the hereditary home of King George of England. The Kings' son the Duke of Cumberland has been placed in command of the Allied army consisting of Hannoverian and German allied troops. This "what if" scenario tasks Cumberland to delay the French to allow him time to consolidate his forces to blunt the French attack towards Hamlin.

S-416 - Let's Rob the Train

Western; 3 PM; Length: 2; Location: Ball Room C; Table: BC-08; Host James (Tank) Nickle; Scale: 25mm; Rules: Blood and Swash; Number of players: 10.

A classic train robbery in the Old West with lots of swashbuckling cowboys and wild action.

S-133 - Aerodrome 2.0 – WW2 Aerial Combat

WWII; 3 PM; Length: 3; Location: Exhibit Hall A; Table: EA-01; Host Stanley Kubiak; Scale: 1/144; Rules: Aerodrome(R) 2.0 - World War 2 Aerial Combat; Number of players: 10.

Aerial warfare in the Pacific! WW2 adaptation of the popular Aerodrome 1.1 WW1 ruleset. Easy to learn, easy to play, lots of fun, but takes into account the faster speeds and greater weapons lethality of WW2 aircraft. Rules explained, charts provided. Up to 10 players per round through allotted time. Wings and medals for victories & valor. Spouse and female friendly game; players under 15 only with playing adult.

S-158 - Black Death at Leningrad, November 1943

WWII; 3 PM; Length: 3; Location: Exhibit Hall A; Table: EA-49; Host Ronald Bingham; Scale: 28mm; Rules: Bolt Action; Number of players: 6.

The Leningrad Front in late November 1943 has been quiet. Near one of the "Peoples' Train Yards" only two AT guns stand guard against each other. On the morning of the 29th, the 170th Grenadier Div HQ received orders to occupy the Train Repair Facility. A reinforced squad of "white" pioneers is ordered to attack. Upon receiving intelligence the Soviets counterattack with a reinforced platoon of Soviet Naval Infantry from the 306th Naval Battalion. Bolt Action experience preferred. No one under 15 yrs of age.

S-556 - Major Objective Walk-Up Demos - WWII France, June 1944

WWII; 3 PM; Length: 4; Location: Exhibit Hall A; Table: EA-37; Host Kenneth Jenkins; Scale: 28mm; Rules: Major Objective; Number of players: 6.

Walk up demos for multiple players using the WWII miniatures rules set, Major Objective. Each player will command a section of Fallschirmjäger or American Paratroopers to secure their team objectives. Multiple demo games will be played. All players welcome!

S-372 - The Sword and the Flame

Modern; 3 PM; Length: 4; Location: Meeting Room 3; Table: M3-02; Host Rick Machmer; Scale: 25mm; Rules: The Sword and the Flame; Number of players: 6.

The natives are restless. A column of legionnaires have been sent to put down a tribal intent on raiding their helpless neighbors. Can the legion put down the unrest?

S-373 - Seal Team 6: FUBAR

Modern; 3 PM; Length: 3; Location: Meeting Room 3; Table: M3-01; Host Del Stover; Scale: 25mm; Rules: Tabletop Battle System; Number of players: 6.

A Seal Team is supposed to hit hard—and then get out. But things don't always work out as planned. An Al-Qaeda cell has slipped out of the noose and has holed up in a corner of a walled city in Yemen. There's no one else available so Seal Team 6 has to go take them out—but, this time, the terrorists are ready for a fight. It's going to be ugly. Small-arms tactics will be needed. You're all the Good Guys, and you've got to stay alive, watch your ammo, and, if you take wounded, you'll have to fight the battle burdened with their care.

4 PM

S-400 - Plastic Pirates Pounce on Packet

Age of Piracy; 4 PM; Length: 2; Location: Ball Room C; Table: BC-07; Host Geoff Graff; Scale: 40mm; Rules: Home Rules; Number of players: 8.

Captain Palmer has captured the Bermuda Packet ship, and he brought it to Port Royal harbor to show off. None of the other Pirate Captains like him, and while Captain Palmer and his crew are ashore celebrating other pirates try to take the packet. The crew that does the most to get the packet under way will win the ship for their captain. If they can!! The HAWKS will be hosting one table of shorter games for Kids all day and . Come help us introduce your kid to the fun of miniature gaming! Older gamers welcome with a participating kid.

S-116 - How the West was Lost Book I - Bring up the Guns - May 22, 1863

American Civil War; 4 PM; Length: 4; Location: Meeting Room 4; Table: M4-01; Host Bill Moreno; Scale: 10mm; Rules: Fire and Fury Classic Brigade System; Number of players: 12.

Grant brings up the big guns of his artillery reserve before he attempts another assault on the Mississippi fortress. This is part four of an all-weekend long series of events depicting Grant's 1863 Vicksburg Campaign. We will fight over a sculpted terrain board featuring all the salient points. No need to play in all but you are certainly welcome to do so. Adults and minors accompanied by adults only.



S-254 - Fort DeRussy, Louisiana - March 14, 1864

American Civil War; 4 PM; Length: 5; Location: Exhibit Hall A; Table: EA-56, 57; Host John Wilk; Scale: 28mm; Rules: *Brother Against Brother (Modified)*; Number of players: 12.

A small Confederate garrison of holds the fortification known as Fort DeRussy in front of a much larger Union force at the start of the Red River Campaign. Just a few weeks later, this same Union army will be defeated at the battle of Mansfield. What if the Confederates had moved a little quicker, and the Union army a little slower, and instead the two armies fought over possession of the fort? Under 15 permitted with an Adult.

S-483 - The Wobbly Eight, The North Sea, World War I

WWI; 4 PM; Length: 4; Location: Ball Room B; Table: BB-02; Host Bill Cira; Scale: 1/3000; Rules: *Fleet Action Imminent*; Number of players: 9.

The German battlecruiser squadron has again sortied for a raid on the English coast. Due to bad weather, the Royal Navy's battlecruisers fail to intercept them, but the Germans do manage to bump into the RN's backup squadron consisting of eight old pre-dreadnought battleships affectionately known as "the Wobbly Eight." The German commander now sees an opportunity to inflict an embarrassing defeat on the RN, while the British commander realizes that he must sacrifice his force, if necessary, to prevent another bombardment of the English coast. Rules Taught. Beginners Welcome.

S-485 - The Battle of Cape Esperance

WWII; 4 PM; Length: 4; Location: Ball Room B; Table: BB-06; Host Gregory Kuntz; Scale: 1/6000; Rules: *General Quarters 3*; Number of players: 6.

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

S-435 - CY6! Jet Age - Crossing the Styx: Action at the Al- Omayeh oil Platform, Persian Gulf, 29 November 1980

Modern; 4 PM; Length: 4; Location: Ball Room E; Table: BE-07; Host C.B. Stevens; Scale: 1/600; Rules: *Check Your 6! - Jet Age + Homebrew*; Number of players: 6.

Operation Morvarid, the first Iranian offensive of the war, commenced with naval operations to seal off two Iraqi oil rigs. Heliborne commandos supported by missile boats destroyed large parts of both rigs, then headed for home. The Iranian missile boat Paykan, with Harpoon and SA-7 missiles, covered the withdrawal of the helicopters and torpedo boats. The Paykan was under attack from Iraqi Osa and P-6 boats, armed with Styx missiles and torpedoes, when two Iranian F-4E arrived in support. The Phantoms had time to sink one Iraqi boat and chase off the others before Iraqi interceptors also arrived and a combined air and surface battle was on.

S-484 - Kadesh - Battle of Bi'r Gifgafa Nov 2, 1956

Modern; 4 PM; Length: 4; Location: Ball Room B; Table: BB-04; Host Kenny Noe; Scale: 12mm; Rules: *Mein Panzer*; Number of players: 6.

Nov 2nd, 1956 - Israel 7th Armored Division, 79th and 82nd Armored Brigades are racing toward the Suez Canal at great speed. All obstacles are either swiftly overcome or bypassed so follow on forces can mop up. Israeli tankers are in the newest addition the IDF tank fleet - The secret M50 Super Sherman. Many battles have already tested this Israeli armored fist during the first hours of this war. The goal is to get to the Suez and capture the Sinai. Newly acquired Egyptian T-34/85 and SU-100 from the Egyptian 4th Division, 1st and 2nd Armored Brigades are racing west to reinforce an field artillery outpost where their armored and infantry brothers await the enemy in the eastern Sinai. What happens when these two mighty forces collide in the open terrain around an isolated oasis in the hot and desolate Sinai? Come and re-fight one of the last battles where the mighty M4 Sherman and

T-34/85 slug it out against each other. Command you armor units in battle where the Cold War boils out to all-out war, Israel vs. Egypt!! Play Mein Panzer Core rules with a post WWII flair. Rules Taught. Beginners Welcome.

4:30 PM

S-518 - Battletech – Grinder Championship

SciFi; 4:30 PM; Length: 6; Location: Ball Room E; Table: BE-01; Host Dave Yingling; Scale: 1/285; Rules: *Total Warfare*; Number of players: 0.

The Grinder Championship will determine who the best MechWarrior of the Grinder is. MechWarrior will start with a Medium Mech and as you die, advance up to the next weight class. Once the player dies as an Assault Mech, you are done. Must win 1 of 11 Grinder Rounds for entry. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

5 PM

S-310 - "16 Miniatures on a lead Man's Chest" (PIRATES! Circa 1700s Hollywood style)

Age of Piracy; 5 PM; Length: 6; Location: Exhibit Hall A; Table: EA-58, 44, 45, 46, 47, 48; Host Scott Christian; Scale: 28mm; Rules: *FFoS (Currently unpublished)*; Number of players: 21.

The Golden Age of Piracy is drawing to a close and the grandest pirate game in North America is beckoning all scalawags to stand before the mast or swing at the gallows. Mr. Christian and the Mutineers proudly present the next installment in the "Fist Full of Seamen" story: "No Noose is Good Noose" or "Loyalty is a Four Letter of Marque Word." The Year is 1702 and while wars rage in Europe the loyal governors of the Caribbean are committing no unnecessary losses to the effort that may draw attention to them from the royal courts back home. Drop Sail and weigh anchor in this colossal game of Hollywood piracy. Raid, trade, and cannonade your way around this 700 SQ. FT. board collecting gold and infamy from a dozen Island locations. Beware! Ruthless Cannibals, a terrifying ghost ship and even the legendary Kraken stand ready to consume your crew and drag you to the depths. We will provide enough ships and crew for 21 captains to set sail on the high seas. To be a ship's captain you must have a Valid Drivers license and at least 16 years of age. This game is politically incorrect and teeming with colorful euphemisms, bawdy humor and a dash of distasteful anecdotes.

S-229 - Starfleet Battles - Assult of Station Bravo

SciFi; 5 PM; Length: 4; Location: Exhibit Hall A; Table: EA-34; Host Mark Campbell; Scale: *Other*; Rules: *Captain's Edition Basic Set - No Mods*; Number of players: 4.

A station has been abandoned in the middle of a hotly contested sector of space in a hostile time of our universe. Your mission is to capture the station and hold it until reinforcements arrive. Defend the frontier and do not allow the enemy to capture the base. Not recommended for kids.

6 PM

S-354 - Northamptonshire, June 1645

ECW; 6 PM; Length: 4; Location: Ball Room D; Table: BD-03; Host Nigel Marsh; Scale: 28mm; Rules: *Carnage & Glory II*; Number of players: 6.

The New Model Army clashes with the King's field army. Will Parliamentarian training and equipment overcome the experience and élan of the King's army?

S-279 - Muskets & Tomahawks: Battle of Bloody Run 1763

French & Indian War; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-11; Host Thomas Keegan; Scale: 28mm; Rules: Muskets & Tomahawks; Number of players: 6. In the pre-dawn hours of July 31, 1763 Captain Dalyell sallied from the besieged Fort Detroit to punish the insolence of the Native Americans by burning their villages. Pontiac, well aware of the British plans, lay in wait for the overconfident attackers, eager to fulfill a prophecy that the British would be driven from America. Will Bloody Run flow with British or Native American blood?

S-294 - "Long, Obstinate and Bloody" - the Battle of Guilford Courthouse, March 15th 1781

AWI; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-13; Host David Fisher; Scale: 28mm; Rules: Black Powder; Number of players: 6.

The Battle of Guilford Courthouse. March 15th, 1781, the armies of Gen Cornwallis and Gen. Nathaniel Greene fought one of the bloodiest battles of the American Revolution. Cornwallis's Veterans attacked a continental army under Greene more than twice their number hoping to destroy Greene's Southern Army once and for all. Greene deployed his army much the same as the victorious continentals under Morgan did at Cowpens. A defense in depth hoping to bleed the British army and secure a victory. Cornwallis defeated Greene but nearly destroyed his army. Can you change history? As Cornwallis will you secure a victory for the Crown that is decisive or as Greene lead your troops to a victory that will hasten independence for the colonies? See The Battle of New Garden game listing for . The results of these skirmish battle games on will affect the set up of The Battle of Guilford Courthouse when played on . Sign up for both the skirmish battles on and the main game on to alter history.

S-125 - Beyond The Reach - Trent's Reach 1/23/1865

American Civil War; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-08; Host Peter Gaut; Scale: 1/600; Rules: Sail and Steam Navies, modified; Number of players: 4.

A what-if scenario of the ACW Naval engagement at Trent's Reach. Come join us and partake in a chance to rewrite history and see if the James River Squadron can get past the obstructions and the USS Onondaga, her task group and Union shore batteries, and steam onto City Point and smash Grant's supply depot in an attempt to prolong the stalemate at Petersburg.

S-130 - Pepperridge Farm 1st July 1863

American Civil War; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-38; Host Graham Wilkinson; Scale: 28mm; Rules: Brother Against Brother; Number of players: 6.

Intense skirmish action days before the Battle of Gettysburg in and around the Pepperidge Farm. Minimum age 14.

S-529 - Magnificent Seven

Western; 6 PM; Length: 3; Location: Exhibit Hall A; Table: EA-06; Host Ron "Alamo" Prillaman; Scale: 54mm; Rules: Red White Blue Green Yellow Black; Number of players: 8.

Just like the movie, the Magnificent 7 are protecting the village. Which will survive? Or will the bad guys win this time? Beginners Welcome.

S-198 - Secret Science: Science on Mars

Victorian Science Fiction; 6 PM; Length: 3; Location: Ball Room A/F; Table: BA-08; Host Bob Charrette; Scale: 28mm; Rules: Secret Science; Number of players: 6. Automatons! Landships! Dinosaurs! And maybe a few zombies! It's Mad Science in action in this introduction to Parroom Enterprises' Battle Science rules. Can your Genius secure the secrets of Mars? Players 14 and older, figures supplied.

S-208 - Oklahoma 1890

19th Century; 6 PM; Length: 4; Location: Ball Room A/F; Table: BA-07; Host Chelsea Olszanski; Scale: 28mm; Rules: Home Brew; Number of players: 8.

Can the sunshine gang stop the shadow gang from robbing the bank? Come play and find out- plenty of wild west shootouts!

S-417 - The Great Train Raid

Early 20th Century; 6 PM; Length: 2; Location: Ball Room C; Table: BC-08; Host James (Tank) Nickle; Scale: 2 mm; Rules: Blood and Swash; Number of players: 10.

The IRA has decided to stop and raid a train carrying supplies for the British Forces in Ireland. They will spare no blood to get what they want from the Kings Own.

S-374 - Indiana Jones and the Tomb of the Pharaohs

Pulp; 6 PM; Length: 3; Location: Meeting Room 3; Table: M3-01; Host Del Stover; Scale: 25mm; Rules: Tabletop Battle System; Number of players: 4.

The sand blows off a lost tomb of the Pharaohs as Indiana Jones, Marcus Brody, and Sallah race against time, and their arch rival, René Belloq. But not everyone is at the party yet, the evil Nazi archeologist and a tribe of Arab bandits join into the mix for a hectic wild chase to the prize, a mystical statue buried in the ancient ruins. A confused, back-stabbing adventure with Event Cards that allow you to cause your opponents an amusingly difficult time.

S-196 - Road to Smolensk, 1941

WWII; 6 PM; Length: 5; Location: Ball Room A/F; Table: BA-04; Host Thomas Harris; Scale: 20mm; Rules: Men Under Fire; Number of players: 4.

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

S-347 - Battle of Chaumont, December 23, 1944:

German Counterattack

WWII; 6 PM; Length: 4; Location: Ball Room D; Table: BD-01; Host David Bonk; Scale: 28mm; Rules: Bolt Action; Number of players: 6.

Results from the morning game will be used as elements of the Furrher Grenadier Brigade and Panzer Lehr launch a desperate counter-attack against American infantry and armor at Chaumont on December 23, 1944.

S-488 - Hell on the Beach - Tarawa, 20 November 1943

WWII; 6 PM; Length: 4; Location: Exhibit Hall A; Table: EA-27, 35, 41; Host Joe Brimer; Scale: 15mm; Rules: Battler Barn Book of Battle; Number of players: 8.

The Marines started their attack on the lagoon at 09:00, later than expected, and found themselves stuck on a reef some 500 yards off shore. When the supporting naval bombardment stopped to allow the Marines to land, the Japanese emerged from their shelters where they had been protected from the naval gunfire and quickly manned their emplaced gun positions. The Navy boats caught on the reef were soon set on fire by the Japanese artillery and mortar fire. Troops jumped out of the boats and started making their way ashore, under machine gun fire the entire time. A small number of Amtracs were able to make it over the reef, with some difficulty, but many were knocked out by larger guns as they climbed over the reef, and half of the Amtracs were out of action by the end of the day. The first assault wave was only able to land a few men, who were pinned down against the log wall on the beach. Command an assault wave of the 2nd Marine Division as we recreate the entire landing. Will you be able to hold on until the next wave arrives?

S-230 - The Perseus Raid

SciFi; 6 PM; Length: 3; Location: Exhibit Hall A; Table: EA-12; Host Nathan Bentley; Scale: 15mm; Rules: *Silent Fury*; Number of players: 6.

In the early days of the Spacers' Local 334 General Strike, workers near the Perseus shipyards decided to take the sweat of their brow and use it against the strike-breakers who were soon to come. Using hastily converted civilian vessels they launched a daring raid on a flotilla of newly christened warships, in the hopes of capturing them. Rules taught.

7 PM

S-239 - Last Triumph of the Swiss: Battle of Novara, June 6, 1513

Renaissance; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-47; Host Peter Anderson; Scale: 28mm; Rules: *Band of Brothers*, 2nd edition by Piquet; Number of players: 6.

The Swiss surprise a French army and defeat it decisively in what would prove to be the last great triumph of the Swiss pikemen. * This game is offered in tribute to two recently fallen friends, both heroes of the Renaissance Wargames Society, Rich Knapton and Peter Hess. Teens age 14 and above welcome with a playing adult.

S-382 - Trouble at the Spyglass Tavern

Age of Piracy; 7 PM; Length: 4; Location: Ball Room C; Table: BC-07; Host Jennifer Palmer; Scale: 25mm; Rules: *Blood and Swash*; Number of players: 8.

Sharpen ye blade, and load ye musket, for there be the usual trouble brewing at the ol' Spyglass Tavern tonight. Friends and enemies gather to settle their scores and gain some treasure. Pirate mayhem & merriment guaranteed in another one of Dr. Jenn's brawling adventurers.

S-497 - Naval Battle of Trincomalee

AWI; 7 PM; Length: 3; Location: Ball Room B; Table: BB-02; Host Brian DeWitt; Scale: 1/2400; Rules: *Form on Admiral's Wake*; Number of players: 8.

Admiral Suffren leads the French fleet in an attack on the British fleet led by Admiral Hughes in the East Indies. This is the first of five battles fought between Suffren and Hughes during 1782 and 1783.

**S-341 - Let the Westphalians Play!**

Napoleonic; 7 PM; Length: 4; Location: Ball Room D; Table: BD-05; Host John Snead; Scale: 28mm; Rules: *Carnage & Glory II*; Number of players: 6.

Fictional scenario involving the Westphalian VIII Corps in Russia, just prior to Borodino. Let's see what they can do!

S-262 - Raid on Pickawillany

War of 1812; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-19; Host Robin Empey; Scale: 28mm; Rules: *Buckskins and Rangers*; Number of players: 11.

It is 1752, and Britain and France on the brink of war. In North America both powers are ready to fight to gain all that is valuable in the Ohio Valley and beyond. Standing in their way are the Aboriginal people led by Chief La Demoiselle or "Old Britain" who feels that he has outmaneuvered both of these two great European powers for trading purposes. In turn, Britain and France are both eager to use the Aboriginal tribes for their own personal interests. Who has the upper hand? Ages 16 or over.

S-335 - Battle Of Palo Alto

Mexican War; 7 PM; Length: 3; Location: Ball Room D; Table: BD-04; Host Guy Gormley; Scale: 28mm; Rules: *Carnage & Glory II*; Number of players: 4.

Come re-fight the Battle of Palo Alto, the first major battle of the Mexican-American War on May 8, 1846, on disputed ground five miles from the modern-day city of Brownsville, Texas. A force of some 3,400 Mexican troops – a portion of the Army of The North – led by General Mariano Arista engaged a force of 2,400 United States troops – the so-called "Army of Observation." Led by future President Zachary Taylor. Rules taught, beginners welcome.

S-176 - The Battle of Champion Hill

- May 16, 1863

American Civil War; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-33; Host Douglas Lipton; Scale: 15mm; Rules: *Finely Tuned Fire & Fury*; Number of players: 12.

Grant's Army of Tennessee battling Pemberton's Army of Mississippi is the key to winning the Vicksburg campaign. How you maneuver and deploy is much more important than

how well you roll dice. Fine tuning F&F allows more freedom and less dice rolling-- creating a much more fun but yet more authentic ACW feel.

S-251 - Breakout at Ft. Donelson

American Civil War; 7 PM; Length: 5; Location: Exhibit Hall A; Table: EA-30; Host Richard Hasenauer; Scale: 15mm; Rules: *Fire and Fury Regimental*; Number of players: 6.

After capturing Fort Henry on the Tennessee River in early February 1862, Union General Ulysses S. Grant marched his army overland and laid siege to Fort Donelson. Confederate Generals John B. Floyd and Gideon J. Pillow, who jointly commanded the outnumbered and surrounded garrison, launched a surprise attack on February 15th in an effort to breakout. The Union forces were caught off guard and the attack almost succeeded. Join the designer of Fire and Fury in recreating this pivotal action in the Civil War.

S-470 - ACW Maine Raid

American Civil War; 7 PM; Length: 4; Location: Ball Room A/F; Table: BA-02; Host Leo Walsh; Scale: 1/600; Rules: *Age of Iron*; Number of players: 8.

A semi historical naval and land battle in and around Maine in 1863. Lots of fun for all! Fast paced easy to learn rules. All High Noon and Age of Iron games welcome kids and ladies. But little ones may need help as these games can be fast moving and include a variety of ages of players.

S-381 - Victoria Hawkes Saves the Queen by GASLIGHT

Victorian Science Fiction; 7 PM; Length: 4; Location: Ball Room C; Table: BC-03; Host Chris Palmer; Scale: 25mm; Rules: *G.A.S.L.I.G.H.T.*; Number of players: 6.

On a royal visit to the U.S., Queen Victoria is kidnapped by Prussian agents. Adventuress Victoria Hawkes is on their trail, and discovers the Queen has been carried off to a little Texas town, where the Prussians are awaiting a Zeppelin coming from Mexico to take her out of the country. Can you stop these fiends in time before they leave with the Queen? Children under 14 with playing adult only.

S-162 - A Song of Angry Men - Les Miz the Wargame - Paris 1832

19th Century; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-45; Host Nick Wasileski; Scale: 28mm; Rules: Astounding Tales/All God's Children Got Guns; Number of players: 8.

Lamaque is dead and the students of Paris have risen. Will their barricades hold long enough for the People to join? Will Jean Valjean risk his life to save a guy his step-daughter has a one-day crush on? Or will Javert bring him to justice? Is Eponine doomed to die in the friend zone? Will you join in our crusade on the barricades of freedom? Singing ability a plus but not required (ask Russell Crowe).

S-200 - Gumbinnen – In the Center WWI; 7 PM; Length: 4; Location: Ball Room A/F; Table: BA-06; Host Jessee Scarborough; Scale: 15mm; Rules: Command Decision TOB; Number of players: 6.

On August 20, 1914 the German First Army launched a hasty attack on the Russian First Army, east of Gumbinnen in East Prussia. In the center, the German XVII Corps launched an unsuccessful attack on the Russian 3rd Corps. The defeat triggered a change in command for Eighth Army and the subsequent Battle of Tannenberg. Playtest for forthcoming scenario book, Great War East – 1914.

S-433 - It was Beauty that Killed the Beast

Pulp; 7 PM; Length: 1.5; Location: Ball Room B; Table: BB-01; Host Cliff Brunken; Scale: 1/144th; Rules: Wing of Glory; Number of players: 5.

As Fighter Command orders your Long Island squadron to New York City with a rendezvous point of the Empire State Building, you wonder what is going on? When you check with Flight Control about your target, they respond with "You will know it when you see it" Kids Rule for 2 hours.

S-134 - Aerodrome 2.0 – WW2 Aerial Attack in the Pacific

WWII; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-01; Host Stanley Kubiak; Scale: 1/144; Rules: Aerodrome(R) 2.0 - World War 2 Aerial Combat; Number of players: 10.

WW2 in the Pacific! Torpedoes! Bombs! Attack or defend a small Japanese task force using Aerodrome 2.0 and its Naval Air Combat rules! Players control USN torpedo bombers, dive bombers or fighters fighting to sink the task force, or Japanese fighters fighting to defend it. Everything provided, rules taught. Wings & medals for victories and valor. Spouse and female friendly game; players under 15 only with playing adult.

S-330 - Pearl Harbour: Not a Surprise

WWII; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-40; Host Orest Swystun; Scale: 1/1800; Rules: War at Sea (long distance rules); Number of players: 8. December 7th, was a day that we shall remember in infamy. What if the Japanese had been spotted and the Pearl Harbour fleet put to sea to stop them? Here the Japanese are spotted the day before and the U.S. Navy goes to sea to stop them. Will the U.S. fair better?

S-390 - The British Are Coming - Arnhem 1944

WWII; 7 PM; Length: 4; Location: Ball Room C; Table: BC-06; Host Don Hogge; Scale: 28mm; Rules: Battleground WW2; Number of players: 6.

It is late on 18 September 1944. Elements of the 4th Parachute Brigade are advancing to take the high ground north of Arnhem. The stroll in the woods becomes serious when they find their advance halted by a hastily formed German blocking force north of Oosterbeek. Gamers under the age of 14 are welcome with an adult.

S-528 - Tanks A Plenty

WWII; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-07; Host Mark Young; Scale: 15mm; Rules: Modified Brew Up; Number of players: 6.

Tanks A Plenty! Take part in this fictional tank battle using rules from the '70s. Beginners Welcome. Rules will be taught.

S-109 - Alpha Strike - Songjin Harbor, July 1952

Modern; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-18; Host Martin Fenelon; Scale: 1/285; Rules: Sabres Over the Yalu; Number of players: 8.

Peace talks have stalled again so the UN Command wants to increase the pressure on North Korea. A fast carrier strike to seal the harbor at Songjin with mines is underway, well escorted by fighters. There are Soviet ships in the harbor, and Songjin is within range of MiG Alley. A fur ball is likely! Fast play air-to-air game, beginners are welcome, rules will be taught.



S-545 - "Revenge of the Fallen"**- Modern Day Hypothetical**

Modern; 7 PM; Length: 3; Location: Exhibit Hall A; Table: EA-45; Host Brendan Watts; Scale: 15mm; Rules: *Sandscape: Revenge of the Fallen*; Number of players: 8.

The big battle at the Great Pyramid from the movie climax as Americans, Brits & Egyptians (NEST) call out HumVees, tanks, copters & jets to join the good Autobots versus the evil Decepticons to try to save all life on earth. Family / kid / Transformer fan friendly.

S-391 - Battle of Five Armies

Fantasy; 7 PM; Length: 4; Location: Ball Room C; Table: BC-05; Host Bill Acheson; Scale: 1/24; Rules: *Strandhogg*; Number of players: 6.

Smaug is dead! Now everyone wants a piece of the pie. Rules will be taught. Kids welcome with a parent in the area.

S-454 - Dark Age

Fantasy; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-02; Host Monsoor Riaz; Scale: 28mm; Rules: *Dark Age*; Number of players: 4.

SciFi/Fantasy skirmish game demos for four every thirty minutes. Stop by and try the rules out! Rules taught, miniatures provided, a great opportunity to learn the Dark Age rules in a low-stress environment!

S-227 - The Defense of Harmony Grove

SciFi; 7 PM; Length: 4; Location: Exhibit Hall A; Table: EA-15; Host Mike Pierce; Scale: 28mm; Rules: *All Things Zombie (mod)*; Number of players: 6.

Our intrepid survivors have reached the small town of Harmony Grove. Hordes of undead are not far behind. Time to make a stand! Find other survivors (and convince them to help!), build barricades, move cars to block streets and get ready to kill zeds. Can you defend the town, or will you need to flee? Adult present with children under 10.

S-393 - War Rocket

SciFi; 7 PM; Length: 2; Location: Ball Room C; Table: BC-07; Host Buck Surdu; Scale: 1/1200; Rules: *War Rocket*; Number of players: 6.

Various space factions battle among the stars for control of important communications satellites. This is a kids' game. Older gamers welcome with a participating kid. The HAWKS will be hosting one table of shorter games for Kids all day and . Come help us introduce your kid to the fun of miniature gaming! Older gamers welcome with a participating kid.

S-505 - Battletech - Clan Grand Melee - Solaris Style

SciFi; 7 PM; Length: 5; Location: Ball Room E; Table: BE-02, 03; Host Mark Yingling; Scale: 1/285; Rules: *Total Warfare*; Number of players: 14.

The Trial for Bloodright is going to start and your only way to get in is by winning the Grand Melee. Select any Clan Mech (omni or standard) of any BV2, but the gunnery and piloting of the Mech is determined by the BV. The top three MechWarriors will receive prizes. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

8 PM

S-409 - Sea Hawks Spanish Armada

Renaissance; 8 PM; Length: 4; Location: Ball Room C; Table: BC-01; Host Don Smith; Scale: 1/600; Rules: *Hopelessly Simplistic Armada, Modified*; Number of players: 14.

The English fleet attempts to stop the Spanish Armada from invading England. This battle represents part of the Battle off Plymouth July 31, 1588 when the first shots were fired in the attempt by the English to stop the Armada.

S-406 - NQSYW

Age of Reason; 8 PM; Length: 4; Location: Ball Room C; Table: BC-04; Host Rob Dean; Scale: 40mm; Rules: *Charge!*; Number of players: 6.

The Not Quite Seven Years War continues as Alliance and Coalition struggle for dominance. Fast paced actions using the classic Charge! rules and the HAWKS homecast imagi-nation figures. Three different scenarios drawn from C.S. Grant will be played this year. Rules will be taught; under 12 with playing adult only, please.

S-103 - Mystery of Castle Krabbenstein

Victorian Science Fiction; 8 PM; Length: 4; Location: Exhibit Hall A; Table: EA-10; Host Jon Lundberg; Scale: 28mm; Rules: *In Her Majesty's Name*; Number of players: 6.

In the borderlands of Eastern Europe is the tiny Kingdom of Zef. The villages have been victimized by Castle Krabbenstein. The Count of Krabbenstein rules the area with a brutal and capricious hand. Rumor suggests he found an ancient idol. Major powers and organizations have sent teams to investigate. Demo games at the Brigade table will teach the rules and start the story. Adult should be present with child less than 13.

S-559 - Sky-Dreadnoughts II

Victorian Science Fiction; 8 PM; Length: 4; Location: Exhibit Hall A; Table: EA-20; Host Karl Rohr; Scale: 1/600; Rules: *Modified Starfire (1980s version)*; Number of players: 8.

Get your steampunk on! Skydreadnoughts, steam-tanks, and fighter-planes...oh my. Fun, fast paced game based upon the 1980's Starfire starship gaming system. Play as the US, British, and French Allies or as the Martian-Boxer...yes I said Martian and Boxer forces. Command a squadron of steam tanks or sky-dreadnoughts. Just watch out for aerial mines and nuclear rockets. Bring your beer and pretzels for this one and hold on for the ride! Adult must be present with child.

S-119 - Commandos & Nazis & Cultists Oh My! June 1941

Pulp; 8 PM; Length: 4; Location: Meeting Room 1; Table: M1-01; Host Bruce Oberst; Scale: 28mm; Rules: *Fists of a Hero (Home Rules, updated)*; Number of players: 10.

The Black Death was not caused by rats and fleas but by the power of the Queen of Death. The Golden King seeks to reawaken this power. The Abwer Occult Section wants that power for the Reich and the British Helsing Organization seeks to destroy this dire force once and for all! Who will control the future of Europe? Beer and pretzels game, bring your own. Not recommended for kids.

S-147 - Summer on the Eastern Front Day 3

WWII; 8 PM; Length: 2; Location: Exhibit Hall A; Table: EA-03; Host Sean Christy; Scale: 15mm; Rules: *Fields of Valor*; Number of players: 4.

Summer 1941, Russian forces struggle to retake lost ground.

S-117 - Black Hawk Down: Mogadishu 3 October, 1993

Modern; 8 PM; Length: 3; Location: Exhibit Hall A; Table: EA-09; Host Pete Panzeri; Scale: 25mm; Rules: *Ranger Rules!*; Number of players: 20.

You saw the movie. You [may have] read the book. But can you survive the wargame? The 3rd Rangers, Delta, & 160th Special Ops Aviation try to snatch Aidid's men & get back to base safely. But will the Somali Militia have anything to say about that? The same "Operation Gothic Serpent" scenario used at Leavenworth, Fort Benning, & West Point to inject "mayhem" into the battle simulation model. Special prizes for all.

S-291 - Babylon 5: Legacy of the Vorlons

SciFi; 8 PM; Length: 4; Location: Exhibit Hall A; Table: EA-24; Host Grant Greffey; Scale: 28mm; Rules: *Ultimate Warzone, modified*; Number of players: 8.

The Year is 2290. Babylon 5 is just a memory—and the Vorlons have passed beyond the Rim. Their old and now vacant worlds are said to be protected by formidable defenses against the curious and unworthy. But just what did the IPX expedition find on Arcadia?

S-269 - Fallout: An Unfriendly Day in the Neighborhood

Other; 8 PM; Length: 3; Location: Exhibit Hall A; Table: EA-51; Host Joseph McGuire; Scale: 28mm; Rules: *This Is Not a Test*; Number of players: 6.

A recently hot radzone has just cooled, revealing a suburban neighborhood untouched since the Great Fall. The ruins undoubtedly contain untold riches, but every low-down scavenger in the wasteland is keen to control them. Can your warband hold onto the territory long enough to stake your claim? Between mutants, raiders, and the other dangers, it's going to be a hard day's work. Come find out if you can survive in the post-apocalyptic wasteland and play the upcoming ruleset *This Is Not a Test*. Young scavengers allowed with playing adult (must be on same ticket).

9 PM

S-375 - Suffer Not the Xeno to Live

SciFi; 9 PM; Length: 3; Location: Meeting Room 3; Table: M3-02; Host Del Stover; Scale: 25mm; Rules: *Tabletop Battle System*; Number of players: 4.

As the Tau begin the Third Expansion of their Empire, the xenos launch an attack on a lightly defended Imperial world, hoping to destroy what could be a staging area for an Imperial counterattack. The Imperial Guard must defend the city as best they can—and hope that help arrives in time.

9:30 PM

S-202 - Skyrunners: M.A.R.S.

Victorian Science Fiction; 9:30 PM; Length: 3; Location: Ball Room A/F; Table: BA-08; Host Bob Charrette; Scale: 28mm; Rules: *Skyrunners: M.A.R.S.*; Number of players: 8.

It's Race Day at Parroom Station! Skyrunners compete in a qualifying heat with leading pilots progressing to the Crown Heat. Come fly the Martian skies. Players 14 and older, pilots bringing a crewed and painted scudder will get a slot.

S-434 - Mid-Night Massacre

American Civil War; 10 PM; Length: 4; Location: Exhibit Hall A; Table: EA-28, 43, 36, 42; Host Scott Landis; Scale: 15 mm; Rules: *Fire and Fury*; Number of players: 25.

Even a move to another state couldn't keep us from bringing the late night classic back for "The Social Event at the Con". The game will feature all of the "Madness" you have come to expect from the Rogues including the Georgia Courage Rule, 2 AM sing off, and usual taunting and abuse from the GM's as players try to do something with their armies (we like to think of it as the Fog of War). Come to enjoy the fun and camaraderie of one of the longest running events at Historicon. Pre-reg gets you an Elite Command. As always, 2 drink Minimum ;o) Children must be accompanied by Adult.





Sunday

8 AM

Z-272 - Blackhorse Riders- Vietnam, March 26th, 1970

Other; 8 AM; Length: 5; Location: Meeting Room 1; Table: M1-01; Host Matthew August; Scale: 15mm; Rules: Force on Force--Ambush Valley; Number of players: 4.

Charlie company is in trouble, sounds like they kicked over a hornet's nest of NVA! You, commander of Alpha Troop, are the only person who can help them. Inspired by events from the Keith book "Blackhorse Riders." 16 yo + only please.

9 AM

Z-321 - Close Action Fleet Battle - Age of Sail; 9 AM; Length: 7; Location: Homewood Suites Meeting Room; Table: HO-01; Host Lee Girer; Scale: 1/700; Rules: Close Action; Number of players: 20.

Captains! Come refight a dramatic naval battle from the Age of Fighting Sail, when fleets of ships of the line dueled to determine who would rule the seas. Realistic movement, combat, and limited communications rules assure that you'll get as close to real combat as possible. Will YOU win Honor and Glory, or be disgraced in dishonorable defeat? Beginners Welcome. Rules taught, Kid Friendly Game. All materials provided, Please bring your own courage...

Z-214 - Battle of Isle Groix - Day 2 - 23 June 1795

Napoleonic; 9 AM; Length: 5; Location: Exhibit Hall A; Table: EA-32; Host Stanley Sunderwirth; Scale: 1/2000; Rules: Victory Under Sail; Number of players: 10.

ADM Bridport reinforced to 17 SOL and 5 frigates pursues VADM Villaret-Joyeuse with 12 SOL and 11 frigates. Half the British force is straggling - can Villaret turn and defeat the British in detail? Players control squadrons in a game with lots of dice and few charts. Rules will be taught.

Z-192 - Once Upon a Time in the Mystic Wood

Fantasy; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-03; Host Nancy Ott; Scale: 28mm; Rules: Mystic Wood by Avalon Hill (modified); Number of players: 6.

Calling all knights! You must brave the mysterious Mystic Wood to perform valorous deeds: slay the dragon, capture the unicorn, rescue the princess, seek the Holy Grail, and more. The wood conceals many perils and enchantments, so be on guard! Kid Friendly Game.

Z-155 - Mayday from Ceres Station

SciFi; 9 AM; Length: 3; Location: Exhibit Hall A; Table: EA-18; Host Robert Hofrichter; Scale: 28mm; Rules: Chain Reaction 3.0 (Modified); Number of players: 8.

Life in the asteroid belt is hard enough in 2152, but it gets harder when things don't go right. The UNSC team sent to investigate Extra-Solar Object Papa 371 returned a few hours ago, then a garbled Mayday message was sent but queries from UNSC Station Phobos have gone unanswered. And now, the asteroid belt station has gone dark. A rescue mission is ordered to go in and find survivors. Join Dark Plateau Industries, Doorway Technologies, Parasol Manufacturing, and the blue-helmeted boys of the UNSC on a mission of mercy. Kids under 14 welcome with adult present.

10 AM

Z-327 - Blue versus Grey!

American Civil War; 10 AM; Length: 3; Location: Exhibit Hall A; Table: EA-05; Host Paul Westermeyer; Scale: 54mm; Rules: Simplified Soldier's Companion; Number of players: 8.

Yankees and Rebels fight it out! This skirmish game is perfect for kids, using large plastic soldiers and a simple, fast system. Game is designed for young new comers to the hobby! Very Kid Friendly Game.

Z-541 - Pursuit of the Goeben

WWI; 10 AM; Length: 4; Location: Exhibit Hall A; Table: EA-07; Host Dave Emdee; Scale: 1/1200; Rules: Victory at sea; Number of players: 10.

German Battlecruiser Goeben headed for Turkey. Ordered to stop or sink Goeben is the British 1st Armored Cruiser Squadron. rules taught (3 minutes).

Z-378 - Action in the Med

WWII; 10 AM; Length: 2; Location: Ball Room C; Table: BC-04; Host Duncan Adams; Scale: 1/6000; Rules: Charted Seas; Number of players: 6.

The Royal Navy continues to pursue a 20th century Trafalgar that will decide control of the middle sea in one blow, but the Italians are too cagey and surprisingly too good to be dispatched that easily. Still, the British hope that this will be the day. Maybe they should be careful what they wish for. Under 12 welcome with a playing adult.

Z-420 - To the Berezina

WWII; 10 AM; Length: 4; Location: Ball Room C; Table: BC-02; Host Roxanne Patton; Scale: 1/285; Rules: Look Sarge, No Charts WWII; Number of players: 6.

Since its withdrawal from Moscow during the Russian winter offensive of 1941-42, German Army Group Center had remained in its positions between the Pripyat marshes and the Dvina River. It formed a large bulge, projecting some 250 miles eastwards and at Orsha and Mogilev, still remained on the eastern bank of the Dnepr River. For its major offensive operation of the summer, the Russians had assembled four Fronts to reduce the bulge and destroy Army Group Center and push the frontline west of the Berzina. And in a deliberate twist of irony, Stalin set the start date of the offensive on June 22, the 3rd Anniversary of the NAZI invasion. The outcome would be the most destructive German defeat since Stalingrad.

Z-386 - The Thunder Dome

Invitational Road Warrior Cross-country Race

Modern; 10 AM; Length: 2; Location: Ball Room C; Table: BC-08; Host Eric Schlegel; Scale: 1/72; Rules: Future Race; Number of players: 12.

A cross-country car race based on Jamie Davis' popular "Future Race" rules. Drivers will battle each other, the desert terrain and various other factors to be the first around the oasis and over the finish line. Bumping is encouraged (some might say required) and style points will be awarded for the most spectacular wreck. Players under 13 welcome with a playing adult.

Z-500 - Mopping Up in Fallujah

Modern; 10 AM; Length: 4; Location: Ball Room B; Table: BB-05; Host Michael Byrne; Scale: 28mm; Rules: Force on Force; Number of players: 6.

After the November offensive destroyed the majority of the Fallujah insurgents, there were still operations to clear out the remnants. Late in the afternoon on December 10, 2004 Marines were tasked with patrolling north of MSRMichigan towards Janabi Kospi

Z-292 - The Fall of Echo

Base: The South Slope

SciFi; 10 AM; Length: 2; Location: Exhibit Hall A; Table: EA-38; Host Grant Greffey; Scale: 30mm; Rules: Star Wars Skirmish, Home Rules; Number of players: 6.

"Send all troops in Sector 12 to the South Slope to protect the fighters!" Imperial forces are overrunning the Rebel base on Hoth. Rebel soldiers must desperately try to protect the evacuating starfighters. This game is youngling friendly.

Z-546 - "Eat Hitler, the Nazi taste treat!" - 1945 / Juarrasic

SciFi; 10 AM; Length: 2; Location: Exhibit Hall A; Table: EA-22; Host Brendan Watts; Scale: 25mm; Rules: Howard Whitehouse's "Eat Hitler"; Number of players: 8.

1945 - Nazi scientists build a time machine to allow Hitler to go back and refight the war and win but a Russian shell sends them back to the Jurrasic period where they must battle dinosaurs to survive and attempt to escape. The higher the Nazi's rank, the more points the dinosaur players score. Great fun for family groups ! Family / kid / dinosaur fan friendly.



TOURNAMENTS

NASAMW

Ancient and Medieval Events

Below is a short description of the tournaments being put on by the North American Society for Ancient and Medieval Wargaming. For more information, please go to the NASAMW registration desk. A single entry fee of \$5 is charged and covers all events you play in. This goes for trophies and other event expenses.

DBA

The DBA & related tournaments and events listed here are presented by the North American Society of Ancient and Medieval Wargamers (NASAMW). To join just show up and play in an event, or for more information on NASAMW, <http://www.nasamw.org>

Sign-Up Sheets for all events will be at the DBA HQ Table.

Rules for DBA will be v2.2+ (unless specifically mentioned in the event listing, always see each event listing for specific rules information). Armies will be DBA 2.2.

Information related to 2.2+ rules can be found at: <http://www.wadbag.com/V2.2+/>

All army options must be chosen prior to beginning of event and not changed. All games in 15mm unless otherwise noted.

Overall DBA Manager: David Schlanger

Wednesday

Auxiliarama!

8pm – Midnight

Rules: v2.2+, 15mm, 4 rounds.

Eligible armies must have a minimum 5 elements of Auxilia. If a player has 2 or more light foot (Auxilia and Psiloi) elements than his opponent, then that player has out-scouted his enemy and may add 1 to the aggression die of his opponent.

GM: Larry Chaban and Rich Baier

Thursday

Big Battle DBA Doubles Theme

9am – 6pm

Rules: v2.2+, 15mm, 3 rounds plus championship Thursday evening.

Eligible armies: Any BBDBA 2.2 army list with legal allies from 0-800AD from Europe/Coastal N. Africa and Asia west of India. Teams of two players face-off in Big Battle DBA games. Each team must bring own armies and terrain. GM: David Schlanger

DBA-RRR Open

7pm – 11pm

DBA-RRR is a De Bellis Antiquitatis v. 2.2 modification for the Pike and Shot Period. DBA-RRR rules are available on the FADBAG Yahoo Group. 15mm, 30" boards, Bring any 12 element army with terrain. GM: Tony Aguilar

Midnite Madness

11pm to midnight and beyond!

Rules: v2.2+, 15mm.

Single elimination, losers go to bed, winners advance. Unfinished games scored as loss for both participants. Players bring own armies and terrain. GM: Rich Baier

Friday

This Embattled Isle! Scenarios Event

9am – 5pm

A series of 7 scenarios centered on Beleaguered England, and its Invasions.

14 players (exactly); 7 scenarios and two sides (Defenders of the Isle and Invaders of the Isle).

Each player will play in every battle, and will play every opponent from the other side. There will be a winner for each side. Games are preset terrain, preset armies, preset deployment -- historical battles. There will be special rules to better represent each historical battle.

Scenario One: Rebellion Against Roman Mis-Rule (Watling Street – 60AD)

Scenario Two: A Mile Beyond the Wall (Camelon – 211AD)

Scenario Three: Saxon Foederati (Aylesford – 455AD)

Scenario Four: Alfred, Aethelred, Halfdan, and Bagsac (Ashdown – 871AD)

Scenario Five: The Conqueror (Hastings – 1066AD)

Scenario Six: The Standard (Northallerton – 1138AD)

Scenario Seven: Welsh Revolt (Orewin Bridge – 1282AD)

All armies and terrain supplied -- just bring your bad self. GM: David Kuijt and David Schlanger

DBA 3.0 Demo

9am – Noon

Rules: v3.0 Beta, 25mm

Learn to play the soon to be published DBA 3.0 from two veteran DBA game masters, Tom Thomas and Bob Beattie. We will be running continuous one-on-one matched pairs games and a Big Battle game. We will provide armies and

terrain but feel free to bring your own in you would like to see how a favorite army works in DBA 3.0. We will also run demo games in both 15/25mm. All levels of experience (including novices) and ages are welcome. Tom will run his favorite version "Are you Smarter than a Teenager-taking on all comers)

GM: Tom Thomas and Bob Beattie (TomAndKate@aol.com)

The Age of Arthur: An Introduction to DBA Noon – 4pm and 6pm – 10pm (see PEL event description)

Rules: v2.2+

It is the Age of Arthur and Vortigern and the fate of Romano-Celtic Britain hangs in the balance. Take on the role of a British dux bellorum, Saxon warchief or Pictish toisech. With each victory and defeat, you can change the map of Britain. This is a walk-up gaming opportunity designed to introduce players to the fast-play 2.2+ version of De Bellis Antiquitatis ancient and medieval rules. Play one game or play a dozen. DBA tutors on hand to help introduce you to the game, teach and answer questions. Experienced players also welcome. Can you rally the Britains to hold back the barbarian hordes? Or will the Saxon warbands of Horst and Hengist (and the Picts in the North) overthrow kings and carve out new lands to rule? Participants are eligible for raffle prizes including Splintered Light Miniatures' Saxon and Sub-Roman DBA army packs.

GM: Chris Brantley and Terrence McPartland

DBA 15mm/25mm Open

7 – 11pm

Rules: v2.2+

3-4 round open event, all 2.2 army lists eligible. All skill levels are welcome. We will have separate brackets for 15mm and 25mm armies, and as much assistance as possible for new players. Loaners available for new players.

GM: Roland Fricke

Saturday

Falls a Titan! Campaign Theme

9am – 5pm

Rules: v2.2+, 15mm, As many rounds as we can fit in!

Atilla the Hun is Dead! It is 453 AD. Atilla's confederation once extended from the Alemanni to Georgia, but his death shattered it. His successors want to bind it together again, but all the various tribes once subject to the Huns are interested in carving their own kingdoms out of the wealth that is Rome, and definitely NOT interested in having Hun overlords again.

As for Rome, its defensive abilities were overtaxed before. Invasions in the last two generations have been answered only barely well enough to keep things together. In the West the Vandals, Suevi, Visigoths and Burgundians have carved their own independent realms out of the fat underbelly of Rome, and now comes a further flood of Germanic Barbarians wanting their own piece of the porkbelly. The East has its own problems with the resurgent Sassanians and the Ostrogoths, both casting covetous eyes on various juicy provinces.

Pre-registration and list of eligible armies at: <http://www.fanaticus.org/discussion/...ad.php?t=14543>

This is the latest in a series of successful Two Davids campaign theme events (Recovering Byzantium, Assyrian Collapse, Viking Fury etc.). Please join us, and don't forget to pre-register at fanaticus.org

GM: David Kuijt and David Schlanger

DBA NASAMW Invitational Championship (NICT)

6pm – 9pm, 9pm – Midnight

Rules: v2.2+, 15mm, Round Robin Group Stage, followed by Single Elimination

For players who have won an event in a HMGS East Convention during the previous year, or any other DBA tournament as reported in NASAMW qualifier list. 3 games of group round robin play phase followed by championship round single elimination bracket for winners of group stage. Championship round starts at 9PM.

Time to crown a new NICT champion!

Bring your own legal 2.2 army and terrain.

GM: David Schlanger

Not the NICT plus Youth Tourney, DBA Open

Adult and Youth Brackets

6:30pm – 9:30pm

Rules: v2.2+, 15mm, 3 rounds.

Any legal DBA 2.2 army, Bring own terrain.

GM: David Schlanger

Sunday

HotT Open

9am – Noon

Rules: Hordes of the Things, 25/28mm, 3 rounds
Bring out your 24 point armies for a punch up!
Brute and Phalanx extended rules will be used.

Loaner Armies Available!

GM: David Schlanger

DBN

9am - Noon

Rules: Napoleonic variant for DBA, 15mm, 3 rounds
12 point armies on 30 inch boards.

GM: Bill Brown

DBM

All games will use DBM 3.2, 15:0 scoring. 6'x4' tables for 15mm, 8'x5' for 25mm. Armies from DBM books I-IV (2nd Ed) or DBMM books I-IV. Players need to arrive at each event 15 minutes before the start time. GM: Rob Cunningham (rccun2@aol.com).

Thursday/Friday/Saturday

Open, 15mm & 25mm

Flexible schedule. Players will arrange games when/where they desire. 400 AP for 15mm, 350 AP for 25mm, 4-hr rounds with hard stop unless players agree otherwise. GM will not call games on time.

You may have as many versions of your list as you like but must decide which to use before dicing for terrain and all must be from the same year, region, named CinC, ethnic makeup, etc.

Players will fill out an army card for each army they enter and give it to the GM. After each game, players should fill out and bring to the GM a results card (supplied by GM). This card must be signed by player with lower score (both in the case of a tie) in order for the result to be valid. The GM will periodically post the current scores, will encourage the higher scoring players to play each other, and will use a tie-breaker system that favors players who play the higher finishing players.

Rounds: As many or few as you want but best four scores will determine each player's final score.

Fields of Glory

Friday

Greater Dark Ages Theme

9am – 11pm. 15mm (25mm if enough show). 800pts. 5' x 3' tables for 15mm, 6' x 4' for 25mm.

One version of a legal 800pt list from any published FoG:AM list book. Time period restricted to 500 – 1149 AD. Four 3-hour rounds with best 3 scores/results used to determine winner.

Round 1: 9am; Round 2: 12:30pm; Round 3: 4pm; Round 4: 7:30pm

GM: Mark Bumala (WBMcCampbell@aol.com)

Saturday

Open

9am – 11pm. 15mm (25mm if enough show). 900pts. 6' x 4' tables for 15mm, 8' x 5' for 25mm.

One version of a legal 900pt list from any published FoG:AM army list book, any time period. Three 3-hour rounds.

Round 1: 9am; Round 2: 2:30pm; Round 3: 7pm.

GM: Mark Bumala (WBMcCampbell@aol.com)

Warrior

Players must check in 30 minutes prior to listed start time. One list from published army list books (see website for latest versions/errata); African Warrior draft lists allowed for Mini/Open. Generals must be rolled. Preset terrain.

Special Rules: Barbarian Foot Rules in effect. X-Rules 2.512, 5.11, 6.2, 11.1 and 17.1 in use. 8' x 5' tables for 25mm Theme/Open, 6' x 4' tables for 15mm Theme/Open; 4' x 4' for 15mm Mini. 2.5 hr rounds for Mini, 3.5 hr rounds for rest. Full listing of special rules, armies and deployment rules at: www.fourhorsemenenterprises.com/forum.

GMs: Scott Holder and Robert Turnbull.

Thursday

Mini Open, 15mm

Noon - 9:30pm; 1200 pts. Round 1: Noon; Round 2: 3:30pm; Round 3: 7pm.

Warrior National Championship Prelim

Noon – 8:30pm; 25mm, By Invitation Only, 1600 pts. Round 1: Noon; Round 2: 5:00pm.

Friday

The New World Theme, 15mm & 25mm

9am – 11pm; 1600 pts. Round 1: 9am; Round 2: 1:30pm; Round 3: 6pm. Eligible Armies list at Warrior table and at link above.

Saturday

Open, 15mm & 25mm

9am – 11pm; 1600 pts. Round 1: 9am; Round 2: 1:30pm; Round 3: 6pm.

Warrior National Championship Finals

Noon – 11pm; 25mm, By Invitation Only, 1600 pts. Round 1: 9am; Round 2: 1:30pm; Round 3: 6pm.

Other Tournaments

Renaissance Wargaming Society Events

Thursday

15mm Fields of Glory Renaissance Wars of Religion.

9:00am - 10:30pm

15mm 800pts. 4' x 6' table. Three 3.5-hour rounds. Any army from the Wars of Religion army book.

Round 1: 9am; Round 2: 2pm; Round 3: 7pm

GM: Walt Leach (waltleach1@comcast.net).

Fields of Glory Napoleonics

Saturday

15mm Fields of Glory Napoleonics.

9:30am-9:30pm

800pts. 4' x 6' table. 3.5 hour rounds. Please email Dan in advance with questions or intent to play.

Round 1: 9:30am; Round 2: 2:30pm; Round 3 (optional): 7pm.

GM: Dan Hazelbark (Hazelbark2005@yahoo.com)

Flames of War Events (I-95 Gamers)

Thursday

Flames of War Late-War Doubles

11am - 9pm

Three 2.5 hour rounds. All official Late-War briefings are in play. Teams make two 1,000pt companies from the same nationality. You can "swing" up to 200pts to either 1k company. One air purchase. One named hero per 1k list maximum. Terrain will be typical I-95 stuff. It's likely that we'll have several snow boards with restrictive going for vehicles. Scenarios will be determined. We will not play Surrounded or Cauldron. Please reserve a slot for your team as soon as you can by mailing the GM. Please indicate the nationality of your team. Lists are due via email by 10 July 2013. All miniature manufacturers are welcome but no unpainted teams. Additional tournament information will be posted on http://games.groups.yahoo.com/group/I95Gamers_Flames_of_War_Tournaments_page/
GMs: Bill Dorais and Eric Lauterbach (errk68@yahoo.com).

SAGA Events

Thursday

9:30am-7:00pm

4-6pt SAGA armies from current official lists. Point level will be decided by you and your opponent based on what you have. Format will be Jump In/Jump Out meaning you do not have to play all rounds. Up to 24 players. Heroes are allowed if you and your opponent agree. Score will be based on number of wins and then points. Points will be awarded in accordance with the rules with 1pt for every three Levy, two Warriors and one Hearth Guard eliminated of your opponents. Each enemy Warlord eliminated is worth 5pts. If you want to sign up early, please contact the GM or show up the day of the tournament and roughly every half hour. To keep current with updates, go to www.sagatapesstry.com.

GMs: Eric Lauterbach (errk68@yahoo.com).

Friday

9:30am-7:00pm

Same as Thursday.

Wargods Events

Saturday

8pm - Midnight; 8' x 5' table

Come out and play in the Wargods of Aegyptus Campaign! Each player can bring a 2000pt warband containing a har-binger with Ka 1 + d3 and following all other rules for warband construction. Warbands can be chosen from Aegyptus, Olympus, Wendigo. Warbands will be allowed to develop throughout HMGS East conventions.

GM: Adam Hughes (atom120@yahoo.com).

Sponsor: Crocodile Games.

Bolt Action Events

Please preregister with GM. There will be tables representing the European, Pacific, North African and Eastern Front (Russia) theaters. Pre-register to receive game/terrain updates, scoring criteria, updates to army list allowances and unit specific information. Prizes will be awarded for Best Generals, Best Painted and some one-off fun events.

28mm, 6' x 4' table

GM: Stefan Sheckells (shecknews@comcast.net)

Sponsor: Warlord Games

Friday:

Bolt Action Armor Battles!

6:30pm - 11:00pm

1250pt armored platoon lists

Friday

Check-in will begin at 6:30pm and dice will roll at 7pm and continue for two two-hour rounds. Awards at 11pm. Cooperative or team play is allowed, i.e., a pair of players can play an army together but the team still acts as one army.

Army lists must use the Armored Platoon selector from the Tank Battles Additional Rules. At least 750pts must be vehicles. Units should be selected from a nation-specific army list book or an official BA supplemental list.

Round 1: 7-8:30pm, Round 2: 9-10:30pm.

Saturday

WWPD Bolt Action Tournament

9:00am – 6:00pm

1000pt lists

Check-in will begin at 9am and dice will roll at 9:30am and continue for three two-hour rounds. Awards at 5:30pm.

Army lists with units selected from a nation-specific army book or an official BA supplemental list. Armor platoons are not allowed.

Round 1: 9:30-11:30am, Round 2: 12:30-2:30pm, Round 3: 3-5pm.

North East Wargaming Society Events

Thursday

WAB 2 Doubles Tournament

5:00-10:30pm; 25mm, 10x5 table. Players can come alone or with a team mate and will play 2 games against other teams. Players can use any valid 2800 pt army from the Armies of Antiquity 2 or WAB 2 rule book. They may also use a 2000 pt army from any other supplement or the WAB 1.5 rule book except Armies of Antiquity 1 which will not be used. Pit your army and your strategy against any opponent and play armies from a variety of periods. Prizes will be awarded to best team and best painted.

GM: Alex White.

WAB 2 Singles Tournament

9:00am-5pm; 25mm, 6x4 table.

This is the traditional Warhammer Ancients Battle Single tournament. Players can use any valid 2800 pt army from the Armies of Antiquity 2 or WAB 2 rule book. They may also use a 2000 pt army from any other supplement or the WAB 1.5 rule book except Armies of Antiquity 1 which will not be used. Despite this players will be grouped by time period for prizes and play where possible. There will be prizes for painting, sportsmanship, and overall record.

GM: Alex White.

Battlefront Miniatures Events

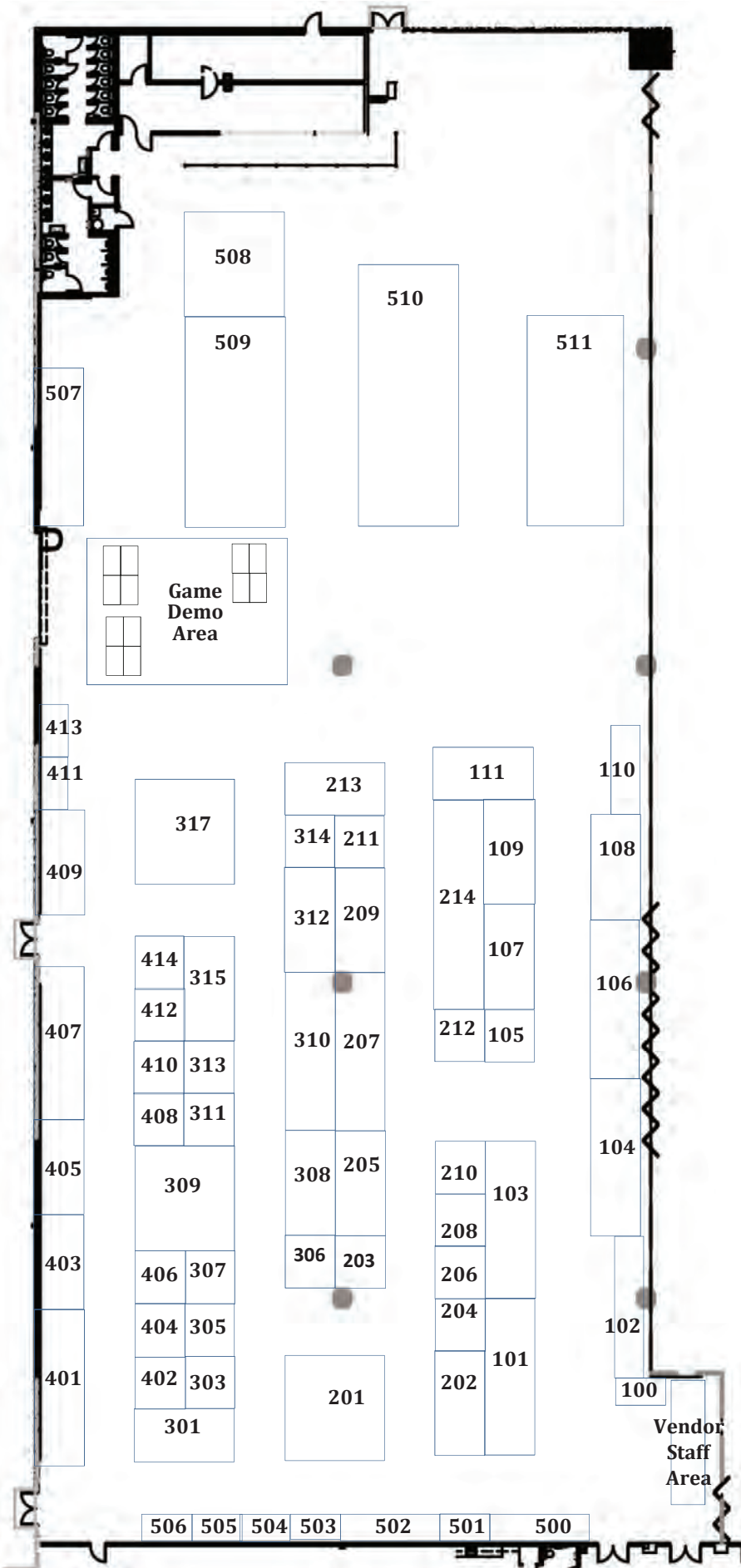
Battlefront Miniatures is proud to offer the 2012 Mid War National Tournament for Flames of War. This invitational tournament is for players that have successfully qualified from a Regional tournament or event. Games are played on 4' x 6' tables themed towards the theaters of operation during 1942-1943 (North Africa and Eastern Europe). Each player provides their own army and is guaranteed six games over the two day tournament. The initial match-ups focus on Axis versus Allies and we will attempt to match the theme of their armies and tables together. In the later rounds the tournament will change to a Swiss style format pinning equally skilled opponents against each other regardless of army type. The top winners will be invited to the Masters Tournament being hosted by Battlefront later this year. If you are qualified for the National Tournament and would like more information about the event then go to www.flamesofwar.com for more details.

We encourage everyone to swing by the tournament to witness the action. Feel free to introduce yourself to the judges and ask questions but please respect the tournament players during their games. Above all else enjoy the weekend and have fun!



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VENDORS DIRECTORY

Acheson Creations

Booth: 55

POC: Craig Acheson

1002 Stone Road

Rochester, NY 14616

Phone:(585) 621-8439

Email: arrow1112@aol.com

Website: www.achesoncreations.com

Products/Services: Acheson Creations; Arrow Miniatures; Kaiju Kaos; Primateval Designs; Two Hour Wargames; River Bluff; C.S. Marks; V.J. Waks Products

Age of Glory

Booth: 24

POC: Steven Mynes

449 Hawkrigde Ln.

Sykesville, MD 21784

Phone:(443) 280-9465

Fax:(443) 280-9465

Email: ageofglory@comcast.net

Website: www.ageofglory.com

Products/Services: Empress Miniatures (28mm Anglo-Zulu War, New Zealand Wars, Italy in Abyssinia, Spanish Civil War, and Modern Combat), Red Star Miniatures, Imprint Models

Albright's - Orphan Brigade Painting Service

Booth: 46

POC: Leonard Albright

3485 Aldershot Drive

Lexington, KY 40503

Phone:(859) 227-4871

Mobile:(859) 227-4871

Email: obps1861@yahoo.com

Alien Dungeons

Booth: 39A

POC: Barbara Baker

P.O. Box 6423

Ellicott City, MD 21042

Phone:(240) 755-0029

Email: barb@architectsofwar.com

Website: www.AlienDungeon.blogspot.com

Products/Services: Manufacturer and retailer of FANTICIDE 28mm fantasy skirmish game of Homicidal Warbands; Distributor and retailer of Otherworld Miniatures fantasy figures, Woodbine design science fiction figures; and retailer of Woodland Scenics flocks & foliage, Satellite City glues and accelerator, and Hobby Tools paints and brushes.

Architects of War

Booth: 39B

POC: Barbara Baker

P.O. Box 6423

Ellicott City, MD 21042

Phone:(240) 755-0029

Email: barb@architectsofwar.com

Website: www.ArchitectsofWar.com

Products/Services: Architects of War 28mm terrain kits & miniatures, Uncivil War miniatures, American Perry Plastic box sets & metal miniatures, Gripping Beast, Renedra plastic terrain & figure bases, Dark Age Teutonic Knights and Woodbine design WW1 and Specials, Warlord Games products, Conquest Games plastics, LBMS shield transfers & banners, Woodland Scenics flocks & foliage, Satellite City glues & accelerators, hobby tools & paintbrushes

All the King's Men

Booth: 9

POC: Ken Cliffe

2456 Hewatt Road

Snellville, GA 30039

Phone:(770) 978-1645

Email: ken@allthekingsmentoy SOLDIERS.com

Website: www.atkmtoy SOLDIERS.com

Products/Services: 54mm metal & plastic figures for gaming & collecting: AWI, War of 1812, Napoleonic. Also rules and 54mm terrain.

Armory Hobbies

Booth: 7

POC: Dan Straub

13857 Lake Dr.

Monroe, MI 48161

Phone:(734) 243-2661

Email: thearmoryhobbies@gmail.com

Website: www.armoryhobby.com

Products/Services: 15mm, 10mm Armor, 1/144 Aircraft, 1/1000 ships, 1/72 & 54mm infantry

B&V Traders

Booth: 26

POC: Mike Varney

445 Trice Road

Bumpass, VA 23024

Phone:(540) 872-4373

Mobile:(540) 259-9265

Email: bvtraders@aol.com

Website: www.bvtraders.com

Products/Services: Catalyst Game Labs, Spartan Games, Reaper CAVs, JR Miniatures, War Torn Worlds, Monday

Knight Productions. Misc OOP/discontinued/discount items from various manufacturers.

Battlefield Terrain Concepts

Booth: 28

POC: Doug Kline

754 Ray St.

Roanoke, VA 24019

Phone:(540) 353-1080

Email: dkline1863@aol.com

Website: www.battlefieldterrain.com

Products/Services: Resin & Custom terrain. Fields, Hills, Fences, Bocage, Trees, Roads, Streams, Earthworks, Time Cast Scenics, JR Miniatures, Mark IV Miniatures, Scenics, Round Top Miniatures, etc.

Battlefront Miniatures

Booth: 18

POC: Joe Krone

70 Aleph Dr., Suite B

Newark, DE 19702

Phone:(301) 366-8661

Email: joe.krone@battlefront.co.nz

Website: www.flamesofwar.com www.

gf9.com www.wargamesillustrated.net

Products/Services: Flames of War, gaming, hobby and tool accessories, pre-painted scenery and licensed products, Wargames Illustrated and subscription offers

Belle and Blade Video

Booth: 57

POC: Steve Mormondo

124 Penn Ave.

Dover, NJ 7801

Phone:(973) 328-8488

Email: video.guru@verizon.net

Website: www.warshows.com

Products/Services: Videos, DVD, Tshirts, patches, signs.

Brigade Games and Hobby Supply, LLP

Booth: 22

POC: Lon Weiss

35 Brookvale Rd.

Kinnelon, NJ 7405

Phone:(800) 381-9177

Email: brigadegames@yahoo.com

Website: www.brigadegames.com

Products/Services: Miniatures: Brigade Games, Rattrap, Parroom, Company B, Great War, Artizan; Vehicles: Brigade Games, Company B, JTFM, AGN; Rules: Sinister Labs, Rattrap, Iron Ivan, Skirmish Campaigns, T&T

Brookhurst Hobbies

Booth: 23

POC: Larry Huber
12188 Brookhurst St.
Garden Grove, CA 92840
Phone:(714) 636-3580
Email: info@brookhursthobbies.com
Website: www.brookhursthobbies.com

Products/Services: Peter Pig Miniatures, Langdon Miniatures, Tumbling Dice Miniatures, Great Escape Games, Grex Airbrush, Clash of Empire Rules

Casemate Publishers

Booth: 59

POC: Sean Johnston
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Havertown, PA 19083
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Email:
sean.johnston@casematepublishers.com
Website: www.casematepublishers.com

Products/Services: Selection of Military History and Modelling books. Meet the Author/Author Signings; offer books of our own imprint as well as books from (40) publishers around the world.

Churms Consulting dba Mark Churms

Booth: 44

POC: Mark Churms
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Kearneysville, WV 25430
Phone:(602) 445-6237
Mobile:(304) 725-1687
Email: churms@hotmail.com
Website: www.MarkChurms.com
Products/Services: Mark Churms: The Art of History military posters, prints, original art and picture frames by historical artist Mark Churms

Collins Epic Wargames, LLC

Booth: 14

POC: Byron Collins
4564 Schooner Blvd.
Suffolk, VA 23435
Phone:(757) 636-7121
Email: admin@frontlinegeneral.com
Website: www.collinsepicwargames.com
Products/Services: Frontline General: Spearpoint 1943 Card Wargames, Frontline General: Italian Campaign Boardgame/Minis Campaign System, PreOrders of Expansions, Accessories

Cotton Jim Flags/ Chesapeake Miniatures

Booth: 6

POC: James Russell
2113 Walpole Street
Virginia Beach, VA 23456
Phone:(757) 427-5725
Mobile:(757) 567-4280
Email: cottonjim@aol.com
Website: www.cottonjimflags.com
Products/Services: Naval Axis & Allies Miniatures, Rules, miniatures, Wings of War, Army Painter products, flags

Crocodile Games

Booth: 45

POC: Chris Fitzpatrick
6208 Meridian Street West Drive
Indianapolis, IN 46260
Phone:(317) 496-5999
Mobile:(317) 496-5999
Email: osiris@crocodilegames.com
Website: www.crocodilegames.com
Products/Services: Wargods range of ancient and mythological miniatures, characters, troops and monsters of mythology: Aegyptus, Hyperborea, Olympus.

Crown Military Miniatures

Booth: 53

POC: Nicholas Cameron
8 Bodwell Avenue
Salem, NH 3079
Phone:(603) 552-5069
Email: Nicholas@crowntoysoldiers.com
Website: www.crowntoysoldiers.com
Products/Services: 54mm figures, custom diorama boards, 1/72 - 1/84 buildings and accessories

Dayton Painting Consortium, Ltd.

Booth: 27

POC: Richard Masse
PO Box 24185
Huber Heights, OH 45424
Phone:(937) 667-1037
Email: radetzky@prodigy.net
Website: www.dpcltdcom.org
Products/Services: RSM95 20mm ACW, NAPS, Colonials/25mm FIW, Jacobite Rebellion, SYW, AWI & Ottoman Turks figures. Parade Ground Flags/Phil Alexander Flags, Howard Hues paints. Mitres, Moustache & Musket Rules.

Decision Games/Strategy & Tactics Press

Booth: 25

POC: Callie Cummins
P.O. Box 21598
Bakersfield, CA 93390
Phone:(661) 587-9633
Email: calliecummins@decisiongames.com
Website: www.decisiongames.com
Products/Services: Decision Games full product line including the new folio game series (inexpensive, quick-to-play games). Strategy & Tactics press with the latest Strategy & Tactics and World at War magazines, magazine games and books.

Eureka Miniatures USA

Booth: 1

POC: Robert Walter
225 East Street
East Walpole, MA 2032
Phone:(508) 668-5240
Email: robwalter556@yahoo.com
Website: www.eurekaminusa.com
Products/Services: 10, 15, 18, 25, 28 & 40mm Eureka figures. 18mm AB figure ranges cover ancient to modern to fantasy. Lots of new items specifically for Historicon!

Flag Dude

Booth: 3

POC: Rick O'Brien
207 Mountain Ridge Drive
Huntsville, AL 35801
Phone:(312) 371-5704
Email: rcobrien@earthlink.net
Website: www.flagdude.com
Products/Services: Paper flags, terrain and painted figures

GAJO Games

Booth: 52

POC: Craig Tyrrell
9341 S. 1300 East
Sandy, UT 84094
Phone:(801) 563-5956
Email: gajominis@aol.com
Website: www.gajominis.com
Products/Services: Painted historical miniatures.

GHQ

Booth: 51

POC: Channing Scott
28100 Woodside Rd.
Shorewood, MN 55331
Phone:(612) 374-2693
Email: cscott@ghqmodels.com
Website: www.ghqonline.com

Products/Services: Micro Armour, Micronauts, Micro Force 10mm, Terrain Maker

Great Hall Games

Booth: 32

POC: Robert Smith
5501 N. Lamar Blvd Ste A-135
Austin, TX 78751
Phone:(512) 505-0055
Mobile:(512) 426-3107
Email: info@greathallgames.com
Website: www.greathallminis.com
Products/Services: Napoleon at War miniatures & rules; Essex minis; Force of Arms; Miniature World Maker terrain

Harmony House Hobbies

Booth: 48

POC: Jefferson Davis Hobbs II
9236A Hollow Road
Middletown, MD 21769
Phone:(301) 371-8119
Website: www.harmonyhousehobbies.com
Products/Services: Dice, Dice, Dice; gaming supplies; modeling tools; books; zombie dinosaurs; tape measures; miniature figures (painted & unpainted); terrain. The list goes on & on - you've just gotta see us!

Historical Products Company

Booth: 58

POC: Pat Condray
2225 S. Gulfwater Pt.
Crystal River, FL 34429
Phone:(352) 795-1317
Mobile:(352) 634-0917
Email: pat_condray@yahoo.com
Website: www.ebhpc.com
Products/Services: Booklets pertaining to the Age of Marborough, Thirty Years War, and Spanish Civil War (1936-39) 20mm figures for the latter

Hobby Bunker

Booth: 40

POC: Matthew Murphy
135 Prospect St.
Wakefield, MA 1880
Phone:(781) 321-8855
Email: matt@hobbunker.com
Website: www.hobbybunker.com
Products/Services: Manufacturer of terrain; painted toy soldiers; 15-28mm figures, JR minis; 28mm plastics; plastic toy soldiers; rulebooks & military books; paint & supplies.

Hot Wire Foam Factory

Booth: 49

POC: Heather Williams
216 E. Laurel Avenue
Lompoc, CA 93436
Phone:(866) 735-9255
Email: heather@hwff.com
Website: www.hotwirefoamfactory.com
Products/Services: Foam cutting tools for making any kinds of props imaginable.

I-94 Enterprises/Beacon Publications

Booth: 63

POC: Dave Winfree
2195 Tamarack Cove Dr.
Hastings, MI 0
Phone:(269) 945-3185
Email: sales@I-94enterprises.com
Website: www.I-94Enterprises.com
Products/Services: Panzer-Keeper, Mothball, and Footlocker storage boxes for 6mm & 1/2400 minis; Beacon decals for 1/100-1/600 aircraft & 1/76-1/285 armor minis; Raiden & Scotia 1/285 & 1/300 aircraft; Fight's on AirGame Accessories; C46 books, rules, & accessories; Painted 1/285 Aircraft & Armor

Iron Wind Metals

Booth: 15

POC: Jim Fox
4858 Provident Dr., Suite M
Cincinnati, OH 45246
Phone:(513) 720-9828
Email: fox@foxminiatures.com
Website: www.ironwindmetals.com
Products/Services: Classic Battletech, Ral Partha Fantasy, Vor, Fox Miniatures, Ravenstar Miniatures, Iron Clad Miniatures

Innovative Productions - Lightning Bond & Dr Mike's Glue

Booth: 29

POC: Michael Rice
PO Box 1401
Ashland, VA 23005
Phone:(804) 798-5225
Email: drmikesglue@aol.com
Website: www.drmikesglue.com
Products/Services: Live demos on using adhesives on miniatures, models, & more.

Litko Game Accessories

Booth: 38

POC: Kenneth Litko
316 E 316 N Suite 6
Valparaiso, IN 46383
Phone:(219) 462-9295
Email: ken@litko.net
Website: www.litko.net
Products/Services: Miniature bases; Movement trays & gauges; Tokens

Lock 'n Load

Booth: 61

POC: Mark Walker
1327 Deer Trail Road
Henry, VA 24102
Phone:(540) 420-2279
Email: janice@locknloadgame.com
Website: www.locknloadgame.com
Products/Services: Lock 'n Load series; World at War series; All Things Zombie; and Space Infantry board games.

Lost Battalion Publishing, LLC

Booth: 56

POC: Rob Belli
5430 Arcadia Avenue
Upperco, MD 21155
Phone:(301) 466-8519
Email: rob.belli@lostbattalion.com
Website: www.lostbattaliongames.com
Products/Services: Sergeants' miniature game; FAA miniatures; Napoleons Battles rule set.

Major Objective Games

Booth: 30

POC: Bill Hanson
206 Porter Avenue
Scottdale, PA 15683
Phone:(724) 309-6438
Email: bhans@majorobjectivegames.com
Website: www.majorobjectivegames.com
Products/Services: Major Objective: World War 2 game rulebook; painted miniatures; website; membership; painting services

Miniature Building Authority

Booth: 2

POC: Kirk Stephens
PO Box 107
Bethlehem, GA 30620
Phone:(404) 932-3106
Email:
kirk@miniaturebuildingauthority.com
Website:
www.miniaturebuildingauthority.com

Products/Services: 15mm & 28mm prepainted buildings and terrain from Miniature Building Authority, painted miniatures by Bob Ladd

Minutemen Toy Soldiers

Booth: 37

POC: George Guerriero
28 St. Denis Drive
Westwood, MA 2090
Phone:(617) 462-5431
Email: gguerriero@msn.com
Website: www.mmtosoldiers.com

Products/Services: King & Country & other 54mm toy soldiers, Dragon, Hobby master & Panzerstahl 1/72nd diecast vehicles, Battlefield, SHQ, Britannia and SGMM 28mm wargaming figures, Scenic Effects 15mm & 28mm buildings, terrain features, latex roads and rivers, 1/72nd and 1/32nd scale plastic figures.

Mr. Miniature

Booth: 33

POC: Bill Goranson
8017 Pagoda Dr.
Spring Hill, FL 34606
Phone:(352) 683-9995
Email: wgoranso@tampabay.rr.com

Products/Services: Painted Miniatures

MSD Games/Kryomek, USA

Booth: 5

POC: Martin Fenelon
31 Oak Hill Drive
Niantic, CT 6357
Phone:(860) 691-0013
Email: martin.fenelon@snet.net
Website: www.Luftwaffe1946.com

Products/Services: Luftwaffe 1946 miniatures (1/300th), Luftwaffe 1946 rules, Kryomek miniatures & rules; Macho Women with Guns 25mm miniatures & rules; Blue Sky rules, Dom's Decals, Blue Sky decals

Old Glory Corp.

Booth: 47

POC: Connie Dunaway
4150 State Rte. 981
Mount Pleasant, PA 15666
Phone:(724) 423-3580
Email: oldglory@cvzoom.net
Website: www.oldglory25s.com

Products/Services: Historical pewter figures, resin buildings, and ships. ~ Old Glory ~ Old Glory Shipyard ~ Crusader ~ Blue Moon ~ Sash & Saber. 15 & 25mm miniatures.

Osprey Publishing

Booth: 50

POC: Joseph McCullough
Midland House, West Way, Botley
Oxford, OX2 OPH, UK
Phone: (44)1865-811-323
Email:
joseph.mccullough@ospreypublishing.com
Website: www.ospreypublishing.com

Products/Services: Force on Force, Field of Glory, Bolt Action, Tomorrow's War, Dux Bellorum, A World Aflame, Osprey series books

Outland of Pennsylvania

Booth: 16

POC: Phillip Kearnan
606 Warm Springs Ave.
Huntingdon, PA 16652
Phone:(814) 644-6898
Mobile:(814) 423-0704
Email: pikearnan@penn.com
Products/Services: Ral Partha Colonials, Houston Ships, painted figures

Paper Terrain

Booth: 20

POC: Scott Washburn
13460 Trevoise Road
Philadelphia, PA 19116
Phone:(215) 677-1869
Email: scottwashburn@comcast.net
Website: www.PaperTerrain.com
Products/Services: Paper wargame buildings, fortifications, American Civil War miniatures, wargame accessories

Pictors Studio

Booth: 12

POC: Jaime Fenimore
212 West Main St.
Ligonier, PA 15658
Phone:(724) 771-4102
Email: pictors@pictorsstudio.com
Website: www.pictorsstudio.com
Products/Services: Top quality custom painted miniatures by Jaime and Scott of Pictors Studio, Historical artwork

Relic Golden Amusement, Inc.

Booth: 43

POC: Eddie Gries
P.O. Box 572
Hackensack, NJ 7602
Phone:(201) 342-6475
Mobile:(201) 257-2687
Email: N/A
Website: N/A

Products/Services: Retail representative for Osprey publications. In stock full line of Osprey products.

Rick Carlile Military Books

Booth: 4

POC: Rick Carlile
145 Wisteria Dr.
Dayton, OH 0
Phone:(937) 294-8399
Email: rick.carlile@thompsonhine.com
Products/Services: Military and Wargaming Books and Magazines

Rick's Scenics

Booth: 11

POC: Dana Lombardy
835 8th Avenue
Oakland, CA 94606
Phone:(510) 869-9941
Email: dana.lombardy@gmail.com
Website: www.ricks-scenics.com
Products/Services: Prepainted, ready-to-use terrain for many different scales and historical eras.

RLBPS

Booth: 35

POC: Robert Bowling
4827 Treeview Terrace
Rockford, IL 61109
Phone:(815) 874-5351
Mobile:(815) 874-5351
Email: Bob@RLBPS.com
Website: www.RLBPS.com
Products/Services: Pulp Figures, Copplestone Castings, Knuckleduster, Aerodrome, Junglerot miniatures, Frontline Wargaming

Sash and Saber Castings

Booth: 21

POC: Chris Hughes
119 Dublin Road
Raleigh, NC 27609
Phone:(919) 870-5513
Email: chris@sashandsaber.com
Website: www.sashandsaber.com
Products/Services: 25/28mm ACW, NAP, SYW, 40mm Ancients, Dark Ages, Various Horse & Musket, Zulu Wars, US Plains War, 40mm Diorama kits, 40mm Drabant figures

Sgt. Major Miniatures

Booth: 19

POC: Andy Turlington
2904 Crestview Ct.
Waldorf, MD 20603
Phone:(301) 885-2820
Email: andrewturlington@hotmail.com
Website: www.sgmm.biz

Products/Services: 15, 20, 28 mm Historical Miniatures

Silver Eagle Wargame Supplies

Booth: 34

POC: Jacob Kovel
8 Neal Drive
Simsbury, CT 6070
Phone:(860) 651-6166
Email: sales@silvereaglewargames.com
Website: www.silvereaglewargames.com

Products/Services: Tin Soldier & Irregular Miniatures unpainted figures, HCH & SPS painted figures, Warrior rules & lists, Wartorn Worlds terrain, Renaissance Ink paints & bases; FHE Publications (Warrior)

Splintered Light Miniatures

Booth: 42

POC: David McBride
4283 Maner Street, SE
Smyrna, GA 30080
Phone:(404) 660-7901
Mobile:(404) 660-7901
Email: splinteredlightminis@earthlink.net
Website: www.splinteredlightminis.com
Products/Services: 15mm Dark Age, fantasy, modern, scifi, pulp, & gladiators; rules sets.

Tactical Painting

Booth: 62

Test of Battle Games

Booth: 36

POC: Glenn Kidd
5315 Hope Lane
Allentown, PA 18106
Phone:(201) 306-8436
Email: Glenn_Kidd@msn.com
Website: www.TestofBattle.com
Products/Services: Command Decision: Test of Battle rules, OTOB rules, Volley and Bayonet rules and supplements to support these books; game aids

The Last Square

Booth: 60

POC: Karl Krueger
5944 Odana Road
Madison, WI 53719
Phone:(608) 278-4401
Email: info@lastsquare.com
Website: www.lastsquare.com
Products/Services: Figure 1:6000, 1:2400, 1:250; Car Aero 1:1250; Heroics-Ros 1:300 aircraft, WWII; Perrin Roundway, Mantic Games; Air 200; Check Your 6; Board Games; Hobby Supplies.

The Quartermaster/Falcon Figures

Booth: 31

POC: Kai Weaver
137 Lynnhaven Dr.
Hampton, VA 23666
Phone:(757) 969-7100
Email: falconfiguresUK@yahoo.com
Website: www.falconfigures.com
Products/Services: Falcon Figures, Legions East WWII, Renaissance Ink, Osprey Books, Painted Figures, Resin buildings, 15mm WWII armoured vehicles and painted figures

TheWarstore.com

Booth: 41

POC: Steve Megas
47420 Main Road
Southold, NY 11971
Phone:(631) 765-0047
Email: steve@thewarstore.com
Website: www.thewarstore.com
Products/Services: Warhammer, Warhammer 40K, Warmachine, Hordes, Malifaux, Merc Miniatures, Uncharted Seas, Firestorm Armada, Dystopian Wars, Perry Plastic, Victrix, Warlord Games, Plastic Soldier Company, Wargames Factory, Avatars of War, Army Painter Paints & tools and much, much more!!!

Thoroughbred Figures

POC: Carlton 'Toby' Barrett
4106 Timberland Drive
Portsmouth, VA 23703
Phone:(757) 686-1048
Email: thoroughbredfigures@yahoo.com
Website: www.thoroughbredmodels.com
Products/Services: Ironclads - 1/600; Sea Eagles 15mm 1812 Naval ship kits & figures, SOJERS 20mm WW2 figures & Vehicles

Tradition Studios - Keith

Rocco

Booth: 13

POC: Keith Rocco
1511 Chapman Landing Rd.
Edinburg, VA 22824
Phone:(540) 459-5469
Email: krocco@shentel.net
Website: www.keithrocco.com
Products/Services: Giclee Prints - Original Art - Books

Tshirt Bordello

Booth: 8

POC: Don Myers
6900 Philips Highway #51
Jacksonville, FL 32216
Phone:(904) 252-1699
Mobile:(904) 252-1699
Email: Don@tshirtbordello.com
Website: www.tshirtbordello.com
Products/Services: Tshirts, posters, glassware

Wargamers' Terrain

Booth: 17

POC: Joe Linares
73 Tobacco Farm Road
Feeding Hills, MA 1030
Phone:(413) 789-1202
Email: matancero@comcast.net
Website: www.wargamersterrain.com
Products/Services: FlexTerrain™ Products; FlexRoads™, FlexRivers™, bridges, fences.

Wargames Factory

Booth: 10

POC: Daisy Nanton
PO Box 1172
Niwt, CT 80503
Phone:(720) 204-6344
Email: daisy@wargamesfactory.net
Website: www.wargamesfactory.com
Products/Services: 15 & 28mm historical and other wargaming kits

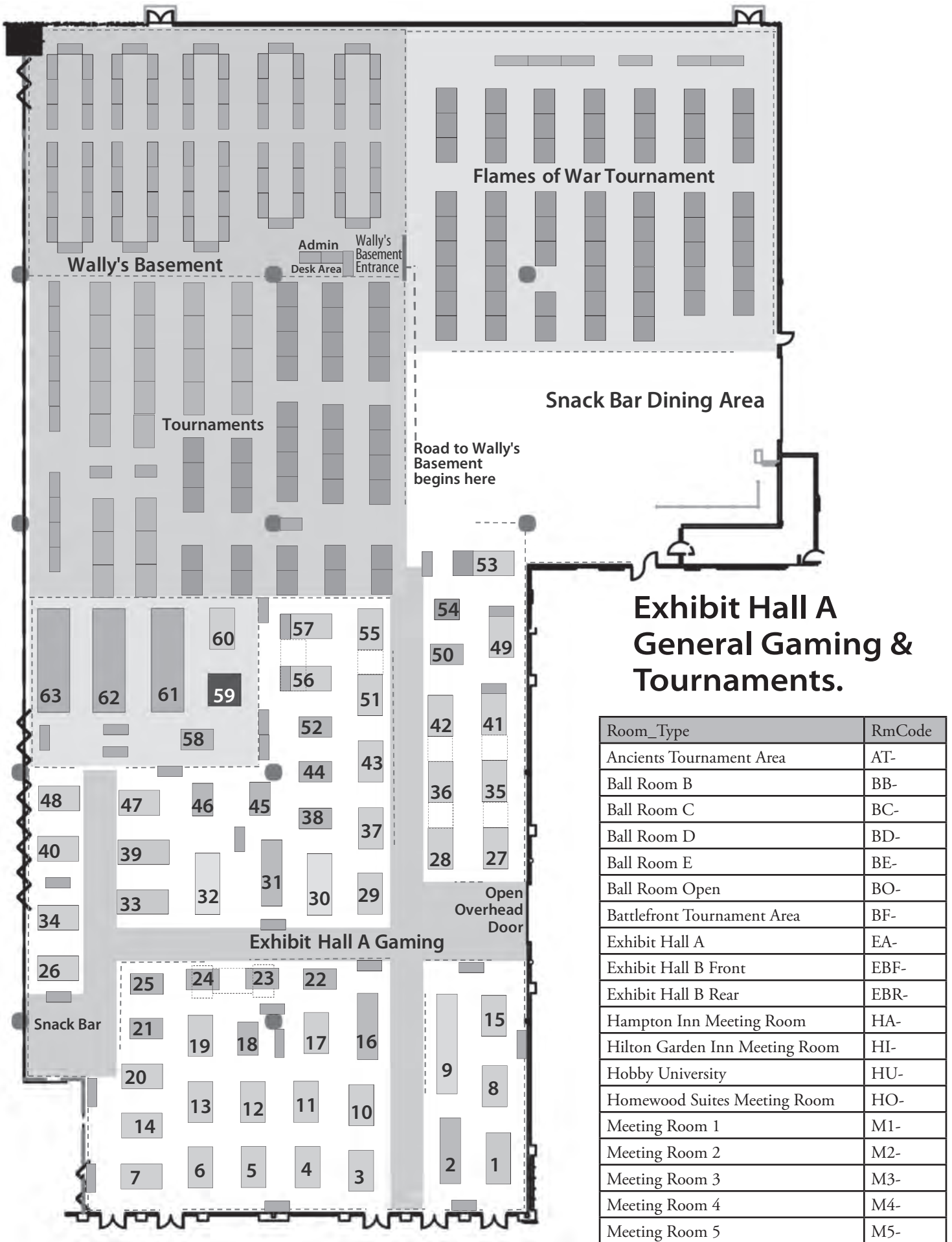


Exhibit Hall A General Gaming & Tournaments.

Room_Type	RmCode
Ancients Tournament Area	AT-
Ball Room B	BB-
Ball Room C	BC-
Ball Room D	BD-
Ball Room E	BE-
Ball Room Open	BO-
Battlefront Tournament Area	BF-
Exhibit Hall A	EA-
Exhibit Hall B Front	EBF-
Exhibit Hall B Rear	EBR-
Hampton Inn Meeting Room	HA-
Hilton Garden Inn Meeting Room	HI-
Hobby University	HU-
Homewood Suites Meeting Room	HO-
Meeting Room 1	M1-
Meeting Room 2	M2-
Meeting Room 3	M3-
Meeting Room 4	M4-
Meeting Room 5	M5-

Ballroom – Club Rooms



SHUTTLE SERVICE SCHEDULES

Shuttle Route 1

Fredericksburg Hospitality House		
Thur	Fri	Sat
	8:00 AM	8:00 AM
	8:30 AM	8:30 AM
	9:00 AM	9:00 AM
	9:30 AM	9:30 AM
	10:00 AM	10:00 AM
	10:30 AM	10:30 AM
	11:00 AM	11:00 AM
	11:30 AM	11:30 AM
	12:00 PM	12:00 PM
	12:30 PM	12:30 PM
	1:00 PM	1:00 PM
	1:30 PM	1:30 PM
	2:00 PM	2:00 PM
	2:30 PM	2:30 PM
3:00 PM	3:00 PM	3:00 PM
3:30 PM	3:30 PM	3:30 PM
4:00 PM	4:00 PM	4:00 PM
4:30 PM	4:30 PM	4:30 PM
5:00 PM	5:00 PM	5:00 PM
5:30 PM	5:30 PM	5:30 PM
6:00 PM	6:00 PM	6:00 PM
6:30 PM	6:30 PM	6:30 PM
7:00 PM	7:00 PM	7:00 PM
7:30 PM	7:30 PM	7:30 PM
8:00 PM	8:00 PM	8:00 PM
8:30 PM	8:30 PM	8:30 PM
9:00 PM	9:00 PM	9:00 PM
9:30 PM	9:30 PM	9:30 PM
	10:00 PM	10:00 PM
	10:30 PM	10:30 PM
	11:00 PM	11:00 PM
	11:30 PM	11:30 PM
	12:00 AM	12:00 AM
	12:30 AM	12:30 AM
	1:00 AM	1:00 AM
	1:30 AM	1:30 AM

Hampton		
Thur	Fri	Sat
	8:10 AM	8:10 AM
	8:40 AM	8:40 AM
	9:10 AM	9:10 AM
	9:40 AM	9:40 AM
	10:10 AM	10:10 AM
	10:40 AM	10:40 AM
	11:10 AM	11:10 AM
	11:40 AM	11:40 AM
	12:10 PM	12:10 PM
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9:40 PM	9:40 PM	9:40 PM
	10:10 PM	10:10 PM
	10:40 PM	10:40 PM
	11:10 PM	11:10 PM
	11:40 PM	11:40 PM
	12:10 AM	12:10 AM
	12:40 AM	12:40 AM
	1:10 AM	1:10 AM
	1:40 AM	1:40 AM

Hilton Garden Inn		
Thur	Fri	Sat
	8:15 AM	8:15 AM
	8:45 AM	8:45 AM
	9:15 AM	9:15 AM
	9:45 AM	9:45 AM
	10:15 AM	10:15 AM
	10:45 AM	10:45 AM
	11:15 AM	11:15 AM
	11:45 AM	11:45 AM
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9:45 PM	9:45 PM	9:45 PM
	10:15 PM	10:15 PM
	10:45 PM	10:45 PM
	11:15 PM	11:15 PM
	11:45 PM	11:45 PM
	12:15 AM	12:15 AM
	12:45 AM	12:45 AM
	1:15 AM	1:15 AM
	1:45 AM	1:45 AM

Expo		
Thur	Fri	Sat
	8:20 AM	8:20 AM
	8:50 AM	8:50 AM
	9:20 AM	9:20 AM
	9:50 AM	9:50 AM
	10:20 AM	10:20 AM
	10:50 AM	10:50 AM
	11:20 AM	11:20 AM
	11:50 AM	11:50 AM
	12:20 PM	12:20 PM
	12:50 PM	12:50 PM
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8:20 PM	8:20 PM	8:20 PM
8:50 PM	8:50 PM	8:50 PM
9:20 PM	9:20 PM	9:20 PM
9:50 PM	9:50 PM	9:50 PM
	10:20 PM	10:20 PM
	10:50 PM	10:50 PM
	11:20 PM	11:20 PM
	11:50 PM	11:50 PM
	12:20 AM	12:20 AM
	12:50 AM	12:50 AM
	1:20 AM	1:20 AM
	1:50 AM	1:50 AM

Shuttle Route 2

Expo		
Thur	Fri	Sat
	10:00 AM	10:00 AM
	11:00 AM	11:00 AM
	12:00 PM	12:00 PM
	1:00 PM	1:00 PM
	2:00 PM	2:00 PM
	3:00 PM	3:00 PM
	4:00 PM	4:00 PM
5:00 PM	5:00 PM	5:00 PM
6:00 PM	6:00 PM	6:00 PM
7:00 PM	7:00 PM	7:00 PM
8:00 PM	8:00 PM	8:00 PM
9:00 PM	9:00 PM	9:00 PM
10:00 PM	10:00 PM	10:00 PM
	11:00 PM	11:00 PM

Downtown Historic District		
Thur	Fri	Sat
	10:15 AM	10:15 AM
	11:15 AM	11:15 AM
	12:15 PM	12:15 PM
	1:15 PM	1:15 PM
	2:15 PM	2:15 PM
	3:15 PM	3:15 PM
	4:15 PM	4:15 PM
5:15 PM	5:15 PM	5:15 PM
6:15 PM	6:15 PM	6:15 PM
7:15 PM	7:15 PM	7:15 PM
8:15 PM	8:15 PM	8:15 PM
9:15 PM	9:15 PM	9:15 PM
10:15 PM	10:15 PM	10:15 PM
	11:15 PM	11:15 PM

Expo		
Thur	Fri	Sat
	10:30 AM	10:30 AM
	11:30 AM	11:30 AM
	12:30 PM	12:30 PM
	1:30 PM	1:30 PM
	2:30 PM	2:30 PM
	3:30 PM	3:30 PM
	4:30 PM	4:30 PM
5:30 PM	5:30 PM	5:30 PM
6:30 PM	6:30 PM	6:30 PM
7:30 PM	7:30 PM	7:30 PM
8:30 PM	8:30 PM	8:30 PM
9:30 PM	9:30 PM	9:30 PM
	10:30 PM	10:30 PM

Spotsylvania Towne Centre		
Thur	Fri	Sat
	10:45 AM	10:45 AM
	11:45 AM	11:45 AM
	12:45 PM	12:45 PM
	1:45 PM	1:45 PM
	2:45 PM	2:45 PM
	3:45 PM	3:45 PM
	4:45 PM	4:45 PM
5:45 PM	5:45 PM	5:45 PM
6:45 PM	6:45 PM	6:45 PM
7:45 PM	7:45 PM	7:45 PM
8:45 PM	8:45 PM	8:45 PM
9:45 PM	9:45 PM	9:45 PM
	10:45 PM	10:45 PM

BATTLEFRONT MINIATURES

presents



www.flamesofwar.com

www.gf9.com

www.wargamesillustrated.net

Our grand Battlefront booth, but with more stuff!

Our Battlefront booth returns, with all the crowd favorites (including our "econo-base") plus the great GF9 range of gaming aids, terrain, and board games! We'll also be selling the *Flames Of War* range along with subscriptions to *Wargames Illustrated*, *WI* back-issues, and a limited quantity of our *WI Exclusive* range of miniatures!

The 2013 Flames Of War Late War, East Coast, Nationals Tournament

Each year thousands of wargamers compete in *Flames of War* tournaments across North America, the top players are then invited to participate in the Nationals. This event at HISTORICON is the Late War, East Coast Nationals.

WI Coverage of the HISTORICON event

This year BOTH of our editors (Dave and Dan) will be at the show, scouring the hall(s) for great looking wargames and beautifully painted miniatures, all for several articles that will grace the pages of *WI* later in the year.



Play on our spectacular Devil's Den/Little Round Top table!

Straight from the pages of *WI307* and *WI308*, we've brought our spectacular Devil's Den/Little Round Top table all the way from England, and you can take part in the gaming on Saturday in the main gaming hall!

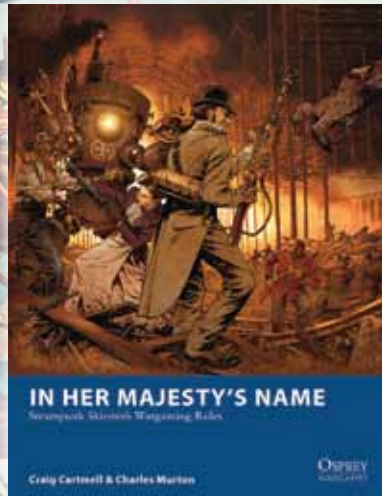
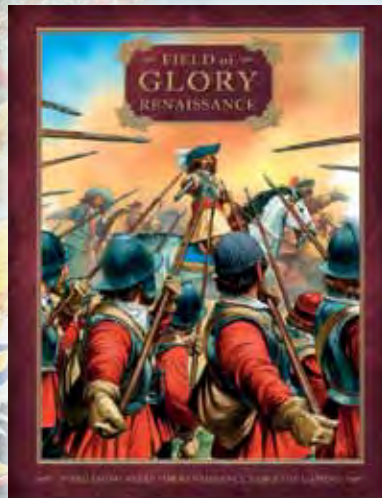
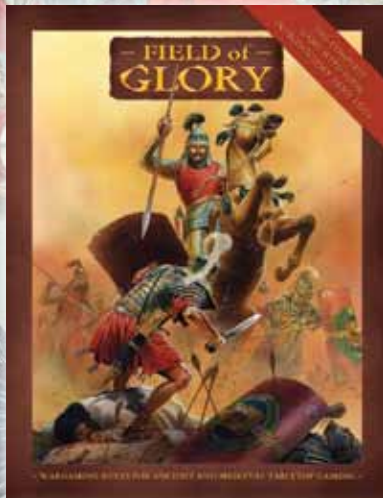
Everyone that plays in the game, or buys a subscription to *Wargames Illustrated* at the show gets a FREE figure of Colonel Joshua Chamberlain (pictured above), from Gorgon Studios!

Participate in the HISTORICON Painting Competition!

Wargames Illustrated, with the help and blessing of the HMGS Hobby University team, will be running the 2013 HISTORICON Painting Competition. Check out our website for details: www.wargamesillustrated.net



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