

Cold Wars 2012

Preliminary Events List

T-136 - Braddock Hits the Road

Thurs. 6:00 PM, 1 hrs, 4 players
GM: Ben Fornshell and WNGA
Age of Reason 25mm, Rules: TBS

Braddocks campaign through the wilderness was fraught with difficulties from moving artillery through rough terrain to finding the enemy in the dense woods. Join us for a fast, fun, easy to play game of French Indian warfare.

T-191 - Skirmish in the North Sea

Thurs. 6:00 PM, 4 hrs, 14 players
GM: Jay Wissman
Victorian Science Fiction n/a, Rules: Dystopian Wars

It's the Kingdom of Britannia vs the Prussian Empire in the North Sea. Using technology more akin to the 1930s, this alternate history is set in the 1870s. The battleship and carrier models can only be described as "Impressive" - - you have to see this one to believe it.

T-236 - South of Caplainerie, Normandy 1944

Thurs. 6:00 PM, 5 hrs, 6 players
GM: James Grotto with Tony Venturino and Metropolitan Wargamers
Sponsor: Metropolitan Wargamers
WWII 20mm, Rules: Battleground

Bocage death trap - US versus Germans.
No kids under 18.

T-137 - Saxon Raid

Thurs. 7:00 PM, 1 hrs, 4 players
GM: Ben Fornshell and WNGA
Dark Ages 25mm, Rules: TBS

A cold winter and limited food have the Saxons raiding a neighboring village. Can you protect your livestock or raid your neighbor without losing your raiding party? Fast and fun game.

T-353 - Happy Little Rear Guard

Thurs. 7:00 PM, 4 hrs, 6 players
GM: Frank Preziosa and HOOTERS
Napoleonic 15mm, Rules: Home grown

"A skirmish wargame of the Napoleonic period" Due to Marshall Ney's concern for his rear, your detachment has been placed behind the main rear Guard to provide a warning. The last of the rear guard's main body departed 20 minutes ago and you are to follow soon. You have just been placed in command of the rear guard of the retreating mob recently known as the Grand Army of the Empire of France. You have a mixed force of infantry and cavalry with some artillery. The weather is terrible, you can only see to the edge of the playing area or less. It is foggy and cold. The biting wind changes the fog to snow flurries periodically. There is a wood line to your left from the road you are trying to follow and to cover at the same time. GOOD LUCK!

T-398 - Battle of Medeira - Theme Game

Thurs. 7:00 PM, 4 hrs, 10 players
GM: Jim Reynolds with John Reynolds and WNPG
Sponsor: WNPG, Prize: DICE
War of 1812 1/300, Rules: Trafalgar

This is a true "what if" of the war. The USS President, The USS Constitution, and some smaller vessel were sent into the Atlantic.

The British countered with the 3rd rate HMS Africa and four frigates. The two fleets never found each other, but what if...

T-324 - Yea Though I Walk Through the Valley of Death

Thurs. 7:00 PM, 4 hrs, 8 players
GM: Mark Zaslavsky
WWII 28mm, Rules: Storm of Battle- WWII

Platoon level combat in WWII. Wehrmacht troops have been tasked to hold the line in the Hurtgenwald. American forces are to "clean them out" to expedite operations towards the Ruhr. The woods and road network is expected to expedite the American advance when they attack the Volksgrenadiers and push onward. It is September 1944.

Rules to be explained

T-217 - Bashing at Martinsville 2003

Thurs. 7:00 PM, 4 hrs, 12 players
GM: Thomas Ballou and BattleGroup Boston
Modern 1/64th, Rules: Championship Stockcar Racing Game

Old Timey NASCAR, before the Lucky Dog, the double file restarts, and it was called the Winston Cup! When Gordon had a rainbow and Schrader had Carrot Top! Take a run on NASCAR's shortest track.

Kids over 12 welcome if accompanied by adult.

T-138 - Napoleonics in 60 minutes - Theme Game

Thurs. 8:00 PM, 1 hrs, 4 players
GM: Ben Fornshell and WNGA
Napoleonic 15mm, Rules: TBS

Think Napoleonics have to be complicated to capture the period? Whether new to the period or a veteran join us for fresh, fast take on an old feud with Battalion level command, skirmishers, and a great table.

T-371 - Lake Ontario, 1815 - Theme Game

Thurs. 8:00 PM, 3 hrs, 6 players
GM: Nate Gerstner and Refuse the Flank Wargamers
War of 1812 1:2400, Rules: It is Warm Work

While there were several naval engagements that occurred during the War of 1812, the large battle that could have taken place never did. On Lake Ontario, the British and Americans were engaged in a naval building race, sarcastically referred to as "The Battle of the Carpenters." A decisive battle was never fought. But what if...?

F-256 - Look, Napoleon, It's the Austrians

Fri. 9:00 AM, 4 hrs, 6 players
GM: Buck Surdu and HAWKS
Napoleonic 10mm, Rules: Look Sarge, No Charts: Napoleonic Wars

A French corps must push past Austrians as they try to reach the Danube. Come for this sneak preview of the soon-to-be released Look, Sarge, No Charts: Napoleonic Wars rules. There are no chart cards to clutter the table. Fight the game, not the rules.

Younger gamers welcome with a PARTICIPATING adult. Rules will be taught.

F-182 - Battle of Warve

Fri. 9:00 AM, 5 hrs, 10 players

GM: David Kasper with Rick Dunn and NOWS

Prize: trophyNapoleonic 28mm, Rules: home

Hold off Vandammes corp long enough or will the French break through & be right on Bluchers tail?

F-123 - Raid on a Chesapeake Bay Mill, August 1814 - Theme Game

Fri. 9:00 AM, 4 hrs, 8 players

GM: Raymond Miller

War of 1812 25mm, Rules: home rules

In the chaos following the burning of Washington, a British joint Army and Naval landing party pursues remnants of the US government to a village defended by a mix of US Army regulars and militia. Rules emphasize the leadership of company and battalion commanders while making decisions with imperfect information.

Beginners welcome.

F-345 - Alternative Gettysburg 4 July 1863, part one

Fri. 9:00 AM, 4 hrs, 8 players

GM: Michael Panzer with Jeff Kimmel and Rogues

American Civil War 15mm, Rules: Fire and Fury - brigade

The pivotal movements in June 1863 led to the historical Gettysburg that we know so well. What if Meade had swapped places with Lee? Finding himself north and west of Gettysburg while Lee began entrenching on this very nice defensive positions. Political pressure would force the assault. Will it be Mayre's Heights all over again?

Children (and if you have to ask you are one) bring a responsible adult.

F-222 - The Battle of Peitsang

Fri. 9:00 AM, 4 hrs, 6 players

GM: Joe Schulze with Jim Ferich and DAWGS

Colonial 28mm, Rules: Colonial Adventures

Chinese Imperial forces have joined the Boxers in an effort to remove foreign influence. The Chinese are blocking access to the Hixsu arsenal to the Western Powers. Russians, German, Italian, French, British, and Japanese forces are sent to capture the village Peitsang and any artillery pieces being used by the Chinese.

F-329 - A Dark and Bloody Ground

Fri. 9:00 AM, 3 hrs, 8 players

GM: John McBride

Sponsor: Splintered Light Miniatures, Prize: Miniatures

Fantasy 15mm, Rules: Pride of Lions

Moonglade's dark elves and goblins invade the Wyldewood's frontier. Fantasy mass battle with LOTS of toys and LOTS of player decisions.

Kid friendly with playing or helping adult

F-166 - And The Race Is On

Fri. 10:00 AM, 5 hrs, 10 players

GM: Joe Swartz and NOWS

Sponsor: LMW Works, Prize: yes

Ancients 28mm, Rules: modified Classical Hack

Both the Romans and the barbarians have launched a major attack on the opposing homeland. Both forces were on the march before sunrise & as the morning fog clears, each commander realizes the other column is on his left flank.

rules taught & minors welcome with adult

F-350 - Hispania Ulterior (78 BC)

Fri. 10:00 AM, 3 hrs, 8 players

GM: Thomas Durdella and Twinsburg Wargame Association

Ancients 28mm, Rules: Warhammer Ancient Battles

Lucius Hirtuleius and Marcus Domitius Calvinus come to battle in Hispania as the civil wars between the Sullan & Marian factions of Rome wind down in the later years of the Roman Republic. This speculative battle features a host of allies, in addition to the usual legions.

Knowledge of the rules not necessary, but helpful. Young Romans welcome, but anyone under the age of 14 must be accompanied by an adult.

F-134 - Breakthrough at the Berezina, Partouneaux's rearguard - Theme Game

Fri. 10:00 AM, 4 hrs, 6 players

GM: Todd Creasey and Ottawa Miniatures Gamers

Napoleonic 28mm, Rules: Lasalle

As the rest of the Grande Armee crosses the bridges at the Berezina, the rear guard under Partouneaux advance to the crossings after successfully defending numerous Russian probing attacks. Waiting for them are the Avantgarde of Wiitgensteins corps determined to split the army in two.

F-309 - Stephenville Cross Road, June 1814

Fri. 10:00 AM, 4 hrs, 6 players

GM: Jim Brokaw with Bob McCaskill and Carnage and Glory

Napoleonic 28mm, Rules: Carnage and Glory Napoleonic

The Duke of Brunswick and LTG Perponder's Netherland's contingent are on the way to support Wellington. They are bringing much needed supplies and ammunition. Enrooted they meet the French 7th Corps. Can the British allies get their much needed supply train through the cross roads and safely on the way to the Wellington.

F-410 - The Battle of Shevardino - Theme Game

Fri. 10:00 AM, 3 hrs, 16 players

GM: David Waxtel and NJCON

Napoleonic 25mm, Rules: Shako II

As the French Army advanced chasing the Russians which were burning and destroying everything before them. Advanced French units meet a large Russian force before Borodino. The struggle opened on September 4th when French forces clashed with Russians in a massive cavalry action, the Russians eventually retired. The Russians withdrew to the Shevardino Redoubt, where a pitched battle ensued. Murat led First Cavalry Corps and Second Cavalry Corps, supported by Companions Division of Davout's First Infantry Corps against the redoubt. Fighting was heavy and very fierce, as the Russians refused to retreat until Kutuzov personally ordered them to do so. The French captured the redoubt, with the cost of 4,000-5,000 French and 6,000 Russian casualties. The small redoubt was destroyed and covered by the dead and dying of both sides.

We will be running two games each time slot, and also these are for Novice players, you can pick up the game fast.

F-303 - Prairie Grove December 7, 1862

Fri. 10:00 AM, 6 hrs, 8 players

GM: Paul Olszanski

Sponsor: Fire and Fury Games; Gordon and Hague Historical

Wargame Miniatures

American Civil War 15mm, Rules: Fire and Fury

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

F-340 - "The Peculiar Scent of Lead in Violent Friction" - Kernstown: 23 March 1862

Fri. 10:00 AM, 5 hrs, 6 players

GM: Kaleb Dissinger and Refuse the Flank Wargamers

American Civil War 15mm, Rules: Fire and Fury Regimental

Now that the campaign season of 1862 has begun, Banks' Federals move south to capture Winchester. A mix-up in orders sends Jackson's defenders out of the Valley city without a fight. Orders from Richmond demand he push the bluecoats back towards the Potomac. The Unionists however intend to move in the opposite direction. Jackson needs a victory!

F-135 - Aerodrome1.1 W.W. 1 Aerial Combat

Fri. 10:00 AM, 6 hrs, 10 players

GM: Richard Heffner

Sponsor: Stan Kubiak

WWI 1/72, Rules: Aerodrome1.1 By Stan Kubiak

WWI Air Combat, Simple, Intense, Bloody. Vet. or Novice - Skill, Chance, Luck. You live in FAME or go down in FLAMES. Played in about 1 hour games. 10 players per game. After the first 2 games, pilots shot down yield seat to waiting pilots (first come list). FAST, FUN, Challenging. Victory records kept, "Bennies" for combat success, come join over 500 fans.

Beginner & Female Friendly - Rules taught on sight. Under 12 by Mutual Agreement between Parent & GM.

F-139 - Stuck in the Mud

Fri. 10:00 AM, 1 hrs, 4 players

GM: Ben Fornshell and WNGA

WWI 20mm, Rules: TBS

WWI tanks were primitive by modern standards, and extremely prone to breaking down. Nevertheless, their ability to breach trenches was critical. Join us for a game in a race against time to repair (or destroy) a damaged tank.

F-316 - Reconnaissance in Force - Lingeuvres, Normandy - 13 June 1944

Fri. 10:00 AM, 4 hrs, 6 players

GM: Sean Barnett

WWII 15mm, Rules: Fireball Forward

British troops of the 9th Durham Light Infantry are preparing to attack the Panzer Lehr Division in the second phase of Operation Perch. Late in the afternoon before the day of the attack, B Company reconnoiters the German positions. Will the Geordies find Jerry? Come and play the new Fireball Forward rules set.

Adult must be present with child

F-242 - Check Your 6! - Save The Bismarck

Fri. 10:00 AM, 3 hrs, 6 players

GM: Phil D'Amato

Sponsor: Skirmishcampaigns.com

WWII 1/300, Rules: Check Your 6!

What if the Ark Royal's Swordfish had not hit the Bismarck's rudder? The Luftwaffe would have provided long range air cover. The British would commit all its air power to stop the German battleship. The Luftwaffe would do all it could to help the Bismarck. See if the Bismarck can make it to a friendly port?

F-381 - Stuka Gallop, Egypt, 1942

Fri. 10:00 AM, 3 hrs, 7 players

GM: Steve DeLucas with Michael Delucas and Reading Area Wargamers

Sponsor: RAW

WWII 1/300th, Rules: CY6-WW2

German Stukas and escorting Bf 109s get some help against attacking Spitfires and P40s from Italian Macchi 202s and ace

Franco Lucchini. From the Falcons of the Duce Check Your 6 scenario book.

F-177 - 3rd RTR - The Battle of Guines

Fri. 10:00 AM, 3 hrs, 10 players

GM: Adam Wine and NWS

WWII 15mm, Rules: Brazen Chariots

Early morning May 23rd, 1940 a reconnaissance element of the 6th Panzer Division are probing the area around Guines; at the same time a recon force of British Mk VI light tanks is escorting a liaison office to General Headquarters in Boulonge. In the drizzling rain the forces clashed northeast of Guines along the Route De Calais. Take command of British or German troops as they slug it out in a WWII game featuring exceptionally painted 15mm tanks and the serene farmland of Northern France

no players under 12

F-214 - Meeting a Surprise - Russia 1941

Fri. 10:00 AM, 5 hrs, 6 players

GM: Michael Sincavage with Peter Landry

WWII 15mm, Rules: Battlefront

As the Germans plunge deeper into Russia during the summer of 1941, Operation Barbarossa runs into a few snags. German recon units, including cavalry, are tasked to seize a key rail junction, allegedly lightly held. A surprise awaits, as both sides feed in nearby units, a nasty iron beast for the Russians can be heard off in the distance.

Familiarity with Battlefront rules is helpful but not required as the rules will be explained. Please, no children under the age of 15.

F-409 - Bismarck's Breakout 24 May 1941

Fri. 10:00 AM, 5 hrs, 6 players

GM: Michael Fatovic

WWII 1:1200, Rules: WAS

Command the Bismarck the pride of the German Navy. Search for allied convoys and destroy them. Your success in disrupting Allied shipping could lead to an early German victory in Europe. As the British Admiralty, you must seek and destroy this 45,000 ton monster. Double blind search using AH game, combat completed using WAS rules.

F-296 - From Nijmegen to Arnhem

Fri. 10:00 AM, 3 hrs, 6 players

GM: Frank Chadwick and Test of Battle

Sponsor: Test of Battle, Prize: Test of Battle Merchandise Coupons

WWII 1:72, Rules: Men Under Fire

September, 1944. Nijmegen has fallen to the allies, but the beleaguered British 1st Parachute Division remains surrounded at Arnhem, and hours may make a difference to its survival. British infantry and armor struggle forward through polder and woods, trying to break through hastily-assembled German blocking forces and the occasional armored counterattack.

Experience: None needed, rules will be taught. Younger gamers welcome with an adult.

F-131 - Wolverines!

Fri. 10:00 AM, 4 hrs, 7 players

GM: Peter English

Modern 28mm, Rules: Force on Force

The Soviet Union has launched a surprise attack upon the United States, attempting to seize key transport locations to continue the offensive. One of these is the critical road hub of Calumet City. Only mixed formations of National Guard and civilian volunteers stand in the path of the onrushing Soviet juggernaut. You know the movie, play the game.

F-174 - STARBLAZERS-"When Spacewarps Collide"

Fri. 10:00 AM, 4 hrs, 8 players

GM: Paul Meyer and Nows

SciFi 1/2000, Rules: modified Knighthawks

Space Battleship Yamato & her consorts warp into a contested sector just as a powerful Gamilon squadron arrives via their own spacewarp. Can you survive the resulting chaos & lead your ships to victory? This is a basic scenario to illustrate game mechanics, ship systems, & effective tactics, so new players are especially welcome. As always-- Big Ships, big explosions & big fun.

Rules are heavily modified from TSRs venerable KNIGHTHAWKS, will be taught. Young players welcome with playing adult.

F-231 - The Train

Fri. 11:00 AM, 4 hrs, 6 players

GM: Ed Miller with Lavern

American Civil War 28mm, Rules: Brother against Brother

Confederates try to stop a Union supply train from bringing supplies to the front .

Adults only please

F-140 - Bought the Farm

Fri. 11:00 AM, 1 hrs, 4 players

GM: Ben Fornshell and WNGA

WWII 20mm, Rules: TBS

Clearing buildings was a common necessity in WWII. Try your hand as either the assault squad, or the guys hunkered down in the farm house.

F-382 - Battletech – Grinder 1

Fri. 11:00 AM, 3 hrs, 8 players

GM: Dave Yingling

Sponsor: Iron Wind Metals, Prize: Certificate

Future 1/285th, Rules: Total Warfare

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

All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught

F-141 - Assault on Covington Abbey

Fri. 12:00 PM, 3 hrs, 4 players

GM: Del Stover and WNGA

Dark Ages 25mm, Rules: LotR

Bent on plunder and mayhem, a Viking band attacks the abbey of Covington. The Vikings have the technological edge (mail, swords), but the villagers and monks have numbers and the determination to defend sacred ground. This isn't just a brawl. Tactics will make a difference in this skirmish, which features nice terrain, simple but elegantly designed rules, and a few surprises.

F-399 - Sharpe's America - Theme Game

Fri. 12:00 PM, 4 hrs, 6 players

GM: John Brennan with Jim Reynolds and WNPg

Sponsor: Old Glory Ship Yards, Prize: DICE

War of 1812 40mm, Rules: LOTOW

Sharpe comes to America, and he is on a daring raid taking supplies and burning farms along the Maryland coast. Can Major Turner and the Maryland Militia stop him or will Sharpe be victorious against a new enemy.

F-245 - The War of 1812 in the North, Crysler's Farm, 11 November 1813 - Theme Game

Fri. 12:00 PM, 4 hrs, 6 players

GM: James Fox

War of 1812 28mm, Rules: Home Rules

The largest military operation of the War of 1812 is coming to an unanticipated climax on the fields of John Crysler's farm. Take a glimpse into this fascinating battle described as "the lowest point reached by the United States army in the War of 1812". Will it once again be an "unmitigating disgrace" for the American Army?

F-386 - Battletech: Falcon Incursion: Mission; Raid

Fri. 12:00 PM, 5 hrs, 8 players

GM: Scott Davis

Sponsor: Iron Wind Metals, Prize: Certificate

Future 1/285th, Rules: Total Warfare

"It's been a spell since we've seen any fresh supplies, running from spot to spot. These Falcons haven't let up the pressure. But I see a nice juicy cache of ammo, parts, and food nearby. The catch? Those Clanners have it in their hands at the moment. All we have to do is get past them to get it"

All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

F-388 - Battletech: Peaks of Blood

Fri. 12:00 PM, 4 hrs, 8 players

GM: Martin Rodriguez

Sponsor: Iron Wind Metals, Prize: Certificate

Future 1/285th, Rules: Total Warfare

Balright Pass, Cris Mountains, 18 March 3068 After a month full of combat drops and chaotic fighting, both sides shored up battle lines and prepared for a massive battle. The Blakists made no attempt to hide their advance across the prairie toward Avalon City, their two divisions driving straight through civilians and partisans alike. Jackson Davion had assembled the Heavy, Assault, and First Guards to defend Avalon City when scouts from the Twelfth Vegan Rangers stumbled across Blakist units in the Cris Mountains. The Third Guards and Rangers were dispatched to cut off the flanking force.

All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

F-407 - Battle for Jericho

Fri. 12:00 PM, 2 hrs, 6 players

GM: Kyle Schulze

SciFi 28mm, Rules: 5150

The Jericho system has been devastated by war leaving the planet in ruins and it's up to you and the rest of your platoon to capture key objectives and drive the opposing team off the system. Dominate the system as the separatists, or save it as the republic.

F-248 - Columbus Day Comes to Schlegel's Ferry

Fri. 1:00 PM, 2 hrs, 8 players

GM: Eric Schlegel and HAWKS

Pike and Shot 25mm, Rules: Blood and Swash

12 October 1685. Buck Columbus and his friends, the Schlegels, have been evicted from the St. Mary's settlement in Southern Maryland and are looking for a new place to settle. They've located a likely spot on the Western Shore of the Upper Chesapeake, but first they have to deal with the current residents.

This is the first of eight holiday themed scenarios at Schlegel's Ferry, covering various periods of American history from colonial times to the future. As time progresses, the buildings and layouts of fields change, but the Schlegel family still faces the challenge of maintaining their homes. Rules will be taught. Notes: Children under 13 welcome with a playing adult.

F-114 - A Mere Matter Of Marchin - Theme Game

Fri. 1:00 PM, 3 hrs, 6 players

GM: Eric Turner and The Rogues

War of 1812 25mm, Rules: GAG rules

On a lovely day in July of 1812, along the River aux Canard in Upper Canada, Colonel Cass and his force of Jonathans tries to prove the commonly held belief that to conquer Canada would be a "mere matter of marching". Lt Col. St. George and his scratch force are at a bridge over the Canard ready to dispute that argument.

Under 14 with an adult, please.

F-422 - The Battle of Fort Donelson

Fri. 1:00 PM, 4 hrs, 8 players

GM: Frank Preziosa and HOOTERS

American Civil War 15mm, Rules: Command Combat

The Battle of Fort Donelson, the game where players take on the role of Civil War generals and lead their troops into battle.

Easy rules will be taught.

F-421 - War of the Worlds, 1898

Fri. 1:00 PM, 4 hrs, 10 players

GM: Bob Beattie and Ann Arbor Mostly Historical Miniatures Gaming Group

Victorian Science Fiction 28mm, Rules: Hordes of the Thing

League of Extraordinary Gentlemen (Vol. 2) with allies such as Sherlock Holmes, Chinese Gordon, Buffalo Bill and John Carter take on the Invaders who have evil earthly allies: the Doctor, the Professor, the Baron and the Count.

Children over 12 welcome with playing adult.

F-193 - The Siberian Rifles - Manchuria, 1905

Fri. 1:00 PM, 3 hrs, 6 players

GM: Charles Turnitsa with Chris Borucki and Old Dominion Military Society

Sponsor: Chesepeake Miniatures

Early 20th Century 15mm, Rules: Home Rules

In a rare turnabout of circumstances, elements of the 2nd and Guard divisions of the Japanese First Army (Koruki) are defending a pair of villages at either end of a vital rail bridge. Coordinated attacks by elements from the 4th Siberian Corps (Russian) have hit both sides of the river at the same time. Can the Japanese hold both ends?

F-207 - Graf Spee and the German Pacific Squadron - August 1914

Fri. 1:00 PM, 5 hrs, 14 players

GM: Dave Emdee

WWI 1:1200, Rules: Victory at Sea

The German Pacific Squadron goes to war. The Germans will be given one of four options to fight. Attack Hong Kong, Singapore, Australia or attempt to fight the British Squadron off South America. Each option presents a challenge to take on a British Squadron of various types of ships.

Rules taught (3 minutes)

F-261 - On the Doorstep of Berlin

Fri. 1:00 PM, 4 hrs, 6 players

GM: Don Hogge and HAWKS

WWII 28mm, Rules: Battleground WW2

On 16 April 1945, The Soviets launched a massive effort to take the Seelov Heights and open the door to Berlin. After three days of horrendous losses, the Soviets finally forced the Germans to withdraw. A small portion of that struggle will be recreated as the outnumbered German force tries to hold back the Soviet horde.

Gamers under the age of 14 are welcome with an adult.

F-278 - Ride of the Wielkopolska Brigade: September 14, 1939

Fri. 1:00 PM, 4 hrs, 6 players

GM: Duncan Adams and HAWKS

WWII Microarmor, Rules: Command Decision: Test of Battle

The Polish counterattack of September 9th, initially successful, has been contained by the Germans. By the 14th the Poles are down to their last chance to disrupt the German tide before numbers tip the balance forever. Ride with the Panzers or lead a Polish cavalry brigade against the tanks. But don't bring your lance -- that's a myth.

Gamers under the age of 14 are welcome with an adult.

F-325 - Yea Though I Walk Through the Valley of Death

Fri. 1:00 PM, 4 hrs, 8 players

GM: Mark Zaslavsky

WWII 28mm, Rules: Storm of Battle- WWII

Platoon level combat in WWII. Wehrmacht troops have been tasked to hold the line in the Hurtgenwald. American forces are to "clean them out" to expedite operations towards the Ruhr. The woods and road network is expected to expedite the American advance when they attack the Volksgrenadiers and push onward. It is September 1944.

Rules to be explained

F-142 - Weathertop

Fri. 1:00 PM, 1 hrs, 2 players

GM: Ben Fornshell and WNGA

Fantasy 25mm, Rules: TBS

Few things evoke terror like the scream of a Nazgul, but when faced with a multitude of them the Fellowship has its hands full. Join in as either side for an intense close quarter recreation of Weathertop.

F-330 - A Dark and Bloody Ground

Fri. 1:00 PM, 3 hrs, 8 players

GM: John McBride

Sponsor: Splintered Light Miniatures, Prize: Miniatures

Fantasy 15mm, Rules: Pride of Lions

Moonglade's dark elves and goblins invade the Wyldewood's frontier. Fantasy mass battle with LOTS of toys and LOTS of player decisions.

Kid friendly with playing or helping adult

F-357 - Rollerball

Fri. 1:00 PM, 4 hrs, 4 players

GM: Jape Trostle and Triangle Simulation Socie

Sponsor: Glory Games

SciFi 40mm, Rules: Rulerball

Rollerball returns to Cold Wars! Jonathan E. and the Houston team take on Madrid in THE classic violent future sport. Its men, motorcycles and mayhem on a giant roulette wheel of death in a corporate controlled future. Jonathan! Jonathan! Jonathan!

F-275 - Battle of Medway, 43 AD

Fri. 2:00 PM, 3 hrs, 6 players

GM: Todd Harland-White and HAWKS

Ancients 28mm, Rules: GASLIGHT

The Emperor Cuddliest has sent his Roman Legionbears, under command of the distinguished senator All-us Paws-ius with future emperors Ves-Paws-ian and Galba-Geta-Gund as legion commanders, across the channel to capture Britain. At the River Medway they meet up with the fierce resistance led by the Catuvvallauni brothers Togo d'Mouse and Ca-Rat-acus. Historically the Legionbears were victorious after two days of battle, Emperor Cuddliest accepted the surrender of all eleven

British tribes at Camulundom without further bloodshed, and Rome dominated Britain for the next 400 years. How will you do?

F-351 - Hispania Ulterior (78 BC)

Fri. 2:00 PM, 3 hrs, 8 players

GM: Thomas Durdella and Twinsburg Wargame Association
Ancients 28mm, Rules: Warhammer Ancient Battles

Lucius Hirtuleius and Marcus Domitius Calvinus come to battle in Hispania as the civil wars between the Sullan & Marian factions of Rome wind down in the later years of the Roman Republic. This speculative battle features a host of allies, in addition to the usual legions.

Knowledge of the rules not necessary, but helpful. Young Romans welcome, but anyone under the age of 14 must be accompanied by an adult.

F-196 - Cog Wars

Fri. 2:00 PM, 3 hrs, 10 players

GM: Brian Whitaker and WAGS

Sponsor: Merrimack: Old Glory Shipyard, Prize: certificate for product

Dark Ages 15mm, Rules: Modified Oars to Cannon - Cog Wars

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.

F-209 - Gnome Wars: Surf and Turf

Fri. 2:00 PM, 4 hrs, 8 players

GM: Jim Stanton with Steven Stanton and Stout Gnomes

Sponsor: Brigade Games, Prize: Gnomes!!

Age of Piracy 28mm, Rules: Gnome Wars!

Captain Alvarado and his band of pirates are trying to evade the British pirate hunters and sneak onto a deserted island and get their treasure. The Captain best be on his guard for the British Marines are hot on his trail.

Players bringing a painted unit from Brigade Games' Gnomes at War line do not have to preregister. The unit can consist of 20 figures: no tanks or heavy weapons. No one under 14 without a playing adult with parent/child teams encouraged.

F-415 - Battle of Borodino, 200th Anniversary - Theme Game

Fri. 2:00 PM, 6 hrs, 10 players

GM: Graydon VanRy with Jim Welch

Napoleonic 15mm, Rules: Easiest Rules Ever for Napoleonics

One of the greatest slugfests of the era. Napoleon's invincible French army is at the pinnacle of its glory and has chased the fleeing Russians to the very gates of Moscow. The Russians turn and fight in a strong defensive position behind woods, streams and redoubts. Oh, they also have 40 batteries of artillery. Easy to learn, fast play rules.

F-411 - The Battle of Shevardino - Theme Game

Fri. 2:00 PM, 3 hrs, 16 players

GM: David Waxtel and NJCON

Napoleonic 25mm, Rules: Shako II

As the French Army advanced chasing the Russians which were burning and destroying everything before them. Advanced French units meet a large Russian force before Borodino. The struggle opened on September 4th when French forces clashed with Russians in a massive cavalry action, the Russians eventually retired. The Russians withdrew to the Shevardino Redoubt, where a pitched battle ensued. Murat led First Cavalry Corps and Second Cavalry Corps, supported by Coman^o's Division of Davout's First Infantry Corps against the redoubt. Fighting was heavy and very fierce, as the Russians refused to retreat until Kutuzov personally ordered them to do so. The French captured the redoubt, with the cost of 4,000–5,000 French and 6,000 Russian casualties.

The small redoubt was destroyed and covered by the dead and dying of both sides.

We will be running two games each time slot, and also these are for Novice players, you can pick up the game fast.

F-257 - Look, Napoleon, It's the Russians - Theme Game

Fri. 2:00 PM, 3 hrs, 5 players

GM: Buck Surdu and HAWKS

Napoleonic 10mm, Rules: Look Sarge, No Charts: Napoleonic Wars

A French corps is able to bring a Russian rear guard to battle as the French juggernaut pushes toward Moscow. Come for this sneak preview of the soon-to-be released Look, Sarge, No Charts: Napoleonic Wars rules. There are no chart cards to clutter the table. Fight the game, not the rules.

Younger gamers welcome with a PARTICIPATING adult. Rules will be taught.

F-124 - Raid on a Chesapeake Bay Mill, August 1814 - Theme Game

Fri. 2:00 PM, 4 hrs, 8 players

GM: Raymond Miller

War of 1812 25mm, Rules: home rules

In the chaos following the burning of Washington, a British joint Army and Naval landing party pursues remnants of the US government to a village defended by a mix of US Army regulars and militia. Rules emphasize the leadership of company and battalion commanders while making decisions with imperfect information.

Beginners welcome.

F-218 - Battle of North Point, 12 Sept. 1814 - Theme Game

Fri. 2:00 PM, 4 hrs, 5 players

GM: Ronald Oldham and Triangle Simulation Society

Sponsor: The Game Connection

War of 1812 28mm, Rules: Modified British are Coming

The British are marching on Baltimore. Can the Maryland militia stop the battle hardened veterans of the British army or will Baltimore have the same fate as Washington DC.

F-346 - Alternative Gettysburg 4 July 1863, part two

Fri. 2:00 PM, 4 hrs, 8 players

GM: Michael Panzer with Kurt Kramer and Rogues

American Civil War 15mm, Rules: Fire and Fury - brigade

The pivotal movements in June 1863 led to the historical Gettysburg that we know so well. What if Meade had swapped places with Lee? Finding himself north and west of Gettysburg while Lee began entrenching on this very nice defensive positions. Political pressure would force the assault. Will it be Mayre's Heights all over again?

Children (and if you have to ask you are one) bring a responsible adult.

F-189 - Handub

Fri. 2:00 PM, 3 hrs, 5 players

GM: Tim Tilson and NOVAG

Colonial 25mm, Rules: The Sword and the Flame

17 January 1888. The NE coast of the Sudan. Col Kitchener has received word that the noted slaver Osman Digna is camped at Handub near by. He organizes a force of local allied tribesmen to capture him. The raiders attack at dawn. But will they find Osman Digna or... This scenario will be featured in a forthcoming Colonial Campaigns book.

F-164 - Last Stand at Hamakari (German South-West Africa, 1904)

Fri. 2:00 PM, 4 hrs, 6 players

GM: Roy Jones with Eric Alvarado

Sponsor: Falcon Miniatures, Prize: Gift Certificate

Colonial 25mm, Rules: Sword and the Flame (modified)

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.

F-187 - Battle of Lake Erie -WWI version

Fri. 2:00 PM, 6 hrs, 11 players

GM: Michael Harris with Chris Carlson, Larry Bond, Jay Wissman

Sponsor: Clash of Arms

WWI 1:2400, Rules: Fear God and Dread Nought

War has broken out between England and the US over impressment of American sailors and other maritime indignities. Eager to recover lost prestige and control of the Great Lakes, both sides have deployed naval forces to Lake Erie. It's a classic battle from the War of 1812 reset with more 'modern' warships courtesy of the Admiralty Trilogy.

F-178 - 3rd RTR - The Battle of Route de St. Omar

Fri. 2:00 PM, 3 hrs, 10 players

GM: Adam Wine and Nows

WWII 15mm, Rules: Brazen Chariots

Late afternoon, May 23rd, 1940, a squadron of A13 Cruiser tanks of the 3rd Royal Tank Regiment are advancing south through Guines; at the same time panzers of the 1 Panzer Division are advancing toward Calais. Both forces are using the Route de St. Omar and meet head on amid the fields and farmlands. Take command of British or German troops as they slug it out in a WWII game featuring exceptionally painted 15mm tanks and the serene farmland of northern France
no players under 12

F-162 - "For the Emperor!" Bloody Ridge, Guadalcanal, 1942

Fri. 2:00 PM, 3 hrs, 7 players

GM: Mark Fastoso

Sponsor: Fireball Forward

WWII 15mm, Rules: Fireball Forward

The Imperial Japanese Army is poised to launch its final offensive to recapture Henderson Field and drive the USMC into the sea. The Japanese commander carries plans in his knapsack on how he will accept the US surrender. His men will attack by night along a low bare ridge...only the USMC Raider and Parachute battalions stand in their way.

F-383 - Battletech – Grinder 2

Fri. 2:00 PM, 3 hrs, 8 players

GM: Dave Yingling

Sponsor: Iron Wind Metals, Prize: Certificate

Future 1/285th, Rules: Total Warfare

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

All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught

F-143 - Putting the Red back in Redneck

Fri. 2:00 PM, 1 hrs, 4 players

GM: Ben Fornshell and WNGA

SciFi 25mm, Rules: TBS

Take charge of a marine team as you investigate what's made a small hick town go silent.

F-403 - Cylon Surprise

Fri. 2:00 PM, 4 hrs, 8 players

GM: Ted Heheman

Sponsor: Fox Miniatures, Prize: Miniatures

SciFi 1/6000, Rules: Picon Military Academy

A large Cylon invasion force is taken by surprise with the sudden appearance of a very powerful Colonial Fleet. Plenty of capital ships to go around. Lots of action with the fate of a Colonial mining colony in the balance. Rules will be taught. All participants get a free ship miniature.

F-312 - Battle of Shevardino, September 5, 1812 - Theme Game

Fri. 3:00 PM, 8 hrs, 12 players

GM: John Snead with David Bonk, Nigel Marsh and Carnage and Glory

Napoleonic 28mm, Rules: Carnage and Glory Napoleonic

As the French Army approached the Russian defenses at Borodino early on September 5, 1812 Napoleon ordered Prince Murat to capture the Shevardino Redoubt. At mid afternoon Compans division, support by two cavalry corps advanced against desperate Russian resistance. This bloody prelude to the Battle of Borodino would test both sides and set the stage for the battle to come. Results from this game will be carried forward into the Battle of Borodino game to be run at Fall In, 2012.

F-284 - Burkesdorf, 28 June 1866: 10th Corps vs the Guards

Fri. 3:00 PM, 5 hrs, 6 players

GM: Bruce Weigle and HAWKS

19th Century 6mm, Rules: 1866

Having beaten the Prussians' crack 1st Corps the day before, Austria's slightly-dented 10th Corps is now menaced by the Prussian Guards. Cut and run, or stand and fight? FML Gablenz is arguably Austria's finest general, and his troops are now seasoned veterans ...while the Guard is mostly trained to look pretty in parades. How hard can it be?

F-358 - Old War Horse vs. Fighting Joe - Williamsburg - May 5, 1862

Fri. 3:00 PM, 3 hrs, 6 players

GM: Peter Hogan with Greg Hogan

American Civil War 15mm, Rules: Eric Wood's Civil War (Modified slightly)

Peninsula Campaign, May 1862. Johnston retreats from Yorktown, McClellan pursues. Hooker versus Longstreet in a slug fest; in the mud, in the woods, flanking actions. Come and replay the battle that birthed the nickname "Fighting Joe Hooker".
Under 13 with playing adult.

F-223 - The Battle of Peitsang

Fri. 3:00 PM, 4 hrs, 6 players

GM: Jim Ferich with Joe Schulze and DAWGS

Colonial 28mm, Rules: Colonial Adventures

Chinese Imperial forces have joined the Boxers in an effort to remove foreign influence. The Chinese are blocking access to the Hixsu arsenal to the Western Powers. Russians, German, Italian, French, British, and Japanese forces are sent to capture the village Peitsang and any artillery pieces being used by the Chinese.

F-320 - Save Private Ryland - Combat Action Command 15mm Rules

Fri. 3:00 PM, 3 hrs, 6 players

GM: Lee Sowers with Jeanne Britton and Paths To Glory
Sponsor: On Military Matters - Miniature Building Authority,
Prize: Free Copy of Combat Action Command Rules
WWII 15mm, Rules: Combat Action Command

Get to fight the final battle from the Hit Movie "Saving Private Ryan" using the Hit New 15mm Combat Action Command rules just published by On Military Matters! Fast moving and fun. Easy to learn and very, very realistic skirmish level WWII combat. Miniatures provided. Rules taught. Just sign up, show up and play! Plays on one 6 x 10 foot table.

Not recommended for children under 12, adult must accompany all under 18.

F-287 - Comrade Grandfather Frost

Fri. 3:00 PM, 3 hrs, 4 players

GM: Bruce Kohn and HAWKS
WWII 1/300, Rules: Little Friends

"January 1940. Soviet heavy bombers are inbound with supplies for a surrounded force. Swedish Gladiators object, but will the TB-3 giants even notice? Fledglings with adult copilots welcome.

F-297 - From Nijmegen to Arnhem

Fri. 3:00 PM, 3 hrs, 6 players

GM: Frank Chadwick and Test of Battle
Sponsor: Test of Battle, Prize: Test of Battle Merchandise Coupons
WWII 1:72, Rules: Men Under Fire

September, 1944. Nijmegen has fallen to the allies, but the beleaguered British 1st Parachute Division remains surrounded at Arnhem, and hours may make a difference to its survival. British infantry and armor struggle forward through polder and woods, trying to break through hastily-assembled German blocking forces and the occasional armored counterattack.

Experience: None needed, rules will be taught. Younger gamers welcome with an adult.

F-408 - Battle for Jericho

Fri. 3:00 PM, 2 hrs, 6 players

GM: Kyle Schulze
SciFi 28mm, Rules: 5150

The Jericho system has been devastated by war leaving the planet in ruins and it's up to you and the rest of your platoon to capture key objectives and drive the opposing team off the system. Dominate the system as the separatists, or save it as the republic.

F-335 - Sunder the Stars: Fleet Battle

Fri. 3:00 PM, 4 hrs, 8 players

GM: Allen Hayden
SciFi Fleet, Rules: Sunder the Stars

Space fleets clash for dominance in the Sunder the Stars universe! Why micromanage a single ship when you may command many? This session will introduce the rules to new players. All will be provided. Experienced players are more than welcome.

No players under 18, please.

F-416 - Caravanners of the Wastes

Fri. 3:00 PM, 3 hrs, 6 players

GM: Joseph McGuire and Emperor Norton Gaming Society
SciFi 28mm, Rules: This Is Not a Test (Beta Rules)

The Free City of Cumberland survived the nuclear apocalypse that laid waste to the former United States. Its continued survival depends on the water caravans brought in from the west. Protecting these caravans from mutants, raiders, and other assorted radioactive terrors is dangerous, but well paid work. Time to mount up for the Queen City!

Little mutants under 13 welcome, but only with playing adult (on the same team). Some material may not be appropriate for especially young children.

F-249 - Thanksgiving Comes to Schlegel's Ferry

Fri. 4:00 PM, 2 hrs, 8 players

GM: Eric Schlegel and HAWKS
Pike and Shot 25mm, Rules: Blood and Swash

25 November 1695. After a decade of fighting with their Indian neighbors, the Schlegels have finally made peace and invited everyone to dinner to celebrate. Everything seems to be going well, but Kurt Schlegel has just thrown a spoonful of mashed potatoes at his brother and Squinto is flirting with cousin Candy Schlegel. Can a massive food fight be far behind?

This is the second of eight holiday themed scenarios at Schlegel's Ferry, covering various periods of American history from colonial times to the future. As time progresses, the buildings and layouts of fields change, but the Schlegel family still faces the challenge of maintaining their homes. Rules will be taught. Notes: Children under 13 welcome with a playing adult.

F-372 - Fuentes de Onoro - Theme Game

Fri. 4:00 PM, 5 hrs, 6 players

GM: Thomas Harris and Test of Battle
Sponsor: Test of Battle
Napoleonic 15mm, Rules: Volley and Bayonet Road to Glory

May 1811. Wellington's Anglo Portuguese Army faces multiple French Corps under command of Marshall Messena. The Anglo-Portuguese need to maintain their siege of Alemda while threatening Ciudadad Rodrigo.

F-288 - Wargaming 101 - A Kids Game

Fri. 4:00 PM, 4 hrs, 6 players

GM: Bob Bengel and ODGW
WWII 12mm, Rules: Mein Panzer Junior

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-144 - 5th Armada

Fri. 4:00 PM, 1 hrs, 4 players

GM: Ben Fornshell and WNGA
SciFi 1:6000, Rules: TBS

The 5th Magellan Fleet has been in a cat and mouse chase with the Archimedes Destroyer Squadron; now as they clear the asteroid belt the epic space battle ensues. Fast and fun game.

F-300 - Riding with the Cid

Fri. 5:00 PM, 4 hrs, 6 players

GM: Phil Viverito
Medieval 28mm, Rules: Knight Hack

The Cid Takes the Field! The Cid rides forth to do battle with the enemies of Spain. In the open field the Cid will either rout the enemy or die.

F-183 - Battle of Warve

Fri. 5:00 PM, 5 hrs, 10 players

GM: David Kasper and Nows
Prize: trophy
Napoleonic 28mm, Rules: home

Hold off Vandammes corp long enough or will the French break through & be right on Bluchers tail?

F-239 - Mannerheim Line 1939

Fri. 5:00 PM, 5 hrs, 6 players

GM: Tony Venturino and Metropolitan Wargamers

Sponsor: Metropolitan Wargamers

WWII 20mm, Rules: Battleground

The Taipale Peninsula - Russians versus Finns

No kids under 18.

F-238 - Ukraine 1941

Fri. 5:00 PM, 5 hrs, 6 players

GM: James Grotto and Metropolitan Wargamers

Sponsor: Metropolitan Wargamers

WWII 20mm, Rules: Battleground

Near Berestochko, Ukraine 1941 - Germans versus Russians.

No kids under 18.

F-384 - Battletech – Grinder 3

Fri. 5:00 PM, 3 hrs, 8 players

GM: Martin Rodriguez

Sponsor: Iron Wind Metals, Prize: Certificate

Future 1/285th, Rules: Total Warfare

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

All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught

F-145 - Mystery Meat

Fri. 5:00 PM, 1 hrs, 4 players

GM: Ben Fornshell and WNGA

SciFi 25mm, Rules: TBS

It's another day of dull food in the cafeteria of the Starship Omega Prime, at least until unwanted dinner guests arrive. Join us for this incredible fight through the halls of a Starship.

F-185 - Roid Rage

Fri. 5:00 PM, 4 hrs, 8 players

GM: Nathan Bentley with Benjamin Bentley

SciFi 6mm, Rules: Silent Fury

The asteroid belt heats up as rival mining companies compete for the big haul. Take control of a stalwart mining vessel, guaranteed to withstand both rogue meteors and hostile lasers!*

*Guarantee not applicable in space.

Junior officers welcome with senior Captain.

F-167 - Malachi Crunch

Fri. 6:00 PM, 5 hrs, 10 players

GM: Joe Swartz and Nows

Sponsor: LMW Works, Prize: yes

Ancients 28mm, Rules: modified Classical Hack

The Romans & barbarians have pinned their opponents front line while the cavalry swing around the flank to the rear

rules taught & minors welcome with adult

F-414 - "To Do The Kingdom Good Service..." - Battle of Glastonbury, 12 June 1643

Fri. 6:00 PM, 4 hrs, 6 players

GM: Bob Giglio

Sponsor: Partizan Press, Prize: ECW Scenario Book

Pike and Shot 28mm, Rules: Forlorn Hope

Obscure rearguard action during the Lansdown Campaign. Royalists under Sir Ralph Hopton and Prince Maurice pursue Parliamentarians under Sir William Waller and Col. Alexander Popham. Fight amongst fields and hedgerows for King or

Parliament! [Part of Bob Giglio's forthcoming book "Lansdown to Roundway ECW Campaign Scenarios" from Partizan Press.]

Only age 16 or older.

F-120 - Battle of Beachy Head - 10 July 1690

Fri. 6:00 PM, 5 hrs, 16 players

GM: Stanley Sunderwirth

Age of Reason 1:2000, Rules: Victory Under Sail

An Anglo-Dutch fleet of 56 ships of the line (SOL) plus 20 fireships under Admiral Lord Torrington, attacks a French fleet of 68 SOL plus 18 fireships under the Comte de Tourville, in one of the largest battles in the age of sail. Players control squadrons in a game with few charts and lots of dice.

Rules will be taught at 5:30pm.

F-118 - Gadebusch Redux 1712

Fri. 6:00 PM, 5 hrs, 8 players

GM: Bill Gray

Sponsor: Age of Eagles, Prize: Order of the Pink Pansy

Age of Reason 15mm, Rules: Age of Honor (Lace wars Fire & Fury)

We were overbooked but snowed out at Fall In, so let's try a do over. Denmark's Freddy IV and Sweden's Gen Stenbock duel for accommodations in Stralsund in this Great Northern War battle. Pistol packing Kurassiers take on pike toting Swedes for a most colorful slugfest. See pictures from previous games upper left <http://ageofeagles.grouplify.com>.

F-173 - Gold Rush !!!

Fri. 6:00 PM, 4 hrs, 8 players

GM: Rick Dunn and Nows

Age of Piracy 25mm, Rules: home

As luck would have it, Spanish explorers have found vast amounts of treasure waiting to be shipped home only to discover that pirates have discovered their secret. Rush back to your ship before its too late

F-243 - Garcia Hernandez: Breaking a French Square 23 July 1812 - Theme Game

Fri. 6:00 PM, 4 hrs, 6 players

GM: Roxanne Patton and NOVAG

Napoleonic 15mm, Rules: Regimental Fire and Fury (1812)

Wellington's cavalry, while in pursuit of the French after Salamanca, caught Foy's rear guard at the small town of Garcia Hernandez. The British charge scattered the shaken French horsemen only to run into well positioned French infantry squares. With a stroke of luck the KGL cavalry of von Bock broke into the ranks of the 6th Line.

Not suited for children under 18

F-170 - Second Manassas

Fri. 6:00 PM, 4 hrs, 6 players

GM: Jim Kopchak and Nows

American Civil War 15mm, Rules: Civil War Commander II

Pope is determined to destroy Jackson who is in a defensive position behind a railroad cut. Pope's attack begins at 9:30 am. However, Longstreet is on his way to flank Pope & by 3pm rebel units start to appear on the Union left. Can you break through Jackson's line before Longstreet arrives?

F-289 - Clash of the Battlecruisers, Jutland, 1916. World War I

Fri. 6:00 PM, 4 hrs, 4 players

GM: Bill Cira and ODGW

WWI 1/3000, Rules: Fleet Action Imminent

The Battle of Jutland opened with a tremendous clash of the British and German battlecruiser squadrons. The most dramatic

events of the entire battle occurred during this phase of the largest naval battle of the Great War. Come join us as we re-fight this epic engagement using the fast pace and realistic feel provided by the Fleet Action Imminent rules!

Rules Taught, Beginners Welcome.

F-379 - Battle of Coronel

Fri. 6:00 PM, 4 hrs, 6 players

GM: Chad Zerbe and Reading Area Wargamers

Sponsor: RAW

WWI 1/2400th, Rules: Victory at Sea (Emdy Edition)

British Cruiser fleet tries to stop German fleet from raiding shipping lanes on November 1, 1914 off Coast of South America after a very long hunt. While British are outgunned their objective was to damage German ships enough that that would need to return home for repairs.

No children under 14 please

F-359 - Songs of our Ancestors Flying Lead and Mighty Monsters in a Splintered Land

Fri. 6:00 PM, 4 hrs, 6 players

GM: Scott Cramer

Pulp 15mm, Rules: Ganesha Games

Unrecovered Fracking fluids have brought the Quar up from their Hollow Earth home seeking revenge only to find an Earth Gone Wild. Help achieve the varied goals of the Quar, Post Apocalyptic raiders, a tracked sentient multiple weapons platform gone amok, Giant Squirrels armed with hand weapons, a Citizens Militia, or the corporate police state.

Mature Themes, under 18 only with participating adult. <http://ganesha.com>/ rules taught.

F-378 - Go Tell the Spartans - Player-designed scenario

Fri. 6:00 PM, 4 hrs, 6 players

GM: Keith Eshelman and Reading Area Wargamers

Sponsor: RAW

WWII 1/300th, Rules: CY6-WW2

April 20, 1941 near Athens, Greece. The air battle in the "Battle of Athens" was winding down. Elements of RAF 33rd and 80th Squadron encountered a large number of German aircraft near Pireaus harbor. Although they were tired and outnumbered, they waded in to attack, losing five of their own. Come and fly Bf-109's and 110's or Hurris with us, maybe even playing the role of the British ace Marmaduke Pattle. There may be a couple of surprises in store as well. No players under 15 please. Experience with the rules is helpful, but so are the Players !!!

Experience with the rules preferred and over age 13 please.

F-215 - Hornet's Nest - Crete May 20, 1941

Fri. 6:00 PM, 5 hrs, 5 players

GM: Michael Sincavage with Peter Landry

WWII 15mm, Rules: Battlefront

German Fallschirmjager pioneers are tasked with taking Alikianou and an electrical power station during the opening phases of the invasion of Crete. Before them is a partially trained battalion of Greek regulars, or so they think. As the pioneers press forward, suddenly they are faced by civilians armed with bird rifles and shotguns. It's nasty.

Familiarity with Battlefront rules is helpful but not required as the rules will be explained. Please, no children under the age of 15.

F-375 - German counter-attack at Salerno 194

Fri. 6:00 PM, 4 hrs, 6 players

GM: Van Osgood with Joshua Osgood and Reading Area Wargamers

Sponsor: RAW

WWII 28mm, Rules: My 30 yds.

Players use their German assault troops to penetrate or infiltrate the British Lines to take out key objectives. Then await further orders.

No children under 14 please

F-200 - Zombies!!!

Fri. 6:00 PM, 4 hrs, 6 players

GM: Chad Miller and WAGS

Modern boardgame, Rules: Zombies!!!

Can you survive the attack of the brain eaters??? You must work your way thru the sewers and subways to reach safety.

F-175 - Flight Leader-- The HUNTERS

Fri. 6:00 PM, 4 hrs, 8 players

GM: Paul Meyer and Nows

Modern 1/144, Rules: modified AH Flight Leader

Fly F-86 Sabres over the Yalu with Robert Mitchum (Cleave "The Iceman" Saville) & Robert Wagner (Ed "I'm A Killer" Pell). Have fun & watch out for Casey Jones ("The Crap Shooter") in his specially painted MIG-84

Rules taught will will realistically emphasize energy management, situational awareness, & aggressive teamwork.

F-387 - Battletech Quick-Strike: Solaris VII Unleashed

Fri. 6:00 PM, 5 hrs, 10 players

GM: Mark Yingling

Sponsor: Iron Wind Metals, Prize: Certificate

Future 1/285th, Rules: Strat Ops - Quick Strike

During the Jihad, Solaris VII was home to many battles for control of the world. Forces loyal to Word of Blake battled the worlds defenders, which were made up of Solaris Fighters and Lyran Militia. Join the fight for control of Solaris City. Each player will control up to two lances of mechs.

All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

F-389 - Battletech: Poker Run

Fri. 6:00 PM, 4 hrs, 8 players

GM: Scott Davis

Sponsor: Iron Wind Metals, Prize: Certificate

Future 1/285th, Rules: Total Warfare

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.

F-224 - Battle Masters: Save the Princess!

Fri. 6:00 PM, 3 hrs, 8 players

GM: Jake Goodmuth with Rustin Rockstroh, Miriam Sexton

Fantasy 28mm, Rules: Battle Masters Homebrew

The princess has run off and the woods are teeming with nasties! Can the Imperial heroes save her? Can the wizards fend off the dreaded Death Knight? Will the beastmen ever make it into the fray? Players control a mixed band of Chaos or Imperial troops in this lighthearted hack & slash game with easy-to-learn rules.

F-404 - Battlestar Might!

Fri. 6:00 PM, 4 hrs, 8 players

GM: Jim Fox

Sponsor: Fox Miniatures, Prize: Miniatures

SciFi 1/6000, Rules: Picon Military Academy

Look out cruisers here come the big dogs. A classic duel between the large capital ships of the Cylon and Colonial Fleets. Plenty of action as the cruisers try to get out while they can. Rules will be taught.

F-216 - The Battle of Salamanca - Theme Game

Fri. 7:00 PM, 4 hrs, 8 players

GM: Bob Liebl with Cleo Liebl and Bob & Cleo's First Friday Wargamers

Sponsor: The Cookieman, Prize: Cookies

Napoleonic 25mm, Rules: Napoleon's Battles

Wellington attacked at Salamanca because Marmont made a mistake. Since the locations of divisions are randomized in this scenario, so are the mistakes. Play in this classic Anglo-French conflict, roll your dice, and then set about making your own luck.

Adult must accompany cherubs. Familiarity with Napoleon's Battles would be a plus, but its hardly necessary.

F-282 - La Rothiere 1814

Fri. 7:00 PM, 4 hrs, 6 players

GM: Dave Wood and HAWKS

Napoleonic 28mm, Rules: Wellington Rules

The allies are in France. Blucher is trying to fix the French at La Rothiere. Napoleon had realized the danger and ordered a retreat. However it was not complete when the allies attacked, so a rear guard has been deployed. Can the French hold off until darkness and successfully disengage, or will the Prussian and Russian troops break through?

Notes: Children under 13 welcome with a playing adult.

F-146 - Spurned Spaniards - Theme Game

Fri. 7:00 PM, 1 hrs, 4 players

GM: Ben Fornshell and WNGA

Napoleonic 15mm, Rules: TBS

French occupation was not received well by the Spaniards. Play as the guerilla forces, attempting to disrupt the French occupation in this small scale Napoleonic conflict, or as the Frenchmen, bent on bending the Spaniards to their will (and musket fire).

F-310 - Battle of Magnano, Italy 1799

Fri. 7:00 PM, 5 hrs, 2 players

GM: Tom Garnett and Carnage and Glory

Sponsor: Eureka Miniatures USA

Napoleonic 28mm, Rules: Carnage and Glory Napoleonic

After the Treaty of Campo Formio, only Great Britain remained at war with the First French Republic. However, a heavy-handed and acquisitive French foreign policy soon provoked Austria and Russia and led to the formation of the Second Coalition. By March 25, 1799 fight occurred along the Adige River between the opposing forces of General of Division Scherer and Feldmarschal-Leutnant Kray. Following weather, influenced indecisive actions, the two armies confronted each other on a rain-sodden field near the hamlet of Magnano, south of Verona on April 5, 1799.

F-413 - How to build professionally made buildings

Fri. 7:00 PM, 4 hrs, 20 players

GM: David Waxtel and NJCON

Napoleonic n/a, Rules: Shako II

This is a 3 hour course on how to build a professional 15mm or 25mm building. Hands on step by step construction of a European Farm House. It's a lot of fun, and you will be astonished with your final result. If we have time we can even paint it. All materials will be supplied by HMGS and the organizers of Cold Wars.

F-344 - The Blockade Begins - Chesapeake 1812 - Theme Game

Fri. 7:00 PM, 4 hrs, 6 players

GM: Scott Landis and Rogues

War of 1812 15mm, Rules: Regimental Fire & Fury

The conflict with Britain had started quietly with small clashes but now they had upped the game trying to strangle the young nation's economy. The blockade of the Chesapeake Bay was just beginning

but the Americans were proving to be difficult to control yet again. This is a small what-if engagement that will feature Regimental Fire & Fury.

F-400 - War and Peace and Zombies - Theme Game

Fri. 7:00 PM, 4 hrs, 5 players

GM: Shawn Reis with Mindy Robins and WNPB

Sponsor: WNPB, Prize: DICE

War of 1812 28mm, Rules: ATZ*

In the fall of 1812 the Grande Armée was in full retreat after its campaign in Russia. Napoleon's troops were weak, wounded, demoralized and "dying" to get revenge on the Russian army. In a small village outside of Orsha their luck would change when a wounded soldier stumbles into camp and starts a plague within the ranks that would change history.

F-219 - Battle of North Point, 12 Sept. 1814 Replay - Theme Game

Fri. 7:00 PM, 4 hrs, 5 players

GM: Ronald Oldham and Triangle Simulation Society

Sponsor: The Game Connection

War of 1812 28mm, Rules: Modified British are Coming

The British are marching on Baltimore. Can the Maryland militia stop the battle hardened veterans of the British army or will Baltimore have the same fate as Washington DC.

F-160 - Breakout from San Sebastian

Fri. 7:00 PM, 5 hrs, 6 players

GM: Scott Perry

Sponsor: Pictors Studio

19th Century 28mm, Rules: Black Powder

During the Carlist Wars the British Auxiliary Legion found itself sieged in the city of San Sebastian. With naval support they will have to break through the ring of Carlist besiegers to continue the fight against the absolutists further inland.

F-347 - Alternative Gettysburg 4 July 1863, part three

Fri. 7:00 PM, 4 hrs, 8 players

GM: Michael Panzer with Scott Landis and Rogues

American Civil War 15mm, Rules: Fire and Fury - brigade

The pivotal movements in June 1863 led to the historical Gettysburg that we know so well. What if Meade had swapped places with Lee? Finding himself north and west of Gettysburg while Lee began entrenching on this very nice defensive positions. Political pressure would force the assault. Will it be Mayre's Heights all over again?

Children (and if you have to ask you are one) bring a responsible adult.

F-306 - The Ghouls, The Bad, and the Ugly

Fri. 7:00 PM, 4 hrs, 6 players

GM: David Sciulli with Christin Sciulli and Brian Cusick and Band of Gamers

Western 28mm, Rules: Don Franco's Spaghettaboutit Western Rules

Town life just hasn't been the same since the new doctor moved into the mansion at the far end of town. Some say he's nothing more than a snake oil salesman, but others claim he can raise the dead! With crops mysteriously withering, livestock going mad, and children seeing monsters in the night, the citizenry want to run the Doctor out of town. The Sheriff will have a hard time keeping order.

No children under 15

F-342 - Maneaters on the Prowl!

Fri. 7:00 PM, 4 hrs, 12 players

GM: Howard Whitehouse

Sponsor: Brigade Games/Ratrap Publications,

Prize: Brandy and cigars* (*or not)

Colonial 28mm, Rules: Mexican Jack's Guide to Big Game Hunting

In Victorian Africa a wager is made between gentlemen hunters that the man who bags the most lions in a day wins a prize of completely inconsequential value. Out on the veldt, drunk at seven in the morning, our valiant hunters and their nervous bearers find out how hard this is to accomplish when the lions refuse to cooperate. A Mexican Jack Squint Production!

F-227 - March or Die!

Fri. 7:00 PM, 4 hrs, 6 players

GM: Bill Molyneaux and Gettysburg area gamers

Colonial 28mm, Rules: Death in the desert

French foreign legion must hold the fort and await re-enforcements while still protecting the archeologist at the dig site. Will the Arab fanatical tribes drive the French out or will the French with their superior weapons and courage hold out.

F-265 - The Lost Legion of Venus by GASLIGHT

Fri. 7:00 PM, 4 hrs, 6 players

GM: Chris Palmer and HAWKS

Victorian Science Fiction 28mm, Rules: GASLIGHT

A French column on Venus in 1889 takes a wrong turn and finds themselves hopelessly lost in the steamy Venusian jungle. Can they find their way back to camp, or will they fall prey to the tribes of wild Parrotmen who haunt the tangled shadows.

Children under 14 only with a playing adult.

F-250 - St Patrick's Day Comes to Schlegel's Ferry

Fri. 7:00 PM, 2 hrs, 8 players

GM: James (Tank) Nickle and HAWKS

Inter-War 25mm, Rules: Blood and Swash

17 March 1921. IRA agents have to come Schlegel's Ferry to buy guns from local mobsters and the mostly Irish police force is turning a blind eye. This does not sit well with the Schlegels and conflicts are bound to occur.

This is the third of eight holiday themed scenarios at Schlegel's Ferry, covering various periods of American history from colonial times to the future. As time progresses, the buildings and layouts of fields change, but the Schlegel family still faces the challenge of maintaining their homes. Rules will be taught. Notes: Children under 13 welcome with a playing adult.

F-147 - Indiana Jones and the Statue of Horus

Fri. 7:00 PM, 3 hrs, 4 players

GM: Del Stover and WNGA

Pulp 25mm, Rules: Dr. Who Miniatures Game

Indiana Jones and rival archeologists race to rescue a golden Statue of Horus before a flooding Nile River forever buries a recently discovered tomb. Running through a labyrinth of tunnels, each adventurer will face deadly traps, hidden doors, bottomless chasms, and ruthless rivals to find ancient treasure. This is a fast-paced game on beautiful terrain, where everyone must offer an evil chuckle as he or she backstabs a fellow player.

F-273 - Look Sarge, No Roads

Fri. 7:00 PM, 4 hrs, 8 players

GM: Geoff Graff and HAWKS

WWII 1/285, Rules: Look Sarge, No Charts; WW2

It's late August 1941 and the German blitzkrieg seems unstoppable. However, the Germans are tired and spread thinly, while the Soviets are trying to plug the gaps with whatever is at

hand. So what happens when both sides are cobbled together and the terrain does NOT favor mobility? It looks to be a desperate, close-in fight.

F-206 - Berezina Bridgehead - Russia, 29 June, 1941

Fri. 7:00 PM, 3 hrs, 5 players

GM: Thomas Ballou and BattleGroup Boston

WWII 15mm, Rules: Fireball Forward

The Germans have driven deep into Russia, and a new defensive line is being setup on the Berezina. Russian Airborne troops have burned the bridge, and are holding the line, can the German Panzer Grenadiers, force the crossing?

Not Recommended For Kids

F-262 - The Canadians Punch Through (Double Blind)

Fri. 7:00 PM, 4 hrs, 6 players

GM: Don Hogge and HAWKS

WWII 28mm, Rules: Battleground WW2

It is May 23 1944. The Second Canadian Infantry Brigade, supported by elements of the North Irish Horse, experience their worst and most costly day of the Italian Campaign as they launch their attack against the vaunted Hitler Line. Can they open a breach for the 5th Canadian Armoured Div to exploit?

Gamers under the age of 14 are welcome with an adult.

F-159 - Watch the Flank -11 July 1944, 0800 hours

Fri. 7:00 PM, 4 hrs, 10 players

GM: Joseph Seliga with Douglas Lipton

WWII 15mm, Rules: Fireball Forward

The 9th Division must hold the crossroads at la Charlemagnerie to limit Panzer Lehr's penetrations. A task force of infantry and M10s began to move down a road to the west of la Charlemagnerie to flank the town from the south. Germans were having a hard time taking the village and decided to move up the same road from the opposite direction. Who'll get there first?

Younger gamers welcome with supervising adult; rules taught.

F-420 - Battle of Kursk (Prokhorovka)

Fri. 7:00 PM, 3 hrs, 8 players

GM: Michael Panko

WWII 1/72, Rules: Memoir 44 (Overlord)

Culminating clash of armor during the battle of Kursk in 1943 between the German vanguard of the SS Panzer Corps and the Russian 5th Guards Tank Army. Participate in one of the largest tank battles of WW2! The stage is set, the battle lines are drawn, and you are in command. The rest is history.

F-258 - Duke Morrison versus the Venusian Peril

Fri. 7:00 PM, 4 hrs, 8 players

GM: Buck Surdu and HAWKS

Modern 28mm, Rules: GASLIGHT Compendium

Granville, Illinois, population 1200, is a quiet town -- with a secret. It's home to the hidden, government laboratory of Professor Serafini Nannini. Lieutenant Duke Morrison is assigned the mission to protect him. Despite their low profile, Venusians have discovered the laboratory and sent a strike force to kidnap him. It seems however, that local mobsters are also interested.

Younger gamers welcome with a PARTICIPATING adult. Rules will be taught.

F-362 - Corner Kick - Friday Night with the EPL

Fri. 7:00 PM, 3 hrs, 6 players

GM: Bob Wiltrout with Jeff Wiltrout and Potomac Wargamers

Modern 30mm, Rules: Corner Kick

Soccer with miniatures on a table - a nice diversion from the hard combat of the rest of the week. Six EPL teams will be available - Spurs, Chelsea, Villa, Man City, Scousers and the Gooners. Choose two and have at it! Corner Kick rates figures in their basic skills, and recreates the real game surprisingly well.

Knowledge of the basic tactics and rules of soccer is necessary, but the game rules will be taught at the table. Responsible kids fit in very well.

F-100 - Demolition Derby

Fri. 7:00 PM, 3 hrs, 12 players

GM: Richard Kane with Gwyneth Gaspari and NJMS

Modern Matchbox, Rules: Home Rules

The annual Lancaster County demolition derby is on! Rev up your wreck and smash up the other drivers' cars. Last car running is the winner. No driver's license or helmet required.

Young players under supervision encouraged.

F-132 - Checkpoint Lazarus

Fri. 7:00 PM, 4 hrs, 7 players

GM: Peter English

Future 28mm, Rules: Outbreak!

The Lazarus Virus is spreading faster than most thought possible. Undead seem to be overwhelming entire towns. A mandatory evacuation has been ordered, but each person must be checked for bite marks. Some town residences have stated they won't leave. Will you be able to get everyone out before the undead claim another community?

F-202 - Pig Wars – Saxon Raiders

Fri. 8:00 PM, 3 hrs, 6 players

GM: Steve Robinson and WAGS

Sponsor: Acheson Creations

Dark Ages 25mm, Rules: Modified Pig Wars

“Damned Saxons are at it again! How dare they think they can raid our village! We will show these impetuous farmers the true nature of a Dane!” The proud warrior thought as he donned his coat of mail. Can Utrik defend his village against the Saxons? Has an alliance been formed with the Franks, if so with whom? Will Utrik's brother use this opportunity to claim his rightful place? Are the Saxons in collusion with Elrick of the White Banner? Multiple plots abound in the morning mist of war.

F-108 - The Hot Trod, Border Reiving in the lowlands...

Fri. 8:00 PM, 4 hrs, 8 players

GM: Andy Turlington with Tim Goodlett and Rich Low and Southern Maryland Partizans

Sponsor: Sgt Major Miniatures, Prize: Store Discount
Renaissance 28mm, Rules: Fyre & Sworde

The Raider's moon is up and the Elliot's are on the move. Can the Marchwarden intercept them before they get their plunder back across the border?

May contain adult content, so be aware if bringing younger players.

F-195 - Curse of the Pirate Queen

Fri. 8:00 PM, 3 hrs, 20 players

GM: Geoff Golliver with Mark Young, Brian Whitaker and WAGS

Age of Piracy 25mm, Rules: Home Grown

Join the rest of The Ladies in this pirate raid on Easy Pickin's, West Caribbean. You will lead your band as part of your ship's crew in search of loot. Your captain is the best but must be watched closely. And beware of other pirate crews seeking the same thing especially the Cursed Pirate Queen. This game is for LADIES ONLY and designed for first time miniatures players. Experienced players may play.

F-115 - The Battle of Maguaga - August 1812 - Theme Game

Fri. 8:00 PM, 3 hrs, 6 players

GM: Eric Turner and The Rogues

War of 1812 25mm, Rules: GAG rules

Near an old Wyandot village, a force of US Regulars and Militia are plodding along through the lovely Michigan woods to meet and escort a supply train. A determined group of British regulars, Canadian militia, and First Nation allies wait for the time to strike. Historically, there was copious blundering on both sides during this clash.

Under 14 with an adult, please.

F-179 - 3rd RTR - The Battle of Route de Gravelines

Fri. 8:00 PM, 3 hrs, 10 players

GM: Adam Wine and Nows

WWII 15mm, Rules: Brazen Chariots

At 2am, May 23rd, 1940, the A13 Cruiser tanks, a squadron of the 3rd Royal Tank Regiment depart Calais to reconnoiter the the Route de Gravelines & escort supplies to British Expeditionary Force at Dunkirk. MK III & MK IV panzers of the 1 Panzer Division are skirting Calais to encircle it from the east. Take Command of British or German troops as they slung it out in a WWII game featuring exceptionally painted 15mm tanks and the serene farmland of northern France.

no players under 12

F-321 - Save Private Ryland - Combat Action Command 15mm Rules

Fri. 8:00 PM, 3 hrs, 6 players

GM: Lee Sowers with Jeanne Britton and Paths To Glory

Sponsor: On Military Matters - Miniature Building Authority,

Prize: Free Copy of Combat Action Command Rules

WWII 15mm, Rules: Combat Action Command

Get to fight the final battle from the Hit Movie "Saving Private Ryan" using the Hit New 15mm Combat Action Command rules just published by On Military Matters! Fast moving and fun. Easy to learn and very, very realistic skirmish level WWII combat. Miniatures provided. Rules taught. Just sign up, show up and play! Plays on one 6 x 10 foot table.

Not recommended for children under 12, adult must accompany all under 18.

F-117 - Bombed in Benghazi!?! 1940

Fri. 8:00 PM, 4 hrs, 9 players

GM: Richard Smethurst

WWII 1/144, Rules: Mustangs/Air Pirates

Benghazi bound Blenheims and Bostons battle Facist Fiats and Mussolini's Macchis. Gloster Gladiators grab the gauntlet! Come fly away on an exciting sortie. Cheap accents abound! Good, clean convention mayhem.

Junior pilots with adult copilot; late hours (GM gets cranky).

F-385 - Battletech – Grinder 4

Fri. 8:00 PM, 3 hrs, 8 players

GM: Martin Rodriguez

Sponsor: Iron Wind Metals, Prize: Certificate

Future 1/285th, Rules: Total Warfare

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

All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught

F-271 - Island of the Monster Mage

Fri. 8:00 PM, 3 hrs, 4 players

GM: Harry Kogelschatz and HAWKS

Fantasy 1/600, Rules: Uncharted Seas

Recently, Merchants have been complaining about a Mage who is demanding tribute from all ships that sail near his islands, those whom refuse to pay are set upon by Sea Monsters. The Merchants have had enough and have hired some Mercenary Fleets to go and sort the Mage out once and for all. Your fleet is one of those sent out to strike against the mage. The fleet mercenary Captains have decided to have a side bet to see who can kill the most monsters, *VP will be recorded. This scenario was created by Thejustwisage on the Uncharted Seas Forum.*

S-168 - Verdun

Sat. 9:00 AM, 5 hrs, 10 players

GM: Joe Swartz and NOWS

Sponsor: LMW Works, Prize: yes

Ancients 28mm, Rules: modified Classical Hack

On what would become the WWI battlefield of Verdun, the Romans have built a fort. The barbarians are sending in everything they have to evict them. (fort made by Acheson Creations & painted by Evil Bob's Minatures)

rules taught & minors welcome with adult

S-367 - Battle on the Borders -- First Century B.C.

Sat. 9:00 AM, 4 hrs, 6 players

GM: John Desert Pope

Ancients 10mm, Rules: Hail Caesar

The Romans must squelch what they believe to be a minor uprising in Numidia before they can send troops back to support Pompey the Great in his struggle against Julius Caesar. This is a hypothetical scenario using 10m figures based for 25mm using the popular Hail Caesar rules.

14 and under with a playing adult only.

S-280 - Medieval Mayhem

Sat. 9:00 AM, 3 hrs, 6 players

GM: Rob Dean and HAWKS

Medieval 54mm, Rules: Medieval Mayhem (home)

Small groups of English and French soldiers clash over livestock in the Hundred Years War. Simple, fast skirmish rules will be taught.

S-127 - Close Action Fleet Battle - Saturday

Sat. 9:00 AM, 10 hrs, 30 players

GM: Mark Campbell with Lee Girer and M.A.N.O.F.W.A.R.

Age of Reason 1/700, Rules: Close Action

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...

S-119 - Gadebusch Redux 1712

Sat. 9:00 AM, 5 hrs, 8 players

GM: Bill Gray

Sponsor: Age of Eagles, Prize: Order of the Pink Pansy

Age of Reason 15mm, Rules: Age of Honor (Lace wars Fire & Fury)

We were overbooked but snowed out at Fall In, so let's try a do over. Denmark's Freddy IV and Sweden's Gen Stenbock duel for accommodations in Stralsund in this Great Northern War battle. Pistol packing Kurassiers take on pike toting Swedes for a most

colorful slugfest. See pictures from previous games upper left <http://ageofeagles.groupy.com>.

S-311 - Battle of Magnano, Italy 1799

Sat. 9:00 AM, 5 hrs, 8 players

GM: Tom Garnett and Carnage and Glory

Sponsor: Eureka Miniatures USA

Napoleonic 28mm, Rules: Carnage and Glory Napoleonic

After the Treaty of Campo Formio, only Great Britain remained at war with the First French Republic. However, a heavy-handed and acquisitive French foreign policy soon provoked Austria and Russia and led to the formation of the Second Coalition. By March 25, 1799 fight occurred along the Adige River between the opposing forces of General of Division Scherer and Feldmarschal-Leutnant Kray. Following weather, influenced indecisive actions, the two armies confronted each other on a rain-sodden field near the hamlet of Magnano, south of Verona on April 5, 1799.

S-266 - Russian Treasure, French Tricorn, The TARDIS - Theme Game

Sat. 9:00 AM, 4 hrs, 8 players

GM: Greg Priebe with Todd Harland-White and HAWKS

Napoleonic 28mm, Rules: DR Who

The sequel to Fall In 2011's "Victoria Hawkes & the Steel Menace": The TARDIS's malfunctioning randomizer has landed the Doctor, his companions, and adventuress Victoria Hawkes in the midst of Napoleon's invasion of Russia. To make matters worse, the French have gained access to new alien weapons and are back on the offensive. Does a mysterious artifact of immense power hold the key to victory? Can the Doctor overcome both old and new foes, set history straight and get everyone back to their correct centuries before Napoleon and his new-found allies march on to victory?

S-348 - The Spanish Ulcer Gets Worse - Spain 1812 - Theme Game

Sat. 9:00 AM, 4 hrs, 6 players

GM: Jeff Kimmel with Scott Landis and Rogues

Napoleonic 15mm, Rules: Shako II and Limeys and Slimeys

The British have been effective at irritating France's plans on the peninsula and the Spaniards have done their fair share as well. This engagement occurred just prior to relief of the siege of the town of Cadiz. Can the French break the back of the Spaniards? Can the Spanish hold out? Can the British Navy arrive in time?

Adult must be present with child

S-125 - Raid on a Chesapeake Bay Mill, August 1814 - Theme Game

Sat. 9:00 AM, 4 hrs, 8 players

GM: Raymond Miller

War of 1812 25mm, Rules: home rules

In the chaos following the burning of Washington, a British joint Army and Naval landing party pursues remnants of the US government to a village defended by a mix of US Army regulars and militia. Rules emphasize the leadership of company and battalion commanders while making decisions with imperfect information.

Beginners welcome.

S-286 - Battle of the Piave: May 8, 1809 (French vs Austrians)

Sat. 9:00 AM, 4 hrs, 7 players

GM: Steve Gelhard and HAWKS

19th Century 15mm, Rules: Shako II

After the Austrian defeats in Bavaria, John had to retreat from Italy. Eugene was close behind in pursuit and caught up with him at the Piave River. Outnumbered, John decided on a delaying

action while his baggage and heavy artillery escaped. After skirmishing all morning while the French crossed the river, John took up a strong position behind a dike and in villages. At 4 PM Eugene launched his main assault. Can John hold on long enough to secure his retreat, or will his Army be destroyed?

S-338 - Riverboat to Moscow...Missouri!!

Sat. 9:00 AM, 3 hrs, 12 players
GM: Patrick Hreachmack with Norm Lunde
Western 25mm, Rules: Desperado

Come take a ride on the Riverboat Keystone as it travels up the river to Moscow, MO. Today's trip includes cattlemen, gamblers, drummers, veterans, ladies of various values and of course, some attorneys. Some of the passengers are out for revenge harboring old grievances. Gunplay, knifings, and various other harmful instruments could be in play!

Please no gamers under 18.

S-190 - Tosci

Sat. 9:00 AM, 3 hrs, 5 players
GM: Tim Tilson and NOVAG
Colonial 25mm, Rules: The Sword and the Flame

3 August 1889. The Egyptian-Sudan frontier. Wad-en-Nejumi is leading a Mahdist invasion of Egypt. In response, Sir Francis Grenfell cobbles together a force of five newly trained Egyptian battalions. Can the Mahdists be stopped or will it be El Teb all over again? This will be featured in a forthcoming book by Colonial Campaigns.

S-194 - The Siberian Rifles - Manchuria, 1905

Sat. 9:00 AM, 3 hrs, 6 players
GM: Charles Turnitsa with Chris Borucki and Old Dominion Military Society
Sponsor: Cheseapeake Miniatures
Early 20th Century 15mm, Rules: Home Rules

In a rare turnabout of circumstances, elements of the 2nd and Guard divisions of the Japanese First Army (Koruki) are defending a pair of villages at either end of a vital rail bridge. Coordinated attacks by elements from the 4th Siberian Corps (Russian) have hit both sides of the river at the same time. Can the Japanese hold both ends?

S-322 - Save Private Ryland - Combat Action

Command 15mm Rules

Sat. 9:00 AM, 3 hrs, 6 players
GM: Lee Sowers with Jeanne Britton and Paths To Glory
Sponsor: On Military Matters - Miniature Building Authority,
Prize: Free Copy of Combat Action Command Rules
WWII 15mm, Rules: Combat Action Command

Get to fight the final battle from the Hit Movie "Saving Private Ryan" using the Hit New 15mm Combat Action Command rules just published by On Military Matters! Fast moving and fun. Easy to learn and very, very realistic skirmish level WWII combat. Miniatures provided. Rules taught. Just sign up, show up and play! Plays on one 6 x 10 foot table.

Not recommended for children under 12, adult must accompany all under 18.

S-319 - Tank Ace, 1944

Sat. 9:00 AM, 3 hrs, 10 players
GM: Robert Evans and I-95 Gamers
WWII 15mm, Rules: Flames of War

Play a variety of German or Allied tanks. Hone your armor skills while learning some of the basics of Flames of War. Demo game, but experienced players welcome.

Ages 16+ welcome.

S-369 - Assault in Helmand Province

Sat. 9:00 AM, 5 hrs, 6 players
GM: Michael Byrne with Patrick Byrne
Modern 28mm, Rules: Force on Force

The US surge forces are in place in Afghanistan. A recently arrived US Marine Task Force in Helmand province launches an assault on a Taliban stronghold. The Marine mission is to root out the Taliban forces from the town. Can the Marines quickly take the Taliban stronghold?

Adult must be present with a child

S-363 - SOCCER - Saturday Morning on the Pitch

Sat. 9:00 AM, 3 hrs, 6 players
GM: Bob Wiltrout with Jeff Wiltrout and Potomac Wargamers
Modern 30mm, Rules: Corner Kick

The second soccer match of the weekend. Four EPL Soccer teams to choose from. CORNER KICK rates figures in their basic skills, and lets you manage the team with the same strengths and weaknesses they exhibit every Saturday. If you know the basic tactics and rules of soccer, you'll find this game easy to play and lots of fun.

Responsible kids fit in very well.

S-283 - Fantasy by GASLIGHT

Sat. 9:00 AM, 4 hrs, 6 players
GM: Dave Wood and HAWKS
Fantasy 28mm, Rules: Battles by GASLIGHT

The humans have joined the dwarves and elves in their ongoing battle against the orcs and their ratling allies and are attempting to retake the lost elven homeland. In this battle can the allies reclaim the elven shrine, or will the orcs continue to desecrate this sacred elven site?

Notes: Children under 13 welcome with a playing adult.

S-228 - Flight of the Bumble Bee

Sat. 9:00 AM, 3 hrs, 8 players
GM: John Rigley with Peter Landry
Sponsor: Eureka Miniatures
SciFi 25mm, Rules: Home Rules

As Captain of the B17 Bumble Bee, your orders are short and easy. Fly over 500 miles of German held mountains, and drop your eggs on a top Secret Base, on the top of said Mountain. A cake walk they tell you. The problem is they forgot to tell you what they were making there. But you found out real fast, as it tried to eat you!

Kid Friendly Game

S-315 - Battle of McDowell's Farmstead, 1777

Sat. 10:00 AM, 4 hrs, 6 players
GM: Kelly Marsh with Nigel Marsh and Carnage and Glory
AWI 28mm, Rules: Carnage and Glory AWI

Word has reached local Patriot forces, including Militia and Continentals that a contingent of British and Loyalists troops have come ashore close to Norwalk, CT. An impressive force has congregated close to a small McDowell farmstead at Compo Hill off the Redding Road. The British are intent on driving this force from the field. Will the British be forced back upon the beaches, or will the British put the McDowell farm to the torch

S-397 - French and Indian Picnic

Sat. 10:00 AM, 2 hrs, 6 players
GM: Jim Reynolds with John Brennan and WNPG
Sponsor: Eureka, Prize: DICE
Age of Reason 20mm, Rules: Teddy Bear Picnic

The bears are at it again in the Ohio Valley. Who will hold the picnic grounds. Winner of last years best kids game.

Kids Game

S-304 - Borodino, 1812 - Theme Game

Sat. 10:00 AM, 6 hrs, 12 players

GM: Denny Kalember

Sponsor: Age of Eagles

Napoleonic 15mm, Rules: Age of Eagles

Join us for the great battle beneath the gates of Moscow using Age of Eagles, and as featured in Wargames Illustrated 285, Check your powder, down a final gulp of brandy and steel yourself for combat by checking out pictures from the WI 285 article via <http://ageofeagles.groupy.com/page/downloads>. Download the free AOE scenario from WI as well. To the sound of the guns, forward, MARCH!

S-291 - Somewhere is Spain 1812 - Theme Game

Sat. 10:00 AM, 4 hrs, 4 players

GM: Don Carter and ODGW

Napoleonic 15mm, Rules: American Battlelines

Behind the fortress of Badajoz, ahead the town of Salamanca. As the British army advances deeper into Spain a French force is dispatched to drive them back.

Rules Taught, Beginners Welcome.

S-412 - Battle of Borodino - Theme Game

Sat. 10:00 AM, 8 hrs, 50 players

GM: David Waxtel and NJCON

Napoleonic 25mm, Rules: Shako II

The Battle of Borodino was fought on September 7, 1812, to commemorate the 200 anniversary of the battle the NJCON Wargamers, and David Waxtel will present the largest and bloodiest single-day Battle of the Napoleonic Wars, involving more than 10,000 25-28mm napoleonic figures. The French under Emperor Napoleon attacked the Russian Army of General Kutuzov, at the village of Borodino, here the Russians made their stand to stop Napoleon, the French eventually captured the main positions on the battlefield, but failed to destroy the Russian army despite heavy losses. About a third of Napoleon's soldiers were killed or wounded; Russian losses were also very heavy.

Novice players can play, you can pick up the game fast.

S-161 - Battle of Maida - 1806

Sat. 10:00 AM, 4 hrs, 6 players

GM: Gerard Casanova and Miniature Frontlines

Prize: Book

Napoleonic 28mm, Rules: Miniature Frontlines - Home

French forces (including Swiss and Poles) battle British (including more Swiss and Corsicans) and Neapolitans for the control of Southern Italy. A Napoleonic classic with a few twists and turns to keep gamers on their toes. History does not have to repeat itself!

Children over 12 welcome, with adult present please.

S-246 - The War of 1812 in the North, Chippawa, 5 July 1814 - Theme Game

Sat. 10:00 AM, 4 hrs, 6 players

GM: James Fox

War of 1812 28mm, Rules: Home Rules

"It can be said that the birth of the modern U.S. army occurred not at Valley Forge in 1777-1778 but along the Niagara in 1814." General Winfield Scott is leading his brigade out to meet the British Right Division. Take a shot at the battle that "gave the United States army a character and pride that it had never before possessed."

S-220 - Battle of Chryslers Farm, 11 Nov. 1813 - Theme Game

Sat. 10:00 AM, 4 hrs, 5 players

GM: Ronald Oldham and Triangle Simulation Society

Sponsor: The Game Connection

War of 1812 28mm, Rules: Modified British are Coming

The American Army under Wilkinson is marching on Montreal. A smaller British Force is shadowing the American's. On November 11th the Americans decide to turn and attack the outnumbered British forces.

S-285 - Burkesdorf, 28 June 1866: 10th Corps vs the Guards

Sat. 10:00 AM, 5 hrs, 6 players

GM: Bruce Weigle and HAWKS

19th Century 6mm, Rules: 1866

Having beaten the Prussians' crack 1st Corps the day before, Austria's slightly-dented 10th Corps is now menaced by the Prussian Guards. Cut and run, or stand and fight? FML Gablenz is arguably Austria's finest general, and his troops are now seasoned veterans ...while the Guard is mostly trained to look pretty in parades. How hard can it be?

S-318 - The Alamo March 6th, 1836

Sat. 10:00 AM, 5 hrs, 8 players

GM: Lee Burger

19th Century 54mm, Rules: Santa Anna Rules

Come defend the Alamo, with Crockett, Bowie, Travis and their men, whose names aren't as well known, but whose deeds were just as Heroic.

Not recommended for kids

S-234 - Miller's Cornfield - Antietam, 17 September 1862

Sat. 10:00 AM, 4 hrs, 12 players

GM: John McConnell with John Wilk and NOVAG

American Civil War 28mm, Rules: Brother Against Brother

Refight the contest over the bloodiest patch of ground on America's bloodiest day. Union and Confederate regiments marched into The Cornfield starting at first light, each side receiving reinforcements intended to sway the fighting their way, and to ultimately give them control of the field. Skirmish gaming on a large scale, but built for speed!

Age 15 or older if not accompanied by an adult.

S-171 - Second Manassas

Sat. 10:00 AM, 4 hrs, 6 players

GM: Jim Kopchak with Scott Mingus and NOWS

American Civil War 15mm, Rules: modified Johnny Reb 3

This scenario was played Friday evening using Civil War Commander II. Experience the same battle, same terrain, same units using Johnny Reb 3 modified to brigade level

no players under 16

S-107 - Their Bravery is Worthy of a Better Cause - ACW

Sat. 10:00 AM, 3 hrs, 8 players

GM: Michael Bowker

Prize: Collectible Figure

American Civil War 25mm, Rules: Red White Blue Green Yellow Black Home Rules

During the American Civil War forces of skirmishers would operate in advance of the armies hoping to slow the enemy and force them to deploy online. Civil War combat at the small scale. Command a force of ten to twelve men trying to ensure victory for your cause. Historical basis but not historical scenario. Fun rather than 100% accurate.

Adult must be present with child.

S-349 - "Hell-In Arkansas" - Battle of Helena, July 4th 1863

Sat. 10:00 AM, 5 hrs, 6 players

GM: Chris Rothermel and Refuse the Flank Wargamers

American Civil War 15mm, Rules: Fire and Fury Regimental

To relieve pressure off the siege of Vicksburg, Confederate forces of the Dept. of Arkansas approach the staging supply town of Helena Arkansas. At first light on Independence Day, the rebels attack to throw the yankee invaders out of Arkansas for good.

Adult must be present with child

S-104 - "Eye Deep in Hell" - The West Angle at Spotsylvania Court House, May 12, 1864

Sat. 10:00 AM, 4 hrs, 8 players

GM: John Michael Priest with Hunter Priest

American Civil War 54mm, Rules: By the Left Flank

Unrelenting rain, knee deep mud, and strongly entrenched Confederates. The Sixth Corps, Army of the Potomac, has to break the center of the Rebel line to secure the foothold gained by the Second Corps in the morning.

No children under age 14.

S-165 - The Marines at Okaharui (German South-West Africa, 1904)

Sat. 10:00 AM, 4 hrs, 6 players

GM: Roy Jones with Eric Alvarado

Sponsor: Falcon Miniatures, Prize: Gift Certificate

Colonial 25mm, Rules: Sword and the Flame (modified)

A column of German Marines and Schutztruppen is moving through incredibly thick thorn bushes, in pursuit of Herero forces. Visibility is obscured, and the column is traveling at a crawl. Suddenly, shots ring out from the bush - and mounted Herero troops spring their trap! From the scenario book "The Herero War". More at: www.hererowars.com.

S-355 - The Battle of Apaula Heights - 1898

Sat. 10:00 AM, 3 hrs, 8 players

GM: Eric Jacobson

Colonial 28mm, Rules: Gnome Wars

During the Spanish-American War, the USS Charleston obtained the complete surrender of Guam with only a small landing party. In this what-if scenario, the Charleston and the troop transports it was escorting are rerouted to Samoa instead, to support the rebels in the Second Samoan Civil War and forcibly remove German influence on the island.

S-230 - Red Captains Plunder

Sat. 10:00 AM, 4 hrs, 6 players

GM: Rick Kasper and Nows

Victorian Science Fiction 28mm, Rules: modified Sky Galleons of Mars

Will the Red Captains continue to decimate the Martian ships & get the plunder?

S-251 - Valentine's Day Comes to Schlegel's Ferry

Sat. 10:00 AM, 2 hrs, 8 players

GM: Eric Schlegel and HAWKS

Inter-War 25mm, Rules: Blood and Swash

14 February 1930. A year after the famous St. Valentine's Day Massacre in Chicago, a gang of mobsters have turned up dead in Schlegel's Ferry. Who did it and why? Join the Schlegels, local police, G-men, gangsters and various other groups in trying to solve the mystery. Differences of opinion are bound to occur and weapons may be drawn. There's also that little guy with the bow and arrow to contend with.

This is the fourth of eight holiday themed scenarios at Schlegel's Ferry, covering various periods of American history from colonial times to the future. As time progresses, the buildings and layouts of fields change, but the Schlegel family still faces the challenge of maintaining their homes. Rules will be taught. Notes: Children under 13 welcome with a playing adult.

S-317 - Panther Hunter -- Lingevers, Normandy, France - 14 June 1944

Sat. 10:00 AM, 4 hrs, 8 players

GM: Sean Barnett

WWII 15mm, Rules: Fireball Forward

British troops of the 9th Durham Light Infantry and the 4th/7th Dragoon Guards have just taken the village of Lingevers from the Panzer Lehr Division but the Germans don't intend to let them keep it! An intense, close-quarters, combined-arms fight in a Norman village. Which will triumph, Panther or Firefly?

Adult must be present with child

S-374 - Anzio- January 24th 1944

Sat. 10:00 AM, 4 hrs, 6 players

GM: Tony Mazzo with Chad Zerbe and Reading Area Wargamers

Sponsor: RAW

WWII 1/285, Rules: Challenger XXI "Skirmish"

Elements of the US 3rd Division are moving toward Cisterna in a effort to continue to enlarge their bridgehead before the increasing German resistance makes this impossible.

No children under 14 please

S-290 - Paw of the Tiger

Sat. 10:00 AM, 4 hrs, 6 players

GM: Tu Tran and ODGW

WWII 12mm, Rules: Mein Panzer

Throughout the winter of '42-'43, the Soviets launched repeated attacks to relieve the siege of Leningrad. The hard pressed Germans had to develop a trip wire defense of light local forces, backed by a "fire brigade" mobile force, which was quickly dispatched to the inevitable breakthrough sector. Such a fire brigade was the 1st Company, SS Panzer Battalion 502, with ace tank Captain Hans Bolter, who was called upon to halt a major Russian incursion by a full battalion of the 122nd Guards Tank Brigade.

Rules Taught, Beginners Welcome.

S-373 - Italy 1944

Sat. 10:00 AM, 6 hrs, 8 players

GM: Thomas Harris and Test of Battle

Sponsor: Test of Battle

WWII 20mm, Rules: Command Decision

It's the summer of 1944 and the breakout from the Gustav Line and the Anzio beachhead has allowed the Allies to leap up the Italian peninsula. Up until recently the Germans have pretty much been running, but now it appears that they are deploying rear guards to slow up the Allied advance. Today's Allied objective is a peaceful Italian valley noted since Roman times for its fine wines.

S-292 - Battle of the River Platte

Sat. 10:00 AM, 4 hrs, 4 players

GM: Bob Bengé and ODGW

WWII 1/2400, Rules: General Quarters 3

Replay the classic engagement where the British Royal Navy Hunts down the Kreigsmarine's surface raider Graf Spee.

Rules Taught, Beginners Welcome.

S-269 - Look Sarge. It's Kursk!

Sat. 10:00 AM, 4 hrs, 12 players

GM: James (Tank) Nickle with Kurt Schlegel and HAWKS

WWII Microarmor, Rules: Look Sarge No Charts

July 5th, 1943. The Germans commit the 2SS Panzer Division to break through the Soviet lines at Beresoff on the southern flank of the Kursk salient. This scenario will feature both sides attacking and maneuvering on a large table, to keep the initiative.

S-203 - Fortress Pacific

Sat. 10:00 AM, 3 hrs, 6 players

GM: Steve Robinson and WAGS

Sponsor: Acheson Creations

WWII 25mm, Rules: Modified Trench Wars

"Sarge, what the hell is the name of this god forsaken island again?" asked the hunkering private as blood stained seawater sprays into the amtrak. The U.S. Marines are assaulting a fortified island; can Baker Company reach their assigned objectives? Or, can the Imperial Japanese Army hold out long enough to receive the promised reinforcements from Tokyo? No, this is not the HOB mini-series. Only you can write this history.

S-180 - 3rd RTR - The 2nd Battle of The Route de Gravelines

Sat. 10:00 AM, 3 hrs, 10 players

GM: Adam Wine and NOWS

WWII 15mm, Rules: Brazen Chariots

At 10 am, May 23rd, 1940, the remaining tanks of the 3rd Royal Tank Regiment fight their last unit battle when they attempt to punch a hole through the German lines to the British Expeditionary Force at Dunkirk. MK III & MK IV Panzers of the 1 Panzer Division are skirting Calais to encircle it from the east. Take command of British or German troops as they slung it out in a WWII game featuring exceptionally painted 15mm tanks and the serene farmland of northern France.

no players under 12

S-298 - From Nijmegen to Arnhem

Sat. 10:00 AM, 3 hrs, 6 players

GM: Frank Chadwick and Test of Battle

Sponsor: Test of Battle, Prize: Test of Battle Merchandise Coupons

WWII 1:72, Rules: Men Under Fire

September, 1944. Nijmegen has fallen to the allies, but the beleaguered British 1st Parachute Division remains surrounded at Arnhem, and hours may make a difference to its survival. British infantry and armor struggle forward through polder and woods, trying to break through hastily-assembled German blocking forces and the occasional armored counterattack.

Experience: None needed, rules will be taught. Younger gamers welcome with an adult.

S-232 - Mystere Ground Pounding - CY6 Jets

Sat. 10:00 AM, 4 hrs, 10 players

GM: Thomas Ballou with Scott Fisher

Sponsor: SkirmishCampaigns

Modern 1/200, Rules: Check Your 6!- Jet Age

6 Day War, Day 3, the Egyptians are trying to counter attack Israeli armored thrusts. An Israeli armor column was attacked by a group of MiG-17s, a passing flight of Mysteres dropped their bombs and raced to the rescue. From the CY6 Jet Age scenario book Star and Pyramid. More info at www.skirmishcampaigns.com.

S-148 - Troll Terror

Sat. 10:00 AM, 1 hrs, 4 players

GM: Ben Fornshell and WNGA

Fantasy 25mm, Rules: TBS

It's big, it's ugly, and it won't go away. No, it's not your in-laws, it's a Troll closing in on a small village, intent on making away with the live stock. Play this fast and furious game of survival for a change of pace.

S-354 - Star Trek: Clash over Khitomer

Sat. 10:00 AM, 3 hrs, 6 players

GM: Carlos Cardozo with Kurt Schaller, Carlisle Cardozo

SciFi 1:2400, Rules: Federation Commander

Stardate 2012.3.9 - After investigating reports of a Klingon attack on a Federation starbase, Starfleet dispatches a small squadron to the neutral zone to investigate. Take command as a valiant Starfleet officer or a ruthless Klingon warrior. But beware, for a sinister predator lies waiting in the wings.

Adult must be present with child

S-301 - Riding with Arthur

Sat. 11:00 AM, 4 hrs, 6 players

GM: Phil Viverito

Dark Ages 28mm, Rules: Hack in the Dark

Arthur continues the fight to keep Britain free as thousand of Angles, Jutes and Saxon run rough-shod over Britain. Defend the faith and Britain riding with Arthur to victory or death.

S-352 - Bloody Tuesday, Rabaul, Nov. 1943

Sat. 11:00 AM, 4 hrs, 8 players

GM: Jim Keats and OCW

WWII 1/285 micro, Rules: Check Your 6!

November 2, 1943, Simpson Harbor, Rabaul. US B-25's escorted by P-38 Lightnings attacked Japanese shipping using skip bombing tactics. Japanese resistance had been very light during a strike 5 days earlier, but the Japanese had since reinforced. Heavy losses would make this day remembered by the USAAF as "Bloody Tuesday".

S-418 - D-Day Plus 1

Sat. 11:00 AM, 3 hrs, 6 players

GM: James Lombardi with James Lombardi Jr.

Sponsor: Minuteman Toy Soldiers, Prize: Gift Certificate to be Awarded

WWII 54mm, Rules: Easy Eights Battlegrou

Several Squads of the 29th Infantry Division hold a town in France. The Germans want it back. Will the German counterattack be successful or will the U.S. Infantry hold out? Come play in this 54mm game where house-to-house fighting will pit the stubborn U.S. defenders against the German Wehrmacht.

Kids Games 7 years to 14 years old.

S-390 - Battletech – Grinder 1

Sat. 11:00 AM, 3 hrs, 8 players

GM: Dave Yingling

Sponsor: Iron Wind Metals, Prize: Certificate

Future 1/285th, Rules: Total Warfare

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

All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught

S-225 - Battle Masters: Save the Cannons!

Sat. 11:00 AM, 4 hrs, 8 players

GM: Luke Goodmuth with Rustin Rockstroh, Jake Weisfeld

Fantasy 28mm, Rules: Battle Masters Homebrew

The Imperial Artillery Corps has been ambushed! The guns must be recovered, but the caves crawl with goblins and the dark circle seethes with power! Will Prince Uthar arrive in time? Will

the prize of the Empire be reclaimed? Players control a mixed band of Chaos or Imperial troops in this lighthearted hack & slash game with easy-to-learn rules.

S-149 - Bug Zapper

Sat. 11:00 AM, 1 hrs, 4 players
GM: Ben Fornshell and WNGA
SciFi 25mm, Rules: TBS

There's nothing like the smell of burnt bug in the morning. Fast and furious action, see if you can stop the bug invasion. Easy to learn rules, quick skirmish game.

S-186 - Pirates of the Endless Sea

Sat. 11:00 AM, 4 hrs, 6 players
GM: Benjamin Bentley with Nathan Bentley
SciFi 6mm, Rules: Silent Fury (Home Rules)

Centuries after the human race founded its first colony, the temptation and profits of simply taking that which does not belong to you remain. Far from home and far from help, a small convoy of freighters and their escorts runs afoul of a band of brigands.

Junior officers welcome with senior Captain.

S-150 - Norsemen, Be They Demons?

Sat. 12:00 PM, 3 hrs, 4 players
GM: Del Stover and WNGA
Dark Ages 25mm, Rules: LotR

The village of Blythesmouth comes under attack one spring morning. Well-equipped with mail and sword, Norsemen prove a formidable foe for the village's more numerous monks and spear-wielding villagers. Both sides must weigh their tactical advantages and disadvantages, as this isn't just a skirmish brawl. This game features nice terrain, simple but elegantly designed rules, and a few surprises.

S-121 - Battle of Beachy Head - 10 July 1690

Sat. 12:00 PM, 6 hrs, 16 players
GM: Stanley Sunderwirth
Age of Reason 1:2000, Rules: Victory Under Sail

An Anglo-Dutch fleet of 56 ships of the line (SOL) plus 20 fireships under Admiral Lord Torrington, attacks a French fleet of 68 SOL plus 18 fireships under the Comte de Tourville, in one of the largest battles in the age of sail. Players control squadrons in a game with few charts and lots of dice.

Rules will be taught at 11:30am.

S-112 - Blackwater Gulch - Gangfights in the Old West

Sat. 12:00 PM, 4 hrs, 0 players
GM: Tim Kline and Green Dragon Game Club
Western 28mm, Rules: Home rules, new system

Blackwater Gulch is a 28mm skirmish game based on a fictional wild west town. Players can customize each member of their gangs with different abilities and iconic weapons and professions. Games are story/scenario driven and also have optional campaign rules. Demo games will last from 10-30 minutes. Walk-ups only. For more info or to download the preview rules, visit our website at www.blackwatergulch.com.

The game and subject matter should be appropriate for teens or older.

S-192 - Goodbye to Guns or All's Quiet on the Ruritanian Front, 1918

Sat. 12:00 PM, 4 hrs, 12 players
GM: Jeff Wasileski with Nick Wasileski
Pulp 28mm, Rules: Astounding Tales/All God's Children Got Guns
Amidst the chaos of the Great War in the Balkans, a brash young American ambulance driver attempts to rescue his true love, a

downed Ruritanian aviatrix. But standing in his way is not only the might of the Central Powers but also numerous rivals for this popular lady's affections. It's a love story -- with poison gas.

S-323 - Save Private Ryland - Combat Action Command 15mm Rules

Sat. 12:00 PM, 3 hrs, 6 players
GM: Lee Sowers with Jeanne Britton and Paths To Glory
Sponsor: On Military Matters - Miniature Building Authority,
Prize: Free Copy of Combat Action Command Rules
WWII 15mm, Rules: Combat Action Command

Get to fight the final battle from the Hit Movie "Saving Private Ryan" using the Hit New 15mm Combat Action Command rules just published by On Military Matters! Fast moving and fun. Easy to learn and very, very realistic skirmish level WWII combat. Miniatures provided. Rules taught. Just sign up, show up and play! Plays on one 6 x 10 foot table.

Not recommended for children under 12, adult must accompany all under 18.

S-331 - Battle for Point 213: Normandy 1944

Sat. 12:00 PM, 4 hrs, 6 players
GM: Mike Proctor with Matt Fridirici and Lehigh Valley Legion
WWII 12mm, Rules: Flames of War

German 101.Schwere SS-Panzerabteilung vs. British 4th Country of London Yeomanry. This a Flames of War scenario from Villers-Bocage source-book. There will be four German players each having one Tiger tank and 2 British players splitting the Desert Rats force. Game is played on a 4x4 bocage board.

This scenario could go quickly depending on dice so we shall play it as often as we can in four hours, switching sides if players desire. No experience with rules needed, will teach.

S-129 - "Crossing the Green Line Part 1" - Beirut, Lebanon Aug 1 1982

Sat. 12:00 PM, 4 hrs, 6 players
GM: Mark Kinsey with Jon Yuengling
Modern 15mm, Rules: I Ain't Been Shot Mum/CDS

Israeli Engineers and Infantry Reservists cross the green line into West Beirut. Their task is to clear the roadblocks across a wide four-lane road into downtown Beirut. Opposing them are both PLO and Muribitun militia.

16 and older please

S-393 - Battletech: The Fall of Romulus

Sat. 12:00 PM, 5 hrs, 8 players
GM: Scott Peterson
Sponsor: Iron Wind Metals, Prize: Certificate
Future 1/285th, Rules: Total Warfare

The fourth installment in the custom First Somerset Strikers Campaign, The main forces of the Clan Jade Falcon have decided to leave the planet but little do they know that a counter attack is in the works lead by Adam Steiner to retake the planet.

All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

S-360 - Battle of Zama, 202 BC

Sat. 1:00 PM, 4 hrs, 6 players
GM: Matt Kirkhart with John Acar
Ancients 28mm, Rules: Arrayed for Battle!

Scipio and Hannibal go toe-to-toe in this classic Punic War throwdown. Take Scipio's side and recreate history and win the battle for the glory of Rome. Or, take Hannibal's side and rewrite history with a victory for Carthage turning the tide of the war.

Game played with whimsical homemade miniatures. Kid friendly. Rules taught.

S-281 - Medieval Mayhem

Sat. 1:00 PM, 3 hrs, 6 players

GM: Rob Dean and HAWKS

Medieval 54mm, Rules: Medieval Mayhem (home)

Small groups of English and French soldiers clash over livestock in the Hundred Years War. Simple, fast skirmish rules will be taught.

S-417 - For God and the Czar: near Leipzig, 1813 - Theme Game

Sat. 1:00 PM, 4 hrs, 8 players

GM: Joseph Alexander with Mark Edgerton and AmblerGamers

Napoleonic 28mm, Rules: Home Rules (Napoleon's Fury)

Prussian, Russian, Bavarians, French, and more clash in this fictional battle near Leipzig in 1813. Join us as 2,000 28mm figures fight it out. Easy to play rules, lots of movement and action, no one sitting around waiting for something to happen. See if you can earn your marshall's baton today.

Adult must be present with child.

S-133 - Battle of Loigny-Poupry, Dec. 2, 1870

Sat. 1:00 PM, 4 hrs, 9 players

GM: David Rollins

19th Century 15mm, Rules: On to Paris-Franco-Prussian War

Franco-Prussian War. The French Army of the Loire is ordered to sweep aside the blocking Prussian/Bavarian Army and open the road to Paris. Fast, fun, easily learned set of rules. Maneuver elements are battalions and each player will control a division. Come play this exciting period!

No one under age of 16!

S-263 - The Defense of Hondeghem

Sat. 1:00 PM, 4 hrs, 6 players

GM: Don Hogge and HAWKS

WWII 28mm, Rules: Battleground WW2

It is France 1940; the village of Hondeghem is on the German line of advance towards the channel ports. The village must be held long enough to allow British troops to safety fall back towards Dunkirk. Can the outnumbered defenders hold back the German onslaught?

Gamers under the age of 14 are welcome with an adult.

S-376 - Race across France 1944

Sat. 1:00 PM, 4 hrs, 6 players

GM: Joshua Osgood with Van Osgood and Reading Area Wargamers

Sponsor: RAW

WWII 28mm, Rules: My 30 yds.

Players use their Americans to try to cut off the retreating Germans in this sector. Americans will need to destroy or avoid several obstacles enroute to their objective.

No children under 14 please

S-252 - Halloween Comes to Schlegel's Ferry

Sat. 1:00 PM, 2 hrs, 8 players

GM: David Schlegel and HAWKS

Modern 25mm, Rules: Blood and Swash

31 October 1957. Everyone in Schlegel's Ferry is out celebrating Halloween. The kids are trick-or-treating and the teenagers and adults are off to parties, but something doesn't feel right. Is it aliens or the red menace or something worse?

This is the fifth of eight holiday themed scenarios at Schlegel's Ferry, covering various periods of American history from colonial times to the future. As time progresses, the buildings and layouts of fields change, but the Schlegel family still faces the challenge of maintaining their homes. Rules will be taught. Notes: Children under 13 welcome with a playing adult.

S-395 - Battletech BattleForce: Fighting the Bull Part One

Sat. 1:00 PM, 4 hrs, 8 players

GM: Mark Yingling

Sponsor: Iron Wind Metals, Prize: Certificate

Future 1/285th, Rules: Strat Ops - BattleForce

During the Reunification war, the Star League assault on the Taurian Concordat was devastating for all sides. The Pleiades Cluster was an important cluster of worlds and in February 2580 The Star League came calling.

All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

S-151 - Down the Hatch

Sat. 1:00 PM, 1 hrs, 4 players

GM: Ben Formshell and WNGA

SciFi 25mm, Rules: TBS

An intense space battle reaches its climax as boarding shuttles make contact. Prepare to be boarded in this fast paced skirmish game down the corridors of a space ship. But don't get caught with your pants down!

S-337 - Battle of Mortimer's Cross

Sat. 2:00 PM, 4 hrs, 6 players

GM: Steve Turn and Ambler Gamers

Sponsor: The Perfect Captain

Renaissance 28mm, Rules: A Coat of Steel

War of the Roses battle. The future Edward IV versus Jasper Tudor in a last ditch attempt to salvage the Yorkist cause.

S-103 - The Clash at Llamastadt and Hobau 1755

Sat. 2:00 PM, 6 hrs, 8 players

GM: Michael Lorenzo and WD3 Wargames Community Forum

Age of Reason 28mm, Rules: Black Powder

Gentlemen from the WD3 wargame forum are hosting a "bring a brigade" SYW influenced, but decidedly imagi-nation, 28mm Black Powder game. Will Llamastadt and Hobau fall to the invaders? We'll have fun either way. Troops provided for pre-reg players if needed. More info on the WD3 forum here: <http://wdlovesme.19.forumer.com/viewtopic.php?t=9546>

Players bringing their brigade, please check in at the WD3 forum link for details.

S-205 - Brawl at the Swordfish Inn

Sat. 2:00 PM, 3 hrs, 8 players

GM: Thomas Vielott and Band of Gamers

Age of Piracy 25mm, Rules: Blood & Swash

Rumors have been going around the port that the ever successful Captain Morgan is storing his treasure in one of the local taverns. Jealous of their competitor's success, a bunch of down on their luck pirates have come to the tavern to find the gold, get a drink, and maybe even steal a few wenches for a good night out. Loads of mayhem guaranteed!

Rules Taught. No children under 14 years old without a playing adult, please

S-197 - Buccaneer Wars

Sat. 2:00 PM, 3 hrs, 8 players

GM: Brian Whitaker and WAGS

Sponsor: Merrimack: Old Glory Shipyard, Prize: certificate for product

Age of Piracy 25mm, Rules: Modified Oars to Cannon - Buccaneer Wars

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

S-241 - Retreat from Moscow; Napoleons Retreat, Oct-Dec 1812 - Theme Game

Sat. 2:00 PM, 4 hrs, 10 players

GM: Ronald Bingham with JD Martin and Battle Barn
Napoleonic 15mm, Rules: Black Powder

This Black Powder Napoleonic's game will be based on the French retreat from Moscow, Oct to Dec 1812. Using modified Black Powder rules; players will command brigade size units. The French will force march across snowy Russia to the safety of the Niemen River while being harassed by Russian Cavalry, Infantry and dreaded Cossacks.

Black Powder or Hail Caesar experience preferred. NO players under 16.

S-267 - Corpse & Musket: Napoleonic Zombies by GASLIGHT - Theme Game

Sat. 2:00 PM, 4 hrs, 6 players

GM: Greg Priebe with Todd Harland-White and HAWKS
Napoleonic 28mm, Rules: GASLIGHT

The year is 1812 and Napoleon's once great army is now in retreat following the invasion of Russia. Can you guide your ragged band of French stragglers to safety in the face of Russian patrols, freezing temperatures and your own fallen comrades raised from the dead by the curse of a vengeful Haitian priestess?

Children under 14 only with a playing adult.

S-116 - Push On, Brave York Volunteers! Queenston Heights - 1812 - Theme Game

Sat. 2:00 PM, 3 hrs, 8 players

GM: Eric Turner and The Rogues

Prize: Maple Syrup

War of 1812 25mm, Rules: GAG rules

Come and join the Rogues as we kick off the Bi-centennial of the War of 1812 in grand style! Play The Hero, Brock, The Second Banana, MacDonnell or The Buffoon, Van Rensselaer. Pick a side, roll dice, and push lead in this opera-bouffe operation. The usual Rogues' Rules like taunting by the GM, bad jokes, and obscure cultural references apply.

Kids under 14, Thread and Button Counters, and Maple Leafs fans with a responsible adult, please.

S-102 - Blockade Runners

Sat. 2:00 PM, 3 hrs, 10 players

GM: Gary Coyle

American Civil War 1:600, Rules: Smoke on the Water

Blockade running in the early years was easy. The Yankee Navy was small and slow, the pay was good and the danger minimal. But now it's 1864. Charleston is still open, but the run is not so easy. The 5th of May is a new moon and a flooding tide just before dawn. Will the runners come?

Kid Friendly

S-327 - Code Red, Doctor Moreau - VSF/Pulp battle

Sat. 2:00 PM, 3 hrs, 6 players

GM: Bob Charrette

Sponsor: Parroom Enterprises

Victorian Science Fiction 28mm, Rules: Secret Science: Battle Science

Dr. Moreau is planning to go rather too public, and the Secret Science Council is unhappy. Can you enforce the council's will with your own visionary science? Can Moreau's strange experiments save the day? Mad science forces clash, replete with automatons, uplifted minions, mind-controlled soldiers, monstrosities, and maybe a few zombies.

Kids welcome with an adult, but this is not a kiddie game.

S-279 - Bridge at Jemappes - August 23 1914

Sat. 2:00 PM, 4 hrs, 6 players

GM: Duncan Adams and HAWKS

WWI 25mm, Rules: Fire Team Vietnam, Modified

The BEF's position on the Mons-Conde canal is spread thin and the Germans are coming fast. This skirmish level game recreates one episode of the famous battle.

Gamers under the age of 14 are welcome with an adult.

S-163 - 'The Tower Hamlets' Libya, 1941

Sat. 2:00 PM, 4 hrs, 8 players

GM: Mark Fastoso

Sponsor: Fireball Forward

WWII 15mm, Rules: Fireball Forward

Rommel and the Afrika Korps have landed in Africa and are on the move! British chaps from the 'Tower Hamlet Rifles' are dug in and holding a natural choke point on the road into Libya. Rommel must breakthrough and drive on to the open desert beyond...and hopefully Tobruk! The Tower Hamlets must stand and hold on at all costs.

S-419 - Red Devils on D-Day

Sat. 2:00 PM, 4 hrs, 5 players

GM: James Lombardi with James Lombardi Jr.

Sponsor: Minuteman Toy Soldiers, Prize: Gift Certificate to be Awarded

WWII 54mm, Rules: Easy Eights Battlegrou

Several Squads of the 29th Infantry Division hold a town in France. The Germans want it back. Will the German counterattack be successful or will the U.S. Infantry hold out? Come play in this 54mm game where house-to-house fighting will pit the stubborn U.S. defenders against the German Wehrmacht.

Not recommended for kids. Kids Games is at 11am Sat

S-188 - Battle of Lissa - WWII version

Sat. 2:00 PM, 6 hrs, 10 players

GM: Chris Carlson with Michael Harris, Larry Bond, Jay Wissman

Sponsor: Clash of Arms

WWII 1:2400, Rules: Command at Sea

Napoleon and the Royal Navy continues to dispute control of the Mediterranean. From their base on Lissa, British warships harass and confound Imperial French schemes and plans. Will the Imperial Eagles prove as dominant at sea as on land or will Britain's claim as 'monarch of the seas' hold? It's a battle from the War of 1812 reset with new ships.

S-326 - Yea Though I Walk Through the Valley of Death

Sat. 2:00 PM, 4 hrs, 8 players

GM: Mark Zaslavsky

WWII 28mm, Rules: Storm of Battle- WWII

Platoon level combat in WWII. Wehrmacht troops have been tasked to hold the line in the Hurtgenwald. American forces are to "clean them out" to expedite operations towards the Ruhr. The woods and road network is expected to expedite the American advance when they attack the Volksgrenadiers and push onward. It is September 1944.

Rules to be explained

S-233 - Giora's Shahak-Jet CY6

Sat. 2:00 PM, 4 hrs, 10 players

GM: Scott Fisher with Tom Ballou

Sponsor: SkirmishCampaigns

Modern 1/200, Rules: Check Your 6!- Jet Age

7 June '67. After claiming three MiG-21s and taking shrapnel the day before, Giora Rom launched on a ground attack mission

toward Sharm el-Sheikh. Soon thereafter the Mirages spotted several MiG-17s that were attacking two Israeli Super Mysteres. Scenario from the CY6!-Jet Age book Star and Pyramid. More information at www.skirmishcampaigns.com.

S-370 - House to House in Helmand Province

Sat. 2:00 PM, 5 hrs, 6 players

GM: Michael Byrne with Patrick Byrne

Modern 28mm, Rules: Force on Force

US Marines in Operation Eastern Resolve II are encountering heavy house to house or compound to compound fighting as they attempt to drive the Taliban from their stronghold. The Taliban is using hasty ambushes between compounds to slow the Marine attack. Can the Taliban inflict enough casualties to slow or stop the Marines from taking their town?

Adult must be present with a child

S-198 - Iraq/Iran Border

Sat. 2:00 PM, 4 hrs, 10 players

GM: Matt Pierce with Mark Young and WAGS

Modern 25mm, Rules: Home Grown

Things are heating up along the Iraq-Iran Border. Several factions are vying for control of a border town and the Iraqi army has asked the Americans for assistance in keeping the peace. Sunni death squads, Shiite extremists, Marines, CIA, Qods Force, Al-Qaeda, armed contractors, drug traffickers and arms smugglers – a smorgasbord of mayhem. Come see if your faction can prevail. 25mm skirmish.

S-391 - Battletech – Grinder 2

Sat. 2:00 PM, 3 hrs, 8 players

GM: Bethany Yingling

Sponsor: Iron Wind Metals, Prize: Certificate

Future 1/285th, Rules: Total Warfare

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

All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught

S-405 - Pegasus In All Her Glory

Sat. 2:00 PM, 4 hrs, 8 players

GM: Ted Heheman

SciFi 1/6000, Rules: Picon Military Academy

Battlestar Pegasus and her cruiser escorts are on the loose and the Cylons are desperate to knock them out. Scenario is balanced with a few surprises. No experience needed-Rules will be taught. Prizes for everyone!

S-152 - 51st Earth Airborne

Sat. 2:00 PM, 1 hrs, 4 players

GM: Ben Fornshell and WNGA

SciFi 1:6000, Rules: TBS

As marines strap into their drop pod the 51st Earth Airborne prepares to descend to the hostile planet below, but something stands between them and invasion. Play as the orbital assault fleet, or as the defenders in this daring sci-fi space battle.

S-274 - Plastic Pirates Pilfer Parrots

Sat. 3:00 PM, 2 hrs, 8 players

GM: Geoff Graff and HAWKS

Pike and Shot Lego 40mm, Rules: Plastic Pirates

Legitimate Lego Looters !?!? The pirates have offered to sell to the London merchants rare and valuable jungle birds. The problem is that there are no jungle birds on the ocean. So where will the pirates get parrots to sell? I'll wager YOU can guess! Join the

excitement as the pirates interrupt the townspeople's trade with the Islanders.

S-332 - Carnage and Glory: Kings Mountain 1780

Sat. 3:00 PM, 2 hrs, 12 players

GM: Frank Luberti, Jr. and New York Wargamers Association

AWI 28mm, Rules: Carnage and Glory II

Patriots and Loyalists battle it out deep in the backwoods. Regimental level AWI game based on actual events, with some twists for both sides. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Although all players are welcome, this game is designed for those who are unfamiliar with the rules and/or the period.

Kid Friendly Game.

S-211 - Gnome Wars: High Seas

Sat. 3:00 PM, 4 hrs, 8 players

GM: Kevin Jacobi with Jim Stanton and Stout Gnomes

Sponsor: Brigade Games, Prize: Gnomes!!

Age of Piracy 28mm, Rules: Gnome Wars!

The landing parties have headed to shore to get the treasure. The members of the crew that stayed on the ship must try to keep it afloat and free from rival crews, ghost and zombie crews, and pirates. Hoist the black flag and load the cannons!

Players bringing a painted unit from Brigade Games' Gnomes at War line do not have to preregister. The unit can consist of 20 figures: no tanks or heavy weapons. No one under 14 without a playing adult with parent/child teams encouraged.

S-210 - Gnome Wars: Treasure Island

Sat. 3:00 PM, 4 hrs, 8 players

GM: Jim Stanton with Steven Stanton and Stout Gnomes

Sponsor: Brigade Games, Prize: Gnomes!!

Age of Piracy 28mm, Rules: Gnome Wars!

Standing in the shade of the palm trees on this uncharted island, looking down at the faded map in his hands, Lon the Lunkhead felt a tad uneasy. Was the map real? The answer to his question was just a few feet below his shoes. Lon drew a thin breath and ordered his gnomes to start digging.

Players bringing a painted unit from Brigade Games' Gnomes at War line do not have to preregister. The unit can consist of 20 figures: no tanks or heavy weapons. No one under 14 without a playing adult with parent/child teams encouraged.

S-212 - Gnome Wars: The Raid on New Providence

Sat. 3:00 PM, 4 hrs, 8 players

GM: Eric Jacobson with Jim Stanton and Stout Gnomes

Sponsor: Brigade Games, Prize: Gnomes!!

Age of Piracy 28mm, Rules: Gnome Wars!

The British Marines are planning a raid on New Providence to look for pirate scum. What they don't know is that there are more than just pirates with "business" on New Providence and the marines are just pissing them off.

Players bringing a painted unit from Brigade Games' Gnomes at War line do not have to preregister. No tanks. No one under 14 without a playing adult with parent/child teams encouraged.

S-221 - Battle of Chryslers Farm, 11 Nov. 1813 - Theme Game

Sat. 3:00 PM, 4 hrs, 5 players

GM: Ronald Oldham and Triangle Simulation Society

Sponsor: The Game Connection

War of 1812 28mm, Rules: Modified British are Coming

The American Army under Wilkinson is marching on Montreal. A smaller British Force is shadowing the American's. On November 11th the Americans decide to turn and attack the outnumbered British forces.

S-299 - From Nijmegen to Arnhem

Sat. 3:00 PM, 3 hrs, 6 players

GM: Frank Chadwick and Test of Battle

Sponsor: Test of Battle, Prize: Test of Battle Merchandise Coupons
WWII 1:72, Rules: Men Under Fire

September, 1944. Nijmegen has fallen to the allies, but the beleaguered British 1st Parachute Division remains surrounded at Arnhem, and hours may make a difference to its survival. British infantry and armor struggle forward through polder and woods, trying to break through hastily-assembled German blocking forces and the occasional armored counterattack.

Experience: None needed, rules will be taught. Younger gamers welcome with an adult.

S-364 - CORNER KICK - Saturday Soccer

Sat. 3:00 PM, 3 hrs, 6 players

GM: Jeff Wiltrout with Bob Wiltrout and Potomac Wargamers

Modern 30mm, Rules: Corner Kick

Another tabletop soccer game, using two of the best teams in the English Premier League. A chance to put down the weapons and attack people with just your head, feet and elbows! CORNER KICK is easy to learn and easy to play, but knowledge of the basic rules and tactics of soccer is a prerequisite.

Responsible kids fit into the game just fine

S-368 - New Adventures in the Mystic Wood

Sat. 3:00 PM, 3 hrs, 6 players

GM: Nancy Ott and Band of Gamers

Fantasy 25mm, Rules: Mystic Wood by Avalon Hill (modified)

New friends and foes roam the Mystic Wood! Join our brave knights on a quest for adventure. What will they find in the mysterious world beneath the trees?

Kid Friendly Game

S-336 - Sunder the Stars: Fleet Battle

Sat. 3:00 PM, 4 hrs, 8 players

GM: Allen Hayden

SciFi Fleet, Rules: Sunder the Stars

Space fleets clash for dominance in the Sunder the Stars universe! Why micromanage a single ship when you may command many? This session will introduce the rules to new players. All will be provided. Experienced players are more than welcome.

No players under 18, please.

S-314 - The Cheese Convoy, 1645

Sat. 4:00 PM, 4 hrs, 6 players

GM: Nigel Marsh with Kelly Marsh and Carnage and Glory

Pike and Shot 28mm, Rules: Carnage and Glory Pike and Shot

King Charles has requested his governor of Bridgnorth supply his army in Worcester with ten tons of cheese. Sir Lewis Kirke dutifully obeys, and sets off with his smelly convoy. But the local Parliamentarians are also keen on cheese, and plan to intercept and capture the precious cargo. Based upon an actual historical event, set in Shropshire and Worcestershire 1645.

S-153 - Colonel George Washington

Sat. 4:00 PM, 1 hrs, 4 players

GM: Ben Fornshell and WNGA

Age of Reason 25mm, Rules: TBS

Braddock's defeat almost turned into a rout, were it not for Colonel Washington's efforts to hold the line against the French and their more numerous Indian allies. Join us for a fast, fun, mixed game of formations and skirmishers.

S-294 - On the road to Mexico City

Sat. 4:00 PM, 4 hrs, 4 players

GM: Don Carter and ODGW

19th Century 15mm, Rules: American Battlelines

After his defeat at Cerro Gordo, Santa Anna withdraws back toward the city. In an attempt to stop the "gringos", he put an ADHOC force together near the village of San Antonia.

Rules Taught, Beginners Welcome.

S-235 - Miller's Cornfield - Antietam, 17 September 1862

Sat. 4:00 PM, 4 hrs, 12 players

GM: John Wilk with John McConnell and NOVAG

American Civil War 28mm, Rules: Brother Against Brother

Refight the contest over the bloodiest patch of ground on America's bloodiest day. Union and Confederate regiments marched into The Cornfield starting at first light, each side receiving reinforcements intended to sway the fighting their way, and to ultimately give them control of the field. Skirmish gaming on a large scale, but built for speed!

Age 15 or older if not accompanied by an adult.

S-113 - Blackwater Gulch - Gangfights in the Old West

Sat. 4:00 PM, 4 hrs, 0 players

GM: Tim Kline and Green Dragon Game Club

Western 28mm, Rules: Home rules, new system

Blackwater Gulch is a 28mm skirmish game based on a fictional wild west town. Players can customize each member of their gangs with different abilities and iconic weapons and professions. Games are story/scenario driven and also have optional campaign rules. Demo games will last from 10-30 minutes. Walk-ups only. For more info or to download the preview rules, visit our website at www.blackwatergulch.com.

The game and subject matter should be appropriate for teens or older.

S-295 - Battle of the Barents Sea

Sat. 4:00 PM, 4 hrs, 6 players

GM: Bob Bengé and ODGW

WWII 1/2400, Rules: General Quarters 4

Dec 31, 1942, Operation Regenbogen (Rainbow) the interception of convoys to Russia. The German fleet attempts to intercept Convoy JW51-B bound for Murmansk with supplies vital to the Russian Army. Can the Germans stop this vital convoy or will Soviets receive the vital help it needs to halt the German juggernaut in the east.

Rules Taught, Beginners Welcome.

S-293 - Battle of Mitla Pass, 30 October 1956

Sat. 4:00 PM, 4 hrs, 6 players

GM: Kenny Noe and ODGW

Modern 12mm, Rules: Mein Panzer

In Operation Kadesh the IDF aimed to block the Mitla Pass to prevent Egyptian reinforcements heading east, and to cut off any Egyptians retreating from the Egyptian front line. Units from the 890th Paratroop Battalion were airdropped on the Parker Memorial, 4km east of the Mitla Pass. The remainder of Sharon's 202 Parachute Brigade raced across the Sinia to join the 890th and clear the pass. The Egyptians sent its 2nd brigade 5th Battalion and a company from the 6th Battalion plus heavy weapons to defend the pass.

Rules Taught, Beginners Welcome.

S-253 - 4th of July Comes to Schlegel's Ferry

Sat. 4:00 PM, 2 hrs, 8 players

GM: Eric Schlegel and HAWKS

Modern 25mm, Rules: Blood and Swash

4 July 2002. The Schlegels and their friends are celebrating Independence Day and everyone is setting off fireworks, but some of the explosions seem a bit too loud. Is David Schlegel playing with dynamite again or is it something else?

This is the sixth of eight holiday themed scenarios at Schlegel's Ferry, covering various periods of American history from colonial times to the future. As time progresses, the buildings and layouts of fields change, but the Schlegel family still faces the challenge of maintaining their homes. Rules will be taught. Notes: Children under 13 welcome with a playing adult.

S-272 - Orc Civil War

Sat. 4:00 PM, 3 hrs, 6 players

GM: Harry Kogelschatz and HAWKS

Fantasy 1/600, Rules: Uncharted Seas

King Lothar, leader of the Grothgarda tribe, has been raiding into the Darnak Cluster. His rapid expansion and hoarding of the knowledge of making brass cannons has made many enemies. The shamans of the Wechtas Tribe have had enough. They have gathered other tribes and with some help from other races, they are ready for war.

S-356 - TRON Light Cycles

Sat. 4:00 PM, 4 hrs, 6 players

GM: Jape Trostle and Triangle Simulation Socie

Sponsor: Glory Games

SciFi 1/50, Rules: Light Bikes

Welcome to the Game Grid. Think you have what it takes to take on the Master Control Program? Rev up your Light Cycle and find out. We will run as many duels as we can during the afternoon, using the Speed Rally expansion "Light Bikes." As soon as one game ends, the next begins (winner has the option to stay).

Young programs welcome, but must be accompanied by their adult mainframe.

S-105 - "Eye Deep in Hell" - The West Angle at Spotsylvania Court House, May 12, 1864

Sat. 5:00 PM, 4 hrs, 8 players

GM: John Michael Priest with Hunter Priest

American Civil War 54mm, Rules: By the Left Flank

Unrelenting rain, knee deep mud, and strongly entrenched Confederates. The Sixth Corps, Army of the Potomac, has to break the center of the Rebel line to secure the foothold gained by the Second Corps in the morning.

No children under age 14.

S-181 - Sky Galleons of Mars

Sat. 5:00 PM, 5 hrs, 12 players

GM: David Kasper and NOWS

Prize: trophy

Victorian Science Fiction 28mm,

Rules: modified Sky Galleons of Mars

Massive Pirate fleet clashes over salvage rights. After the fight between British gunboats & Martian Sky Galleons the Belgians drop by for the party, but who invited them?

S-154 - Rock and a Hard Place

Sat. 5:00 PM, 1 hrs, 4 players

GM: Ben Fornshell and WNGA

WWI 20mm, Rules: TBS

World War I tanks were instrumental in breaking the long, arduous trench warfare, but their mechanical faults made them prone to

breaking at the worst possible times. Join us for a fast paced WWI skirmish game as you race to fix (or destroy) a stuck tank.

S-229 - Monastery Hill, Italian spring offensive vs the Greeks 1941

Sat. 5:00 PM, 5 hrs, 6 players

GM: Peter Landry with Michael Sincavage

WWII 15mm, Rules: Battlefront WWII

March 1941. The Greeks had pushed the Italians out of Greece and 30 miles into Albania. Winter was over and the Greeks were tired and stretched thin. The time had come for the Italians to turn back to the attack. Italian air, armor and infantry hammered at the Greeks dug in on Monastery Hill. Can the Greeks hold out or will the Italians prevail?

Battlefront WWII experience not necessary, rules will be taught. Under 14 with an adult.

S-240 - Hill 41, along the Gela-Niscemi 1943

Sat. 5:00 PM, 5 hrs, 6 players

GM: Tony Venturino with James Grotto and Metropolitan Wargamers

Sponsor: Metropolitan Wargamers

WWII 20mm, Rules: Battleground

Sicily 1943 - US 82nd Airborne versus the Hermann Goring Division.

No kids under 18.

S-341 - On Patrol on the Eastern Front

Sat. 5:00 PM, 3 hrs, 6 players

GM: George Buzby and NOVAG

WWII 20mm, Rules: Disposable Heroes

This game will depict a fictional scenario involving a Fallschirmjager platoon's efforts to assault a rural Soviet train station.

No prior experience with the rules needed. Children should be accompanied by a parent / adult.

S-130 - "Crossing the Green Line Part 2" - Beirut, Lebanon Aug 1 1982

Sat. 5:00 PM, 4 hrs, 6 players

GM: Jon Yuengling with Mark Kinsey

Modern 15mm, Rules: I Ain't Been Shot Mum/CDS

The way into downtown Beirut has (hopefully) been cleared by the men of Israeli Engineers. This is a follow-up attack by a platoon of Merkava tanks. This game is continuation of the preceding scenario. You do not need to have played in the prior scenario to participate.

16 and older please

S-392 - Battletech – Grinder Championship

Sat. 5:00 PM, 6 hrs, 8 players

GM: Dave Yingling

Sponsor: Iron Wind Metals, Prize: Certificate

Future 1/285th, Rules: Total Warfare

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 6 Grinder Rounds for entry. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught

S-226 - Battle Masters: Save the Keep!

Sat. 5:00 PM, 4 hrs, 8 players

GM: Rustin Rockstroh with Kerry Wecht, Luke Goodmuth

Fantasy 28mm, Rules: Battle Masters Homebrew

The Imperial mint is under assault! Did enough cannons arrive to ward off the forces of Chaos or will The Dread Dragon turn the tide? Can the Imperial marshal be trusted? What's that floating down the river? Players control a mixed band of Chaos or Imperial troops in this lighthearted hack & slash game with easy-to-learn rules.

S-176 - STARBLAZERS- HEAVY METAL

Sat. 5:00 PM, 5 hrs, 8 players

GM: Paul Meyer and Nows

SciFi 1/2000, Rules: modified Kighthawks

The Gamilons & the Comet Empire have deployed their most powerful warships for a titanic showdown with the EDF, but they could not imagine what the Earthmen would "dig up" to form their battle squadron. Super BBs & Dreadnaughts clash at the sound of the fatful order: "The battle line will proceed to engage the enemy". BIG big ships, big explosions, big fun.

Rules are heavily modified from TSRs venerable KNIGHTHAWKS, will be taught. Young players welcome with playing adult.

S-377 - Vlad Tepish vs the Sultan

Sat. 6:00 PM, 4 hrs, 6 players

GM: George Hunsicker and Reading Area Wargamers

Sponsor: RAW

Ancients 15mm, Rules: Ancient Warfare

Will Vlad pull the Sultan's beard or wind up with his head on a pole?

S-302 - Riding with Arthur

Sat. 6:00 PM, 4 hrs, 6 players

GM: Phil Viverito

Dark Ages 28mm, Rules: Hack in the Dark

Arthur continues the fight to keep Britain free as thousand of Angles, Jutes and Saxon run rough-shod over Britain. Defend the faith and Britain riding with Arthur to victory or death.

S-333 - Carnage and Glory: Kings Mountain 1780

Sat. 6:00 PM, 2 hrs, 12 players

GM: John Spiess with Frank Luberti, Jr. and New York Wargamers Association

AWI 28mm, Rules: Carnage and Glory II

Patriots and Loyalists battle it out deep in the backwoods. Regimental level AWI game based on actual events, with some twists for both sides. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Although all players are welcome, this game is designed for those who are unfamiliar with the rules and/or the period.

Kid Friendly Game.

S-169 - Pirate raid on the Spanish Convoy

Sat. 6:00 PM, 4 hrs, 12 players

GM: Rick Stakes and Nows

Age of Piracy 15mm, Rules: home

A Spanish convoy has been sighted sailing north of Cuba heading for the Florida coast. Buccaneers from bases on Toruga and Nassau are massing for an attack. Spanish must sail their convoy to safety while pirates must scruple & board and capture as many merchants as the can. This is a fast paced, hard hitting game featuring simultaneous movement. Preregistered players will have their choice of ships that are scratch built with 10-50 guns.

kids 10 & up are ok with adult supervision (GM approval)

S-313 - Rear Guard at Gzhatsk, September 1, 1812 - Theme Game

Sat. 6:00 PM, 4 hrs, 6 players

GM: David Bonk and Carnage and Glory

Sponsor: Sash and Saber Miniatures, Prize: Gift Certificate

Napoleonic 40mm, Rules: Carnage and Glory Napoleonic

In August, 1812 the Russians tried desperately to delay the French advance towards Moscow. At the small village of Gzhatsk on September 1, 1812 the Russians turned to confront the French juggernaut.

S-247 - The War of 1812 in the North, Lundy's Lane, 25 July 1814 - Theme Game

Sat. 6:00 PM, 5 hrs, 6 players

GM: James Fox

War of 1812 28mm, Rules: Home Rules

"It can be said that the birth of the modern U.S. army occurred not at Valley Forge in 1777-1778 but along the Niagara in 1814." . It's the high mark of the 1814 Niagara Campaign and U.S. General Jacob Brown is determined to get the best of the British Right Division and follow on to York or Kingston.

S-380 - Battle Field Europe '92 Belgian Civil War

Sat. 6:00 PM, 4 hrs, 6 players

GM: Chad Zerbe with Tony Mazzo and Reading Area Wargamers

Sponsor: RAW

Modern 1/285, Rules: Challenger XXI

The European Union Does not happen and Germany and France Rise to Prominence on the Continent, Nato becomes an empty Shell and Brussels drifts Aimlessly. Walloon Radicals Wish to Join with their Strong French cousins come see what Happens when it all falls apart.

No children under 14 please

S-394 - Battletech: The Wobbly Ryoken

Sat. 6:00 PM, 5 hrs, 10 players

GM: Scott Davis

Sponsor: Iron Wind Metals, Prize: Certificate

Future 1/285th, Rules: Total Warfare

"Long ago you and your compatriots left your clan ways and became part of the Bandit Caste.

You are celebrating (with several fusionaires) a successful raid that netted several Ryokens and you lost your pursuers without a trace (or so you think)."

All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

S-396 - Battletech BattleForce: Fighting the Bull Part Two

Sat. 6:00 PM, 4 hrs, 8 players

GM: Mark Yingling

Sponsor: Iron Wind Metals, Prize: Certificate

Future 1/285th, Rules: Strat Ops - BattleForce

This is the second installment of the fight for The Pleiades, join the battle on either the SLDF or TDF side and help determine the outcome of the battle.

All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

S-172 - Fantasy Chariot Race

Sat. 6:00 PM, 4 hrs, 8 players

GM: Rick Dunn and Nows

Fantasy 25mm, Rules: home

There's only 1 winner!!! And its not you... or is it??? Come to Circus Dnunimus & be the Champion of the games. Smash, crash, & kill your enemies. Show no mercy in this simple to play chariot race using historical or fantasy chariots. Bring your own 25mm chariot, or use the GM's.

S-305 - 40K Slamfest!

Sat. 6:00 PM, 3 hrs, 10 players

GM: Brittany Olszanski with Chelsea Olszanski

SciFi 28mm, Rules: 40K Modified

"The mobile infantry are investigating the capital city of marnok 6 when they run into a huge bug infestation and are quickly being overrun. There distress signal is soon picked up by the battlebarged fist of russia that has been searching for the deathguard battlebarged eye of terror. Come kill some bugs, marines or whatever happens to show up."

S-406 - Cylon Turkey Shoot

Sat. 6:00 PM, 4 hrs, 8 players

GM: Jim Fox

Sponsor: Fox Miniatures, Prize: Miniatures

SciFi 1/6000, Rules: Picon Military Academy

As a deterrent, a large and diverse Colonial Fleet has been running silent for 6 months near the outer rim. Two days before it is scheduled for a long awaited rotation back home the Colonies are destroyed. With no home left to defend there is only one thing left—ATTACK! Come help catch the Cylons by surprise for a little payback.

S-259 - Saturday Night's Alright for ... Sacking a Town

Sat. 7:00 PM, 4 hrs, 20 players

GM: Buck Surdu with Todd Harland-White and HAWKS

Age of Piracy 28mm, Rules: GASLIGHT Compendium

Shiver me timbers, lad, it be pirates! Several ship loads of pirates set ashore to seize plunder, release their friends from the governor's dungeon, "rescue" young damsels, and other assorted mischief. The governor's small garrison will do its best to maintain order. Come join this wild and rollicking, epic tale of adventure.

Rules will be taught. Younger gamers welcome with a participating adult.

S-126 - Raid on a Chesapeake Bay Mill, August 1814 - Theme Game

Sat. 7:00 PM, 4 hrs, 8 players

GM: Raymond Miller

War of 1812 25mm, Rules: home rules

In the chaos following the burning of Washington, a British joint Army and Naval landing party pursues remnants of the US government to a village defended by a mix of US Army regulars and militia. Rules emphasize the leadership of company and battalion commanders while making decisions with imperfect information.

Beginners welcome.

S-268 - East Cavalry Field at Gettysburg

Sat. 7:00 PM, 3 hrs, 4 players

GM: James (Tank) Nickle and HAWKS

American Civil War 10mm, Rules: A Union So Tested

Jeb Stuart is moving his cavalry to get behind the Union Army. George Armstrong Custer among others are moving to intercept. Let the charges and countercharges begin.

S-339 - Riverboat to Moscow...Missouri!!

Sat. 7:00 PM, 3 hrs, 12 players

GM: Patrick Hreachmack with Norm Lunde

Western 25mm, Rules: Desperado

Come take a ride on the Riverboat Keystone as it travels up the river to Moscow, MO. Today's trip includes cattlemen, gamblers, drummers, veterans, ladies of various values and of course, some attorneys. Some of the passengers are out for revenge harboring old grievances. Gunplay, knifings, and various other harmful instruments could be in play!

Please no gamers under 18.

S-328 - Code Red, Doctor Moreau - VSF/Pulp battle

Sat. 7:00 PM, 3 hrs, 6 players

GM: Bob Charrette

Sponsor: Parroon Enterprises

Victorian Science Fiction 28mm, Rules: Secret Science: Battle Science

Dr. Moreau is planning to go rather too public, and the Secret Science Council is unhappy. Can you enforce the council's will with your own visionary science? Can Moreau's strange experiments save the day? Mad science forces clash, replete with automatons, uplifted minions, mind-controlled soldiers, monstrosities, and maybe a few zombies.

Kids welcome with an adult, but this is not a kiddie game.

S-156 - Indiana Jones and the Golden Idol

Sat. 7:00 PM, 3 hrs, 4 players

GM: Del Stover and WNGA

Pulp 25mm, Rules: Dr. Who Miniatures Game

Looking for adventure? Want to swing across a bottomless chasm? Wear a battered fedora? Now's your chance. Join us as Indiana Jones and rival archeologists seek treasure in a recently discovered tomb that will soon disappear into the flooding Nile River. Nice terrain features a labyrinth of tunnels, statues, tombs, and—most important—treasure. But look out: Every player is a rival for fortune, and as in any Hollywood movie, you never know when a deadly trap, room of snakes, or some other surprise is going to enliven this riotous adventure.

S-307 - Search for the Lost Dutchman Goldmine

Sat. 7:00 PM, 4 hrs, 6 players

GM: Frank Sciulli with Glenn Kidd and Band of Gamers

Sponsor: TOB, Prize: Yes

Pulp 28mm, Rules: White Pearl Black Heart

Legend says that the Dutchman's Lost Mine is located somewhere in the rugged Superstition Mountains east of Phoenix. The Dutchman buried it to keep his secret, and then he died, leaving only mysterious clues for others to follow. Some claim it is just a myth, while others say that it does exist. In the 1920's several bands of adventurers converged on the Sonoran Desert with the hope of solving the mystery one way or another.

No children under 15

S-264 - The Bridge at Kalach

Sat. 7:00 PM, 4 hrs, 6 players

GM: Don Hogge and HAWKS

WWII 28mm, Rules: Battleground WW2

It is 22 November 1942; the place is Kalach, 75kms W of Stalingrad. This was one of the principal objectives for the Soviet Tank Corps in Operation Uranus. This was the point that the Soviet high command envisioned the pincers linking up. The Germans were unaware of the scope and speed of the Russian advance, and the defenses at Kalach were completely inadequate for the task. An assortment of sub-units, mainly supply and maintenance, were settling in the town for the winter. Can this adhoc force prevent the Soviet juggernaut from capturing its objective?

Gamers under the age of 14 are welcome with an adult.

S-244 - Operation Olympic: Invasion of Japan 1945 (Memoir 44)

Sat. 7:00 PM, 4 hrs, 6 players

GM: Michael Panko with Richard Borg, Stan Oien & Paul Miller

WWII 1/72, Rules: Memoir 44

November 1945. The Manhattan Project is a failure. The U.S. Sixth Army is assaulting the Japanese island of Kyushu with 14 Divisions across 35 beaches. Facing them are fanatical Japanese defenders, and a variety of suicide units. Join the US XI Corps to

take Ariake Wan or enlist into the Imperial Japanese Army to repel the invaders!

S-277 - Battleship Brawl, 1940

Sat. 7:00 PM, 4 hrs, 12 players

GM: Don Smith and HAWKS

WWII 1/1200, Rules: When Dreadnoughts Ruled the Sea

Italian, British, and French battleships and battlecruisers brawl in the Med

S-155 - Over the Hedge Rows

Sat. 7:00 PM, 1 hrs, 4 players

GM: Ben Fornshell and WNGA

WWII 20mm, Rules: TBS

Assaulting a defensible position was never fun, but it was common practice during WW2. Try your hand at it in this fast paced, easy to learn skirmish game.

S-201 - Zombies!!!

Sat. 7:00 PM, 4 hrs, 6 players

GM: Chad Miller and WAGS

Modern boardgame, Rules: Zombies!!!

Can you survive the attack of the brain eaters??? You must work your way thru the sewers and subways to reach safety.

S-401 - "Shuffle off to Buffalo": The Zombies guide to the Nickle City.

Sat. 7:00 PM, 4 hrs, 6 players

GM: Mindy Robins with Shawn Reis and WNPG

Sponsor: WNPG, Prize: DICE

Modern 15mm, Rules: SSIMU

It's been weeks since the Z-Plague spread across the world and you've been on the run ever since. Your goal is to find shelter, weapons and enough supplies to make it another day. So avoid the zombies, remember your training and trust no one. (Maybe if you're lucky you can find some good Wings and some Beef on Weck before the Zombies find you.)

S-101 - Snowball's Chance

Sat. 7:00 PM, 3 hrs, 20 players

GM: Gwyn Gaspari with Rich Kane and NJMS

Modern 54mm, Rules: Home Rules

Cold Wars means snowball fight time! Send the other kids home crying. But watch out for the snow plow and Old Man Crabbe.
Young players encouraged.

S-254 - Christmas Comes to Schlegel's Ferry

Sat. 7:00 PM, 2 hrs, 8 players

GM: Eric Schlegel and HAWKS

Modern 25mm, Rules: Blood and Swash

25 December 2011. Santa Claus has decided to take a year off and is vacationing in Schlegel's Ferry with a few friends. Other parties have arrived and are intent on taking Santa back to the North Pole, by force, if necessary, and the Schlegel boys see an opportunity to acquire some new toys.

This is the seventh of eight holiday themed scenarios at Schlegel's Ferry, covering various periods of American history from colonial times to the future. As time progresses, the buildings and layouts of fields change, but the Schlegel family still faces the challenge of maintaining their homes. Rules will be taught. Notes: Children under 13 welcome with a playing adult.

S-184 - Man O War

Sat. 7:00 PM, 4 hrs, 6 players

GM: Rich McGuire and NWS

Fantasy n/a, Rules: Man O War

The classic naval game by Games Workshop. This scenario will pit Chaos Dwarves vs regular Dwarves. If you bring your own 500 point fleet using all rule expansions, you may be an ally to either side.

S-361 - Battle of Zama, 202 BC

Sat. 8:00 PM, 4 hrs, 6 players

GM: John Acar with Matt Kirkhart

Ancients 28mm, Rules: Arrayed for Battle!

Scipio and Hannibal go toe-to-toe in this classic Punic War throwdown. Take Scipio's side and recreate history and win the battle for the glory of Rome. Or, take Hannibal's side and rewrite history with a victory for Carthage turning the tide of the war.
Game played with whimsical homemade miniatures. Kid friendly. Rules taught.

S-334 - Carnage and Glory: Kings Mountain 1780

Sat. 8:00 PM, 2 hrs, 12 players

GM: Tom Cusa with Frank Luberti, Jr. and Connecticut Game Club

AWI 28mm, Rules: Carnage and Glory II

Patriots and Loyalists battle it out deep in the backwoods. Regimental level AWI game based on actual events, with some twists for both sides. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Although all players are welcome, this game is designed for those who are unfamiliar with the rules and/or the period.
Kid Friendly Game.

S-213 - Gnome Wars: The Raid on New Providence

Sat. 8:00 PM, 4 hrs, 6 players

GM: Steven Stanton with Jim Stanton and Stout Gnomes

Sponsor: Brigade Games, Prize: Gnomes!!

Age of Piracy 28mm, Rules: Gnome Wars!

After being duped on the desert island Lon the Lunkhead brings his German forces to confront the pirates on the island of New Providence. Come and help answer these questions: Will he reclaim his treasure and get his Revenge? Can the pirates turn the tide and make-off with Lon's ships and booty? Were those Japanese ships in the distance?

Players bringing a painted unit from Brigade Games' Gnomes at War line do not have to preregister. No tanks. No one under 14 without a playing adult with parent/child teams encouraged.

S-402 - Pirates of the Caribbean

Sat. 8:00 PM, 3 hrs, 12 players

GM: Jim Welch with Graydon VanRy

Age of Piracy 1:1200, Rules: Modified Pirates of the Caribbean

Set sail and search for Captain Jack, Davy Jones, Will Turner or Barbassa. Find a ship, fight the English, rescue Elizabeth Swann then trade her for a pirate's ransom. Switch sides, shoot your friends in the back and steal their treasure. Hire a crew, take prisoners, or throw them overboard. Yo ho, yo ho, a pirate's life for me.

S-204 - Life in Mudville

Sat. 8:00 PM, 4 hrs, 6 players

GM: Jim Foster and WAGS

Sponsor: Old Glory Miniatures

Western 25mm, Rules: Cowboy Wars

Good guys, bad guys, and ne'r-do-wells abound. Which do you want to be?

S-109 - Task Force Rose

Sat. 8:00 PM, 4 hrs, 8 players

GM: Andy Turlington with Tim Goodlett and Rich Low and Southern Maryland Partizans
Sponsor: Sgt Major Miniatures, Prize: Store Discount
WWII 20mm, Rules: Soldat

A small unit of the 9th Armored Division is acting as a rear guard near St Vith. Can they hold back the panzers or will they be cut off and forced to give up?

S-365 - Zombie Swarm: Survival of the Fittest

Sat. 8:00 PM, 4 hrs, 5 players

GM: Erik Kramer with Kurt Kramer
Sponsor: the Rogues
Future 28mm, Rules: AZT

It's Day 4 of the breakout and the Zombie horde has taken over part of the city. Will you be a survivor or another victim? Is there anyone to help you or are you left on your own survival instincts? Using the fun and fast ATZ rules you won't lose your head trying to learn this game, or maybe you will.

S-343 - Combat - Alien War

Sat. 8:00 PM, 4 hrs, 12 players

GM: Howard Whitehouse
Sponsor: Defiance Games, Prize: 28mm Sci Fi figures from Defiance Games
SciFi 28mm, Rules: Combat - Alien War

An introduction to the gritty military sci-fi universe of 'Alien War'. In 2259 brushfire conflicts between the human colonies lead to warfare on distant planets. US marines and German Panzergrenadiers tangle with each other and the aggressive xenomorphs known as Hudson's Bugs. Players command squad-sized units in this innovative new game system.

Z-106 - "Eye Deep in Hell" - The West Angle at Spotsylvania Court House, May 12, 1864

Sun. 8:00 AM, 4 hrs, 8 players

GM: Hunter Priest with John Michael Priest
American Civil War 54mm, Rules: By the Left Flank

Unrelenting rain, knee deep mud, and strongly entrenched Confederates. The Sixth Corps, Army of the Potomac, has to break the center of the Rebel line to secure the foothold gained by the Second Corps in the morning.

No children under age 14.

Z-128 - Close Action Fleet Battle - Sunday

Sun. 9:00 AM, 6 hrs, 20 players

GM: Lee Girer with Mark Campbell and M.A.N.O.F.W.A.R.
Age of Reason 1/700, Rules: Close Action

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-199 - Raid on a Chesapeake Bay Mill, August 1814 - Theme Game

Sun. 9:00 AM, 4 hrs, 8 players

GM: Raymond Miller and WAGS
War of 1812 25mm, Rules: Homerules

In the chaos following the burning of Washington, DC, a British joint Army and Naval landing party pursues remnants of the US government to a village defended by a mix of US Army regulars and militia. Rules emphasize company and battalion commanders'

balancing the welfare of their troops against risking injury from combat while making decisions with imperfect information.

Z-255 - Buck Rogers Comes to Schlegel's Ferry on Explorer's Day

Sun. 9:00 AM, 3 hrs, 8 players

GM: Kurt Schlegel and HAWKS
Future 54mm, Rules: GASLIGHT

In an effort to attract more business, the Schlegels have invited Dr. Huer and his associates to investigate the ruins of Schlegel's Ferry. When Dr Huer accepts, rumours of buried treasure spread and many more people than were invited show up to join in the festivities! Easy to learn rules, children with an accompanying adult welcomed.

This is the eighth of eight holiday themed scenarios at Schlegel's Ferry, covering various periods of American history from colonial times to the future. As time progresses, the buildings and layouts of fields change, but the Schlegel family still faces the challenge of maintaining their homes. Rules will be taught. Notes: Children under 13 welcome with a playing adult.

Z-276 - Battle of Medway, 43 AD

Sun. 10:00 AM, 3 hrs, 6 players

GM: Todd Harland-White and HAWKS
Ancients 28mm, Rules: GASLIGHT

The Emperor Cuddliest has sent his Roman Legionbears, under command of the distinguished senator All-us Paws-ius with future emperors Ves-Paws-ian and Galba-Geta-Gund as legion commanders, across the channel to capture Britain. At the River Medway they meet up with the fierce resistance led by the Catuvallauni brothers Togo d'Mouse and Ca-Rat-acus. Historically the Legionbears were victorious after two days of battle, Emperor Cuddliest accepted the surrender of all eleven British tribes at Camulundom without further bloodshed, and Rome dominated Britain for the next 400 years. How will you do?

Z-157 - Saxon Ambush

Sun. 10:00 AM, 1 hrs, 4 players

GM: Ben Fornshell and WNGA
Dark Ages 25mm, Rules: TBS

Saxons don't always make the best neighbors, even to each other. Sometimes the only way to right wrongs was to set an example. Join us for this Saxon Ambush on a hunting party.

Z-122 - Battle of Beachy Head - 10 July 1690

Sun. 10:00 AM, 6 hrs, 16 players

GM: Stanley Sunderwirth
Age of Reason 1:2000, Rules: Victory Under Sail

An Anglo-Dutch fleet of 56 ships of the line (SOL) plus 20 fireships under Admiral Lord Torrington, attacks a French fleet of 68 SOL plus 18 fireships under the Comte de Tourville, in one of the largest battles in the age of sail. Players control squadrons in a game with few charts and lots of dice.

Rules will be taught at 9:30am.

Z-208 - Pursuit of the Goeben August 1914

Sun. 10:00 AM, 5 hrs, 12 players

GM: Dave Emdee
WWI 1:1200, Rules: Victory at Sea

August 1914, the Battlecruiser Goeben heads for Turkey. Pursuing is the British 1st Battlecruiser Squadron. The only obstacle in Goeben's path is the British 1st Armored Cruiser Squadron of 4 old armored Cruisers. They must hold until help arrives and avoid being crushed.

Rules taught (3 minutes)

Z-260 - Tripod Down!

Sun. 10:00 AM, 3 hrs, 5 players

GM: Buck Surdu and HAWKS

Modern 28mm, Rules: GASLIGHT Compendium

The home guard around the small town of Bramley has destroyed a Martian tripod. Three more tripods rush to the aid of the downed crew. Will the Martians rescue their companions, or will Bramley turn out to be a death trap for them?

Rules will be taught. Younger gamers welcome with a participating adult.

Z-366 - Zombie Swarm: Survival of the Fittest -

Day 5

Sun. 10:00 AM, 4 hrs, 5 players

GM: Kurt Kramer with Erik Kramer

Sponsor: the Rogues

Future 28mm, Rules: AZT

It's now Day 5 of the breakout and the Zombie horde has taken over part of the city. Will you be a survivor or another victim? Is there anyone to help you or are you left on your own survival instincts? Using the fun and fast ATZ rules you won't lose your head trying to learn this game, or maybe you will.

Z-270 - Sail into the Uncharted Seas

Sun. 10:00 AM, 2 hrs, 4 players

GM: James (Tank) Nickle and HAWKS

Fantasy 1/600, Rules: Uncharted Seas

The factions of the Uncharted Seas are constantly struggling for dominance. Welcome to just another day of mortal combat.

Z-158 - Spanish Assault - Theme Game

Sun. 11:00 AM, 1 hrs, 4 players

GM: Ben Fornshell and WNGA

Napoleonic 15mm, Rules: TBS

Join us for a fast, game of small scale Napoleonic action with Battalion level command, skirmishers, and an easy to learn system.