

Cold Wars 2012

Events Submitted after PEL Closing List

T-453 - Western Gunfight Hollywood Style

Thurs. 7:00 PM, 4 hrs, 12 players
GM: Leo Walsh
Western 25mm, Rules: High Noon

It won't be as big as the "summer games" but the action will be "Fast and Furious". It will be "High Noon" and the big boys will be there. Big stars and little Joes. Lots of heroes and villains. The rules are easy to learn and fast to play. No waiting for a card to come up. So join us at "the OK Corral".

Any age, but kids under 12 should have a responsible person play with them. Moms and young ladies allowed too! LOL

T-434 - The Cauldron Battle, Gazala 1942

Thurs. 7:00 PM, 4 hrs, 8 players
GM: Kurt Reese with Steve Wagner and WAMP
Sponsor: Show Case Comics of Media PA
WWII 15mm, Rules: Flames of War

Test your skills in this epic desert war battle between Generals Ritchie and Rommel. The destruction of the UK's 140th Motor Brigade in the Cauldron and Rommel's defeat of the Armored counterattacks totally unhinged Auchinlek's "Brigade Box" defense sealed the fate of Tobruk. Take a commander's role in this battle, can you change history?

F-469 - The Emperor's Last Victory, Ligny - June 16th, 1815

Fri. 9:00 AM, 6 hrs, 6 players,
GM: Gavin Tovrea and Panhandle inter-Genre Gamers (PiGGs)
Sponsored: GT Publications
Napoleonic 15mm, Rules: Commit the Garde!

The Monster has returned! The French have crossed the frontier and are ready to attack the Prussian Army of the Lower Rhine. The rules simulate Napoleonic battles on the grand-tactical level (units are brigades). Players represent the highest level leaders and as such make the decisions which affect the entire battle.

Rules are available at wargamevault.com

F-465 - Nogent sur Seine, France 1814

Fri. 10:00 AM, 3 hrs, 8 players
GM: Patrick Velas with Chris Velas
Sponsor: Piquet Inc.
Napoleonic 10mm, Rules: Field of Battle, 2nd edition.

Russians, Austrians, & Bavarians attempt to keep Napoleon on the southern bank of the Seine.

Adult must be present with child.

F-442 - Battle of Eli (Naval Battle of the Dardanelles) -16 Dec 1912

Fri. 10:00 AM, 3 hrs, 6 players
GM: Brian DeWitt and NOVAG
Early 20th Century 1:2400, Rules: When Dreadnoughts Ruled the Seas

The Ottoman fleet attempts to block the blockade of the Dardanelles by the Greek Fleet during the First Balkan War. Historically, the Greek commander signals for independent action and took off with the speedy Averoff to engage the Ottomans.

F-456 - SMG - D-Day + 1 - Normandy 7 June. 1944

Fri. 10:00 AM, 4 hrs, 6 players
GM: Jeff Billings with Robert Belli
Prize: Awards to both sides and Medals to winning side.
WWII 20mm, Rules: Sergeants Miniature Game 1.8

Elements of the 506th that landed the previous night have gathered near a small farmstead on route to Vierville. Just as they begin their march, it is suddenly interrupted by several patrolling squads from the 91st Luftlande Grenadiers. The action heats up as they enter their first engagement of WW2.

Kids over 12 welcome accompanied by an adult. Rules will be explained.

F-464 - Further Adventures of the League of Pear Shaped Gentlemen

Fri. 11:00 AM, 5 hrs, 12 players
GM: Tom Harris and Test of Battle
Victorian Science Fiction 25mm, Rules: Mars Needs Steam

MARS NEEDS STEAM! is the rallying cry of the Interplanetary Imperialists, determined to pick up the Earthman's Burden and bring civilization to Mars, whether it's wanted or not. Play either one of the squabbling European colonial power, grasping for the riches of Mars, or a sinister anarchist or native, thwarting their every move. Set in the world of Space: 1889, this features the upcoming miniatures rules from Test of battle Games.

F-437 - Battle of Iron Hill, Sept. 3 1777

Fri. 1:00 PM, 5 hrs, 7 players
GM: William Cherundolo with Michael Fatovic
Colonial 54mm, Rules: All the King's Men

The Battle of Iron Hill was fought on Sept. 3 1777 between the American Army and British Army during the American Revolutionary War. This battle took place around one week before the Battle of Brandywine.

The players must be 16 years or older.

F-435 - Aerodrome 2.0 - WW2 Aerial Combat

Fri. 5:00 PM, 5 hrs, 10 players
GM: Stanley Kubiak
Sponsor: Aerodrome Aerial Combat Games, Prize: Wings & Medals
WWII 1:144, Rules: Aerodrome 2.0 - World War 2 Aerial Combat Game

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

Spouse & Female Friendly Game. Under age 15 only with playing adult.

F-457 - SMG - A Quiet Walk to the Beach - Normandy, 8 Jun. 1944

Fri. 5:00 PM, 4 hrs, 6 players
GM: Jeff Billings with Robert Belli
Prize: Awards to both sides and Medals to winning side.
WWII 20mm, Rules: Sergeants Miniature Game 1.8

Sgt Harrison from the 506th has been able to locate enough men to start heading to secure the northern inland beach exits. Up ahead seems to be a quiet orchard with several farms nearby when all of a sudden the roaring of artillery fire bellows out just beyond the small village.

Kids over 12 welcome accompanied by an adult. Rules will be explained.

F-441 - Quatre Bras 1815 - Ney vs Wellington

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

GM: Stephen Umbrell

Napoleonic 15mm, Rules: Shako 2

Marshall Ney and the left wing of the Armee du Nord try to wrestle the crossroads of Quatre Bras from Wellington and his polyglot force of British, Dutch, Brunswick, Nassau and Hanoverian troops. Shako is a battalion level game and is fairly easy to learn.

F-461 - First Battle Of Polotsk - Theme Game

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

GM: Daniel Stokes with Tim Stevens and Mason Dixon Gaming Group

Sponsor: Your Hobby Place

Napoleonic 10mm, Rules: home rules variant (Marshal's Baton)

Can General Wittgenstein Russian Forces Drive the French Forces and take a bridge at Polotsk to keep the French from bringing in reinforcement in this fast and easy learning game.

F-440 - Battle of the Philippine Sea 1932

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

GM: Dale Kemper and The Jutland Project

Sponsor: Houston's Ships, Prize: Gift Certificate

Inter-War 1:1200, Rules: Modified AH Jutland

WarPlan Orange with 40+ Capital Ships in the Japanese & US Fleets. No Washington Naval Treaty. The traditional Pacific Battlefleet Action without all those pesky airplanes! Kneepads optional.

F-426 - Blockade: (Battle Fleet Gothic)

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

GM: Jerome Nicholson with James Nicholson, Buford Culver and LXG, Gaming Garage

SciFi 28mm, Rules: BFG 2010

Will the forces of chaos succeed in getting the most devastating weapon known to man into the Gothic sector? Come join us in bringing the weapon to bear on the Gothic sector or help destroy the dreaded weapon. Bring 500 points of BFG ships to join in. SHIPS WILL ALSO BE PROVIDED

F-446 - The Battle of Legnano, May 29, 1176

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

GM: Chris Parker

Sponsor: Aide De Camp books

Medieval 25mm, Rules: Day of Battle

Frederick Barbarossa, The Holy Roman Empire, is in Italy with a large force of mounted knights attempting to bring the Italian City States known as the Lombard League to heel. How dare these insolent city dwellers stand up to him and his God given rights as the Emperor. Don't they know who he is?

Children under 13 are welcome if playing with an adult as a team.

F-438 - Can the Old Guard Hold? (Austria 1813) - Theme Game

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

GM: Timothy Hladon with Lisa Weaver, Stephen Aspenberg

Prize: Best General Award

Napoleonic 15mm, Rules: Napoleon Battle

In the middle of a valley somewhere near Austria in 1813 an Austrian Corps and reserve corps find the rear of the Grande Armee. The French must protect their supply lines. The only hope is the rear guard; containing part of the Old guard and a large French corps. Rules will be taught. Friendly game with lots of surprises! AND Prizes!!

Kids welcome with playing adult.

F-443 - Blitzkrieg! - France 1940

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

GM: Brian DeWitt and NOVAG

WWII 20mm, Rules: Disposable Heroes

The German Panzers have broken through the French front lines and now engage with outnumbered French Tanks. The French Tanks are the last line of defense for the French Army.

F-448 - Poniatowski Goes It Alone Russia 1812 - Theme Game

Fri. 8:00 PM, 4 hrs, 16 players

GM: Christopher Geisert with Mike Smith

Sponsor: I-94 Enterprises, Prize: Gift Certificate

Napoleonic 15mm, Rules: Modified Empire III

A "what if" scenario. Prince Poniatowski and his Corps of Polish Troops, with attending cavalry attempt to turn the flank of the defending Russian troops in this hypothetical battle taking place during the 1812 campaign. The Chris and Mike from I-94 Enterprises will be running this fun filled event for your gaming pleasure. Drinking not required?

Some experience helpful but all are welcome.

F-470 - Rapier Thrust or Bumbled Hack? Friedland - June 14th, 1807

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

GM: Gavin Tovrea and Panhandle inter-Genre Gamers (PiGGs)

Sponsored by: GT Publications

Napoleonic 15mm, Rules: Commit the Garde!

The Russians have evaded you since Eylau, but now they have decided to attack. Can you contain their river crossing until your army can assemble? The rules simulate Napoleonic battles on the grand-tactical level (units are brigades). Players represent the highest level leaders and as such make the decisions which affect the entire battle.

Rules are available at wargamevault.com

F-466 - South Pacific, 1903

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

GM: Tim Niesen

Early 20th Century 1:1200, Rules: Seekreig 5

Japan is irate over the refusal of the American government to sell them our recent conquests in the Pacific. The Japanese Navy sweeps the Western Pacific of the American Navy. While the more modern ships of the Japanese Navy attack the Sandwich Islands, the old and slow of their fleet head toward Guam. A makeshift American fleet stands in its way! Players in this game are also registered to play in the continuation of this battle, event S-467, on Sat night at 8pm.

This is a very complex game not suitable for young Kids. However, teenagers welcome if they have an adult to move the 1250 ships.

S-449 - Snipers!

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

GM: Jim Birdseye with Norm Schwartz and Augusta Gamers

Sponsor: Arsenal Games and Hobbies, Prize: Gift Certificate

WWII 28mm, Rules: Snipers!

Your squad must clear the street of snipers. This is a card driven game that is easy to play hard to master.

Kid Friendly Game, easy to learn and simple to play.

S-458 - SMG - The Causeway - Normandy, 8 Jun. 1944

Sat. 8:00 AM, 4 hrs, 6 players

GM: Jeff Billings with Robert Belli

Prize: Awards to both sides and Medals to winning side.

WWII 20mm, Rules: Sergeants Miniature Game 1.8

Fighting has become very fierce over the causeway bridge. US paratroopers having launched a surprised attack at night have forced the garrisoning troops have temporarily secured the bridge. However the escaping German forces have met up with reinforcements and have readied themselves for a counter attack the following day. Can the 506th hold?

Kids over 12 welcome accompanied by an adult. Rules will be explained.

S-427 - Cruiser Clash

Sat. 8:00 AM, 2 hrs, 12 players

GM: James Nicholson with Jerome Nicholson and LXG, Gaming Garage

SciFi 28mm, Rules: BFG 2010

Come join us in an intro- level game of Battle Fleet Gothic. All are welcome, new players, old players or renewed players. All materials will be provided.

S-444 - Attack on Truk - 18 February 1944

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

GM: Brian DeWitt and NOVAG

WWII 1:2400, Rules: When Dreadnoughts Ruled the Seas

American Task force attempted to neutralize Truk with multiple airstrikes. The Japanese Combined Fleet which had been stationed there for much of the war had already left (most on the 16th). An American surface fleet made a wide sweep around Truk looking for Japanese ships that might still be in the area. Here the Japanese have turned back.

S-428 - Cruiser Clash

Sat. 10:00 AM, 2 hrs, 12 players

GM: James Nicholson with Jerome Nicholson and LXG, Gaming Garage

SciFi 28mm, Rules: BFG 2010

Come join us in an intro- level game of Battle Fleet Gothic. All are welcome, new players, old players or renewed players. All materials will be provided.

S-450 - Snipers!

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

GM: Jim Birdseye with Norm Schwartz and Augusta Gamers

Sponsor: Arsenal Games and Hobbies, Prize: Gift Certificate

WWII 25mm, Rules: Snipers!

Your squad must clear an Italian village and exit the board. The street may have snipers. This is a quick play skirmish in 25mm. We will play multiple games during the session. Beginners welcome.

Kid friendly, quick and easy to play.

S-429 - Malifaux

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

GM: Tony Spino with Frank Osborne, Doug Waltman and Gaming Garage

Victorian Science Fiction 32mm, Rules: Malifaux

Come join us in intro games (scrapes) of MALIFAUX. All are welcome to learn this new 32mm character driven table top miniature game. All materials will be provided.

S-430 - Malifaux

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

GM: Tony Spino with Frank Osborne, Doug Waltman and Gaming Garage

Victorian Science Fiction 32mm, Rules: Malifaux

Come join us in intro games (scrapes) of MALIFAUX. All are welcome to learn this new 32mm character driven table top miniature game. All materials will be provided.

S-468 - Second Battle of El Teb, 29 Feb 1884

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

GM: Mike Pierce with Tony Figlia

Colonial 15mm, Rules: Mahdi's Fury

The Mahdi's lieutenant, Osman Digna, has defeated two Egyptian armies sent to quell his revolt. Now General Graham has arrived at Suakin and marched his army to the village of El Teb where the Dervish force awaits. Can Sir General Graham's army withstand the onrush of Mahdi's fanatic warriors? Or can Osman Digna's forces break a British square?

Rules are Mahdi's Fury, a slightly corrupted version of Fire & Fury Regimental.

S-436 - Aerodrome 2.0 - WW2 Aerial Raid on Tarantella Harbor 1941

Sat. 4:00 PM, 5 hrs, 15 players

GM: Stanley Kubiak

Sponsor: Aerodrome Aerial Combat Games, Prize: Wings & Medals

WWII 1:144, Rules: Aerodrome 2.0 - World War 2 Aerial Combat Game

Early World War 2 in the Med! Torpedoes at dawn! Attack or defend the Italian fleet using Aerodrome 2.0 and its Naval Air Combat rules! Players control 1:144 scale British Royal Navy Fairey Swordfish torpedo bombers, braving AA fire to attack the fleet at anchor, or Italian fighters fighting to defend it. Rules will be taught, equipment provided.

Spouse & Female Friendly Game. Under age 15 only with playing adult.

S-439 - Gangs of Rome

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

GM: Cy Taylor with Steve Hunt

Ancients 25mm, Rules: Home rules - Gangs of Rome

Lead your faction to power in an ancient Roman city. Politics, street fights, riots all happen in 25mm scale in a 5 x 10 foot city. Form alliances to advance your position, but cover your Dignitas!
Not Recommended For Kids

S-447 - Chevauchée - Hundred Years War, June 26, 1344

Sat. 7:00 PM, 6 hrs, 6 players

GM: Chris Parker

Sponsor: Aide De Camp books

Medieval 25mm, Rules: Day of Battle

English King Edward with his Flemish allies rally to thwart a French invasion of Normandy. French knights vs. the English longbow and Flemish pike, which weapon of choice will prevail.

Kid friendly with those 13 and under playing with an adult on the same game ticket.

S-451 - Valor at New Market: 1864

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

GM: Jim Birdseye with Norm Schwartz and Phil and Augusta Gamers

Sponsor: Arsenal Games, Prize: Gift Certificate

American Civil War 28mm, Rules: New Market

The Confederates need to stir the pot in the Valley. Having scraped together a force that includes the VMI Corps of Cadets, they strike the Federals in the sleepy town of New Market.

Adults must accompany kids.

S-454 - Western Gunfight Hollywood Style Deluxe Version

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

GM: Leo Walsh

Western 25mm, Rules: High Noon

It won't be as big as the "summer games" but the action will be "Fast and Furious". It will be "High Noon" and the big boys will be there. Big stars and little Joes. Lots of heroes and villains. The rules are easy to learn and fast to play. No waiting for a card to come up. So join us at "the OK Corral". This game may have a special "Twist".

Any age, but kids under 12 should have a responsible person play with them. Moms and young ladies allowed too! LOL

S-445 - Time of the Corsair Aces - April 1, 1943

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

GM: Brian DeWitt and NOVAG

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

A flight of Corsairs were patrolling over Russell Islands and were relieved by a flight of Lightnings who were jumped by Zeros. The Corsairs heard the Lightnings call for support and turned back to help.

S-462 - Battle of New Orleans - Theme Game

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

GM: Daniel Stokes with Tyler Tharp and Mason Dixon Gaming Group

Sponsor: My Hobby Place

War of 1812 10mm, Rules: Fire and Fury regimental

Will the British be able to take New Orleans or will the US force hold the line? With over 1500 figures on the table, it will be a good time for all.

S-431 - Malifaux

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

GM: Frank Osborne with Tony Spino, Doug Waltman and Gaming Garage

Victorian Science Fiction 32mm, Rules: Malifaux

Come join us in this all out brawl (for the red soulstones) of MALIFAUX. All are welcome to learn this new 32mm character driven table top miniature game. All materials will be provided.

S-467 - South Pacific, 1903

Sat. 8:00 PM, 5 hrs, 0 players

GM: Tim Niesen

Early 20th Century 1:1200, Rules: Seekreig 5

Japan is irate over the refusal of the American government to sell them our recent conquests in the Pacific. The Japanese Navy sweeps the Western Pacific of the American Navy. While the more modern ships of the Japanese Navy attack the Sandwich Islands, the old and slow of their fleet head toward Guam. A makeshift American fleet stands in its way! Players in this game are registered from event F-466 to play in this continuation of the Friday night battle. Open positions will be filled from walk-up players.

This is a very complex game not suitable for young Kids. However, teenagers welcome if they have an adult to move the 1250 ships.

S-459 - SMG - Dead Man's Corner - Normandy, 9 Jun. 1944

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

GM: Jeff Billings with Robert Belli

Prize: Awards to both sides and Medals to winning side.

WWII 20mm, Rules: Sergeants Miniature Game 1.8

The 91st Luftlande at Saint Côme-du-Mont have a small garrison of troops guarding the highway bridges. Having been alerted the previous day that US forces are moving to take the bridges, they have setup a stalwart defense for the incoming US force. Sgt Harrison was alerted by French partisans that there is a small gap, can he make it through?

Kids over 12 welcome accompanied by an adult. Rules will be explained.

S-452 - Flying Tigers March 1942

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

GM: Dave Winfree

Sponsor: I-94 Enterprises, Prize: Gift Certificates - 1 per side, most valuable player as voted by opposing side.

WWII 1/285 - 1/300, Rules: Check Your 6!

Flying Tigers & British scenario based on actual combat mid March 1942. Japanese bomber stream with a host of escorts.

Easy to learn rules, popular & well received air combat system. Please, no kids under 14 w/o participating adult.

Z-432 - Malifaux

Sun. 9:00 AM, 2 hrs, 8 players

GM: Doug Waltman with Tony Spino, Frank Osborne and Gaming Garage

Victorian Science Fiction 32mm, Rules: Malifaux

Come join us in intro games (scrapes) of MALIFAUX. All are welcome to learn this new 32mm character driven table top miniature game. All materials will be provided.

Z-460 - SMG - The Crossroads - Normandy, 10 Jun. 1944

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

GM: Jeff Billings with Robert Belli

Prize: Awards to both sides and Medals to winning side.

WWII 20mm, Rules: Sergeants Miniature Game 1.8

US forces have been gaining a lot of ground the last few days. A scout squad has been assigned to recon the crossroads near Pouppeville. Scouts return and they come to find that there is an entire German platoon guarding the roads! With the element of surprise, the 506th decide to play their hand. Will Sgt Harrison's gamble pay off??

Kids over 12 welcome accompanied by an adult. Rules will be explained.

Z-463 - Midway - The Surface Battle

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

GM: Steve Berger

WWII 1/6000, Rules: General Quarters 3

Before Midway (the defining carrier battle), Admiral Pye sortied with TF 1 (on his own initiative). Fight the battleship action that could have occurred if Yamamoto tried to continue the campaign with his surface fleet (after the carriers departed the field) and run into Pye's battle group.

Z-433 - Malifaux

Sun. 11:00 AM, 2 hrs, 8 players

GM: Doug Waltman with Tony Spino, Frank Osborne and Gaming Garage

Victorian Science Fiction 32mm, Rules: Malifaux

Come join us in intro games (scrapes) of MALIFAUX. All are welcome to learn this new 32mm character driven table top miniature game. All materials will be provided.