

# Cold Wars 2010

## Last Minute Games as of 11 February 2010

### Newest additions in **RED!**

#### **T-485 - Naverette - 3 April 1367 - The 100 Years War**

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

GM: Chris Parker

Sponsor: Aide de Camp Books

Medieval 90mm, Rules: Knighthood and The Middle Ages

An English and a French-Castilian army clash in the province of La Rioja, Castile. The English commanded by the Black Prince allied with Pedro "The Cruel" also of Castille attempt to wrest back Castille from his brother Enrique II. The brothers have been fighting the Castilian Civil War for a number of years and each have now called on aid from a higher power. The HYW comes to Castille!!!

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

#### **T-474 - WWII Mediterranean Naval Battles**

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

GM: Brian DeWitt and NOVAG

WWII 1/3000, Rules: Home Rules - Age of Dreadnoughts

British vs Italians in WWII Naval Battle. Fleet action involving large numbers of surface ships on both sides. Rules are easy to play and fast moving.

#### **T-492 - Gearmageddon- Start Your Engines**

Thurs. 4:00 PM, 2 hrs, 4 players

GM: Jason Hyland with Dino Perlot

Sponsor: Exploding Goat Games

Modern 1/64, Rules: Gearmageddon

Gearmageddon is a new fast and furious car battle game from Exploding Goat Games in which each player controls a variety of vehicles, each armed to the teeth and ready to wreak havoc. Game play is quick and easy and can be picked up by new players very shortly. Players take turns moving, shooting, or ramming other vehicles until theirs are the last ones running. So let's toss it into high gear!!!

*Kid friendly game!*

#### **T-499 - Town Fight - Bloody Metz**

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

GM: James Grotto with Tony V. and Metropolitan Wargamers Club

WWII 20mm, Rules: Battle Ground

Metropolitan Wargamers are at it again. Come join in on the fun. Ruin town fights. Awesome!

#### **T-515 - Raid in Zululand 1879**

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

GM: John Shirey and Potomac Wargames

Colonial 40mm, Rules: Black Powder

From March until early May of 1879 several raids were carried out into Zululand prior to the 2nd Invasion. None of them met with any real opposition. But what if one of them did? This scenario is based on that situation. A British raiding column runs head on into a Zulu raiding column in the Batshe Valley.

#### **T-475 - WWII Mediterranean Naval Battles**

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

GM: Brian DeWitt and NOVAG

WWII 1/3000, Rules: Home Rules - Age of Dreadnoughts

British vs Italians in WWII Naval Battle. Fleet action involving large numbers of surface ships on both sides. Rules are easy to play and fast moving.

#### **T-517 - Defend the Homeland! 1944**

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

GM: Martin Fenelon and Niantic Gamers

Sponsor: MSD Games

WWII 1/285 micro, Rules: Kamikaze 1946

The 468th Bombardment Group (Very Heavy) has just dropped its bombs on the steel plants in Yawata Japan. The Japanese Army Air Force is looking for revenge, and quickly. Three Sentai have reacted, but they have never faced B-29s before. Can they shoot down these huge bombers? Fast play air-to-air combat rules, players can control multiple aircraft.

*Beginners welcome, rules will be taught.*

#### **T-530 - Black Friday in Zombieland**

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

GM: James McWee and SMP

Future 25mm, Rules: Outbreak

Supplies are getting low so its time to go "shopping" in town. Hopefully that "natives" aren't too restless this time. The name of the game is to get in, get out with as much as you can carry while avoiding ravenous dogs, other scavengers and of course the living dead.

*Must be over 16 to play.*

#### **F-502 - "Climb Mount Niitaka" - The Japanese Aerial Assault on Pearl Harbor**

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

GM: Lamm Marshall with Josh Hostetter, Ryan Goodman and ECU Historical Simulation Group

Sponsor: East Carolina University's Phi Alpha Theta Chapter

WWII 1:1800, Rules: Victory at Sea, with modifications

It is the morning of December 7. You, the players, each command a carrier air wing from the Nihon Kaigun. Your objective is to catch the American fleet in Pearl Harbor unawares. Beware, though; the sleeping giant is easy to rouse and will fight back when provoked. Can you equal or surpass the record of the First Air Fleet? Will you opt for a third attack on the island?

*Beginners are welcome, and rules are taught. Children are welcome, but we ask that an adult be present with younger children. 6 players can participate as Japanese air commanders, and we can accommodate an additional two players as American anti-air defenders. The miniatures are from WotC's Axis and Allies: War at Sea, the rules are Mongoose's Victory at Sea.*

#### **F-469 - 750th Anniversary: High Water Mark of the Mongol Empire: Ain Julat, 1260**

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

GM: Peter Hess and DAWGs

Sponsor: Lance & Longbow Society, Prize: Too Incredible to Announce in Advance

Medieval 25mm, Rules: Heroic Medieval Battles-Fast & Furious Home Rules

The Mongols and Crusaders allied: the best skirmishers and shock troops. On paper, an unbeatable army. And yet at Ain Julat, this

seemingly invincible alliance was defeated by the Mamalukes--themselves nomadic refugees from the Mongol Terror. Will 1260 still mark the apex of Mongol domination and their empire's inexorable decline--and the beginning of the end for the Christian Crusader states?

### **F-470 - McPherson's Ridge**

Fri. 11:00 AM, 5 hrs, 4 players

GM: Tony Figlia with Mike Pierce and Potomac Wargamer's American Civil War 15mm, Rules: Fire & Fury: regimental

Gettysburg first day: Heth's divisional attack drives back the union cavalry. Doubleday's division rushed to McPherson's ridge to stop the envelopment of the union position. Merideth's (Iron brigade) and Cutler's brigades clash with the Rebels Archer and Davis' brigades. Further union deployment hangs in the balance.  
*Beginner Friendly & Rules Taught.*

### **F-526 - River Brawl**

Fri. 11:00 AM, 4 hrs, 12 players

GM: Dale Marcum and HMGS-South, Central Fl Garrison Club  
Sponsor: Throughbred Miniatures, Prize: Ship models from Throughbred

American Civil War 1:600, Rules: Ironclads, modified for miniatures

All wooden gunboats, shot, shell and wood chips fly. And Captain Gabby will not be making the trip from Fl so the Adult players are safe.

### **F-479 - Aerodrome 1.1: WWI, Aerial combat. - Theme Game**

Fri. 12:00 PM, 8 hrs, 10 players

GM: Hal Dyson

Prize: 1st "kill", silver wings; 5 "kills" ACE - gold wings; 25 "kills", Blue Max! WW1 1/72, Rules: Aerodrome 1.1 by Stan Kubiak

Thrill to the Kill! WW I aerial combat as it was; simple, intense, bloody! Novice or veteran; chance, luck, or skill; YOU live in fame or go down in flame! "Bennies" for combat success. Runs from noon to 8 PM in a series of 60 to 90 minute rounds, 10 players per. "Dead" yield seats to pilots awaiting aircraft at end of each round on first come first served basis. Purpose - ENJOY!

*Beginner friendly. Rules taught on site. Under 15 by mutual agreement of GM and parent.*

### **F-518 - Taiwan Tango - 1945**

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

GM: Martin Fenelon and Niantic Gamers

Sponsor: MSD Games

WWII 1/285 micro, Rules: Kamikaze 1946

The 5th Air Force has been tasked with destroying the Japanese Kamikaze planes staging at airfields on Taiwan. B-24s with long range escorts are ready for trouble, and the JAAF aims to provide plenty. Fast play air-to-air combat with each player handling multiple aircraft. Based on the Luftwaffe 1946 system.

*Beginners welcome, rules will be taught.*

### **F-521 - Battle of Cunaxa, 401 BC**

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

GM: Matt Kirkhart and AOCM

Ancients 28mm, Rules: Modified Shock Period

Cyrus the Younger with his mercenary force of 10,000 hoplites goes up against Artaxerxes and his Asiatic hordes in this classic battle of the Persian Civil War.

*Rules taught. Kid friendly game. Modified Shock Period rules by Joseph Morschauer.*

### **F-486 - Crecy - August 26, 1346**

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

GM: Chris Parker

Sponsor: Aide de Camp Books

Medieval 90mm, Rules: Knighthood and The Middle Ages

King Edward the Black Prince stands and fights the French. "What If" As in History the possibilities are endless. What If the French crossbows brought their pavice or if it hadn't rained? What if the English attacked first? French knights vs. the English longbow, which weapon of choice will prevail. This game will be run with 90mm troops.

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

### **F-508 - Speed Rally: Wacky Races II**

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

GM: Jape Trostle and Triangle Simulation Society

Sponsor: Glory Games and Military History Press

Modern 1/64, Rules: Speed Rally

Ladies and Gentlemen, start your engines for another SPEED RALLY wacky race! Can Penelope Pitstop beat Fred Flintstone, Homer Simpson or the Partridge Family in a cross-country run? Or will Dick Dastardly's cheating finally win the day? Come on -- you KNOW you want to get behind the wheel of the Oscar Meyer Wiernermobile with its duel Ketchup/Mustard canons!

*Young drivers welcome, but must be supervised by adult pit crew. In fact, parent/kid teams encouraged.*

### **F-497 - Shang High Noon**

Fri. 3:00 PM, 4 hrs, 12 players, Ballroom Foyer: BF-1

GM: Leo Walsh and Wednesday night Gamers

Colonial 25mm, Rules: High Noon

The coolies are revolting, there are subversives in town, the marshal is corrupt, and the soldiers don't care. A stranger from some where is teaching resistance with his soft words and flute and the railroad bosses don't like it. Come on down and join in the fun!? Add your own characters. All welcome to an easy to learn fast paced game. Rules will be taught no experience necessary.

*Beginner Friendly, Rules Taught, Kids Under 15 Welcome.*

### **F-480 - Aerodrome® 2.0 - WW2 Aerial Combat**

Fri. 3:00 PM, 5 hrs, 10 players

GM: Stanley Kubiak

Sponsor: Aerodrome® Aerial Combat Games, Prize: Wings, Pins, Medals

WWII 15mm, Rules: Aerodrome® 2.0 - WW2 Aerial Combat Game

Popular Aerodrome® 1.1 rules adapted to WW2 air combat. The rules remain easy-to-learn, easy-to-play, lots of fun, but take into account faster speeds and greater weapons lethality of WW2 aircraft. Up to 10 players per round, rounds last about one hour, running continuously through allotted time. (Note: This game is followed by the Aerodrome® 2.0 Carrier Attack game on Saturday.)

*Great game for spouses and newcomers to wargaming. Under 15 only with playing adult.*

### **F-471 - Battle of Caldiero 1805 - Theme Game**

Fri. 5:00 PM, 6 hrs, 12 players

GM: Andy Waxtel and MAPHOGS

Sponsor: Maplewood Hobbies NJ, Prize: Age of Eagles Scenario

Book to Best Sportman

Napoleonic 15mm, Rules: Shako II and Age of Eagles 1805

The French advanced towards Caldiero in the morning Fog. Once the Fog lifted, each French attack was met by an Austrian counter attack, neither side achieving a clear victory. Massena takes on Charles in Italy. Join us for the fun of this Michael Hopper designed Scenario.

*Beginner Friendly & Rules Taught.*

### **F-472 - Dervish Uprising**

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

GM: Gwyn Reeves and Furious Gamers Association

Colonial 15mm, Rules: Sword and the Flame

A huge Sword and the Flame game, using up to 600 Anglo & Native troops. Also including calvary, cannons and gatling guns. Is that a gunboat on the horizon? Lots of lead to push!

*Rules taught & not recommended for children.*

### **F-500 - Town Fight - Bloody Metz**

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

GM: James Grotto with Tony V. and Metropolitan Wargamers Club

WWII 20mm, Rules: Battle Ground

Metropolitan Wargamers are at it again. Come join in on the fun.

Ruin town fights. Awesome!

### **F-503 - "Climb Mount Niitaka" - The Japanese Aerial Assault on Pearl Harbor**

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

GM: Lamm Marshall with Josh Hostetter, Ryan Goodman and ECU

Historical Simulation Group

Sponsor: East Carolina University's Phi Alpha Theta Chapter

WWII 1:1800, Rules: Victory at Sea, with modifications

See listing for F-502 Friday at 10:00 AM.

### **F-487 - Wakefield, December 1460 - WOTR**

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

GM: Chris Parker

Sponsor: Aide de Camp Books

Medieval 90mm, Rules: Knighthood and the Wars of The Roses

The Battle of Wakefield, December 1460: The Duke of York is on his way to Sandal Castle to extinguish the last support for the Lancastrian faction including Queen Margaret. The Lancastrians have advanced upon him and offer battle knowing full well he has no supplies to last out a long winter siege. The Duke accepts the challenge and rides forth to do battle.

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

### **F-476 - Italian Wars - Might of Arms**

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

GM: Brian DeWitt and NOVAG

Renaissance 25mm, Rules: Might of Arms

Italian City State armies from the very early Renaissance period fighting over some small piece of land or some insult to their leader. Will use Might of Arms Rules with a few minor NOVAG

clarifications. Some experience with Might of Arms Rules will be beneficial.

### **F-514 - In Pursuit of Captain Morgan**

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

GM: Scott Landis and Rogues

Age of Piracy 15mm, Rules: Limey's and Slimey's (updated)

The British have been searching for the elusive Captain Morgan for years and they finally think they have him cornered (in the Ocean?). Do they or are the British going to lose their stiff upper lip? The classic Limey's and Slimey's rules updated to be that much more deadly. On land and sea these pirate scum are not going to surrender without a fight. Got the Cap'n in ye?

*Not recommended for kids.*

### **F-504 - The Relief Column Returns**

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

GM: James Lombardi with Micheal Sammarco

Colonial 28mm, Rules: Sword and Flame

After retaking the Sudan village from those nasty Fuzzy Wuzzies and rescuing the British captives, the Anglo Egyptian Relief column attempts to return home. Will it be a peaceful walk in the sun, or will hordes of Dervish and Fuzzies cause them to take the long way home? Come play in this 28mm Colonial Sudan game.

*Children 12 or older with adult.*

### **F-529 - Blue Skies, Wood and Canvas**

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

GM: Vincent Stella with Paul Robinson and The Rogues

WWI 1/285 micro, Rules: Blue Skies, Wood and Canvas

Take to the skies over France with your wingman but watch your six because you don't when and where the enemy will arrive. Based on the Blue Sky rules, this WWI aerial dogfight will make you think twice about flying in a tinderbox of canvas and wood. Tie on your scarf and pull down your goggles and pray your guns don't jam.

*Children encouraged but must be over 10 years old.*

### **F-522 - Battle of Granicus**

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

GM: Matt Kirkhart and AOCM

Ancients 28mm, Rules: Modified Shock Period

Alexander faces off against the Persian satraps for the first time at the Granicus river. Will the boy who would be king take his first steps to taking the Persian Empire, or will the Persians stop him in his tracks?

*Rules taught. Kid friendly game. Modified Shock Period rules by Joseph Morschauser.*

### **F-527 - Get The Louisiana**

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

GM: Dale Marcum and HMGS-South, Central Fl Garrison Club

Sponsor: Throughbred Miniatures, Prize: Ship models from Throughbred

American Civil War 1:600, Rules: Ironclads, modified for miniatures

The Louisiana is fitting out under the guns of a small fort this is the mightiest Ironclad being built by the Confederacy. the ship must be destroyed, burn or captured. She must not sail!

### **F-498 - "You Can Be Anything You Want ..."**

Fri. 8:00 PM, 4 hrs, 12 players, Ballroom Foyer: BF-1  
GM: Leo Walsh and Wednesday night Gamers  
Western 25mm, Rules: High Noon

Like the song says... Be what you want to be ... make your own scenario. Bring your friends, make a gang, hold the peace, chase

### **S-477 - Aztecs at War**

Sat. 8:00 AM, 3 hrs, 10 players  
GM: Brian DeWitt and NOVAG  
Renaissance 15mm, Rules: Home Rules - Aztecs at War

Aztec's fighting another village in their wars of conquest. This village has decided to fight battle and have brought lots of blunt weapons. Of course the Aztec weapons are not a whole lot better.

### **S-494 - The Defense of Telnitz- 1805 - Theme Game**

Sat. 9:00 AM, 4 hrs, 6 players  
GM: Gerard Casanova  
Napoleonic 25mm, Rules: Miniature Frontlines

Most historians agree that the fight around Telnitz was pivotal in Napoleon's eventual grandiose victory at Austerlitz. Refight this classic episode with the French defenders or the Austrians attackers. It was an historical close call and things did not have to end up the way they did... Let's see what you can do!

*Under 15 only with playing adult.*

### **S-523 - Battle of Marathon, 490 BC**

Sat. 10:00 AM, 3 hrs, 6 players  
GM: Matt Kirkhart and AOCM  
Ancients 28mm, Rules: Modified Shock Period

Take the side of the invading Persians or the defending Athenians in this classic battle on the plain of Marathon. Although the battle is fairly straight forward, players will have to make some decisions before the first arrow is even shot that will likely significantly impact the outcome.

*Rules taught. Kid friendly game. Modified Shock Period rules by Joseph Morschauer.*

### **S-495 - A Bridge Too Far**

Sat. 10:00 PM, 4 hrs, 8 players  
GM: Stephen Wagner  
Sponsor: Showcase Comics, Media, PA, Prize: Yes  
WWII 15mm, Rules: Flames of War

Allied airborne troops attempt to capture and hold the bridges at Nimagen and Arnham so that the armor column of XXX corps can take the heart of Germany by surprise and end the war by Christmas. Intelligence reports tanks in the area but Montgomery believes resistance will be light.

### **S-511 - Picnic at Monmouth Courthouse**

Sat. 11:00 AM, 2 hrs, 8 players  
GM: Jim Reynolds with John Brennan and WNPG  
Sponsor: Eureka USA, Prize: Dice  
AWI 28mm, Rules: Legends of the Old West

Since New Jersey had more picnics than anywhere else, it is considered the picnic ground of the American Teddy Bear Revolution. Come be a part of the biggest picnic held there.

*Kids Game*

cows, sheep, or injins. Fight settlers, soldiers or rival gangs. Come on down and join in the fun!? Add your own characters. All welcome to an easy to learn fast paced game. Rules will be taught no experience necessary.

*Beginner Friendly, Rules Taught, Kids Under 15 Welcome.*

### **S-482 - Counter-Attack at Sandomierz**

Sat. 11:00 AM, 4 hrs, 8 players  
GM: Kurt Reese and WAMP  
Sponsor: Show Case Comics of Media PA, Prize: Painted minis  
WWII 15mm, Rules: Flames of War

Mid-August, 1944 along the Vistula in Poland. Soviet 1st Ukrainian Front has crossed the Vistula river south of Warsaw during operation Bagration. The only thing in its way is the decimated 16th Pz division and the 501st schwere Pz abt. Can the German counter attack stem the Soviet tide, or will the Red Army cut-off Warsaw and seal the fate of the 3rd SS Pz Korps?

*Experienced war gamers only. A painted platoon to best overall commander.*

### **S-505 - WWII City Fight**

Sat. 11:00 AM, 2 hrs, 6 players  
GM: James Lombardi with Chris Bonni  
WWII 54mm, Rules: Wargaming for the Young and Old

The Germans have dug in deep and plan to hold the city to the last man. The Americans need to take the city to start their march on the Fatherland. Infantry, Armor, and Artillery will collide in this war torn French city.

*Kids game.*

### **S-516 - Forces of Valor - 1944**

Sat. 11:00 AM, 2 hrs, 5 players  
GM: Paul Mackowick with Ethan Mackowick  
WWII 54mm, Rules: `Home Rules

This award winning game is for the kids. The rules are easy and the figures are big. The Germans are trying to get past the Allied juggernaut and are bringing up their Tiger tanks to take on the Shermans. All tanks have plenty of infantry support so let's see what happens. Plenty of shooting and drama!

*Kid friendly, but for ages 8-12, parent must be in vicinity of game.*

### **S-493 – Gearmageddon- Start Your Engines**

Sat. 11:00 AM, 2 hrs, 4 players  
GM: Jason Hyland with Dino Perlot  
Sponsor: Exploding Goat Games  
Modern 1/64, Rules: Gearmageddon

Gearmageddon is a new fast and furious car battle game from Exploding Goat Games in which each player controls a variety of vehicles, each armed to the teeth and ready to wreak havoc. Game play is quick and easy and can be picked up by new players very shortly. Players take turns moving, shooting, or ramming other vehicles until theirs are the last ones running. So let's toss it into high gear!!!

*Kid friendly game!*

### **S-473 - Morning Surprise IJN vs RN 1942**

Sat. 12:00 PM, 6 hrs, 13 players  
GM: John Knuth with Don Carlucci and New Jersey Naval Gaming Society  
WWII 1:2400, Rules: SeeKreig 5

It is 18 March 1942. The allies have suffered defeat after defeat in the struggle against Japan. While the land battle for the Philippines rages

on, the Japanese Navy has begun to threaten the Indian Ocean. The IJN has sent an invasion force into the Indian Ocean. Can the Royal Navy protect its colonies?

*Kids over 14, Beginners welcome.*

### **S-481 - Aerodrome® 2.0 - WW2 Aircraft Carrier Attack in the Pacific**

Sat. 12:00 PM, 5 hrs, 15 players

GM: Stanley Kubiak

Sponsor: Aerodrome® Aerial Combat Games, Prize: Wings, Pins, Medals

WWII 1/144, Rules: Aerodrome® 2.0 - WW2 Aerial Combat Game

World War 2 in the Pacific! Torpedoes in the water! Bombs! Flaming Zeroes! Attack or defend an aircraft carrier and escorts using Aerodrome® 2.0 rules, with Naval Air Combat extensions! Players control torpedo bombers, dive bombers or fighters, fighting to sink the enemy carrier or to defend it as part of the carrier's Combat Air Patrol. Aerodrome® 2.0 or 1.1 experience helpful but not required.

*Rules will be taught. Under 15 only with playing adult.*

### **S-509 - Speed Rally**

Sat. 1:00 PM, 3 hrs, 10 players

GM: Jape Trostle and Triangle Simulation Society

Sponsor: Glory Games and Military History Press

Modern 1/64, Rules: Speed Rally

Ladies and Gentlemen, start your engines for another epic SPEED RALLY race, with Speed Racer and the Mach 5 taking on a field of contenders, including some cars outfitted with devices we are playtesting for the Speed Rally expansion. Drive fast, turn left, attack often!

*Young drivers welcome, but must be supervised by adult pit crew.*

### **S-519 - The End of Task Force Piper?**

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

GM: Martin Fenelon and Niantic Gamers

Sponsor: MSD Games

SciFi 28mm, Rules: Kryomek

Task Force Piper was formed to hold back the Kryomek while the remaining colonists of Yvegedi Gamma were evacuated. The last ark has lifted off, now Centurion Piper and his Marines need to get to their assault transports. The hungry, hungry helions and other Kryomek are looking for an overdue lunch. Will this be another disaster for Nexus?

*Beginners welcome, rules will be taught.*

### **S-488 - Wakefield, December 1460 - WOTR**

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

GM: Chris Parker

Sponsor: Aide de Camp Books

Medieval 90mm, Rules: Knighthood and the Wars of The Roses

The Battle of Wakefield, December 1460: The Duke of York is on his way to Sandal Castle to extinguish the last support for the Lancastrian faction including Queen Margaret. The Lancastrians have advanced upon him and offer battle knowing full well he has no supplies to last out a long winter siege. The Duke accepts the challenge and rides forth to do battle.

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

### **S-483 - Battle of Raussnitz, Austria 1805 - Theme Game**

Sat. 2:00 PM, 3 hrs, 4 players

GM: Andrew Waxtel

Sponsor: SHAKO II, Prize: Rise of Eagles 1805 Scenario Book by Michael Hopper

Napoleonic 25mm, Rules: Shako II

Shako II Introductory/Pick Up Games. The French cavalry were barely hanging on against the 6,000 Russians when Murat arrived. As victory hung in the balance the guard cavalry of both sides were committed, the epic struggle truly set the stage for Austerlitz two weeks later.

### **S-524 - Battle of Cunaxa, 401 BC**

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

GM: Matt Kirkhart and AOCM

Ancients 28mm, Rules: Modified Shock Period

Cyrus the Younger with his mercenary force of 10,000 hoplites goes up against Artaxerxes and his Asiatic hordes in this classic battle of the Persian Civil War.

*Rules taught. Kid friendly game. Modified Shock Period rules by Joseph Morschauer.*

### **S-512 - Sharpe's Rifles**

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

GM: John Brennan with Jim Reynolds and WNPG

Sponsor: WNPG, Prize: Dice

Napoleonic 40mm, Rules: Legends of the Old West

A Sharpe inspired skirmish in a small Spanish village.

### **S-496 - A Bridge Too Far**

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

GM: Stephen Wagner

Sponsor: Showcase Comics, Media, PA, Prize: Yes

WWII 15mm, Rules: Flames of War

Allied airborne troops attempt to capture and hold the bridges at Nimagen and Arnham so that the armor column of XXX corps can take the heart of Germany by surprise and end the war by Christmas. Intelligence reports tanks in the area but Montgomery believes resistance will be light.

### **S-510 - Speed Rally: Big Screen Edition**

Sat. 4:00 PM, 3 hrs, 10 players

GM: Jape Trostle and Triangle Simulation Society

Sponsor: Glory Games and Military History Press

Modern 1/64, Rules: Speed Rally

Think the DeLorean from Back to the Future can beat the Deathmobile from Animal House? Or can Herbie the Love Bug force the Blues Brothers off the road? Find out in this special silver screen Speed Rally event, as your favorite cars and drivers from the movies take to the track in the ultimate cinematic showdown!

*Young drivers welcome, but must be supervised by adult pit crew.*

### **S-484 - Battle of Amstetten, Austria 1805 - Theme Game**

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

GM: Andrew Waxtel

Sponsor: SHAKO II, Prize: Rise of Eagles 1805 Scenario Book by Michael Hopper

Napoleonic 25mm, Rules: Shako II

Shako II Introductory/Pick Up Games. A Vicious Fight in the dense woods of Austria. Weak Austrian forces hold their ground as the French press the attack, and are checked by Russian steel.

### **S-528 - River Brawl**

Sat. 5:00 PM, 4 hrs, 12 players

GM: Dale Marcum and HMGS-South, Central FI Garrison Club

Sponsor: Throughbred Miniatures, Prize: Ship models from Throughbred

American Civil War 1:600, Rules: Ironclads, modified for miniatures

All wooden gunboats, shot, shell and wood chips fly. And Captain Gabby will not be making the trip from FI so the Adult players are safe.

### **S-501 - Town Fight - Bloody Metz**

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

GM: James Grotto with Tony V. and Metropolitan Wargamers Club  
WWII 20mm, Rules: Battle Ground

Metropolitan Wargamers are at it again. Come join in on the fun. Ruin town fights. Awesome!

### **S-478 - Italian Wars - Might of Arms**

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

GM: Brian DeWitt and NOVAG

Renaissance 25mm, Rules: Might of Arms

Italian City State armies from the very early Renaissance period fighting over some small piece of land or some insult to their leader. Will use Might of Arms Rules with a few minor NOVAG clarifications. Some experience with Might of Arms Rules will be beneficial.

### **S-520 - MiG Ambush - Korea 1950**

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

GM: Martin Fenelon and Niantic Gamers

Sponsor: MSD Games

Modern 1/285 micro, Rules: Frontlines: MiG Alley

The USAF is trying to slow the Chinese invasion by destroying key rail lines across the Yalu. B-29s have the range and payload to do the job, but Soviet MiGs have been deadly. F-86 Sabre aim to change the equation - permanently! Fast play air-to-air combat rules, players can control multiple aircraft.

*Beginners welcome, rules will be taught.*

### **S-507 - Britain? Who wants to conquer Britain?**

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

GM: Howard Whitehouse

Sponsor: Wargames Factory, Prize: Many, many 28mm hard plastic figures

Ancients 28mm, Rules: Clash of Iron

It was a cold, damp island at the edge of the world. It was only Julius Caesar's political ambitions that made it worth invading. So he did. The locals didn't go along with the plan. A chance to wear woad and drive a chariot without due care and attention - or stab those that do. A demo game for the forthcoming "Clash of Iron". Ancients without the lawyers and accountants.

### **S-525 - Battle of Granicus**

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

GM: Matt Kirkhart and AOCM

Ancients 28mm, Rules: Modified Shock Period

Alexander faces off against the Persian satraps for the first time at the Granicus river. Will the boy who would be king take his first steps to taking the Persian Empire, or will the Persians stop him in his tracks? *Rules taught. Kid friendly game. Modified Shock Period rules by Joseph Morschauser.*

### **S-513 - District "Z"**

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

GM: Shawn Reis with Bo Slithernip and WNPG

Sponsor: WNPG, Prize: Dice

Modern 28mm, Rules: Everything Zombie

Combine equal parts African militia, Government Hit Squad, Disgruntled Dock Worker and a local TV News crew. Sprinkle on two parts Secret Bio Weapons Agents to 10 parts Zombie and stir well. Once all parts are mixed spread on a 4' x 4' representation of a Waterfront Dock and cook for 4 hours. Serves 6. Goes great with a side of Laughter and a dash of fun.