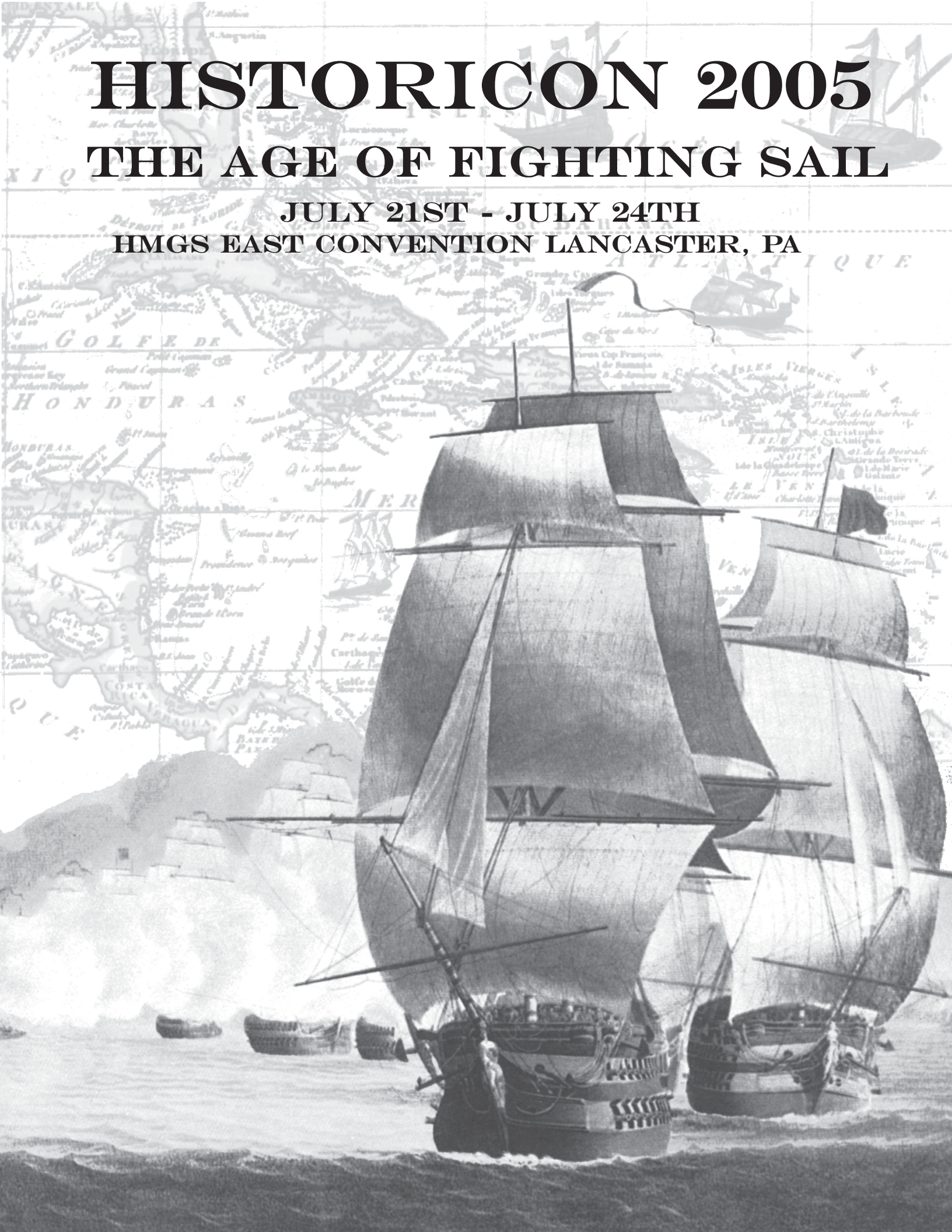


HISTORICON 2005

THE AGE OF FIGHTING SAIL

JULY 21ST - JULY 24TH
HMGS EAST CONVENTION LANCASTER, PA



Upcoming Events

Please mark your calendars now to support these upcoming HMGS East conventions, where you can continue to have fun with your hobby!

FALL IN! 2005

November 10-13
Eisenhower Inn,
Gettysburg, PA
POC: Mike Pierce
9833 Buckner Road
Manassas, VA 20110
Email at: director@fall-in.org
Website at www.fall-in.org.



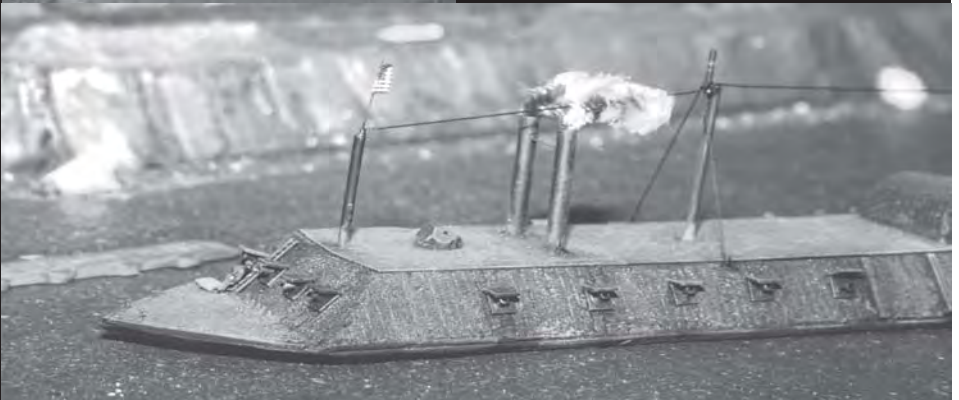
Cold Wars 2006

March 16-18
Lancaster Host Resort Hotel,
Lancaster, PA.
POC: Walt O'Hara
10730 Burr Oak Way
Burke, VA 22015
Email:
coldwarswalt@linuxmail.org
Website at
www.coldwars.org.



Historicon 2006

July 20-23
Lancaster Host Resort
Hotel, Lancaster, PA.
POC TBD
Website at
www.historicon.org.





HISTORICON 2005

THE AGE OF FIGHTING SAIL

HMGS-EAST CONVENTION IN LANCASTER, PA

July 21-24, 2005



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A Word from the Convention Director

Warfare in the Age of Fighting Sail "Wooden Ships and Iron Men"

The Historicon 2005 Theme recognizes centuries of warfare upon the sea. Although the term "Wooden Ships and Iron Men" is often associated with British Admiral Nelson's fleet during the Napoleonic era, iron men (and women) have put to sea in wooden ships almost since the dawn of time.

First powered by oars, then sails and finally assisted by steam power, "wooden ships" lasted well into the 19th century. The "iron" of their crews lasts into the 21st century. Control of the sea has been key to virtually all the great empires of history, from Carthage to England. Historicon 2005 will present games demonstrating how those empires gained and lost control of the sea.

Of course, Historicon is the location of the world's largest hobby shop for a long weekend, plus the world's biggest flea market, all offering a gigantic selection of military miniatures, rules, books and anything else needed to create your own "iron men" (or in our case, often lead) of any era.

Historicon 2005 will feature a number of games related to this theme along with the usual slate of games from all periods and tournaments.

These include a huge "Cog Wars" game, a recreation of the siege of Malta on land and sea, Pirates in the Caribbean, "Fighting Instructions" and many others.

HC05 will also see the return of some popular games from past HMGS conventions, including the "Operation Market Garden" 20mm WWII game, featuring 100s of vehicles on a 60-foot table and the "Remember the Alamo" game first put on 20 years ago.

Many of the games we see at HMGS conventions are put on by some of the many great local clubs who carry our hobby to the public during the 49 weekends of the year when HMGS East doesn't have a convention. One of these clubs, The Colorado Military Historians, is celebrating their 40th Anniversary by bringing a host of games and gamers to Historicon.

The convention also offers the long-standing WRG Ancients and Renaissance tournaments, plus tournaments for Flames of War (WWII) and Warhammer Ancients.

As always, Historicon is THE place to be for military miniature games this summer. Hope to see you there!

John Drye, Director
Historicon 2005



How do you know he's King?

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If your quest for military history and wargaming runs afoul of banner ads, pop-up ads, pop-under ads, worms, viruses, and other invasive code stuck on your hard drive without your knowledge, then come to MagWeb.com -- a Camelot of on-line peace of mind.

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MagWeb.com

Warning: Strange women lying in ponds not included

Convention Committee & Staff

It takes hundreds of hours of planning and hard work to organize an HMGS-East convention. Please take a moment to offer a special "Thank You" to past, future – and especially present – convention staff and volunteers.

If you would like to work as part of the planning or on-site staff for an upcoming HMGS East convention, please tell a staff member at the registration desk.

Director	John Drye
Co-director.....	JT Thomas
Events Manager	JT Thomas
Registrar	Dudley J. Garidel Jr. (Bill Rutherford - PayPal)
Program Book Manager	Mitch Osborne
GM Support Group	Peter and Jodie Panzeri
Exhibitor Manager	Jay Hadley
Flea Market Coordinator	Doug Ray
Convention Promotions	James Mattes
Webmaster	Orest Roman Swystun
Registration Desk Coordinator	Sandra Beneke

Membership Meeting

Membership Meeting, Historical Miniatures Gaming Society,
Eastern Chapter

The Historicon General Membership Meeting will be held at the Vista 'C' Room (that's the breakfast nook) of the Holiday Inn Lancaster Host Resort on Saturday Morning, beginning at 8:00 a.m. and lasting about two hours.

Trademark Notice

"HMGS" and "Historical Miniatures Gaming Society" are registered trademarks of the Historical Miniatures Gaming Society, Inc. (HMGS East), SUITE 200, 2105 LAUREL BUSH ROAD BEL AIR, MD 21015.

Use of "HMGS" or "Historical Miniatures Gaming Society" trademarks without express written permission is strictly prohibited.

Convention Hours

Wednesday

Registration Desk 6 pm – 9 pm

Thursday

Registration Desk 8 am - 8 pm
Events Noon - 1 am
Exhibitor Hall Noon - 6 pm
Flea Market 1 pm - 7 pm

Friday

Registration Desk 8 am - 8 pm
Events 8 am - 1 am
Exhibitor Hall 9 am - 6 pm
Flea Market 9 am - 1 pm
2 pm - 6 pm

Saturday

Registration Desk 8 am - 5 pm
Events 8 am - 1 am
Exhibitor Hall 9 am - 6 pm
Flea Market 9 am - 1 pm
2 pm - 6 pm

Sunday

Registration Desk 8 am - Noon
Events 8 am - 5 pm
Exhibitor Hall 9 am - Noon
Flea Market (free) 9 am - Noon

Admission Fees

HMGS Member Admission (Weekend)	\$20.00
Non-Member Admission (Weekend)	\$30.00
One Day Admission	\$15.00
GM (gamemaster) Weekend Admission	FREE
Flea Market Table, Friday PM	\$20.00
Flea Market Table, Saturday 9 am - 1 pm	\$20.00
Flea Market Table, Saturday 2 pm - 6 pm	\$20.00
Minors (14 or younger)	FREE *
Family (of paid admission)	FREE **
Convention T-Shirt in Large or XL size	\$12.00
Convention T-Shirt in XXL or XXXL size	\$16.00
HMGS Lapel Pin 1" by 1.25"	\$ 6.00
New HMGS Membership	\$20.00
Renewal 1 Year HMGS Membership	\$20.00

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

** Family must be accompanied by a valid paid admission. Family badges are meant for family members who, while not gamers, may still enjoy entrance to all convention areas (for Christmas shopping?). Family is not permitted to participate in convention events, except may view videos, if any.

Refunds

Due to the high costs of conducting registration for this convention, as well as other related costs associated with this event, it is not possible for Convention Staff to issue refunds of any type or for any reason, without HMGS East approval.

General Information

Is This Your First Convention?

Then please read this. Historicon is one of the largest gatherings of historical miniatures gamers and exhibitors on the East Coast. We expect more than 2,000 attendees from across the nation, as well as from Canada and overseas.

But the largest contingent will come from east of the Mississippi, quite possibly from your very own neighborhood. So take the opportunity to chat with your fellow hobbyists. Not only will you meet some great people, but you might find a new gaming group and friends as well.

To get started, study this program carefully. Read the various event descriptions to identify those you wish to play or watch. Learn the layout of the convention areas, and most important, do not be afraid to ask questions, take photographs, or chat with event hosts and exhibitors.

Remember: They were once like you – a novice to historical miniature gaming conventions.

Why join HMGS East?

There are plenty of good reasons to join HMGS East. As a member, you receive a bimonthly newsletter containing news of the organization, hobby, clubs, and conventions. Most important, you are entitled to discounted admission to all three HMGS East conventions, and discounts at local hobby shops!

Ask at the Convention Registration Desk about joining HMGS East (only \$20 a year). For more information on HMGS, check the Web site at: www.hmgs.org

How Do Events Work?

Each event at Historicon is described in this program, along with its starting time, location, period of history represented, figure scale, and the rules that will be used. Many events also have a sponsor who has donated merchandise or credit for Best Player of the event. Most important, all events are free!

Between events, you'll find many activities to keep you entertained - from meeting VIPs of the hobby to watching videos. You'll want to check out the great buys in our Exhibitor Hall, where you'll find everything your heart desires in historical miniatures and hobby accessories.

Registration Desk

Will be located in the Wheatland Room, to the right of the main entrance. Attendees may register for the convention, sign up for events, and renew or establish membership in HMGS-East.

Event Registration

Pre-registrants may have registered for one (1) primary and one (1) secondary, event per day. At the convention, all attendees may register for two (on site) events - one (1) additional event each day - subject to availability (you may register for these events only after 4 p.m. on day prior to, or on day of, event - until event is scheduled. On-site registration is conducted at the Registration Desk. Additionally, you can enter other events just by arriving at the event location about a 30-60 minutes before the event's start time, and ask the event host if there are any openings. If

not, ask to be placed on a stand-by list to fill any no-shows (seminars are generally first-come-first-seated, so plan to arrive early).

Awards

HMGS East has a tradition of awarding Pour Encourager Les Autres Awards (PELAAs) for convention games. Roughly speaking, these awards go to the games that best embody what HMGS is all about and display the positive traits of miniature gaming - well-painted figures, great-looking terrain, interesting scenarios, enjoyable rules, good sportsmanship, an enjoyable time - basically events that do the most to "encourage the others". The GM Coordinator and volunteers will be walking around throughout the convention looking at set-up, professionalism, how much fun the game is to play, and other criteria. Awards will be presented during the convention. So, take a look around and you might see some of your fellow gamers so honored.

GM Support Desk

At Historicon, we will again have the GM Support Desk. Located in the foyer of the Distlefink Ballroom, the Support Desk will provide assistance to GMs with transport and temporary storage of figures, help with table location and resolution of other GM issues.

Exhibitor Hall - The Exposition Center

The EXPO Center (better known as the "Tennis Barn") is located apart from the main hotel, directly across the side parking lot.

Souvenir Convention Theme T-Shirt & Sweatshirt

Did you purchase a Souvenir Convention Theme T-shirt or Sweatshirt? Over the years the T-shirts and sweatshirts for Cold Wars have been some of the most popular, with art from the pens of our own artists like Rich Hasenauer and Tim Mullen. So do not delay, get yours at the Convention Registration Desk before they are all gone! T-shirts - Large or X-Large: \$12; XX-Large or XXX-Large: \$16



Convention Rules

Attendee Conduct

Everyone knows that historical miniatures gamers are among the most responsible and polite people in the world...

But we think it prudent to remind convention attendees that they are expected to abide by the rules of the convention, as well as any directions given by the Convention Staff and/or the convention site personnel, and of course, by federal, state, and local laws.

Convention Badges

You need an attendee badge! Your badge serves as your ticket of admission to Historicon, and it is a non-transferable and revocable license. HMGS East reserves the right to terminate this license at any time, refund an attendee's admission, and require that a person leave the premises.

Convention Staff (who wear red badges) also may deny you entry to the convention area or request that you leave if you are without your badge - so please wear it visibly ABOVE the waist during the convention.

If you lose your badge, you can be charged \$5.00 for a replacement.

Event Hosting

HMGS East and the Convention Committee reserves the right to refuse any event to be run at their conventions or terminate ones in progress, should, in the judgment of HMGS East or the Convention Committee, said Event Host is not following policies as outlined hereafter. The Convention Committee will investigate all complaints, and the specific situation will be discussed with the event host(s), prior to any action taken for the event in question, or future events, run by the same event host(s).

Event Hosts are encouraged to allow minors in their events. However, hosts can require adult supervision (i.e., parent or guardian) of minors under the age of 15 if desired, but this must be stated your event description, so it will be printed in all convention material (PEL and Program). Simply state, "Under age 15, only with playing adult" at end of description, if so desired.

Event Hosts, unless previously approved by HMGS-East or Convention Committee, may not state "No Kids Allowed."

Lost or Damaged Materials

HMGS East and the Lancaster Host Resort assume no responsibility for lost or damaged items or possessions, including, but not limited to Historicon badges and gaming items.

The Registration Desk will maintain a lost and found department. If you find or lose any items, please notify registration personnel immediately. Property found on the convention site at the end of the weekend will be returned to the owner if possible, with non-returnable items becoming the property of HMGS-East.

HMGS East strongly encourages you to leave nothing unattended.

Smoking and Alcohol

This is a Smoke Free convention. There will be no smoking allowed in any convention area. Smoking is only allowed in hotel lounge and bar, designated registered guest smoking rooms, or areas specifically marked to allow smoking. Hotel and convention staff will strictly enforce this, and offenders may have their badges revoked and be asked to leave.

Alcohol consumption is reserved for specific areas, designated by the Hotel. We don't condone drinking in the gaming areas. We request that you be discrete and adhere to the stated policy. Drunk and unruly behavior will not be tolerated. Offenders may have their badges revoked and escorted from the convention.

Convention Regalia and Weapons

We reserve the right to bar anyone from the convention if we determine that clothing or symbols, hereby known as regalia, worn are inappropriate for the convention. Regalia that depict racial, ethnic, religious, sexist, or otherwise distasteful messages, shall be prohibited. Determination that a person is wearing such, shall be at the discretion of the Convention Director - or selected Staff Members. At the discretion of the Convention Director, an Event Host may be allowed to tastefully display "symbolic" uniform parts (i.e. German Wehrmacht



Convention Rules (continued)

caps or British Airborne Berets) from the opposing forces in the game. This is not, however, an endorsement of such practices.

Real or simulated weapons will not be permitted in the convention areas, nor will any item which in the Convention Director's judgment can present a hazard to our guests. Active Duty Military, Law Enforcement, Security Police, and Emergency Services are exempt from this policy, while carrying weapons in the performance of their official duties.

Trash

Receptacles have been provided for your use. Please do so.

Spectators

We welcome and encourage spectators at all events! But please remember event hosts and players are trying to enjoy and finish their games, and this is more easily done if interruptions are kept to a minimum. If you want to photograph an event - especially with a flash - please ask permission of the event host.

Bring A Tape Measure!

Since this is a miniatures gaming convention, all attendees are reminded to bring their own tape measure to all games you intend on playing. Usually dice are provided by the game hosts, but tape measures are an expensive commodity. Please, don't forget to bring your own.

Delivering Messages To Friends & Family

There is only one way to deliver messages to attendees - by posting notes on a note board set up near the Convention Registration Desk. Please coordinate specific rendezvous times and places with friends and family members beforehand, or place a note with your name, the recipients name, room no., message, etc., on the note board.

A Note To Parents & Guardians

Attendance at an HMGS East convention is among the safest activities imaginable. But we remind parents and guardians that the safety of their children is their responsibility.

You also are responsible for the supervision of all minors, as well as for their behavior at the convention site. Therefore, please make certain that minors are supervised by an adult companion at all times, especially during nighttime hours - and that they are playing in an event, back in their hotel rooms, or in the company of an adult companion.

The Lancaster Host Resort is responsible for security at Historicon (not HMGS East), and officials from either convention site has the right to eject those determined to have caused problems. HMGS East is not required to offer a refund if your children are removed from the premises.

So please, properly supervise minors. They are the future of the hobby. And we want them to have an enjoyable - and safe - convention experience.

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Convention Rules *(continued)*

Flea Market

Here's your opportunity to find some great deals on used figures, books, rules sets, board games, and hobby accessories – all at a price your budget can afford. And every day there will be a variety of new hobbyists with goods to sell.

General Rules

Tables may be reserved with pre-reg (pay in full). For confirmation/receipt, include a legible email address. Rental fees are not refundable.

IMPORTANT: To reserve your table(s) you must fill out and return the Flea Market Form along with your Pre-Reg Form and payment.

Unreserved tables will be available on first-come basis at Convention Registration Desk for all attendees (HMGS and non-HMGS).

The Flea Market Coordinator will assign reserved tables each day at the official start of each Flea Market session.

Reserved table(s) must be claimed & utilized within 30 minutes of official opening of Flea Market session, or HMGS East may rent table(s) to another without refund due to previous defaulting renter.

The Flea Market Coordinators will determine when to allow the sellers to enter the room to setup. Setup will begin between 8–8:15 AM for morning sessions, and between 1–1:15 PM for afternoon sessions, but that is only after the Flea Market Coordinators have given their approval for the setup to begin.

Sales are not allowed until official start of the Flea Market; clean-up must be by official close of the Flea Market.

Violators of the setup rules will be told to take all of their merchandise and leave the room. The Flea Market Coordinators and the Convention Director will determine if the violator will be allowed to return to the Flea Market during that convention.

Tables are only for selling unwanted hobby-related items, not for a company or other individuals operating as a Hobby-Related Business. Basically, it's not intended to be a cheap Dealer Hall!

No literature for hobby self-promotion, professional racks or shelves, or credit card or other electronic transactions, will be allowed.

Flea Market will be monitored. HMGS reserves the right to restrict any person(s) from utilizing Flea Market for failure to adhere to rules. Note: There may be exceptions to above, which will be granted expressly by the Flea Market Coordinators and the Convention Director.



Benj. Franklin

Benjamin Franklin Says:

**"Reading makes a full man,
meditation a profound man,
and discourse a clear man."**

--Poor Richard's Almanac

**"Become a full man! Join MagWeb and
read over 50,000 articles from over
125 military history, wargaming, and
related magazines."**

--Poor Russell's Almanac

*If you would not be forgotten as soon as you are dead,
either write things worth reading or do things worth writing.*
--Benjamin Franklin



HMGS Painting University

HMGS is proud to present The HMGS Painting University offering painting classes for all ages and experience levels. Advance your painting skills and increase your hobby satisfaction. Classes are sponsored by Howard Hues/Regal Realms Paints, Acheson Creations, Pictors Studio and Brigade Games. Space is limited, so register early.

Classes Offered:

1. Miniature Painting for Children - Children, ages 5-12, will be taught painting basics, simple color theory, as well as proper brush & paint care. Students will receive one primed figure to paint. Parental accompaniment strongly requested. (Parents will receive a miniature to paint along with their child on request.)
2. Painting for Complete Beginners - Did your friend bring you to the convention to show you his hobby? Do you know the business end of a paint brush from a toothbrush? Have you been "hanging around" learning about the hobby, but haven't tried painting your own army yet for fear of scaring your opponents with your painting skills rather than your tactics? Have we got a class for you. Come learn painting basics in a friendly, non-

competitive environment. Class will cover the fundamentals of color blocking, dry brushing, elementary shading and washes.

3. First Steps through Advanced Techniques taught by Pictors Studio (www.pictorsstudio.com). Professional painters, Scott and Jamie of Pictor Studios, will take students on a step by step journey to produce a well painted miniature figure starting, with basics and ending with Advanced processes. Bonus Feature: A special detailing session is included. Students will receive one primed figure to paint. Bring your own brushes for the best class experience - recommended round Loew-Comell Golden Taklon brushes, sizes 2, 4, and 5 and something to dry brush with.

4. Scenery Painting - Acheson Creations (www.acheson.com) will teach the fundamentals of creating great scenery. Students receive one resin scenery piece created specifically for this class at Historicon to paint and then keep. Don't miss this opportunity to get a great resin piece before it is offered to the public.

Classes will be held Friday and Saturday in the Business Center3 - Times TBD, please check at the Registration Desk for updates
Sponsored by:

In Memory of Wally Simon 1934 - 2005 An HMGS "Founding Father"

It is with great sorrow that must I report that "Wally" Simon, one of the original founders of the Historical Miniatures Gaming Society (HMGS) passed away on Monday, 30 May 2005. Warren Simon, Wally's son, informs us that Wally was at home and apparently passed away quietly on the sofa while watching television. Wally had been battling cancer and pneumonia for the past few years.

Wally will always be in our hearts. We owe him a great debt as one of HMGS' "Founding Fathers" and his work for many years to "get things moving" for the hobby of historical miniatures gaming. Wally hosted the original meeting to form HMGS in his basement gaming room over 30 years ago. Most of the historical gamers in attendance signed a manifesto for the promotion of historical miniatures gaming, and henceforth these HMGS founders became known as "The Wally's Basement Crowd." The early formative years of HMGS are fondly referred to as "The Wally's Basement Era."

Some of the initial HMGS activities from Wally's "era" include the Historicon Convention and a historical miniatures program at Origins. Both of these are still very successful 30 years later. A small, private family funeral was held on Friday June 3, followed that afternoon by an open reception at Warren's home, in Hyattsville, MD. In addition to family, about 20 gaming friends and HMGS members attended.

Fred Hubig, President, Historical Miniatures Gaming Society, East

*Roll up the terrain and store it all away,
Put the toy soldiers back in their box,
Let the dice lie still, at last,
For it is with the fondest memories,
To the sound of a bugle and muffled drums,
That we mark the passing of Wally Simon,
May he find a game in Heaven.*

Bob Liebl

HMGS Painting Contest

Entries

Painting Contest entries will only be accepted from the person who actually painted the figure. All entries must be picked up from the display area promptly after the contest ending time. All competitors are responsible for the transport of their models to and from the competition and for storing their own transport and packing materials. Each piece may only be entered in one level and one category. Each painter may only enter one piece per category for a maximum total of no more than four pieces – all pieces from a given painter will be entered at the same level.

Please note: Entry is at the competitor's own risk. While HMGS endeavors to take great care with every entry, HMGS does not accept responsibility for loss or damage to models. Entry into the competition gives HMGS the right to photograph and publish details of the models as HMGS sees fit. Remember the purpose of the painting competition is to showcase the efforts of our members who paint miniatures in our hobby and to have fun. You may not agree with the outcome, but please bear in mind that all judges' decisions are final and we will not enter into any discussion regarding them.

Levels/Categories

There are three levels to the competition: **Youth (ages 5 – 12), Basic and Master.** Each level is divided into four categories: single figure, unit, vehicle and diorama. A description of each is provided so that there is no confusion on model categories. The level at which a piece is entered is subject to unanimous judge approval. If the judges jointly feel that the painted figure is entered in the wrong level, the entrant will be notified as soon as possible. The piece will be moved to the appropriate level based on the combined recommendation of the judges. The judges' ruling is final.

Single Figure - A single figure is just that, it could be a figure from a unit for any game system. It could be a hero or a trooper, but must be a single figure, based alone for gaming

Unit - A unit entry will be defined as any entry consisting of two or more figures for any game system that actually represents a unit or stand for the rules system the figure is played in. They

may be mounted singly or together on a stand. In the case where a single figure represents a unit for a game system, that figure can only be entered in the single figure category. A unit can be described as the basic component for the game. It usually ranges from a squad to a platoon or company, depending on the game system.

Vehicle - Any single vehicle, maximum base size, 6" x 6" max base

Diorama - A diorama is defined as any collection of figures on a single base that is not considered a unit or stand. This is also subject to the judges' approval as many gamers make dioramas out of their command stands. A diorama can be a static or an action scene, but will have a detailed base and features that make it stand out from a typical gaming piece. 12" x 12" maximum base size.

3. Judges

There will be a minimum of three judges, no less. The judges will be selected by the convention staff based upon known integrity and knowledge of both painting and gaming. The judges will have a thorough familiarity with the contest rules and judging criteria. Judges cannot themselves enter into the painting contest.

4. Criteria

The judges will be looking for models that are well painted and well presented. Entries will be judged in three areas: preparation, painting and finish work/detail. Preparation is an area frequently overlooked by many painters and is often the tie breaking factor in a competition. It includes all pre-paint work that could be visible in or on the finished product such as flashing lines and conversion/joint work. Painting covers all styles, from inking to washes and dipping to highlighting and shading. Since there are so many techniques available for the painter, the judges will do their best to be open minded about the techniques used, but in the end, it is all about aesthetics and the judges' call. Lastly, finish work/detail will entail all of the extra work done to the base/s and figures. It will include basing detail and those added extra touches the entrant included that really set it apart from the other entries.

Any questions should be addressed to Heather Blush or one of the Painting Event Team members in the Business Center.

Paint 'N' Take

Come sling paint with the best of them at our Historicon Paint 'N' Take. Novice painters can get the basics from our experienced painting team, while experienced painters can hone their skills or try out new techniques. Each attendee receives one (1) Brigade Games 25mm figure. These are beautiful sculpts—make sure you check them out. We will be featuring Howard Hues paints and brushes as well. The Paint 'N' Take will be in the business area on Friday and Saturday - 10:00 am—12:00 Noon and 1:00 pm-5:00 pm. Space is first come, first serve and limited so make sure you come early. Children under 13 welcome only with an adult present. Sponsored by HMGS and Brigade Games.

Speed Painting Contest

Contestants will get one (1) figure and 1 hour to paint it. This event will be run 4 times during Historicon but is limited to 10 people for each session—register early. Sessions start promptly at 10:00 am, 11:00 am, 2:30 pm and 3:30 pm. Entrants must arrive promptly—we cannot admit late arrivals. No exceptions

The Scruby Award at Historicon 2005

Jack Scruby

Throughout the development of Historical Miniature gaming there have been a small number of critical contributions which served to make the hobby the dynamic and fascinating activity that is presently enjoyed by so many people around the world today

Jack Scruby was the first to make such a critical contribution, indeed, he might well be considered the founder of the hobby as we know it. He provided the three components the hobby needed figures, players, and rules. He provided the first figures intended for use in gaming and he offered them in scales more suitable for table-top play than were the "toy soldiers" of the day. He expanded the scope of the hobby by producing figures in many historical periods. He also brought together players from around the United States and abroad through his publications. *Wargames Digest*, *Table talk*, and the *Miniature Parade*. Gamers could share ideas in print and could locate other hobbyists who lived nearby. In these magazines, Jack published many important rule ideas which gave wargaming the richness it knows today, rules became historically based and incorporated all aspects of combat. He also produced a number of rule sets of his own and hosted some of the first wargame conventions in the U. S.

What makes Jack special is that he would never take credit for that leadership. He would tell you that he was just having fun and you should do the same

The recipient of the award has been judged to demonstrate the same selfless level of contribution to the hobby as did Jack Scruby.

The Award is given to one outstanding personage in our hobby. At the Awards banquet, the Legion of Honor's Master of Ceremony will present the award. The banquet will be held on Saturday the 23rd at 6pm. We welcome you to take part in this celebration!

2005 Scruby Award Winner

Hal Thinglum

For over 21 years and 127 issues Hal Thinglum published the *Midwestern Wargamers Association Newsletter*, better known by the acronym *MWAN*. Hal always insisted that *MWAN* was a "Fanzine." However, its popularity and widespread advertising support gradually turned it into a successful commercial venture.

Over the years, *MWAN* was a labor of love for Hal, whose daughters grew up stuffing early issues into envelopes for mailing. Hal's editing style was reminiscent of Don Featherstone: He would write enthusiastically about his own wargame experiences. His product reviews were weakened by the fact, as Frank Chadwick put it, "Hal never met a toy soldier that he didn't like". But more than that, Hal took an interest in all incoming material. Thus while

not every wargamer found every page to be of interest, *MWAN* always had something of interest or appeal for everyone.

Hal's attitude towards competitors was collegial and supportive. In the mid-1990's while *MWAN* was reaching "Prozine" proportions, *The Courier* hit difficult times. In an editorial appearing in *MWAN*, Hal vigorously denounced those who were predicting gloom and doom for *The Courier* and urged support rather than criticism for his nominal competition.

Hal presided over the founding meeting of HMGS Midwest at Little Wars 1985. He remained on Midwest's Board of Directors for a long time, retiring gracefully when others stepped forward who were willing and able to take up the reins.



Even before there was an HMGS Midwest, Hal was well known as a traveling Games Master (or Judge, as they were known in Chicago.) Throughout the 1980s and early 1990s he was a much sought after Games Master at many conventions. Then at some point, realizing that his armies were getting larger and he wasn't getting any stronger he phased out of that role and concentrated on his

magnum opus, *MWAN*. Recently, Hal sold *MWAN* to a consortium that is continuing the good work. *MWAN* has been merged with *The Courier*, to become the *Historical Miniature Gamer Magazine*.

Hal has provided massive support for the hobby, and inspired many others to love it as he does. He played a key role in the development of the second largest HMGS Chapter, and inspired many fledgling hobbyists with his spectacular and colorful games. But his greatest contribution is *MWAN*. He made it a valuable communication tool, delivering hobby news, features, club and convention lists in edition after edition, year after year, with amazing consistency. Now he has passed it on to others who are continuing the tradition. Through all of this Hal has earned the respect, affection and thanks of many grateful gamers.

HMGS Legion of Honor at Historicon 2005

The 2005 Legion of Honor will induct two new members into their fold at the same dinner as the Scruby Award Banquet. It is with great pleasure that the Legion of Honor offers membership to Major Bill Harting (USAF Ret.) and Richard Hasenauer.

2005 Legion of Honor Recipient

Major Bill Harting (USAF ret.)

As one of the founders HMGS-MIDSOUTH, "Major Bill" Harting helped found one of the largest chapters of HMGS. It has since given birth to two new chapters, HMGS-GULF SOUTH and HMGS-SOUTH. For fifteen years Major Bill kept a monthly Dispatch (MIDSOUTH Newsletter) going out to network gamers in the Southeastern U.S. Many members of HMGS in other areas also held membership in HMGS-MIDSOUTH to read what Major Bill had to say.

Along with Richard Black, Major Bill has also been a regular contributor to Future Events. For years, their list was the main source of that information on the Internet and for other HMGS chapter newsletters. Recognition of his contributions by election to the Legion will not only provide well deserved recognition, but perhaps inspire others to step up and make similar contributions.

2005 Legion of Honor Recipient

Richard Hasenauer

Right from the start, Rich Hasenauer has contributed his considerable artistic talents and abilities to the support of HMGS and the hobby. His efforts and activities as a gamer, game master, and scenario designer made him an indispensable member of Wally Simon's Potomac Wargamers, whose efforts were critical to the

formation of HMGS. He designed and drew the centerfold ad appearing in *The Courier* and other media, announcing HMGS's first full-blown convention, **HISTORICON 84**. Later, Rich designed and built the famous "HMGS ALAMO" that won "Best-of Show" at **Origins '85**. For many years Rich designed and laid out convention program books for HMGS East.

Somewhere along the way, Rich found the time to create the box art for John Hill's American Civil War game, *Johnny Reb*. The cover immortalized several of his fellow Potomac Wargamers as brave soldiers fighting and dying for Confederacy. He also worked with Dave Waxtel's Quantum Press, where he edited, among other works, a collectors' edition of Dettelle's famous 19th Century work on the French Army (in English translation.)

Rich is probably best known for designing the popular "Fire and Fury" American Civil War miniatures game. **Fire and Fury** is a grand tactical scale game that allows players to recreate the larger battles of the war, such as Gettysburg, Manassas and Antietam. These durable and flexible rules have since been adapted to multiple gaming periods, ranging from The War of the Spanish Succession through World War I. The latest adaptation, covering the Napoleonic period, *Age of Eagles*, is just being commercially published and should be available at the convention.

Rich has also recently published *Battlefront:WWII*, a well researched and visually impressive tactical level miniatures game of World War II ground combat. With *Battlefront:WWII*, Rich has pioneered an innovative web-based, direct sales marketing approach that may provide game designers a new, effective method of getting their games into the hands of the gaming public.

Richard Hasenauer's contributions to HMGS and the hobby in general have been substantial and continuous over the years, and he has devoted both his artistry and intellect to those contributions.



Special Feature Event

OPERATION MARKET GARDEN

by Sam Scott

At Fall In 2003, we put on the debut presentation of Operation Market Garden, the 20 mm mega-game. The game was played on over sixty feet of custom terrain and featured thousands of figures, vehicles and aircraft. A team of 11 umpires kept the action fast, furious and continuous over the 2 days the game took to complete. Between registered players and walk-ups, over 70 people got a chance to play in this monumental game. Afterwards, many of the players (and a few of the umpires) considered it the wargaming experience of a lifetime.

Martin Baber and I conceived of this game in 2001 and spent the next 2 years painting figures, building terrain, designing the rules systems and recruiting our team of umpires. We spent hours researching the battle from both the Allied and German perspectives, culminating in a visit to the actual battlefield in Holland in the fall of 2003. It was sobering moment to walk the ground that was fought so desperately over some 60 years before. Our biggest challenge was transforming this huge military operation into a game that was easy to run. But after months of playtesting, we were able to develop a system that we felt captured the flavor of the operation and, most importantly, was fun to play.



So drop on by the Distelfink Room and check out this massive display. There's plenty of opportunity for walk-up players to get in on the action, so don't be surprised if you go to look and suddenly find yourself fighting house to house in the streets of Arnhem!



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Tournaments at Historicon 2005

NASAMW Ancient and Medieval Events

Below is a short description of the tournaments being put on by the North American Society for Ancient and Medieval Wargaming. For more information, please go to the NASAMW registration desk. An entry fee of \$5 for NASAMW members for all of Historicon, and an entry fee of \$5 per event for non-NASAMW members, is charged. These go for trophies and other event expenses. The only exception is for DBA Midnight Madness because it is a single elimination event.

NASAMW Painting & Modeling Competition - 2005

Some people paint toy soldiers in order to play, others play in order to have a reason to paint. We are all somewhere on this continuum. NASAMW does an excellent job of promoting the playing aspect of the hobby. Now we are going to promote the painting and modeling aspect of the hobby as well. NASAMW will be sponsoring two painting and modeling competitions this year. General and specific guidelines are:

1. All entrants must be NASAMW members.
2. Figures can be from any and all ancient/medieval historical rule systems (however, no modern, sci-fi/fantasy) and be in any scale.
3. Cost to enter is free.
4. Figures are to be brought to the NASAMW table on Saturday morning before 9:00 a.m. and will remain on display until 7:00 p.m. There will be a little paperwork to fill out (entrant's name and what historical army the figures represent), but this can be done any time from 12:00 PM Thursday onward.
5. All painted figures and modeled scenes must be the work of the entrant. I.e. entrants may not use figures painted by someone else.
6. Entries will be judged on a combination of painting and modeling skill (including figure painting and modeling of bases) and historicity. Since no one is an expert in all eras the judges will be aided by short written statements regarding the historical quality of the entrant's work (part of the paperwork in #4).
7. 1 entry per person per category
8. Please no winning entries from previous years.

Judges and two gift certificates are being provided by The Last Square as prizes for the following:

1. Army Award: For best sub-part of an army. Entries must be 30-40 figures.
2. Camp/Baggage Award: For best camp mini-diorama scene. Entries must include whatever would at least be the minimum amount of baggage as required by their rule system, or in the range of 8+ figures. For example, the minimum in DBM is 4 stands of baggage.
3. In addition On Military Matters will be providing a gift certificate for best Theme (Alexander & the Successors) based army section or camp.

AWARDS CEREMONY:

On Saturday night, as close to 11:00 pm as possible, there will be a ceremony in the Lampeter Room to pass out awards.

Ancient/Medieval Warfare at Historicon

Saturday:

25mm Ancient Warfare, 9-5 (two rounds)

15mm Medieval Warfare, 9-5 (two rounds)

The usual optional rules are in effect and 525 point armies from any of the SAGA army list books and SAGA magazine revisions are allowed. Priests are free for AW but must be purchased for MW!

Armati at Historicon

The Theme for Historicon 2005 will be Age of Antiquity.

The historical tournament is in 15 mm Optimal scale. The referee has 12 mats, 12 sets of screens, 12 sets of terrain, and a small number of extra dice and casualty markers. Otherwise, volunteer equipment will be appreciated.

Thursday:

Pick-up games will be available on Thursday night.

Friday:

15 mm tournament, 9:30 a.m. At least 3 rounds Friday and 1 round or more on Saturday.

Saturday:

25 mm Intro Fantasy event using David Billigurst's Lord of the Rings armies on the Warflute site will start at 9:30 a.m. with games scheduled according to player convenience.

DBA at Historicon: "Up to Your Ears in DBA"

Players should be providing own terrain but some will be available. All battlefields are provided. Most events will have unlimited openings unless otherwise noted. **PLAYERS NEED TO SHOW UP AT EVENTS 15 MINUTES PRIOR TO THE POSTED START TIME FOR ASSIGNMENTS.**

Thursday

Evening 10pm

Midnite Madness. 15mm, players bring own armies and terrain. Use same options for all games. Standard rules, single elimination. Gamemaster: Dennis Frank

Friday

Morning 9 - 6

Big Battle Doubles . 15mm, players bring own armies and terrain. 2 players with three armies, if allies, must be those stated in the lists for the main army. Use same options for all games but command structure can change from game to game. Standard rules but 60mm wide battlefield and minor deployment and victory changes. Gamemaster: Dave Schlanger

Afternoon 2pm

DBA Demo to teach newcomers how to play. Done in 54mm scale with gorgeous medieval figures. Demonstrator Dennis Frank

Tournaments at Historicon 2005 *(continued)*

Evening: 7pm

XXVmm Open 25mm, players bring own army and terrain. Use same options for all games. Standard rules. Gamemaster: Rob Torres

Ruler of the Nile 10 players. Armies and terrain will be provided. 5 players will play as New Kingdom Egyptian. 5 players will play as enemies of Egypt (Despoilers). Players will rotate through 5 historical DBA battles with terrain and deployment preset for each of the following: There will be an Egyptian winner, as well as a Despoiler winner. Standard rules. Gamemasters: David Kuijt and David Schlanger

Saturday

Morning 9am

Duplicate DBA Tournament. Players will compete on both sides of 2 battles. Armies and terrain provided. 20 players. Standard rules. Gamemaster: Bob Beattie

Afternoon: 2pm

Marty's DBA Quadrathon 15mm, players bring own armies (4) and terrain. Standard rules, 30" square boards. Players compete in four rounds corresponding to the four sections, using an army from that section. All options must be determined at start of event. Gamemaster: Marty Schmidt

Teen Tournament. For teenagers (up to 20 years of age) and younger, 15m, players bring own army and terrain (also some of both available). Use same options for all games. Standard rules. Gamemaster Hank Drapalski

Evening: 7pm

National DBA Invitational Championship Tournament. Invited players only. 15m, players bring own army and terrain. Use same options for all games. Standard rules. Gamemaster: Bob Beattie

Newbies Tournament. For players not qualified this year for NICT, 15m, players bring own army and terrain. Use same options for all games. Standard rules. Gamemaster Dennis Frank

Sunday

9:00AM DBA Themes

Gamemaster: Jack Sheriff (WADBAG)

3 hours, 15mm, 1 on 1, swiss chess

6 different historical eras. Players pick one era and provide own armies and terrain.

DBM at Historicon

PLAYERS NEED TO ARRIVE AT EVENTS 15 MINUTES PRIOR TO THE POSTED START TIME. 25mm players are advised to bring along a 15mm army in case there are not enough players for a 25mm event. All events will use 15-0 Scoring.

Thursday:

Noon: 15mm 200 AP Mini, 4 x 2 hr rounds, 48" x 30" table, 2 versions of 1 list - Jeff Zorn

25mm 200 AP Mini, 3x 2 hr rounds, 5'x 3' table, 2 versions of 1 list - PROVIDED THERE ARE ENOUGH PLAYERS (minimum four)

Irish terrain modifications will be used.

Round 1: 12:00 PM

Round 2: 2:30 PM

Round 3: 6:30 PM

Round 4: 9:00 PM

Friday:

9AM: 15mm 400 AP Theme, 3x 4 hr rounds, 6'x 4' table, 2 versions of 1 list - Rich Novak

25mm 350 AP Theme, 3x 4 hr rounds, 8'x 5' table, 2 versions of 1 list - PROVIDED THERE ARE ENOUGH PLAYERS (minimum four)

Round 1: 9:00 AM

Round 2: 2:00 PM

Round 3: 7:00 PM

15mm 400 AP NICT Day 1, rounds 1-3, 4 hr rounds, 6'x4' table, 2 versions of 1 list - Bruce Meyer

Round 1: 9:00 AM

Round 2: 2:00 PM

Round 3: 7:00 PM

Saturday:

9am 15mm 400 AP Open, 3x 4 hr rounds, 6'x4' table, 2 versions of 1 list - Jim Hauber, Rich Novak

25mm 350 AP Open, 3x 4 hr rounds, 8'x5' table, 2 versions of 1 list - Chuck Hines

Round 1: 9:00 AM

Round 2: 2:00 PM

Round 3: 7:00 PM

15mm 400 AP NICT Day 2, rounds 4-6, 4 hr rounds, Bruce Meyer
25mm 350 AP NICT, 3x 4 hr rounds, 8'x5' table, 2 versions of 1 list - Chuck Hines

Round 1: 9:00 AM

Round 2: 2:00 PM

Round 3: 7:00 PM

If there are not enough 25mm qualifiers for the 25mm NICT NASAMW will combine the 25mm Open and the 25mm NICT.

Sunday:

Finals if needed at the discretion of the Ump

Warrior at Historicon

Thursday:

1200 Pt Mini Open, 15mm only, 1 list (12:00 PM/4:00PM/8:00PM)
Scott Holder

1600 pt NICT 25mm only, 1 list, Preliminary Rounds (12:00PM/7:00PM) Scott Holder

Friday:

1600 pt Theme 15/25mm, 1 list (9:00AM/2:00PM/7:00PM) Mark Stone

Saturday:

1600 Pt NICT Final Rounds, 1 list; Open 15mm and 25mm, 1 list, Times for both (9:00AM/2:00PM/7:00PM) Scott Holder

Sunday:

Finals as needed at 9:00 AM for Mini Open, Theme

Fast Warrior 9:00AM, 15mm Theme armies only, 1.25 hour rounds Scott Holder

Tournaments at Historicon 2005 *(continued)*

Renaissance Wargaming Society

(formerly the U.S. Pike and Shot Federation)

Thursday,

Two demo games to practice the new edition of DBR. Contact Bob Nedwich at Nedwich@aol.com for details

Friday

25mm Doubles Open DBR 2.0

* 450 AP up to 2 lists Normal Scale

* 3 Rounds: 9:30 AM, 1:30PM, 6PM

15mm Open (subject to attendance - email sroper@umich.edu for details) DBR 2.0

* 400 AP upto 2 lists Normal Scale

* 3 Rounds: 9:30 AM, 1:30PM, 6PM

Saturday

15mm and 25mm Condensed Scale Mini Open DBR 2.0

* 250AP One list only

* Up to two Generals (base element cost plus 10 pts for CNCs and SUBs, +5pts for Allied)

* Artillery and Naval elements are optional

* Use 1/2 of minimums and 1/3 of maximums (fractions round up)

* 3 rounds: 9:30 AM, 1:00PM, 3:30PM

Prizes Sponsored by
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Wargames

Flames of War (FOW)

The Flames of War Historicon 05 tournament will be held on Friday. This will be a four round event starting at 9:00 AM with each round lasting two and one half hours.

Each player is responsible for bringing his own 1500 point Mid-War armies drawn from the Intelligence Handbooks published by Battlefront before 30 June 2005. Only Italian armies will be allowed from the Flames of war rule book. Mid-war variants for French, Pioneers, Elite Troops and Tankovaya Battalions will also be accepted. Armies drawn from Hitlers Fire Brigade and Desert Rats must use the updated download versions of their lists. Airpower is allowed.

All rules contained in the basic Flames of War rulebook, supplemental intelligence books published before 30 June 2005 as well as all experimental rules listed in Lessons from the Front II will be used.

Scoring will follow the format published by Battlefront in the Tournament Guide based upon;

1. Historical Army: This includes background of the player's army, painting, and its uniformity. Points will be scored by the judges.

2. Generalship: Points come from the score of your games

3. Sporting Play: Sportsmanship, or how you conduct yourself during the course of play. The points will be awarded by the Judges with the input of the players.

Space is limited

For future tournament information and to keep informed of all the latest developments by email, please join the Yahoo group:

[http://groups.yahoo.com/group/
NVI_Flames_of_War_Tournaments_page/](http://groups.yahoo.com/group/NVI_Flames_of_War_Tournaments_page/)

Mission selection will be random, but players should expect to play at least one Hold-the-line and one Free-For-All. Big Push and Death from Above will not be played.

No vehicle model, gun model or infantry team substitutions are permitted. No unpainted teams will be allowed.

In addition to their force, players must have their own copies of the Rulebook and relevant Intelligence Handbooks, dice, rulers or measuring tapes, and artillery templates. Players are permitted to bring their own smoke markers and tokens provided they meet the criteria laid out in all published rule books and supplements.

The draw for the first round of the tournament will be based on historical opponents where possible. Subsequent rounds will follow Swiss-chess format thereafter. The Swiss Chess draw means each round you play the next highest ranked player you have not played yet based upon cumulative battle points.



HMGS EAST WELCOMES ARTIST KEITH ROCCO



HMGS-East is honored to welcome to this year's show noted military artist Keith Rocco. Keith's work has graced the cover of many wargames, and he was the featured artist on the cover of numerous issues of *Napoleon Journal*. Long a favorite of HMGS members, we are excited to have Keith Rocco as a special guest.

Keith will be giving a seminar and slide show at 7:00 p.m. Friday in the Hopewell Room. There Keith will take time to answer your questions about the artist's process in bringing history to life. He will also be happy to sign copies of his latest book, *The Soldier's View: The Civil War Art of Keith Rocco*. Prior to his seminar, Keith will be signing books in the dealer area.

Noted Historians on Keith Rocco

"With great fidelity to detail, Keith Rocco captures the drama and tension of Civil War soldiers in action with greater realism and less romanticism than most other Civil War artists. To look at a Rocco painting is almost like being there." — James M. McPherson, Pulitzer-prize winning author of *Battle Cry of Freedom: The Civil War Era*.

"He stands with the likes of Winslow Homer, Frederic Remington and Edouard Detaille." — D. Scott Hartwig, author of *High Tide at Gettysburg: The Campaign in Pennsylvania*

"Whether the subject matter is Napoleonic or American Civil War, Keith Rocco captures the essence and urgency of combat. Couple this with his fine attention to detail, and Keith Rocco's excellent work stands on its own merits." — Scott Bowden, author of *Last Chance for Victory: Robert E. Lee and the Gettysburg Campaign* and *Napoleon and Austerlitz*.

"Keith Rocco's paintings combine commendable attention to historical detail with a remarkable sense of mood, capturing the intensity and drama of a moment in time. His vibrant, atmospheric style brings history to life, and much reminds me of the great French artist of the Franco-Prussian War era, Alphonse de Neuville."

— Brian C. Pohanka, co-author of *Fighting for Time: The Battle of Monocacy* and consultant for *Civil War Journal*.

About Keith Rocco

Keith Rocco's murals cover more than 4,000 square feet at The National Museum of the Civil War Soldier near Petersburg, Virginia. His work is featured at more than a dozen National Park Service sites as well as the Wisconsin Veterans Museum, the Pentagon, the Andrew Mellon Foundation, and the Atlanta Historical Society. Rocco lives and paints in Virginia's Shenandoah Valley. He can often be found exploring its battlefields, touching the past to convey it better on canvas.

Keith recently unveiled two murals at the new Abraham Lincoln Presidential Library and Museum in Springfield, Illinois, just opened in

a ceremony featuring President George W. Bush. Keith is currently finishing a series of Napoleonic paintings for his next book, *On Campaign in the Age of Napoleon* to be published by Military History Press in 2006.



Colorado Military Historians Celebrate 40th Anniversary at Historicon 2005!

As you walk around the convention site, you will see a number of persons wearing shirts emblazoned with a blue and red coat of arms and the name, Colorado Military Historians. These are the members of Colorado Military Historians (CMH) and they want to share their 40th anniversary with you at Historicon 2005.

Colorado Military Historians was founded in 1965 by a group of amateur and professional military historians living along the Front Range of the Rocky Mountains. As time went along the club's interest grew into wargaming with miniature figures. The first meetings of CMH were held at The Fort Restaurant in Morrison, Colorado, a reconstruction of Bent's Fort near La Junta, Colorado.



At these dinner meetings CMH members discussed various topics of military history. Discussions also occurred regarding the latest board wargames and historical military miniature figures.

Since 1965, CMH has continued to meet on a monthly basis in the Denver, Colorado area. Each month CMH publishes its newsletter that includes articles on military history, wargaming, reviews, and all things related.

To share their 40th anniversary with Historicon attendees, CMH is hosting some classic games from the past 40 years. One of the most notable is Fletcher Pratt's *Naval Wargame*. Bill Daniel will host this classic set of naval wargame rules in a 1/1200 World War I naval battle.

Greg Skelly will host another classic, *Column, Line and Square* by Fred Vietmeyer. Players will maneuver masses of colorful 25mm Napoleonic on the battlefield. The infantry are deployed in 2 ranks so it is a spectacle to see.

Binhan Lin will host a classic air war game, *Blue Max*, in 1/72 scale. He has continued to develop offshoots of Blue Max with his variants, *Knights Cross* for World War II, and the Korean offshoot known as *Distinguished Flying Cross*. The latter two will be played

in 1/144 scale. These air games feature 3D plane-to-plane air battles with easy to learn maneuvers and different aircraft characteristics in a simple and fun format. Come down and play a round in a dogfight that should not take more than a few hours. The *Knights Cross* games will include battles from both the European and Pacific theaters.

John Mumby and Terry Shockey from Musket Miniatures will host an interesting 15mm American Revolution battle where you can cross from one table to another if you are successful in winning in your combat zone. Terry Shockey will also host a Russian Civil War battle using square bashing.

Brent Oman of Piquet fame will host a Piquet game set in the Seven Years' War. One of our founders, Ed Meyers, will host a Battle Cry tournament. This will use the Avalon Hill *Battle Cry* rules but the game is played with 25mm miniatures on terrain.

Larry Irons will host a classic Seven Years' wargame, *Linear Tactics* in 25mm. These rules were originally published in 1986 but are still a fun set of rules.

To honor the Historicon theme of Wooden Ships and Ironmen for 2005, Doug Wildfong, and David Manley will host 8 1/300th scale frigate tournaments known as Ship's Master and Commander using a variant of *Fighting Instructions*. These tournaments will serve as training sessions for two follow-on big battles using 1/700th scale Napoleonic ships under the command of 9 captains and commodores. The ships for both of these games are exquisite. This is a game that you have to see.

Another new game is Daimyo Influence using CMH's own rules, *Into the Rising Sun*. The clans are waging war over a strategic village. There will be ninjas and samurai to do the dirty work in this 25mm scale game. The terrain for this game is incredible



including a handmade village and castle. Todd Pressley will be the gamemaster.

If you are interested in something different with a bit of pulp fiction, then come play in Bill Daniel's Search for the Crystal Skull of DOOM. This is a game where you take on a persona and a group

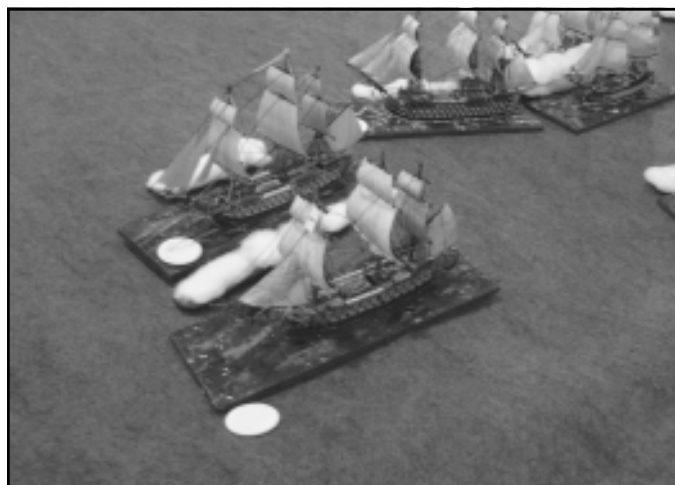
Colorado Military Historians Celebrate 40th Anniversary (*continued*)

of characters to participate in an Indiana Jones-style archaeological adventure set in the 1950s. At every turn there is something waiting to cause some adventure and excitement.

Over the past 40 years, CMH members have been actively involved in development and playtesting of many different rulesets including Phil Barker's DBx, General Quarters, and Piquet. CMH members have developed such rulesets as Knight Cross, Fighting Instructions, Into the Rising Sun, Linear Tactics, Order Mixte, and many others.

In 1994 CMH started WestWars, a regional historical miniature wargaming convention. This event takes place annually in the Denver area in the springtime. CMH also supports other regional gaming convention including being the prime organization responsible for coordinating and organizing historical miniature events.

CMH members have been active in the manufacture of historical miniature figures. Its members have founded Stone Mountain Miniatures (Dave Babb), Musket Miniatures (Jim McCarron), Games Figures Inc aka Minifigs USA (Tom Dye), and Pass of the North (Jeff Caruso). You will see some of them in their booths at Historicon in the Dealers Room.



You will be able to find the CMH members pretty easily because they will be wearing the club T-Shirts with the CMH logo and motto proudly displayed. The Latin motto is "Arma virumque cano" which means "of men and arms I sing." Please introduce yourself and say "Hi!" So please come join CMH in its 40th anniversary celebration and have some fun.

CMH's website is <http://www.cmhweb.org> and a Yahoo Group at <http://games.groups.yahoo.com/groups/cmhweb>



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THE 4TH ANNUAL DON FEATHERSTONE TOURNAMENT AT FALL IN! 2005

A good-natured, yet competitive, tournament dedicated to one of the “founding fathers” of HMGS-E, that pits teams of club members against one another.

The ultimate prize: the Featherstone Cup. A sizable, high-quality trophy that’s patterned after hockey’s Stanley Cup – in fact, since hockey may still be on hiatus, winning the Featherstone Cup could be more of a challenge again this year! The winning club’s name will be etched into the side for all time—and they will be allowed to take home the trophy for one year.

This year the tournament is a single-elimination format between teams of three or four club members. Teams won’t have to field the same team each round. A team of five or six club members, can field one team for the first round, a different team for the second round, etc. In fact, teams have looked for players (and sometimes figures!!) at the last minute. Stop by and you may be recruited to play or you can save yourself all that pain and just volunteer if teams are short!

The field has been limited to eight clubs. Games will be played using brigade-level *Fire & Fury*, and 15mm ACW figures on beautifully terrained tables.

Armies will be pre-determined and purchased using a point system and each club will bring both a Union and Confederate Army. (Giving folks a chance to show off their figures, each club is providing their own figures.) In order to aid in pre-planning, teams will be given a map of the first round battlefield prior to the purchase of their armies. Each round will be played on nearly identical terrain over 6’x10’ tables.

Play will be in four-hour rounds: one Friday evening (6 PM – 10 PM), one Saturday morning (9 AM – 1 PM), and the finals Saturday afternoon (2 PM – 6 PM). Game locations are TBD. Terrain will be provided for the tournament by the tournament director.



2004 winners of the tournament - The Rogues - and the cup. Pictured left to right, team members Michael Panzer, Jeff Kimmel, Kurt Kramer. Part of the team, but not pictured is Eric Turner.



John Snead with winners Michael Panzer, Jeff Kimmel, Kurt Kramer and runner-up Tom Zimmerman.

Tournament Coordinator: John Snead johnbsnead@netzero.net



NOVAG

Northern Virginia Gamers

FALL GAME DAY!
SEPTEMBER 24, 2005
9AM to 9PM

Northern Virginia Gamers (NOVAG) returns to the Washington Bible College facility for a second year. All who attended last year agreed that the WBC is a fantastic location for a game convention— huge amounts of space, cooperative staff, good parking, and a snack bar!

NOVAG will be running our FALL GAME DAY at the spacious WAGNER CENTER, located on the grounds of the Washington Bible College. The Wagner Center is an athletic facility with a huge amount of floor space, with plenty of area to run all kinds of games and other activities.

Our Game Day is eclectic and open to all. Events of all sorts— Euro gaming, Miniatures, board wargaming, tournaments, RPGs, all are welcome. If you are a GM with an interest in running an event, we encourage you to email Mr. Mike Byrne, the events manager.
mybyrne76@verizon.net

If you are a Vendor seeking a table to sell your wares, seek out Mr. Tim Tilson.
hmslydia@msn.com. Likewise, if you are a gamer trying to clear out his closet using a flea market table, seek out Tim.

We hope to see you there!

<http://www.novag.org/gameday.htm>

Fall Game Day at:
Washington Bible College
6511 Princess Garden Pkwy
Lanham, MD 20706-3538

Northern Virginia Gamers (NOVAG) is one of the D.C. Metropolitan area's oldest and most respected hobby gaming organizations. Started in 1986, we have consistently provided a focal point for gamers in the Capital area for almost two decades. Don't let the "Virginia" in our name fool you— we welcome members from as far away Florida, New Jersey and Pennsylvania. NOVAG currently puts on one major gaming convention (called GAMECON) in the Fall, and as many free 1-day events (called GAMEDAYS) as we can fit on the calendar. We welcome you to come out and play. NOVAG is arranged like an umbrella organization covering several smaller groups that meet at various locations, usually game stores and individual member's homes.

Thursday Events

Room Codes for Game Locations

BF.....	Ballroom Foyer
BZ.....	Business Ctr
C.....	Cornwall
D	Distlefink
H	Heritage
Hopewell.....	Hopewell
HK.....	Kids World
KH	Kinderhook
LR	Limerock
MR	Marietta
NH	New Holland
PD	Paradise
SB	Strasburg
SH	Showroom
VC	Vista C
WL	Wheatland

Events have been printed as submitted by the event host.

- 12:00 PM -

Ancients

T-010 - The Celts are Revolting!

Length: 3 hours.; Location: Limerock, Table: [See Event Host]; Hosted by Jeffrey Ball.; Scale: 25mm; Sponsored by: SAGA, Rules: Skirmish Warfare.; 6 players.

...you can say that again. Seriously, an uprising has caught a Cohort size patrol away from its Legion's basecamp and must get back before being torn to pieces by rampaging warbands. The Celts need some meaningful victories to boost morale and momentum. Fight it out at a 4-1 scale

T-016 - Defending Trojan Territory

Length: 3 hours.; Location: Paradise, Table: P1; Hosted by Phillip Viverito.; Scale: 25mm; Sponsored by: LMW WORKS/NASAMW/ Historical Miniature Gamer Magazine, Rules: Homeric Hack Warfare in the Age of Heroes.; 8 players.

The Achaeans have landed ships all a long the shores of the Hellespont raiding the smaller towns of Troy's allies. The allies of Troy stand to defend their homes in the hope that the Trojans can send a relief force to drive the Achaeans away.

Napoleonic

T-066 - French BattleLines Demos

Length: 2 hours.; Location: Host - Kids World,

Table: HK2; Hosted by ODGW Staff.; Scale: 15mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: French BattleLines.; Two (2) players.

All day WALK-UP DEMO of French BattleLines for Napoleonics. Choice of two different demos to play. NO REGISTRATION REQUIRED!

T-080 - Tippecanoe and Tecumseh Too!

Length: 3 hours.; Location: Paradise, Table: P2; Hosted by Greg Novak.; Scale: 25mm; Sponsored by: Historical Miniature Gamer, Rules: Volley and Bayonet.; 4-8 players.

In the fall of 1811, William Henry Harrison led a small force of US regulars and Indiana militia in what the modern world would view as a "preemptive strike" on the Native American village of Tippecanoe. Tecumseh, the leader of an infant confederation of Native Americans, had established his capital there, but was off recruiting new followers to his cause, but had left his brother the Prophet in charge. Though under instructions not to offer resistance, the Prophet ordered a predawn attack on Harrison's Army on November 7th, 1811. The attack failed, and the major casualty of that action was death of the infant Native American nation.

In the spirit of gamers everywhere - what might have happened had Tecumseh returned in time to be present at the battle? Could have history be changed and instead of Tippecanoe being burned, could have Harrison's army been destroyed? With the outbreak of the War of 1812 less then a year away, would the Native Americans of rallied to Tecumseh's side and joined ranks against the "Seventeen Fires"? In that spirit let one present Tippecanoe and Tecumseh Too!!

T-094 - Battle of Algeiras [Theme]

Length: 4 hours.; Location: Distlefink, Table: D53; Hosted by Robert Knecht.; Scale: 1/1200; Sponsored by: Wayne's Legion Gamers, Rules: Wooden Ships and Iron Men.; 4-6 players.

1801 Napoleonic Naval Battle off the coast of Spain.

American Civil War

T-068 - American BattleLines ACW Demos

Length: 2 hours.; Location: Host - Kids World, Table: HK6; Hosted by ODGW Staff.; Scale: 15mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: American Battlelines.; Two (2) players.

All day WALK-UP DEMO of American BattleLines for the American Civil War. Choice of two different demos to play. NO REGISTRATION REQUIRED!

Age of Rifles

T-069 - American BattleLines AWI Demos

Length: 2 hours.; Location: Host - Kids World, Table: HK8a; Hosted by ODGW Staff.; Scale: 15mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: American Battlelines.; Two (2) players.

All day WALK-UP DEMO of American BattleLines for the American Revolution. Choice of two different demos to play. NO REGISTRATION REQUIRED!

World War I

T-028 - In the Skys ...South Verdun

Length: 4 hours.; Location: Distlefink, Table: D31; Hosted by Robert Scripp.; Scale: 285mm(Micro); Rules: Hostile Aircraft.; 8 players.

American volunteers of Sqdn. N.124 battle Fl.Abt.23. In the skies south of Verdun, 18 June 1916.

T-072 - Ypres - Where Heroic Illusions End

Length: 4 hours.; Location: Limerock, Table: [See Event Host]; Hosted by Mitch Abrams.; Scale: 25mm; Sponsored by: SAGA, Rules: World War I Warfare.; 6 players.

The German Army makes a concerted effort to destroy the French and British forces in the Ypres salient. This is the first use of poison gas during World War I used to create a breakthrough. Can the Allied forces hold the front . . . once again.

World War II

T-018 - Gembloux

Length: 6 hours.; Location: Distlefink, Table: D11; Hosted by Michael Sincavage and Peter Landry.; Scale: 15mm; Rules: Battlefront.; 6 players.

Taken largely from Skirmish Campaigns' "France '40 - Battles for the Meuse," this event pits a mixed French force of armor/infantry defending against a German onslaught heavy in armor but well supplemented by motorcycles and motorized infantry. The date is May 13, 1940 in the gap south of Orp, Belgium on the Petite Gette river. Many surprise elements are in store for both sides. Will the beautiful and deadly Somua S-35s hold their own against the veteran Germans? It's up to you. Familiarity with Battlefront rules is preferred but not required. Mature teenagers and up are welcome. No players under 15 please. Come join in this slugfest.

Thursday Events

T-065 - Boot Camp ACA

Length: 2 hours.; Location: Host - Kids World, Table: HK7; Hosted by JD Perry.; Scale: 25mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: Armed Conflict through the Ages.; Two (2) players.

All day WALK-UP DEMO of Armed Combat through the Ages (ACA), a skirmish level rule system currently under development. NO REGISTRATION REQUIRED!

T-067 - Mein Panzer WW2 Demos

Length: 2 hours.; Location: Host - Kids World, Table: HK4; Hosted by ODGW Staff.; Scale: 285mm(Micro); Sponsored by: Old Dominion GameWorks (ODGW), Rules: Mein Panzer.; Two (2) players.

All day WALK-UP DEMO of Mein Panzer for World War II. Choice of two different demos to play. NO REGISTRATION REQUIRED!

T-087 - Bridgehead on the Dneipr

Length: 3 hours.; Location: Distlefink, Table: D41; Hosted by Dave Reiners.; Scale: 10/12mm; Rules: Spearhead.; 8 players.

It is 1943 a German regiment is encircled by the Russian counteroffensive can the panzers break the encirclement? rules: spearhead 10mm figures, 8 players, players under 12 accompanied by an adult.

Modern

T-046 - Iron Men of the Falklands 1982

Length: 6 hours.; Location: Showroom, Table: SH1-SH4; Hosted by Michael Harris, Chris Carlson, Jay Wissman, and Bill Madison.; Scale: 1/6000; Sponsored by: Clash of Arms, Rules: Harpoon 4.; 16 players.

Admiral Woodward vs Admiral Anaya. Carrier battle in the South Atlantic as both Argentinean and Royal Navy naval forces race to reach a stricken British submarine. Naval aviation and then surface power will determine the fate of this battle, the first to pit carrier versus carrier in the modern age. Will it be capture or rescue in this modern version of the fateful Battle of Midway. Which Iron Man will succeed and determine the fate of an entire island?

We will use a large sea scale to demonstrate the difference in speed and distance of a naval engagement at sea.

T-070 - Mein Panzer Modern Demos

Length: 2 hours.; Location: Host - Kids World, Table: HK8b; Hosted by ODGW Staff.; Scale: 285mm(Micro); Sponsored by: Old Dominion GameWorks (ODGW), Rules: Mein Panzer.; Two (2) players.

All day WALK-UP DEMO of Mein Panzer for the Modern period. Choice of two different demos to play. NO REGISTRATION REQUIRED!

- 1:00 PM -

Ancients

T-004 - Trojan Horse

Length: 4 hours.; Location: Limerock, Table: [See Event Host]; Hosted by Paul Dobbins.; Scale: 25mm; Sponsored by: Saga Publishing, Rules: Skirmish Warfare: Ancients.; 8 players.

Can a handful of Greeks hiding in a big ole wooden horse successfully break out, open the gates, let in their friends and sack the city of Troy? And what about the Trojans, do they just sit back and let it happen? Come play this wild and wooly skirmish game.

Age of Gunpowder

T-095 - Treasure Ships and Pirate Plunder [Theme]

Length: 2 hours.; Location: Showroom, Table: SH14; Hosted by Joseph Rehak.; Scale: 1/2400; Sponsored by: NMCRC Harrisburg, Rules: Pirates of the Spanish Main.; 6 players.

Treasure ships move through an archipelago. Will you get the gold pieces to the destination port or will your adversaries raid the treasure? Bring your Wiz Kids ships to add to the fun, or Master a number of those provided. Equally matched squadrons will battle it out. Learn these simple rules and have some fun shouting like a pirate "Me hardie!" Preview the rules wizkidsgames.com. No experience necessary, youth welcome.

World War I

T-041 - The South North Sea

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Geoff Graff and The HAWKS.; Scale: 1/2400; Rules: General Quarters, Modified.; 6 players.

A British sweep with battlecruisers and supporting light ships off the German coast meets the German response. And everyone meets in the fog. Smoke, fog, guns and torpedoes, all swirling across the South North Sea.

World War II

T-092 - Halt at Hosingen

Length: 3 hours.; Location: Ballroom Foyer, Table: BF2; Hosted by Kevin Pavlick.; Scale: 25mm; Sponsored by: Battle Plan Games/Brigade Games, Rules: Platoon Commander: WW2.; 6 players.

Company K of the US 110th's 2nd Battalion was given the task of firmly holding Hosingen, a crossroads village atop the Skyline Drive protecting the approaches of Bastogne. The German 26th Volksgrenadier Division needed this road desperately, so the 77th Regiment the 26th VGD was ordered to encircle the entire town. The German 2nd Battalion of the 77th, under the cover provided by German artillery, drove in to the south edge of Hosingen, contrary to orders, and there grappled in house-to-house fighting. Finally by midday, 18 December 1944, the Americans were forced to surrender. The road to Bastogne was now open, but the loss of precious time was devastating.

- 2:00 PM -

Ancients

T-029 - The Kingdom of Heaven

Length: 3 hours.; Location: Distlefink, Table: D91; Hosted by Chris Parker.; Scale: 25mm; Sponsored by: Aide de Camp Books (adcbooks.com), Rules: Day of Battle - On Holy Ground.; 4-6 players.

East meets west as the knights of Christendom attempt to fight their way through to Jerusalem. Players will use eastern horse archers and heavy troops to stop the heavily mailed knights and their footmen. Each player will be a noble and will strive to gain the most honor points. These will determine the final winner and take the prize. This game is part of a series of games presenting Day of Battle III. Each game is unique from the previous as players have a say in the terrain and deployment via the mini-campaign portion of the rules. (www.dayofbattle.com).

Napoleonic

T-079 - Hearts of Oak..ships of lead !! [Theme]

Length: 4 hours.; Location: Cornwall, Table: [See Game Host]; Hosted by Iain Black.; Scale: 1/600; Rules: First Rate.; 6 players.

Thursday Events

A French / Spanish fleet has broken out from Cadiz... The Indies are threatened. His Majesty's Navy can't stand for that !!

Try out a squadron in the fast fun version of warfare in the age of sail. The rules will be taught at the game.

Colonial

T-045 - With Krueger in Africa, 2nd Boer War

Length: 4 hours.; Location: New Holland, Table: See Event Host; Hosted by Mike Brom.; Scale: 25mm; Rules: TSATF/20.; 6-7 players.

Kruegers Commandos are camped and being re-supplied when a large group of British forces happen to find them.....

T-047 - 1st Invitational "Bring and Battle" FFL Game

Length: 4 hours.; Location: Strasburg, Table: See Event Host; Hosted by Nigel Clarke and Mark Stevens.; Scale: 25/28mm; Rules: The Sword in North Africa.; 12 players.

Join us for the First Invitational "Bring and Battle" French Foreign Legion game. Basically everyone who has FFL or Arabs in 25/28mm is invited to bring along a unit or several to join in a massive FFL vs Arabs/Berbers game using the TSATF Sword in North Africa variant. We'll design a scenario that will work with a variable number of units so that we don't have to know exact numbers in advance.

Age of Rifles

T-030 - Celluloid Heroes of the West

Length: 4 hours.; Location: Showroom, Table: SH5-SH10; Hosted by Maurice Holmes.; Scale: 25mm; Sponsored by: Tactical Conflict Systems, Rules: High Noon.; 14 players.

"We take you now to those thrilling days of yesteryear..." Have you ever wondered who the greatest gunfighters of the cinema and television were? Was it the Lone Ranger, John Wayne or Clint Eastwood? Now you can find out! Join us in this exciting adventure where heroes of Television are pitted against the Heroes of the Silver Screen. Find out once and for all who is the greatest gunfighter of all time. Prizes: Gift Certificates.

World War II

T-015 - BATTLE OF CAPE MATAPAN

Length: 4 hours.; Location: Cornwall, Table: C2; Hosted by Vincent Lucchese.; Scale: 1/

2400; Sponsored by: Wilderness Wargamers, Rules: "Battle Flags and Shell Splashes"; 8 players.

It's March 29, 1941, Italy has lost the battle of Matapan in the Mediterranean. But what would have happened if the Italian fleet had been ready for the British Navy? Italy had new ships. Her combined fleet strength was considerably greater than the British Navy's and England had been at war for eighteen months Yet she lost the battle. Come see the Italian fleet, under your command, beat the British navy— the way they should have been.

T-035 - Festung Breslau

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Kurt Schlegel and The HAWKS.; Scale: 20mm; Rules: Beer and Pretzils Skirmish.; 10 players.

Feb. 27, 1945. Having probed the German lines for a weak spot, the Soviets have forced a crossing of the canal. The Germans quickly airlifted troops in, to crush the bridgehead. Expecting only to be facing old men and boys, the Soviets must now hang on against veterans of fallschirmjager regiment 26. This will be a desperate skirmish level city fight, using Buck Surdu's BAPS rules. Rules will be taught.

T-050 - Panzer Safari

Length: 4 hours.; Location: Distlefink, Table: D65; Hosted by Steve Fliss.; Scale: 25mm; Sponsored by: Britton Publishers, Rules: Final Combat.; 6 players.

South of Le Plein, Normandy on 13 July 1944. Join a reinforced combat patrol of the British 6th Airborne Division that has been ordered to destroy a German assault gun that has been harassing the Brigade's supply lines. British players control Bren, rifle, and PIAT teams comprising the combat patrol; German players control the assault gun crew and teams comprising a reinforced infantry support squad in this skirmish action. Prize: Copy of "Final Combat" 2d edition rules.

T-053 - Grossdeutschland At Kursk

Length: 3 hours.; Location: Distlefink, Table: D61; Hosted by Mark Stricker.; Scale: 15mm; Rules: Flames of War.; 6 players.

This game depicts the 10 July 1943 attack along the road to Oboiani by elements of the Grossdeutschland

Panzer Battalion against the Soviet 200th Tank Brigade/6th Tank Corps/1st Tank Army. This game is a Mid-War Demo game for novice FOW players. All material and playing aides will be supplied and the rules will be taught.

T-054 - Calais, May 1940

Length: 3 hours.; Location: Distlefink, Table: D71; Hosted by Hailey Wynn.; Scale: 15mm; Rules: Flames of War.; 6 players.

In an effort to secure channel ports to supply the BEF or if need be evacuate it, on 19 May 1940 The British dispatched the 30th Brigade to Calais. Part of this forlorn hope was the 3rd RTR, detached from the 1st Armoured Division. On 22 May this regiment met the enemy for the first time, the 1st Panzer Division. This is an early war Flames of War game for people new to FoW or novice players. All material and playing aides will be supplied.

Futuristic

T-064 - Wookie Attack

Length: 4 hours.; Location: Distlefink, Table: D81; Hosted by Mike Noe.; Scale: 25mm; Rules: Star Wars.; 4 players.

Come play Star Wars miniatures, Wookie Attack!! Fight along side the Wookies or walk on the dark side with the Galactic Empire.

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Thursday Events

- 3:00 PM -

Ancients

T-021 - Attack on Arsuf Heights

Length: 5 hours.; Location: Distlefink, Table: D14; Hosted by Dennis Daughetee.; Scale: 15mm; Rules: Pig Wars (modified for con).; 7 players.

Can the Crusaders of 1192 capture the Arsuf pass which leads to Jaffa? Can Richard of England, Phillip of France and Conrad of Austria get along? Can the Saladin stop them at the pass? Join in on this event and find out. 16 years or older requirement to play.

Age of Gunpowder

T-006 - Battle of Bauge, 1421

Length: 2 hours.; Location: Distlefink, Table: D12; Hosted by Steve Ayers.; Scale: 15mm; Sponsored by: Lance & Longbow Society and Renaissance Wargame Society (USP&SF), Rules: Warmaster with Renaissance Supplement by Steve Fox.; 6 players.

The overconfident Duke of Clarence left his archers behind and impetuously advanced with an English mounted force to engage Franco-Scots forces around Bauge. Clarence was killed but his body was recovered by the arrival of the Earl of Salisbury with the archers. As Clarence was the heir to the English throne (his elder brother Henry V was childless at the time) this was a remarkable success for the French. The modified Warmaster rules are easily learnt at the table.

Napoleonic

T-033 - The Battle of Elchingen

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Eric Schlegel and The HAWKS.; Scale: 15mm; Rules: The Continental System.; 8 players.

It's time to start a new 200th anniversary series. On Oct 16, 1805 Marshall Ney and the French VI Corps attacked and routed an Austrian force at the Bavarian town of Elchingen. Can you repeat Ney's victory and be called "Bravest of the Brave", or maybe lead the Austrians to victory and end Ney's career 10 years early. Rules will be taught by the GM. Familiarity with Johnny Reb is helpful. Players under 13 welcome with a playing adult.

World War II

T-038 - I Strike Ike

Length: 6 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Bruce Kohn and The HAWKS.; Scale: 1/300; Rules: Mustangs/Blue Sky.; 8 players.

On July 4, 1944 picked elements of the 356th Fighter Squadron escorted a personal reconnaissance of the St. Lo area by the IX TAF's leader and the Supreme Allied Commander. No opposition then, but the Luftwaffe is going to crash the party this time. Might Ike see another Independence Day or could the Germans' fire work? Games are played under both rules systems. The willing will be taught.

T-049 - Panzer Attack at Ft Capuzzo

Length: 5 hours.; Location: Distlefink, Table: D13; Hosted by Richard Hasenauer.; Scale: 15mm; Sponsored by: Fire and Fury Games, Rules: Battlefront WWII.; 6 players.

The first day of Operation Battleaxe. A German panzer regiment attempts to retake Fort Capuzzo from a British force of Matilda tanks, dug in infantry and 25-pdr artillery. It's a tough fight.

Fantasy

T-090 - D&D Mini's skirmish tutorial

Length: 3 hours.; Location: Distlefink, Table: D62; Hosted by Steve Lazok.; Scale: 20mm; Sponsored by: Wizards of the Coast, Rules: D&D Minis.; 8 players.

This will be a tutorial it will show players the system, then letting them battle with 100 point warbands that will be provided. The more the merrier, take a look at this game. The same company is making a 15mm ww2 skirmish game that is due out in Sept. Prizes provided.

- 4:00 PM -

Ancients

T-077 - Warhammer English Civil War Tournament

Length: 6 hours.; Location: Lampeter, Table: [Tournament Area]; Hosted by Mike Bruck.; Scale: 25mm; Rules: Warhammer English Civil War.; [Unlimited] players.

Warhammer English Civil War Tournament
Thursday, July 21

1st Game 4:00 PM

2nd Game 7:00 PM

UMPIRE Mike Bruck

table size 8 x 5

Scale: 25mm Armies MUST BE PAINTED.

Please refer to the WAB tournament website for further information and all the latest information. <http://wabnews.com/>

T-093 - Classical Hack, "Roman Treachery in Galatia" 188 B.C.E.

Length: 4 hours.; Location: Distlefink, Table: D55; Hosted by James Mattes.; Scale: 15mm; Sponsored by: AoCM and Potomac Wargamers, LMW works and Classical Hack, Rules: Classical Hack.; 8-10 players.

A new Roman Legion has been raised and the Consul, Gnaeus Manlius Volso and Eumenes



Thursday Events

II, King of Pergamon, along with other allied forces from Lydia and Ephesus are determined to follow up on the successes of the Syrian Wars (192-188) and destroy the last remaining obstacle to Roman might in Asia Minor, the Galatian tribes of the Tolostobogii in Bithynia. Secret negotiations with the Galatian Eporonatus have lead to an uneasy alliance Roman treachery is set in motion against the tribes to counter a potential surprise attack in the valley to the Bithynian border region. The pact must hold once the Roman forces are facing the Galatian fanatics in the foot hills of Magaba. This is not your father's set piece "Ancients" battle. Reference: Livy History of Rome: Book 38. A Classical Hack Quick Reference Sheet and New version Casualty Matrix will be given to all players. Prizes to the best field commanders.

Age of Gunpowder

T-019 - Cog Wars [Theme]

Length: 3 hours.; Location: Paradise, Table: P5; Hosted by Brian Whitaker.; Scale: 15mm; Sponsored by: Merrimack - The Old Glory Shipyard, Rules: Cog Wars.; 12 players.

Be the captain of your own cog. Defend the high seas in a most seaworthy vessel. Men in armor fighting on ships that sink. Polish your skills for the Cog Wars Invitational Saturday night at 2000. Beginners are welcome. Merrimack - The Old Glory Shipyard offers a certificate for a ship.

Napoleonic

T-025 - Ebersberg 3 May 1809

Length: 6 hours.; Location: Distlefink, Table: D22; Hosted by John Snead.; Scale: 15mm; Rules: Carnage & Glory.; 8 players.

Marshal Massena is chasing the Austrians towards Vienna, when they turn and decide to turn and fight back! FM Hiller has chosen to defend the river crossing and the 500 foot long bridge at Ebersberg. The Austrians are up against the raging Traun River - will they live to fight another day?

T-052 - Plancenoit - Bulow at Waterloo

Length: 5 hours.; Location: Distlefink, Table: D32; Hosted by Stephen Umbrell.; Scale: 15mm; Rules: Shako.; 7 players.

Bulow's prussion IV Corps attacks Napoleon's right flank at Waterloo. French Guard units are sent to hold the village.

American Civil War

T-059 - Carnage and Glory in the American Civil War: The Road to Antietam

Length: 2 hours.; Location: Distlefink, Table: D42; Hosted by Frank Luberti.; Scale: 25mm; Sponsored by: New York Wargamers Association and Carnage and Glory, Rules: Carnage and Glory.; 12 players.

Two armies, one Union, one Confederate, clash on the road to the bloodiest day in American history. Game sponsored by Carnage and Glory and The Georgetown Center for Living History, host of "The Civil War Series in Miniature: Antietam 1862" on September 30—October 2, 2005 at Carlisle, PA. Rules by Carnage and Glory; figures by Old Glory. Rules will be taught. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. NYWA members, family and friends always welcome. Although all players are welcome, this scenario is designed for players who are unfamiliar with the rules and/or the period. Prizes by NYWA.

World War I

T-008 - Aerodrome 1.1

Length: 8 hours.; Location: Distlefink, Table: D25; Hosted by Hal Dyson.; Scale: 1/72; Rules: Aerodrome 1.1 by Stan Kubiak.; 10 per round

WW I aerial combat! Novice or veteran, chance, luck, or skill, you determine your destiny - fame or flame! Fast paced, enjoyable, easy to learn. Rules briefed on site. Open to all; 15 or under by mutual consent of GM and parent. Continuous 69 to 90 minute rounds, 1600 to about 2400. Seats fill on a Space A basis. Prizes provided: Silver wings for 1st kill; gold wings for 5 kills. Blue Max for 25 kills.

World War II

T-022 - Chinese Fire Drill

Length: 6 hours.; Location: Distlefink, Table: D21; Hosted by John Rigley.; Scale: 15mm; Rules: Battlefront WW2.; 6 players.

The Chinese Nationalist Army, is doing it's best to clean out the Communist Chinese forces in and around the city of Foochow. At the little village of Powow, just to the northwest of Foochow. Is the secret Communist supply base, at least until the Chinese Nationalist army get's done.

T-076 - HELL's HIGHWAY - 101st Airborne defending the road to Arnhem.

Length: 4 hours.; Location: Distlefink, Table: D43; Hosted by Mike Reese.; Scale: 28mm with

1/43-50 Vehicles; Rules: ARC of Fire.; 6-8 players.

Elements of the 501st and 506th Parachute Regiments with British armoured support engage German troops between Eindhoven and Veghel intent on cutting the road to Arnhem. It is D+4, 22nd September 1944. 1st Airborne still holds out, cut off by the Germans and under heavy attack. XXX Corps is pushing north, days behind schedule.

- 4:30 PM -

Ancients

T-078 - Warhammer Ancient Battles Doubles Tournament

Length: 6 hours.; Location: Lampeter, Table: [Tournament Area]; Hosted by Vince Salvato.; Scale: 25mm; Rules: Warhammer Ancient Battles.; [Unlimited] players.

WAB Doubles Tournament

Thursday, July 21

1st Game 4:30 PM

2nd Game 8:00 PM

UMPIRE Vince Salvato vinsal@hotmail.com

table size 6 x 10

Scale: 25mm Armies MUST BE PAINTED

Please bring:

-green felt cloth

-2000 point army list per player (typed copy _MUST_ be provided to the judges & opponents before Game #1)

-2 terrain pieces (Trees or Palm trees)

-Each army must include an army General

Please refer to the WAB tournament website for all the latest information.

<http://wabnews.com/>

- 5:00 PM -

Napoleonic

T-051 - Battle of ASPERN-ESSLING 1809 - 25mm Shako II

Length: 5 hours.; Location: Distlefink, Table: D45; Hosted by David Waxtel.; Scale: 25mm; Sponsored by: Quantum Printing, Rules: Shako II.; 12 players.

David Waxtel Productions presents: Napoleons desperate struggle to hold off Austrian attacks, and try to get his troops across the Danube, just hold the towns of Aspern and Essling. This is a cliff hanger, with almost 3000 figures, you will never forget this battle. Many years from now when you are sitting in your rocking chairs, with your grand children at your feet, you will tell of this battle with a tear in your eye and the men that fought with you at Aspern Essling.

Thursday Events

I have about 80% of the Austrians. If you have 25mm Austrians, and would like to bring them: Email me: Quanprint@aol.com

- 6:00 PM -

Ancients

T-011 - The Celts are Revolting!

Length: 3 hours.; Location: Limerock, Table: [See Event Host]; Hosted by Jeffrey Ball.; Scale: 25mm; Sponsored by: SAGA, Rules: Skirmish Warfare.; 6 players.

...you can say that again. Seriously, an uprising has caught a Cohort size patrol away from its Legion's basecamp and must get back before being torn to pieces by rampaging warbands. The Celts need some meaningful victories to boost morale and momentum. Fight it out at a 4-1 scale.

Age of Gunpowder

T-007 - The Great Siege: Malta 1565 [Theme]

Length: 4 hours.; Location: Fireplace, Table: FP1; Hosted by Peter Hess, Rich Knapton, Doug Fisher, and Rich Greenway.; Scale: 25mm; Sponsored by: Renaissance Wargames Society/Osprey Books, Rules: Siege Swein Forkbeard's Castle/My Galley Sally.; 14 players.

40,000 Ottoman Turks and a huge invasion fleet have landed on the mid-Mediterranean island of Malta, vowing to eradicate the last vestige of the Crusader States, the outpost of the Knights of St. John. But the heavily outnumbered Knights have prepared state of the art fortifications to withstand the Ottoman onslaught. This sprawling mega-game replicates all of the major fortifications surrounding the Grand Harbor. It includes the walled medieval city of Medina, inland on the island. And the fleets of the Knights, the Turks and the relief Spanish fleet will clash on the seas surrounding Malta. The Knights' heroic last stand at Fort St Elmo and the bloody assaults on the towns of Birku and Senglea will be played as stand alone games, as will the clash of galleys and galleons on the high seas. The entire Ottoman invasion will be played out in a grand tactical campaign on Saturday. No experience necessary: the rules are easy to learn and fast to play. Prizes Provided.

T-027 - Confrontation on the Taro

Length: 4 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by John Holly and

Phil Karecki.; Scale: 15mm; Sponsored by: NJMGS, Rules: Armati.; 6 players.

The Battle of Fornovo 1495. Charles VIII, the King of France, lead the most powerful army in Europe down through Italy to claim the Kingdom of Naples. During the march out of Italy, Italian states opposing this venture evolved into the "League of Venice" and along the Taro River near the town of Fornovo, they brought the French juggernaut to a standstill, marking the beginning of the long and bloody Italian wars.

T-034 - Battle of Minorca, 20 May 1756 [Theme]

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Jim (Tank) Nickle and The HAWKS.; Scale: 1/1200; Rules: Fire as She Bears, 2nd Edition.; 6 players.

At the beginning of the Seven Years War Vice-Admiral John Byng was ordered to the Mediterranean to bolster the British naval base on the island of Minorca. Historically Byng failed to brush aside the French fleet he met off the island and sailed off to Gibraltar leaving Minorca to its fate. For his trouble he was ceremoniously shot dead on the quarterdeck of the British 74, HMS Monarch. Can you rescue the besieged island or like Byng end up shot "Pour encourager les autres"?

T-042 - Not Quite Seven Years' War

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Ross Macfarlane, Rob Dean and the HAWKS.; Scale: 40mm; Sponsored by: Loch Sloy Miniatures, Rules: Charge!.; 8 players.

The 40mm semi-flats are back! The forces of North Polenburg and Schoeffen-Buschhagen clash again, in this evocation of an earlier era of miniature wargaming. The same scenario will be run twice, once using the rules from Lawford and Young's Charge!, and once using "With MacDuff to Battle", available online at www.lochsloy.ca.

T-086 - French and Indian War Naval - Canoe race1 [Theme]

Length: 4 hours.; Location: Distlefink, Table: D44; Hosted by Neal & Bob Baldwin.; Scale: 25mm; Sponsored by: HMGS-GL, Rules: Modified from G Nichols Hatsoff.; 8 players.

Back for another year by request. Be a Trapper and try to escape with your furs or be a native and get those scoundrels. Quick, fun easy to learn rules. Please no one under 14 without a playing adult.

Napoleonic

T-039 - Leipzig Twilight

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Dave Wood and The HAWKS.; Scale: 25mm; Rules: Wellington Rules.; 6 players.

Following Leipzig the French are in retreat, the Prussians in pursuit. A small force of French units have taken the wrong road and became separated. They are desperately attempting to link-up with the surviving army. An advancing Prussian force has them in sight and is closing for the kill. Is the destruction of the French forces a foregone conclusion, or has the Prussian's victory at Leipzig resulted in a rash attack on the troops who have been victorious at battles throughout Europe for more than a decade? That is up to the gamers to decide.

T-040 - War of 1812 Convoy Capture [Theme]

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Todd Harland-White and The HAWKS.; Scale: 25mm; Rules: FLAGSHIP; 6 players.

In September 1814, a British invasion force of over 50 ships and 4000 troops sailed up the Chesapeake Bay, burned Washington, and attacked Baltimore. Fortunately, the Baltimore militia and Fort McHenry lead successful defenses against the British attack and we ended up with a stalemate conclusion to the War of 1812 and a nearly unsingable national anthem. But suppose the entire American Navy had managed to intercept the convoy before it reached our shores?

T-057 - Nelson - Lord of the Seas [Theme]

Length: 4 hours.; Location: Distlefink, Table: D34; Hosted by Jeffrey Hunt.; Scale: 1/900; Sponsored by: Portsmouth Miniatures, Rules: Close Action.; 12 players.

Ruling the waves everywhere he went, out numbered, out gunned, Nelson just made it work. Once again the French are loose with some help from their Spanish allies. Are you made of Iron, these ships are wooden and we are in need of players with a will of Iron. Come Captain one of these ships into the history books. Prize to the best Captain.

American Civil War

T-088 - Uncertainty in a "w"ilderness

Length: 4 hours.; Location: Ballroom Foyer, Table: BF2; Hosted by Michael Panzer and The Rogues.; Scale: 15mm; Rules: Fire & Fury [Brigade].; 8 players.

Ever wonder what is really was like in the

Thursday Events

Wilderness, the Second Day at Gettysburg, or even Shiloh? Commanders not knowing the enemy strength or even their own? The Rogues attempt to recreate this in a wilderness, that is small a w, battle over bad terrain. This supposed to be some of the worst ground ever seen in the American Civil War. Command and control was lost before ever a soldier saw one another. Scout's reports are wild and delayed. Come create order out of the march into battle chaos and secure the battlefield. Each player will have at least a divisional equivalent to work with.

Colonial

T-074 - Battle of Aliwal (First Sikh War 1846)

Length: 4 hours.; Location: Paradise, Table: P1; Hosted by Paul Koch.; Scale: 20mm; Sponsored by: HMG, Rules: On to Glory.; 6 players.

It has been called the battle without a mistake. Sir Harry Smith and the army of "John Company" fought India's most developed and western trained military sect, the Sikhs. Don Featherstone also called it a perfect sword and musket game. Years ago he got me hooked and went to work on converting 20s for the period.

World War I

T-024 - Battle Cruiser Duel at Jutland

Length: 5 hours.; Location: Distlefink, Table: D23, D24, D33, D34; Hosted by Dave Emdee.; Scale: 1/1200; Rules: Victory at Sea.; 14 players.

1916 - Off the coast of Jutland, the Battle cruisers Hipper and Beatty clash in a running battle of ships.

Pre WWII

T-056 - Up the Slot, 1922.

Length: 5 hours.; Location: Distlefink, Table: D31; Hosted by Tim Niesen and Evan Duncan.; Scale: 1/1200; Sponsored by: Fear God and Dreadnought Software, Rules: Fear God and Dreadnought.; 12-20 players.

On Thursday night, Historicon 2004, Evan Duncan and I began a annual series of naval wargames, focusing upon a possible war between Japan and America in the early 1920s. In the first game, an American fleet of three superdreadnoughts and twelve destroyers decimated the spearhead of a Japanese bombardment fleet in three moves after contact, sinking three ships with a deadly combination of 14 guns and 21" torpedoes. Amid the

American starshells, consternation and dismay reigned in the Japanese fleet!

At Historicon 2005, Admiral Gordon will once again attempt to push three seemingly invincible American battleships through a channel. Command "Four-pipers" and "Flush-deckers," (WW1 destroyers), guarding the flanks of the American battleships, lead by the new Omaha class light cruisers, as they seek a passage through an unknown strait in the Pacific. Or try your hand at stopping those ships with largely unknown Japanese ships of WW1, some of which are examined in the latest Naval SITREP, the bible of modern naval wargaming. This time the Japanese know that the Americans are coming and are preparing a warm welcome for them. This year will feature the participation of a new umpire, Gregory V. Bard, the designer of a masterful new software for the game Fear God and Dreadnought, who will show how it cuts down on the time needed to play a relatively large scenario.

Children welcome with adults to move the Navy's 1250 ships. Exception is Col. Bill Smith's nephew, who seems quite capable of playing by himself. Complex rules not taught, but rule questions answered. We have commenced play by E-mail, and ship commands are available for both sides. Email me at tm_Niesen@yahoo.com

Those who wish to see the new software in action should sign up for the Japanese side.

World War II

T-062 - Area of Operations: Stalingrad

Length: 4 hours.; Location: Cornwall, Table: Table 3; Hosted by Steven DeYoung.; Scale: 10mm; Sponsored by: NJMGS and Heritage Studios/Arsenal Miniatures, Rules: Area of Operations: Campaign Rules.; 8+ players.

The German 6th Army has approached the city of Stalingrad, planning on capturing the city and putting a crushing blow against the Russians.

This game is the beginning of a campaign that will take place over the course of many HMGS-East conventions. This is the planning phase for command and control issues which will dictate the first set of miniature scenarios to be played out at Fall-In. Future games will be played using 10mm figures and the rules "Area of Operations: WWII Eastern Front", which are formally known as "Battle for the Factories". During this planning session the regular rules will be taught so players understand the basic mechanics of the game.

Futuristic

T-061 - Classic Battletech - Waco's Vengeance

Length: 4 hours.; Location: Distlefink, Table: D41; Hosted by Mark Yingling and Allen Soles.; Scale: 285mm(Micro); Sponsored by: Iron Wind Metals, Rules: Battletech.; 6 players.

In mid-3025 Waco Rangers attacked a staging base of the Wolf's Dragoons on the planet of Hyperion. Just five years earlier the son of the Waco Rangers commander was killed by a Wolf Dragoon mech. They swore a death oath to take no mercy against the Dragoons. When they found out Dragon forces were on Hyperion they struck at the capital and took it. But they did not know that two Dragoon regiment were on the planet and they converged on the capital. Rangers retreated from the planet, their retreat was covered by Yuri's Special Operations Company. The game takes places during the defense of the Ranger withdrawal.

Fantasy

T-009 - Daiglin's Resistance

Length: 4 hours.; Location: Limerock, Table: [See Event Host]; Hosted by Silvio Marra.; Scale: 25mm; Sponsored by: SAGA, Rules: Fantasy Warfare.; 6 players.

Ugarak surveyed the bridge. His scout's corpses lay strewn beyond the bridge to the farm. He could see the dwarven battleline. He cursed and laughed. He would send his minions over the bridge again in force to drive the dwarves away. His Master had foreseen the dwarf resistance at this point and had sent other orcs to cross the river upstream to encircle the farm. He had no choice but to attack and drive the dwarves away. His Master would not accept failure.

- 7:00 PM -

Ancients

T-005 - Assault on Troy

Length: 4 hours.; Location: Limerock, Table: [See Event Host]; Hosted by Paul Dobbins.; Scale: 25mm; Sponsored by: Saga Publishing, Rules: Siege Warfare/Ancient Warfare.; 8 players.

Full scale assault on Troy. Suppose the "Trojan Horse" is the legendary treatment of an assault on Troy using a variety of siege engines and/or strategems. Or a terrible earthquake! In this game, anything goes as the Greeks use whatever

Thursday Events

tools are available to storm the windswept walls of sacred Troy. We'll even throw in a god or two for good measure!

T-058 - Badon Hill: Hold Back the Tide

Length: 3 hours.; Location: Distlefink, Table: D12; Hosted by Eric Mumper.; Scale: 25mm; Sponsored by: Fiery Arrow Productions, Rules: Bloodlines.; 3 players.

The Saxon armies of Alle and Cerdic are advancing on the town of Aquae Sulis (Bath). In a desperate attempt to allow more refugees to reach the hillfort, a contingent of the town garrison has secured the ford leading to the fort. There they await the inevitable Saxon assault. The outcome of this battle will directly influence the deployment for Badon Hill: Break the Siege. Each player will receive a copy of Bloodlines: Core Rules and a voucher to enter the drawing for a miniature storage chest on Saturday night.

Napoleonic

T-001 - Ship's Master and Commander 1 [Theme]

Length: 4 hours.; Location: Showroom, Table: SH1, SH2; Hosted by Doug Wildfong.; Scale: 1/300; Sponsored by: CMH Events, Rules: Ship's Master and Captain.; 4 players.

This is a ship-to-ship frigate combat and sailing game. This game will help teach the rules to Fighting Instructions in 1/300th scale. Each game will pit evenly matched frigates and sloops/brigs against each other in a classic mano-a-mano.

T-002 - Ship's Master and Commander 2 [Theme]

Length: 4 hours.; Location: Showroom, Table: SH3, SH4; Hosted by Dave Manley.; Scale: 1/300; Sponsored by: CMH Events, Rules: Ship's Master and Captain.; 4 players.

This is a ship-to-ship frigate combat and sailing game. This game will help teach the rules to Fighting Instructions in 1/300th scale. Each game will pit evenly matched frigates and sloops/brigs against each other in a classic mano-a-mano.

T-063 - Austerlitz - Davout's Desperate Defense

Length: 4 hours.; Location: Showroom, Table: SH17; Hosted by Peter Anderson.; Scale: 25mm; Sponsored by: Piquet, Inc., Rules: Piquet - Les Grognards 2nd edition.; 6 players.

On the French right flank at Austerlitz, Marshal Davout is assigned the task of holding back the massive allied assault on Tellnitz and Solkonitz

long enough for Soult to seize control of the Pratzen heights and split the allied army in two. Come celebrate the 200th anniversary year for the "Battle of the Three Emperors".

T-083 - [Seminar] Napoleonic Fire & Fury - Basic Training

Length: 1 1/2 hours.; Location: Hopewell Lecture, Hosted by Wilbur (Bill) Gray.; Scale: 15mm; Sponsored by: Fire & Fury Games, Rules: Age of Eagles, Napoleonic Fire & Fury.

Join this seminar and celebrate the commercial release of Napoleonic Fire & Fury. During this session the author will teach the rules for the Nach Paris! game tomorrow, as well as discuss the concepts behind the L'Armee Francaise series and answer any questions the audience might have. Wanna know why you cavalry flank attack always fails? This is the forum to find out why.

T-085 - Legacy of Glory II

Length: 4 hours.; Location: Distlefink, Table: D53; Hosted by Matt DeLaMater.; Scale: 15mm; Sponsored by: Last Stand Games, Rules: Legacy of Glory II.; 6 players.

1813 hypothetical game to playtest the new version of the rules.

American Civil War

T-060 - Carnage and Glory in the American Civil War: The Road to Antietam

Length: 3 hours.; Location: Distlefink, Table: D42; Hosted by Frank Luberti.; Scale: 25mm; Sponsored by: New York Wargamers Association and Carnage and Glory, Rules: Carnage and Glory.; 8 players.

Two armies, one Union, one Confederate, clash on the road to the bloodiest day in American history. Game sponsored by Carnage and Glory and The Georgetown Center for Living History, host of "The Civil War Series in Miniature: Antietam 1862" on September 30—October 2, 2005 at Carlisle, PA. Rules by Carnage and Glory; figures by Old Glory. Rules will be taught. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. NYWA members, family and friends always welcome. Prizes by NYWA.

T-071 - Down in the Delta

Length: 4 hours.; Location: Distlefink, Table: D52; Hosted by Jim Brokaw.; Scale: 10/12mm; Sponsored by: Thoroughbred Models, Rules: Iron and Glory.; 6 players.

Union supply ships have just arrived at the delta of the Big River with badly needed supplies. A Confederate force must steam down river and

destroy the Union supply schooners before Union warships can respond. Simple rules, advanced fun.

Age of Rifles

T-031 - Another Abnormal Day in the Wild West

Length: 4 hours.; Location: Showroom, Table: SH5-SH10; Hosted by Leo Walsh.; Scale: 25mm; Sponsored by: Tactical Conflict Systems, Rules: High Noon.; 24 players.

A wide open game open to all ages (and as always Ladies too). we have a huge table, boxes of figures: Indians, Mexicans, Cowpokes, Gunfighters, Heroes, Ladies, Soldiers, and Settlers. You choose the figure! you make the game! Prizes: Gift Certificates.

World War II

T-012 - Aerodrome II WW2 Air Combat: Pacific Theatre

Length: 3 hours.; Location: Distlefink, Table: D15; Hosted by Stanley Kubiak.; Scale: 1/144; Rules: Aerodrome II WW2 Air Combat.; 10 Plus players

Aerodrome, the convention favorite, has been extended to World War 2, adapting the popular Aerodrome 1.1 rules to WW2 air combat. Aerodrome 1.1 equipment is used; the rules remain easy-to-learn, easy-to-play, but take into account faster speeds and greater weapons lethality of WW2 aircraft. Up to 10 players per round; rounds last about one hour, run continuously through the allotted time. Under age 15 only with playing adult. Note: Playing in this Aerodrome II session will qualify players to participate in the Aerodrome II: Carrier Attack game to be held on Friday evening. Prizes: Awards for the first victories and high scorer.

T-055 - Waltzing with Matildas, the Counterattack at Arras, May 1940

Length: 4 hours.; Location: Distlefink, Table: D71; Hosted by Hailey Wynn.; Scale: 15mm; Rules: Flames of War.; 8 players.

On 21 May 1940 the British did something most peculiar, they attacked. Tanks of the 4th RTR and the 7th RTR supported by two battalions of the Durham Light Infantry, collectively known as Frankforce launched a half hearted counter offensive west of Arras. This offensive took the entire German chain of command by surprise, hitting the over extended 5th and 7th Panzer as well as the Totenkopf. This is an early war Flames of War game for novice or experienced FoW players. All material and playing aides will be supplied.

Thursday Events

Modern

T-082 - Suh Hae Kyo Jun (West Sea Battle)

Length: 4 hours.; Location: Kinderhook, Table: K2; Hosted by Steve Thome.; Scale: 1/2400; Sponsored by: Clash of Arms Games, Rules: Harpoon (4th ed) and the Sea of Dragons supplement.; 2-7 players.

A serious upgrade from the Bumper Boats in the Western Sea (Cold Wars '03 and in the Naval SITREP) scenario. It pits the Democratic People's Republic of Korea (that nation you love to hate—the squeakiest wheel on the Axis of Evil) vs. Republic of Korea/US forces. A routine exercise turns potentially deadly as naval forces of the DPRK and ROK clash over fishing areas off the west coast of the Korean Peninsula. Special surprise guest!

T-084 - NASCAR Dover Mile

Length: 4 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by Augie Thiesing.; Scale: 15mm; Sponsored by: NJMGS, Rules: McGartlin Motorsport Design.; 10 players.

400 mile race. Running One Mile Oval rules deck. Card system. Each car has its own deck. Can you bump, draft, block and play your way to victory or will you crash and burn. Fun expected either way.

T-089 - Speed and Thunder - NASCAR racing

Length: 4 hours.; Location: Distlefink, Table: D61; Hosted by George Soika.; Scale: 25mm; Rules: Speed and Thunder.; 8 players.

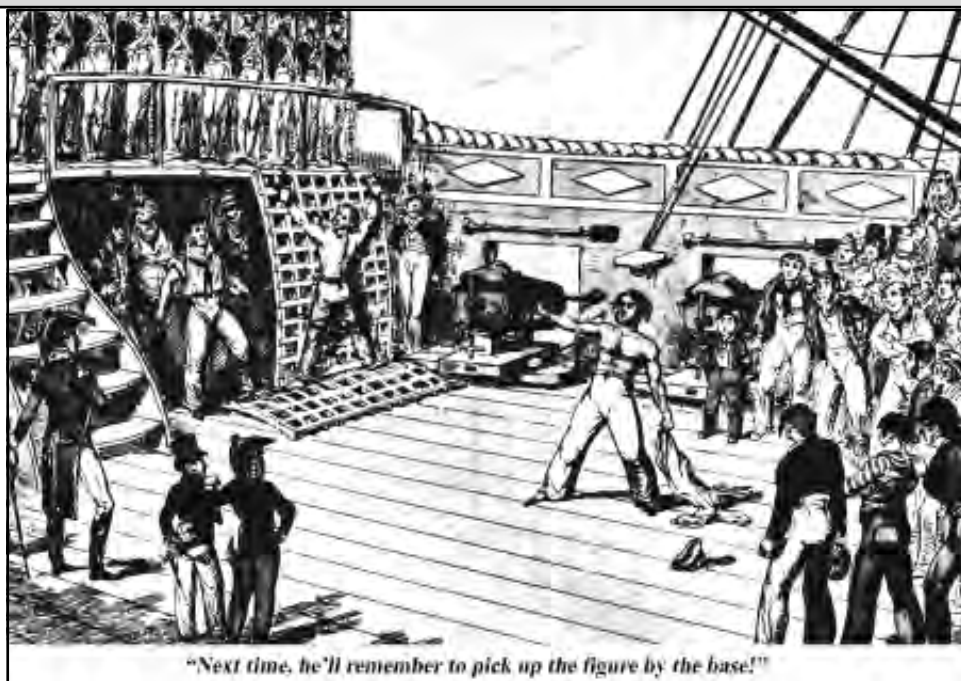
Toy - er, make that MINIATURE - cars race around a tabletop track. Roll high and turn left!

Futuristic

T-023 - Predators, Aliens, Terrorists, Oh My!!!

Length: 4 hours.; Location: Showroom, Table: SH29, SH30; Hosted by James McWee.; Scale: 25mm; Sponsored by: Devil Dog Design, Rules: Dogs of War.; 8 players.

Special Ops launches a snatch and grab mission against a new training camp in northern Sudan. Moments before the attack you stand down. The following night you are joined by another fire-team, private contractors no less. Working with civilians sucks but you still have a mission to perform. Your team enters the cave complex. It's eerily quiet, no enemy resistance is encountered. Strange... The first enemy soldier is found, his gut torn open. The stench of death hangs over this place. Something tells you this will not be a normal mission...



"Next time, he'll remember to pick up the figure by the base!"

Fantasy

T-091 - D&D Mini's 200 point warband tournament

Length: 3 hours.; Location: Distlefink, Table: D91; Hosted by Steve Lazok.; Scale: 20mm; Sponsored by: Wizards of the Coast, Rules: D&D Minis.; 12 players.

This is a DCI sanctioned 200 point tourny, standard rules: At least 2 figures, no more than 12 (not counting minions), no figure worth more than 140 points, at least one commander. This is a great game you should try! I am also running a tutorial, so check it out! In Sept. this same company is introducing a 15mm ww2 skirmish game!!! There will also be extra warbands for play. Prizes Provided.

T-075 - Age of (Ancient) Fighting Sail

Length: 4 hours.; Location: Cornwall, Table: (See Event Host); Hosted by Norbert Brunhuber; Scale: 25mm; Rules: Blood & Swash.; 12 players

Before gunpowder cheapened the whole experience, real naval warfare consisted of getting real close and personal with the enemy. Here's your chance to get a taste of that kind of combat with this skirmish game of ancient Greek trireme boarding parties! Each player controls a squad of men determined to take over the enemy ship. Keep sharp or you'll be hurled overboard to Poseidon's grave.

Age of Gunpowder

T-020 - Pirates of the Mediterranean [Theme]

Length: 3 hours.; Location: Paradise, Table: P5; Hosted by Joel Gregory.; Scale: 25mm; Sponsored by: Merrimack - The Old Glory Shipyard, Rules: Home Grown.; 10 players.

The Barbary Pirates in their galleys are attacking the Treasure Galleons having been forewarned that the treasure is being moved. Merrimack the Old Glory Shipyard presents their Lapanto Galleys and Treasure Galleon in this first time game. Beginners are welcome. Prizes: Merrimack - The Old Glory Shipyard offers a prize to the best player.

T-036 - Incident at the Ruptured Swordfish

Length: 3 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Buck Surdu and The HAWKS.; Scale: 25mm; Rules: Blood and Swash.; 8 players.

- 8:00 PM -

Ancients

T-003 - Caesar against the Celts

Length: 4 hours.; Location: Cornwall, Table: C4; Hosted by Mark Zaslavsky.; Scale: 25mm; Sponsored by: LMW Works, Rules: Classical Hack for Rome.; 8 players.

Caesar's initial foray into Gaul has begun. The Celts meet Caesar on the open plain and intend to smash his advance forces and send them scurrying back to Roman. Caesar has other ideas. Command a wing of Caesar's forces or warbands of Celts. Victory is up to you. Prizes will be awarded.

Thursday Events

It's a quiet night at the Ruptured Swordfish when someone suggests that it might be fun to defile the tavern and steal the gold. There is a sudden fusillade of musketry followed by flying beer mugs, flipping tables, pulled rugs, pirates whisking away less-than-willing beer wenches, and fisticuffs... just a typical Saturday night. Young players welcome only with a participating adult. For both gamers in the world who don't know.

American Civil War

T-032 - Blockade Busting in the Civil War
Length: 4 hours.; Location: Showroom, Table: SH13-SH14; Hosted by Leo Walsh.; Scale: 1/600; Sponsored by: Tactical Conflict Systems, Rules: Age of Iron.; 12 players.

This game is for people who have played Age of Iron games before or who can pick up with minimal supervision. We have the ships, rules and the game, "You play it!" scenario will be announced at the table. Come at 8 ready to play! Prizes: Gift Certificates.

T-073 - Ironclad Fleet Action at Charleston
Length: 3 hours.; Location: Distlefink, Table: D62; Hosted by John McBride.; Scale: 1:600; Rules: modified UNDER BOTH FLAGS.; up to 6 players

September 7, 1863: the monitor USS WEEHAWKEN runs hard aground, her unarmored bottom exposed by her list. Confederate gunners from Fort Moultrie open fire, and Admiral Dahlgren brings the NEW IRONSIDES and five more monitors in to protect her. Historically the result was an all-day long-range bombardment with no serious damage to either side. But what if the Confederates had brought out their own ironclad fleet? This hypothetical but entirely possible scenario pits three Rebel ironclads, plus torpedo boats, supported by a fort, against seven Union ships, one of which is very vulnerable.

Colonial

T-026 - Battle of El-Teb 1884
Length: 4 hours.; Location: Strasburg, Table: See Event Host; Hosted by Tom Anderson.; Scale: 25mm; Rules: The Sword and the Flame.; 8 players.

Graham leads Hussars, Highlanders, Rifles, and RMLI to drive off Osman Digna's Mahdist force from Baker's old battlefield of El-Teb. Can the wily Mahdists hold this village nestled in rough terrain with their recently captured artillery and rifles, or will the irresistible might of the Empire be victorious once more?

T-043 - The Damned Die Hard - Morocco 1905
Length: 4 hours.; Location: New Holland, Table: [See Event Host]; Hosted by Tim Wright and the MNA.; Scale: 28mm; Rules: Sand and Blood.; 6 players.

It's been over three months since a column was sent to reinforce a garrison in one of the Foreign Legion's Southernmost outposts in the Sahara. Since then nothing has been heard from the column or the outpost. A quickly assembled force is now being sent to determine what is up.

T-048 - "Egypt for the Egyptians!" The Battle of Tel El Kebir
Length: 4 hours.; Location: New Holland, Table: [See Event Host]; Hosted by Alex and Jen Bagosy.; Scale: 10mm; Rules: Brother Against Brother (Modified) Rules will be taught.; 8 players.

September 13, 1882 - Under the cover of darkness, a force of British and Indian soldiers has marched in complete silence with minimal rations to strike at the cornerstone of the Egyptian Army's defenses near Tel El Kebir. They are outnumbered nearly two to one, facing nearly six miles of fortified entrenchments considered invulnerable and unassailable by frontal assault by the experts of the day. Arabi Pasha, the firebrand Egyptian patriot who has commanded the field army during the expulsion of foreigners from Egypt and the overthrow of the corrupt and ineffectual Khedive, now sits within striking distance of the ultimate goal in his campaign - the destruction or holding for ransom and appears that it can bear them.) of the mighty Suez Canal and complete independence for Egypt. Pasha has gambled upon the intuitive skills of his Egyptian diggers, the ferocity of his Sudanese infantry, and his modern, well equipped arsenal. He has drawn the British into the hinterlands of the country, gambling upon their fears of the hostile natives, poisoning their wells, and conducting an effectual fighting withdrawal which has left many of the British dead or wounded long before they can reach their objective at Cairo. But Arabi Pasha, the man who calls himself 'The Egyptian', has not gambled on one extraneous factor - Garnet Wolseley, who commands the British relief force. Will the Highland Light Infantry be driven off in their first assault? Will the Sudanese hold the line while the other Egyptians flee? Will Wolseley earn his peerage, or will Arabi gain Egyptian political independence for the first time since the Arab conquest? Stop by and find out! Rules are easy, fast, and fun. Limited walk up space will be available for those unable to acquire a ticket at registration. No children under sixteen without a playing parent, please.

Pre WWII

T-013 - Quest for La Calavera Negra de la Luna

Length: 4 hours.; Location: Cornwall, Table: C2; Hosted by Richard Johnson.; Scale: 25mm; Sponsored by: Rattrap Productions, Rules: .45 Adventure: Crimefighting Action in the Pulp Fiction era.; 6 players.

Deep in the jungles of South America, there is rumored to be a skull of jet-black stone that is a source of immense power. Three weeks ago, Sir Jonathon Grimes began quietly soliciting funding for an expedition and rumor spread quickly that he had discovered La Calavera Negra. On the eve of his departure, his body was found twisted and all of his organs had been liquefied. Now, several groups are mounting expeditions to the deep jungle to find the Black Skull. Whoever recovers the skull could achieve power and wealth far beyond their dreams. But what will prove more deadly... the denizens of the jungle, the traps set forth by an ancient culture, or those who seek the Skull alongside you? This is an introductory level game for players to learn the .45 Adventure rules in a fun and exciting scenario.

T-044 - Little Trouble in Big China - 1920's
Length: 4 hours.; Location: New Holland, Table: See Event Host; Hosted by Ed Watts and the MNA.; Scale: 28mm; Rules: Rugged Adventure.; 6 players

"Between the wars a local warlord mistakes America's standoffish approach to Chinese politics as a sign of weakness and plans to raid a U.S. Naval station to procure arms while its gunboat is on patrol".

World War II

T-037 - Bridge at Zinsk - Double Blind
Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Don Hogge and The HAWKS.; Scale: 25mm; Rules: Battleground WW2.; 6 players.

Summer 1942, Eastern Front, the Germans have crossed the Don River only to be met with an immediate Russian counterattack. One such attack occurred at the village of Zinsk with its key bridge. Can the Germans stall the Russians long enough for the defensive line to stabilize? Come join in on the action. This will be a double blind game. Gamers under the age of 14 are welcome with an adult.

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Southern Front

Historical Miniatures Wargaming Convention

Hosted by:

The Triangle Simulation Society

Friday, September 30, 2005 Noon til midnight
Saturday, October 1, 2005 9:00 am til midnight
And Sunday, October 2, 2005 9:00 am till 5:00 pm

Holiday Inn Crabtree,
4100 Glenwood Avenue, Raleigh, North Carolina
(919) 782-8600 for room reservations
To get the hotel special rate mention "TRI"

POC and Convention Registration contact:

Ed Mohrmann, 5721 Chambers Court
Cedar Grove, NC 27231
(919) 245-3894 or eamorhmann@mindspring.com

Some of the vendors scheduled to be there:
Sash and Saber Casting's, Time Portal Hobbies,
The Quartermaster, Outland of Pennsylvania and more...

We will have games in all scales and with periods ranging from Ancients to Modern. Come participate in "Wargaming at its Finest"

Check the website for more information : www.trianglesimsociety.org

Friday Events

- 8:00 AM -

Age of Gunpowder

F-067 - Confrontation on the Taro

Length: 4 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by John Holly and Phil Karecki.; Scale: 15mm; Sponsored by: NJMGS, Rules: Armati.; 6 players.

The Battle of Fornovo 1495. Charles VIII, the King of France, lead the most powerful army in Europe down through Italy to claim the Kingdom of Naples. During the march out of Italy, Italian states opposing this venture evolved into the "League of Venice" and along the Taro River near the town of Fornovo, they brought the French juggernaut to a standstill, marking the beginning of the long and bloody Italian wars.

Napoleonic

F-117 - Battle of ASPERN-ESSLING 1809 - 25mm Shako II

Length: 5 hours.; Location: Distlefink, Table: D55; Hosted by David Waxtel.; Scale: 25mm; Sponsored by: Quantum Printing, Rules: Shako II.; 12 players.

David Waxtel Productions presents: Napoleons desperate struggle to hold off Austrian attacks, and try to get his troops across the Danube, just hold the towns of Aspern and Essling. This is a cliff hanger, with almost 3000 figures, you will never forget this battle. Many years from now when you are sitting in your rocking chairs, with your grand children at your feet, you will tell of this battle with a tear in your eye and the men that fought with you at Aspern Essling. I have about 80% of the Austrians. If you have 25mm Austrians, and would like to bring them: Email me: Quanprint@aol.com

- 8:30 AM -

Ancients

F-194 - Warhammer Ancient Battles Tournament

Length: 12 hours.; Location: Lampeter, Table: [Tournament Area]; Hosted by Donald Effinger.; Scale: 25mm; Rules: Warhammer Ancient Battles.; [Unlimited] players.

Warhammer Ancient Battles Tournament
WAB Classical, Beyond the Golden Gate, Age of Chivalry & Open Divisions

1st Game 8:30 AM
2nd Game 12:00 PM

3rd Game 2:15 PM

UMPIRE Don Effinger effinger2@hotmail.com
Scale: 25mm Armies MUST BE PAINTED;
2000 pt list;

Table size 8 x 5

Game Length per round : 2 hours or 7 turns or 25% break point - which ever comes first

-Your army must include an army General

-No Allies may be used - consult web site for clarification

Players must bring the following :

-2000 point army list (typed copy _MUST_ be provided to the judges & opponents before Game #1)

Please refer to the WAB tournament website for all the latest information.

<http://wabnews.com/>

Because of the untimely death of Heine Baekkelund, the primary writer for Beyond the Golden Gate supplement, we are dedicating the event to him and plan special mini-events during the day.

- 9:00 AM -

Age of Gunpowder

F-092 - Plastic Pirates Pilfer Pinnacle [Theme]

Length: 2 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Geoff Graff and The HAWKS.; Scale: Lego; Rules: Home Rules.; 8 players.

Those Little Lego Looters have arrived again, and this time they're looking to steal the Sailor's Ship, or the Mayor's Money, or the Grocer's Gold, or the Farmer's Food, or the Town's Treasure, or the Garrison's Guns, or the Army's Ammo, or the Drover's Daughter's Diamonds, or the Missing Map. A HAWKS Kids' Table game. Adults may play only with playing child. Basic literacy skills required. The HAWKS will be hosting one table of 2 hour games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

F-098 - Not Quite Seven Years' War

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Ross Macfarlane, Rob Dean and the HAWKS.; Scale: 40mm; Sponsored by: Loch Sloy Miniatures, Rules: Charge!.; 8 players.

The 40mm semi-flats are back! The forces of North Polenburg and Schoeffen-Buschhagen clash again, in this evocation of an earlier era of miniature wargaming. The same scenario will be run twice, once using the rules from Lawford and Young's Charge!, and once using "With MacDuff to Battle", available online at www.lochsloy.ca.

F-187 - The Alamo

Length: 3 hours.; Location: Cornwall, Table: [See event Host]; Hosted by Allen Kaplan.; Scale: 25mm; Sponsored by: Old Glory, Rules: Simple Home rules.; 7 players.

Re-fight the famous battle with over 700 miniatures in 25mm. Simple game rules explained in 10 minutes. Winner of PELA award at Historicon 2004. You know what happened. Can you do better?

Napoleonic

F-013 - Pratzen Heights

Length: 4 hours.; Location: Limerock, Table: [See Event Host]; Hosted by Jeffrey Ball.; Scale: 25mm; Sponsored by: SAGA, Rules: Napoleonic Warfare.; 8 players.

Marshal Soult's successful seizure of the Pratzen Heights was central to Napoleon's masterpiece victory at Austerlitz. You can try to repeat that success — or try to thwart it as the Russian and Austrian commanders opposing him. This will be a fun, fast-paced battle with plenty of opportunity to rewrite history.

F-089 - Leipzig Twilight

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Dave Wood and The HAWKS.; Scale: 25mm; Rules: Wellington Rules.; 6 players.

Following Leipzig the French are in retreat, the Prussians in pursuit. A small force of French units have taken the wrong road and became separated. They are desperately attempting to link-up with the surviving army. An advancing Prussian force has them in sight and is closing for the kill. Is the destruction of the French forces a foregone conclusion, or has the Prussian's victory at Leipzig resulted in a rash attack on the troops who have been victorious at battles throughout Europe for more than a decade? That is up to the gamers to decide.

F-108 - Gun to Leeward at Trafalgar [Theme]

Length: 4 hours.; Location: Distlefink, Table: D12; Hosted by Jim McCourt.; Scale: 1/2400; Rules: Gun to Leeward—home rules.; 12 players.

British and Allied fleets will maneuver for position prior to setup in this grandest of naval battles. Repeat the heroic Nelson's victory, or reverse history with the combined Spanish and French superiority in numbers and size. Fast moving and decisive home rules will be taught. Under 13 welcome with adult.

Friday Events

Colonial

F-063 - Springtime in the Sudan

Length: 4 hours.; Location: New Holland, Table: See Event Host; Hosted by Chuck Turnitsa and Chris Borucki.; Scale: 28mm; Sponsored by: Old Dominion Military Society, Rules: The Sword and the Flame (25th Anniv Ed).; 6 players.

The springtime flood swelling of the Nile has made steamer operations impossible, yet the Egyptian Garrison at the outpost must be relieved, and the magazine there destroyed, lest it fall into Mahdist hands. An Anglo-Egyptian column is sent to accomplish this mission, but will they be in time? And will the dark, rising floodwaters of the Nile have any effect on this death or glory operation?

F-065 - The Dig

Length: 4 hours.; Location: Strasburg, Table: See Event Host; Hosted by Tom Anderson.; Scale: 25mm; Rules: The Sword and the Flame.; 8 players.

A well funded expedition of archeologists with their faithful askari risks Dervish unrest to excavate a particularly rich dig site in the Soudan. The loss of such a large number of influential Europeans would be a disaster for the Egyptian government. A local Soudanese garrison rushes to their relief as a howling Dervish hoard assembles.

F-104 - 1st Action at Bronkhorst Spruit, 1st Boer War 1880

Length: 4 hours.; Location: New Holland, Table: See Event Host; Hosted by George Carr and George Carr Jr.; Scale: 25mm; Rules: TSATF.; 6-8 players

The First Action in the Boer War 1880 was at Bronkhorst Spruit, on the road to Pretoria. Elements of the 94th Regt. of Foot was confronted by a force of at least 200 mounted Boers who asked the British to turn back. When they refused, the Boers opened fire on the unprepared column and 15 minutes later, after 176 casualties, the British surrendered.

F-105 - The Supply Column, FFL

Length: 4 hours.; Location: New Holland, Table: See Event Host; Hosted by Jeff Baomal.; Scale: 25mm; Rules: The Sword in N. Africa.; 6-8 players.

Fort Zinderneuf is under siege by the unruly Children of the Desert. Will the supply column arrive or simply disappear into the sands? See what the French Foreign Legion can accomplish in this small action in N. Africa.

Age of Rifles

F-056 - Moby Dick

Length: 3 hours.; Location: Distlefink, Table: D42; Hosted by John Rigley.; Scale: 25mm; Sponsored by: Eureka Miniatures, Rules: Home Brew.; 8 players.

Come hunt for the Great White Whale Moby Dick. With Captain Ahab, and the rest of his crew of old salts. Any and all land lovers are welcome, to join up for a 1% share of the catch. Or to die trying, to land Moby Dick. The 9am game is for kid's or a Adult with child supervision.

F-127 - The Good, The Bad and The Ugly

Length: 3 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by Barry Katz.; Scale: 25mm; Sponsored by: Brigade Games, Rules: The Old West-Warhammer Western Rules.; 6 players.

Here is your chance to play in the ultimate spaghetti western of all time. There will be individual goal for each player. Children over 12 with an accompanying adult only.

World War I

F-096 - Assault on the Wells

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Jamie Davis and The HAWKS.; Scale: 20mm; Rules: BAPS.; 8 players

Captain A.C. Bingley was to open the assault on the Germans on Longido Mountain by moving his troopers to the mountain's southern slopes and taking the wells from the rear. By controlling the water supply during the upcoming fight, British Lt. Colonel Drew hoped to bring the Germans to a quick surrender. The British troops were spotted in early morning by a patrol sent to repair giraffe damage to nearby telegraph lines. Will Captain Bingley be able to push past the patrol before help can arrive? This scenario is part of an upcoming Skirmish Campaigns book on the Tanga Campaign.

F-177 - Campaign: Ypres - Where Heroic Illusions End

Length: 9 hours.; Location: Limerock, Table: [See Event Host]; Hosted by Mitch Abrams.; Scale: 25mm; Sponsored by: SAGA, Rules: World War I Warfare.; 10 players.

This is a campaign game using remote commanders. The 2 commanders will only be able to contact the players by cell phone (this is a must). The German Army makes a concerted effort to destroy the French and

British forces in the Ypres salient using poison gas to create a breakthrough. The Allied forces must piecemeal a defense together. The game is played on multiple maps.

F-182 - The Troubridge Decision - 1914 (Stop the Goeben!)

Length: 4 hours.; Location: Paradise, Table: P7; Hosted by Richard Sartore and Jack Joyner.; Scale: 1/2400; Sponsored by: HMG, Rules: SEEKRIEG 5.; 6 players.

On the night of August 6, 1914, Rear Admiral Sir Ernest Troubridge, commanding the First Cruiser Squadron set a course to intercept the German battlecruiser GOEBEN and her consort BRESLAU south of the entrance to the Adriatic. Regular reports from the cruiser GLOUCESTER which had been shadowing the German force since the day before indicated Troubridge's four armored cruisers could intercept the GOEBEN as early as 0600 the next morning.

But history has recorded that Troubridge had a change of heart and later faced court-martial for failing to pursue the German battlecruiser. What might have happened had he continued on course and engaged the GOEBEN?

Pre WWII

F-101 - Zeppelins Over Zhang-Dao - China 1930's

Length: 4 hours.; Location: Strasburg, Table: [See Event Host]; Hosted by Ed Watts and the MNA.; Scale: 28mm; Rules: Rugged Adventure.; 8 players.

"Pulp Era China, mad scientists, fanatical archeologists, flying Canadians, elite secret military units and a Chinese Civil war colliding with the last vestiges of colonialism".

World War II

F-045 - Tanks for Beginners

Length: 3 hours.; Location: Paradise, Table: P5; Hosted by Dale Schramek.; Scale: 25mm; Sponsored by: WAGS, Rules: Homegrown WWII Armor.; 16 players.

WWII tank battle for novice players of all ages. Several games will be played during this session. Beginners' welcome. Youngsters are welcome is accompanied by an adult.

F-111 - Whose Bridge is this anyway?

Length: 4 hours.; Location: Distlefink, Table: D65; Hosted by Steve Fliss and Ben Lacy.; Scale: 25mm; Sponsored by: Dulles Wargaming Club, Britton Publishers, Rules: Final Combat.; 8 players.

Friday Events

East of Falaise, France in August 1944. Can German combat engineers hold the bridge long enough for retreating elements to cross and yet destroy it before British reconnaissance elements seize it to cut off another Wehrmacht avenue of escape? Players control a mix of vehicles and forces in this 25mm skirmish meeting engagement. Prize: Copy of "Final Combat" 2d edition rules.

F-123 - Introducing Kampfgruppe Commander II

Length: 2 hours.; Location: Paradise, Table: P1; Hosted by David Reynolds.; Scale: 10/12mm; Sponsored by: Historical Miniature Gamer, Rules: Kampfgruppe Commander II.; 6 players.

The new edition of the winner of the 2002 Origins award for Best Miniature Rules is now available! Use the new point system for a quick and easy west front infantry battle. Each player commands a battalion. You buy your troop quality and armor and artillery supports. Game features the new artillery mechanics showing how the German and American/British systems differed. And experience the classic command activation system that has made these rules famous.

F-129 - Battle of the Eastern Solomons

Length: 3 hours.; Location: Ballroom Foyer, Table: BF1; Hosted by Russ Jensen and John Drye.; Scale: 1/2400; Sponsored by: GHQ, Rules: Rules under Construction.; 6 players.

August 24, 1942. The Imperial Japanese Navy is coming in force to resupply, and boost up the Japanese Army forces on Guadalcanal. The Americans know that they are coming, just not sure where or when, but they know...it's soon. Come help the American forces find the IJN units and keep them from reinforcing Guadalcanal, or come help the IJN throw the allies back and take back their stinkin' jungle.

F-136 - Flames of War Tournament

Length: 12 hours.; Location: Lampeter, Table: [Tournament Area]; Hosted by Eric Lauterbach.; Scale: 15mm; Rules: Flames of War.; 30 players

The Flames of War tournament will be for 1500 point Mid- War army lists. Each player should bring his own army and expect to play four rounds two and half hours long. Army lists

must be approved beforehand. For complete tournament information please contact the organizers at errk68@yahoo.com.

F-137 - Red Steel

Length: 3 hours.; Location: Showroom, Table: SH25; Hosted by Mark Stricker.; Scale: 15mm; Rules: Flames of War.; 6 players.

This game is based on the fighting around Moscow in late 1941. On 11 November, the Soviet 4th Tank Brigade became the 1st Guards Tank Brigade, the first tank unit to earn the "Guards" honorific. Within days, the unit was in action against elements of the 10th Panzer Division just east of Moscow. This game is a Mid-War Demo game for novice FOW players. All material and playing aides will be supplied and the rules will be taught.



F-138 - Meeting Engagement, North Africa 1942

Length: 3 hours.; Location: Showroom, Table: SH26; Hosted by Mark Greenwald.; Scale: 15mm; Rules: Flames of War.; 6 players.

Spring, 1942: In the confused fighting South of Gazala, elements of both the 7th Armored Division & 15th Pz Division grope about seeking the enemy as the Germans seek to push north to the Coastal Road & the 7th Armored looks to keep that from happening. This is a mid-war Flames of War game for people new to FoW or novice players. All material and playing aides will be supplied.

F-158 - Pegasus Bridge

Length: 4 hours.; Location: Distelfink, Table: D44; Hosted by Mark Decoteau.; Scale: 20mm; Rules: Crossfire.; 5-6 players.

Zero Hour, D-Day. Your mission is to secure the two most important bridges in Normandy. Will the British be able to repeat the successes of history or will the Germans hold the bridges and open the way for an attack on the invasion's left flank.

F-192 - HELL's HIGHWAY - 101st Airborne defending the road to Arnhem.

Length: 4 hours.; Location: Showroom, Table: SH12; Hosted by Mike Reese.; Scale: 28mm with 1/43-50 Vehicles; Rules: ARC of Fire.; 6-8 players

Elements of the 501st and 506th Parachute Regiments with British armoured support engage German troops between Eindhoven and Veghel intent on cutting the road to Arnhem. It is D+4, 22nd September 1944. 1st Airborne still holds out, cut off by the Germans and under heavy attack. XXX Corps is pushing north, days behind schedule.

Modern

F-146 - A Walk in the Park

Length: 6 hours.; Location: Showroom, Table: SH28; Hosted by Kelly Armstrong.; Scale: 25mm; Sponsored by: Devil Dog Design, Rules: Dogs of WAR.; Unlimited players.

Coalition forces attempt to retake the city of Al-tornup. Come take command of a squad and play to the death while learning the Dogs of War ruleset. Devil Dog Design is providing all of the figures and terrain. Stop by at anytime and play. Children under 13 welcome with playing adult.

Futuristic

F-031 - "Was ist ein Space Orc, Oberst Braun?"

Length: 4 hours.; Location: Cornwall, Table: C2; Hosted by Michael Lorenzo.; Scale: 25mm; Sponsored by: Victory Force Miniatures, Rules: WWII, The Hard Way (modified).; 8 players.

In the final days of the Third Reich, a Nazi doomsday device malfunctioned and created a portal 40,000 years into the future. This device was later destroyed by the Russians and almost all record of its existence purged, except for this game. Play a confused force of late war Germans defending the homeland from green monsters with loud guns, obviously Stalin's new army!! Or, play a mob of space orcs from the grim future. Easy to learn rules. All materials provided. Prizes provided.

Fantasy

F-086 - War of the Worlds

Length: 3 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Buck Surdu and

Friday Events

the HAWKS.; Scale: 28mm; Rules: To be Continued.. By GASLIGHT.; 8 players.

The year is 1939. The yeomanry in Bramley has managed to blow up a Martian tripod. Now the townspeople and home guard forces are moving in to capture or kill the Martian crewmen. Additional tripods are moving into the area to rescue their comrades. Lots of campy action. Young players welcome only with a participating adult. Rules will be taught.

- 10:00 AM -

Ancients

F-093 - Samurai Siege

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Harry Kogelschatz and The HAWKS.; Scale: 28mm; Rules: Home Rules.; 8 players.

A 15th century samurai army attacks a fortified monk army. The monks are heavily outnumbered but have a few surprises for the samurai.

F-222 - Get back to Africa.

Length: 6 hours.; Location: Heritage, Table: HE7; Hosted by Matthew Bailey.; Scale: 15mm; Rules: Hoplon rules by Nicolas Protonotarios; 4-6 players.

This is a demo game of Hoplon 2nd edition. What if Varro had not failed so spectacularly at Cannae, and Scipio had managed to chase Hannibal back to Africa before he could ravage the Italian Countryside? Hannibal and Scipio face off in Africa in this battle using the Hoplon2 Rules written by Nicolas Protonotarios and published by Amazon miniatures Using 15mm Essex and Corvus Belli miniatures. 4-6 players. A basic familiarity with miniature warfare is all that is needed.

Age of Gunpowder

F-019 - The Great Siege: Malta 1565 [Theme]

Length: 4 hours.; Location: Fireplace, Table: FP1; Hosted by Peter Hess and Rich Knapton, Doug Fisher, Rich Greenway.; Scale: 25mm; Sponsored by: Renaissance Wargames Society/ Osprey Books, Rules: Siege Swein Forkbeard's Castle/My Galley Sally.; 14 players.

40,000 Ottoman Turks and a huge invasion fleet have landed on the mid-Mediterranean island of Malta, vowing to eradicate the last vestige of the Crusader States, the outpost of the Knights of St. John. But the heavily outnumbered Knights have prepared state of the art fortifications to withstand the Ottoman onslaught. This sprawling mega-game replicates all of the major fortifications

surrounding the Grand Harbor. It includes the walled medieval city of Medina, inland on the island. And the fleets of the Knights, the Turks and the relief Spanish fleet will clash on the seas surrounding Malta. The Knights' heroic last stand at Fort St Elmo and the bloody assaults on the towns of Birku and Senglea will be played as stand alone games, as will the clash of galleys and galleons on the high seas. The entire Ottoman invasion will be played out in a grand tactical campaign on Saturday. No experience necessary: the rules are easy to learn and fast to play. Prizes Provided.

F-026 - Seneffe 1674: the Great Conde's Last Battle

Length: 5 hours.; Location: Distlefink, Table: D23; Hosted by Ed Mueller.; Scale: 6mm; Sponsored by: Silver Spring Civic Guard Gaming Group (SSCGGG), Rules: Volley and Bayonet (9 Year's War Variant).; 6 players.

On 11 August 1674, the 23 year old William (Stadholder of the Netherlands) marched his coalition army down the Royal Road from Brussels to Mons to invade France. Guarding the frontier was the aged and ailing Great Conde, hero of Rocroi (1643), who decamped his safely entrenched smaller French army and intercepted, leading to one of the greatest pitched battles of the 17th Century. Fast playing Volley and Bayonet Nine Year's War Variant rules available in MWAN magazine, #129, or online in the files section of the Volley and Bayonet Yahoo Group.

F-035 - Battle of Bolling Creek

Length: 5 hours.; Location: Distlefink, Table: D13; Hosted by Ralph McCall and Mike Bolling.; Scale: 25mm; Sponsored by: Charlotte Garrison Club, Rules: Guns of Liberty.; 5 players.

AWI: Come and join with use, for a "What if" game to see what might of happened if Benedict Arnold had taken the command of the Southern Continental Army 1781, rather than turn traitor. Easy to learn rules and a prize will be awarded for the best player.

F-133 - Killer Katanas 2nd edition

Length: 5 hours.; Location: Distlefink, Table: D81; Hosted by Brian Bradford.; Scale: 15mm; Rules: Killer Katanas 2.; 10 players.

Killer Katanas 2nd edition. Demo game to introduce players to the new second edition of the popular samurai rules.

KK2 is designed to recreate the massive battles of the "Sengoku Jidai" or "Age of a Country at War" period of Japanese History. This improved and expanded edition is specifically structured to allow the larger battles to be fought and is soon-to-be published by Brookhurst Hobbies.

F-220 - French and Indian War Naval - Canoe race2 [Theme]

Length: 4 hours.; Location: Distlefink, Table: D52; Hosted by Neal & Bob Baldwin.; Scale: 25mm; Sponsored by: HMGS-GL, Rules: Modified from G Nichols Hatsoff.; 8 players.

Back for another year by request. Be a Trapper and try to escape with your furs or be a native and get those scoundrels. Quick, fun easy to learn rules. Please no one under 14 without a playing adult.

Napoleonic

F-028 - B4 I was a Marshal

Length: 3 hours.; Location: Distlefink, Table: D25; Hosted by Edwin Mohrmann.; Scale: 30mm; Sponsored by: Triangle Simulation Society, Rules: B4 I was a Marshal....(original version).; 12 players.

Once more the raggedy old Napoleonics take the field commanded by kids aged 8-13 (inclusive). There's some reinforcements this year (beautiful Prussian figures, 4 new units ! 4 new French Line units !) to accommodate more players ! Your old SAE/Scrubby/Stadden fave's will be there as well. Remember, parents CAN WATCH !!

F-084 - Battle of Lemnos, 19-20 June, 1807 [Theme]

Length: 5 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Jim (Tank) Nickle and The HAWKS.; Scale: 1/1200; Rules: Fire as She Bears, 2nd Edition.; 6 players.

Constantinople is starving and needs shipments of grain. The Turkish fleet has put to sea to protect the critical grain convoys and the Russian fleet has sallied forth to stop them. These forces will collide off the island of Lemnos in the Aegean Sea and decide the fate of thousands.

F-162 - Bloody Crossroads

Length: 4 hours.; Location: Host - Kids World, Table: HK1; Hosted by Don Carter.; Scale: 15mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: French BattleLines.; Six (6) players.

French forces are moving to invade Portugal while British forces are heading toward Spain. The two forces collide at a crossroads, where a bloody battle takes place. Introductory scenario using the upcoming French BattleLines rule system.

F-180 - Borodino 1812

Length: 14 hours.; Location: Showroom, Table: SH15/SH16; Hosted by Neal Smith and Brent Walker.; Scale: 5/6mm; Rules: Grande Armee.;

Friday Events

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8 players, per session.

Refight the epic battle of Borodino! This will be a multi-part game fought over at least two sessions and possibly three. Game registration will be handled by the GMs at the table. **WALK UP ONLY - NO PREREGISTRATION** First session players have first choice to play in the other sessions. Playing all sessions is not required. Experienced players preferred, but not required.

F-185 - NELSON & THE INSHORE SQUADRON [Theme]

Length: 4 hours.; Location: Distlefink, Table: D43; Hosted by Byron Angel.; Scale: 1/2400; Rules: Steer to Glory.; 4 to 6 players.

The late afternoon of 14th of June 1804 - Vice Admiral Horatio Nelson and the five weatherbeaten ships of his inshore blockade squadron are surprised to see eight French two-deckers under the command of Admiral Rene Madelaine Latouche-Treville making a sortie out of Toulon port. The French offer battle. Nelson boldly accepts the challenge. This game will be played in true 1:2400 scale, using the soon to be published Age of Sail rules, **STEER TO GLORY**, by Byron Angel.

F-211 - Nach Paris!

Length: 6 hours.; Location: Distlefink, Table: D54; Hosted by Wilbur (Bill) Gray.; Scale: 15mm; Sponsored by: Fire and Fury Games, Rules: Age of Eagles, Napoleonic Fire & Fury.; 7 players.

With the wounding of 1st Consul Bonaparte, General of Division Desaix is appointed to save the Republic! In front of the very gates of Paris he assembles his army and awaits the final onslaught of His Twitness the Duke of Brunswick leading forth Prussia and Austria's finest. Celebrate the commercial release of Napoleonic Fire & Fury in this , the final battle of the French Revolution!

American Civil War

F-038 - Champion Hill

Length: 4 hours.; Location: Distlefink, Table: D35; Hosted by Bob Moon.; Scale: 25mm; Sponsored by: HMGS South, Rules: Fire and Fury, Modified.; 8 players.

This scenario recreates one of the most important engagements of the American Civil War. General Pemberton's Confederate Army and U.S. Grants Army of the Tennessee fight a fierce and ruthless battle that will decide the fate of Vicksburg and control of the Mississippi River. It is May 16th, 1863. Can the Confederates hold the high ground against a three pronged Union assault? Prizes: MVP.

Friday Events

F-043 - Battle for Crampton's Gap (South Mountain)

Length: 3 hours.; Location: Distlefink, Table: D24; Hosted by Fred Hubig and John Snead.; Scale: 25mm; Sponsored by: Georgetown Center for Living History, Rules: Carnage & Glory (Computer Assisted).; 8-10 players.

This year's Civil War in Miniature Series will continue September 30 - October 2 at Carlisle, PA with the Battle of Antietam. To familiarize participants with C & G, we present Crampton's Gap, a holding action by part of Longstreet's Corps, to delay the pursuing Union Army long enough for General Lee to regroup his scattered forces along the Antietam Creek - a prelude to the Battle of Antietam. Prizes Provided.

F-053 - Breakthrough at Fort J. Roberts Young

Length: 4 hours.; Location: Distlefink, Table: D32; Hosted by Larry Morris and Jeff Corbin.; Scale: 15mm; Rules: Johnny Reb 3.; 8 players.

The Award Winning Yellow Worm Gaming Society returns with this early war scenario. The battle starts just after the Union has punched through the main Confederate works. The task is for the Union to exploit this hole while the confederates must contain the troops before their armies are split in two. Lots of green troops with smoothbores and six pounders on both sides. We use Johnny Reb3 with house rules for leader abilities.

F-215 - [Seminar] Wargaming the Battle of Chickamauga: Overcoming the Bragg and Rosecrans

Length: 1 hour.; Location: Hopewell Lecture, Hosted by Rick Young.

This lecture will discuss the strategic options and gaming considerations open to wargamers trying to refight the Battle of Chickamauga. Presented by Rick Young, a combat veteran of the Vietnam War, and author of "Combat Police: U.S. Army Military Police in Vietnam," it will delve into the potential pitfalls hampering an enjoyable simulation of the battle, and will be used to open discussion on a miniatures project in preparation for the 150th anniversary of the last significant Confederate victory of the Civil War.

Age of Rifles

F-076 - A Change of Pace

Length: 4 hours.; Location: Showroom, Table: SH5-SH10; Hosted by Kim Caron.; Scale: 25mm; Sponsored by: Tactical Conflict Systems, Rules: High Noon.; 14 players.

The grown ups have been running the town of "Dusty Dawg" too long. The kids in town are armed and ready to stock the saloon with pop

and candy. They just need to knock off a few oldtimers and they'll listen. We need some grown ups here too to put the kids back on the farm and in school. All are welcome. Prizes: Gift Certificates.

F-128 - Bad Day at Apache Rock

Length: 4 hours.; Location: Distlefink, Table: D62-D62; Hosted by Tod Kershner.; Scale: 25mm; Rules: Home Grown.; 8 players.

In Arizona territory 1872 a stage full of passengers arrive at a remote station expecting fresh horses but when they get there they find the station master dead and the horses gone. The sound of gunfire alerts them that they are right in the middle of an Apache War! Will the cavalry save the day? Will the scalp hunters prevail? Will the Apaches repel the invaders? Easy rules.

World War I

F-054 - Trench Wars: Palestine 1917

Length: 2 hours.; Location: Distlefink, Table: D45; Hosted by Frank Luberti.; Scale: 25mm; Sponsored by: New York Wargamers Association, Rules: Trench Wars.; 12 players.

October 31, 1917. The Desert Mounted Corps and XX Corps, under the command of General Sir Edmund Allenby, have commenced their attack on Beersheba in an attempt to outflank the Turkish held city of Gaza. Before the Australian Light Horse can make their gallant charge to capture the wells of the town intact, the Turkish strongpoint at Tel El Saba must be taken. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Game sponsored by the New York Wargamers Association with terrain by The Miniature Building Authority. NYWA members, family and friends always welcome. Prizes by NYWA. Special scenario rules for initiative and morale will be used. Rules will be explained by the co-author of "Trench Wars." Pre-game viewing: "The Lighthorseman."

World War II

F-018 - Operation Market Garden

Length: 24 hours.; Location: Distlefink, Table: D72-D75, D82-D85, D92-D96; Hosted by Peter English and Samuel Scott, Martin Baber.; Scale: 20mm; Rules: Market Garden.; 20+ players.

If you missed it at Fall In! 2003, here is your last chance to play this amazing game!

The Allied airdrops... The British advance... The desperate German defense... All of this and more are here in this 20 mm mega-game covering over 60 feet of sculpted terrain! Hundreds of vehicles, thousands of figures and

dozens of aircraft make this a spectacular event. The game will cover several days of the historical battle and involve units of all kinds- from the greenest conscripts to the most battle-hardened elites. Specially-designed rules will keep the action fast and furious throughout the battle. We guarantee that you will be in action from the first moment. If you've ever dreamed of playing a really big game, this is your chance! There will be spaces for 20 registered players. These hardcore individuals players are guaranteed (and expected) to play the entire game. There will be great prizes for all registered participants. You must be registered for the Friday Game to be considered a registered participant. The play sessions will be 10-1 and 3-7 both days.

There will also be small commands available for walk-up players throughout the course of this event. We will be able to have up to 5 walk-up players playing at a time so there will be a constant flow of new players.

Can you help the Germans keep General Montgomery from crossing the Rhein-or will it all be over by Christmas?

F-163 - Rats in a Maze

Length: 4 hours.; Location: Host - Kids World, Table: HK3; Hosted by Bob Benge.; Scale: 15mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: Mein Panzer.; Six (6) players.

Normandy, June 1944. After getting off the beaches of Normandy, the American find themselves fighting tooth and nail through terrain that they were not prepared for ...hedgerows. Outstanding defensive terrain, the Germans used it well, digging in, and fighting for every field. Can the Americans find the cheese or will the Germans kill the rats in the maze?

F-165 - Infantry Mein Panzer Boot Camp

Length: 4 hours.; Location: Host - Kids World, Table: HK7 and HK8; Hosted by JD Perry.; Scale: 12mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: Mein Panzer.; Eight (8) players.

You've bought the rules, you've played the game, and now you want to learn how to play with Infantry!. This is the first of several training sessions that will be sponsored by ODGW to show you the player how easy it is to use the MP Rule System. There will be a short lecture to cover the basics of the rule system then the players will be broken down into pairs to play a series of small games.

F-201 - Market Garden an American alternative history

Length: 6 hours.; Location: Heritage, Table: HE8; Hosted by Frank Sciulli.; Scale: 10/

Friday Events

12mm; Rules: Kampfgruppe Commander II.; 7 players.

Can the Americans size a vital river crossing with airborne troops and hold it until an armor force links up to relieve them? Can a several small German kampfgroups prevent the Americans from capturing a bridge or prevent the relieving force from linking up to the lightly armed airborne forces? This is an alternative history Market Garden style scenario using home brewed airborne and bridge demolition rules for Kampfgruppe Commander II rules. Experienced players encouraged to try out these special rules. Walkups will be accommodated. Rules will be taught.

F-212 - Panzer Counter-Attack Bereza, Russia 17July1944

Length: 6 hours.; Location: Distlefink, Table: D53; Hosted by Michael Fatovic.; Scale: 54mm; Rules: Recon & Rushes.; 8 players.

A strong Russian offensive has pushed the main German front back into central Poland. Infantry Divisions of Army Group Center have been badly dispersed by this attack. Headquarters Army Group Center is committing certain reserve Panzer Divisions to halt the Russian attack, and provide a covering force for reorganization of the front. Will the Germans be able to counter-attack and halt the Russian Juggernaut? Or will the Germans be steam-rollered by the Russians? You decide!

F-217 - Assault on a French Town

Length: 3 hours.; Location: Kinderhook, Table: K2; Hosted by James Lombardi.; Scale: 54mm; Sponsored by: Marx Man, Rules: Wargames for the Young and Old Modified.; 6 players.

American soldiers are held up in a small French Town and the Germans want it back. Figure are 54mm and the game is for kids age 7-14 years.

Modern

F-059 - Cave in!

Length: 4 hours.; Location: Showroom, Table: SH29, SH30; Hosted by Mike Heagerty.; Scale: 25mm; Sponsored by: Devil Dog Design, Rules: Dogs of War.; 6 players.

The Nuba mountain range, Sudan... U.N. aid workers are here administering polio vaccine. The Green Berets are here to rescue the aid workers. Al Qaeda is here hiding property acquired from a former Soviet republic. Spetsnaz is here to recover said property. And, the Sudan People's Liberation Army is here to shoot all the foreigners.

F-164 - Israeli Offensive - Syria

Length: 4 hours.; Location: Host - Kids World, Table: HK5; Hosted by Kenny Noe.; Scale: 12mm(Minifig); Sponsored by: Old Dominion GameWorks (ODGW), Rules: Mein Panzer.; Six (6) players.

The Israeli Armor corps didn't start this fight but by God they are going to finish it! Going on the offensive all the way to Damascus. Just one minor problem, the Syrian Army along with some Jordian units are launching their own offensive to avenge their honor on the field of battle and claim victory over the infidels! ALLAH AKBAR!

F-224 - Battle of Prot Penn Farm

Length: 4 hours.; Location: Kinderhook, Table: K1; Hosted by Jon Yuengling.; Scale: 5/6mm; Rules: AK47 Republic in 6mm.; 4 players.

This is a modern (1960s) battle in a mythical country on the coast of Africa, between a Liberation movement and settlers.

Knowledge of the rules is not required. Rules will be explained.

Futuristic

F-152 - Classic Battletech - Circle of Death VI

Length: 6 hours.; Location: Showroom, Table: SH28; Hosted by Mark Yingling and Allen Soles.; Scale: 285mm(Micro); Sponsored by: Iron Wind Metals, Rules: Battletech.; 12 players.

The time has come for the yearly Circle of Death, free for all championship. Each contestant's forces consist of two Battletechs of no more than 3,500 Battlevalue. Gunnery and Piloting are not modified by the Battlevalue of the mechs but is set at Gunnery of 3 and Piloting of 4. Players may bring their own forces, but they will be checked before being given the okay for play and no custom mechs. Otherwise forces and material will be provided.

Fantasy

F-148 - The Basti Camp I

Length: 2 hours.; Location: Heritage, Table: HE6; Hosted by Pete Baxter.; Scale: 25mm; Rules: Wargods of Aegyptus.; 6 players.

The former temple ruin has become an oasis of pleasure for the Basti. Any Basti warband is welcome within its comforting tents. An overly serious Anubis Warband has stumbled upon it and seeks to claim it as a staging area to continue its ongoing fight against the Eater of the Dead. The Basti won't leave without putting

up a fight for their beloved spot. Come out and play in a Wargods of Aegyptus game, everything you need will be provided.

F-191 - A Scary Night in Mirkwood

Length: 4 hours.; Location: Ballroom Foyer, Table: [See Event Host]; Hosted by Del and Matthew Stover.; Scale: 25mm; Rules: Games Workshop's Lord of the Rings.; 5 per hour players.

A dark evil has descended upon the forest trails of Mirkwood Forest. Goblins, giant spiders, and barrowwights prowl the ancient forest, attacking travelers foolish enough to cross the woodland trails. Now you can decide whether good or evil will prevail in a series of skirmish games for children ages 8 and up. (Younger children only with parent.) Each game averages one hour. After a short break, we'll start up again—and let another group of young gamers experience the fun of miniatures gaming and Middle Earth warfare. No registration. Sign up at the table.

All Periods

F-181 - HMGS Painting University - Miniature Painting for Children

Length: 1 hour.; Location: Business Ctr, Table: [See Host]; Hosted by Heather Blush.; Scale: Other.

Miniature Painting for Children taught by Heather Blush - Children, age 5-12, will be taught painting basics, simple color theory, as well as proper brush & paint care. Students will receive one primed figure to paint and keep. Parental accompaniment strongly requested (Parents will receive a miniature to paint along with their child on request). Paint and brushes will be provided. Class size limited to 15 children.

F-197 - HMGS Paint'n'Take

Length: 6 hours.; Location: Business Ctr, Table: [See Host]; Hosted by Heather Blush; Sponsored by: Brigade Games.

The HMGS Paint'n'Take is back. For those of you who joined us at Cold Wars and those of you who missed us, come sling paint with the best of them at Historicon's Paint 'N' Take. Novice painter can get the basics from our experienced on-site painting team, while experienced painters can hone their skill or try out new techniques. Each attendee receives one (1) Brigade Games 25mm figure. Participation is free with your paid Historicon registration. Howard Hues/Regal Realms Paint and brushes will be provided. Stop by and visit us in the Painting Event Area (the Business Area). Friday 10 AM - 12 PM and 1 PM - 5 pm and Saturday 9 AM - 12 PM and 1 PM - 5 PM.

Friday Events

- 11:00 AM -

Napoleonic

F-090 - Invasion Fleet, Loaded for Bear! [Theme]

Length: 2 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Todd Harland-White and The HAWKS.; Scale: 25mm; Rules: Milk and Cookies Rules.; 8 players.

Wooden ships? Iron men? Not exactly. This game does have the British Tars, stalwart sailors that formed the heart of the Royal Navy, but with whom are they locked in close action and boarding party combat? Why it's the Teddy Bear invasion fleet of Napoleon Bearaparte coming across the Channel to the honeyed fields of England! Bruin versus Brawn! Cunning versus Cuteness! Fingered Fist versus Padded Paw! Come command your Origami Frigate with its crew of men or bears in this dark chapter from the annals of inter-species conflict (stay after to fold your own boat)! A HAWKS Kids' Table game. Adults may play only with playing child. Basic literacy skills required. The HAWKS will be hosting one table of 2 hour games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

American Civil War

F-161 - Gettysburg: Eastfield Cavalry Battle 3 July 1863

Length: 5 hours.; Location: Distlefink, Table: D64; Hosted by Tony Figlia.; Scale: 15mm; Rules: Fire & Fury: American Wars, Regimental.; 8 players

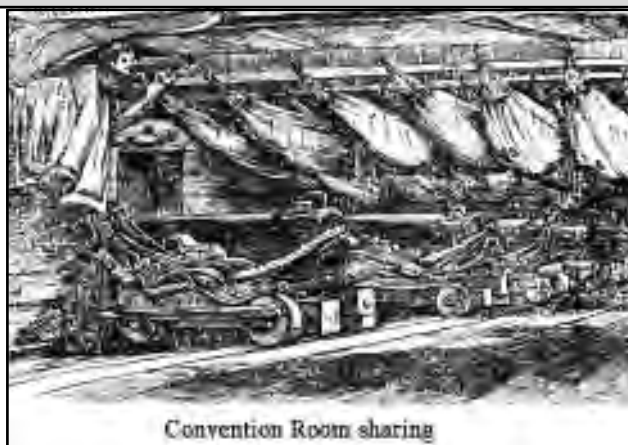
Stuart's Cavalry encounters Gregg Farnsworth's near Little Round top. The two cavalry forces met three miles east of Gettysburg near the Rummel farm about noon on July 3rd. Stuart deployed his brigades (about 6,300 men) in the woods on Cress Ridge to the north. Gregg's Division, along with George Custer's Brigade (totaling about 4,500 men) was situated along Hanover road to the south.

World War II

F-015 - Skirmanovo, 1941

Length: 4 hours.; Location: Paradise, Table: P3; Hosted by Frank Chadwick and Glenn Kidd, and Mike Murphy.; Scale: 15mm; Rules: Command Decision 4th edition.; 10 players.

While the German prepared for the final drive on Moscow in 1941, the Soviet 16th Army



Convention Room sharing

launched a spoiling attack at Skirmanovo with tank, infantry and cavalry to take the offensive edge off of 10th Panzer Division. A CD4 playtest/demo.

F-124 - Introducing Kampfgruppe Commander II

Length: 2 hours.; Location: Paradise, Table: P1; Hosted by David Reynolds.; Scale: 10/12mm; Sponsored by: Historical Miniature Gamer, Rules: Kampfgruppe Commander II.; 6 players.

The new edition of the winner of the 2002 Origins award for Best Miniature Rules is now available! Use the new point system for a quick and easy west front infantry battle. Each player commands a battalion. You buy your troop quality and armor and artillery supports. Game features the new artillery mechanics showing how the German and American/British systems differed. And experience the classic command activation system that has made these rules famous.

F-231 - Beyond the Meuse, May 1940

Length: 3 hours.; Location: Showroom, Table: SH18; Hosted by Peter Marshall.; Scale: 20mm; Sponsored by: Aleran Miniatures, Rules: Command Decision.; 6 players.

It's May 1940 and the Germans have crossed the Meuse River. They are poised to expand their bridgehead and continue the drive to the coast, while elements of the French 9th Army have been assembled to try and stop them. Familiarity with Command Decision rules is preferred but not required.

All Periods

F-198 - Scenery Painting

Length: 1 hour.; Location: Business Ctr, Table: [See Host]; Hosted by Allison Thiel.; Sponsored by: Acheson Creations.

Allison Thiel of Acheson Creations (www.acheson.com) will be teaching a scenery-painting seminar at Historicon. Students

receive one resin scenery piece created specifically for this class at Historicon to paint and then keep. Allison will teach the fundamentals of painting great scenery. Don't miss this opportunity to get a great resin piece before it is offered to the public. Classes are free with your paid admission to the convention. Each registered student will receive one free resin scenery piece - a damaged building corner - to paint and keep. Paint and Brushes will be provided.

- 12:00 PM -

Age of Gunpowder

F-049 - Birth of the Broadside [Theme]

Length: 3 hours.; Location: Paradise, Table: P6; Hosted by Brian Whitaker.; Scale: 1/300; Sponsored by: Merrimack - The Old Glory Shipyard, Rules: Birth of the Broadside.; 8 players.

The Spanish and English are hard at it for control of the channel. Can the Armada achieve its goal this time. This game features the new line of ships nominated for best new line of the year. Beginners' welcome. Merrimack - The Old Glory Shipyard offers a certificate for a ship.

F-131 - Battle of Sandomierz

Length: 4 hours.; Location: Kinderhook, Table: K03; Hosted by David Bonk.; Scale: 25mm; Rules: Carnage and Glory Computer Moderated GNW.; 8 players.

In July, 1708 King Augustus of Saxony and his Russian allies marched into southern Poland. The Swedes quickly assembled a small army and marched out to meet the enemy at Sandomierz. Walk up registration only.

F-159 - The Battle of Pavia, 1525

Length: 6 hours.; Location: Showroom, Table: SH17; Hosted by Peter Anderson.; Scale: 25mm; Sponsored by: Piquet, Inc and the Renaissance Wargames Society, Rules: Piquet - Band of Brothers 2nd edition.; 6 players.

In the largest battle of the Great Italian Wars, the firepower of the arquebusiers of the Spanish/Imperialist army proved superior to the dreaded Swiss Pikes and French Gendarmes of King Francis I, who was captured in the battle. Maybe it will be different this time around? Prize: Discount certificates for wargames figures ordered through the RWS.

Friday Events

Napoleonic

F-166 - French BattleLines Demos

Length: 2 hours.; Location: Host - Kids World, Table: HK2; Hosted by ODGW Staff.; Scale: 15mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: French BattleLines.; Two (2) players.

All day WALK-UP DEMO of French BattleLines for Napoleonic. Choice of two different demos to play. NO REGISTRATION REQUIRED!

F-195 - Calder's Action [Theme]

Length: 6 hours.; Location: Distlefink, Table: D63; Hosted by Phil Fry.; Scale: 1/1200; Sponsored by: Starboard Tack Press, Rules: Fire as She Bears!.; 7 players.

22 July 1805

French Admiral Pierre Villeneuve left the West Indies not knowing how many days in his wake lay the British pursuit. While running for the Spanish coast he encounters the blockading squadron commanded by Rear-Admiral Sir Robert Calder. In thick fog, with light winds, the two fleets approach.

American Civil War

F-168 - American BattleLines ACW Demos

Length: 2 hours.; Location: Host - Kids World, Table: HK6; Hosted by ODGW Staff.; Scale: 15mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: American Battlelines.; Two (2) players.

All day WALK-UP DEMO of American BattleLines for the American Civil War. Choice of two different demos to play. NO REGISTRATION REQUIRED!

F-196 - Clash at Willoughby Run

Length: 3 hours.; Location: Showroom, Table: SH20; Hosted by John Breslin.; Scale: 15mm; Rules: Johnny Reb III.; 4 players.

Initial engagement at Gettysburg between John Buford's Union Calvary division and Henry Heth's Confederate infantry division. Will the Union dismounted calvary hold McPherson's Ridge or will the advancing Confederates stake their claim of the ridge. This will be decided.

World War I

F-070 - The Hostile skies of Carvin, France

Length: 4 hours.; Location: Distlefink, Table: D31; Hosted by Robert Scripp.; Scale: 285mm(Micro); Rules: Hostile Aircraft.; 8 players.

RAF Sqdn 203 battles Jasta 74 over Carvin France, July 1918.

Pre WWII

F-083 - Italian Brothers

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by David Schlegel and the HAWKS.; Scale: 20mm; Rules: Beer and Pretzels Skirmish.; 7 players.

During the Spanish Civil War, many nationalities fought for both sides. In one action Italian communists battled Italian fascists for control of a strategic road.

World War II

F-023 - Aerodrome II WW2 Air Combat: Pacific Theatre

Length: 3 hours.; Location: Distlefink, Table: D15; Hosted by Stanley Kubiak.; Scale: 1/144; Rules: Aerodrome II WW2 Air Combat.; 10+ players.

Aerodrome, the convention favorite, has been extended to World War 2, adapting the popular Aerodrome 1.1 rules to WW2 air combat. Aerodrome 1.1 equipment is used; the rules remain easy-to-learn, easy-to-play, but take into account faster speeds and greater weapons lethality of WW2 aircraft. Up to 10 players per round; rounds last about one hour, run continuously through the allotted time. Under age 15 only with playing adult. Note: Playing in this Aerodrome II session will qualify players to participate in the Aerodrome II: Carrier Attack game to be held on Friday evening. Prizes: Awards for the the first victories and high scorer.

F-036 - Yellow Beach, Saipan

Length: 6 hours.; Location: Distlefink, Table: D11; Hosted by Peter Landry and Michael Sincavage.; Scale: 15mm; Rules: Battlefront WWII.; 5 players

The 25th Marines of the 4th Division met incredible resistance at the beach reminiscent of Tarawa, holding 12 yards after an hour of fighting. Once the armor landed things eased up. A counterattack repulsed, Agingan Point taken, the advance begins. The O-1 line was not to be reached though, due to stubborn Japanese resistance. Can you with the Marines clear the beachhead and take the O-1 line or will the Soldiers of the Emperor again be toasting to your defeat? Under 15 must be accompanied by an adult.

F-046 - Tank Battles for Beginners

Length: 3 hours.; Location: Paradise, Table: P5; Hosted by Dale Schramek.; Scale: 25mm; Sponsored by: WAGS, Rules: Homegrown WWII Armor.; 16 players.

WWII tank battle for novice players of all ages. Several games will be played during this

session. Beginners' welcome. Youngsters are welcome is accompanied by an adult.

F-102 - Iron Men of Mers-el-Kebir 1940

Length: 6 hours.; Location: Showroom, Table: SH1-SH4; Hosted by Michael Harris and Chris Carlson, Jay Wissman, and Bill Madison.; Scale: 1/2400; Sponsored by: Clash of Arms, Rules: Command at Sea.; 13 players.

Admiral Gensoul vs Admiral Somerville. Heavy action in the western Mediterranean as the French High Seas Fleet sorties to meet the British Force H rather than sitting passively in port. With French guns able to reply in kind, Operation Catapult presents the Royal Navy with it's greatest challenge since Jutland. Can the French Fleet be forced to yield to London's demands or will La Royal finally get revenge for Trafalgar?

Which Iron Man will honor his country with victory? We will use a 1:1 sea scale to demonstrate the difference in speed and distance of a naval engagement at sea

F-121 - Pagoda Hill

Length: 5 hours.; Location: Distlefink, Table: D71; Hosted by Mark Hayes.; Scale: 15mm; Sponsored by: Fire and Fury Games, Rules: Battlefront WWII.; 6 players.

Mandalay, Burma - March 1945. As the British XIVth Army burst on to the central plains of Burma, the 17th Indian Division was assigned the job of seizing the ancient capital of Mandalay. Looming 700 feet above the walled citadel was a pagoda covered hill that the Japanese defenders fortified with concrete emplacements. The unenviable task of digging them out fell to the 2/Royal Berkshires and the 4/4 Gurkhas supported by the tanks of the 7th Cavalry.

F-167 - Mein Panzer WW2 Demos

Length: 2 hours.; Location: Host - Kids World, Table: HK4; Hosted by ODGW Staff.; Scale: 285mm(Micro); Sponsored by: Old Dominion GameWorks (ODGW), Rules: Mein Panzer.; Two (2) players.

All day WALK-UP DEMO of Mein Panzer for World War II. Choice of two different demos to play. NO REGISTRATION REQUIRED!

F-190 - Bravest of the Brave

Length: 4 hours.; Location: Heritage, Table: HE1; Hosted by Eric Alvarado.; Scale: 20mm; Rules: Modified Arc of Fire.; 5 players.

Prior to the main amphibious assault on Tarawa Atoll, a small group of scout-snipers and engineers, led by Lt. William Hawkins and Lt. Alan G. Leslie landed at the foot of the 500 yard pier dominating the cove which US Marines would amphibious assault. Hawkins'

Friday Events

- 1:00 PM -

and his specially trained group of scout-snipers were to clear the long wooden pier dividing Red Beach 2 and 3 to prevent enemy forces from targeting landing craft approaching the beaches. Can you lead the "Hawk" and his men to victory, or will Admiral Shibasaki's Special Naval Landing Force prevent the US Marines from securing the Betio pier?

Modern

F-174 - Mein Panzer Modern Demos

Length: 2 hours.; Location: Host - Kids World, Table: HK8b; Hosted by ODGW Staff.; Scale: 285mm(Micro); Sponsored by: Old Dominion GameWorks (ODGW), Rules: Mein Panzer.; Two (2) players.

All day WALK-UP DEMO of Mein Panzer for the Modern period. Choice of two different demos to play. NO REGISTRATION REQUIRED!

Futuristic

F-153 - Classic Battletech Demo 1

Length: 2 hours.; Location: Showroom, Table: SH31; Hosted by Mark Yingling and Allen Soles.; Scale: 285mm(Micro); Sponsored by: Iron Wind Metals, Rules: Battletech.; 4 players.

WALK-UP demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. The playing surface will be one battletech hex map and rest of the gaming supplies will be provided. No registration will necessary so just walk up and play. There is no time limit on the demo games, you can come and leave when you want. At the end of the game you will get a demo packet, which contains the Quick Start Rules, other battletech information, and a battletech miniature of your choice (four mechs to pick from).

Fantasy

F-069 - Look Grudi, Teddy Bears!!

Length: 3 hours.; Location: Distlefink, Table: D41; Hosted by Logan Weiss.; Scale: 25mm; Sponsored by: Brigade Games, Rules: Gaslight.; 6 players

Ah, another peaceful day on the fields. Not a cloud in the sky, warm weather, and teddy bears coming to steal our honey. Pop guns will be popping, and honey will be dripping. Come join in a not-so-classic fight between Teddies and Gnomes. All ages allowed, and rules will be taught.

Ancients

F-071 - The Kingdom of Heaven

Length: 3 hours.; Location: Distlefink, Table: D91; Hosted by Chris Parker.; Scale: 25mm; Sponsored by: Aide de Camp Books (adcbooks.com), Rules: Day of Battle - On Holy Ground.; 4-6 players.

East meets west as the knights of Christendom attempt to fight their way through to Jerusalem. Players will use eastern horse archers and heavy troops to stop the heavily mailed knights and their footmen. Each player will be a noble and will strive to gain the most honor points. These will determine the final winner and take the prize. This game is part of a series of games presenting Day of Battle III. Each game is unique from the previous as players have a say in the terrain and deployment via the mini-campaign portion of the rules. (www.dayofbattle.com). Prize: Painted 54mm soldier for most HP's.

Age of Gunpowder

F-029 - Sweet Meat Must Have Sour Sauce

Length: 4 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by John Holly and Allan Finney.; Scale: 25mm; Sponsored by: NJMGS & Brigade Games, Rules: Spanish Fury Actions.; 6 players.

England, 1644. Dead of winter somewhere in the West Country. Two large foraging expeditions, one Royalist and one Parliamentarian, are on a collision course. What was supposed to be a grab for some stores of meat turns into a bloody skirmish. But, will the townfolk stand for yet another foraging expedition into their quaint little hamlet?

F-216 - Battle on Lake Ontario 1813

Length: 4 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by Augie Thiesing.; Scale: 1/1200; Sponsored by: NJMGS, Rules: Clear for Action.; 7 players.

American squadron on lake Ontario intercepts escorted British merchant men. Can the Americans defeat the British and gain command of the lake? Americans have 2 ships 2 schooners and a bunch of gun boats with the British having 2 ships and a brig along with the merchant men. Computer moderated game, familiarity with computers recommended.

Napoleonic

F-094 - Why Those are Regulars!

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Duncan Adams and The HAWKS.; Scale: 25mm; Rules: Wellington Rules.; 6 players.

In the third summer of the war, the Americans are once again trying to pry Canada loose from the British Empire. While the British commanders have learned to despise the American militia and their leaders, the US regular Army has been gradually growing, training and finding aggressive leaders. In early July they crossed the Niagra river at Buffalo and swept north to clear the British out. The British reacted quickly and though out numbered, are confident that they can drive the militia from the field once again. But wait ... Why those are Regulars, by God!

Colonial

F-021 - Camerone

Length: 4 hours.; Location: Distlefink, Table: D31; Hosted by Tim Tilson.; Scale: 25mm; Sponsored by: NOVAG, Rules: The Sword and the Flame.; 4 players.

Captain Danjou and 47 French Foreign Legionaries are surrounded at the hacienda at Camerone Colonel Milan and 3,000 Mexicans. How long can they hold out? How soon can Colonel Milan finish them off and then go on to attack the gold convoy? Come refight the epic battle that made the Legion's reputation at its most historic battle.

F-064 - Queen of Aden

Length: 4 hours.; Location: New Holland, Table: See Event Host; Hosted by Chuck Turnitsa and Chris Borucki.; Scale: 28mm; Sponsored by: Old Dominion Military Society, Rules: The Sword and the Flame (25th Anniv Ed).; 6 players.

The passenger steamer "Queen of Aden" has come down to the fortified outpost town, Wad Al Bakr along the river, yet mechanical failure has caused the steamer to put ashore a short distance north of the outpost. Unfortunately for the passengers, as well as the courier carrying vital documents, the steamer put ashore on the wrong side of the river! A column of mounted infantry have contacted the stranded party, and have set up a small defensive position, but now the massed tribes of the local area have risen up for the Mahdi, and threaten all in the region! Will the small party of passengers and troopers hold out in time for a rescue operation from the British town?

Friday Events

Age of Rifles

F-057 - Moby Dick

Length: 3 hours.; Location: Distlefink, Table: D42; Hosted by John Rigley.; Scale: 25mm; Sponsored by: Eureka Miniatures, Rules: Home Brew.; 8 players.

Come hunt for the Great White Whale Moby Dick. With Captain Ahab, and the rest of his crew of old salts. Any and all land lovers are welcome, to join up for a 1% share of the catch. Or to die trying, to land Moby Dick.

World War II

F-143 - Operation Market Garden: Hells Highway

Length: 4 hours.; Location: Showroom, Table: SH24; Hosted by Bill Hanson and Jeff Welsh and Zach Welsh.; Scale: 20mm; Sponsored by: Major Objective Games, Rules: Under Fire: Company Level.; 6 players.

Walk Up Demonstrations — It's the kickoff to the biggest show of the war! XXX Corps has just kicked off the 'Garden' operations going up Hell's Highway to meet with the paratroops landing all over Belgium. The road ahead is not quite as easy as hoped. The Germans have defensive positions and a few other surprises for the Allied advance. But, XXX Corps must get through or the 'Market' will perish. Time is of the essence! Come and help the Allies

break through or help the Germans to stop them in their tracks.

F-184 - Panzer — Introductory Session

Length: 4 hours.; Location: Showroom, Table: SH19; Hosted by Jim Day.; Scale: 285mm(Micro); Sponsored by: Lost Battalion Games, Rules: Panzer Miniature Rules.; 10 players.

Panzer Miniature Rules with the designer Jim Day. This game is a demonstration of the fast-paced Panzer rules system combined operations on the Western Front in WWII.

F-202 - Passage of the Schwabenland

Length: 4 hours.; Location: Heritage, Table: HE9; Hosted by Joe Evans.; Scale: 1/1200; Sponsored by: Reading Area Wargamers, Rules: Modified Hunters on the Shoreline.; 6 players.

August, 1942: Sweden has threatened to cut off shipments to Germany because of heavy losses of ore carriers to the British. The Kriegsmarine is determined to get the ore carrier Schwabenland safely into Antwerp, while a group of RNVR officers in small boats have other ideas. Rules available on-line at: www.freewargamesrules.co.uk

F-219 - Let us Doe See Doe at Fort Capuzzo!

Length: 5 hours.; Location: Distlefink, Table: D21; Hosted by Scott Royce.; Scale: 285mm(Micro); Rules: Home Rules.; 4 players.

North Africa May 1941. The 2nd RTR after a successful attack and capture of Hellfire Pass now turns it's attention to Fort Capuzzo. This old colonial fort captured weeks earlier by Rommel's Italio-German forces must be retaken.

Modern

F-073 - Rear Guard at Yudam-Ni - Korea, 1950

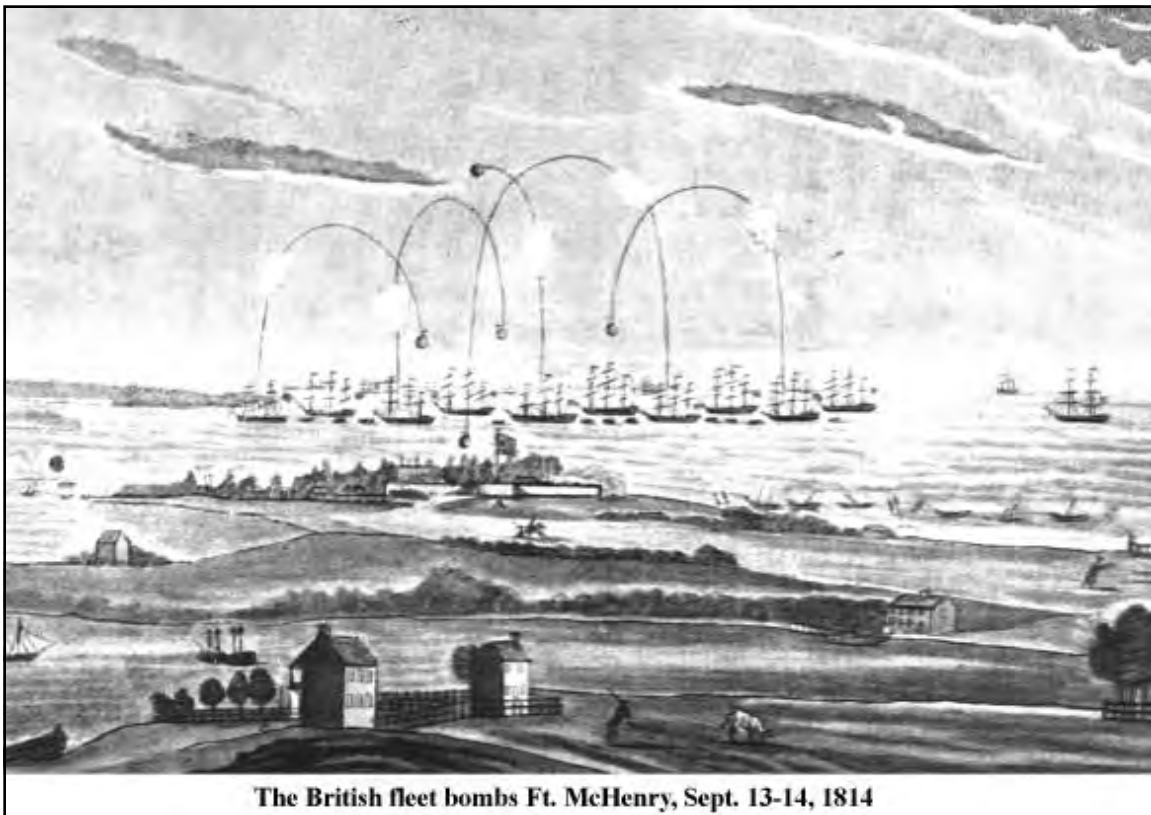
Length: 4 hours.; Location: Paradise, Table: P4; Hosted by Richard Bryant.; Scale: 15mm; Rules: Cross Fire.; 8 players.

Depleted and ad-hoc US Marine units guard the line of retreat of US forces from Chosin reservoir. The Chinese People's Liberation Army object.

F-099 - Seize the Bridges!

Length: 2 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Norman Dean and the HAWKS.; Scale: 20mm; Rules: Home Rules.; 6 players.

Neubraunland and the Republico Verde are at it again. Both are attempting to take the bridges at Gule's Town, on the Azure River. But where are Neubraunland's elite Black Star Regiments? Take command of a unit in this generic modern game and see who will control these vital bridges. A HAWKS Kids' Table game. Adults



The British fleet bombs Ft. McHenry, Sept. 13-14, 1814

Friday Events

may play only with playing child. Basic literacy skills required. The HAWKS will be hosting one table of 2 hour games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

F-126 - Blackhawk Down

Length: 3 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by Barry Katz.; Scale: 25mm; Rules: TBA.; 6 players.

Somalia, a blackhawk helicopter has gone down and you unit has been instructed to secure the crash site. There will be no helicopter or armored support. It is just your unit against a city of armed militia. Children only with an accompanying adult.

Fantasy

F-087 - War of the Worlds

Length: 3 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Buck Surdu and the HAWKS.; Scale: 28mm; Rules: To be Continued.. By GASLIGHT.; 8 players.

The year is 1939. The yeomanry in Bramley has managed to blow up a Martian tripod. Now the townspeople and home guard forces are moving in to capture or kill the Martian crewmen. Additional tripods are moving into the area to rescue their comrades. Lots of campy action. Young players welcome only with a participating adult. Rules will be taught.

All Periods

F-232 - Miniature Painting for Children

Length: 1 hour.; Location: Business Ctr, Table: [See Host]; Hosted by Heather Blush.; Sponsored by: Brigade Games.

Novice painters can get the basics from our experienced on-site painting team, while experienced painters can hone their skill or try out new techniques. Each attendee receives one (1) Brigade Games 25mm figure. Participation is free with your paid Historicon registration. Howard Hues/Regal Realms Paint and brushes will be provided. Stop by and visit us in the Painting Event Area (the Business Area).

- 2:00 PM -

Ancients

F-007 - Caesar v. Vercingetorix

Length: 5 hours.; Location: Cornwall, Table: C4; Hosted by Mark Zaslavsky and Phillip Viverito.; Scale: 25mm; Sponsored by: LMW

Works, Rules: Classical Hack for Rome.; 8 players.

Vercingetorix, leader of the Gauls has united the Gauls with the intent to destroy the Roman Army. Julius Caesar has half of his legions out to crush this rebellion. Vercingetorix has decided to put forward his best troops to insure the defeat of Caesar. Phil Viverito, writer of the rules Classical Hack will join in this event as Gamemaster. Prizes will be awarded.

F-188 - Age of (Ancient) Fighting Sail

Length: 4 hours.; Location: Cornwall, Table: (See Event Host); Hosted by Norbert Brunhuber.; Scale: 25mm; Rules: Blood & Swash.; 12 players

Before gunpowder cheapened the whole experience, real naval warfare consisted of getting real close and personal with the enemy. He's your chance to get a taste of that kind of combat with this skirmish game of ancient Greek trireme boarding parties! Each player controls a squad of men determined to take over the enemy ship. Keep sharp or you'll be hurled overboard to Poseidon's grave.

Age of Gunpowder

F-091 - Maritime Mayhem at Mercer and Mifflin [Theme]

Length: 3 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Todd Harland-White and the HAWKS.; Scale: 1/2400; Rules: FLAGSHIP.; 4 players.

British General Howe has taken Philadelphia, but without supplies he will be unable to hold it. His brother Admiral Howe is bringing the Royal Navy resupply fleet up the Delaware River with the urgently needed stores, but the Pennsylvania and Continental Navies stand in his way to bolster the staunch defenses of Forts Mercer and Mifflin.

F-125 - "A Very Sharpe Dispute!" - The Battle of Willoughby Field (5 July 1648)

Length: 4 hours.; Location: Paradise, Table: P2; Hosted by Bob Giglio and Neil Brennan.; Scale: 25mm; Sponsored by: Historical Miniature Gamer, Rules: Forlorn Hope (by Pete Berry & Ben Wilkens, published by Partizan Press).; 6 players.

From Bob Giglio's forthcoming *ECW Gaming Scenarios*, Vol. 3 (Vols-2 available from www.OnMilitaryMatters.com or www.CaliverBooks.com), using www.miniaturebuildingauthority.com models. Royalists under Sir Philip Monkton engaged a Parliamentarian force under Colonel Edward Rossiter "in a large Beane field" and amongst hedgerows for a classic ECW cavalry fight! A

Royalist victory would have forced Cromwell to have stopped and dealt with the Cavaliers, thereby opening a march route south for the Scots' and possibly changing the of the Second Civil War. Join in for Parliament or the King and the Cause! [Age 15 or older unless with playing adult.]

F-213 - Steel Bonnets

Length: 3 hours.; Location: Distlefink, Table: D25; Hosted by Lindsay Gauld.; Scale: 28mm; Sponsored by: The League of Gentlemen Wargamer's AC, Rules: Home.; 12 players.

Skirmish wargame set in the borders of Scotland and England. Under age 15 with playing adult only.

Napoleonic

F-002 - Calder's Action - 22 July, 1805-200th Anniversary [Theme]

Length: 7 hours.; Location: Distlefink, Table: D33, D34; Hosted by Stanley Sunderwirth.; Scale: 1:2000; Rules: Victory Under Sail.; 6 players.

Admiral Villeneuve has given Nelson the slip in the Caribbean and heads back to Europe. But, a dispatch vessel encounters the Franco-Spanish force en route and relays a warning to the Admiralty in London. Vice-Admiral Sir Robert Calder with a force of 15 battleships (including four 3-deckers) is sent to intercept. Calder encounters the allied fleet of 20 battleships in the fog west of Cape Finisterre. He captures 2 enemy ships, but does not pursue - a solid victory against superior odds. However, in the shadow of the huge victories scored by Nelson, Calder is court-martialled and reprimanded for failing to do better. Players will control squadrons in a quick-playing but accurate game with lots of dice and almost no charts. Rules will be taught.

F-118 - "Assaye—Wellington's First Victory, Sept.23, 1803"

Length: 4 hours.; Location: Strasburg, Table: See Event Host; Hosted by Patrick Wilson.; Scale: 5mm; Rules: John Company.; 3-7 players.

When asked late in life, the Duke of Wellington said Assaye was the victory he was most proud of. No amount of Frenchmen in Spain or at Waterloo under Marshals of France to Napoleon himself tested his mettle more than the Maratha hosts of Dulet Rao Scindia and his allies around a mud brick village in central India. Patrick Wilson, co-author with Chris Ferree of John Company, hosts a massive simulation of this pivotal battle using these rules and 5mm figures provided by Irregular Miniatures. More, the game will be played on a highly detailed model of the actual battlefield based on contemporary

Friday Events

maps and modern satellite photographs. Better still, world famous author of the “Sharpe” novels, Bernard Cornwell, has lent his invaluable personal observations and photographs of the field to the authors as part of their ongoing “Assaye Project.” The result is a uniquely authentic, thoroughly researched, and play tested gaming experience—with a few prizes available to those who do the best! Information Sheets available in the Strasburg Room Friday morning and Players Pre-game Briefing at 1 PM.

F-209 - Battle of Shervardino

Length: 4 hours.; Location: Showroom, Table: SH32; Hosted by Robert Hoy.; Scale: 15mm; Sponsored by: Legacy Games, Rules: Legacy of Glory Regimental.; 4 players.

This will be a recreation of the battle of Shervardino, which took place 2 days prior to Borodino.

American Civil War

F-044 - A Cornfield in Maryland

Length: 3 hours.; Location: Distlefink, Table: D24; Hosted by Fred Hubig and John Snead.; Scale: 25mm; Sponsored by: Georgetown Center for Living History, Rules: Into Glory.; 8-10 players.

The rolling fields around Sharpsburg, MD are forever in our hearts. We will follow several miniature Brigades from both the North and the South and see if their fate turns out to be the same as their historic counterparts on September 17th, 1862. Prizes provided.

Colonial

F-109 - March to Fort Beauregard

Length: 4 hours.; Location: New Holland, Table: See Event Host; Hosted by Nigel Clarke.; Scale: 28mm; Rules: The Sword in North Africa.; 4 players.

Deep in the Sahara two companies of the Legion supported by a company of Tirallieurs and a squadron of cavalry are marching to relieve the garrison of Fort Beauregard as part of the biannual rotation of troops. The natives are restless and the tribes are being stirred up by emissaries from Mecca who are preaching Jihad against the French infidels. Can you bring the column safely into the walls of Fort Beauregard or will you succumb to the screaming hordes of enraged Arabs and Berbers?

F-119 - Old Time Colonial Gaming

Length: 4 hours.; Location: New Holland, Table: [See Event Host]; Hosted by Bob Beattie

and Dennis Frank.; Scale: 54mm; Rules: Joe Morschauser's Rules.; 10 players.

Participate in a game using the rules from the second book on wargaming in the USA. Joe invented the roster system. multiple- figure bases, and many other of procedures we use today. Step back in time to play like the old days with 54mm lead figures of that day, using the rules from “How to Play War Games in Miniature”, 1962.

Age of Rifles

F-011 - Two if by Sea: The Prussian Invasion of Als, 1864

Length: 6 hours.; Location: Kinderhook, Table: K02; Hosted by Bruce Weigle.; Scale: 6mm; Rules: 1864 (home).; 5-6 players.

29 June 1864 - Despite serious losses to the Austro-Prussian armies early in 1864, Copenhagen is determined to retain the strategic island of Als. Equally determined, Gen Moltke plans to take it, and has assembled some 24,000 troops for an amphibious landing. A Prussian victory here will win the war. Will the Danes hold the island, or at least escape to fight again? Will the notably land-oriented Prussian Army pull off one of the greatest sea-borne attacks in military history? And where is the deadly ironclad Rolf Krake - the pride of the Danish fleet?

F-020 - The Road to Sedan - 1870

Length: 3 hours.; Location: Limerock, Table: [See Event Host]; Hosted by Terry Gore.; Scale: 25mm; Sponsored by: SAGA and the Age of Glory, Rules: SAGA'S Victorian Warfare.; 8 players.

The Prussians have pushed the French back toward Sedan during this epic clash of empires during the Franco-Prussian War. The French high command needs some breathing room and has decided to launch a rearguard attack on the pursuing Prussians. Can the French hold back the German juggernaut or will it simply overwhelm them as before?

See the deadly use of chassepot and mitrailleuse in action in this exciting game of Victorian Warfare!

F-077 - Fleets Meet! Ships Sink!

Length: 4 hours.; Location: Showroom, Table: SH13-SH14; Hosted by Leo Walsh.; Scale: 1/2400; Sponsored by: Tactical Conflict Systems, Rules: Age of the Dreadnought.; 16 players.

Early Cruisers and Battleships collide on the high seas. Easy to learn and fast playing action. Bring your friends, bring your enemies. Lots of fun for all. Prizes: Gift Certificates.

World War I

F-055 - Trench Wars: German East Africa 1916

Length: 2 hours.; Location: Distlefink, Table: D45; Hosted by Frank Luberti.; Scale: 25mm; Sponsored by: New York Wargamers Association, Rules: Trench Wars.; 12 players.

The next battle in the “Trench Wars” German East Africa campaign. April, 1916. After their defeat at Salaita Hill, the South Africans, commanded by Jan Smuts, were ordered to advance into the heart of German East Africa. The South African Mounted Brigade, 1200 strong, of General Van Deventer's 2nd Division would spearhead the attack. At Lolkisale Hill, the South Africans were met by the 28th Feldkompanie under the command of Hauptman Paul Rothert. If you enjoyed playing in the Tanga and Salaita Hill scenarios at past HMGS conventions, this game is for you. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Game co-sponsored by the New York Wargamers Association and the Connecticut Game Club. NYWA and CGC members, family and friends always welcome. Prizes by NYWA. Special scenario rules for initiative and morale will be used. Rules will be explained by the co-author of “Trench Wars.”

Pre WWII

F-030 - Quest for La Calavera Negra de la Luna

Length: 4 hours.; Location: Cornwall, Table: C2; Hosted by Richard Johnson.; Scale: 25mm; Sponsored by: Rattrap Productions, Rules: .45 Adventure: Crimefighting Action in the Pulp Fiction era.; 6 players.

Deep in the jungles of South America, there is rumored to be a skull of jet-black stone that is a source of immense power. Three weeks ago, Sir Jonathon Grimes began quietly soliciting funding for an expedition and rumor spread quickly that he had discovered La Calavera Negra. On the eve of his departure, his body was found twisted and all of his organs had been liquefied. Now, several groups are mounting expeditions to the deep jungle to find the Black Skull. Whoever recovers the skull could achieve power and wealth far beyond their dreams. But what will prove more deadly... the denizens of the jungle, the traps set forth by an ancient culture, or those who seek the Skull alongside you? This is an introductory level game for players to learn the .45 Adventure rules in a fun and exciting scenario.

Friday Events

World War II

F-103 - The Patrol

Length: 4 hours.; Location: New Holland, Table: See Event Host; Hosted by Larry Brom.; Scale: 28mm; Rules: K-Bar and Bayonet.; 8 players.

A Marine reinforced rifle platoon, with a light machine gun section and a mortar section, is attempting to move in and destroy a Japanese communications station in a native village. The station is defended by two rifle squads, a heavy MG and crew, and a grenade launcher section. Can the Marines take the station with less than 50% casualties?

F-112 - Kurita vs Lee

Length: 5 hours.; Location: Heritage, Table: HE4, HE5; Hosted by John Gordon.; Scale: 1/1200; Rules: Seekrieg IV.; 12 players.

25 October 1944. Japanese Admiral Kurita's powerful center force has weathered the US air attacks that were thrown at him the previous day. He is now exiting the San Bernardino Strait and will quickly head south toward the US invasion fleet at Leyte. As the Japanese ships clear the Strait at dawn they spot on the horizon the outlines of American ships - battleships!!! Admiral Lee's Task Force 34 has been detached from Halsey's Third Fleet and is now in position to intercept the Japanese. The Yamato and New Jersey prepare to open fire on each other as the battle begins.

F-130 - Battle of Santa Cruz

Length: 3 hours.; Location: Ballroom Foyer, Table: BF1; Hosted by Russ Jensen and John Drye.; Scale: 1/2400; Sponsored by: GHQ, Rules: Rules under Construction.; 6 players.

October 26, 1942. The beleaguered Japanese Army units on Guadalcanal are in desperate need of heavy weapons, supplies and most of all...more troops. These are sent by the Japanese High Command (But not nearly enough), with a strong covering force, and a force designed to destroy the American carriers lurking about the Solomons Islands area. US Navy however, isn't just going to let that happen with out a fight.

F-135 - Stalingrad - Blooming Red October Factory

Length: 5 hours.; Location: Distlefink, Table: D22; Hosted by Andrew Kinnie and Keith Johnson, Max Tessier, Rick Wiest, and Jim Gregory.; Scale: 15mm; Sponsored by: Britton Publishers, Rules: Final Combat.; 10 players.

On November 11, 1942, elements of the German Sixth Army began their final push to capture all of the City of Stalingrad. One portion of the City that still remained in Soviet hands was

much of the massive Red October factory, a model of Soviet planned industry. During the course of the battle for this city, much of this factory had changed hands several times, only to be retaken by the Soviet forces in subsequent counter attacks. Join us while we re-create a portion of this last German offensive, centered on the massive "Blooming Mill" section of this factory. A battle-depleted company of the 24th Panzer Grenadier regiment of the 24th Panzer Division, reinforced by combat engineers and Panzerjagers tries desperately to seize the Mill once and for all from the battle-hardened remnants of the Soviet 193rd Infantry division formed into assault groups with factory workers and other support. Will the Soviet forces hold out? Prize: Copy of the rules!

F-139 - Grossdeutschland At Kursk

Length: 3 hours.; Location: Showroom, Table: SH25; Hosted by Mark Stricker.; Scale: 15mm; Rules: Flames of War.; 6 players.

This game depicts the 10 July 1943 attack along the road to Oboiani by elements of the Grossdeutschland Panzer Battalion against the Soviet 200th Tank Brigade/6th Tank Corps/1st Tank Army. This game is a Mid-War Demo game for novice FOW players. All material and playing aides will be supplied and the rules will be taught.

F-140 - "Hold'em boys!", Anzio, Italy

Length: 3 hours.; Location: Showroom, Table: SH26; Hosted by Mark Greenwald.; Scale: 15mm; Rules: Flames of War.; 6 players.

The time: 1944. The place: Lovely resort-side Italy. The 45th's own Willie and Joe try to stop the German attempt to break the Anzio beachhead in two. Elements of the US 45th Infantry defend against all the Germans can throw at them. This is an mid-war Flames of War game for people new to FoW or novice players. All material and playing aides will be supplied.

F-183 - The Troubridge Decision - 1939 (Stop the Gneisenau!)

Length: 4 hours.; Location: Paradise, Table: P7; Hosted by Richard Sartore and Jack Joyner.; Scale: 1/2400; Sponsored by: HMG, Rules: SEEKRIEG 5.; 6 players.

August, 1939: Following July exercises in the Atlantic with SCHARNHORST and other units of the Kriegsmarine, GNEISENAU and cruiser KOLN are dispatched to Turkey in an attempt to entice the Turkish government into an alliance. GNEISENAU is damaged due to grounding during her passage through the narrows and is forced to remain in order to make repairs.

After the declaration of war on September 3,

the German squadron is given 48 hours to depart Turkish waters or risk internment. With repairs now complete, the German force is ordered to seek refuge in an Italian port before the British forces in Eastern Mediterranean are able to make a concerted effort to stop them.

Although Italy has not entered the war, The Admiralty orders British heavy units to remain in position to oppose a sortie by the Italian Fleet. Thus, in a situation eerily similar to the one faced by Rear-Admiral Troubridge in August 1914, a force of four British cruisers is all that remains to stop the GNEISENAU.

Modern

F-008 - FULDA '77

Length: 5 hours.; Location: Ballroom Foyer, Table: BF3; Hosted by John Fernandes.; Scale: 285mm(Micro); Sponsored by: GHQ Inc., Rules: GHQ's "Modern Microarmour - The Game".; 4-8 players.

This scenario, which is included in GHQ's "Modern Microarmour - The Game", depicts an attack by troops of the Soviet 8th Guards Tank Army against elements of the American Fifth Corps. The Americans must hold the crossroads at Obergeis, preventing the Soviets from continuing their advance toward Frankfurt. The "Terrain Maker" mapboard used is based on US Army Staff College maps, provided by Col. William Garrison, of the actual terrain between Bad-Hersfeld and Kirchheim. The situation is hypothetical, but if there was ever a time when the "Cold War" in Europe nearly became a "Hot" war, it was 1977. Prizes include GHQ T-Shirts, Military Books, and other premiums for All participants.

Futuristic

F-154 - Classic Battletech Demo 2

Length: 2 hours.; Location: Showroom, Table: SH31; Hosted by Mark Yingling and Allen Soles.; Scale: 285mm(Micro); Sponsored by: Iron Wind Metals, Rules: Battletech.; 4 players.

WALK-UP demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. The playing surface will be one battletech hex map and rest of the gaming supplies will be provided. No registration will necessary so just walk up and play. There is no time limit on the demo games, you can come and leave when you want. At the end of the game you will get a demo packet, which contains the Quick Start Rules, other battletech information, and a battletech miniature of your choice (four mechs to pick from).

Friday Events

F-160 - Wookie Attack

Length: 4 hours.; Location: Ballroom Foyer, Table: BF2; Hosted by Mike Noe.; Scale: 25mm; Rules: Star Wars.; 4 players.

Come play Star Wars miniatures, Wookie Attack!! Fight along side the Wookies or walk on the dark side with the Galactic Empire.

Fantasy

F-149 - The Basti Camp II

Length: 2 hours.; Location: Heritage, Table: HE6; Hosted by Pete Baxter.; Scale: 25mm; Rules: Wargods of Aegyptus.; 6 players.

The former temple ruin has become an oasis of pleasure for the Basti. Any Basti warband is welcome within its comforting tents. An overly serious Anubis Warband has stumbled upon it and seeks to claim it as a staging area to continue its ongoing fight against the Eater of the Dead. The Basti won't leave without putting up a fight for their beloved spot. Come out and play in a Wargods of Aegyptus game, everything you need will be provided.

All Periods

F-199 - Painting for Complete Beginners

Length: 1 hour.; Location: Business Ctr, Table: [See Host]; Hosted by Heather Blush.; Scale: N/a; Sponsored by: Howard Hues/Regals Realm Paint, Rules: N/a.; 20 players.

Have you been "hanging around" learning about the hobby, but haven't tried painting your own army yet for fear of scaring your opponents with your painting skills rather than your tactics? Here is a class for you! Learn painting basics in a friendly, non-competitive environment. Class will cover the fundamentals of color theory, pre-painting prep work, priming/undercoating, color blocking, dry brushing, elementary shading and washes. Classes are free with your paid admission to the convention. Each registered student will receive one 28MM metal figure to paint and keep. Paint and Brushes will be provided.

- 3:00 PM -

Age of Gunpowder

F-016 - Battle of Cravant, 1423

Length: 2 hours.; Location: Distlefink, Table: D12; Hosted by Steve Ayers.; Scale: 15mm; Sponsored by: Lance & Longbow Society and Renaissance Wargame Society (USP&SF), Rules: Warmaster with Renaissance Supplement by Steve Fox.; 6 players.

The Burgundian town of Cravant was besieged by a Franco-Scottish army led by the Count of Ventadour and Sir John Stewart. An Anglo-Burgundian force commanded by the Earl of Salisbury attempted to relieve the garrison. Thwarted on approaching from the North, they tried again from the West having to cross the wide (but shallow) River Yonne. English archery again proved successful and both the French and Scottish commanders were captured and Cravant was relieved. The modified Warmaster rules are easily learnt at the table.

F-157 - Mingolsheim, April 27, 1622

Length: 4 hours.; Location: Showroom, Table: SH21; Hosted by Victoria Turner.; Scale: 15mm; Rules: Warhammer ECW.; 5 players.

Tilly's army of unbeaten veterans is poised to cripple Mansfeld's Protestant army as it flees across the Kleinbach River. Mansfeld, however, has a surprise in store for the rampaging catholics. Pikes, cannons, muskets and lederhosen all make this a fun battle for control of Bavaria.

Napoleonic

F-014 - Pratzen Heights

Length: 4 hours.; Location: Limerock, Table: [See Event Host]; Hosted by Jeffrey Ball.; Scale: 25mm; Sponsored by: SAGA, Rules: Napoleonic Warfare.; 8 players.

Marshal Soult's successful seizure of the Pratzen Heights was central to Napoleon's masterpiece victory at Austerlitz. You can try to repeat that success — or try to thwart it as the Russian and Austrian commanders opposing him. This will be a fun, fast-paced battle with plenty of opportunity to rewrite history. Repeat of game played earlier in the day.

Colonial

F-022 - Camerone

Length: 4 hours.; Location: Distlefink, Table: D31; Hosted by Tim Tilson.; Scale: 25mm; Sponsored by: NOVAG, Rules: The Sword and the Flame.; 4 players.

Captain Danjou and 47 French Foreign Legionaries are surrounded at the hacienda at Camerone Colonel Milan and 3,000 Mexicans. How long can they hold out? How soon can Colonel Milan finish them off and then go on to attack the gold convoy? Come refight the epic battle that made the Legion's reputation at its most historic battle.

F-079 - Isandlwana: Struggle for the Camp

Length: 5 hours.; Location: Distlefink, Table: D32; Hosted by Roy Jones.; Scale: 25mm;

Rules: Modified Sword and the Flame.; 8 players.

Zulus vs. Brits in a death struggle for the camp at Isandlwana. Will the Zulus break through the British lines and get into the camp? Will they cutoff the Brits at Fugitives' Drift? Will the British desperate last stand survive long enough for Melville and Coghill to escape? Prepare to wash your spears in the enemies blood, or to die like British soldiers do.

World War II

F-203 - March Up to Kiev - Soviet Counter Attacks - June 1941

Length: 4 hours.; Location: Showroom, Table: SH11; Hosted by Dewey LaRochelle.; Scale: 20mm; Rules: Battleground WW2.; 10 players.

Four Soviet Corps began major counterattacks on the German advance to Kiev on June 26, 1941. While uncoordinated, they were determined. Several days of confused fighting behind the lines forced the Germans to divert men and material from the main thrust to protect their supplies.

Modern

F-060 - Mess O Potamia

Length: 4 hours.; Location: Showroom, Table: SH29, SH30; Hosted by Scott Bishop.; Scale: 25mm; Sponsored by: Devil Dog Design, Rules:

Dogs of War.; 6 players.

It's a lovely day to take a drive through a hot section of the Sunni Triangle. Enjoy the sun, the palm trees and AK47 fire as you run the gauntlet. Lots of twists and turns in this skirmish level action packed game in an urban environment.

Fantasy

F-097 - Lord of the Rings - Kids Game

Length: 2 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Jamie Davis and the HAWKS.; Scale: 40mm; Rules: LOTR Tradeable Miniatures game.; 6 players.

Join Frodo, Sam, Legolas, and the rest of the fellowship as they fight the forces of evil and move to destroy the Ring of Power. Players will re-enact a scene from the story and see if they can save the ring and Frodo! A HAWKS Kids' Table game. Adults may play only with playing child. Basic literacy skills required. The HAWKS will be hosting one table of 2 hour games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

Friday Events

F-223 - Cowboys, Indians, Martians, And Flying Boats.

Length: 4 hours.; Location: Showroom, Table: SH33; Hosted by Joseph Dragovich and Steve Schiavoni.; Scale: 25mm; Rules: Legends of the Old West (Modified).; 4 players.

After the Extra-planetary Indian Relocation Act of 1888, a number of Native American tribes are relocated to Martian reservations. These reservations are also occupied by indigenous Martians displaced by the British Colonial forces in years passed. The two cultures co-exist peacefully, sharing a mutual hatred of their territorial malefactors. Now, in the year 1893, a vast petrol supply has been discovered in the midst of the Martian reservations, and the United States is once again impelled to forcefully evict both the Indians and the Martians from their newly adopted homeland in the name of progress.

All Periods

F-200 - Painting - First Steps through Advanced Techniques

Length: 1 hour.; Location: Business Ctr, Table: [See Host]; Hosted by Scott Perry.; Sponsored by: Pictors Studio

Professional painters, Scott and Jamie of Pictors Studios will take students on a step-by-step journey to produce a well-painted miniature figure starting with basics and ending with advanced processes. Bonus Feature: A special detailing session is included. Students will receive one 28MM primed figure to paint. Bring your own brushes for the best class experience, I recommended round Loew-Cornell Golden Taklon brushes, sizes 2, 4, and 5 and something to dry brush with. Classes are free with your paid admission to the convention.

Each registered student will receive one 25MM metal figure to paint and keep. Paint and Brushes will be provided - although for this class, for optimum results, please bring the recommended brushes.

- 4:00 PM -

Age of Gunpowder

F-050 - Cog Wars [Theme]

Length: 3 hours.; Location: Paradise, Table: P6; Hosted by Brian Whitaker.; Scale: 15mm; Sponsored by: Merrimac, Rules: Cog Wars.; 12 players

Be the captain of your own cog. Defend the high seas in a most seaworthy vessel. Men in armor fighting on ships that sink. Polish your skills for the Cog Wars Invitational Saturday night at 2000. Beginners are welcome. Merrimack - The Old Glory Shipyard offers a certificate for a ship.

F-173 - American BattleLines AWI Demos

Length: 2 hours.; Location: Host - Kids World, Table: HK8a; Hosted by ODGW Staff.; Scale: 15mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: American Battlelines.; Two (2) players.

All day WALK-UP DEMO of American BattleLines for the American Revolution. Choice of two different demos to play. NO REGISTRATION REQUIRED!

Napoleonic

F-169 - Death Comes to a French Farm

Length: 4 hours.; Location: Host - Kids World, Table: HK1; Hosted by Don Carter.; Scale:

15mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: French BattleLines.; Six (6) players.

A simple meeting engagement where the British encounter French forces near a farm complex. Introductory scenario using the upcoming French BattleLines rule system.

American Civil War

F-039 - Champion Hill

Length: 4 hours.; Location: Distlefink, Table: D35; Hosted by Bob Moon.; Scale: 25mm; Sponsored by: HMGS South, Rules: Fire and Fury, Modified.; 8 players.

This scenario recreates one of the most important engagements of the American Civil War. General Pemberton's Confederate Army and U.S. Grants Army of the Tennessee fight a fierce and ruthless battle that will decide the fate of Vicksburg and control of the Mississippi River. It is May 16th, 1863. Can the Confederates hold the high ground against a three pronged Union assault? Prizes: MVP.

F-206 - The Still of the Night

Length: 4 hours.; Location: Showroom, Table: SH22/23; Hosted by Scott Landis and The Rogues.; Scale: 15mm; Sponsored by: Merrimack Miniatures - Old Glory Shipyard, Rules: Fire and Fury and BaPS Ironclads.; 8 players.

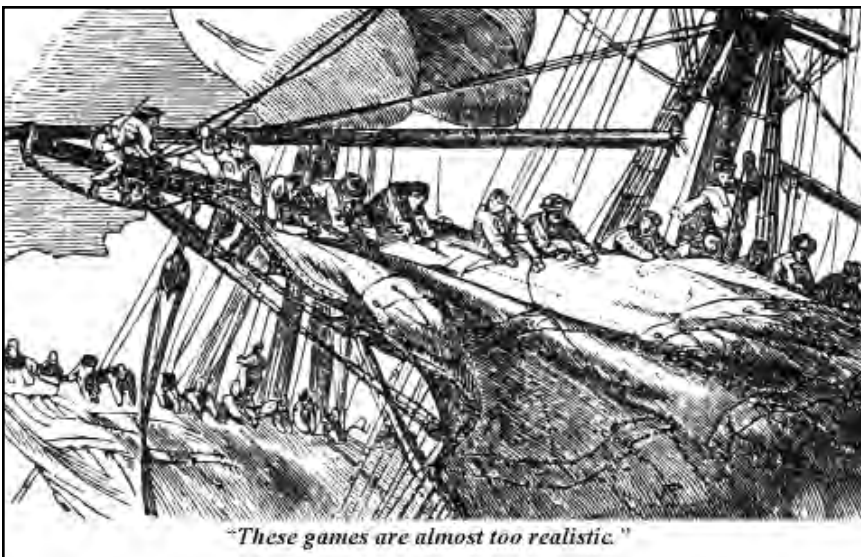
The Rogues present another in a series of Midday Massacres, to prepare you for the late night tradition. The Union has established a supply depot in Yorktown right on the York river feeding supplies, guns and ammunition to the Union forces seigeing Richmond and Petersburg. The Confederates are desperate and devised a plan to attack the Union depot and reinforce their own troops in desperate of supplies. A what-if scenario that pits the cunning but understrength Confederates against a ill-prepared Union force. Players under 15 welcome with adult, rules are simple and can be taught as you play.

World War II

F-024 - Aerodrome II WW2 Air Combat: Pacific Theatre

Length: 3 hours.; Location: Distlefink, Table: D15; Hosted by Stanley Kubiak.; Scale: 1/144; Rules: Aerodrome II WW2 Air Combat.; 10+ players

Aerodrome, the convention favorite, has been extended to World War 2, adapting the popular Aerodrome 1.1 rules to WW2 air combat.



Friday Events

Aerodrome 1.1 equipment is used; the rules remain easy-to-learn, easy-to-play, but take into account faster speeds and greater weapons lethality of WW2 aircraft. Up to 10 players per round; rounds last about one hour, run continuously through the allotted time. Under age 15 only with playing adult. Note: Playing in this Aerodrome II session will qualify players to participate in the Aerodrome II: Carrier Attack game to be held on Friday evening. Prizes: Awards for the first victories and high scorer.

F-115 - Battle for Primosole Bridge

Length: 4 hours.; Location: Distlefink, Table: D43; Hosted by John Currin.; Scale: 15mm; Rules: *Flames of War*.; 6-8 players.

The Battle for Primosole Bridge features near simultaneous air drops by German and British Paras. This game will have German and British airdrops along with supporting ground troops attempting to secure the bridge to deny use of it to the other side. The Game will use *Flames of War* rules and rules will be taught. Everything will be provided. Playing minors welcome with a playing adult.

F-170 - Division Counter Attack

Length: 4 hours.; Location: Host - Kids World, Table: HK3; Hosted by Paul Olszanski.; Scale: 15mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: *Mein Panzer*.; Ten

(10) players.

August 11, 1944 — Elements of Rommel's Armour divisions are to continuing to repel the invaders of Normandy France. Come play in the ultimate combined arms game...*Mein Panzer* in 15mm scale vehicles and figures. A great game for beginners and experts alike.

F-172 - When Confusion Reigns

Length: 4 hours.; Location: Host - Kids World, Table: HK7; Hosted by JD Perry.; Scale: 12mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: *Mein Panzer*.; Eight (8) players.

This hypothetical scenario; between the breakout from the bocage and the battle transitioning into a pursuit. Often units would find that positions they had been ordered to defend were already held by the enemy, or attackers given orders to move down a road to their jump off positions would find that the supposedly clear road, suddenly had enemy troops on it. German support and service troops could find themselves cut off behind American lines, while American support troops would suddenly find themselves in the midst of a fight in a supposedly secure area.

F-193 - HELL's HIGHWAY - 101st Airborne defending the road to Arnhem.

Length: 4 hours.; Location: Showroom, Table:

SH12; Hosted by Mike Reese.; Scale: 28mm with 1/43-50 Vehicles; Rules: *ARC of Fire*.; 6-8 players

Elements of the 501st and 506th Parachute Regiments with British armoured support engage German troops between Eindhoven and Veghel intent on cutting the road to Arnhem. It is D+4, 22nd September 1944. 1st Airborne still holds out, cut off by the Germans and under heavy attack. XXX Corps is pushing north, days behind schedule.

Modern

F-171 - Advancing to Baghdad

Length: 4 hours.; Location: Host - Kids World, Table: HK5; Hosted by Kenny Noe.; Scale: 285mm(Micro); Sponsored by: Old Dominion GameWorks (ODGW), Rules: *Mein Panzer*.; Six (6) players.

Join the 3rd Infantry Division as they and their HUGE logistics tail run 700 miles toward Baghdad. After days of constant moving on combat alerts, sproatic battles with enemy units their objective is close at hand. However intelligence has vague warning on the Fidaheen! Saddam's fanatical guerilla units are out there prepared to meet Allah and protect their leader.



From One Emperor to Another:

"Read and meditate on history.
It is the only real philosophy...
Read and meditate on the campaigns
of the Great Captains. This is the only
way to learn the art of war."

--Napoleon

Contemplation of military history and wargaming begins with MagWeb. From the ancient past to the modern era, MagWeb.com provides all the philosophy you need to be a Great Captain. Join MagWeb and start meditating!

Disclaimer: Systems not included. You and only you can determine whether your map is on the flag or not. Remember, winners write the history.



Friday Events

Futuristic

F-155 - Classic Battletech Demo 3

Length: 2 hours.; Location: Showroom, Table: SH31; Hosted by Mark Yingling and Allen Soles.; Scale: 285mm(Micro); Sponsored by: Iron Wind Metals, Rules: Battletech.; 4 players.

WALK-UP demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. The playing surface will be one battletech hex map and rest of the gaming supplies will be provided. No registration will necessary so just walk up and play. There is no time limit on the demo games, you can come and leave when you want. At the end of the game you will get a demo packet, which contains the Quick Start Rules, other battletech information, and a battletech miniature of your choice (four mechs to pick from).

Fantasy

F-047 - Dwarf Wars: Here we go again!

Length: 3 hours.; Location: Paradise, Table: P5; Hosted by Greg Whitaker.; Scale: 40mm; Sponsored by: Old Glory, Rules: Dwarf Wars.; 8 players

The Ironfist Barbarians have mustered enough troops (and ale) to take on their Imperial overlords. Out numbered but not out classed will the Imperial forces continue to win? Beginners are welcome. Prize: Old Glory Miniatures is providing a prize to the best player.

- 5:00 PM -

Ancients

F-034 - El Cid at Valencia

Length: 3 hours.; Location: Paradise, Table: P3; Hosted by Phillip Viverito.; Scale: 25mm; Sponsored by: LMW WORKS/NASAMW/ Historical Miniature Gamer Magazine, Rules: Knight Hack.; 8 players.

The Cid has taken Valencia and must now defend it. The Moors have encamped beneath the city's wall and the Cid must sally out to lift the siege by attacking not defending. Out numbered and with food getting low the Cid must strike first.

American Civil War

F-230 - [Seminar] Seminar: Carnage and Glory in the American Civil War: The Road to Antietam

Length: 1 hour.; Location: Hopewell Lecture, Table: [See Event Host]; Hosted by Frank Luberti; Sponsored by: Carnage & Glory, Rules: Carnage and Glory.

Question and answer session on the Carnage and Glory computer moderated rule system to be used at "The Civil War Series in Miniature: Antietam 1862" on September 30, 2005-October 2, 2005 at Carlisle, PA. Players may also select a command—Union or Confederate—and pre-register for the Antietam battle at the seminar. Seminar hosted by Carnage and Glory and will feature the rule system designer, Nigel Marsh, and the "Antietam 1862" gamemasters.

World War I

F-080 - "With our backs to the wall.."

Length: 5 hours.; Location: Distlefink, Table: D13; Hosted by Jeremy Osteen.; Scale: 25mm; Rules: Trench Wars.; 8 players.

The beginning of April, 1918. With the first act complete the German High Command sets in motion Operation Georgette in order to secure victory before the ever growing American forces can further turn the tide of the war. The target: Armienteieres. Located 2 miles behind British line, if this vital city falls the road to Hazebrouck is open. If Hazebrouck falls, Haig will be forced to the sea. This battle simulates the desperate nature of urban combat in the Great War and the importance of this vital city in Flanders. Those who become easily attached to their figures need not apply.

World War II

F-227 - Halt at Hosingen

Length: 3 hours.; Location: Showroom, Table: SH20; Hosted by Kevin Pavlick.; Scale: 25mm; Sponsored by: Battle Plan Games/Brigade Games, Rules: Platoon Commander: WW2.; 6 players.

Company K of the US 110th's 2nd Battalion was given the task of firmly holding Hosingen, a crossroads village atop the Skyline Drive protecting the approaches of Bastogne. The German 26th Volksgrenadier Division needed this road desperately, so the 77th Regiment the 26th VGD was ordered to encircle the entire town. The German 2nd Battalion of the 77th, under the cover provided by German artillery, drove in to the south edge of Hosingen, contrary to orders, and there grappled in house-to-house fighting. Finally by midday, 18 December 1944, the Americans were forced to surrender. The road to Bastogne was now open, but the loss of precious time was devastating.

- 6:00 PM -

Ancients

F-040 - Labienus and the Treviri Spring 53 B.C.

Length: 4 hours.; Location: Paradise, Table: P4; Hosted by Frank Sciulli.; Scale: 25mm; Sponsored by: LMW Works/NASAMW/ Historical Miniature Gamer Magazine, Rules: Classical Hack Second Edition.; 6 players.

Labienus has been dispatched by Caesar to invade the lands of the Treviri. The Gauls or Treviri are eager for this conflict and will gallantly if somewhat foolishly rush out to meet the legions of Labienus. Pick a side and become part of Caesar's Gallic Wars.

F-052 - Roman Circus II

Length: 5 hours.; Location: Kinderhook, Table: K01; Hosted by Dennis Daughetee.; Scale: 15mm; Rules: Roman Circus II.; 12 players.

Come chariot race in a Wayne Steward Stadium. The thrills and violence on a race track of the likes that you never seen before. A Laurel Wreath awaits the winner of the race. You must be at least 16 years old or older to race.

Age of Gunpowder

F-027 - Seneffe 1674: the Great Conde's Last Battle

Length: 5 hours.; Location: Distlefink, Table: D23; Hosted by Ed Mueller.; Scale: 6mm; Sponsored by: Silver Spring Civic Guard Gaming Group (SSCGGG), Rules: Volley and Bayonet (9 Year's War Variant).; 6 players.

On 11 August 1674, the 23 year old William (Stadholder of the Netherlands) marched his coalition army down the Royal Road from Brussels to Mons to invade France. Guarding the frontier was the aged and ailing Great Conde, hero of Rocroi (1643), who decamped his safely entrenched smaller French army and intercepted, leading to one of the greatest pitched battles of the 17th Century. Fast playing Volley and Bayonet Nine Year's War Variant rules available in MWAN magazine, #129, or online in the files section of the Volley and Bayonet Yahoo Group.

F-120 - The Battle of Stono Ferry

Length: 4 hours.; Location: Distlefink, Table: D41; Hosted by Kevin Combs.; Scale: 25mm; Rules: American Battlegrounds.; 5 players.

After the failed British attack on Charleston in 1779, Lt. Colonel John Maitland of the British army was in charge of the rear guard (approximately 900 men) at Stono Ferry

Friday Events

covering the British army's retreat. Informed of this force, American General Benjamin Lincoln, with a force of approximately 1,200 men, decided to attack and attempt to destroy Maitland's forces at dawn on June 20th, 1779.

F-179 - The Great Siege: Malta 1565 [Theme]

Length: 4 hours.; Location: Fireplace, Table: FP1; Hosted by Peter Hess and Rich Knapton, Doug Fisher, Rich Greenway.; Scale: 25mm; Sponsored by: Renaissance Wargames Society/Osprey Books, Rules: Siege Swein Forkbeard's Castle/My Galley Sally.; 14 players.

40,000 Ottoman Turks and a huge invasion fleet have landed on the mid-Mediterranean island of Malta, vowing to eradicate the last vestige of the Crusader States, the outpost of the Knights of St. John. But the heavily outnumbered Knights have prepared state of the art fortifications to withstand the Ottoman onslaught. This sprawling mega-game replicates all of the major fortifications surrounding the Grand Harbor. It includes the walled medieval city of Mdina, inland on the island. And the fleets of the Knights, the Turks and the relief Spanish fleet will clash on the seas surrounding Malta. The Knights' heroic last stand at Fort St Elmo and the bloody assaults on the towns of Birku and Senglea will be played as stand alone games, as will the clash of galleys and galleons on the high seas. The

entire Ottoman invasion will be played out in a grand tactical campaign on Saturday. No experience necessary: the rules are easy to learn and fast to play. Prizes Provided.

Napoleonic

F-106 - Battle at Sea during the Napoleon Era [Theme]

Length: 3 hours.; Location: Distlefink, Table: D44; Hosted by Tom Black.; Scale: 1/2400; Rules: Homebrew - DB Ship of the Line.; 8 players.

Can the British smash the French battle line before the Spanish can come to the rescue or will the French run to cover of the fort leaving the British to pounce on the Spanish. Quick playing DBX derivative, not a simulation FUN first system. 50 plus ship battle will finish in 4 hours with plenty of time for taunting.

F-142 - Nelson - Lord of the Seas [Theme]

Length: 4 hours.; Location: Heritage, Table: HE2; Hosted by Jeffrey Hunt.; Scale: 1/900; Sponsored by: Portsmouth Miniatures, Rules: Close Action.; 12 players.

Ruling the waves everywhere he went, out numbered, out gunned, Nelson just made it work. Once again the French are loose with some help from their Spanish allies. Are you made of Iron, these ships are wooden and we are in need of players with a will of Iron. Come Captain one of these ships into the history books. Prize to the best Captain.

American Civil War

F-081 - Bombardment of Fort Sumter, April 7th 1863

Length: 4 hours.; Location: Distlefink, Table: D11; Hosted by Roxanne Patton and Jen Bagosy.; Scale: 1/600; Rules: Stars, Bars, and Tars.; 8 players

The Federal fleet of nine ironclads under the command of Admiral Du Pont attempt to open the way to Charleston Harbor by assaulting Ft. Sumter. The Confederate shore batteries of Ft. Sumter and Ft. Moultrie, the Charleston Squadron, and some surprises wait to through the Yankees back out to sea.

F-082 - Picket's Charge by GASLIGHT

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Chris Palmer and the HAWKS.; Scale: 25mm; Rules: Battles by GASLIGHT.; 8 players.

The engines of the Confederate steam tanks came to life, coughing black smoke. Before them lay a mile of open ground; then a stone wall. Each vehicle commander studied the clump of trees that marked their ultimate goal. General Pickett spoke a word to his engineer and the steam whistle on his vehicle let out a piercing cry. He dropped inside and shut the hatch overhead. It was in God's hands now...Come re-fight the famous charge at Gettysburg in this alternate history event, and see if some armored support would have made a difference on that July day.

F-150 - Dawn in the Cornfield

Length: 5 hours.; Location: Heritage, Table: HE7; Hosted by Curt Daniels and Grant Daniels.; Scale: 15mm; Sponsored by: Battlefield Terrain Concepts & The Johnny Reb Gaming Society, Rules: Johnny Reb III.; 12 players.

Dawn September 17, 1862 Union 1st Corps attacks the Rebel left Wing at Antietam. The bloodiest day in American history begins. Fantastic Johnny Reb III action. Terrain by Doug Kline of Battlefield Terrain Concepts. Scenario by Scott Mingus from his new book Undying Courage, Antietam in Miniature.

F-229 - Sedgwick's Assault: Salem Church 1863

Length: 5 hours.; Location: Heritage, Table: HE6; Hosted by Kaleb Dissinger.; Scale: 15mm; Rules: Fire and Fury Regimental.; 6 players.

After beating back Jubal Early's defending force at Fredericksburg on 3 May 1863, John Sedgwick's troops were once again ordered to push through to the routed army of General Hooker, which was barely hanging on at Chancellorsville. The next day Sedgwick sent his corps headlong into a defending force under Confederate General Lafayette McLaws. Will the Federal troops be able to change history and break through to Hooker, or can the high spirited Southerners remain true to their homeland and beat back the invaders?

Age of Rifles

F-058 - Moby Dick

Length: 3 hours.; Location: Distlefink, Table: D42; Hosted by John Rigley.; Scale: 25mm; Sponsored by: Eureka Miniatures, Rules: Home



Early portrait of Lord Nelson

Friday Events

Brew.; 8 players.

Come hunt for the Great White Whale Moby Dick. With Captain Ahab, and the rest of his crew of old salts. Any and all land lovers are welcome, to join up for a 1% share of the catch. Or to die trying, to land Moby Dick.

World War I

F-062 - Ambush at Dogger Bank

Length: 5 hours.; Location: Distlefink, Table: D54, D55, D64, D65; Hosted by Dave Emdee.; Scale: 1/1200; Rules: Victory at Sea.; 14-20 players

British intelligence has determined that the German Battle cruiser Fleet will be out on a raid. The British Admiralty sends Warrender's second battle squadron of fast BB's to catch Hipper off the Dogger Banks at dawn. As the dawn breaks - who will ambush who?

F-107 - The Devils Paintbrush

Length: 5 hours.; Location: Distlefink, Table: D53; Hosted by Peter Gaut.; Scale: 20mm; Rules: House rules that nod to Trench Storm & Crossfire.; 7 players.

"Lice, rats, barbed wire, fleas, shells, bombs, underground caves, corpses, blood, liquor, mice, artillery, filth, bullets, mortars, fire, steel: that is what war is. It's all the work of the devil." Join us, 3-time Battleground winners, in the trenches for all of the above and more! Great looking figures slug it out on beautiful terrain, if you can call No-Mans-Land beautiful! We think it's our most killer game yet, in more ways than one! Come try to survive a trench raid, take some POW's or rescue a downed pilot, see if you survive or become just another stroke of crimson from the Devil's Paintbrush!

Pre WWII

F-226 - War of the Worlds War II by GASLIGHT

Length: 4 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by Patrick Phalen, John Holly, Pete Frechtling, Barry Katz and the NJMGS.; Scale: 25mm; Rules: GASLIGHT (modified).; 8 players.

Oct 30, 1939: The quiet hamlet of Grover's Mill NJ is once again invaded! But, this time it's a Hollywood film crew seeking to recreate last year's infamous "Martian invasion" for the silver screen. The normally quiet town is overrun with actors, reporters, spectators ..but what's this? Not again! "A humped shape is rising out of the pit .. a small beam of light against a mirror. What's that? There's a jet of

flame springing from the mirror, and it leaps right at the advancing men. It strikes them head on! Good Lord, they're turning into flame!" Another Martian invasion or a plot hatched by diabolical Nazis? (Nazis!? Who invited the Nazis?) Can the local "Joisey Boyz" hold their own until the new-fangled US Air Cavalry arrives? Stay tuned.

World War II

F-001 - Guadalcanal: 12-14 Sept 1942, The Battle of Bloody Ridge

Length: 6 hours.; Location: Distlefink, Table: D52; Hosted by Douglas Lipton.; Scale: 15mm; Rules: A new rule set, The Samurai Sword and the Flamethrower drawn from Larry Brom's The Sword and the Flame.; 8 players.

This reproduces the first consequential WWII land battle between the Americans and Japanese. General Vandegrift's Marines are stretched thin, lost some of his air support, and naval support has been chased away. The Japanese objective is to take back the airfield the Americans named Henderson Field. The Field is overlooked by long ridge—a jungle-free avenue right to the airfield. Vandegrift guessed the Japanese would attack along this ridge, and sent his Para-Raiders over to the far slope of the ridge to hold it. General Kawaguchi has marched his veterans 17 kms through the jungle believing he has the element of surprise. He estimates he outnumbers the Americans around Henderson Field by a factor of 2 or 3. This is the battle before you. Can the Japanese successfully press their attack and take back the airfield? Can the hard-pressed relatively inexperienced Marines thwart the attack and hold the ridge? "It's a question of who's got the guts." - Best player gets a Japanese Flag. Ages 15-??

F-012 - Battle of the Barents Sea

Length: 6 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by Don Carlucci.; Scale: 1:1200; Sponsored by: GHQ and NJMGS, Rules: Command at Sea.; 4-8 players.

German Cruisers attempt to trash a British convoy in the patchy fog off northern Norway. The players will be as confused as the water will be cold. If you like scenario balance - stay away - this one has destroyers stumbling in on battleships and many desperate (and fun) mini engagements that make fond memories. Prizes include a Certificate for GHQ Miniatures.

F-114 - Normandy Bocage

Length: 4 hours.; Location: Paradise, Table: P1; Hosted by James McGaughey.; Scale: 20mm; Sponsored by: HMG Magazine, Rules:

Battlefront (modified).; 4 players.

The deadly bocage country of Normandy has stymied the best efforts of the U.S. Army. Come see if you can do any better, or play the Germans to try and stop the U.S. advance. Anything is likely to occur in this close country where the enemy suddenly appears right before your eyes. Game registration at table only (starting one hour beforehand), no tickets accepted.

F-144 - Operation Market Garden: Hell's Highway

Length: 4 hours.; Location: Showroom, Table: SH24; Hosted by Bill Hanson and Jeff Welsh and Zach Welsh.; Scale: 20mm; Sponsored by: Major Objective Games, Rules: Under Fire: Company Level.; 6 players.

It's the kickoff to the biggest show of the war! XXX Corps has just kicked off the 'Garden' operations going up Hell's Highway to meet with the paratroops landing all over Belgium. The road ahead is not quite as easy as hoped. The Germans have defensive positions and a few other surprises for the Allied advance. But, XXX Corps must get through or the 'Market' will perish. Time is of the essence! Come and help the Allies break through or help the Germans to stop them in their tracks.

F-178 - Lancasters over Berlin

Length: 4 hours.; Location: Showroom, Table: SH18; Hosted by Bill Molyneaux.; Scale: 15mm; Sponsored by: Gettysburg Miniatures, Rules: Home set.; 6 players.

The British are going to try a daylight raid into Germany with a flight of 12 Lancasters, and some American fighter escorts. This is a Beer and Pretzel air combat game in 1/144 scale.

Futuristic

F-156 - Classic Battletech - Resolution on Dye

Length: 4 hours.; Location: Showroom, Table: SH28; Hosted by Mark Yingling and Allen Soles.; Scale: 285mm(Micro); Sponsored by: Iron Wind Metals, Rules: Battletech.; 6 players.

A few months ago the Draconis Combine planet of Dye was attacked by the Red Stalkers, a mercenary unit. The Defending Combine Militia and Zeki Warriors beat then unknown mercenary unit in battle around the planetary capital with the help of a Combine Line unit. But a month after their victory dark clouds descended over the Inner Sphere as the Word of Blake struck out. This time it's a Word of Blake unit attacking the planet because of its close proximity to Terra and material value.

Friday Events

- 6:30 PM -

Age of Gunpowder

F-010 - Encounter at Washburn's Tavern

Length: 5 hours.; Location: Distlefink, Table: D14; Hosted by Bill Moreno.; Scale: 28mm; Sponsored by: Age of Glory Miniatures, Rules: British Grenadier.; 6 players.

A small British force under Lord Rawdon is fighting its way across North Carolina trying to get back to the main army in Virginia. Along the way the stop near the village of Washburn. As they near the local tavern they encounter a large unit of militia. Unfortunately for Lord Rawdon it is just the tip of the iceberg. Come and join us as we fight over a beautiful sculpted terrain board with very nicely painted Perry and Foundry figures.

- 7:00 PM -

Ancients

F-072 - The Kingdom of Heaven

Length: 3 hours.; Location: Distlefink, Table: D91; Hosted by Chris Parker.; Scale: 25mm; Sponsored by: Aide de Camp Books (adcbooks.com), Rules: Day of Battle - On Holy Ground.; 4-6 players.

East meets west as the knights of Christendom attempt to fight their way through to Jerusalem. Players will use eastern horse archers and heavy troops to stop the heavily mailed knights and their footmen. Each player will be a noble and will strive to gain the most honor points. These will determine the final winner and take the prize. This game is part of a series of games presenting Day of Battle III. Each game is unique from the previous as players have a say in the terrain and deployment via the mini-campaign portion of the rules.

F-122 - Medieval Labor Dispute

Length: 4 hours.; Location: Limerock, Table: [See Event Host]; Hosted by Steve DeLucas.; Scale: 15mm; Sponsored by: SAGA, Rules: Medieval Warfare.; 7 players.

The Battle of Kephissos, 1311, Walter of Brienne, Duke of Athens, has laid off the mercenary Catalan Company after their successful campaign against the Byzantines in Thessaly but has neglected to pay them. This labor-management dispute gets settled on the battlefield where Phillip of Macedon defeated Greeks and Sulla stopped Mithradates. Wear

the golden spurs of the Frankish knights or shout the battle cry of the Catalans "Awake the Iron!". No pre-teens; rules can be difficult for children.

F-134 - Battle of the Metaurus, 207 BC

Length: 3 hours.; Location: Distlefink, Table: D31; Hosted by Bob Bryant.; Scale: 15mm; Rules: Might of Arms.; 8 players.

Hannibal's brother Hasdrubal, blocked from joining forces with Hannibal, was forced to accept battle against a Roman combined consular army. This battle marked the turning point in the 2nd Punic War. The game will feature a stratagem used by the consul Nero.

F-145 - Badon Hill: Break the Siege

Length: 5 hours.; Location: Distlefink, Table: D12; Hosted by Eric Mumper.; Scale: 25mm; Sponsored by: Fiery Arrow Productions, Rules: Bloodlines.; 5 players.

The hillfort at Badon is cut off from all relief by an sea of Saxons. The garrison within lacks the numbers to man all of the walls and defend the gate against enemy ladders and rams.

Arthur, his Cymbrogi, and a contingent of infantry are attempting to break through the siege and relieve the Badon garrison. This is easier said than done. There are over three hundred enemy troops between Arthur's seventy and the gate.

The outcome of the battle will directly influence the deployment for Badon Hill: Arthur's Greatest Triumph. Each player will receive a copy of Bloodlines: Core Rules and a voucher to enter the drawing for a miniature storage chest on Saturday night.

F-221 - Circus Maximus Open XV

Length: 3 hours.; Location: Showroom, Table: SH19; Hosted by Jape Trostle.; Scale: 15mm; Rules: Circus Maximus Streamlined.; 8 players. Friday! Friday! Friday! The original Circus Maximus returns to Historicon in all its 15mm glory! Take your chariot three times around the spina and the Laurels of Victory may be yours in this beer-and-pretzel favorite. As always, drivers killed during the race will have their name written on the track for posterity. Little Caesars under 12 welcome but must be accompanied by their adult Praetorian Guard.

Age of Gunpowder

F-132 - Battle of Springfield, May, 1778

Length: 4 hours.; Location: Kinderhook, Table: K03; Hosted by David Bonk.; Scale: 40mm; Rules: Carnage and Glory Computer Moderated AWI.; 8 players.

In May, 1778 the British sent a reconnaissance

in force towards the Village of Springfield. General Washington orders American forces into action. Game will feature Sash and Saber 40mm figures.

Napoleonic

F-003 - Ship's Master and Commander 3 [Theme]

Length: 4 hours.; Location: Showroom, Table: SH1, SH2; Hosted by Doug Wildfong.; Scale: 1/300; Sponsored by: CMH Events, Rules: Ship's Master and Captain.; 4 players.

This is a ship-to-ship frigate combat and sailing game. This game will help teach the rules to Fighting Instructions in 1/300th scale. Each game will pit evenly matched frigates and sloops/brigs against each other in a classic mano-a-mano.

F-004 - Ship's Master and Commander 4 [Theme]

Length: 4 hours.; Location: Showroom, Table: SH3, SH4; Hosted by Dave Manley.; Scale: 1/300; Sponsored by: CMH Events, Rules: Ship's Master and Captain.; 4 players.

This is a ship-to-ship frigate combat and sailing game. This game will help teach the rules to Fighting Instructions in 1/300th scale. Each game will pit evenly matched frigates and sloops/brigs against each other in a classic mano-a-mano.

American Civil War

F-151 - Carnage and Glory in the American Civil War: The Road to Antietam

Length: 3 hours.; Location: Distlefink, Table: D45; Hosted by Lyle Bickley.; Scale: 25mm; Sponsored by: New York Wargamers Association, Connecticut Game Club and Carnage and Glory, Rules: Carnage and Glory.; 8 players.

Two armies, one Union, one Confederate, clash on the road to the bloodiest day in American history. Game sponsored by Carnage and Glory and the Georgetown Center for Living History, host of "The Civil War Series in Miniature: Antietam 1862" on September 30, 2005—October 2, 2005 at Carlisle, PA. Rules by Carnage and Glory; figures by Old Glory. Rules will be taught. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. NYWA and CGC members, family and friends always welcome. Although all players are welcome, this scenario is designed for players who are unfamiliar with the rules and/or the period. Prizes by NYWA.

Friday Events

F-175 - Steaming up the Big Muddy

Length: 4 hours.; Location: Heritage, Table: HE3; Hosted by Jim Brokaw.; Scale: 10/12mm; Sponsored by: Thoroughbred Figures, Rules: Iron and Glory.; 6 players.

A Union land force upriver is in need of supplies. Union naval forces must sail up the Big Muddy River to reach them. Defending the river are Confederate ironclads, forts torpedo boats, and other infernal devices. Simple rules, advanced fun.

Age of Rifles

F-078 - Where Buffalo roam and they Hang Thieves!

Length: 4 hours.; Location: Showroom, Table: SH5-SH10; Hosted by Leo Walsh.; Scale: 25mm; Sponsored by: Tactical Conflict Systems, Rules: High Noon.; 24 players.

Another wide open game open to all ages. We have a huge table with lots of room, bring your friends and family (mom and sis too!) Rob the bank, the stagecoach, save the wagon train... be a hero, be a Ranger a marshal... you choose you play. Prizes: Gift Certificates.

F-095 - The Battle of Santiago

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Don Smith and

the HAWKS.; Scale: 1/2400; Rules: Perfidious Albion, Modified.; 6 players.

Variant of the famous Spanish American War battle off Cuba. Is that smoke on the horizon from your friends or enemies? You will have to decide and live (or die) with the consequences.

F-210 - Temperance Tantrum

Length: 3 hours.; Location: Showroom, Table: SH25; Hosted by Brian Robinette and Ed Mohrmann.; Scale: 25mm; Sponsored by: Triangle Simulation Society, Rules: Home Rules.; 8 players.

Come join the matrons (and some not so matronly !) of Millersville, Iowa, as, incited by Carrie Nation and her famous hatchet, they march off to storm the local saloon! The place burned-down at H'con last year; can you repeat their success (or perhaps excess)? Game is designed for women, even with no experience. A few men will be tolerated! If you played previously welcome back !!

World War I

F-041 - Aces High: Late WWI Airwar

Length: 4 hours.; Location: Distlefink, Table: D24; Hosted by John Wright.; Scale: HO; Sponsored by: Williamsburg Battle Barn Gamers, Rules: Canvas Eagles.; 10 players.

It is early 1918 and the air war on the western front is slowly turning against the Germans. Bloody April is just a memory as the Allies begin to flood the sky with hordes of excellent airplanes, but the outnumbered Germans will soon be flying the best airplanes of the war. Do you have what it takes to fly wingman with the dreaded Black Knight, or soar with the allies and be the one to finally bring him down? Fast play, easy to learn rules flown over a spectacular 3-D terrain board. Meet us at the start or show up anytime and join a dogfight in progress.

Pre WWII

F-005 - ROAD TO GUADALAJARA

Length: 6 hours.; Location: Distlefink, Table: D25; Hosted by Pat Condray.; Scale: 20mm; Rules: Viva El Cristo Rey Modified.; 5 players. Brihuega March 18 1937. The reinforced 14th Republican Division commanded by an Anarchist launches an attack against the reinforced 1st Blackshirt Division holding Brihuega. An all out effort involves an Anarchist Brigade, A Spanish Communist Brigade, An International Communist Brigade, a Carabinero Brigade (actually trained) Russian aviation and tanks to break Mussolini's grand offensive.

F-228 - Captain Astro and the Death Ray



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Friday Events

Length: 4 hours.; Location: Showroom, Table: SH26; Hosted by D. Grant Greffey.; Scale: 25mm; Rules: Ultimate Warzone.; 8 players.

Austria: 1936. Top Italian-American physicist Dr. Sergio Columbo disappeared two months ago. His daughter Mary and her pal ace reporter Patty Parker went on their own to Europe to search for him. They found that he was being held by the evil Dr. Dietrich, who was trying to get Columbo to help him perfect a superweapon of some sort. Dr. Dietrich grabbed the gals just after they called Patty's old flame, archaeologist Dakota Williams, for help. Can Captain Astro, Dakota Williams, Simone Marceau, and the rest rescue the hostages and stop Dr. Dietrich and his sinister allies? And can everyone be trusted? Each individual command has its own unique victory conditions. Beginners are welcome.

World War II

F-017 - Convoy to North Africa 1941

Length: 4 hours.; Location: Distlefink, Table: D61, D71; Hosted by Charles Gilbert.; Scale: 1/2400; Rules: Fletcher Pratt, modified.; 7 players.

On 8th November 1941 an Italian Convoy was sighted and reported by a British bomber. Five transports and two tankers had direct Italian destroyer support. Another Italian covering force with heavy cruisers was reported in the area. At noon on 9th November Captain Agnew RN had his "Force K" into position to attack the convoy. Will the critical supplies being transported for General Rommel's tanks and supporting army arrive? Can you alter history by using your sharp eyes for estimating distance for shot patterns, firing torpedoes, and ship movement? There are no dice used in the original and modified Fletcher Pratt naval game system.

F-085 - HAWKS Tenth Annual BAPS Extravaganza: Trapped on the Vistula

Length: 5 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Buck Surdu and the HAWKS.; Scale: 20mm; Rules: BAPS.; 25 players

Hauptman Dieter is a bit worried. He has been told to hold a bridge over the Vistula. Polish Partisans are attacking from the West. Russian forces are attacking from the East. The last German close air support he saw was six months ago. He has called for relief and even sent two couriers, but he has no idea whether help will arrive in time. As the sounds of battle outside grow closer from both directions, he signs his will and a note home to his mother... Younger players welcome with a participating adult. Rules will be taught.

F-141 - The Tractor Factory

Length: 4 hours.; Location: Heritage, Table: HE1; Hosted by Bob Everson.; Scale: 15mm; Sponsored by: Tommy Gunner, Rules: Flames of War.; 8 players.

The Tractor Factory complex at Stalingrad stood for Soviet efficiency in producing large numbers of farm instruments. A decisive engagement well into the Battle for Stalingrad, for the Germans it was the epitome of Ratten Krieg, "War of the Rats" and for the Soviets . . . it only meant that you were fighting indoors out of the elements, relatively speaking because most of the roofs were blown off! This scenario pits brave German veterans against fearless Russian conscripts in the WWII version of a cage-match. Participants will roll lots of dice! This game is for novice or experienced FoW players. All material and playing aides will be supplied.

F-176 - IABSM! In Normandy

Length: 4 hours.; Location: Distlefink, Table: D62; Hosted by Ted Poltorak.; Scale: 15mm; Rules: I Ain't Been Shot, Mum! (IABSM).; 6 players.

Le Port Filliolet, 8 June, 1944. Elements of 1st Bn. 508th PIR cross the Merderet River at Chef du Pont and set up a roadblock. They are attacked by a company from the 1057th Grenadier Regiment with armor support.

F-205 - 1942 Hungarian, Soviet Clash

Length: 4 hours.; Location: Heritage, Table: He6; Hosted by Stephen Keyer.; Scale: 15mm; Sponsored by: Legions East/Two Tin Soldiers, Rules: Battlefront.; 5 players.

August 7th, 1942, elements of the Hungarian IV Corp, 2nd Army attempt to advance down the Don River and clear bridgeheads north of the town of Karotyak. This particular probing action features recon elements of the Hungarian 1st Armored Division attempting to "brush" aside token Soviet resistance in the vicinity. We will be using the Legions East Hungarian figures. Players with some Battlefront experience preferred.

Modern

F-100 - Seize the Bridges!

Length: 2 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Norman Dean and the HAWKS.; Scale: 20mm; Rules: Home Rules.; 6 players.

Neubraunland and the Republico Verde are at it again. Both are attempting to take the bridges at Gule's Town, on the Azure River. But where are Neubraunland's elite Black Star Regiments? Take command of a unit in this generic modern game and see who will control these vital

bridges. A HAWKS Kids' Table game. Adults may play only with playing child. Basic literacy skills required. The HAWKS will be hosting one table of 2 hour games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

F-116 - Demolition Derby

Length: 3 hours.; Location: Distlefink, Table: D63; Hosted by Richard Kane.; Scale: 10/12mm; Rules: Homebrew.; 12 players.

Summer time is county fair time. And county fair time is the time for demolition derbies! Get your dad's old Chevy lying out back, light up the blowtorch, and rebuild that junker into a machine of destruction! Last car running wins. License not required. Young gamers encouraged.

F-147 - A Walk in the Park

Length: 3 hours.; Location: Showroom, Table: SH28; Hosted by Kelly Armstrong.; Scale: 25mm; Sponsored by: Devil Dog Design, Rules: Dogs of WAR.; Unlimited players.

Coalition forces attempt to retake the city of Al-tornup. Come take command of a squad and play to the death while learning the Dogs of War ruleset. Devil Dog Design is providing all of the figures and terrain. Stop by at anytime and play. Children under 13 welcome with playing adult.

F-214 - The X-Files come to Mayberry

Length: 3 hours.; Location: Heritage, Table: HE9; Hosted by Phil Kiernan.; Scale: 25mm; Sponsored by: Triangle Simulation Society, Rules: Modified 'Code of the West'.; 6 to 20 players.

Gamemaster Phil Kiernan presents. It's 1960 in Mayberry, and Deputy Barney Fife is convinced there are Aliens in Mayberry. Sheriff Andy Taylor is sure that Barney's imagination is running amok again, what with the news of the Roswell Incident, Russians in Space, and all the SciFi movies of the late 50's. But if Aliens have landed, in Mayberry, what would they make of Earthlings after meeting Andy, Opie and Bea Taylor, Barney Fife, Floyd the Barber, Otis the town drunk, the Darlings and the rest of Mayberry. No experience necessary.

All Periods

F-075 - [Seminar] Capturing a Moment in History

Length: 2 hours.; Location: Hopewell Lecture, Table: [See Event Host]; Hosted by Keith Rocco.

The highly respected French magazine Uniformes proclaimed Keith Rocco an "artist

Friday Events

in the tradition of Remington and Detaille.” Such lofty praise has been echoed by many of Rocco’s fans, making him one of America’s most sought after historical artists. His work is featured at the Pentagon, the Wisconsin Veterans Museum, and more than a dozen National Park sites. It is attention to detail and emotional content, from intriguing single figure studies to extensive combat scenes, that give Rocco’s Civil War and Napoleonic paintings a degree of authenticity for which he has become famous in his over 20-year career. In this special seminar, Rocco uses 90 slides to explain the three phases of his effort: Inspiration, Research, and Methodology (step-by-step “how to”). He will be available for book signings following the presentation.

- 8:00 PM -

Ancients

F-048 - Viking Looters

Length: 3 hours.; Location: Paradise, Table: P5; Hosted by Greg Whitaker.; Scale: 25mm; Sponsored by: WAGS, Rules: Viking Looters.; 12 players

The raid is winding down. You have your loot. Now all you have to do is get back to the ship. Beware of your buddies! Beginners are welcome.

F-189 - Spitamenes Must Die!

Length: 4 hours.; Location: Cornwall, Table: (See Event Host); Hosted by Norbert Brunhuber.; Scale: 25mm; Rules: Warhammer Ancient Battles.; 10 players.

After Bessus, the abductor of Darius, was captured and sent to his execution, his companion Spitamenes rose up as a warlord in the satrapy of Sogdiana (north of Afganistan). Stirring up trouble here and there around that war-tossed land of tribal people (sound familiar), Alexander the Great was determined to stamp him out once and for all. He divided his elite forces into 5 parts and each set out to battle these people on their own turf. You play Alexander and his detachment as they corner a large warband of barbarians. Or do the barbarians have the upper hand, ready to send the strapling home? This is a skirmish level game, unusual for the ancients period and all who walk up can play.

F-204 - The Battle of Hastings

Length: 3 hours.; Location: Heritage, Table: HE8; Hosted by Jeff Stuckey.; Scale: 25mm; Sponsored by: Battlestandard Miniatures and Games, Rules: Battlestandard Ancient Rules.; 8 players.

A maga 6 foot by 12 foot recreation of The Battle of Hastings on beautiful custom terrain boards. This will be a 28mm game sponsored by Battlestandard Miniatures and Games. The game will feature many of Battlestandards new Dark Age miniatures and will be played using the popular new Battlestandard Ancient Rules (BAR). Do not miss this event as it will no doubt be as much fun as last years Battle of Issus game we ran. Prizes will be provided.

Age of Gunpowder

F-186 - BATTLE OF RESACA DE LA PLAMA (Mexican War 1845)

Length: 4 hours.; Location: Paradise, Table: P2; Hosted by Paul Koch.; Scale: 15mm; Sponsored by: HMG, Rules: LE KRIEGSPIEL DE MEXICO.; 6 players.

This was the opening round of the Mexican war. Old Rough & Ready Zachary Taylor responding to a Mexican raid crossed the Rio Grande and badly defeated his Mexican counterpart, General Arista. All before war was declared. Can you do as well as Taylor? Or, perhaps you can repel the gringo invaders. 15mm action featuring LE KRIEGSPIEL DE MEXICO rules by Paul Koch and featured in MWAN. They are an adaptation form Pat Condray’s translation of Pierre Froure’s simple but excellent Le Kriegspiel from the 1970s.

Colonial

F-066 - Zulu Twilight

Length: 4 hours.; Location: Strasburg, Table: See Event Host; Hosted by Rob Walter.; Scale: 28mm; Rules: Modified TSATE; 5 players.

Twice the British 2nd column has failed to rescue Col. Smythe-Martin’s wife & daughter from Ruttlewayo’s valiant Zulu forces. Once again Harriet & Penelope Smythe-Martin are the guests of RoyMbilini and his abaQulusi warriors. In this desperate hour Col. Smythe-Martin has sent his two most capable officers to rescue his family, Col. Webb of the 13th (1st Somersetshire) and Col. Brian MacRanger of the 21st Highlanders. With surprise on their side the rescue of Harriet & Penelope seems a sure thing, but their escape from Rutlewayo and RoyMiblini’s wrath is a story still to be written. A costume epic right off the big screen. Participants have been known to adopt and display historical hysteria and colonial attitudes during participation.

F-110 - “Egypt for the Egyptians!” The Battle of Tel El Kebir

Length: 4 hours.; Location: New Holland, Table: [See Event Host]; Hosted by Alex and

Jen Bagosy.; Scale: 10mm; Rules: Brother Against Brother (Modified) Rules will be taught.; 8 players.

September 13, 1882 - Under the cover of darkness, a force of British and Indian soldiers has marched in complete silence with minimal rations to strike at the cornerstone of the Egyptian Army’s defenses near Tel El Kebir. They are outnumbered nearly two to one, facing nearly six miles of fortified entrenchments considered invulnerable and unassailable by frontal assault by the experts of the day. Arabi Pasha, the firebrand Egyptian patriot who has commanded the field army during the expulsion of foreigners from Egypt and the overthrow of the corrupt and ineffectual Khedive, now sits within striking distance of the ultimate goal in his campaign - the destruction or holding for ransom ame appears that it can bear them.)of the mighty Suez Canal and complete independence for Egypt. Pasha has gambled upon the intuitive skills of his Egyptian diggers, the ferocity of his Sudanese infantry, and his modern, well equipped arsenal. He has drawn the British into the hinterlands of the country, gambling upon their fears of the hostile natives, poisoning their wells, and conducting an effectual fighting withdrawal which has left many of the British dead or wounded long before they can reach their objective at Cairo. But Arabi Pasha, the man who calls himself ‘The Egyptian’, has not gambled on one extraneous factor - Garnet Wolseley, who commands the British relief force. Will the Highland Light Infantry be driven off in their first assault? Will the Sudanese hold the line while the other Egyptians flee? Will Wolseley earn his peerage, or will Arabi gain Egyptian political independence for the first time since the Arab conquest? Stop by and find out! Rules are easy, fast, and fun. Limited walk up space will be available for those unable to acquire a ticket at registration. No children under sixteen without a playing parent, please.

Age of Rifles

F-006 - CUSTERS Last LAST STAND!

Length: 4 hours.; Location: Ballroom Foyer, Table: BF1-BF3; Hosted by Pete Panzeri.; Scale: 28mm; Sponsored by: Old Glory, Rules: Crazy Horse Rules!.; 22 players.

Join Game Master Pete Panzeri in this, your last chance to participate in the ENTIRE “Old Glory” BATTLE OF THE LITTLE BIG HORN. The massive 4-table Battle with 1,500 Sioux/ Cheyenne and six hundred 7th cavalry Troopers has been sold and will be liquidated in small parts. Last Chance to say you played!

Friday Events

World War I

F-051 - Trench Wars: Treat them Rough

Length: 3 hours.; Location: Paradise, Table: P6; Hosted by Steve Robinson.; Scale: 28mm; Sponsored by: Old Glory Miniatures and Acheson Creations, Rules: Trench Wars modified.; 8 players.

Tommy is facing the formidable Hindenburg line. Can the behemoths of steel and fire punch their way through Jerry's defenses? Or, will a sea of wire entanglements, bunkers and sheer bravery be enough for Jerry to defeat Tommy's juggernaut? Come and pick a side and taste once again the rotting, acidic smell of the western front. I know for sure that lead figures do not bleed, but allot will have to wait until the morning to be played with again. This game is featuring Old Glory Miniatures and a terrain system designed and produced by Acheson Creations specifically for 28mm WWI games. Beginners welcomed! Old Glory Miniatures and Acheson Creations are providing prizes.

F-225 - Raid on Durazzo

Length: 3 hours.; Location: Distlefink, Table: D21; Hosted by Gregory Bard.; Scale: 1/2400; Sponsored by: Greg Bard Games in coordination with Clash of Arms, Rules: Fear God & Dreadnaught, with Gunner's Mate.; 5 players.

By January of 1916, the Serbian Army's invasion of Albania had proven to be a complete disaster. Supply lines cut by Austrian naval forces had resulted in an Allied decision to evacuate the Serbian forces, for use elsewhere. Several Italian and French destroyers have been sent to cover Serbian Transports removing troops from the Albanian port of Durazzo. The Austrian navy will send a cruiser and destroyer force to intercept. Will the transports survive?

Pre WWII

F-009 - Rugged Adventures/The Good, The Bad and the Greedy

Length: 3 hours.; Location: Distlefink, Table: D22; Hosted by Kurt Hummiltzsch and Bob Murch.; Scale: 28mm; Sponsored by: Pulp Figures, Rules: Rugged Adventures.; 7 players.

A two fistad adventure set in the seedy trade port of China Station starring famed avatrix Jennny Curtis and (over)zealous missionary the honorable Reverend Beaton. The bad include; Notorious warlord Chun King, zeppelin Commander Zorn, international scoundrel Jasper Gutworth, the Dragon Lady and crusty

old salt, Uncle Charlie. Duplicity, double deals and deceit are the order of the day. This is a special ladies invitational game. We have female roles for a couple of two fistad dames. Prizes included.

F-074 - Terror of the Metal Menace!

Length: 4 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by Richard Johnson.; Scale: 25mm; Sponsored by: Rattrap Productions, Rules: .45 Adventure: Crimefighting Action in the Pulp Era.; 6 players.

Dr. Tobias Kroon has sworn vengeance against the world for mocking his scientific genius. Now he has unleashed his Metal Menace to terrorize the cities of the world. Many countries have sent teams to try and stop him. Or have they? Play one of the five teams or Dr. Kroon's henchmen in this action-packed, three chapter pulp adventure. From city streets to jungle hideouts, players will have to pit their wits against the villain's henchmen and each other. This is not a demo game and the rules will only be quickly covered before play begins. Players familiar with the rules are welcome.

World War II

F-025 - Aerodrome II WW2 Air Carrier Attack

Length: 3 hours.; Location: Distlefink, Table: D15; Hosted by Stanley Kubiak.; Scale: 1/144; Rules: Aerodrome II WW2 Air Combat.; 10+ players

World War 2 in the Pacific, using Aerodrome II rules! Attack or defend an aircraft carrier and escorts using Aerodrome II rules. Players each control squadrons of 1-3 aircraft (torpedo bombers, dive bombers or fighters), fighting to sink the enemy's carrier or to defend it as part of the carrier's Combat Air Patrol. AERODROME II EXPERIENCE A MUST (playing in any of the three earlier Aerodrome II sessions will qualify). Under age 15 only with playing adult. Prizes: Awards for the first victories and high scorer.

F-032 - Take the Town and Silence Those Mortars!

Length: 4 hours.; Location: Cornwall, Table: C4; Hosted by Michael Lorenzo.; Scale: 25mm; Sponsored by: Victory Force Miniatures, Rules: WWII, The Hard Way.; 8 players.

Figurehead Ships
World War Two
1/1250 CASUAL FORCES

British Coastal Forces

CO10 - Harbour Defence AG 34	1998-01
CO11 - MTBAGOS 70 (not classed)	1998-01
CO12 - Power Boat HMG-50 44	1998-01
CO13 - Coastal Gun 11 44	1998-01
CO14 - Coastal Gun 11 44	1998-01
CO15 - Coastal Gun 11 44	1998-01
CO16 - Coastal Gun 11 44	1998-01
CO17 - Coastal Gun 11 44	1998-01
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CO100 - Coastal Gun 11 44	1998-01

United States Coastal Forces

CO101 - Coastal Gun 11 44	1998-01
CO102 - Coastal Gun 11 44	1998-01
CO103 - Coastal Gun 11 44	1998-01
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Coastal Merchant Ships

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Friday Events

A hypothetical WWII skirmish scenario set in Italy. U.S. infantry fight German Fallschirmjäger in ferocious house to house fighting in a mountain village. Easy to learn rules. All materials Provided. Prizes provided.

F-088 - Hunt for the Sturmtiger

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Don Hogge and the HAWKS.; Scale: 25mm; Rules: Battleground WW2.; 6 players.

It is late august 1944 not far from the port of Antwerp. The allies have stopped their advance due to extended supply lines. The Germans recently launched a counterattack to relieve the pressure on forces defending Antwerp and to further stall the Allied advance. Leading the German attack was one of their new heavy assault guns. The attack was initially successful in pushing the Allied units back a small distance. Unfortunately, the Sturmtiger experienced engine problems and the crew abandoned it in the small village of Terketten. The rest of the attacking forces then fell back to their starting positions. Gamers under the age of 14 are welcome with an adult.

Modern

F-218 - Speed & Thunder

Length: 4 hours.; Location: Distlefink, Table: D81; Hosted by Michael Konwinski.; Scale: 25mm; Rules: Speed & Thunder - Stock car racing in miniature.; 12 players.

After a hard day out on the water, come on in for a hot night on the asphalt, NASCAR style.

Futuristic

F-061 - What God Didn't Make, Let Special Ops Destroy

Length: 4 hours.; Location: Showroom, Table: SH29, SH30; Hosted by Kevin Lepley.; Scale:

25mm; Sponsored by: Devil Dog Design, Rules: Dogs of War.; 6 players.

Agent Towers had been watching the Taliban stronghold for several weeks. The terrorists have been busier then a hive of bees. The last day has been very different, and he has seen some rather strange looking people (things?) walking around the cave. A large amount of terrorists have gone in, but none have come out, and it's been eerily quiet. Notifying HQ, Tower was able to sneak onto the base with ease, reporting as he went. The last message HQ received from Todd was "Send more" and he was cut off. This was not in the HQ's handbook.

You and your multinational force have been instructed to penetrate the base, rescue agent Towers, recover info and prisoners, and deal with any hostiles with extreme prejudice. Oh, and one other thing. The base was once used by the Nazi's for strange experiments, and per the locals, haunted by some type of strange creatures, but you are special ops, and don't care about those sort of things...

F-068 - Rescue at Parroom Station

Length: 4 hours.; Location: New Holland, Table: See Event Host; Hosted by Bob Charrette.; Scale: 28mm; Sponsored by: Parroom Station Miniatures and The London War Room, Rules: Valor & Steel & Flesh.; 6 players.

Martians like the Colonial Powers even less than the Boxers do. Parroom's restive population has risen and is attacking Earthmen wherever they find any. Time to teach those Red Planet Rotters a thing or two. Take command of a faction and rescue trapped civilians, enhance national (or personal) prestige, or just add to the mayhem. Rules will be taught. Under age 15 welcome with accompanying adult.

- 9:00 PM -

Napoleonic

F-113 - [Seminar] "How was artillery really used on the Napoleonic battlefields"

Length: 3 hours.; Location: Hopewell Lecture; Hosted by Jean Lochet and George Nafziger.

How was artillery really used on the Napoleonic battlefields? A review of fire plans, counter battery fire, practical deployment and usage of artillery, as well as other artillery related problems, during the Wars of the French Revolution and of the Empire.

10:00 PM

American Civil War

F-207 - Midnight Massacre (Battle of Atlanta) July 22, 1864

Length: 8 hours.; Location: Showroom, Table: SH17; Hosted by Gwyn Reeves and Scott Landis, Kurt Kramer, Michael Panzer, Jeff Kimmel, and John Grimes.; Scale: 15mm; Sponsored by: The Rogues, Rules: Fire and Fury.; 30+ players.

Come participate in the social event of the convention, and experience a night of pushin lead and killin things "ROGUES STYLE" he..he..he..... Gen. John Bell Hoods Confederates are outnumbered (as usual) and must defend Atlanta from the Union forces of Maj.Gen. William T. Sherman. This battle historically was a Union victory.....Come choose your army and try to change history or fight to repeat it!.....as always there is a two drink minimum and all pre-reg. get exceptional commanders, and also, what we like to call (The Georgia Courage Rule) will be in effect along with a 2am. singoff. So join the Rogues, do some gamin! and have some fun!





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Saturday Events

- 8:00 AM -

Age of Gunpowder

S-043 - Sweet Meat Must Have Sour Sauce

Length: 4 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by John Holly and Allan Finney.; Scale: 25mm; Sponsored by: NJMGS & Brigade Games, Rules: Spanish Fury Actions.; 6 players.

England, 1644. Dead of winter somewhere in the West Country. Two large foraging expeditions, one Royalist and one Parliamentarian, are on a collision course. What was supposed to be a grab for some stores of meat turns into a bloody skirmish. But, will the townsfolk stand for yet another foraging expedition into their quaint little hamlet?

World War II

S-051 - The Memphis Belle

Length: 4 hours.; Location: Distlefink, Table: D81, D91; Hosted by Alex Ache.; Scale: 1/300; Rules: Wings of Fire.; 8 players.

Join us for intense 1/60th scale aerial WWII combat in three dimensions! The Memphis Belle is about to complete her 25th and final mission over occupied France. Allied Mustang players attempt to defend her squadron while Luftwaffe players take to the skies as Messerschmitt interceptors. Fast action, easy-to-learn rules, beginners welcome. 10 min video intro.

Modern

HMGS Meeting

Length: 1 hour.; Location: Vista C.
HMGS Annual membership Meeting.

- 9:00 AM -

Ancients

S-071 - Samurai Wars

Length: 3 hours.; Location: Paradise, Table: P5; Hosted by Jim Foster.; Scale: 25mm; Sponsored by: Old Glory, Rules: Samurai Wars.; 6 players

It is the age of Bushido. Samurai fight for honor and their lord. Will you bring honor or disgrace? Beginners' welcome. Old Glory is providing a prize to the best player.

S-111 - Hannibal at the Gates

Length: 2 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Rob Dean and the HAWKS.; Scale: 20mm; Rules: Home Rules.; 6 players

In 218BC Hannibal and his Carthaginian army (with elephants) crossed the Alps on their way to attack Rome. They came so close that the cry "Hannibal at the Gates" was used to frighten naughty Roman children for centuries afterwards. Using simple rules and situations from the early invasion of Italy, players will join the wily Carthaginians or the stubborn Romans in a struggle for the fate of Rome (and all of history afterwards). A HAWKS Kids' Table game. Adults may play only with playing child. Basic literacy skills required. The HAWKS will be hosting one table of 2 hour games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

Age of Gunpowder

S-078 - A Matter Of Honor

Length: 5 hours.; Location: Paradise, Table: P4; Hosted by Dave Bolton.; Scale: 15mm; Sponsored by: WAGS, Rules: Home Grown Rules.; 10 players

Lord Cornwallis vs. the Marquis de Lafayette, a what if engagement. What would have happened if Cornwallis had the battle he wanted prior to the Allied Army linking up with Lafayette prior to Yorktown 1781 The cream of the English Army (to include the Foot Guards) is poised to destroy Lafayette. Fearing the Virginia Militia will desert if he abandons the field, Lafayette decides to fight. He knows a French division under St. Simon is close by to support him but will they arrive in time. Will the English destroy the Americans or will the combined American and French Army force Cornwallis back into Yorktown to eventually be destroyed by Washington and Rochambeau. 100s of figures will be present. This will be a slugfest. Beginners are welcome. Players under 14 if accompanied by a playing adult.

Napoleonic

S-200 - Hearts of Oak..ships of lead !! [Theme]

Length: 4 hours.; Location: Cornwall, Table: [See Game Host]; Hosted by Iain Black.; Scale: 1/600; Rules: First Rate.; 6 players.

A French / Spanish fleet has broken out from Cadiz... The Indies are threatened. His Majesty's Navy can't stand for that !! Try out a squadron in the fast fun version of warfare in the age of sail. The rules will be taught at the game.

American Civil War

S-201 - Breakfast at Widow Tapp's Place

Length: 3 hours.; Location: Paradise, Table: P1; Hosted by Greg Novak.; Scale: 25mm; Sponsored by: Historical Miniature Gamer, Rules: Red Badge of Courage.; 4-8 players.

Breakfast time and the lads are a bit hungry. There are rumors that a farm house or two on the old Stage Road are untouched so a patrol is being sent out to see what can be found there, both in terms of the enemy troops as well as provisions. So tag along and see what happens there. This is a man to man skirmish game in 54mm in which each player will command a group of "battle comrades".

Colonial

S-041 - Tacambaro

Length: 4 hours.; Location: Distlefink, Table: D32; Hosted by Tim Tilson.; Scale: 25mm; Sponsored by: NOVAG, Rules: The Sword and the Flame.; 4 players.

Mexico. 1866. A new battalion of the Belgian Legion has arrived in Miah province. Their mission is to break up the irregular bands of guerillas operating nearby under the leadership of General Regalaes. The battalion goes looking for contraband at the town of Tacambaro. But there seems to be plenty of activity in the nearby hills.

S-117 - Column Up the Khyber

Length: 4 hours.; Location: New Holland, Table: See Event Host; Hosted by Joe Watts and the MNA.; Scale: 25mm; Rules: TSATF.; 6 players.

" In Colonial India, British and Indian troops march into the Khyber Pass to try and stop Pathan tribesmen from meeting up to share out weapons and revolt"

S-121 - The Island - Sudan

Length: 4 hours.; Location: New Holland, Table: See Event Host; Hosted by George Carr.; Scale: 28mm; Rules: TSATF/20.; 6-7 players.

Telegraph to Headquarters reads: "RELIGIOUS LEADER IN SUDAN DECLARES HIMSELF MAHDI ...STOP ...HOLED UP ON ABBAS ISLAND ...STOP ...INFLUENCE SPREADING ...STOP ...CURIOSITY OF OFFICIALS IN CAIRO PIQUED...STOP...DISPATCH COMPANY OF EGYPTIAN AND SOUDANESE REGULARS VIAGUNBOAT INTREPID...STOP...RETURN PRISONER INTACT FOR QUESTIONING ...STOP"

Saturday Events

S-125 - "And then someone started screaming..."

Length: 4 hours.; Location: New Holland, Table: See Event Host; Hosted by Gabriel Landowski.; Scale: 20mm Plastics; Sponsored by: NJMGS, Rules: Damned Human Race - Colonial!.; 4 players.

"The village of the Wahnazi Tribe has been discovered in a sheltered jungle valley and it is a race to establish good political ties with this group of fierce warriors. Near the end of the valley the Europeans compete in an almost jovial race. And then someone started screaming..."

Age of Rifles

S-116 - Grasping at Sand - FFL

Length: 4 hours.; Location: Strasburg, Table: See Event Host; Hosted by Ed Watts and the MNA.; Scale: 15mm; Rules: The Sword in North Africa (modified).; 6-8 players.

"Take a chance at showing the flag for France or making Gallic mothers weep for their sons confined to a permanent residence in North Africa. A walk up game where you can go out on a mission or raid, complete it or die, and then go for another or switch sides in a mini campaign for control.

S-123 - [Seminar] Seminar on the Battle of Tsushima

Length: 1 hour.; Location: Hopewell Lecture; Hosted by Michael Harris, Chris Carlson, Jay Wissman, and Bill Madison

The Anniversary of the Battle of Tsushima. The battle analyzed and critiqued by Bill Madison, author of Dawn of the Rising Sun, the latest of the Admiralty Trilogy publications. Come for a great seminar on this defining moment in naval history. Learn about the key players, the critical decisions, the technology and the results. Following the seminar Admiralty Trilogy members Chris Carlson and Mike Harris will discuss other Admiralty Trilogy issues and answer questions on upcoming events and products.

S-186 - The Naval Battle of Coquimbo (Chilean-American War of 1892)

Length: 4 hours.; Location: Paradise, Table: P7; Hosted by Richard Sartore and Jack Joyner.; Scale: 1/2400; Sponsored by: HMG, Rules: SEEKRIEG 5.; 6 players.

With Valparaiso secure, Chilean President Jorge Montt decides it is time to take the offensive. Acting on intelligence reports of a planned landing by combined US/Balmacedist forces near Coquimbo on May 2, the battleship CAPITAN PRAT, cruisers ESMERALDA and

PRESIDENTE PINTO along with the torpedo gunboats ALMIRANTE LYNCH and ALMIRANTE CONDELL, sortie for the area. As the landing operations are in progress, the covering force (cruisers SAN FRANCISCO, CHARLESTON, BALTIMORE and ATLANTA along with gunboats YORKTOWN and BENNINGTON) sights the approach of the Chilean squadron at 0712 and the Naval Battle of Coquimbo begins.

World War I

S-075 - Trench Wars: The Attack of the Jerries!

Length: 3 hours.; Location: Paradise, Table: P6; Hosted by Steve Robinson.; Scale: 28mm; Sponsored by: Old Glory Miniatures and Acheson Creations, Rules: Trench Wars.; 8 players.

Tommy has shown that he has a vulnerable side; a salient has developed as the previous attack has driven to a halt. Jerry has scheduled a morning attack by the elite formations of "Stormtruppen" (09:00 in the morning early enough). Can Tommy steel and courage save the day? I know for sure that lead figures do not bleed, but allot of them will have to wait until the afternoon to be played with again. Come and pick a side and taste once again the rotting, acidic smell of the western front. This game is featuring Old Glory Miniatures and terrain system designed and produced by Acheson Creations specifically for 28mm WWI games. Beginners welcomed! Old Glory Miniatures and Acheson Creations are providing prizes.

S-188 - Lt. Irwin Rommel, France 1914

Length: 2 hours.; Location: Showroom, Table: SH18; Hosted by C.B. Stevens.; Scale: 28mm; Sponsored by: Skirmish Campaign Series, Rules: Arc of Fire.; 4 players.

Long before he became the Desert Fox, the young Irwin Rommel was recognized as a daring and innovative combat leader. His exploits during World War I earned him Germany's highest award for bravery — the Blue Max. Refight one of Rommel's most intense small infantry actions and see if you can overcome the odds in the struggle against the mighty French Army.

Pre WWII

S-044 - Quest for La Calavera Negra de la Luna

Length: 4 hours.; Location: Cornwall, Table: C2; Hosted by Richard Johnson.; Scale: 25mm; Sponsored by: Rattrap Productions, Rules: .45

Adventure: Crimefighting Action in the Pulp Fiction Era.; 6 players.

Deep in the jungles of South America, there is rumored to be a skull of jet-black stone that is a source of immense power. Three weeks ago, Sir Jonathon Grimes began quietly soliciting funding for an expedition and rumor spread quickly that he had discovered La Calavera Negra. On the eve of his departure, his body was found twisted and all of his organs had been liquefied. Now, several groups are mounting expeditions to the deep jungle to find the Black Skull. Whoever recovers the skull could achieve power and wealth far beyond their dreams. But what will prove more deadly... the denizens of the jungle, the traps set forth by an ancient culture, or those who seek the Skull alongside you? This is an introductory level game for players to learn the .45 Adventure rules in a fun and exciting scenario.

World War II

S-036 - Graf Spee Battles Force G - 1939

Length: 4 hours.; Location: Distelfink, Table: D61, D71; Hosted by Charles Gilbert.; Scale: 1/2400; Rules: Fletcher Pratt, modified.; 7 players.

At 0530 hours on 13 December 1939 the "pocket battleship" Admiral Graf Spee sighted two mastheads. At 0552 hours the heavy cruiser Exeter was seen and identified but the light cruisers Ajax and Achilles were mistaken for destroyers. At 0615 the Graf Spee opens fire with both 11-inch turrets. Commodore Harwood RN had been hunting to find the Graf Spee that had sunk nine ships so far. He flashes his prearranged battle plan to his "Force G". He did not have the assigned "Force G" heavy cruiser Cumberland with him. That ship was being refitted in the Falkland Islands. Can you alter history by using your sharp eyes for estimating distance for shot patterns, firing torpedoes, and moving ships? There are no dice used in the original and this modified Fletcher Pratt naval game system. You have to hit the ship models to damage that ship.

S-048 - BATTLE OF PUNTA STILO

Length: 4 hours.; Location: Cornwall, Table: C6; Hosted by Vincent Lucchese.; Scale: 1/2400; Sponsored by: Wilderness Wargamers, Rules: "Battle Flags and Shell Splashes".; 10 players.

It's July 9, 1940 - The Italians and the British each have launched a convoy operations in the Mediterranean. The British convoy runs from Malta to Alexandria and the Italian convoy from Naples to Benghazi. Both fleets meet off Calabria at Punta Stilo, and the largest battle of WWII in the Mediterranean begins. Can the

Saturday Events

British attack the Italian convoy and protect its own? Can the Italians attack the British convoy and do the same? Command the fleet of your choice and destroy the enemy!

S-053 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players.

“Walk up game”. Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig, using just a few platoons. Russians and Germans.

S-108 - Arras 21 May 1940

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Ken Frost and Duncan Adams and the HAWKS.; Scale: 285mm(Micro); Rules: Command Decision 3.; 7 players.

Join elements of the British 1st Army Tank Brigade and the 50th Northumbrian Motorized Division as they counterattack Rommel’s 7th Panzer Division in the countryside of France. Will the promised French allies be able to join the British in time?

S-118 - Divine Wind over Okinawa

Length: 4 hours.; Location: Distlefink, Table: D42; Hosted by Roxanne Patton.; Scale: 1/2400; Rules: Kamikaze!.; 6 players.

Ten-Go, the Japanese air-sea operation to defeat the U.S. invasion of Okinawa, unleashed several thousand aircraft, each a pilot guided bomb, on the mammoth Fifth Fleet. The U.S. ships would have to fend off the most tenacious suicide attacks in what has been termed a Typhoon of Steel. It is here that the Kamikaze or Divine Wind reached its zenith and tested the skill and determination of the Navy pilots and the ships’ gunners.

S-129 - Caen we Make it?

Length: 4 hours.; Location: Distlefink, Table: D65; Hosted by Steve Fliss and Ben Lacy.; Scale: 25mm; Sponsored by: Dulles Wargaming Club, Britton Publishers, Rules: Final Combat.; 8 players.

North of Caen, Normandy on 7 June 1944. Congestion on the beaches and German resistance precluded an all-out push by 3 Canadian Division and 3 British Division to take the city of Caen on D-Day. With the night of 6-7 June to organize behind them, can 3 Canadian Division’s spearhead make up for lost time against elements of the German 716th Division? Players control infantry, armor and anti-tank forces in a 25mm action using the

highly detailed “Final Combat” 20th Century skirmish rule set. Prize: Copy of “Final Combat” 2d edition rules.

S-135 - WWII: The Struggle for Europe and Asia

Length: 15 hours.; Location: Showroom, Table: SH20; Hosted by Mark Melenovsky.; Scale: N/A; Rules: Home Rules.; 8 players.

The ultimate worldwide WWII board game featuring a beautiful 3’x8’ map and over 1,100 miniatures including Stukas, Katyusha Rockets, Panzergrenadiers, Kamakazies, fortifications, paratroopers and much more. Inspired by the best aspects from games such as World in Flames, Axis & Allies, and Third Reich, see if you have what it takes to command one of the major powers to see if you can win this challenging strategy game. For more information visit us at ww2wargame.com.

S-150 - Red Steel

Length: 3 hours.; Location: Showroom, Table: SH26; Hosted by Mark Stricker.; Scale: 15mm; Rules: Flames of War.; 6 players.

This game is based on the fighting around Moscow in late 1941. On 11 November, the Soviet 4th Tank Brigade became the 1st Guards Tank Brigade, the first tank unit to earn the “Guards” honorific. Within days, the unit was in action against elements of the 10th Panzer Division just east of Moscow. This game is a Mid-War Demo game for novice FOW players. All material and playing aides will be supplied and the rules will be taught.

S-151 - Tigers on the Prowl

Length: 3 hours.; Location: Showroom, Table: SH27; Hosted by Hailey Wynn.; Scale: 15mm;

Rules: Flames of War.; 6 players.

In early June of 1944 the British launched a major effort to swing east of Caen, bull through the Norman hedgerows and breakout into the green fields beyond. The Germans had other ideas. This is a late-war Flames of War game for people new to FoW or novice players. All material and playing aides will be supplied.

S-187 - Fallschirmjaegers on Crete: “Out of the Frying Pan”

Length: 15 hours.; Location: Showroom, Table: SH11; Hosted by C.B. Stevens.; Scale: 20mm; Sponsored by: Skirmish Campaigns / Skirmish Elite Series, Rules: Arc of Fire.; 7 players.

20 May 1941. Major Koch, hero of Eben Emael, was tasked with a glider assault on Hill 107, overlooking Maleme airfield. Koch established a foothold before the New Zealanders could react, and reinforced by a trickle of parachutists he held on, determined to consolidate and launch an attack to sweep the enemy from the crucial hill. The battle-hardened New Zealanders reacted swiftly despite their shortages in men and ammunition. Using their well-concealed positions as a base of fire, and reinforced by airmen of the RAF 33 Squadron, they began to envelop the fallschirmjägers who had landed in their midst.

S-189 - Combat Jump Sicily: “Fallen Comrades”

Length: 15 hours.; Location: Showroom, Table: SH12; Hosted by Roy Jones.; Scale: 20mm; Sponsored by: Skirmish Campaigns, Rules: Arc of Fire.; 5 players.

10 July 1943. Finally encountering a lull after nearly 24 hours of continuous combat, Captain



Saturday Events

Sayre, US 82nd Airborne Division, took a patrol out to search for missing and wounded paratroopers, and particularly for one of his subordinate officers, Lieutenant Oscar Gordon. Sayre picked seven men to go with him, including Corporal Jim Ricci, an expert marksmen and hunter from southern Illinois. The patrol set out for the drop zone, where Gordon was reported to have fallen to enemy fire. Sayre approached the broad, flat, open area with caution, and just before sunset.

Modern

S-113 - Trouble in Ruritania

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Norman Dean and the HAWKS.; Scale: 54mm; Rules: Blood and Swash.; 7 players.

1956 has been a bad year for the Soviets. First there was Poland. Now Ruritania nationalists are rising up to throw off the yoke of the Communist puppet government. Lots of tanks, fake mines, and explosions. Beginners are encouraged.

S-190 - Hamburger Hill: "Blackjack"

Length: 2 hours.; Location: Showroom, Table: SH24; Hosted by Mark Fastoso.; Scale: 28mm; Sponsored by: Skirmish Campaigns, Rules: Arc of Fire.; 4 players.

It's the ninth day of the assault on Hamburger Hill. The NVA have been battered and as Lt.Col. Hunnicutt orbits overhead in his helicopter it looks like his men are going to finally take the hill. He immediately orders his 'copter to land so he can be on hand to direct the final push. Gathering up his XO and a few radiomen he begins the hike up to the front lines. Just after his team passes an aid station he spots some movement in the jungle. The next thing he knows his XO is yelling, 'Look out!' and he is face to face with an AK-47.

Fantasy

S-097 - Fleet Battles by GASLIGHT

Length: 3 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Chris Palmer and the HAWKS.; Scale: 1/1200; Rules: Fleet Battles by GASLIGHT.; 8 players.

Your opportunity to help playtest this possible new GASLIGHT variant in its early stages of development. Fleets of steam powered airborne battleships fight for control of the skies of Mars. Children under 13 with accompanying adult only.

All Periods

S-202 - HMGS Paint'n'Take

Length: 7 hours.; Location: Business Ctr, Table: [See Host]; Hosted by Heather Blush. Sponsored by: Brigade Games;

The HMGS Paint'n'Take is back. For those of you who joined us at Cold Wars and those of you who missed us, come sling paint with the best of them at Historicon's Paint 'N' Take. Novice painter can get the basics from our experienced on-site painting team, while experienced painters can hone their skill or try out new techniques. Each attendee receives one (1) Brigade Games 25mm figure. Participation is free with your paid Historicon registration. Howard Hues/Regal Realms Paint and brushes will be provided. Stop by and visit us in the Painting Event Area (the Business Area). Friday 10 AM - 12 PM and 1 PM - 5 pm and Saturday 9 AM - 12 PM and 1 PM - 5 PM.

S-222 - Miniature Painting for Children

Length: 1 hour.; Location: Business Ctr, Table: [See Host]; Hosted by Heather Blush.; Sponsored by: Brigade Games.

Novice painters can get the basics from our experienced on-site painting team, while experienced painters can hone their skill or try out new techniques. Each attendee receives one (1) Brigade Games 25mm figure. Participation is free with your paid Historicon registration. Howard Hues/Regal Realms Paint and brushes will be provided. Stop by and visit us in the Painting Event Area (the Business Area).

- 10:00 AM -

Ancients

S-114 - Prince Valiant in the Days of King Arthur

Length: 3 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Ross Macfarlane and the HAWKS.; Scale: 54mm; Sponsored by: Loch Sloy Miniatures, Rules: Warhammer Ancient Battles, Skirmish Variant.; 8 players.

A fanciful look at Britain in the Dark Ages inspired by the art and stories of Hal Foster. Rome has fallen and now the Barbarians are sweeping in from the sea and over the wall to pillage and burn or to settle. An heroic band of fighters strives to protect the remnants of civilization in many a hard fought skirmish over village and farm. Indulge your Barbarian nature at the head of a warparty of Saxons or Scots (as they should have looked...), seek the best deal in pay or plunder for your band of mercenaries,

muster the villagers in arms to save the sheep or earn renown at the head of Arthur's warriors by sweeping the land clear of Barbarians.

S-143 - Upon St. Crispin's Day!

Length: 4 hours.; Location: Distlefink, Table: D41; Hosted by Tod Kershner.; Scale: 20mm; Rules: Home Grown.; 6 players.

A hypothetical 15th century battle between French and Burgundian armies featuring knights, halberdiers and artillery. A wild melee will ensue. Easy rules with the emphasis on fun.

S-147 - Defend the Acropolis

Length: 2 hours.; Location: Distlefink, Table: D64; Hosted by Adam Hughes.; Scale: 25mm; Sponsored by: Crocodile Games, Rules: Wargods of Olympus.; 6 players.

A titan horde has pillaged the Greek city the only standing buildings left is the city state's Acropolis. A demi-god of Ares rallies the last of his war band to defend the city state's Acropolis. Can the demi-god protect the Acropolis from the threaten titan horde? Come out and participate in all the action of a Wargods of Olympus game.

Age of Gunpowder

S-038 - The Great Siege: Malta 1565 [Theme]

Length: 4 hours.; Location: Fireplace, Table: FP1; Hosted by Peter Hess, Rich Knapton, Doug Fisher, and Rich Greenway.; Scale: 25mm; Sponsored by: Renaissance Wargames Society/Osprey Books, Rules: Siege Swein Forkbeard's Castle/My Galley Sally.; 14 players.

40,000 Ottoman Turks and a huge invasion fleet have landed on the mid-Mediterranean island of Malta, vowing to eradicate the last vestige of the Crusader States, the outpost of the Knights of St. John. But the heavily outnumbered Knights have prepared state of the art fortifications to withstand the Ottoman onslaught. This sprawling mega-game replicates all of the major fortifications surrounding the Grand Harbor. It includes the walled medieval city of Mdina, inland on the island. And the fleets of the Knights, the Turks and the relief Spanish fleet will clash on the seas surrounding Malta. The Knights' heroic last stand at Fort St Elmo and the bloody assaults on the towns of Birku and Senglea will be played as stand alone games, as will the clash of galleys and galleons on the high seas. The entire Ottoman invasion will be played out in a grand tactical campaign on Saturday. No experience necessary: the rules are easy to learn and fast to play. Prizes Provided.

Saturday Events

S-136 - Buccaneers of the Caribbean

Length: 3 hours.; Location: Showroom, Table: SH29-30; Hosted by Dennis Layson and Fred Schaller.; Scale: 28mm; Rules: Buccaneers of the Caribbean (Warplay&Warfair Local Club Game).; 14 players.

This game involves pirates attempting to seize merchant ships loaded with treasure as they sail through the Spanish Main from the New World. Approximately 14 ships (28mm) as well as a Spanish Fort and miscellaneous islands.

Napoleonic

S-003 - Trafalgar - 21 October, 1805 [Theme]

Length: 8 hours.; Location: Distlefink, Table: D33, D34; Hosted by Stanley Sunderwirth.; Scale: 1:2000; Rules: Victory Under Sail.; 8-16 players

The 200th anniversary year of the most famous naval battle in history. This monster game pits 27 British ships against 33 French and Spanish for mastery of the seas off the south Spanish coast. Will you repeat Nelson's greatest and last victory or can Villeneuve and Gravina reverse history and give Napoleon a victory at sea?

Players will control squadrons or half-squadrons in a fast-moving but highly accurate game featuring almost no charts but lots of dice. Rules will be taught.

S-005 - Close Action Fleet Battle [Theme]

Length: 10 hours.; Location: Heritage, Table: HE1-HE6; Hosted by Mark Campbell and Lee Girer.; Scale: 1/1200; Rules: Close Action.; 30 players

"Captains! Come enjoy another stirring naval battle from the age of sail, using the acclaimed CLOSE ACTION rules. A bloody great time is guaranteed to all!"

S-042 - B4 I was a Marshal

Length: 3 hours.; Location: Distlefink, Table: D25; Hosted by Edwin Mohrmann.; Scale: 30mm; Sponsored by: Triangle Simulation Society, Rules: B4 I was a Marshal....(original version).; 12 players.

Once more the raggedy old Napoleonics take the field commanded by kids aged 8-13 (inclusive). There's some reinforcements this year (beautiful Prussian figures, 4 new units ! 4 new French Line units !) to accomodate more players ! Your old SAE/Scrubby/Stadden fave's will be there as well. Remember, parents CAN WATCH !!

S-170 - Austerlitz 1805 - Along the Olmutz Road

Length: 6 hours.; Location: Showroom, Table: SH17; Hosted by Peter Anderson.; Scale: 25mm; Sponsored by: Piquet, Inc., Rules: Piquet - Les Grogards 2nd edition.; 6 players.

On the French Left, Marshals Lannes and Murat face off against Princess Bagration and Liechtenstein. A great action for cavalry fans to celebrate the 200th anniversary year of the Battle of the Emperors.



American Civil War

S-025 - Bloody Lane

Length: 5 hours.; Location: Distlefink, Table: D14; Hosted by Bill Moreno.; Scale: 10mm; Rules: Fire & Fury Regimental.; 6 players.

Come and try this the new scenario from Scott Mingus' soon to be released "Undying Courage". This will be the famous Bloody Lane fight and promises to be great fun.

S-069 - Battle for Crampton's Gap

Length: 3 hours.; Location: Distlefink, Table: D43; Hosted by Fred Hubig and Frank Luberti.; Scale: 25mm; Sponsored by: Georgetown Center for Living History, Rules: Carnage & Glory (Computer Assisted).; 8-10 players.

This year's Civil War in Miniature Series will continue September 30 - October 2 at Carlisle, PA with the Battle of Antietam. To familiarize participants with C & G, we present Crampton's Gap, a holding action by part of Longstreet's Corps, to delay the pursuing Union Army long enough for General Lee to regroup his scattered forces along the Antietam Creek - a prelude to Antietam! Prizes Provided.

S-168 - 2nd Kernstown 7/24/1864

Length: 4 hours.; Location: Distlefink, Table: D12; Hosted by P. O'Neill.; Scale: 15mm; Rules: Johnny Reb III.; 8 players.

After Jubal Early's raid towards Washington was thwarted in the nick of time, Union Generals Grant and Halleck were content that they had driven the Confederates off and therefore did not reinforce George Crook's small Army of West Virginia. At Noon on 7/24 the Confederates attacked the deploying Union forces at Kernstown. Present were such illustrious figures as future President Rutherford B Hayes, grandpa George S Patton and HBO's Deadwood character George Crook.

A great convention scenario with some grand tactical decisions and a clear winner in under 4 hours.

S-173 - Encounter at the Coulter Farm

Length: 4 hours.; Location: Host - Kids World, Table: HK1; Hosted by Jon Coulter.; Scale: 10mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: American Battlegrounds.; Six (6) players.

During the 1864 campaign in the Shenandoah Valley, Union skirmishers under the command of Sheridan stumble upon a Confederate encampment outside of Front Royal. Alerted to the Union presence, the Rebs take to the field near Linden at the Coulter Farm.

Age of Rifles

S-090 - Cinco De Mayo!

Length: 4 hours.; Location: Showroom, Table: SH5-SH10; Hosted by Kim Caron.; Scale: 25mm; Sponsored by: Tactical Conflict Systems, Rules: High Noon.; 14 players.

It's the 5th of May in Agua Caliente. A big celebration, a beautiful senorita, a jealous boyfriend, indians, anglos, rangers, outlaws and.. Indians in the woods and anglo cavalry coming. Come in and join the fiesta all are welcome. Prizes: Gift Certificates.

World War I

S-026 - Aerodrome 1.1: Ace of Aces

Length: 3 hours.; Location: Distlefink, Table: D23; Hosted by Rick Schirtzinger.; Scale: 1/72; Rules: Aerodrome 1.1.; 4-12 players.

Using WWI Models, players test their strategy and skill at shooting down their opponents while avoiding the same fate. Easy, fast-playing rules. Little reliance on dice makes players responsible for their own success or failure. Players can win replica WWI medals, historical flags and earn promotions for success or failure. The top pilot for Historicon will win an authentic WWI medal in a display case suitable for hanging.

Saturday Events

World War II

S-008 - Red Sun, Red Death

Length: 3 hours.; Location: Distlefink, Table: D11; Hosted by Chalfant Conely.; Scale: 28mm; Sponsored by: Old Glory 15s, Rules: Disposable Heroes & Coffin for Seven Brothers.; 4 players.

Brutal Pacific action. A combat reduced but heavily supported Marine platoon assaults a Japanese held position. They find a fresh Japanese platoon with armor waiting for them. No way around, the only path leads straight forward. Using the DH/C7B subset of optional rules for the Pacific Theater titled Red Sun, Red Death. Expect more chaos, more bloodshed, more close combat. The Japanese players especially should participate with an open mind as some things are going to be beyond their control. Assistance from the Susquehanna Historical Gamers. Children under 16 with adult supervision only.

S-009 - Hold Fast on the Frontier

Length: 3 hours.; Location: Distlefink, Table: D21; Hosted by Keith Stine.; Scale: 28mm; Rules: Disposable Heroes & Coffin for Seven Brothers.; 4 players.

Defense of France 1940. The Bosche have seized the crossing with reconnaissance in force, including cavalry scouts. Our flanks are in retreat, the war may be lost, but here and now mon amis we ATTACK! The French are on the run but unless we can hold fast the crossing our advance is threatened. We hear the French armor approaching but we will stand until relieved! This is designed as a meeting engagement of a reinforced French and German platoon. Assistance from the Susquehanna Historical Gamers. Children under 16 with adult supervision only.

S-037 - Operation Market Garden

Length: 24 hours.; Location: Distlefink, Table: D72-D75, D82-D85, D92-D96; Hosted by Peter English and Samuel Scott, Martin Baber.; Scale: 20mm; Rules: Market Garden.; 20+ players.

If you missed it at Fall In! 2003, here is your last chance to play this amazing game! The Allied airdrops... The British advance... The desperate German defense... All of this and more are here in this 20 mm mega-game covering over 60 feet of sculpted terrain! Hundreds of vehicles, thousands of figures and dozens of aircraft make this a spectacular event. The game will cover several days of the historical battle and involve units of all kinds- from the greenest conscripts to the most battle-hardened elites. Specially-designed rules will

keep the action fast and furious throughout the battle. We guarantee that you will be in action from the first moment. If you've ever dreamed of playing a really big game, this is your chance! There will be spaces for 20 registered players. These hardcore individuals players are guaranteed (and expected) to play the entire game. There will be great prizes for all registered participants. Remember, you must be registered for the Friday Game to be considered a registered participant. The play sessions will be 10-1 and 3-7 both days.

There will also be small commands available for walk-up players throughout the course of this event. We will be able to have up to 5 walk-up players playing at a time so there will be a constant flow of new players.

Can you help the Germans keep General Montgomery from crossing the Rhein-or will it all be over by Christmas?

S-055 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players.

"Walk up game". Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig, using just a few platoons. Russians and Germans.

S-094 - [Seminar] Use of the StG 44 Assault Rifle

Length: 1 hour.; Location: Hopewell Lecture; Hosted by Robert Cortese.

Seminar on the development and use of the StG 44 assault rifle during World War II. Will include the effects of the StG 44 on contemporary and future small arms technologies as well as its impact on small unit infantry tactics.

S-144 - Carentan Mini Campaign: Game #1 Advance

Length: 3 hours.; Location: Kinderhook, Table: K03; Hosted by David Bonk.; Scale: 25mm; Rules: Platoon Commander.; 6 players.

After taking Carentan on June 12th, 1944 the 101st pushes south only to run into stiff German resistance. This is the first game in the Carentan Mini Campaign. The results of this game will be carried over into the next game and determine new victory conditions. Play in one game or all three. Walk up registration only.

S-174 - Operations Order #17

Length: 4 hours.; Location: Host - Kids World, Table: HK3; Hosted by Paul Olszanski.; Scale: 15mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: Mein Panzer.; Ten

(10) players.

September 3, 1944 — Elements of Combat Command B 6th Armour division are to continue the exploitation of Normandy France. Come play in the ultimate combined arms game...Mein Panzer in 15mm scale vehicles and figures. A great game for beginners and experts alike.

S-175 - Is That You, Sacha?

Length: 4 hours.; Location: Host - Kids World, Table: HK5; Hosted by Gregory Kuntz.; Scale: 285mm(Micro); Sponsored by: Old Dominion GameWorks (ODGW), Rules: Mein Panzer MMG Variant.; Six (6) players.

You never know who is around the next corner! German and U.S. recon units stumble upon each other in a small village in France 1944. Light armor and infantry square off in a town fight during this meeting engagement. The game uses the MMG (Miracle Mile Gamers) version of Mein Panzer, with a different, but no less authentic, feel than original MP. Come and experience the game as it is played in the West.

S-176 - Infantry Mein Panzer Boot Camp

Length: 4 hours.; Location: Host - Kids World, Table: HK7 and HK8; Hosted by JD Perry.; Scale: 12mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: Mein Panzer.; Eight (8) players.

You've bought the rules, you've played the game, and now you want to learn how to play with Infantry!. This is the first of several training sessions that will be sponsored by ODGW to show you the player how easy it is to use the MP Rule System. There will be a short lecture to cover the basics of the rule system then the players will be broken down into pairs to play a series of small games.

S-185 - End Days - 1945 PANZER

Length: 6 hours.; Location: Heritage, Table: HE7-9; Hosted by Bill Frye.; Scale: 285mm(Micro); Sponsored by: LBG, Rules: Home.; 20 players.

As the war draws to a close the noose closes on the remaining German troops. This event is played on two tables-one with the Russian Hordes crashing down the gate and the other with the relentless Americans. The German player must obligate forces to this fray, and fight the battle of the lack of fuel, ammo and resources. Prizes provided.

S-209 - Panzer Counter-Attack Bereza, Russia 17July1944

Length: 6 hours.; Location: Distlefink, Table: D44; Hosted by Michael Fatovic.; Scale: 54mm; Rules: Recon & Rushes.; 8 players.

A strong Russian offensive has pushed the main

Saturday Events

German front back into central Poland. Infantry Divisions of Army Group Center have been badly dispersed by this attack. Headquarters Army Group Center is committing certain reserve Panzer Divisions to halt the Russian attack, and provide a covering force for reorganization of the front. Will the Germans be able to counter-attack and halt the Russian Juggernaut? Or will the Germans be steam-rollered by the Russians? You decide!

S-213 - Assault on a French Town

Length: 3 hours.; Location: Kinderhook, Table: K2; Hosted by James Lombardi.; Scale: 54mm; Sponsored by: Marx Man, Rules: Wargames for the Young and Old Modified.; 6 players.

American soldiers are held up in a small French Town and the Germans want it back. Figure are 54mm and the game is for kids age 7-14 years.

Modern

S-022 - FULDA '77

Length: 5 hours.; Location: Ballroom Foyer, Table: BF3; Hosted by John Fernandes.; Scale: 285mm(Micro); Sponsored by: GHQ Inc., Rules: GHQ's "Modern Microarmour - The Game".; 4-8 players.

This scenario, which is included in GHQ's

"Modern Microarmour - The Game", depicts an attack by troops of the Soviet 8th Guards Tank Army against elements of the American Fifth Corps. The Americans must hold the crossroads at Obergeis, preventing the Soviets from continuing their advance toward Frankfurt. The "Terrain Maker" mapboard used is based on US Army Staff College maps, provided by Col. William Garrison, of the actual terrain between Bad-Hersfeld and Kirchheim. The situation is hypothetical, but if there was ever a time when the "Cold War" in Europe nearly became a "Hot" war, it was 1977. Prizes include GHQ T-Shirts, Military Books, and other premiums for All participants.

Futuristic

S-126 - A Simple Sweep

Length: 4 hours.; Location: Showroom, Table: SH19; Hosted by Damond Walker.; Scale: 25mm; Sponsored by: www.tindictator.com, Rules: Combat Zone.; 6 players.

"It finally happened. The outbreak. Hordes of the living dead swarmed the surface of the Earth looking to spread the love. The living were pushed almost to extinction."

"That was years ago. We've managed to hold on and survive."

Join a motley band of the uninfected as they

investigate a Zombie sighting south of the Lancaster Zombie Free Zone (ZfZ). Help keep Lancaster Free!

S-162 - Classic Battletech - Solaris VII: 3062 Riots Part 1

Length: 4 hours.; Location: Showroom, Table: SH28; Hosted by Mark Yingling and Allen Soles.; Scale: 285mm(Micro); Rules: Battletech.; 12 players

The year of 3062 looked so promising at the start, but that all changed during the Grand Champion fight between Michael Searcy and Victor Vandergriff. When the safety system in the Steiner Coliseum failed, the two mechs landed in the crowd. Then the fight continued into the surrounding city and eventually all of Solaris City as other stables joined in the fighting. The game takes place just after the two fighters break out.

Fantasy

S-197 - A Scary Night in Mirkwood

Length: 4 hours.; Location: Ballroom Foyer, Table: [See Event Host]; Hosted by Del and Matthew Stover.; Scale: 25mm; Rules: Games Workshop's Lord of the Rings.; 5 players, per hour.

A dark evil has descended upon the forest trails of Mirkwood Forest. Goblins, giant spiders, and

"Whatcha waitin' fer?"

He who hesitates is lost, you know.
Or perhaps you want to end up like this guy?
If you've been cautious, vacillating, timid,
or downright indecisive, make your first
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Too often, we elude the safety of decision over decisiveness.
We may admire Jackson, but we imitate McClellan.
—Lt. Col. Ralph Peters



Saturday Events

barrowwights prowl the ancient forest, attacking travelers foolish enough to cross the woodland trails. Now you can decide whether good or evil will prevail in a series of skirmish games for children ages 8 and up. (Younger children only with parent.) Each game averages one hour. After a short break, we'll start up again—and let another group of young gamers experience the fun of miniatures gaming and Middle Earth warfare. No registration. Sign up at the table.

All Periods

S-229 - Painting for Complete Beginners

Length: 1 hour.; Location: Business Ctr, Table: [See Host]; Hosted by Heather Blush.; Sponsored by: Howard Hues/Regals Realm Paint.

Have you been “hanging around” learning about the hobby, but haven’t tried painting your own army yet for fear of scaring your opponents with your painting skills rather than your tactics? Here is a class for you! Learn painting basics in a friendly, non-competitive environment. Class will cover the fundamentals of color theory, pre-painting prep work, priming/undercoating, color blocking, dry brushing,

elementary shading and washes. Classes are free with your paid admission to the convention. Each registered student will receive one 28MM metal figure to paint and keep. Paint and Brushes will be provided.

- 11:00 AM -

Napoleonic

S-105 - Invasion Fleet, Loaded for Bear! [Theme]

Length: 2 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Todd Harland-White and the HAWKS.; Scale: 25mm; Rules: Milk and Cookies Rules.; 8 players.

Wooden ships? Iron men? Not exactly. This game does have the British Tars, stalwart sailors that formed the heart of the Royal Navy, but with whom are they locked in close action and boarding party combat? Why it's the Teddy Bear invasion fleet of Napoleon Bearaparte coming across the Channel to the honeyed fields of England! Bruin versus Brawn! Cunning versus Cuteness! Fingered Fist versus Padded Paw! Come command your Origami Frigate with its crew of men or bears in this dark chapter from

the annals of inter-species conflict (stay after to fold your own boat)! A HAWKS Kids' Table game. Adults may play only with playing child. Basic literacy skills required. The HAWKS will be hosting one table of 2 hour games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

World War II

S-010 - East Front Junkyard

Length: 3 hours.; Location: Distlefink, Table: D31; Hosted by Greg Wågman.; Scale: 15mm; Rules: Disposable Heroes & Coffin for Seven Brothers.; 4 players.

Its Late War heavy metal mayhem on the Eastern Front in an all vehicle bash ‘em up. Can Chal’s poorly painted Soviets smash Keith’s exquisite works of art Germans? Don’t expect strict TO&Es, but do expect to have some fast wheeling and blasting fun in the East Front Junkyard! Meeting engagement of company sized armored units. Assistance from the Susquehanna Historical Gamers. Children under 16 with adult supervision..

S-056 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players.

“Walk up game”. Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig , using just a few platoons. Russians and Germans.

All Periods

S-223 - Scenery Painting Class

Length: 1 hours.; Location: Business Ctr, Table: [See Host]; Hosted by Craig Achenson.; Scale: 25mm; Sponsored by: Acheson Creations, Rules: None.; 10-15 players.

Acheson Creations (www.acheson.com) will be teaching a scenery-painting seminar at Historicon. Students receive one resin scenery piece created specifically for this class at Historicon to paint and then keep. Allison will teach the fundamentals of painting great scenery. Don’t miss this opportunity to get a great resin piece before it is offered to the public. Classes are free with your paid admission to the convention. Each registered student will receive one free resin scenery piece - a damaged building corner - to paint and keep. Paint and Brushes will be provided.

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Saturday Events

- 12:00 PM -

Ancients

S-052 - El Cid and The Moors

Length: 3 hours.; Location: Paradise, Table: P3; Hosted by Phillip Viverito.; Scale: 25mm; Sponsored by: LMW WORKS/NASAMW/ Historical Miniature Gamer Magazine, Rules: Knight Hack.; 8 players.

The Cid has taken the field and will search and destroy any Moors who dare to face him in the field. To tempt the Moors out he is raiding their farms and towns. As usual the Cid will be out numbered but not out fought.

Age of Gunpowder

S-106 - Concord to Lexington

Length: 5 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Geoff Graff and the HAWKS.; Scale: 15mm; Rules: Home Rules.; 8 players.

The story of "Lexington and Concord" has become a part of American legend, but is what you 'Know' about that fight what really happened? Come take a position of command, on either side, and experience for yourself the confusion, frustration and emotion of that day. Only two pages of rules, with some interesting variations on command control, but don't let the other side see YOUR rules!

S-133 - ALAMO!

Length: 4 hours.; Location: Distlefink, Table: D62; Hosted by Mike Pierce and Ron Perillaman and Rich Hasenauer.; Scale: 25mm; Sponsored by: Fire and Fury Games, Rules: Original Alamo Rules.; 13 players.

This is the original Alamo game! First played at Origins in 1980, it's being taken out of retirement for it 25th anniversary twilight tour. After Historicon '05, it will be retired to the Wargame Hall of Fame, along with Wally Simon's pack and Bob Coggins' ascot. So don your Kentucky coonskin cap or your Mexican shako fight for the Alamo! Adelante!

Napoleonic

S-177 - French BattleLines Demos

Length: 2 hours.; Location: Host - Kids World, Table: HK2; Hosted by ODGW Staff.; Scale: 15mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: French BattleLines.; Two (2) players.

All day WALK-UP DEMO of French BattleLines for Napoleonics. Choice of two

different demos to play. NO REGISTRATION REQUIRED!

S-198 - The Battle of Trafalgar [Theme]

Length: 8 hours.; Location: Showroom, Table: SH24; Hosted by Phil Fry.; Scale: 1/1200; Sponsored by: Starboard Tack Press, Rules: Fire as She Bears!.; 9 players.

21 October 1805

In the Fall of 1805 Napoleon's fleets are off the coast of Spain, poised to sail against Britain and her allies. But French Admiral Pierre Villeneuve does not know the whereabouts of the British fleet that has been chasing him for months. Where is his nemesis Horatio Nelson? Off the coast of Spain, Villeneuve loses his nerve and orders his combined fleet to reverse course and return to the safety of Cadiz. On this fateful day, in light winds, Nelson has tracked him down.

American Civil War

S-179 - American BattleLines ACW Demos

Length: 2 hours.; Location: Host - Kids World, Table: HK6; Hosted by ODGW Staff.; Scale: 15mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: American Battlelines.; Two (2) players.

All day WALK-UP DEMO of American BattleLines for the American Civil War. Choice of two different demos to play. NO REGISTRATION REQUIRED!

Age of Rifles

S-031 - Feed'm to the Chinaman's Pigs

Length: 4 hours.; Location: Distlefink, Table: D23; Hosted by Bruce Kimball and Bill Smith.; Scale: 25mm; Sponsored by: The Beer and Pretzels Gaming Society, Rules: Home Rules.; 10 players.

The Town of Dead Rock is the scene of a bloody struggle among violent street gangs, crooked cops and corrupt politicians. There are no good guys in this game, just bad guys and innocent bystanders. Shootouts, bushwhacking, arson are just part of the fun. For a preview of the game, watch the 'Gangs of New York' and a few episodes of 'Deadwood'. Fast paced, lots of action, easy to learn rules with great terrain and figures. This game is rated R and may not be suitable for all players.

S-122 - Iron Men of Tsushima 1905

Length: 6 hours.; Location: Showroom, Table: SH1-SH4; Hosted by Michael Harris and Chris Carlson, Jay Wissman, and Bill Madison.; Scale: 1/2400; Sponsored by: Clash of Arms,

Rules: Fear God and Drednought.; 16 players. Admiral Togo vs Admiral Rozhdestvenski. The Russians have steamed thousands of miles only to face the Japanese Fleet ready for battle. Can the Japanese prove they not a second-class navy or will the Russians be able to collect their wits and sharpen their skills quick enough to prevent disaster? Which Iron Man will survive or suffer defeat on the high seas? This is a special anniversary event using the stage area in the Lancaster Theatre where we will use a 1:1 sea scale so players can truly appreciate the difference in speed and distance to a naval engagement at sea.

S-199 - War on the Plains

Length: 2 hours.; Location: Distlefink, Table: D53; Hosted by Timothy Green.; Scale: 25mm; Rules: War on the Plains.; 4+ players.

Take command of a Plains Indian war party or a band of mountain men and set out for scalps, ponies, and glory!

World War I

S-184 - War in the West

Length: 4 hours.; Location: Showroom, Table: SH32; Hosted by Logan Weiss.; Scale: 25mm; Sponsored by: Brigade Games, Rules: Home Rules by John Spiess.; 6 players.

As British and Aussie forces prepare to assault a turk held town, they are given the order to hold position for reinforcements. But can that stop the head strong Aussies, I think not! The Brits advance with them on the town. They are badly outnumbered. Will the reinforcements make it in time? Prize: Brigade Games Gallipoli figure packs.

World War II

S-067 - Busting the Bocage, "Hell on Wheels" vs "Götz von Berlichingen"

Length: 4 hours.; Location: Distlefink, Table: D45; Hosted by Tim Goodlett, Rich Low, and Andy Turlington.; Scale: 20mm; Sponsored by: Southern Maryland Partizans, Rules: SOLDAT.; 8 players.

A combat team from the US 2nd Armored Division pushes forward against elements of the 17th SS Panzergrenadier Division in the Normandy bocage country. Combined arms tactics are essential for both sides in this brutal test of wills.

S-141 - Pagoda Hill

Length: 5 hours.; Location: Distlefink, Table: D81; Hosted by Mark Hayes.; Scale: 15mm; Sponsored by: Fire and Fury Games, Rules:

Saturday Events

Battlefront WWII.; 6 players.

Mandalay, Burma - March 1945. As the British XIVth Army burst on to the central plains of Burma, the 17th Indian Division was assigned the job of seizing the ancient capital of Mandalay. Looming 700 feet above the walled citadel was a pagoda covered hill that the Japanese defenders fortified with concrete emplacements. The unenviable task of digging them out fell to the 2/Royal Berkshires and the 4/4 Gurkhas supported by the tanks of the 7th Cavalry.

S-178 - Mein Panzer WW2 Demos

Length: 2 hours.; Location: Host - Kids World, Table: HK4; Hosted by ODGW Staff.; Scale: 285mm(Micro); Sponsored by: Old Dominion GameWorks (ODGW), Rules: Mein Panzer.; Two (2) players.

All day WALK-UP DEMO of Mein Panzer for World War II. Choice of two different demos to play. NO REGISTRATION REQUIRED!

Futuristic

S-163 - Classic Battletech Demo 1

Length: 2 hours.; Location: Showroom, Table: SH31; Hosted by Mark Yingling and Allen Soles.; Scale: 285mm(Micro); Sponsored by: Iron Wind Metals, Rules: Battletech.; 4 players.

WALK-UP demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. The playing surface will be one battletech hex map and rest of the gaming supplies will be provided. No registration will necessary so just walk up and play. There is no time limit on the demo games, you can come and leave when you want. At the end of the game you will get a demo packet, which contains the Quick Start Rules, other battletech information, and a battletech miniature of your choice (four mechs to pick from).

-1:00 PM -

Ancients

S-017 - Daimyo Influence

Length: 4 hours.; Location: Showroom, Table: SH25; Hosted by Todd Pressley.; Scale: 25mm; Sponsored by: CMH Events, Rules: Into the Rising Sun.; 8 players.

The clans have waged war over this village for months and it is time to reach a resolution. Make alliances and break them. Hire ninja to do your dirty work. Use your stoic Samurai to hold your peasants in the line. Beginners and well-behaved young people are welcome.

S-072 - Gladiator Wars

Length: 2 hours.; Location: Paradise, Table: P5; Hosted by Jim Foster.; Scale: 25mm; Sponsored by: Old Glory, Rules: Gladiator Wars.; 8 players

Own your own stable of Gladiators. You decide which will fight in each round in the arena. Pit your best against all comers and hope to turn the largest profit for the day. Beginners' welcome. Old Glory is providing a prize to the best player.

S-085 - The Kingdom of Heaven

Length: 3 hours.; Location: Distlefink, Table: D91; Hosted by Chris Parker.; Scale: 25mm; Sponsored by: Aide de Camp Books (adcbooks.com), Rules: Day of Battle- On Holy Ground.; 4-6 players.

East meets west as the knights of Christendom attempt to fight their way through to Jerusalem. Players will use eastern horse archers and heavy troops to stop the heavily mailed knights and their footmen. Each player will be a noble and will strive to gain the most honor points. These will determine the final winner and take the prize. This game is part of a series of games presenting Day of Battle III. Each game is unique from the previous as players have a say in the terrain and deployment via the mini-campaign portion of the rules. (www.dayofbattle.com). Prize: Painted

S-112 - Hannibal at the Gates

Length: 2 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Rob Dean and the HAWKS.; Scale: 20mm; Rules: Home Rules.; 6 players

In 218BC Hannibal and his Carthaginian army (with elephants) crossed the Alps on their way to attack Rome. They came so close that the cry "Hannibal at the Gates" was used to frighten naughty Roman children for centuries afterwards. Using simple rules and situations from the early invasion of Italy, players will join the wily Carthaginians or the stubborn Romans in a struggle for the fate of Rome (and all of history afterwards). A HAWKS Kids' Table game. Adults may play only with playing child. Basic literacy skills required. The HAWKS will be hosting one table of 2 hour games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

Napoleonic

S-050 - Perrys Victory, Battle of Lake Erie [Theme]

Length: 8 hours.; Location: Distlefink, Table: D15; Hosted by James Moulton.; Scale: 15mm; Sponsored by: Thoroughbred Figures, Rules:

Prevailing Winds II.; 15 players.

10 September 1813 The Sun rose in all its Glory, but before it set, many a brave tar on both sides would be doomed to a watery grave. British or American you choose. Will Perry be victorious? Will Barclay change history? Get your name on the list early for your ship to command. Contact Jim at prevailingwinds@hotmail.com

American Civil War

S-158 - Fix Bayonets!

Length: 4 hours.; Location: Distlefink, Table: D22; Hosted by John Priest.; Scale: 54mm; Rules: Home Brew.; 2-20 players.

Company and Battalion level Civil War tactical simulation in 54mm, which can be adapted to smaller scales. Scale is 1/50 for infantry. 1/1 for artillery pieces. Each turn represents 1 minute in time.

Colonial

S-001 - "Attorneys Can't Game WSIM: Too Many Attorneys In The Gene Pool"

Length: 4 hours.; Location: Ballroom Foyer, Table: BF2; Hosted by C. Patrick Hreackmack and Lance King.; Scale: 25mm; Sponsored by: The Last Square, Rules: Desperado.; 12 players.

After several years absence, the Riverboat KEYSTONE is returning to Historicon. A major riverboat gaming & gambling convention is being held on board and some of the attendees are attorneys. We all know attorneys are stereotyped as get rich fast shysters, crooks, and sharks who prey on unsuspecting and trusting victims. Will the other gaming convention attendees manage to turn the tables on the attorneys and gain the upper hand? Or will the attorneys again win out? Come join the chaos and mayhem in another round of delightful deception and intrigue, not to mention the occasional gunfight!

World War I

S-076 - Trench Wars: Glory Enough For all!

Length: 3 hours.; Location: Paradise, Table: P6; Hosted by Steve Robinson.; Scale: 28mm; Sponsored by: Old Glory Miniatures and Acheson Creations, Rules: Trench Wars Modified.; 8 players.

Have you ever thought of what it would be like to assault a well-entrenched motivated enemy that has fortified their position with seas of wire, harden bunkers, interlocking fields of fire, and supported by artillery? Of course, this is after

Saturday Events

you had to cross an open scarred land into the hail of machinegun fire. Will luck be on your side and allow you to carry the day? I know for sure that lead figures do not bleed, but allot of them will have to wait until next time to be played with again. This game is featuring figures by Old Glory Miniatures and a terrain system designed and produced by Acheson Creations specifically for 28mm WWI games. Beginners welcome! Old Glory Miniatures and Acheson Creations are providing prizes.

World War II

S-012 - Hold Fast on the Frontier

Length: 3 hours.; Location: Distlefink, Table: D21; Hosted by Keith Stine.; Scale: 28mm; Rules: Disposable Heroes & Coffin for Seven Brothers.; 4 players.

Defense of France 1940. The Bosche have seized the crossing with reconnaissance in force, including cavalry scouts. Our flanks are in retreat, the war may be lost, but here and now mon amis we ATTACK! The French are on the run but unless we can hold fast the crossing our advance is threatened. We hear the French armor approaching but we will stand until relieved! This is designed as a meeting engagement of a reinforced French and German platoon. Assistance from the Susquehanna Historical Gamers. Children under 16 with adult supervision only.

S-014 - Red Sun, Red Death

Length: 3 hours.; Location: Distlefink, Table: D11; Hosted by Chalfant Conely.; Scale: 28mm; Sponsored by: Old Glory 15s, Rules: Disposable Heroes & Coffin for Seven Brothers.; 4 players.

Brutal Pacific action. A combat reduced but heavily supported Marine platoon assaults a Japanese held position. They find a fresh Japanese platoon with armor waiting for them. No way around, the only path leads straight forward. Using the DH/C7B subset of optional rules for the Pacific Theater titled Red Sun, Red Death. Expect more chaos, more bloodshed, more close combat. The Japanese players especially should participate with an open mind as some things are going to be beyond their control. Assistance from the Susquehanna Historical Gamers. Children under 16 with adult supervision only.

S-057 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig,

Rules: PBI by Peter Pig.; 1-3 players.

“Walk up game”. Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig , using just a few platoons. Russians and Germans.

S-156 - Operation Market Garden: A Little Excursion to Nuenen

Length: 4 hours.; Location: Showroom, Table: SH21; Hosted by Bill Hanson and Jeff Welsh and Zach Welsh.; Scale: 25mm; Sponsored by: Major Objective Games, Rules: Under Fire: Platoon Level.; 6 players.

Walk Up Demonstrations - Well, 4 days into the operation and the British Command, in their infinite wisdom, have sent off sections of the US 101st and British XXX Corps to test enemy strength east of Hell's Highway. Heading north east of Eindhoven, we approach the town of Nuenen. It looks so peaceful at a distance, and appears to have no enemy resistance. Appearances are not always what they seem. Entering the town, we smack into elements of a German Panzer Brigade. This is not going to be pleasant. Come and help the Allies to stand up to the Germans and capture the town or help the Germans to make the Allies turn tail and run.

S-216 - Assault on Hafid Ridge

Length: 6 hours.; Location: Showroom, Table: SH18; Hosted by Scott Royce.; Scale: 285mm(Micro); Rules: Home Rules.; 5 players.

Western Desert May 1941. British 7th Armored Brigade Attacks a German desert border post during Operation Brevity. Will Rommel's relief forces arrive in time to save his small border defense force or will German bones be bleaching white in the hot African sun.

S-220 - Halt at Hosingen

Length: 3 hours.; Location: Showroom, Table: SH33; Hosted by Kevin Pavlick.; Scale: 25mm; Sponsored by: Battle Plan Games/Brigade Games, Rules: Platoon Commander: WW2.; 6 players.

Company K of the US 110th's 2nd Battalion was given the task of firmly holding Hosingen, a crossroads village atop the Skyline Drive protecting the approaches of Bastogne. The German 26th Volksgrenadier Division needed this road desperately, so the 77th Regiment the 26th VGD was ordered to encircle the entire town. The German 2nd Battalion of the 77th, under the cover provided by German artillery, drove in to the south edge of Hosingen, contrary to orders, and there grappled in house-to-house fighting. Finally by midday, 18 December 1944, the Americans were forced to surrender. The road to Bastogne was now open, but the loss of precious time was devastating.

Modern

S-088 - Rear Guard at Yudam-Ni - Korea, 1950

Length: 4 hours.; Location: Paradise, Table: P2; Hosted by Richard Bryant.; Scale: 15mm; Rules: Cross Fire.; 8 players.

Depleted and ad-hoc US Marine units guard the line of retreat of US forces from Chosin reservoir. The Chinese People's Liberation Army object.

Futuristic

S-107 - Wild Star

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Harry Kogelschatz and the HAWKS.; Scale: 28mm; Rules: Modified Star Wars Miniatures.; 10 players.

The planet Arizon remains an Imperial outpost many years after the destruction of the Death Star at the battle of Endor. No Imperial ships have been seen for a long time. The Empire's influence is slipping and many trade items are in short supply. The starport Tombstone is being over run with Fringers , Droids & Bugs. There is even a rumor of the long dead Jedi Knights being seen.

All Periods

S-224 - Miniature Painting for Children

Length: 1 hour.; Location: Business Ctr, Table: [See Host]; Hosted by Heather Blush.; Scale: 25mm; Sponsored by: Brigade Games.

Novice painters can get the basics from our experienced on-site painting team, while experienced painters can hone their skill or try out new techniques. Each attendee receives one (1) Brigade Games 25mm figure. Participation is free with your paid Historicon registration. Howard Hues/Regal Realms Paint and brushes will be provided. Stop by and visit us in the Painting Event Area (the Business Center).

- 1:30 PM -

All Periods

S-171 - [Seminar] Battage: A New Approach to Wargame Design

Length: 1 hour.; Location: Hopewell Lecture; Hosted by Robert (Bob) Jones.; Rules: Battage. A multi-media presentation illustrating new techniques for wargame design. It will premier a new set of rules called “Battage.” Co-Presenter: Jim Getz. A new design mechanism

Saturday Events

-NEVER used before-but adding an essential missing ingredient to wargames, will be demonstrated.

- 2:00 PM -

Ancients

S-021 - Caesar's Crossing of the Rhine

Length: 6 hours.; Location: Cornwall, Table: C4; Hosted by Mark Zaslavsky.; Scale: 25mm; Sponsored by: LMW Works, Rules: Classical Hack for Rome.; 8 players.

Caesar has determined his next objective...The Germanic Tribes. Caesar orders forward three legions, the IX, X, XIV and has held the XII in reserve. They have reached the Rhine River and have foraged into Germany and intend to destroy the first village and tribe they come upon to make an example. The Germanic Tribes have other ideas for Caesar and his legions. Prizes will be awarded.

S-103 - The Siege of Antioch

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by J. Patrick

Chambers and the HAWKS.; Scale: 25mm; Rules: Defenders of the Realm.; 8 players.

Bohemond has had the city of Antioch under siege for six months. A large army of 40,000 is sweeping down from the north to break the siege. Take control of the lead elements to bring much needed supplies to the city or become one of Bohemonds generals to repel the relief effort.

S-128 - DBA Quadrathon

Length: 4 hours.; Location: Lampeter, Table: [See Event Host]; Hosted by Martin Schmidt and Roland Fricke.; Scale: 15mm; Sponsored by: NASAMW, Rules: DBA 2.2.; 16 players.

Four rounds, four different armies! Each participant brings one army from each of the four 'books' with all options set at the start of the event. The rounds and armies will be played in book order. Round one match-ups will be by army list start date. The next three rounds will use the Swiss chess method. The 25pt NASAMW scoring system will be used. All rounds will use 30" game boards with minor deployment modifications for the board size.

S-148 - Defend the Acropolis

Length: 2 hours.; Location: Distelfink, Table:

D64; Hosted by Adam Hughes.; Scale: 25mm; Sponsored by: Crocodile Games, Rules: Wargods of Olympus.; 6 players.

A titan horde has pillaged the Greek city the only standing buildings left is the city state's Acropolis. A demi-god of Ares rallies the last of his war band to defend the city state's Acropolis. Can the demi-god protect the Acropolis from the threaten titan horde? Come out and participate in all the action of a Wargods of Olympus game.

Age of Gunpowder

S-083 - Imperius Interventum Leonardo

Length: 4 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by Peter Frechtling.; Scale: 25mm; Sponsored by: NJMGS, Rules: Leonardo Plus (modified).; 10 players.

Ah, the Rennaisaunce! Puff and slash, Color and plumes, Pikes and blackpowder, Tanks and Landrockets, Flying mach....Ah WHAT!?!? Ah yes, the Renaissance the way Leonardo da Vinci, and other, would have like to have seen it.

S-169 - Wimpfen, May 6, 1622

Length: 5 hours.; Location: Showroom, Table: SH22; Hosted by Troy Turner.; Scale: 15mm; Rules: Warhammer ECW.; 5 players.

30 years War- Bavaria; The Protestants under Baden make a desperate stand against Tilly's veteran army and his Spanish allies. Baden is relying on the firepower of his "wagonberg" to break the will of the Catholics. This action features sweeping cavalry charges, artillery duels, and of course the slugfest of pikes and muskets.

Napoleonic

S-046 - A walk in the peninsula

Length: 4 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by Larry Duckles.; Scale: 25mm; Sponsored by: NJMGS, Rules: Once upon a time in the western peninsula (modified).; 6 players.

Wellington and Soult prepare for battle in the mountains. Unbeknownst to either high command, a road through the village of San Pedro opens the French flank to attack. Lieutenant Hinchcliffe of the 95th rifles has seen this. So has Capitan Germain, a French artillery officer. Both officers rush what meager forces they have to the village. Possession of this sleepy Spanish village could prove to be the key to this entire battle. Which side will prevail? Only the dice know.

Figurehead Ships
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10000 scale (1/1000) ships contain all the ships necessary to recreate the action of the battle (as shown in the picture). Information included: (1) ship's name, (2) ship's class, (3) ship's armament, (4) ship's crew.

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Saturday Events

S-099 - Battle of Kamperduin, 11 October, 1797 [Theme]

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Jim (Tank) Nickle and the HAWKS.; Scale: 1/1200; Rules: Fire as She Bears, 2nd Edition.; 6 players.

The Batavian Fleet has taken advantage of the Channel Mutinies to set sail to support General Hoche's plans to invade Ireland. The British fleet rallies and catches the Dutch off their coast near the town of Kamperduin. Historically a great British victory (surprise), but perhaps a better showing by the Dutch is just a few good broadsides away.

S-191 - THE NELSON TOUCH [Theme]

Length: 5 hours.; Location: Distlefink, Table: D52; Hosted by Byron Angel.; Scale: 1/2400; Rules: Steer to Glory.; 8 to 10 players.

Nelson and twelve of the line bring Villeneuve and his eighteen of the line to battle in the West Indies - a very possible alternative to the historical Trafalgar campaign. In the months preceding their fateful appointment off Cape Trafalgar, Admiral Nelson had arduously pursued Admiral Villeneuve and his Franco-Spanish fleet across the Atlantic to the West Indies and back again to Europe. Had Dame Fortune dictated, the two opposing fleets could very easily have crossed paths in the West Indies. This scenario supposes that Nelson has run down Villeneuve off the approaches to the St Lucia Channel in the second week of June 1805. The game will be played in true 1:2400 scale, using the soon-to-be-published STEER TO GLORY Age of Sail rules by Byron Angel. Great fun and fast play.

S-219 - Sailpower: Large scale (1/100 15MM) Combat in the age of sail [Theme]

Length: 5 hours.; Location: Distlefink, Table: D24; Hosted by Brian Carnes and Elizabeth Carnes, Andrew Beardsley, David Oberting.; Scale: 1/100mm; Rules: Sailpower (Entry Level Large Scale).; 2-20 players.

Try out your naval skills in large scale with a new set of rules designed for 1/100th (15MM) scale battles by Brian Carnes (GM). Command a man-o-war! Balance your crew wisely between tasks as you attempt to outmaneuver other Captains who would see you sent straight to the bottom. Scenario will be based on # of players. Pirates, Privateers, Sea-dogs, Gentleman of the great navies of the world, and the curious land-lubber, all are welcome.

American Civil War

S-049 - Second Manassas 1862

Length: 4 hours.; Location: Distlefink, Table: D61; Hosted by Scott Monsour.; Scale: 15mm;

Rules: Rally Round the Flag - 2004.; 4 players. With the failure of at least three Union Generals to destroy Stonewall Jackson's small force, the Federal government created the US Army of Virginia with General John Pope as commander. Only a month later on August 28, Union and Confederate armies would collide once again on the fields of Manassas. General Pope bragged that he would destroy the Confederate army in short order. However, Confederate Generals Lee and Jackson had other plans. Will Pope's newly minted army survive? Prize: Rally Round the Flag rules!

Colonial

S-081 - "Washing of Spears"

Length: 4 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by Gabriel Landowski.; Scale: 20mm Plastics; Sponsored by: NJMGS, Rules: Damned Human Race - Colonia! www.landowski.info/colonia/.; 4 players.

"The famous Kane brothers thought exploring in Africa would be fun until then discovered that the natives didn't wash their spears in the river..."

S-091 - Colonial Fleets Collide

Length: 4 hours.; Location: Showroom, Table: SH13-SH14; Hosted by Leo Walsh.; Scale: 1/1000; Sponsored by: Tactical Conflict Systems, Rules: Age of Iron Expansion.; 16 players.

Early Cruiser, Gunboats and Turret Ships meet on the high seas. Easy to learn and fast to play rules. Lots of fun for all. Prizes: Gift Certificates.

S-127 - Isandhlwana

Length: 4 hours.; Location: New Holland, Table: See Event Host Hosted by Jim Ferich and Mark Stevens.; Scale: 28mm; Rules: 800 Fighting Englishmen.; 6 players.

In our continuing re-fights of British Colonial disasters, we bring you the Battle of Isandhlwana. Be the heroic Dunford, the inexperienced Pulleine or a host of battle-crazed Zulu. Will you be able to change history? Roll well and you may alter the outcome of the battle.....

Age of Rifles

S-030 - Two if by Sea: The Prussian Invasion of Als, 1864

Length: 6 hours.; Location: Kinderhook, Table: K02; Hosted by Bruce Weigle.; Scale: 6mm; Rules: 1864 (home).; 5-6 players.

29 June 1864 - Despite serious losses to the Austro-Prussian armies early in 1864,

Copenhagen is determined to retain the strategic island of Als. Equally determined, Gen Moltke plans to take it, and has assembled some 24,000 troops for an amphibious landing. A Prussian victory here will win the war. Will the Danes hold the island, or at least escape to fight again? Will the notably land-oriented Prussian Army pull off one of the greatest sea-borne attacks in military history? And where is the deadly ironclad Rolf Krake - the pride of the Danish fleet?

World War I

S-027 - Aerodrome 1.1: Ace of Aces

Length: 3 hours.; Location: Distlefink, Table: D23; Hosted by Rick Schirtzinger.; Scale: 1/72; Rules: Aerodrome 1.1.; 4-12 players.

Using WWI Models, players test their strategy and skill at shooting down their opponents while avoiding the same fate. Easy, fast-playing rules. Little reliance on dice makes players responsible for their own success or failure. Players can win replica WWI medals, historical flags and earn promotions for success or failure. The top pilot for Historicon will win an authentic WWI medal in a display case suitable for hanging.

S-079 - Trench Wars: France 1914—Lt. Rommel's Route to Verdun

Length: 2 hours.; Location: Distlefink, Table: D35; Hosted by John Spiess.; Scale: 25mm; Sponsored by: Trench Wars and Skirmish Campaigns, Rules: Trench Wars.; 12 players.

September, 1914. The German 124th Infantry Regiment has crossed the Meuse River on its way into France. Its next objective: a small bridge and a nearby farmhouse. The mission has been assigned to a promising young officer by the name of Erwin Rommel. Scenario based on the "Skirmish Campaigns" book "World War I: Rommel's Route to Verdun" by Scott Fisher and Nathan Forney. Figures by Brigade Games and Old Glory. Terrain by The Miniature Building Authority. Prizes by NYWA. Special scenario rules for initiative and morale will be used. Rules will be explained by the co-author of "Trench Wars." Pre-game reading: "Infantry Attacks" by Erwin Rommel.

Pre WWII

S-195 - Quest for La Calavera Negra de la Luna

Length: 4 hours.; Location: Cornwall, Table: (See Event Host); Hosted by Norbert Brunhuber.; Scale: 25mm; Sponsored by: Rattrap Productions, Rules: .45 Adventure: Crimefighting in the Pulp Era.; 6 players.

Saturday Events

Deep in the jungles of South America, there is rumored to be a skull of jet-black stone that is a source of immense power. Three weeks ago, Sir Jonathon Grimes began quietly soliciting funding for an expedition and rumor spread quickly that he had discovered La Calavera Negra. On the eve of his departure, his body was found twisted and all of his organs had been liquefied. Now, several groups are mounting expeditions to the deep jungle to find the Black Skull. Whoever recovers the skull could achieve power and wealth far beyond their dreams. But what will prove more deadly... the denizens of the jungle, the traps set forth by an ancient culture, or those who seek the Skull alongside you? This is an introductory level game for players to learn

World War II

S-011 - East Front Junkyard

Length: 3 hours.; Location: Distlefink, Table: D31; Hosted by Greg Wagman.; Scale: 15mm; Rules: Disposable Heroes & Coffin for Seven Brothers.; 4 players.

Its Late War heavy metal mayhem on the Eastern Front in an all vehicle bash 'em up. Can Chal's poorly painted Soviets smash Keith's exquisite works of art Germans? Don't expect strict TO&Es, but do expect to have some fast wheeling and blasting fun in the East Front Junkyard! Meeting engagement of company sized armored units. Assistance from the Susquehanna Historical Gamers. Children under 16 with adult supervision.

S-016 - Pointe du Hoc

Length: 4 hours.; Location: Ballroom Foyer, Table: BF1; Hosted by Alfred Gaspar.; Scale: 12mm; Rules: Battlefront with minor modifications.; 4 to 6 players.

It's D-day. From the deck of a 3' long destroyer you watch your landing craft approach the towering bluffs. Germans above leave their blasted defenses and scurry about firing and grenading your men below. Your rangers' mission has begun: scale the bluffs, destroy the big guns, then hold the coastal road at all costs until relief arrives. There is one snafu...where are the guns? This is a highly detailed and researched diorama-game. I visited this site in 2004. This game is dedicated to Sgt. William "L-Rod" Petty and 1st Sgt. Leonard Lomell of the 2nd Rangers Battalion, whose D-day deeds shall not be forgotten among miniature wargamers.

S-033 - Tank Battle at Mtsensk, 1941

Length: 4 hours.; Location: Paradise, Table: P7; Hosted by Frank Chadwick and Glenn

Kidd, and Mike Murphy.; Scale: 15mm; Rules: Command Decision 4th edition.; 10 players.

As 4th Panzer Division pushed past Orel in October of 1941, there didn't seem to be much between it and Moscow, but looks were deceiving. The Soviets assembled a scratch force of tanks, paratroopers, and NKVD border Guards on the approaches to Mtsensk. This is a great scenario, as both sides have a really nice variety of units to play with. A CD4 playtest/demo.

S-058 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players.

"Walk up game". Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig, using just a few platoons. Russians and Germans.

S-119 - Counter Attack on St. Mere Eglise

Length: 4 hours.; Location: New Holland, Table: See Event Host; Hosted by Jeff Simpson and the MNA.; Scale: 20mm; Rules: Crossfire.; 6 "U.S. 82nd Airborne paratroopers are slowly being pushed back from their bridgeheads over the Merderet, it is vital that the regimental headquarters at St. Mere Eglise resist the German counterattack".

S-139 - "So Comrade you want to fight in the Tractor Factory"

Length: 5 hours.; Location: Showroom, Table: SH15; Hosted by Chris Eldridge and Jack Ainsworth.; Scale: 25mm; Rules: Easy Eight's Battleground.; 12 players.

Squad level combat in Stalingrad, sometimes in VERY close quarters! Including vehicals for both sides and snipers. And let us not forget the vallient factory malitta throwing Molotov Cocktails everywhere!

S-142 - Introducing Kampfgruppe Commander II

Length: 2 hours.; Location: Paradise, Table: P4; Hosted by David Reynolds.; Scale: 10/12mm; Sponsored by: Historical Miniature Gamer, Rules: Kampfgruppe Commander II.; 6 players.

The new edition of the winner of the 2002 Origins award for Best Miniature Rules is now available! Use the new point system for a quick and easy west front infantry battle. Each player commands a battalion. You buy your troop quality and armor and artillery supports. Game features the new artillery mechanics showing how the German and American/British systems

differed. And experience the classic command activation system that has made these rules famous.

S-145 - Carentan Mini Campaign: Game #2 Counter Attack

Length: 3 hours.; Location: Kinderhook, Table: K03; Hosted by David Bonk.; Scale: 25mm; Rules: Platoon Commander.; 8 players.

On the morning of June 13th, 1944 the German 6th Fallschirmjager Regiment and 17th SS Panzer Grenadiers launch an attack on the American 101st Paratroopers. This is the second game in the Carentan Mini Campaign. The results of this game will be carried over into the next game and determine new victory conditions. Play in one game or all three. Walk up registration only.

S-152 - Grossdeutschland At Kursk

Length: 3 hours.; Location: Showroom, Table: SH26; Hosted by Mark Stricker.; Scale: 15mm; Rules: Flames of War.; 6 players.

This game depicts the 10 July 1943 attack along the road to Oboiani by elements of the Grossdeutschland Panzer Battalion against the Soviet 200th Tank Brigade/6th Tank Corps/1st Tank Army. This game is a Mid-War Demo game for novice FOW players. All material and playing aides will be supplied and the rules will be taught.

S-153 - Pushing Past Primsole

Length: 3 hours.; Location: Showroom, Table: SH27; Hosted by Eric Lauterbach.; Scale: 15mm; Rules: Flames of War.; 6 players.

After kicking the British 1st Airborne off of Primsole Bridge the Germans of Colonel Heilmann's 3rd Para Regiment braced for a fresh attack on the bridgehead. This time it was up to the men of the 8th Battalion Durham Light Infantry to breakout of the bridgehead and open the road to Catania. This game is a Mid-War Demo for novice FoW players. All material and playing aides will be supplied and rules will be taught.

S-155 - Caen - Québécois vs. the SS Hitler Youth, Eh?

Length: 5 hours.; Location: Distlefink, Table: D63; Hosted by Andrew Kinnie and Keith Johnson, Max Tessier, Rick Wiest, and Jim Gregory.; Scale: 15mm; Sponsored by: Britton Publishers, Rules: Final Combat.; 10 players.

After the Normandy landings on June 6, 1944, the allies struggled to push the bridgehead forward before the eventual breakout in late July. The City of Caen was to be taken on D-Day itself, but eventually took weeks of bloody fighting against the bulk of the German armor on the Normandy front. During this period, the

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Canadian infantry divisions suffered the highest casualty rate of any divisions on the allied side, pushing into and beyond Caen in the face of several elite SS Panzer divisions. Join us as a battle reduced company of the Le Régiment de la Chaudière of the 3rd Canadian Infantry Division pushes into a section of the obliterated City of Caen against fanatical defenders of the 12 SS "Hitlerjugend" Panzer Division.

Futuristic

S-164 - Classic Battletech Demo 2

Length: 2 hours.; Location: Showroom, Table: SH31; Hosted by Mark Yingling and Allen Soles.; Scale: 285mm(Micro); Sponsored by: Iron Wind Metals, Rules: Battletech.; 4 players.

WALK-UP demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. The playing surface will be one battletech hex map and rest of the gaming supplies will be provided. No registration will necessary so just walk up and play. There is no time limit on the demo games, you can come and leave when you want. At the end of the game you will get a demo packet, which contains the Quick Start Rules, other battletech information, and a battletech miniature of your choice (four mechs to pick from).

S-166 - Classic Battletech - Solaris VII: 3062 Riots Part 2

Length: 4 hours.; Location: Showroom, Table: SH28; Hosted by Mark Yingling and Allen Soles.; Scale: 285mm(Micro); Rules: Battletech.; 12 players

The Grand Champion fight started just like any other fight but the safety system failed in the arena and the fighters broke out into Solaris City. Many other Solaris VII stables moved into the city and started to fight each other. The fighting was especially brutal between the Federated Suns and Lyran Alliance stables. As a result of the riots with in Solaris City, General Nondi Steiner ordered the 32nd Lyran Guards into the city to quell the riots and restore order. This game picks up just where the 10AM game ends.

S-172 - Wookie Attack

Length: 4 hours.; Location: Showroom, Table: SH23; Hosted by Mike Noe.; Scale: 25mm; Rules: Star Wars.; 4 players.

Come play Star Wars miniatures, Wookie Attack!! Fight along side the Wookies or walk on the dark side with the Galatic Empire.

All Periods

S-225 - Painting for Complete Beginners

Length: 1 hour.; Location: Business Ctr, Table:

[See Host]; Hosted by Heather Blush.

Have you been "hanging around" learning about the hobby, but haven't tried painting your own army yet for fear of scaring your opponents with your painting skills rather than your tactics? Here is a class for you! Learn painting basics in a friendly, non-competitive environment. Class will cover the fundamentals of color theory, pre-painting prep work, priming/undercoating, color blocking, dry brushing, elementary shading and washes. Classes are free with your paid admission to the convention. Each registered student will receive one 28MM metal figure to paint and keep. Paint and Brushes will be provided.

- 2:30 PM -

Age of Gunpowder

S-210 - Steel Bonnets

Length: 3 hours.; Location: Distlefink, Table: D42; Hosted by Lindsay Gauld.; Scale: 28mm; Sponsored by: The League of Gentlemen Wargamer's AC, Rules: Home.; 12 players.

Skirmish wargame set in the borders of Scotland/England. Under age 15 with playing adult only.



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Saturday Events

- 3:00 PM -

-089 - [Seminar] Wargaming Myths and the "Real" Napoleonic Battlefield

Length: 1 hour.; Location: Hopewell Lecture; Hosted by Matt DeLaMater.

Matt DeLaMater, designer of Legacy of Glory Napoleonic miniatures rules (1990, 2nd edition under development), and Dana Lombardy, Publisher of Napoleon Journal (1996-2000), present an examination of the top misconceptions propagated by many wargaming rules. Color charts and diagrams help show why assumptions about British firepower, effectiveness of artillery, perceptions of various nationalities, unrealistically slow movement rates, column versus line, unit battlefield endurance, etc., are faulty. Every attendee of this seminar will receive a gift.

Age of Gunpowder

S-035 - Battle of Verneuil, 1424

Length: 2 hours.; Location: Distlefink, Table: D12; Hosted by Steve Ayers.; Scale: 15mm; Sponsored by: Lance & Longbow Society and Renaissance Wargame Society (USP&SF), Rules: Warmaster with Renaissance Supplement by Steve Fox.; 6 players.

An English army under the Duke of Bedford (Henry V's brother and Regent for the infant Henry VI) met a Franco-Scottish army led by the Duke of Alencon and the Earl of Douglas outside the town of Verneuil. In a hard fought battle English archers again proved decisive. Described as a "Second Agincourt", most of the allied leaders were either killed or captured. The modified Warmaster rules are easily learnt at the table.

S-137 - Buccaneers of the Caribbean

Length: 3 hours.; Location: Showroom, Table: SH29-30; Hosted by Dennis Layson and Fred Schaller.; Scale: 28mm; Rules: Buccaneers of the Caribbean (Warplay&Warfair Local Club Game).; 14 players.

This game involves pirates attempting to seize merchant ships loaded with treasure as they sail through the Spanish Main from the New World. Approximately 14 ships (28mm) as well as a Spanish Fort and miscellaneous islands.

Napoleonic

S-109 - War of 1812 Fort Raid - Kids

Length: 2 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Duncan Adams and the HAWKS.; Scale: 25mm; Rules: GASLIGHT.; 8 players.

With war flaring along the frontier, even civilians have to be ever ready to defend themselves. Always keeping the musket at easy reach and ready to dash for the safety of the fort, farmers and laborers have to become soldiers at a moments notice. Come try your hand at fending off enemy troops and marauding Indians. Or, see if you are quick enough to get away with settlers' food and treasure. A HAWKS Kids' Table game. Adults may play only with playing child. Basic literacy skills required. The HAWKS will be hosting one table of 2 hour games for Kids all day Friday and Saturday. Come help us introduce your kid to the fun of miniature gaming!

Colonial

S-140 - High Noon at Sihayo's Krall

Length: 5 hours.; Location: Distlefink, Table: D71; Hosted by Mark Fastoso.; Scale: 25mm; Sponsored by: Colonial Campaigns, Rules: Modified Sword and the Flame.; 8 players.

A Zulu-British gunfight in the cliffs of Sihayo's Krall. The first battle of the Zulu War, with unique force balances on both sides. A combined arms force of NNC, British infantry and mounted troops versus Zulu riflemen. Can the NNC, with a bit of 'encouragement' from the bayonets of the British regulars behind them, charge forward and clear out the Zulus from the cliffs? Will the mounted men get to the top? Will the Zulu snipers hold off the NNC/Brits until the Zulus can get the cattle away? If you love playing the Zulus but feel you never have enough guys with guns, this is the game for you. Never again will you hear the taunt: 'Leave it to a Zulu to bring a spear to a gunfight'

World War II

S-059 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players.

"Walk up game". Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig, using just a few platoons. Russians and Germans.

S-203 - March Up to Kiev - Soviet Counter Attacks - June 1941

Length: 4 hours.; Location: Showroom, Table: SH16; Hosted by Dewey LaRochelle.; Scale: 20mm; Rules: Battleground WW2.; 10 players. Four Soviet Corps began major counterattacks on the German advance to Kiev on June 26,

1941. While uncoordinated, they were determined. Several days of confused fighting behind the lines forced the Germans to divert men and material from the main thrust to protect their supplies.

All Periods

S-226 - First Steps through Advanced Techniques

Length: 1 hour.; Location: Business Ctr, Table: [See Host]; Hosted by Scott Perry.

Professional painters, Scott and Jamie of Pictors Studios will take students on a step-by-step journey to produce a well-painted miniature figure starting with basics and ending with advanced processes. Bonus Feature: A special detailing session is included. Students will receive one 28MM primed figure to paint. Bring your own brushes for the best class experience. I recommended round Loew-Cornell Golden Taklon brushes, sizes 2, 4, and 5 and something to dry brush with. Classes are free with your paid admission to the convention. Each registered student will receive one 25MM metal figure to paint and keep. Paint and Brushes will be provided - although for this class, for optimum results, please bring the recommended brushes.

- 4:00 PM -

Napoleonic

S-080 - Talavera, July 28 1809

Length: 5 hours.; Location: Distlefink, Table: D54, D55; Hosted by Nigel Marsh and Lyle Bickley.; Scale: 28mm; Sponsored by: Carnage & Glory II, Rules: Carnage & Glory II, Computer Moderated Rule System.; 12 players.

British General Wellesley has driven the French forces, commanded by Marshal Soult, out of Portugal and invaded Spain concentrating with the Spanish army under Cuesta. King Joseph is determined to defend his new throne, and meets them north of Talavera across the Portina Brook, with two army corps and his Madrid reserve. The day is hot, and the action will be even hotter!

Age of Rifles

S-073 - Cowboy Wars: Life in Windy City

Length: 3 hours.; Location: Paradise, Table: P5; Hosted by Jim Foster.; Scale: 25mm; Sponsored by: Merrimack - The Old Glory Shipyard and Old Glory miniatures, Rules: Cowboy Wars.; 8 players.

Saturday Events

Horse thieves, rustlers, and n'r-do-wells abound. Can the cowboys get their livestock to market? Can the Sheriff keep the peace? Beginners' welcome. Merrimack - The Old Glory Shipyard and Old Glory miniatures are giving a prize to the best player.

S-182 - American BattleLines AWI Demos

Length: 2 hours.; Location: Host - Kids World, Table: HK8a; Hosted by ODGW Staff.; Scale: 15mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: American Battlelines.; Two (2) players.

All day WALK-UP DEMO of American BattleLines for the American Revolution. Choice of two different demos to play. NO REGISTRATION REQUIRED!

Pre WWII

S-095 - Raiders of the Lost Ark, Part 1

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Chris Palmer and Eric Schlegel and The HAWKS.; Scale: 25mm; Rules: To Be Continued...by GASLIGHT.; 6 players.

Relive all the excitement from the movie

Raiders of the Lost Ark. Join Indy, Marion, Brody, and Sallah, as they battle evil Nazis and Natives in an attempt to save the world; or take the roll of a cunning Nazi and grab the greatest prize for your Fuhrrer, or be the French archeologist Belloq and make the greatest find of all time. We will be covering episodes from the movie's first half in this running of the game: The Raven Inn, The Cairo Market Square, The Dig at Tannis, and the German Airfield. Children under 13 only with an accompanying adult.

World War II

S-013 - Hold Fast on the Frontier

Length: 3 hours.; Location: Distlefink, Table: D21; Hosted by Keith Stine.; Scale: 28mm; Rules: Disposable Heroes & Coffin for Seven Brothers.; 4 players.

Defense of France 1940. The Bosche have seized the crossing with reconnaissance in force, including cavalry scouts. Our flanks are in retreat, the war may be lost, but here and now mon amis we ATTACK! The French are on the run but unless we can hold fast the crossing our advance is threatened. We hear the French

armor approaching but we will stand until relieved! This is designed as a meeting engagement of a reinforced French and German platoon. Assistance from the Susquehanna Historical Gamers. Children under 16 with adult supervision only.

S-015 - Red Sun, Red Death

Length: 3 hours.; Location: Distlefink, Table: D11; Hosted by Chalfant Conely.; Scale: 28mm; Sponsored by: Old Glory 15s, Rules: Disposable Heroes & Coffin for Seven Brothers.; 4 players.

Brutal Pacific action. A combat reduced but heavily supported Marine platoon assaults a Japanese held position. They find a fresh Japanese platoon with armor waiting for them. No way around, the only path leads straight forward. Using the DH/C7B subset of optional rules for the Pacific Theater titled Red Sun, Red Death. Expect more chaos, more bloodshed, more close combat. The Japanese players especially should participate with an open mind as some things are going to be beyond their control. Assistance from the Susquehanna Historical Gamers. Children under 16 with adult supervision only.

S-039 - The Kokoda Trail

Length: 4 hours.; Location: Distlefink, Table: D41; Hosted by Steven Lee.; Scale: 15mm; Rules: Battlefront WWII.; 6 players.

September 14, 1942, Papua, New Guinea. The Japanese of the South Seas Detachment has forced the Australians back to within sight of the search lights of Port Moresby. Though disease stricken, worn, weary, and starving, the Japanese are still confident, and believe one more push will gain them the coastal city. The shredded remnants of Australia's Maroubra Force have taken up positions on a forward spur of the ridge, with the fresh 3rd Militia Battalion. The stage is set for the final Japanese offensive to take Port Moresby along the Kokoda Trail.

S-060 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players.

"Walk up game". Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig, using just a few platoons. Russians and Germans.



Saturday Events

S-077 - Tanks A Plenty

Length: 3 hours.; Location: Paradise, Table: P6; Hosted by Mark Young.; Scale: 15mm; Sponsored by: WAGS, Rules: Brew Up Modified.; 8 players

Tanks for everyone. A light-hearted fun-filled engagement with fun for all. Brand new butter bars (beginners) of all ages welcome.

S-180 - Monty to the Rescue

Length: 4 hours.; Location: Host - Kids World, Table: HK1; Hosted by Jon Coulter.; Scale: 15mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: Mein Panzer.; Six (6) players.

An American infantry detachment has gotten stuck behind enemy lines and is holed up in French town. Ike, reluctant to do so, sends Montgomery an order to send reinforcements to the town to rescue to GIs. Will Monty make it to the town before the German's do?

S-181 - Hard Road to Berlin

Length: 4 hours.; Location: Host - Kids World, Table: HK7; Hosted by Bob Benge.; Scale: 285mm(Micro); Sponsored by: Old Dominion GameWorks (ODGW), Rules: Mein Panzer.; Six (6) players.

Germany, March 1945. General Zuhov is pressing hard to get to Berlin ahead of his Allies pressed heavily by Stalin. Hitler is committing the last few reserves to halt the Russians steady advance into Germany. Remnants of battered SS Divisions and the vaunted Fallshirmjagers are thrown against Zuhov's spearhead of Guards Armored Divisions in what will be a very bitter fight to the death. A classic late war battle with big tanks.

S-227 - The Toll a Sniper Extracts

Length: 4 hours.; Location: Host - Kids World, Table: HK3 and HK5; Hosted by JD Perry.; Scale: 25mm; Sponsored by: Old Dominion GameWorks (ODGW), Rules: Armed Conflict through the Ages.; Six(6) players.

Snipers usually had tried to withdraw at some point, but suddenly some snipers began to behave differently, more and more the snipers, fired shot upon shot without any intent to leave their position. This tactic almost always ended with the sniper being killed, but caused heavy casualties among the allies. Due to their young age these fanatical snipers were later given the nickname 'suicide boys' by the Anglo-American troops.

Modern

S-183 - Mein Panzer Modern Demos

Length: 2 hours.; Location: Host - Kids World, Table: HK8b; Hosted by ODGW Staff.; Scale: 285mm(Micro); Sponsored by: Old Dominion GameWorks (ODGW), Rules: Mein Panzer.; Two (2) players.

All day WALK-UP DEMO of Mein Panzer for the Modern period. Choice of two different demos to play. NO REGISTRATION REQUIRED!

Futuristic

S-165 - Classic Battletech Demo 3

Length: 2 hours.; Location: Showroom, Table: SH31; Hosted by Mark Yingling and Allen Soles.; Scale: 285mm(Micro); Sponsored by: Iron Wind Metals, Rules: Battletech.; 4 players.

WALK-UP demos for Classic Battletech game system using the Quick Start rules. You will be able to choose from four different mechs that are included with the Quick Start rules. The playing surface will be one battletech hex map and rest of the gaming supplies will be provided. No registration will necessary so just walk up and play. There is no time limit on the demo games, you can come and leave when you want. At the end of the game you will get a demo packet, which contains the Quick Start Rules, other battletech information, and a battletech miniature of your choice (four mechs to pick from).

S-215 - Rollerball 30th Anniversary Special

Length: 3 hours.; Location: Showroom, Table: SH34; Hosted by Jape Trostle.; Scale: 30mm; Rules: VFS.; 6 players.

Saturday! Saturday! Saturday! Rollerball returns to Historicon as Jonathan E., Moonpie and the Houston team take on Madrid in the violent sport of men, motorcycles and steel canon balls. Come celebrate the 30th anniversary of the original dystopian film by participating in this unique miniatures game that recreates the ultimate future sport.

- 5:00 PM -

Age of Gunpowder

S-034 - THE BATTLE OF CAMDEN

Length: 5 hours.; Location: Distlefink, Table: D32; Hosted by Michael DiPangrazio.; Scale: 5/6mm; Rules: Take Aim and Fire.; 8 players. The American army under Gen. Gates, mostly militia but stiffened by elite MD and DE Continentals, march south to free the Carolinas

from the British. They meet the British army led by Lord Cornwallis outside of Camden. Although outnumbered: the British attack. Within the hour, the American army no longer exists. Rules highlight musketry, leadership, and stress in combat. Players can be innovative but have better control using linear tactics. Come early and deploy your troops for battle!!

S-138 - Buccaneers of the Caribbean

Length: 3 hours.; Location: Showroom, Table: SH29-30; Hosted by Dennis Layson and Fred Schaller.; Scale: 28mm; Rules: Buccaneers of the Caribbean (Warplay&Warfair Local Club Game).; 14 players.

This game involves pirates attempting to seize merchant ships loaded with treasure as they sail through the Spanish Main from the New World. Approximately 14 ships (28mm) as well as a Spanish Fort and miscellaneous islands.

Napoleonic

S-132 - Quatre Bras

Length: 6 hours.; Location: Paradise, Table: P1; Hosted by Dave Good.; Scale: 15mm; Sponsored by: Historical Miniature Gamer Magazine, Rules: Field of Battle (JR II variant).; 6 players.

Can Ney take the crossroad and split the Allied Forces? Will the Dutch and Belgians standfight? Will the Duke arrive in time along with much needed re-enforcements to hold the vital crossroads? Come join in this PELA winning Napoleonic game as the fate of Europe hangs in the balance. Walkups accepted prior to game time depending on availability.

American Civil War

S-054 - Antietam - Bloody Lane

Length: 4 hours.; Location: Distlefink, Table: D14; Hosted by Scott Mingus.; Scale: 15mm; Sponsored by: The Johnny Reb Gaming Society (www.geocities.com/scottmingus/JRGS), Rules: Johnny Reb 3.; 6 players.

One of the deadliest combat spots during the bloodiest day in American military history - come refight the Union attack on D. H. Hill's men in the sunken road at Antietam. We are using terrain hand-crafted by Bill Moreno and an original scenario from author / gamemaster Scott Mingus' new book "Undying Courage - Antietam in Miniature." Bill will use this same scenario on Saturday as event S-25, but in 10mm using Regimental Fire & Fury (the new scenario book will work for either rules set). Play in both wargames and compare these great rule sets first-hand!

Saturday Events

Age of Rifles

- 6:00 PM -

S-032 - Feed'm to the Chinaman's Pigs

Length: 4 hours.; Location: Distlefink, Table: D23; Hosted by Bruce Kimball and Bill Smith.; Scale: 25mm; Sponsored by: The Beer and Pretzels Gaming Society, Rules: Home Rules.; 10 players.

The Town of Dead Rock is the scene of a bloody struggle among violent street gangs, crooked cops and corrupt politicians. There are no good guys in this game, just bad guys and innocent bystanders. Shootouts, bushwhacking, arson are just part of the fun. For a preview of the game, watch the 'Gangs of New York' and a few episodes of 'Deadwood'. Fast paced, lots of action, easy to learn rules with great terrain and figures. This game is rated R and may not be suitable for all players.

World War I

S-205 - "With our backs to the wall."

Length: 5 hours.; Location: Distlefink, Table: D35; Hosted by Jeremy Osteen.; Scale: 25mm; Rules: Trench Wars.; 8 players.

The beginning of April, 1918. With the first act complete the German High Command sets in motion Operation Georgette in order to secure victory before the ever growing American forces can further turn the tide of the war. The target: Armienteieres. Located 2 miles behind British line, if this vital city falls the road to Hazebrouck is open. If Hazebrouck falls, Haig will be forced to the sea. This battle simulates the desperate nature of urban combat in the Great War and the importance of this vital city in Flanders. Those who become easily attached to their figures need not apply.

World War II

S-068 - Busting the Bocage, "Hell on Wheels" vs "Götz von Berlichingen"

Length: 4 hours.; Location: Distlefink, Table: D45; Hosted by Tim Goodlett and Rich Low, Andy Turlington.; Scale: 20mm; Sponsored by: Southern Maryland Partizans, Rules: SOLDAT.; 8 players.

A combat team from the US 2nd Armored Division pushes forward against elements of the 17th SS Panzergrenadier Division in the Normandy bocage country. Combined arms tactics are essential for both sides in this brutal test of wills.

Ancients

S-020 - Daimyo Influence

Length: 4 hours.; Location: Showroom, Table: SH25; Hosted by Todd Pressley.; Scale: 25mm; Sponsored by: CMH Events, Rules: Into the Rising Sun.; 8 players.

The clans have waged war over this village for months and it is time to reach a resolution. Make alliances and break them. Hire ninja to do your dirty work. Use your stoic Samurai to hold your peasants in the line. Beginners and well-behaved young people are welcome.

S-066 - Labienus and the Treviri Spring 53 B.C.

Length: 4 hours.; Location: Paradise, Table: P3; Hosted by Frank Sciulli.; Scale: 25mm; Sponsored by: LMW Works/NASAMW/ Historical Miniature Gamer Magazine, Rules: Classical Hack Second Edition.; 6 players.

Labienus has been dispatched by Caesar to invade the lands of the Treviri. The Gauls or Treviri are eager for this conflict and will gallantly if somewhat foolishly rush out to meet the legions of Labienus. Pick a side and become part of Caesar's Gallic Wars.

Age of Gunpowder

S-194 - "To Fly is the Fashion of Cowards" [Theme]

Length: 6 hours.; Location: Heritage, Table: HE7/8; Hosted by Mark Lundberg.; Scale: 1/1200; Rules: Tiller and Whipstaff.; up to 12 players.

A massive fleet action, set in 1666 during the 2nd Anglo-Dutch War. The Dutch, led by Admiral De Ruyter, proved the toughest and most resolute opponent the English ever faced at sea during the Age of Sail.

About 40 Men-o-War per side will clash, and fireships to boot, using Rod Langton's fast moving "Tiller and Whipstaff" rules. No experience necessary - in fact, a good portion of inexperienced players will help capture the spirit of the age!

Napoleonic

S-131 - Battle at Sea during the Napoleon Era [Theme]

Length: 3 hours.; Location: Distlefink, Table: D44; Hosted by Tom Black.; Scale: 1/2400; Rules: Homebrew - DB Ship of the Line.; 8 players.

Can the British smash the French battle line before the Spanish can come to the rescue or will the French run to cover of the fort leaving the British to pounce on the Spanish. Quick playing DBX derivative, not a simulation FUN first system. 50 plus ship battle will finish in 4 hours with plenty of time for taunting.

Age of Rifles

S-093 - A Western for the Younger Crowd

Length: 4 hours.; Location: Showroom, Table: SH13-SH14; Hosted by Leo Walsh.; Scale: 25mm; Sponsored by: Tactical Conflict Systems, Rules: High Noon.; 16 players.

Another wide open game FOR THE YOUNGER BOYS AND GIRLS. We have a huge table with lots of room, bring your friends (mom and dad only with a kid) Rob the bank, the stagecoach, save the wagon train... be a hero, be a Ranger a marshal... you choose you play. Prizes: Gift Certificates.

World War I

S-028 - Aerodrome 1.1: Ace of Aces

Length: 3 hours.; Location: Distlefink, Table: D23; Hosted by Rick Schirtzinger.; Scale: 1/72; Rules: Aerodrome 1.1.; 4-12 players.

Using WWI Models, players test their strategy and skill at shooting down their opponents while avoiding the same fate. Easy, fast-playing rules. Little reliance on dice makes players responsible for their own success or failure. Players can win replica WWI medals, historical flags and earn promotions for success or failure. The top pilot for Historicon will win an authentic WWI medal in a display case suitable for hanging.

S-130 - The Devils Paintbrush

Length: 5 hours.; Location: Distlefink, Table: D53; Hosted by Peter Gaut.; Scale: 20mm; Rules: House rules that nod to Trench Storm & Crossfire.; 7 players.

" Lice, rats, barbed wire, fleas, shells, bombs, underground caves, corpses, blood, liquor, mice, artillery, filth, bullets, mortars, fire, steel: that is what war is. It's all the work of the devil."

Join us, 3-time Battlestreamer winners, in the trenches for all of the above and more! Great looking figures slug it out on beautiful terrain, if you can call No-Mans-Land beautiful! We think it's our most killer game yet, in more ways than one! Come try to survive a trench raid, take some POW's or rescue a downed pilot, see if you survive or become just another stroke of crimson from the Devil's Paintbrush!

Saturday Events

S-221 - 1914-Plan XVII-French attack into Lorraine-Alsace region

Length: 5 hours.; Location: Showroom, Table: SH17; Hosted by David Rollins.; Scale: 15mm; Sponsored by: NJMS, Rules: Heavily modified Square Bashing.; 8 players.

1914-Following Plan XVII-the French attack into Lorraine-Alsace region meeting steadily stiffening German resistance. Each player will command about a division-Fast playing, easily learned rules. Rules loosely based on Square Bashing.

World War II

S-061 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players.

“Walk up game”. Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig, using just a few platoons. Russians and Germans.

S-157 - Operation Market Garden: A Little Excursion to Nuenen

Length: 4 hours.; Location: Showroom, Table: SH21; Hosted by Bill Hanson and Jeff Welsh and Zach Welsh.; Scale: 25mm; Sponsored by: Major Objective Games, Rules: Under Fire: Platoon Level.; 6 players.

Well, 4 days into the operation and the British Command, in their infinite wisdom, have sent off sections of the US 101st and British XXX Corps to test enemy strength east of Hell's Highway. Heading north east of Eindhoven, we approach the town of Nuenen. It looks so peaceful at a distance, and appears to have no enemy resistance. Appearances are not always what they seem. Entering the town, we smack into elements of a German Panzer Brigade. This is not going to be pleasant. Come and help the Allies to stand up to the Germans and capture the town or help the Germans to make the Allies turn tail and run.

Modern

S-161 - Snowball's Chance

Length: 3 hours.; Location: Distlefink, Table: D43; Hosted by Gwyneth Kane.; Scale: 30mm; Rules: Homebrew.; 20 players.

It might be summertime, but it's SNOWBALL time at Historicon. Join your team of kids from your development to take on the kids down the street in a snowball fight and send them running

home crying! And watch out for the snowplow and Old Man Crabbe! Young gamers encouraged.

Fantasy

S-101 - Son of Spy Smasher

Length: 3 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Buck Surdu and the HAWKS.; Scale: 28mm; Rules: To be Continued.. By GASLIGHT.; 8 players.

This game will represent the first three episodes of a 1940's movie serial in which Spy Smasher's son, his sidekick, and his faithful ingénue set about unmasking clever spies, evil masterminds, and diabolical mad scientists. Following in his father's footsteps, Son of Spy Smasher is bent on saving the free world from the Scorpion and his minions. Young players welcome only with a participating adult. Rules will be taught.

- 7:00 PM -

Ancients

S-086 - The Kingdom of Heaven

Length: 3 hours.; Location: Distlefink, Table: D91; Hosted by Chris Parker.; Scale: 25mm; Sponsored by: Aide de Camp Books (adcbooks.com), Rules: Day of Battle- On Holy Ground.; 4-6 players.

East meets west as the knights of Christendom attempt to fight their way through to Jerusalem. Players will use eastern horse archers and heavy troops to stop the heavily mailed knights and their footmen. Each player will be a noble and will strive to gain the most honor points. These will determine the final winner and take the prize. This game is part of a series of games presenting Day of Battle III. Each game is unique from the previous as players have a say in the terrain and deployment via the mini-campaign portion of the rules. (www.dayofbattle.com). Prize: Painted 54mm soldier for most HP's.

S-149 - Battle of the Metaurus, 207 BC

Length: 3 hours.; Location: Distlefink, Table: D31; Hosted by Bob Bryant.; Scale: 15mm; Rules: Might of Arms.; 8 players.

Hannibal's brother Hasdrubal, blocked from joining forces with Hannibal, was forced to accept battle against a Roman combined consular army. This battle marked the turning point in the 2nd Punic War. The game will feature a stratagem used by the consul Nero.

S-159 - Badon Hill: Arthur's Greatest Triumph

Length: 6 hours.; Location: Distlefink, Table: D12; Hosted by Eric Mumper.; Scale: 25mm; Sponsored by: Fiery Arrow Productions, Rules: Bloodlines.; 6 players.

The Roman legions are gone. To preserve their precious Britain, Arthur and his Cymbrogi have waged a campaign against the invading Saxons, Picts, and Irish. The climax of this campaign occurs at Badon Hill.

The siege of the hillfort at Badon continues. Both sides have received considerable reinforcements and the standoff is quickly escalating. The Badon lacks the supplies to survive a drawn out siege and must force the Saxons into a fight.

The Saxons cannot be allowed to control Bath. A Saxon victory will result in the already factitious alliance of British kingdoms being cut in two. This simply cannot be allowed to happen.

Arthur and his cavalry ready their horses, dawn their cuirasses, sharpen their swords, and ready themselves for what could be their last charge. The Arthurian Wargaming Group, MagWeb.com, and Fiery Arrow Productions have collaborated to bring you a terrific Arthurian game with hundreds of figures, beautiful terrain and excellent prizes. The best player (voted by other players and bystanders) will win a 36" Viking sword from MagWeb.com. At least come and check out the game...prizes will be available for innocent bystanders too.

Age of Gunpowder

S-098 - Tavern Brawl

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Jennifer Palmer and the HAWKS.; Scale: 25mm; Rules: Blood and Swash.; 8 players.

A tavern on the coast of Tortuga is the setting for this pirate brawl in glorious early Technicolor and stereophonic sound; with ringing steel, cracking muskets, and a large cast cursing in period dialogue. Rated PG for language and violence. Children under 13 only with an accompanying Adult.

S-134 - ALAMO!

Length: 4 hours.; Location: Distlefink, Table: D62; Hosted by Mike Pierce and Ron Perillaman and Rich Hasenauer.; Scale: 25mm; Sponsored by: Fire and Fury Games, Rules: Original Alamo Rules.; 13 players.

This is the original Alamo game! First played at Origins in 1980, it's being taken out of retirement for its 25th anniversary twilight tour. After Historicon '05, it will be retired to the Wargame Hall of Fame, along with Wally

Saturday Events

Simon's pack and Bob Coggins' ascot. So don your Kentucky coonskin cap or your Mexican shako fight for the Alamo! Adelante!

S-208 - War in the Forest

Length: 3 hours.; Location: Showroom, Table: SH26; Hosted by Lee Howard.; Scale: 25mm; Sponsored by: Conquest Miniatures, Rules: A good Day to Die with the War in the Forest Supplement.; 4-6 players.

From 1754 to 1760, Eastern North America was a bloody battleground where a fierce struggle was taking place between mighty empires. It was not, however, war on the typical European scale. Far from the flapping flags and beating drums, a new sort of war was taking place in the suffocating silence of the dark forest. Join a group of Rodgers Rangers as they launch a raid on a Caunawagha village or take up the hatchet to defend your family and home from the English devils! We will be showcasing the Indian and Ranger figures from Conquest Miniatures and "A Good Day to Die" rules and "War in the Forest" supplement. No prior experience necessary!

Napoleonic

S-018 - Run from Algeciras 1 [Theme]

Length: 4 hours.; Location: Showroom, Table: SH1; Hosted by Doug Wildfong.; Scale: 1/700; Sponsored by: CMH Events, Rules: Fighting Instructions.; 5 players.

This is a ship-of-the-line naval combat and sailing game at 1/700th scale using the rules "Fighting Instructions" by Doug Wildfong and Dave Manley. A French and Spanish squadron attempts a breakout and a British blockading squadron moves in to prevent this. Unlike many sailing ship rules for this period, these rules give you the feel that you are actually sailing the vessel. You can almost smell the salty air and the powder.

S-019 - Run from Algeciras 2 [Theme]

Length: 4 hours.; Location: Showroom, Table: SH2; Hosted by Dave Manley.; Scale: 1/700; Sponsored by: CMH Events, Rules: Fighting Instructions.; 5 players.

This is a ship-of-the-line naval combat and sailing game at 1/700th scale using the rules "Fighting Instructions" by Doug Wildfong and Dave Manley. A French and Spanish squadron attempts a breakout and a British blockading squadron moves in to prevent this. Unlike many sailing ship rules for this period, these rules give you the feel that you are actually sailing the vessel. You can almost smell the salty air and the powder.

American Civil War

S-023 - Stone's River (Bushrod Johnson Attacks)

Length: 4 hours.; Location: Ballroom Foyer, Table: BF3; Hosted by John Fernandes.; Scale: 10mm; Sponsored by: GHQ Inc., Rules: GHQ's "Micro Force - American Civil War"; 4-8 players.

The place is Stone's River near Murfreesboro Tennessee. It is the frosty morning of December 31st, 1862. Maj-General Bushrod Johnson (CSA) leads several brigades in a determined assault on the unsuspecting Union force encamped there. A see-saw battle develops that nearly overwhelms Union defenders and comes within an ace of collapsing that flank and routing the main Union force in Tennessee. This is a preview game of GHQ's long-awaited "Micro-Force ACW" rules set, making use of their superb 10mm ACW figures and a map constructed using GHQ's award winning "Terrain Maker" geomorphic terrain kits. Prizes include GHQ T-Shirts, Military Books, and other premiums for All participants.

S-193 - The Loneliest Bayou is Bayou Self

Length: 4 hours.; Location: Distlefink, Table: D65; Hosted by Eric Turner.; Scale: 1/600; Sponsored by: The Rogues, Rules: Beer and Pretzels Ironclads.; 10 players.

Just when you thought the swamps of the Deep South were safe. Join The Rogues and their smaller scale ships as the Union navy tries to batter it's way past Confederate held Island No. 13 and the mighty Fort Cornpone. The usual Rogue rules on continuous re-enforcement, naming your own ship, and general silliness are in effect.

Colonial

S-002 - "Attorneys Can't Game WSIM: Too Many Attorneys In The Gene Pool"

Length: 4 hours.; Location: Ballroom Foyer, Table: BF2; Hosted by C. Patrick Hreachmack and Lance King.; Scale: 25mm; Sponsored by: The Last Square, Rules: Desperado.; 12 players.

After several years absence, the Riverboat KEYSTONE is returning to Historicon. A major riverboat gaming & gambling convention is being held on board and some of the attendees are attorneys. We all know attorneys are stereotyped as get rich fast shysters, crooks, and sharks who prey on unsuspecting and trusting victims. Will the other gaming convention attendees manage to turn the tables on the attorneys and gain the upper hand? Or will the attorneys again win out? Come join the chaos and mayhem in another round of delightful deception and intrigue.

Age of Rifles

S-092 - Celluloid Heroes of the West for Adults!

Length: 4 hours.; Location: Showroom, Table: SH5-SH10; Hosted by Maurice Holmes.; Scale: 25mm; Sponsored by: Tactical Conflict Systems, Rules: High Noon.; 14 players.

"We take you now to those thrilling days of yesteryear..." Have you ever wondered who the greatest gunfighters of the cinema and television were? Was it the Lone Ranger, John Wayne or Clint Eastwood? Now you can find out! Join us in this exciting adventure where heroes of Television are pitted against the Heroes of the Silver Screen. Find out once and for all who is the greatest gunfighter of all time. Prizes: Gift Certificates.



Saturday Events

Pre WWII

S-207 - Nick Travers and the Boy Kings Golden Spheres

Length: 4 hours.; Location: Distelfink, Table: D61; Hosted by John Camarano.; Scale: 25mm; Sponsored by: RLBPS, Rules: A Good Day to Die!.; 6-8 players.

Episode 14-Our hero Nick Travers finds himself in Egypt where he has been hired to find Dr. Leo Nobsknockers noted inventor and Egyptologist. His whereabouts are of great interest to the US government as well as others. Unfortunately while looking for the good Doctor Nick seems to have misplaced his beautiful daughter Penelope. Can Nick rescue the Dr. and his daughter or will they fall into the evil clutches of the Mad Mulla or worse. Come join some Pulp Fiction fun and Drama with "Shady Dames", mysterious Oriental men and a decided lack of Political correctness. "Here's lookin' at you kid!" Prizes provided.

S-228 - Captain Astro and the Death Ray

Length: 4 hours.; Location: Showroom, Table: SH19; Hosted by D. Grant Greffey.; Scale: 25mm; Rules: Ultimate Warzone.; 8 players.
Austria: 1936. Top Italian-American physicist Dr. Sergio Columbo disappeared two months ago. His daughter Mary and her pal ace reporter Patty Parker went on their own to Europe to search for him. They found that he was being held by the evil Dr. Dietrich, who was trying to get Columbo to help him perfect a superweapon of some sort. Dr. Dietrich grabbed the gals just after they called Patty's old flame, archaeologist Dakota Williams, for help. Can Captain Astro, Dakota Williams, Simone Marceau, and the rest rescue the hostages and stop Dr. Dietrich and his sinister allies? And can everyone be trusted? Each individual command has its own unique victory conditions. Beginners are welcome.

World War II

S-062 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players.

"Walk up game". Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig, using just a few platoons. Russians and Germans.

S-100 - Back to the Berezina Bridgehead

Length: 5 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Kurt Schlegel and Duncan Adams and the HAWKS.; Scale:

285mm(Micro); Rules: Command Decision 3.; 7 players.

Last Historicon the Soviets tried to crush the German bridgehead over the Berezina and failed. This time its 1944 and the Soviets are back with a vengeance, better trained and better equipped. This scenario will be double-blind for the ultimate in fog of war.

S-110 - Meatballs and Misfits

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Don Smith and the HAWKS.; Scale: 1/100; Rules: Chief's Bird of Prey.; 12 players.

Japanese Zeros vs. Corsairs. Will the misfits have meatballs for lunch or will the Emperor's eagles soar today?

S-146 - Carentan Mini Campaign: Game #3 Relief

Length: 3 hours.; Location: Kinderhook, Table: K03; Hosted by David Bonk.; Scale: 25mm; Rules: Platoon Commander.; 8 players.

Late on June 13th, 1944 elements of the American 2nd Armored Division rushed to the relief of the 101st Paratroopers. Will they be too late or will the German 6th Fallschirmjager

Regiment and 17th SS Panzer Grenadiers overwhelm the American defenders. This is the third game in the Carentan Mini Campaign. The results of the first and second games will determine the victory conditions for this last game. Play in one game or all three. Walk up registration only.

S-154 - Tigers on the Prowl

Length: 4 hours.; Location: Distelfink, Table: D42; Hosted by Eric Lauterbach.; Scale: 15mm; Rules: Flames of War.; 10 players.

In early June of 1944 the British launched a major effort to swing east of Caen, bull through the Norman hedgerows and breakout into the green fields beyond. The Germans had other ideas. This is a late-war Flames of War game for people new to FoW or novice players. All material and playing aides will be supplied.

S-204 - "Infantry Aces" WW2 Skirmish in 28mm

Length: 8 hours.; Location: Showroom, Table: [Near the Entry]; Hosted by Jeff Stuckey.; Scale: 28mm; Sponsored by: Battlestandard Miniatures and Games, Rules: Infantry Aces by Battlestandard.; 8 players.

Saturday Events

This will be duel tables running demos of Battlestandards new WW2 28mm Skirmish game called "Infantry Aces". The game is scheduled for release next year. This is one of the most fast pace and fun games you will ever be a part of. We will be featuring combat between Russians and Americans vs. Germans in beautiful city scapes and rural farm land. Do not miss your chance to be part of the development of this exciting new game system. If you have long wished for a game that is about nothing but fast paced fun while keeping that strong historical feel this is the game

S-212 - Operation "Cerberus" - The Channel Dash, February 12, 1942

Length: 3 hours.; Location: Distlefink, Table: D64; Hosted by Jeff Kimmel and The Rogues Gaming Group.; Scale: 285mm(Micro); Rules: Blue Sky.; 6 players.

On the cold morning of February 12, 1942, two RAF Spitfires spotted the Scharnhorst, Gneisenau and Prinz Eugen making their through the English Channel. The German ships were trying to escape from Brest, where they had been trapped for almost a year. A short while later, Swordfish of Fleet Air Arm 825 Squadron and Spitfires of 72 Squadron took off to attack the small German force. The German ships were protected by the newest Luftwaffe fighter, the Fw-190A2. The aging Swordfish don't stand a chance, or do they? Come find out!

Futuristic

S-167 - Classic Battletech - Grand Melee

Length: 4 hours.; Location: Showroom, Table: SH28; Hosted by Mark Yingling and Allen Soles.; Scale: 285mm(Micro); Rules: Battletech.; 12 players

The fight for the Bloodname is going to start with out you and your only shot at getting in is winning the Grand Melee challenge. Select any clan mech (omni or standard) of any battlevalue (BV), but the gunnery and piloting of the mech is determined by the BV. If a player selects a mech with a high BV, their gunnery and piloting skills will also be high. So join the fight to be the only survivor and win the last slot in the Bloodname Tournament.

- 8:00 PM -

Ancients

S-040 - Battle of the Sambre, Caesar vs the Nervii

Length: 4 hours.; Location: Limerock, Table: [See Event Host]; Hosted by Jeffrey Ball and Terry Gore.; Scale: 25mm; Sponsored by:

SAGA, Rules: Ancient Warfare.; 6 players.

This will be a large battle for supremacy in northern Gaul with nearly 2000 figures coming onto the board. Join the rules authors in recreating this hard-fought battle in a fun, fast-paced scenario.

S-104 - The Siege of Antioch

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by J. Patrick Chambers and the HAWKS.; Scale: 25mm; Rules: Defenders of the Realm.; 8 players.

Bohemond has had the city of Antioch under siege for six months. A large army of 40,000 is sweeping down from the north to break the siege. Take control of the lead elements to bring much needed supplies to the city or become one of Bohemonds generals to repel the relief effort.

S-196 - Spitamenes Must Die!

Length: 4 hours.; Location: Cornwall, Table: (See Event Host); Hosted by Norbert Brunhuber.; Scale: 25mm; Rules: The Sword and the Flame variant.; 10 players.

After Bessus, the abductor of Darius, was captured and sent to his execution, his companion Spitamenes rose up as a warlord in the satrapy of Sogdiana (north of Afganistan). Stirring up trouble here and there around that war-tossed land of tribal people (sound familiar), Alexander the Great was determined to stamp him out once and for all. He divided his elite forces into 5 parts and each set out to battle these people on their own turf. You play Alexander and his detachment as they corner a large warband of barbarians. Or do the barbarians have the upper hand, ready to send the strapping home? This is a skirmish level game, unusual for the ancients period and all who walk up can play.

Age of Gunpowder

S-074 - Cog Wars Invitational [Theme]

Length: 3 hours.; Location: Paradise, Table: P5 & P6; Hosted by Brian Whitaker.; Scale: 15mm; Sponsored by: Merrimack - The Old Glory Shipyard, Rules: Cog Wars Modified.; 40 players.

This is a 40 Cog slugfest with big prizes. To enter read the rules below and submit your entry form to Head Gamemaster Brian Whitaker.

1. Only The Old Glory Shipyard 15mm cogs may be used.
2. Only one cog per participant. The cog may be a small, medium, large, or flagship.
3. Figures must be 15mm and mounted on washers 9/16" in outer diameter or 1/2" square bases.

4. You may put as many figures on the ship as can fit. All bases must be firmly on the deck, i.e., no standing on the toes of troop next to you.

5. You must have one Knight Commander.

6. Knights, Sergeants and Heavy troops are limited to no more than 20% of the total crew, i.e., if you have 17 figures your Ks, Ss, and H, would be limited to 3 of each.

7. All cogs and figures must be painted in at least 3 colors.

8. Rules used are modified Cog Wars. Changes are as follows:

1. Defenders get a hack back at the attacker in melee. Yes, both can be killed.

2. Peasant figures assist in grappling allowing for an extra grapple/ungrapple per peasant figure.

Points awarded for glorious deeds.

Prizes offered by Merrimack the Old Glory Shipyard. Head Gamemaster's rulings are final. Register for this Invitational with head GM Brian Whitaker at: bwhitaker@erols.com, or 249 Choptank Rd., Stafford, VA 22556. Please provide your name, size cog, and crew composition when registering.

S-115 - Imperius Interruptum Leonardo

Length: 4 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by Peter Frechtling.; Scale: 25mm; Sponsored by: NJMGS, Rules: Leonardo Plus (modified); 10 players.

The crunch of pike against armour, The sounds and smell blackpower exploding against large wooden objects. What could be more fun!

American Civil War

S-070 - [Seminar] Organizational Meeting - Civil War Battles in Miniature - Antietam

Length: 2 hours.; Location: Hopewell Lecture, Table: [See Event Host]; Hosted by Fred Hubig.; Scale: 25mm; Sponsored by: Georgetown Center for Living History, Rules: None.; players.

Attendees and interested players to meet and discuss details of our next mega-game, The Battle of Antietam. Over 80 players, 3,000 figures and 300 square feet of sculpted tabletop terrain with side games, speakers, vendors and good food.

Colonial

S-124 - 3rd Annual GM Invitational

Length: 4 hours.; Location: Strasburg, Table: See Event Host; Hosted by Lori Brom.; Scale: 28mm; Rules: The Sword in North Africa.; 12 players.

In North Africa, Fort Zinderneuf is under siege

Saturday Events

by the unruly Children of the Desert. Will the supply column arrive or simply disappear into the sands? Come and watch 12 veteran play-testers and designers of the classic TSATF try their hand with the fabled French Foreign Legion and The Supply Column.

Age of Rifles

S-120 - Still Grasping at Sand - FFL

Length: 4 hours.; Location: New Holland, Table: See Event Host; Hosted by Ed Watts and the MNA.; Scale: 15mm; Rules: The Sword in North Africa (modified).; 6-8 players.

“A chance to die for La Legion Etrangere and win an Empire or conversely die a martyr’s death while ejecting the Colonial Imperialists from your land in a tabletop campaign set in the sands of colonial North Africa”.

World War I

S-217 - The Raid on the Hartlepooles

Length: 3 hours.; Location: Distlefink, Table: D11; Hosted by Gregory Bard.; Scale: 1/2400; Sponsored by: Greg Bard Games in coordination with Clash of Arms, Rules: Fear God & Dreadnaught, with Gunner’s Mate.; 5 players.

An important part of German prewar planning were operations designed to lure small groups of Royal Navy capital ships into disadvantageous situations and destroy them. On 16 December, 1914, the German Battleships Seydlitz, Moltke, and Blucher shelled the town of Hartlepool. However, there is an unpleasant surprise waiting for them this time.

Pre WWII

S-024 - Rugged Adventures/The Scarlet Rider of China Station

Length: 3 hours.; Location: Distlefink, Table: D22; Hosted by Kurt Hummitzsch and Bob Murch.; Scale: 28mm; Sponsored by: Pulp Figures, Rules: Rugged Adventures.; 6 players.

Sgt. Prestown of the Mounties is dispatched to the far east on a top secret mission to safely deliver Madam Cash Mi Chec into the hands of the British consul and onto a ship bound for the Dominion of Canada and on to England. The wife of the powerful nationalist leader is also sought by a villain known only as ‘The Crimson Scorpion’ as well as the usual assortment of China Station scum. Prizes included.

S-087 - Terror of the Metal Menace!

Length: 4 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by Richard Johnson.; Scale: 25mm; Sponsored by: Rattrap Productions, Rules: .45 Adventure: Crimefighting Action in the Pulp Era.; 6 players.

Dr. Tobias Kroon has sworn vengeance against the world for mocking his scientific genius. Now he has unleashed his Metal Menace to terrorize the cities of the world. Many countries have sent teams to try and stop him. Or have they? Play one of the five teams or Dr. Kroon’s henchmen in this action-packed, three chapter pulp adventure. From city streets to jungle hideouts, players will have to pit their wits against the villain’s henchmen and each other. This is not a demo game and the rules will only be quickly covered before play begins. Players familiar with the rules are welcome

S-096 - Raiders of the Lost Ark, Part 2

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Chris Palmer and Eric Schlegel and The HAWKS.; Scale: 25mm; Rules: To Be Continued...by GASLIGHT.; 6 players.

Relive all the excitement from the movie Raiders of the Lost Ark. Join Indy, Marion, Marcus, and Sallah, as they battle evil Nazis and Natives in an attempt to save the world; or take the roll of a cunning Nazi and grab the greatest prize for your Furrer, or be the French archeologist Belloq and make the greatest find of all time. We will be covering episodes from the movie’s second half in this running of the game: The Truck Chase, The U-boat, and The Secret Island. Children under 13 only with an accompanying adult.

S-218 - The “Truth” about the Hindenburg by GASLIGHT

Length: 4 hours.; Location: Cornwall, Table: [See Event Host]; Hosted by Patrick Phalen, John Holly, Pete Frechtling, Barry Katz and the NJMGS.; Scale: 25mm; Rules: GASLIGHT (modified).; 8 players.

May 6, 1937: Tragedy Strikes at Lakehurst Airfield. On a windy day, while attempting a mooring, the Hindenburg crashes and burns, or so the story goes...

Truth be told, it was yet another botched invasion of NJ by those pesky Germans!

World War II

S-045 - A Cold Day in the Ardennes

Length: 4 hours.; Location: Cornwall, Table: C4; Hosted by Michael Lorenzo.; Scale: 25mm; Sponsored by: Victory Force Miniatures, Rules: WWII, The Hard Way.; 8 players.

A Battle of the Bulge inspired WWII skirmish scenario. U.S. infantry defend against a German assault on a cold day in the Ardennes forest. . Easy to learn rules. All materials provided. Prizes provided.

S-063 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players.

“Walk up game”. Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig , using just a few platoons. Russians and Germans.

S-102 - Which way to the Front?

Length: 4 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Don Hogge and the HAWKS.; Scale: 25mm; Rules: Battleground WW2.; 6 players.

It is August 1944, the Operation Cobra has allowed the Allies to break out and the Germans are trying to reform a line of defense. The front line is everywhere and nowhere. Small units on both sides are trying to accomplish their missions and in some cases, just trying to stay alive. Confusion reigns supreme. Gamers under the age of 14 are welcome with an adult.

S-192 - ACTION AT SIM ON WALLAH (WWII western desert)

Length: 4 hours.; Location: Paradise, Table: P4; Hosted by Paul Koch.; Scale: 20mm; Rules: Tafelblitz.; 6 players.

What better way to remember the passing of Wally Simon than a game in his honor.

An Italian garrison holds Sim On Wallah and Monty wants it. An armored column of the 8th Army will seize it. Rommel has sent a Panzer Kampf Gruppe to its relieve. This fictional battle will feature Paul Koch’s Tafelblitz (western desert variant) featured in the COURIER. Pat Condray will be pleased that the Italians are represented thanks to the research of Mike McViegh. 20mm action will be fast and furious.

Saturday Events

Modern

- 9:00 PM -

World War II

S-214 - Speed & Thunder

Length: 4 hours.; Location: Distlefink, Table: D21; Hosted by Michael Konwinski.; Scale: 25mm; Rules: Speed & Thunder - Stock car racing in miniature.; 12 players.

After a hard day out on the water, come on in for a hot night on the asphalt, NASCAR style.

Futuristic

S-082 - Rescue at Parroom Station

Length: 4 hours.; Location: New Holland, Table: See Event Host; Hosted by Bob Charrette.; Scale: 28mm; Sponsored by: Parroom Station Miniatures and The London War Room, Rules: Valor & Steel & Flesh.; 6 players.

Martians like the Colonial Powers even less than the Boxers do. Parroom's restive population has risen and is attacking Earthmen wherever they find any. Time to teach those Red Planet Rotters a thing or two. Take command of a faction and rescue trapped civilians, enhance national (or personal) prestige, or just add to the mayhem. Rules will be taught. Under age 15 welcome with accompanying adult.

Age of Gunpowder

S-211 - Steel Bonnets Invitational

Length: 3 hours.; Location: Distlefink, Table: D63; Hosted by Lindsay Gauld.; Scale: 28mm; Sponsored by: The League of Gentlemen Wargamer's AC, Rules: Home.; 3-4 players.

Skirmish wargame set in the borders of Scotland - England. Adult only.

World War I

S-029 - Aerodrome 1.1: Ace of Aces

Length: 3 hours.; Location: Distlefink, Table: D23; Hosted by Rick Schirtzinger.; Scale: 1/72; Rules: Aerodrome 1.1.; 4-12 players.

Using WWI Models, players test their strategy and skill at shooting down their opponents while avoiding the same fate. Easy, fast-playing rules. Little reliance on dice makes players responsible for their own success or failure. Players can win replica WWI medals, historical flags and earn promotions for success or failure. The top pilot for Historicon will win an authentic WWI medal in a display case suitable for hanging.

S-064 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players.

"Walk up game". Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig, using just a few platoons. Russians and Germans.

- 10:00 PM -

World War II

S-065 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players."Walk up game". Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig, using just a few platoons. Russians and Germans.



Sunday Events

- 7:30 AM -

Modern

FCW Prayer Breakfast

Length: 1 hour.; Location: Vistas.

Please Join the Fellowship of Christian Wargamers {FCW}, as we have this brief breakfast meeting.

- 9:00 AM -

Age of Gunpowder

Z-003 - The Armada [Theme]

Length: 3 hours.; Location: Distlefink, Table: D13; Hosted by Gary Coyle.; Scale: HO; Rules: Hopelessly Simplistic Armada.; 10 players.

Once again, the Invincible Armada heads for France to pick up the Spanish Army. The English Sea Dogs await the opportunity to defend Queen and Country, and make a few bucks on the side. Sail the Spanish Great Ships to glory or the fast English race builds to riches. Adults welcome when accompanied by a player under 15.

Napoleonic

Z-001 - Calder's Action - 22 July, 1805-200th Anniversary [Theme]

Length: 7 hours.; Location: Distlefink, Table: D33, D34; Hosted by Stanley Sunderwirth.; Scale: 1:2000; Rules: Victory Under Sail.; 6 players.

Admiral Villeneuve has given Nelson the slip in the Caribbean and heads back to Europe. But, a dispatch vessel encounters the Franco-Spanish force en route and relays a warning to the Admiralty in London. Vice-Admiral Sir Robert Calder with a force of 15 battleships (including four 3-deckers) is sent to intercept. Calder encounters the allied fleet of 20 battleships in the fog west of Cape Finisterre. He captures 2 enemy ships, but does not pursue - a solid victory against superior odds. However, in the shadow of the huge victories scored by Nelson, Calder is court-martialled and reprimanded for failing to do better. Players will control squadrons in a quick-playing but accurate game with lots of dice and almost no charts. Rules will be taught.

World War II

Z-005 - JUTLAND IN THE MEDITERRANEAN

Length: 3 hours.; Location: Cornwall, Table: C6; Hosted by Vincent Lucchese.; Scale: 1/2400; Sponsored by: Wilderness Wargamers, Rules: "Battle Flags and Shell Splashes".; 10 players.

The greatest "What-If?" and the only real challenge anyone could have offered to the British fleet in World War II was the Italian Navy. Excellent Ships, Excellent crews, and all that was lacking was the oil and the coordination to make it happen. This situation assumes the Italians made a Herculean effort to get their ships ready- and the Germans gave them the Oil. Here is a match up between the battleships of the British Mediterranean Fleet and the Italian Fleet, a true battle of the Titans.

Futuristic

Z-015 - Princess Ryan's Star Marines

Length: 3 hours.; Location: Ballroom Foyer, Table: BF2; Hosted by Mark McLaughlin and Campbell.; Scale: 55mm; Rules: Princess Ryan's Space Marine (Campbell Variant).; 20 players.

Come rule the galaxy with father and son, as Mark and Campbell McLaughlin present for the 17th time the annual Sunday morning toy fest that is Princess Ryan's Star Marines!

Lots of cool, strange and silly toys and things that blow up real good for gamers of all ages. The hosts urge that for children under 10 a parent or older sibling be present — as much for the benefit of that young gamer as for the hosts and other gamers at the table, as this event usually runs to 20 to 24 players.

- 10:00 AM -

Ancients

Z-014 - Medieval Mayhem

Length: 2 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Rob Dean and the HAWKS.; Scale: 54mm; Rules: Medieval Mayhem.; 6 players.

The Hundred Years War rages on as French and English knights clash in the streets of a small village somewhere in France.. Under 13 with playing adult only, please.

Napoleonic

Z-002 - Close Action Fleet Battle [Theme]

Length: 6 hours.; Location: Heritage, Table: HE1-HE6; Hosted by Mark Campbell and Lee Girer.; Scale: 1/1200; Rules: Close Action.; 30 players

"Captains! Come enjoy another stirring naval battle from the age of sail, using the acclaimed CLOSE ACTION rules. A bloody great time is guaranteed to all!"

Z-013 - War of 1812 Fort Raid

Length: 2 hours.; Location: Marietta, Table: [See Event Host]; Hosted by Duncan Adams and the HAWKS.; Scale: 25mm; Rules: GASLIGHT.; 8 players.

With war flaring along the frontier, even civilians have to be ever ready to defend themselves. Always keeping the musket at easy reach and ready to dash for the safety of the fort, farmers and laborers have to become soldiers at a moments notice. Come try your hand at fending off enemy troops and marauding Indians. Or, see if you are quick enough to get away with settlers' food and treasure. Players of all ages welcome in this fast playing game - perfect for Sunday morning before hitting the road.

American Civil War

Z-011 - Battle for Crampton's Gap (South Mountain)

Length: 3 hours.; Location: Distlefink, Table: D24; Hosted by Fred Hubig and John Snead.; Scale: 25mm; Sponsored by: Georgetown Center for Living History, Rules: Carnage & Glory (Computer Assisted).; 8-10 players.

This year's Civil War in Miniature Series will continue September 30 - October 2 at Carlisle, PA with the Battle of Antietam. To familiarize participants with C & G, we present Crampton's Gap, a holding action by part of Longstreet's Corps, to delay the pursuing Union Army long enough for General Lee to regroup his scattered forces along the Antietam Creek - a prelude to the Battle of Antietam. Prizes Provided.

Z-016 - Afternoon Strike: 2 July 1863

Length: 5 hours.; Location: Distlefink, Table: D14; Hosted by Kaleb Dissinger.; Scale: 15mm; Rules: Fire and Fury.; 6 players.

The day before was a complete success for Lee, and the following day was hopefully going to be much of the same. After dragging his feet getting into position, General Longstreet finally began his assault against the round tops and Sickles' imprudent and exposed position. Can the Federals hold?

Sunday Events

World War I

Z-012 - Pursuit of the Goeben

Length: 5 hours.; Location: Distelfink, Table: D43, D44, D53, D54; Hosted by Dave Emdee.; Scale: 1/1200; Rules: Victory at Sea.; 14 players.

1914 - The Goeben heads for Turkey, only the British 1st Armored Cruiser squadron stands in her way. Starting the 16th year of this event, as usual, looking for an astute German Commander to lead Goeben to victory.

World War II

Z-006 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players.

"Walk up game". Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig , using just a few platoons. Russians and Germans.

- 11:00 AM -

World War II

Z-007 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players.

"Walk up game". Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig , using just a few platoons. Russians and Germans.

- 12:00 PM -

World War II

Z-008 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm;

Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players.

"Walk up game". Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig , using just a few platoons. Russians and Germans.

- 1:00 PM -

World War II

Z-009 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players.

"Walk up game". Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig , using just a few platoons. Russians and Germans.

- 2:00 PM -

World War II

Z-010 - Platoon Combat

Length: 40 Minutes.; Location: Kinderhook, Table: K1; Hosted by Martin Goddard, Julie Goddard and Rob Roriston.; Scale: 15mm; Sponsored by: Brookhurst hobbies/peter pig, Rules: PBI by Peter Pig.; 1-3 players.

"Walk up game". Lasting about 40 minutes. 2 Platoons assault 1 platoon. Learn the PBI WW2 game by Peter Pig , using just a few platoons. Russians and Germans.

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Events at a Glance

Thursday

Time	Era	Code	Event Name	Table	Location
12:00 PM	Ancients	T-010	The Celts are Revolting!	[See Event Host]	Limerock
	Ancients	T-016	Defending Trojan Territory	P1	Paradise
	Napoleonic	T-066	French BattleLines Demos	HK2	Kids World
	Napoleonic	T-080	Tippicanoe and Tecumseh Too!	P2	Paradise
	Napoleonic	T-094	Battle of Algeciras	D53	Distlefink
	American Civil War	T-068	American BattleLines ACW Demos	HK6	Kids World
	Age of Rifles	T-069	American BattleLines AWI Demos	HK8a	Kids World
	World War I	T-028	In the Skys .. South Verdun	D31	Distlefink
	World War I	T-072	Ypres - Where Heroic Illusions End	[See Event Host]	Limerock
	World War II	T-018	Gembloux	D11	Distlefink
	World War II	T-065	Boot Camp ACA	HK7	Kids World
	World War II	T-067	Mein Panzer WW2 Demos	HK4	Kids World
	World War II	T-087	Bridgehead on the Dneipr	D41	Distlefink
	Modern	T-046	Iron Men of the Falklands 1982	SH1-SH4	Showroom
	Modern	T-070	Mein Panzer Modern Demos	HK8b	Kids World
1:00 PM	Ancients	T-004	Trojan Horse	[See Event Host]	Limerock
	Age of Gunpowder	T-095	Treasure Ships and Pirate Plunder	SH14	Showroom
	World War I	T-041	The South North Sea	[See Event Host]	Marietta
	World War II	T-092	Halt at Hosingen	BF2	Ballroom Foyer
2:00 PM	Ancients	T-029	The Kingdom of Heaven	D91	Distlefink
	Napoleonic	T-079	Hearts of Oak..ships of lead !!	[See Game Host]	Cornwall
	Colonial	T-045	With Krueger in Africa, 2nd Boer War	[See Game Host]	New Holland
	Colonial	T-047	1st Invitational "Bring and Battle" FFL Game	[See Game Host]	Strasburg
	Age of Rifles	T-030	Celluloid Heros of the West	SH5-SH10	Showroom
	World War II	T-015	BATTLE OF CAPE MATAPAN	C2	Cornwall
	World War II	T-035	Festung Breslau	[See Event Host]	Marietta
	World War II	T-050	Panzer Safari	D65	Distlefink
	World War II	T-053	Grossdeutschland At Kursk	D61	Distlefink
	World War II	T-054	Calais, May 1940	D71	Distlefink
	Futuristic	T-064	WookieAttack	D81	Distlefink
3:00 PM	Ancients	T-021	Attack on Arsuf Heights	D14	Distlefink
	Age of Gunpowder	T-006	Battle of Bauge, 1421	D12	Distlefink
	Napoleonic	T-033	The Battle of Elchingen	[See Event Host]	Marietta
	World War II	T-038	I Strike Ike	[See Event Host]	Marietta
	World War II	T-049	Panzer Attack at Ft Capuzzo	D13	Distlefink
	Fantasy	T-090	D&D Mini's skirmish tutorial	D62	Distlefink
4:00 PM	Ancients	T-077	Warhammer English Civil War Tournament	[TournamentArea]	Lampeter
	Ancients	T-093	Classical Hack, "Roman Treachery in Galatia" 188 B.C.E.	D55	Distlefink
	Age of Gunpowder	T-019	Cog Wars	P5	Paradise
	Napoleonic	T-025	Ebersberg 3 May 1809	D22	Distlefink
	Napoleonic	T-052	Plancenot - Bulow at Waterloo	D32	Distlefink
	American Civil War	T-059	Carnage and Glory in the American Civil War: The Road to Antietam	D42	Distlefink
	World War I	T-008	Aerodrone 1.1	D25	Distlefink
	World War II	T-022	Chinese Fire Drill	D21	Distlefink
	World War II	T-076	HELL's HIGHWAY - 101st Airborne defending the road to Arnhem.	D43	Distlefink
4:30: PM	Ancients	T-078	Warhammer Ancient Battles Doubles Tournament	[TournamentArea]	Lampeter
5:00 PM	Napoleonic	T-051	Battle of ASPERN-ESSLING 1809 - 25mm Shako II	D45	Distlefink
6:00 PM	Ancients	T-011	The Celts are Revolting!	[See Event Host]	Limerock
	Age of Gunpowder	T-007	The Great Siege: Malta 1565	FP1	Fireplace
	Age of Gunpowder	T-027	Confrontation on the Taro	[See Event Host]	Cornwall
	Age of Gunpowder	T-034	Battle of Minorca, 20 May, 1756	[See Event Host]	Marietta
	Age of Gunpowder	T-042	Not Quite Seven Years' War	[See Event Host]	Marietta
	Age of Gunpowder	T-086	French and Indian War Naval - Canoe race1	D44	Distlefink
	Napoleonic	T-039	Leipzig Twilight	[See Event Host]	Marietta
	Napoleonic	T-040	War of 1812 Convoy Capture	[See Event Host]	Marietta
	Napoleonic	T-057	Nelson - Lord of the Seas	D34	Distlefink
	American Civil War	T-088	Uncertainty in a "w"ilderness	BF2	Ballroom Foyer
	Colonial	T-074	BATTLE OF ALIWAL (First Sikh War 1846)	P1	Paradise
	World War I	T-024	Battle Cruiser Duel at Jutland	D23, D24, D33, D34	Distlefink
	Pre WWII	T-056	Up the Slot, 1922.	D31	Distlefink
	World War II	T-062	Area of Operations: Stalingrad	Table 3	Cornwall
	Futuristic	T-061	Classic Battletech - Waco's Vengeance	D41	Distlefink
	Fantasy	T-009	Daiglin's Resistance	[See Event Host]	Limerock
7:00 PM	Ancients	T-005	Assault on Troy	[See Event Host]	Limerock
	Ancients	T-058	Badon Hill: Hold Back the Tide	D12	Distlefink
	Napoleonic	T-001	Ship's Master and Commander 1	SH1, SH2	Showroom
	Napoleonic	T-002	Ship's Master and Commander 2	SH3, SH4	Showroom
	Napoleonic	T-063	Austerlitz - Davout's Desperate Defense	SH17	Showroom
	Napoleonic	T-083	Napoleonic Fire & Fury - Basic Training	[See Event Host]	Hopewell

Events at a Glance

Thursday (continued)

Time	Era	Code	Event Name	Table	Location
	Napoleonic	T-085	Legacy of Glory II	D53	Distlefink
	American Civil War	T-060	Carnage and Glory in the American Civil War: The Road to Antietam	D42	Distlefink
	American Civil War	T-071	Down in the Delta	D52	Distlefink
	Age of Rifles	T-031	Another Abnormal Day in the Wild West	SH5-SH10	Showroom
	World War II	T-012	Aerodrome II WW2 Air Combat: Pacific Theatre	D15	Distlefink
	World War II	T-055	Waltzing with Matildas, the Counterattack at Arras, May 1940	D71	Distlefink
	Modern	T-082	Suh Hae Kyo Jun (West Sea Battle)	K2	Kinderhook
	Modern	T-084	NASCAR Dover Mile	[See Event Host]	Cornwall
	Modern	T-089	Speed and Thunder - NASCAR racing	D61	Distlefink
	Futuristic	T-023	Predators, Aliens, Terrorists, Oh My!!!	SH29, SH30	Showroom
	Fantasy	T-091	D&D Mini's 200 point warband tournament	D91	Distlefink
8:00 PM	Ancients	T-003	Caesar against the Celts	C4	Cornwall
	Ancients	T-075	Age of (Ancient) Fighting Sail	[See Event Host]	Cornwall
	Age of Gunpowder	T-020	Pirates of the Mediterranean	P5	Paradise
	Age of Gunpowder	T-036	Incident at the Ruptured Swordfish	[See Event Host]	Marietta
	American Civil War	T-032	Blocade Busting in the Civil War	SH13-SH14	Showroom
	American Civil War	T-073	Ironclad Fleet Action at Charleston	D62	Distlefink
	Colonial	T-026	Battle of El-Teb 1884	[See Game Host]	Strasburg
	Colonial	T-043	The Damned Die Hard - Morocco 1905	[See Event Host]	New Holland
	Colonial	T-048	"Egypt for the Egyptians!" The Battle of Tel El Kebir	[See Event Host]	New Holland
	Pre WWII	T-013	Quest for La Calavera Negra de la Luna	C2	Cornwall
	Pre WWII	T-044	Little Trouble in Big China - 1920's	[See Event Host]	New Holland
	World War II	T-037	Bridge at Zinsk - Double Blind	[See Event Host]	Marietta

Friday

Time	Era	Code	Event Name	Table	Location
8:00 AM	Age of Gunpowder	F-067	Confrontation on the Taro	[See Event Host]	Cornwall
	Napoleonic	F-117	Battle of ASPERN-ESSLING 1809 - 25mm Shako II	D55	Distlefink
8:30 AM	Ancients	F-194	Warhammer Ancient Battles Tournament	[TournamentArea]	Lampeter
9:00 AM	Age of Gunpowder	F-092	Plastic Pirates Pilfer Pinnacle	[See Event Host]	Marietta
	Age of Gunpowder	F-098	Not Quite Seven Years' War	[See Event Host]	Marietta
	Age of Gunpowder	F-187	The Alamo	[See event Host]	Cornwall
	Napoleonic	F-013	Pratzen Heights	[See Event Host]	Limerock
	Napoleonic	F-089	Leipzig Twilight	[See Event Host]	Marietta
	Napoleonic	F-108	Gun to Leeward at Trafalgar	D12	Distlefink
	Colonial	F-063	Springtime in the Sudan	[See Game Host]	New Holland
	Colonial	F-065	The Dig	[See Game Host]	Strasburg
	Colonial	F-104	1st Action at Bronkhorst Spruit, 1st Boer War 1880	[See Game Host]	New Holland
	Colonial	F-105	The Supply Column, FFL	[See Game Host]	New Holland
	Age of Rifles	F-056	Moby Dick	D42	Distlefink
	Age of Rifles	F-127	The Good, The Bad and The Ugly	[See Event Host]	Cornwall
	World War I	F-096	Assault on the Wells	[See Event Host]	Marietta
	World War I	F-177	Campaign: Ypres - Where Heroic Illusions End	[See Event Host]	Limerock
	World War I	F-182	The Troubridge Decision - 1914 (Stop the Goeben!)	P7	Paradise
	Pre WWII	F-101	Zeppelins Over Zhang-Dao - China 1930's	[See Event Host]	Strasburg
	World War II	F-045	Tanks for Beginners	P5	Paradise
	World War II	F-111	Whose Bridge is this anyway?	D65	Distlefink
	World War II	F-123	Introducing Kampfgruppe Commander II	P1	Paradise
	World War II	F-129	Battle of the Eastern Solomons	BF1	Ballroom Foyer
	World War II	F-136	Flames of War Tournament	[TournamentArea]	Lampeter
	World War II	F-137	Red Steel	SH25	Showroom
	World War II	F-138	Meeting Engagement, North Africa 1942	SH26	Showroom
	World War II	F-158	Pegasus Bridge	D44	Distlefink
	World War II	F-192	HELL's HIGHWAY - 101st Airborne defending the road to Arnhem.	SH12	Showroom
	Modern	F-146	A Walk in the Park	SH28	Showroom
	Futuristic	F-031	"Was ist ein Space Orc, Oberst Braun?"	C2	Cornwall
	Fantasy	F-086	War of the Worlds	[See Event Host]	Marietta
10:00 AM	Ancients	F-093	Samurai Seige	[See Event Host]	Marietta
	Ancients	F-222	Hoplion 2nd ed. Demo	HE7	Heritage
	Age of Gunpowder	F-019	The Great Siege: Malta 1565	FP1	Fireplace
	Age of Gunpowder	F-026	Seneffe 1674: the Great Conde's Last Battle	D23	Distlefink
	Age of Gunpowder	F-035	Battle of Bolling Creek	D13	Distlefink
	Age of Gunpowder	F-133	Killer Katanas 2nd edition	D81	Distlefink
	Age of Gunpowder	F-220	French and Indian War Naval - Canoe race2	D52	Distlefink
	Napoleonic	F-028	B4 I was a Marshal	D25	Distlefink
	Napoleonic	F-084	Battle of Lemnos, 19-20 June, 1807	[See Event Host]	Marietta

Events at a Glance

Friday (continued)

Time	Era	Code	Event Name	Table	Location
10:00 AM	Napoleonic	F-162	Bloody Crossroads	HK1	Kids World
	Napoleonic	F-180	Borodino 1812	SH15/SH16	Showroom
	Napoleonic	F-185	NELSON & THE INSHORE SQUADRON	D43	Distlefink
	Napoleonic	F-211	Nach Paris!	D54	Distlefink
	American Civil War	F-038	Champion Hill	D35	Distlefink
	American Civil War	F-043	Battle for Crampton's Gap (South Mountain)	D24	Distlefink
	American Civil War	F-053	Breakthrough at Fort J. Roberts Young	D32	Distlefink
	American Civil War	F-215	Wargaming the Battle of Chickamauga	[See Event Host]	Hopewell
	Age of Rifles	F-076	A Change of Pace	SH5-SH10	Showroom
	Age of Rifles	F-128	Bad Day at Apache Rock	D62-D62	Distlefink
	World War I	F-054	Trench Wars: Palestine 1917	D45	Distlefink
	World War II	F-018	Operaton Market Garden	D72-D75, D82-D85, D92-D96	Distlefink
	World War II	F-163	Rats in a Maze	HK3	Kids World
	World War II	F-165	Infantry Mein Panzer Boot Camp	HK7 and HK8	Kids World
	World War II	F-201	Market Garden an American alternative history	HE8	Heritage
	World War II	F-212	Panzer Counter-Attack Bereza, Russia 17July1944	D53	Distlefink
	World War II	F-217	Assault on a French Town	K2	Kinderhook
	Modern	F-059	Cave in!	SH29, SH30	Showroom
	Modern	F-164	Israeli Offensive - Syria	HK5	Kids World
	Modern	F-224	Battle of Prot Penn Farm	K1	Kinderhook
	Futuristic	F-152	Classic Battletech - Circle of Death VI	SH28	Showroom
	Fantasy	F-148	The Basti Camp I	HE6	Heritage
	Fantasy	F-191	A Scary Night in Mirkwood	[See Event Host]	Ballroom Foyer
	All Periods	F-181	HMGs Painting University - Miniature Painting for Children	[See Host]	Business Ctr
	All Periods	F-197	HMGs Paint'n'Take	[See Host]	Business Ctr
	11:00 AM	F-090	Invasion Fleet, Loaded for Bear!	[See Event Host]	Marietta
	American Civil War	F-161	Gettysburg: Eastfield Cavalry Battle 3 July 1863	D64	Distlefink
	World War II	F-015	Skirmanovo, 1941	P3	Paradise
	World War II	F-124	Introducing Kampfgruppe Commander II	P1	Paradise
	World War II	F-231	Beyond the Meuse, May 1940	SH18	Showroom
	All Periods	F-198	Scenery Painting	[See Host]	Business Ctr
12:00 PM	Age of Gunpowder	F-049	Birth of the Broadside	P6	Paradise
	Age of Gunpowder	F-131	Battle of Sandomierz	K03	Kinderhook
	Age of Gunpowder	F-159	The Battle of Pavia, 1525	SH17	Showroom
	Napoleonic	F-166	French BattleLines Demos	HK2	Kids World
	Napoleonic	F-195	Calder's Action	D63	Distlefink
	American Civil War	F-168	American BattleLines ACW Demos	HK6	Kids World
	American Civil War	F-196	Clash at Willoughby Run	SH20	Showroom
	World War I	F-070	The Hostile skies of Carvin , France	D31	Distlefink
	Pre WWII	F-083	Italian Brothers	[See Event Host]	Marietta
	World War II	F-023	Aerodrome II WW2Air Combat: Pacific Theatre	D15	Distlefink
	World War II	F-036	Yellow Beach, Saipan	D11	Distlefink
	World War II	F-046	Tank Battles for Beginners	P5	Paradise
	World War II	F-102	Iron Men of Mers-el-Kebir 1940	SH1-SH4	Showroom
	World War II	F-121	Pagoda Hill	D71	Distlefink
	World War II	F-167	Mein Panzer WW2 Demos	HK4	Kids World
	World War II	F-190	Bravest of the Brave	HE1	Heritage
	Modern	F-174	Mein Panzer Modern Demos	HK8b	Kids World
	Futuristic	F-153	Classic Battletech Demo 1	SH31	Showroom
	Fantasy	F-069	Look Grudi, Teddy Bears!!	D41	Distlefink
	1:00 PM	F-071	The Kingdom of Heaven	D91	Distlefink
	Age of Gunpowder	F-029	Sweet Meat Must Have Sour Sauce	[See Event Host]	Cornwall
	Age of Gunpowder	F-216	Battle on Lake Ontario 1813	[See Event Host]	Cornwall
	Napoleonic	F-094	Why Those are Regulars!	[See Event Host]	Marietta
	Colonial	F-021	Camerone	D31	Distlefink
	Colonial	F-064	Queen of Aden	[See Game Host]	New Holland
	Age of Rifles	F-057	Moby Dick	D42	Distlefink
	World War II	F-143	Operation Market Garden: Hells Highway	SH24	Showroom
	World War II	F-184	Panzer — Introductory Session	SH19	Showroom
	World War II	F-202	Passage of the Schwabenland	HE9	Heritage
	World War II	F-219	Let us Doe See Doe at Fort Capuzzo!	D21	Distlefink
	Modern	F-073	Rear Guard at Yudam-Ni - Korea, 1950	P4	Paradise
	Modern	F-099	Seize the Bridges!	[See Event Host]	Marietta
	Modern	F-126	Blackhawk Down	[See Event Host]	Cornwall
	Fantasy	F-087	War of the Worlds	[See Event Host]	Marietta
	All Periods	F-232	Miniature Painting for Children	[See Host]	Business Ctr
2:00 PM	Ancients	F-007	Caesar v. Vercingetorix	C4	Cornwall

Events at a Glance

Friday (continued)

Time	Era	Code	Event Name	Table	Location
2:00 PM	Ancients	F-188	Age of (Ancient) Fighting Sail	(See Event Host)	Cornwall
	Age of Gunpowder	F-091	Maritime Mayhem at Mercer and Mifflin	[See Event Host]	Marietta
	Age of Gunpowder	F-125	"A Very Sharpe Dispute!" - The Battle of Willoughby Field (5 July 1648)	P2	Paradise
	Age of Gunpowder	F-213	Steel Bonnets	D25	Distlefink
	Napoleonic	F-002	Calder's Action - 22 July, 1805-200th Anniversary	D33, D34	Distlefink
	Napoleonic	F-118	"Assaye—Wellington's First Victory, Sept.23, 1803"	[See Game Host]	Strasburg
	Napoleonic	F-209	Battle of Shervardino	SH32	Showroom
	American Civil War	F-044	A Cornfield in Maryland	D24	Distlefink
	Colonial	F-109	March to Fort Beauregard	[See Game Host]	New Holland
	Colonial	F-119	Old Time Colonial Gaming	[See Event Host]	New Holland
	Age of Rifles	F-011	Two if by Sea: The Prussian Invasion of Als, 1864	K02	Kinderhook
	Age of Rifles	F-020	The Road to Sedan - 1870	[See Event Host]	Limerock
	Age of Rifles	F-077	Fleets Meet! Ships Sink!	SH13-SH14	Showroom
	World War I	F-055	Trench Wars: German East Africa 1916	D45	Distlefink
	Pre WWII	F-030	Quest for La Calavera Negra de la Luna	C2	Cornwall
	World War II	F-103	The Patrol	[See Game Host]	New Holland
	World War II	F-112	Kurita vs Lee	HE4, HE5	Heritage
	World War II	F-130	Battle of Santa Cruz	BF1	Ballroom Foyer
	World War II	F-135	Stalingrad - Blooming Red October Factory	D22	Distlefink
	World War II	F-139	Grossdeutschland At Kursk	SH25	Showroom
	World War II	F-140	"Hold'em boys!", Anzio, Italy	SH26	Showroom
	World War II	F-183	The Troubridge Decision - 1939 (Stop the Gneisenau!)	P7	Paradise
	Modern	F-008	FULDA '77	BF3	Ballroom Foyer
	Futuristic	F-154	Classic Battletech Demo 2	SH31	Showroom
	Futuristic	F-160	WookieAttack	BF2	Ballroom Foyer
	Fantasy	F-149	The Basti Camp II	HE6	Heritage
	All Periods	F-199	Painting for Complete Beginners	[See Host]	Business Ctr
3:00 PM	Age of Gunpowder	F-016	Battle of Cravant, 1423	D12	Distlefink
	Age of Gunpowder	F-157	Mingolsheim, April 27, 1622	SH21	Showroom
	Napoleonic	F-014	Pratzen Heights	[See Event Host]	Limerock
	Colonial	F-022	Camerone	D31	Distlefink
	Colonial	F-079	Isandlwana: Struggle for the Camp	D32	Distlefink
	World War II	F-203	March Up to Kiev - Soviet CounterAttacks - June 1941	SH11	Showroom
	Modern	F-060	Mess O Potamia	SH29, SH30	Showroom
	Fantasy	F-097	Lord of the Rings - Kids Game	[See Event Host]	Marietta
	Fantasy	F-223	Cowboys, Indians, Martians, And Flying Boats.	SH33	Showroom
	All Periods	F-200	Painting - First Steps through Advanced Techniques	[See Host]	Business Ctr
4:00 PM	Age of Gunpowder	F-050	Cog Wars	P6	Paradise
	Age of Gunpowder	F-173	American BattleLines AWI Demos	HK8a	Kids World
	Napoleonic	F-169	Death Comes to a French Farm	HK1	Kids World
	American Civil War	F-039	Champion Hill	D35	Distlefink
	American Civil War	F-206	The Still of the Night	SH22/23	Showroom
	World War II	F-024	Aerodrome II WW2Air Combat: Pacific Theatre	D15	Distlefink
	World War II	F-115	Battle for Primosole Bridge	D43	Distlefink
	World War II	F-170	Division Counter Attack	HK3	Kids World
	World War II	F-172	When Confusion Reigns	HK7	Kids World
	World War II	F-193	HELL's HIGHWAY - 101stAirborne defending the road to Arnhem.	SH12	Showroom
	Modern	F-171	Advancing to Baghdad	HK5	Kids World
	Futuristic	F-155	Classic Battletech Demo 3	SH31	Showroom
	Fantasy	F-047	Dwarf Wars: Here we go again!	P5	Paradise
5:00 PM	Ancients	F-034	El Cid at Valencia	P3	Paradise
	American Civil War	F-230	Seminar: Carnage and Glory in the American Civil War: The Road to Antietam	[See Event Host]	Hopewell
	World War I	F-080	"With our backs to the wall.."	D13	Distlefink
	World War II	F-227	Halt at Hosingen	SH20	Showroom
6:00 PM	Ancients	F-040	Labienus and the Treviri Spring 53 B.C.	P4	Paradise
	Ancients	F-052	Roman Circus II	K01	Kinderhook
	Age of Gunpowder	F-027	Seneffe 1674: the Great Conde's Last Battle	D23	Distlefink
	Age of Gunpowder	F-120	The Battle of Stono Ferry	D41	Distlefink
	Age of Gunpowder	F-179	The Great Siege: Malta 1565	FP1	Fireplace
	Napoleonic	F-106	Battle at Sea during the Napoleon Era	D44	Distlefink
	Napoleonic	F-142	Nelson - Lord of the Seas	HE2	Heritage
	American Civil War	F-081	Bombardment of Fort Sumter, April 7th 1863	D11	Distlefink
	American Civil War	F-082	Picket's Charge by GASLIGHT	[See Event Host]	Marietta
	American Civil War	F-150	Dawn in the Cornfield	HE7	Heritage
	American Civil War	F-229	Sedgwick's Assault: Salem Church 1863	HE6	Heritage
	Age of Rifles	F-058	Moby Dick	D42	Distlefink
	World War I	F-062	Ambush at Dogger Bank	D54, D55, D64, D65	Distlefink

Events at a Glance

Friday (continued)

Time	Era	Code	Event Name	Table	Location
6:00 PM	World War I	F-107	The Devils Paintbrush	D53	Distlefink
	Pre WWII	F-226	War of the Worlds War II by GASLIGHT	[See Event Host]	Cornwall
	World War II	F-001	Guadalcanal: 12-14 Sept 1942, The Battle of Bloody Ridge	D52	Distlefink
	World War II	F-012	Battle of the Barents Sea	[See Event Host]	Cornwall
	World War II	F-114	Normandy Bocage	P1	Paradise
	World War II	F-144	Operation Market Garden: Hells Highway	SH24	Showroom
6:30 PM	World War II	F-178	Lancasters over Berlin	SH18	Showroom
	Futuristic	F-156	Classic Battletech - Resolution on Dye	SH28	Showroom
7:00 PM	Age of Gunpowder	F-010	Encounter at Washburn's Tavern	D14	Distlefink
	Ancients	F-072	The Kingdom of Heaven	D91	Distlefink
	Ancients	F-122	Medieval Labor Dispute	[See Event Host]	Limerock
	Ancients	F-134	Battle of the Metaurus, 207 BC	D31	Distlefink
	Ancients	F-145	Badon Hill: Break the Siege	D12	Distlefink
	Ancients	F-221	Circus Maximus Open XV	SH19	Showroom
	Age of Gunpowder	F-132	Battle of Springfield, May, 1778	K03	Kinderhook
	Napoleonic	F-003	Ship's Master and Commander 3	SH1, SH2	Showroom
	Napoleonic	F-004	Ship's Master and Commander 4	SH3, SH4	Showroom
	American Civil War	F-151	Carnage and Glory in the American Civil War: The Road to Antietam	D45	Distlefink
	American Civil War	F-175	Steaming up the Big Muddy	HE3	Heritage
	Age of Rifles	F-078	Where Buffalo roam and they Hang Thieves!	SH5-SH10	Showroom
	Age of Rifles	F-095	The Battle of Santiago	[See Event Host]	Marietta
	Age of Rifles	F-210	Temperance Tantrum	SH25	Showroom
	World War I	F-041	Aces High: Late WWI Airwar	D24	Distlefink
	Pre WWII	F-005	ROAD TO GUADALAJARA	D25	Distlefink
	Pre WWII	F-228	Captain Astro and the Death Ray	SH26	Showroom
	World War II	F-017	Convoy to North Africa 1941	D61, D71	Distlefink
	World War II	F-085	HAWKs Tenth Annual BAPS Extravaganza: Trapped on the Vistula	[See Event Host]	Marietta
	World War II	F-141	The Tractor Factory	HE1	Heritage
	World War II	F-176	IABSM! In Normandy	D62	Distlefink
	World War II	F-205	1942 Hungarian, Soviet Clash	He6	Heritage
	Modern	F-100	Seize the Bridges!	[See Event Host]	Marietta
	Modern	F-116	Demolition Derby	D63	Distlefink
	Modern	F-147	A Walk in the Park	SH28	Showroom
	Modern	F-214	The X-Files come to Mayberry	HE9	Heritage
	All Periods	F-075	Capturing a Moment in History	[See Event Host]	Hopewell
8:00 PM	Ancients	F-048	Viking Looters	P5	Paradise
	Ancients	F-189	Spitamenes Must Die!	[See Event Host]	Cornwall
	Ancients	F-204	The Battle of Hastings	HE8	Heritage
	Age of Gunpowder	F-186	BATTLE OF RESACA DE LA PLAMA (Mexican War 1845)	P2	Paradise
	Colonial	F-066	Zulu Twilight	[See Game Host]	Strasburg
	Colonial	F-110	"Egypt for the Egyptians!" The Battle of Tel El Kebir	[See Event Host]	New Holland
	Age of Rifles	F-006	CUSTERS Last LAST STAND!	BF1-BF3	Ballroom Foyer
	World War I	F-051	Trench Wars: Treat them Rough	P6	Paradise
	World War I	F-225	Raid on Durazzo	D21	Distlefink
	Pre WWII	F-009	Rugged Adventures/The Good, The Bad and the Greedy	D22	Distlefink
	Pre WWII	F-074	Terror of the Metal Menace!	[See Event Host]	Cornwall
	World War II	F-025	Aerodrome II WW2 Air Carrier Attack	D15	Distlefink
	World War II	F-032	Take the Town and Silence Those Mortars!	C4	Cornwall
	World War II	F-088	Hunt for the Sturmtiger	[See Event Host]	Marietta
	Modern	F-218	Speed & Thunder	D81	Distlefink
	Futuristic	F-061	What God Didn't Make, Let Special Ops Destroy	SH29, SH30	Showroom
	Futuristic	F-068	Rescue at Parroom Station	[See Game Host]	New Holland
	Napoleonic	F-113	"How was artillery really used on the Napoleonic battlefields"	[See Event Host]	Hopewell
10:00 PM	American Civil War	F-207	Midnight Massacre (Battle of Atlanta) July 22, 1864	SH17	Showroom

Events at a Glance

Saturday

Time	Era	Code	Event Name	Table	Location
8:00 AM	Age of Gunpowder	S-043	Sweet Meat Must Have Sour Sauce	[See Event Host]	Cornwall
	World War II	S-051	The Memphis Belle	D81, D91	Distlefink
	Modern	S-160	HMGS Meeting	[See Event Host]	Vistas
9:00 AM	Ancients	S-071	Samurai Wars	P5	Paradise
	Ancients	S-111	Hannibal at the Gates	[See Event Host]	Marietta
	Age of Gunpowder	S-078	A Matter Of Honor	P4	Paradise
	Napoleonic	S-200	Hearts of Oak...ships of lead !!	[See Game Host]	Cornwall
	American Civil War	S-201	Breakfast at Widow Tapp's Place	P1	Paradise
	Colonial	S-041	Tacambaro	D32	Distlefink
	Colonial	S-117	Column Up the Khyber	[See Event Host]	New Holland
	Colonial	S-121	The Island - Sudan	[See Game Host]	New Holland
	Colonial	S-125	"And then someone started screaming..."	[See Event Host]	New Holland
	Age of Rifles	S-116	Grasping at Sand - FFL	[See Event Host]	Strasburg
	Age of Rifles	S-123	Seminar on the Battle of Tsushima		Hopewell
	Age of Rifles	S-186	The Naval Battle of Coquimbo (Chilean-American War of 1892)	P7	Paradise
	World War I	S-075	Trench Wars: The Attack of the Jerries!	P6	Paradise
	World War I	S-188	Lt. Irwin Rommel, France 1914	SH18	Showroom
	Pre WWII	S-044	Quest for La Calavera Negra de la Luna	C2	Cornwall
	World War II	S-036	Graf Spee Battles Force G - 1939	D61, D71	Distlefink
	World War II	S-048	BATTLE OF PUNTA STILO	C6	Cornwall
	World War II	S-053	Platoon Combat	K1	Kinderhook
	World War II	S-108	Arras 21 May 1940	[See Event Host]	Marietta
	World War II	S-118	Divine Wind over Okinawa	D42	Distlefink
	World War II	S-129	Caen we Make it?	D65	Distlefink
	World War II	S-135	WWII: The Struggle for Europe and Asia	SH20	Showroom
	World War II	S-150	Red Steel	SH26	Showroom
	World War II	S-151	Tigers on the Prowl	SH27	Showroom
	World War II	S-187	Fallschirmjaegers on Crete: "Out of the Frying Pan"	SH11	Showroom
	World War II	S-189	Combat Jump Sicily: "Fallen Comrades"	SH12	Showroom
	Modern	S-113	Trouble in Ruritania	[See Event Host]	Marietta
	Modern	S-190	Hamburger Hill: "Blackjack"	SH24	Showroom
	Fantasy	S-097	Fleet Battles by GASLIGHT	[See Event Host]	Marietta
	All Periods	S-202	HMGS Paint'n'Take	[See Host]	Business Ctr
	All Periods	S-222	Miniature Painting for Children	[See Host]	Business Ctr
10:00 AM	Ancients	S-114	Prince Valiant in the Days of King Arthur	[See Event Host]	Marietta
	Ancients	S-143	Upon St. Crispin's Day!	D41	Distlefink
	Ancients	S-147	Defend the Acropolis	D64	Distlefink
	Age of Gunpowder	S-038	The Great Siege: Malta 1565	FP1	Fireplace
	Age of Gunpowder	S-136	Buccaneers of the Caribbean	SH29-30	Showroom
	Napoleonic	S-003	Trafalgar - 21 October, 1805	D33, D34	Distlefink
	Napoleonic	S-005	Close Action Fleet Battle	HE1-HE6	Heritage
	Napoleonic	S-042	B4 I was a Marshal	D25	Distlefink
	Napoleonic	S-170	Austerlitz 1805 - Along the Olmutz Road	SH17	Showroom
	American Civil War	S-025	Bloody Lane	D14	Distlefink
	American Civil War	S-069	Battle for Crampton's Gap	D43	Distlefink
	American Civil War	S-168	2nd Kernstown 7/24/1864	D12	Distlefink
	American Civil War	S-173	Encounter at the Coulter Farm	HK1	Kids World
	Age of Rifles	S-090	Cinco De Mayo!	SH5-SH10	Showroom
	World War I	S-026	Aerodrome 1.1: Ace of Aces	D23	Distlefink
	World War II	S-008	Red Sun, Red Death	D11	Distlefink
	World War II	S-009	Hold Fast on the Frontier	D21	Distlefink
	World War II	S-037	Operation Market Garden	D72-D75, D82-D85, D92-D96	Distlefink
	World War II	S-055	Platoon Combat	K1	Kinderhook
	World War II	S-094	Use of the StG 44 Assault Rifle	[See Event Host]	Hopewell
	World War II	S-144	Carentan Mini Campaign: Game #1 Advance	K03	Kinderhook
	World War II	S-174	Operations Order #17	HK3	Kids World
	World War II	S-175	Is That You, Sacha?	HK5	Kids World
	World War II	S-176	Infantry Mein Panzer Boot Camp	HK7 and HK8	Kids World
	World War II	S-185	End Days - 1945 PANZER	HE7-9	Heritage
	World War II	S-209	Panzer Counter-Attack Bereza, Russia 17 July 1944	D44	Distlefink
	World War II	S-213	Assault on a French Town	K2	Kinderhook
	Modern	S-022	FULDA '77	BF3	Ballroom Foyer
	Futuristic	S-126	A Simple Sweep	SH19	Showroom
	Futuristic	S-162	Classic Battletech - Solaris VII: 3062 Riots Part 1	SH28	Showroom
	Fantasy	S-197	A Scary Night in Mirkwood	[See Event Host]	Ballroom Foyer
	All Periods	S-229	Painting for Complete Beginners	[See Host]	Business Ctr
11:00 AM	Napoleonic	S-105	Invasion Fleet, Loaded for Bear!	[See Event Host]	Marietta
	World War II	S-010	East Front Junkyard	D31	Distlefink

Events at a Glance

Saturday (continued)

Time	Era	Code	Event Name	Table	Location
11:00 AM	World War II	S-056	Platoon Combat	K1	Kinderhook
	All Periods	S-223	Scenery Painting Class	[See Host]	Business Ctr
12:00 PM	Ancients	S-052	El Cid and The Moors	P3	Paradise
	Age of Gunpowder	S-106	Concord to Lexington	[See Event Host]	Marietta
	Age of Gunpowder	S-133	ALAMO!	D62	Distlefink
	Napoleonic	S-177	French BattleLines Demos	HK2	Kids World
	Napoleonic	S-198	The Battle of Trafalgar	SH24	Showroom
	American Civil War	S-179	American BattleLines ACW Demos	HK6	Kids World
	Age of Rifles	S-031	Feed'm to the Chinaman's Pigs	D23	Distlefink
	Age of Rifles	S-122	Iron Men of Tsushima 1905	SH1-SH4	Showroom
	Age of Rifles	S-199	War on the Plains	D53	Distlefink
	World War I	S-184	War in the West	SH32	Showroom
	World War II	S-067	Busting the Bocage, "Hell on Wheels" vs "Götz von Berlichingen"	D45	Distlefink
	World War II	S-141	Pagoda Hill	D81	Distlefink
	World War II	S-178	Mein Panzer WW2 Demos	HK4	Kids World
	Futuristic	S-163	Classic Battletech Demo 1	SH31	Showroom
1:00 PM	Ancients	S-017	Daimyo Influence	SH25	Showroom
	Ancients	S-072	Gladiator Wars	P5	Paradise
	Ancients	S-085	The Kingdom of Heaven	D91	Distlefink
	Ancients	S-112	Hannibal at the Gates	[See Event Host]	Marietta
	Napoleonic	S-050	Perrys Victory, Battle of lake Erie	D15	Distlefink
	American Civil War	S-158	Fix Bayonets!	D22	Distlefink
	Colonial	S-001	"Attorneys Can't Game WSIM: Too ManyAttorneys In The Gene Pool"	BF2	Ballroom Foyer
	World War I	S-076	Trench Wars: Glory Enough For all!	P6	Paradise
	World War II	S-012	Hold Fast on the Frontier	D21	Distlefink
	World War II	S-014	Red Sun, Red Death	D11	Distlefink
	World War II	S-057	Platoon Combat	K1	Kinderhook
	World War II	S-156	Operation Market Garden: A Little Excursion to Nuenen	SH21	Showroom
	World War II	S-216	Assault on Hafid Ridge	SH18	Showroom
	World War II	S-220	Halt at Hosingen	SH33	Showroom
	Modern	S-088	Rear Guard at Yudam-Ni - Korea, 1950	P2	Paradise
	Futuristic	S-107	Wild Star	[See Event Host]	Marietta
	All Periods	S-224	Miniature Painting for Children	[See Host]	Business Ctr
1:30 PM	All Periods	S-171	Battage: A New Approach to Wargame Design	[See Event Host]	Hopewell
2:00 PM	Ancients	S-021	Caesar's Crossing of the Rhine	C4	Cornwall
	Ancients	S-103	The Siege of Antioch	[See Event Host]	Marietta
	Ancients	S-128	DBA Quadrathon	[See Event Host]	Lampeter
	Ancients	S-148	Defend the Acropolis	D64	Distlefink
	Age of Gunpowder	S-083	Imperius Interventium Leonardo	[See Event Host]	Cornwall
	Age of Gunpowder	S-169	Wimpfen, May 6, 1622	SH22	Showroom
	Napoleonic	S-046	A walk in the peninsula	[See Event Host]	Cornwall
	Napoleonic	S-099	Battle of Kamperduin, 11 October, 1797	[See Event Host]	Marietta
	Napoleonic	S-191	THE NELSON TOUCH	D52	Distlefink
	Napoleonic	S-219	Sailpower: Large scale (1/100 15MM) Combat in the age of sail	D24	Distlefink
	American Civil War	S-049	Second Manassas 1862	D61	Distlefink
	Colonial	S-081	"Washing of Spears"	[See Event Host]	Cornwall
	Colonial	S-091	Colonial Fleets Collide	SH13-SH14	Showroom
	Colonial	S-127	Isandhlwana	Table A	New Holland
	Age of Rifles	S-030	Two if by Sea: The Prussian Invasion of Als, 1864	K02	Kinderhook
	World War I	S-027	Aerodrome 1.1: Ace of Aces	D23	Distlefink
	World War I	S-079	Trench Wars: France 1914—Lt. Rommel's Route to Verdun	D35	Distlefink
	Pre WWII	S-195	Quest for La Calavera Negra de la Luna	(See Event Host)	Cornwall
	World War II	S-011	East Front Junkyard	D31	Distlefink
	World War II	S-016	Pointe du Hoc	BF1	Ballroom Foyer
	World War II	S-033	Tank Battle at Mt sensk, 1941	P7	Paradise
	World War II	S-058	Platoon Combat	K1	Kinderhook
	World War II	S-119	Counter Attack on St. Mere Eglise	[See Game Host]	New Holland
	World War II	S-139	"So Comrade you want to fight in the Tractor Factory"	SH15	Showroom
	World War II	S-142	Introducing Kampfgruppe Commander II	P4	Paradise
	World War II	S-145	Carentan Mini Campaign: Game #2 Counter Attack	K03	Kinderhook
	World War II	S-152	Grossdeutschland At Kursk	SH26	Showroom
	World War II	S-153	Pushing Past Primsole	SH27	Showroom
	World War II	S-155	Caen - Québécois vs. the SS Hitler Youth, Eh?	D63	Distlefink
	Futuristic	S-164	Classic Battletech Demo 2	SH31	Showroom
	Futuristic	S-166	Classic Battletech - Solaris VII: 3062 Riots Part 2	SH28	Showroom
	Futuristic	S-172	WookieAttack	SH23	Showroom
	All Periods	S-225	Painting for Complete Beginners	[See Host]	Business Ctr
2:30 PM	Age of Gunpowder	S-210	Steel Bonnets	D42	Distlefink
3:00 PM	None	S-089	Wargaming Myths and the "Real" Napoleonic Battlefield	[See Event Host]	Hopewell

Events at a Glance

Saturday (continued)

Time	Era	Code	Event Name	Table	Location
3:00 PM	Age of Gunpowder	S-035	Battle of Verneuill, 1424	D12	Distlefink
	Age of Gunpowder	S-137	Buccaneers of the Caribbean	SH29-30	Showroom
	Napoleonic	S-109	War of 1812 Fort Raid - Kids	[See Event Host]	Marietta
	Colonial	S-140	High Noon at Sihayo's Krall	D71	Distlefink
	World War II	S-059	Platoon Combat	K1	Kinderhook
	World War II	S-203	March Up to Kiev - Soviet Counter Attacks - June 1941	SH16	Showroom
4:00 PM	All Periods	S-226	First Steps through Advanced Techniques	[See Host]	Business Ctr
	Napoleonic	S-080	Talavera, July 28 1809	D54, D55	Distlefink
	Age of Rifles	S-073	Cowboy Wars: Life in Windy City	P5	Paradise
	Age of Rifles	S-182	American BattleLines AWI Demos	HK8a	Kids World
	Pre WWII	S-095	Raiders of the Lost Ark, Part 1	[See Event Host]	Marietta
	World War II	S-013	Hold Fast on the Frontier	D21	Distlefink
	World War II	S-015	Red Sun, Red Death	D11	Distlefink
	World War II	S-039	The Kokoda Trail	D41	Distlefink
	World War II	S-060	Platoon Combat	K1	Kinderhook
	World War II	S-077	Tanks APlenty	P6	Paradise
	World War II	S-180	Monty to the Rescue	HK1	Kids World
	World War II	S-181	Hard Road to Berlin	HK7	Kids World
	World War II	S-227	The Toll a Sniper Extracts	HK3 and HK5	Kids World
	Modern	S-183	Mein Panzer Modern Demos	HK8b	Kids World
	Futuristic	S-165	Classic Battletech Demo 3	SH31	Showroom
	Futuristic	S-215	Rollerball 30th Anniversary Special	SH34	Showroom
5:00 PM	Age of Gunpowder	S-034	THE BATTLE OF CAMDEN	D32	Distlefink
	Age of Gunpowder	S-138	Buccaneers of the Caribbean	SH29-30	Showroom
	Napoleonic	S-132	Quatre Bras	P1	Paradise
	American Civil War	S-054	Antietam - Bloody Lane	D14	Distlefink
	Age of Rifles	S-032	Feed'm to the Chinaman's Pigs	D23	Distlefink
	World War I	S-205	"With our backs to the wall.."	D35	Distlefink
	World War II	S-068	Busting the Bocage, "Hell on Wheels" vs "Götz von Berlichingen"	D45	Distlefink
	Ancients	S-020	Daimyo Influence	SH25	Showroom
6:00 PM	Ancients	S-066	Labienus and the Treviri Spring 53 B.C.	P3	Paradise
	Age of Gunpowder	S-194	"To Fly is the Fashion of Cowards"	HE7/8	Heritage
	Napoleonic	S-131	Battle at Sea during the Napoleon Era	D44	Distlefink
	Age of Rifles	S-093	A Western for the Younger Crowd	SH13-SH14	Showroom
	World War I	S-028	Aerodrome 1.1: Ace of Aces	D23	Distlefink
	World War I	S-130	The Devils Paintbrush	D53	Distlefink
	World War I	S-221	1914-Plan XVII-French attack into Lorraine-Alsace region	SH17	Showroom
	World War II	S-061	Platoon Combat	K1	Kinderhook
	World War II	S-157	Operation Market Garden: A Little Excursion to Nuenen	SH21	Showroom
	Modern	S-161	Snowball's Chance	D43	Distlefink
	Fantasy	S-101	Son of Spy Smasher	[See Event Host]	Marietta
	Ancients	S-086	The Kingdom of Heaven	D91	Distlefink
	Ancients	S-149	Battle of the Metaurus, 207 BC	D31	Distlefink
	Ancients	S-159	Badon Hill: Arthur's Greatest Triumph	D12	Distlefink
	Age of Gunpowder	S-098	Tavern Brawl	[See Event Host]	Marietta
	Age of Gunpowder	S-134	ALAMO!	D62	Distlefink
	Age of Gunpowder	S-208	War in the Forest	SH26	Showroom
7:00 PM	Napoleonic	S-018	Run from Algeceras 1	SH1	Showroom
	Napoleonic	S-019	Run from Algeceras 2	SH2	Showroom
	American Civil War	S-023	Stone's River (Bushrod Johnson Attacks)	BF3	Ballroom Foyer
	American Civil War	S-193	The Loneliest Bayou is Bayou Self	D65	Distlefink
	Colonial	S-002	"Attorneys Can't Game WSIM: Too Many Attorneys In The Gene Pool"	BF2	Ballroom Foyer
	Age of Rifles	S-092	Celluloid Heros of the West for Adults!	SH5-SH10	Showroom
	Pre WWII	S-207	Nick Travers and the Boy kings Golden Spheres	D61	Distlefink
	Pre WWII	S-228	Captain Astro and the Death Ray	SH19	Showroom
	World War II	S-062	Platoon Combat	K1	Kinderhook
	World War II	S-100	Back to the Berezina Bridgehead	[See Event Host]	Marietta
	World War II	S-110	Meatballs and Misfits	[See Event Host]	Marietta
	World War II	S-146	Carentan Mini Campaign: Game #3 Relief	K03	Kinderhook
	World War II	S-154	Tigers on the Prowl	D42	Distlefink
	World War II	S-204	"Infantry Aces" WW2 Skirmish in 28mm	[Near the Entry]	Showroom
	World War II	S-212	Operation "Cerberus" - The Channel Dash, February 12, 1942	D64	Distlefink
	Futuristic	S-167	Classic Battletech - Grand Melee	SH28	Showroom
8:00 PM	Ancients	S-040	Battle of the Sambre, Caesar vs the Nervii	[See Event Host]	Limerock
	Ancients	S-104	The Siege of Antioch	[See Event Host]	Marietta
	Ancients	S-196	Spitamenes Must Die!	[See Event Host]	Cornwall
	Age of Gunpowder	S-074	Cog Wars Invitational	P5 & P6	Paradise
	Age of Gunpowder	S-115	Imperius Interruptum Leonardo	[See Event Host]	Cornwall
	American Civil War	S-070	Organizational Meeting - Civil War Battles in Miniature - Antietam	[See Event Host]	Hopewell

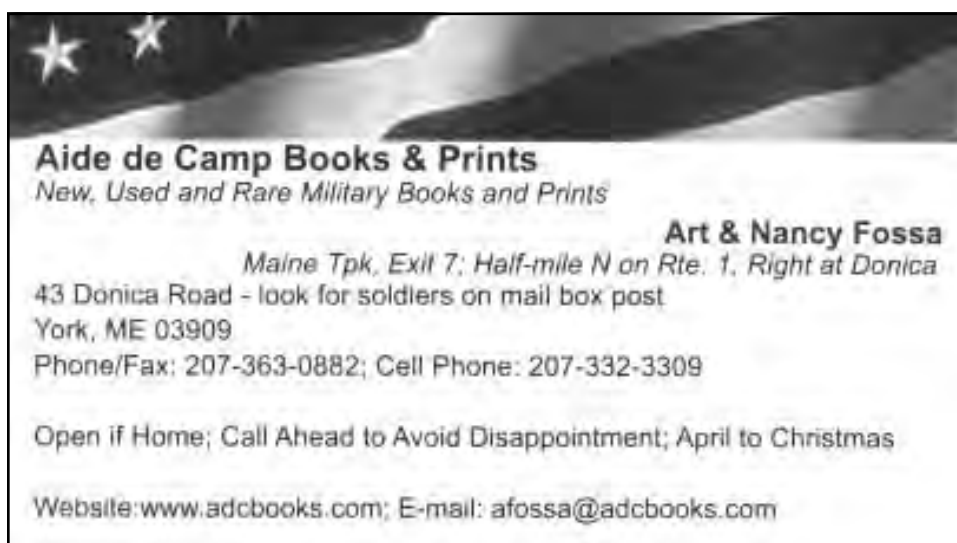
Events at a Glance

Saturday (continued)

Time	Era	Code	Event Name	Table	Location
8:00 PM	Colonial	S-124	3rd Annual GM Invitational	[See Event Host]	Strasburg
	Age of Rifles	S-120	Still Grasping at Sand - FFL	[See Event Host]	New Holland
	World War I	S-217	The Raid on the Hartlepooles	D11	Distlefink
	Pre WWII	S-024	Rugged Adventures/The Scarlet Rider of China Station	D22	Distlefink
	Pre WWII	S-087	Terror of the Metal Menace!	[See Event Host]	Cornwall
	Pre WWII	S-096	Raiders of the Lost Ark, Part 2	[See Event Host]	Marietta
	Pre WWII	S-218	The "Truth" about the Hindenburg by GASLIGHT	[See Event Host]	Cornwall
	World War II	S-045	A Cold Day in the Ardennes	C4	Cornwall
	World War II	S-063	Platoon Combat	K1	Kinderhook
	World War II	S-102	Which way to the Front?	[See Event Host]	Marietta
	World War II	S-192	ACTION AT SIM ON WALLAH (WWII western desert)	P4	Paradise
	Modern	S-214	Speed & Thunder	D21	Distlefink
	Futuristic	S-082	Rescue at Parroom Station	Table A	New Holland
9:00 PM	Age of Gunpowder	S-211	Steel Bonnets Invitational	D63	Distlefink
	World War I	S-029	Aerodrome 1.1: Ace of Aces	D23	Distlefink
	World War II	S-064	Platoon Combat	K1	Kinderhook
10:00 PM	World War II	S-065	Platoon Combat	K1	Kinderhook

Sunday

Time	Era	Code	Event Name	Table	Location
9:00 AM	Age of Gunpowder	Z-003	The Armada	D13	Distlefink
	Napoleonic	Z-001	Calder's Action - 22 July, 1805-200th Anniversary	D33, D34	Distlefink
	World War II	Z-005	JUTLAND IN THE MEDITERRANEAN	C6	Cornwall
	Futuristic	Z-015	Princess Ryan's Star Marines	BF2	Ballroom Foyer
10:00 AM	Ancients	Z-014	Medieval Mayhem	[See Event Host]	Marietta
	Napoleonic	Z-002	Close Action Fleet Battle	HE1-HE6	Heritage
	Napoleonic	Z-013	War of 1812 Fort Raid	[See Event Host]	Marietta
	American Civil War	Z-011	Battle for Crampton's Gap (South Mountain)	D24	Distlefink
	American Civil War	Z-016	Afternoon Strike: 2 July 1863	D14	Distlefink
	World War I	Z-012	Pursuit of the Goeben	D43, D44, D53, D54	Distlefink
	World War II	Z-006	Platoon Combat	K1	Kinderhook
11:00 AM	World War II	Z-007	Platoon Combat	K1	Kinderhook
12:00 PM	World War II	Z-008	Platoon Combat	K1	Kinderhook
1:00 PM	World War II	Z-009	Platoon Combat	K1	Kinderhook
2:00 PM	World War II	Z-010	Platoon Combat	K1	Kinderhook



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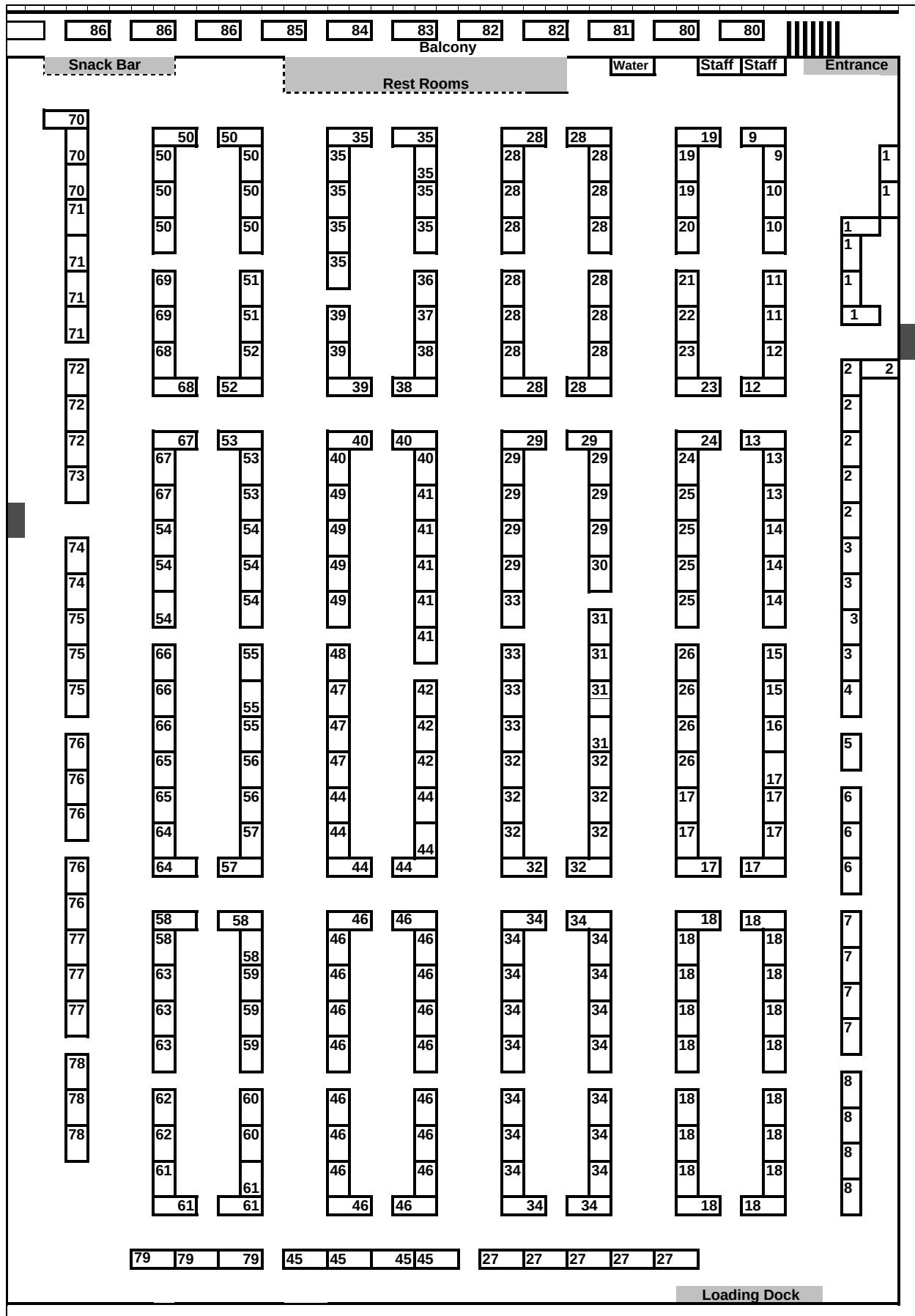
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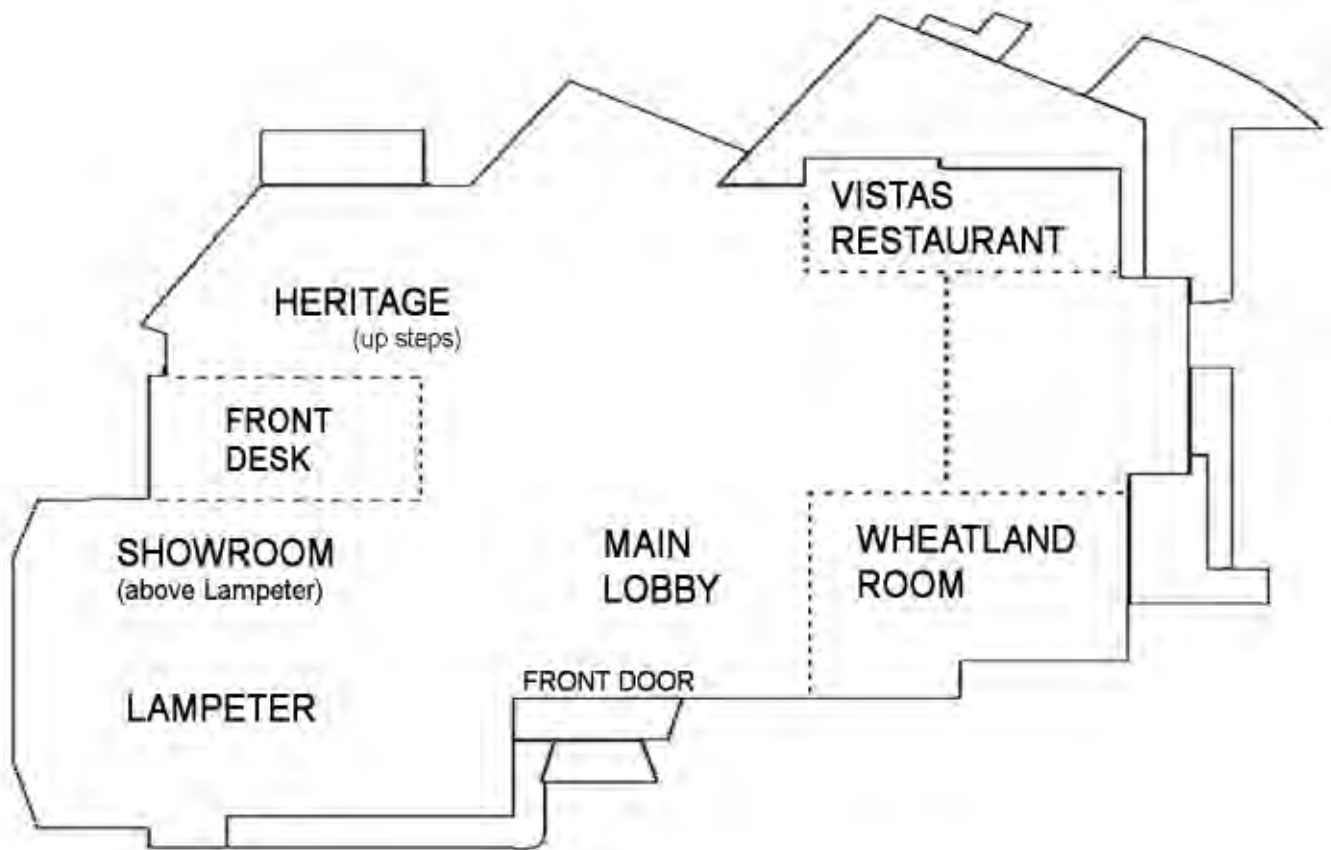
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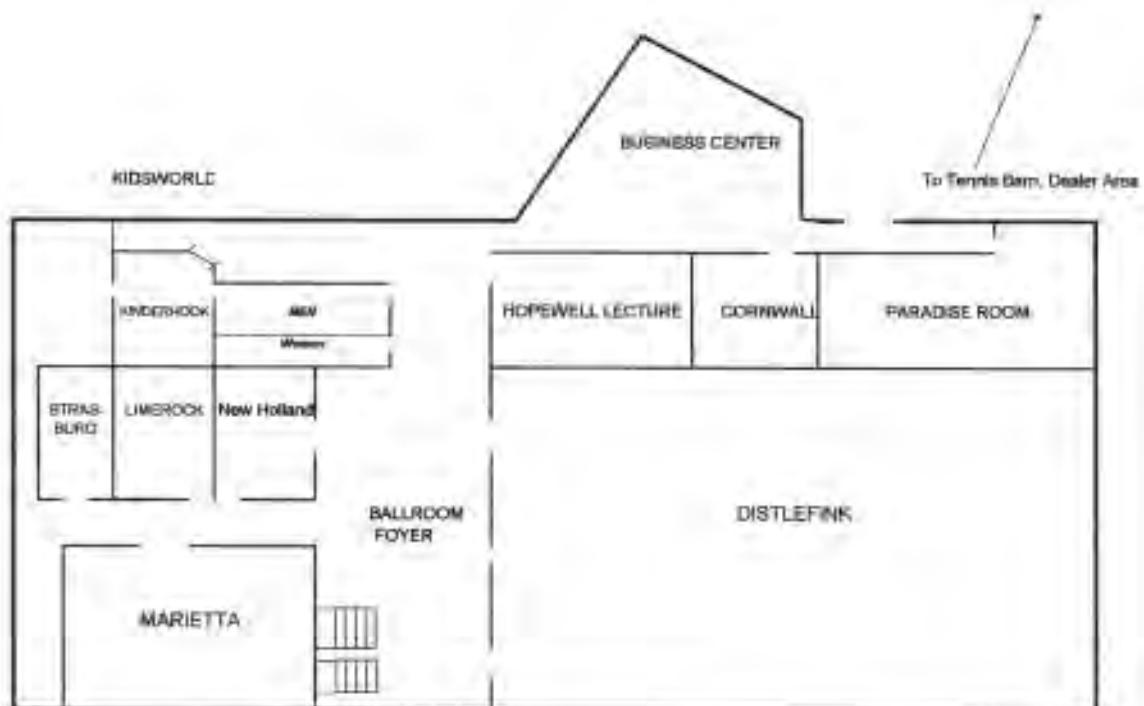
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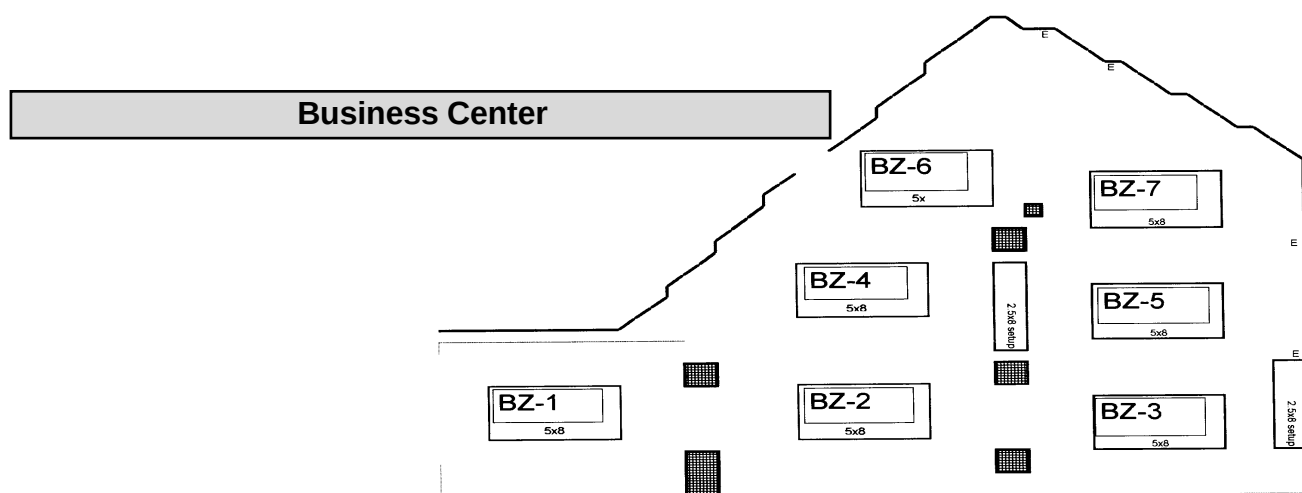
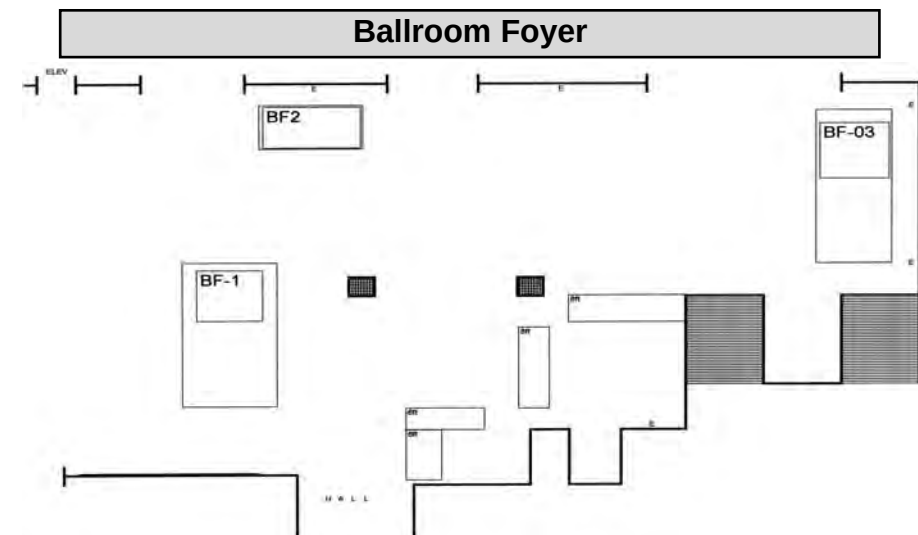


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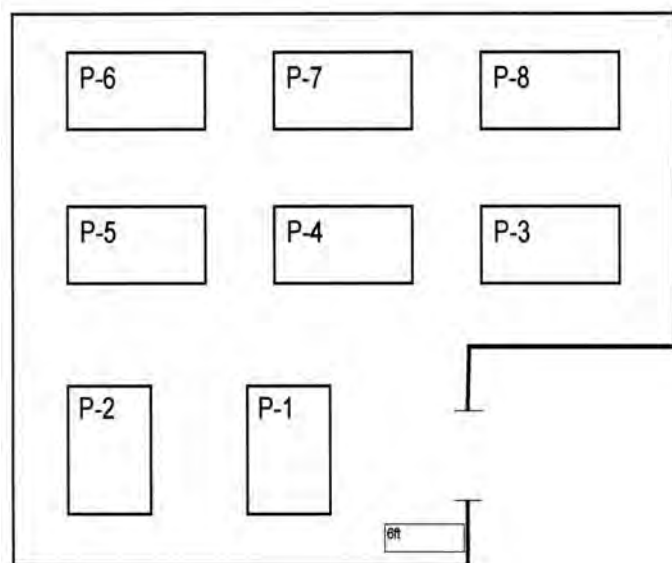


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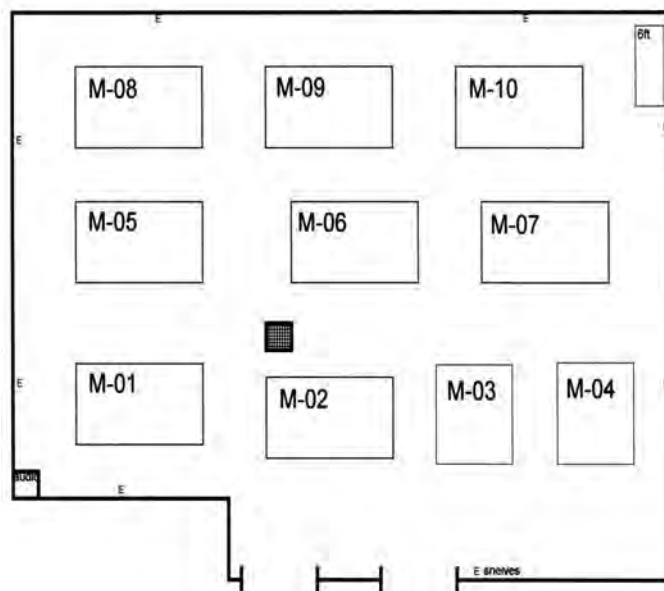




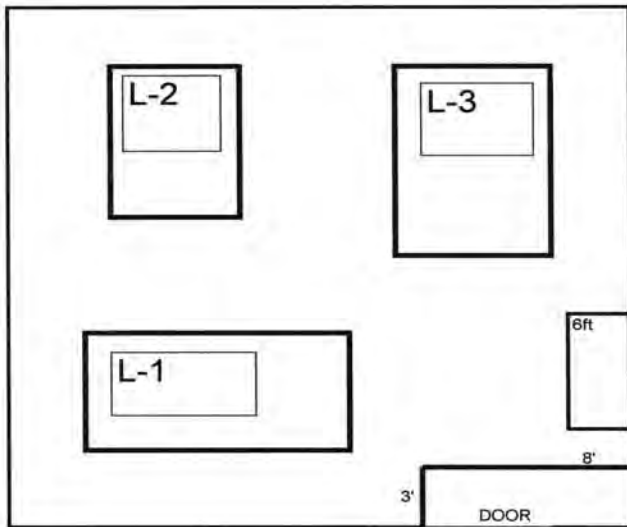
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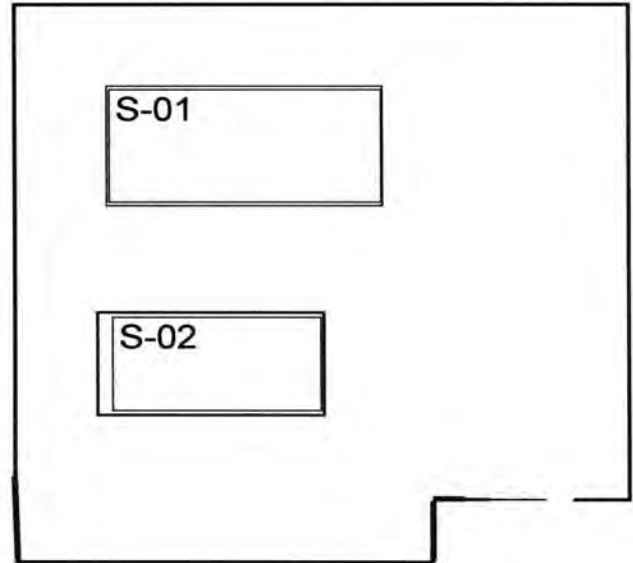
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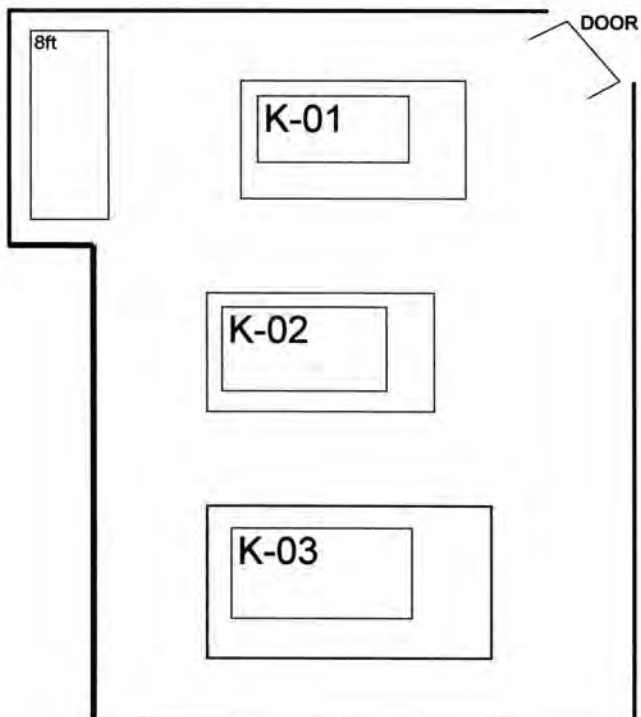
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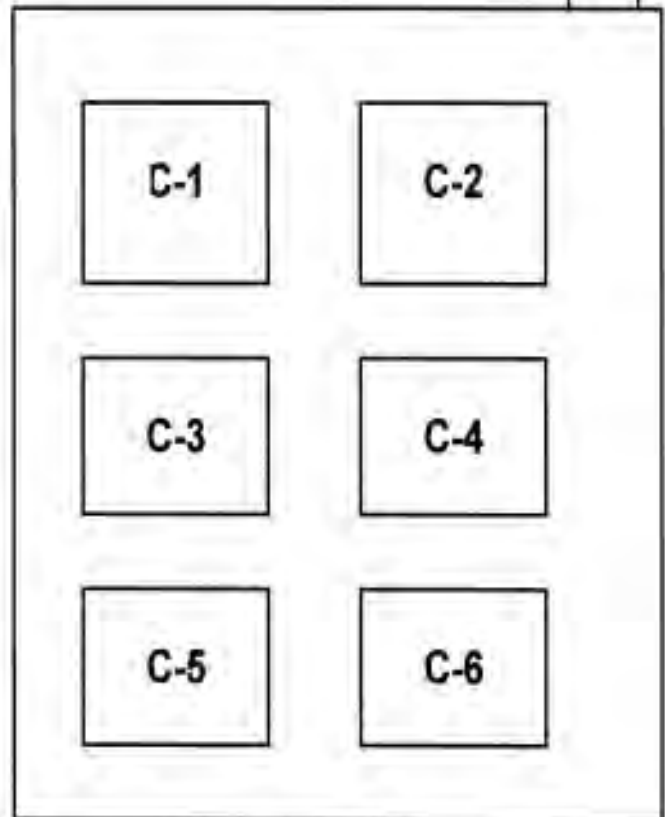
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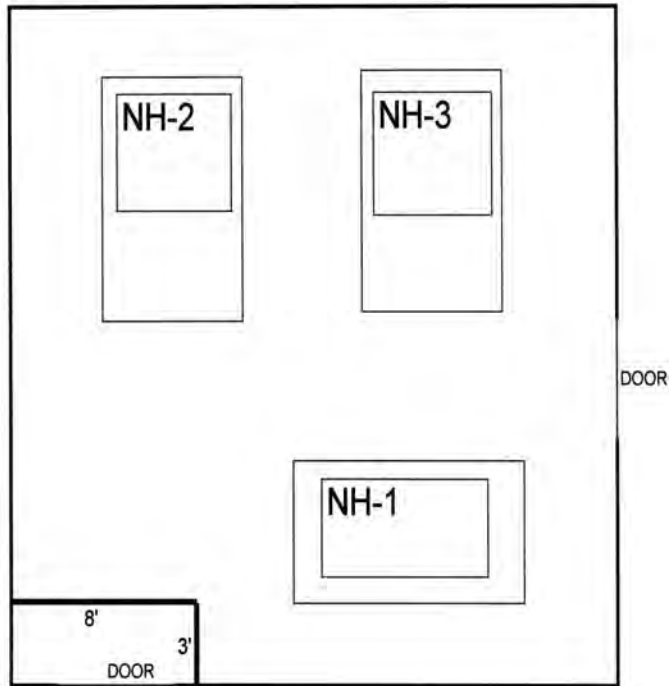
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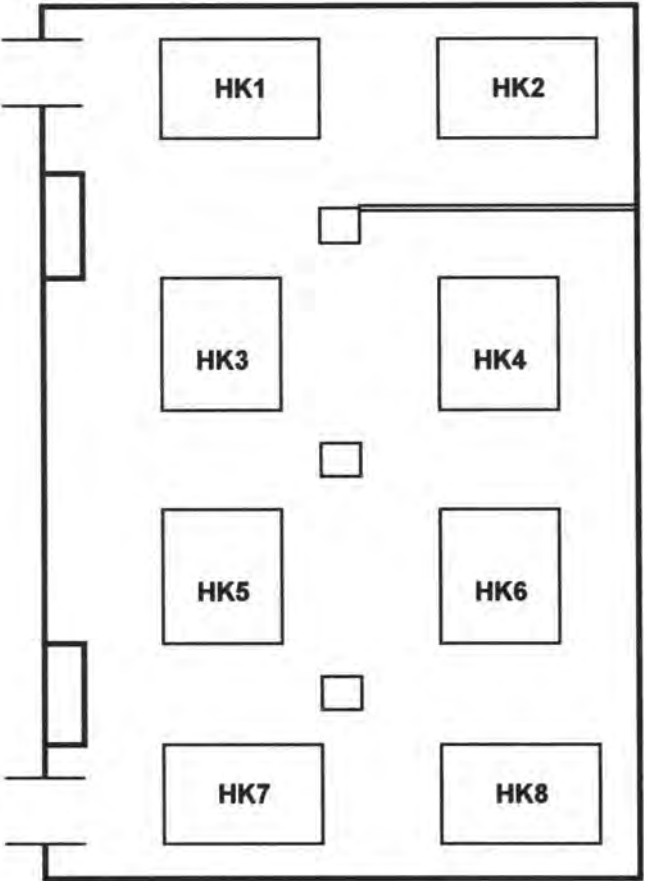
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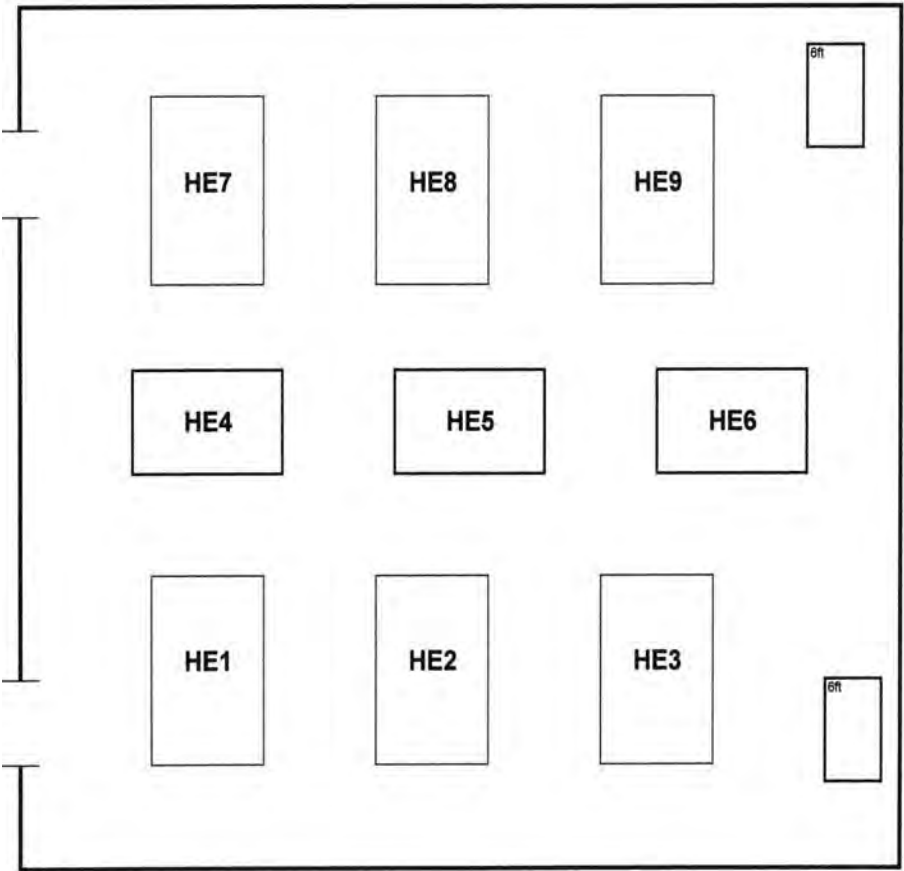
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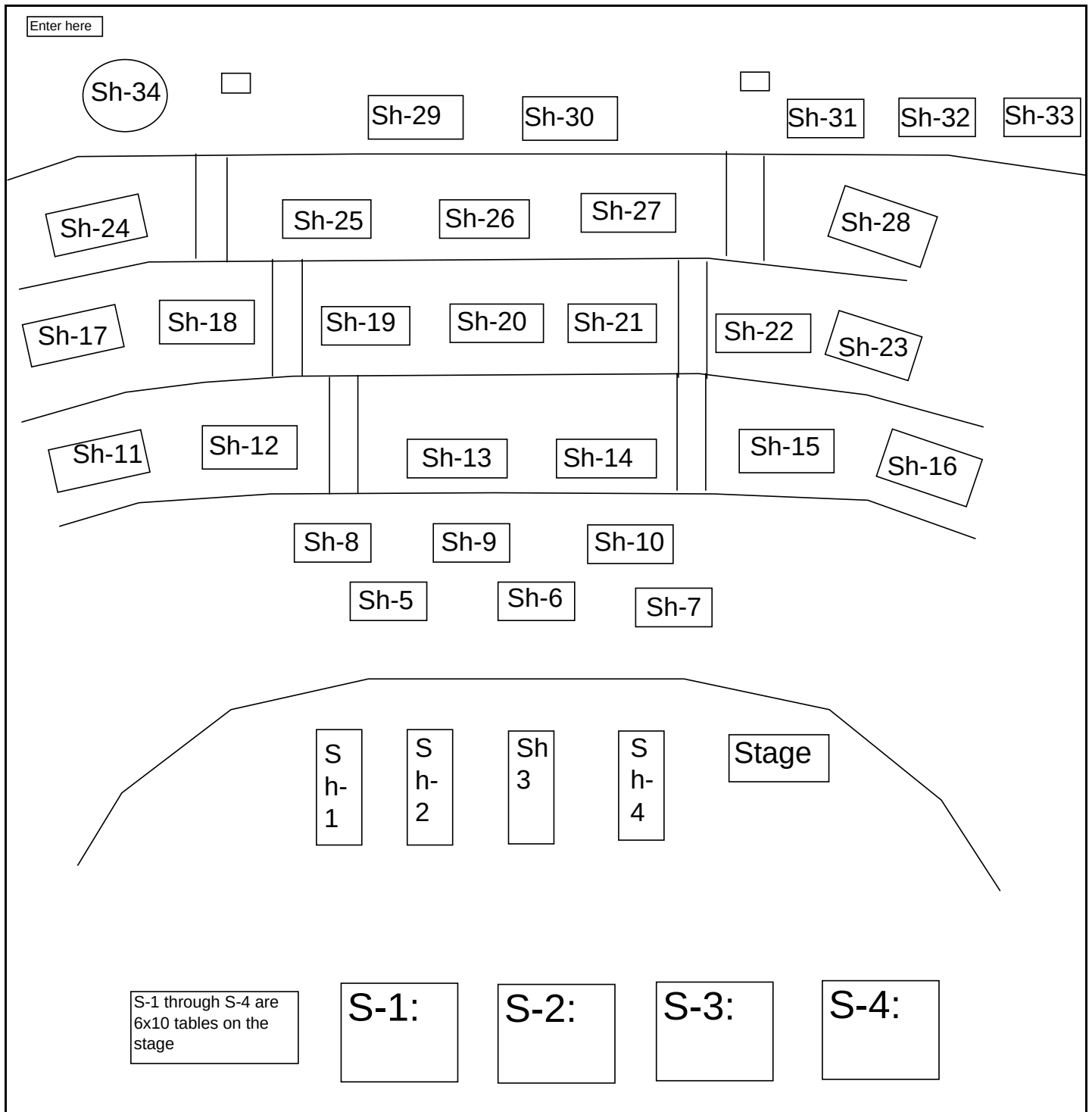
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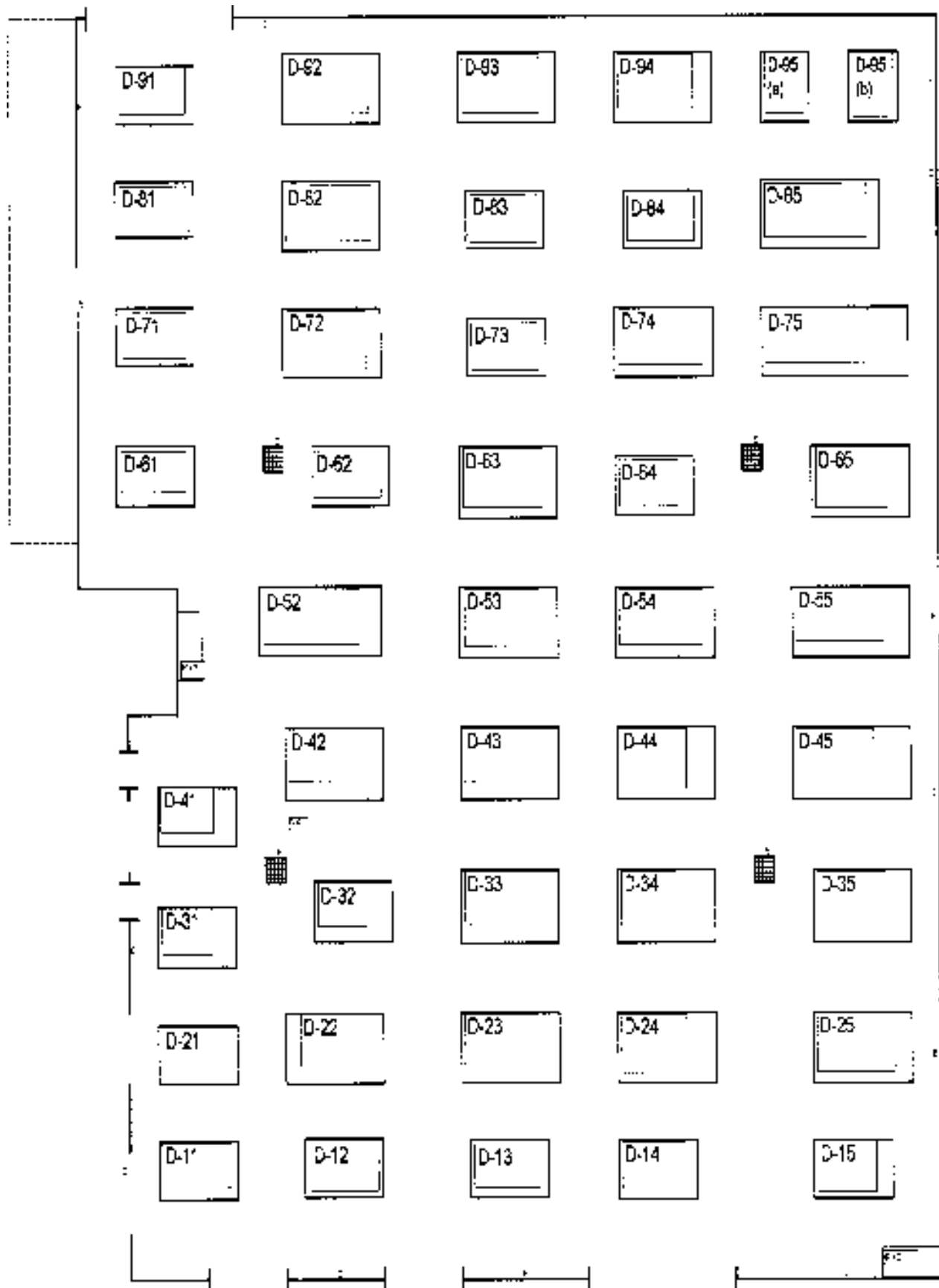
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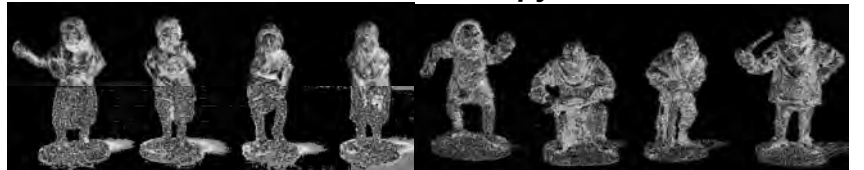
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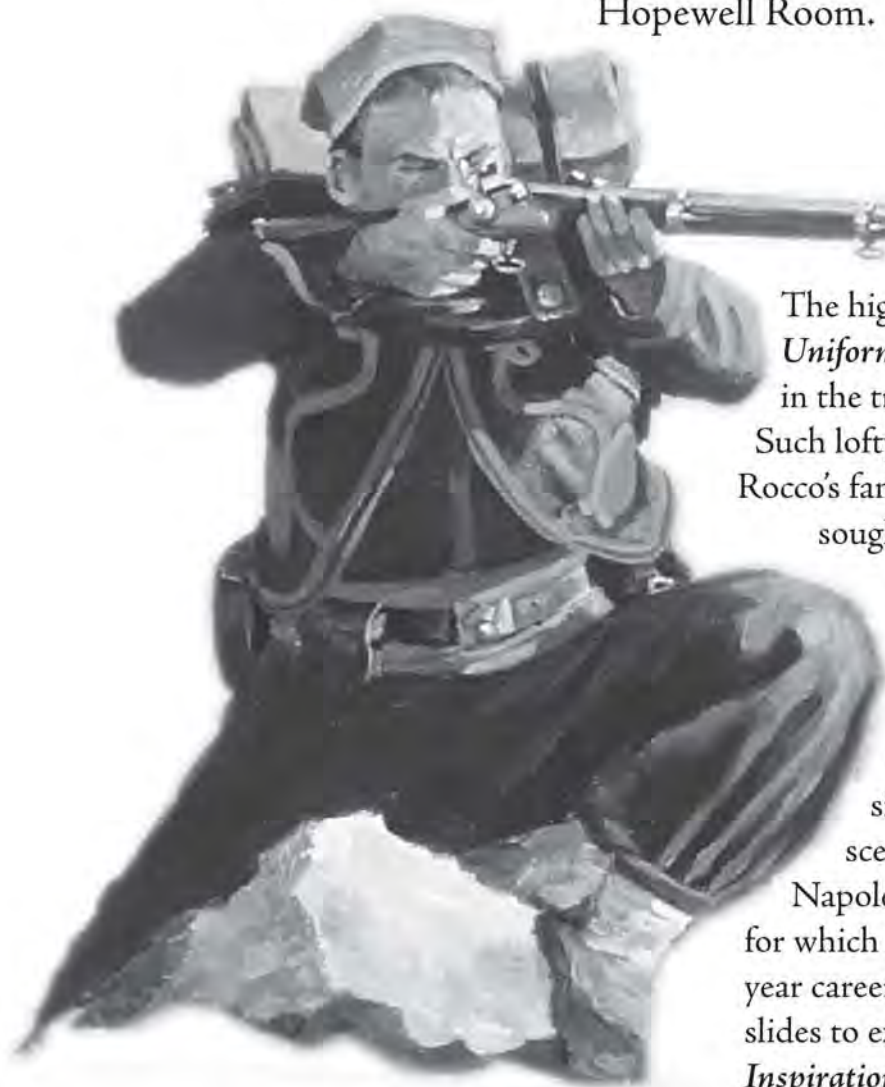
Capturing a Moment in History

Meet Historical Artist Keith Rocco

ONE DAY ONLY: Friday July 22

10:00 AM to 6:00 PM in the dealer room.

7:00 PM to 9:00 PM seminar, slide show presentation and book signing in the Hopewell Room.



The highly respected French magazine *Uniformes* proclaimed Keith Rocco an "artist in the tradition of Remington and Detaille." Such lofty praise has been echoed by many of Rocco's fans, making him one of America's most sought after historical artists. His work is featured at the Pentagon, the Wisconsin Veterans Museum, and more than a dozen National Park sites. It is attention to detail and emotional content, from intriguing single figure studies to extensive combat scenes, that give Rocco's Civil War and Napoleonic paintings a degree of authenticity for which he has become famous in his over 20-year career. In this special seminar, Rocco uses 90 slides to explain the three phases of his effort: *Inspiration, Research, and Methodology (step-by-step "how to")*. He will be available for book signings following the presentation.



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