



HISTORICON™

Historical Miniature Gaming's Biggest Summer Vacation! 2014

Greetings from the Convention Director



Welcome to Historicon 2014! Once again the Historical Miniature Gaming Society is hosting the country's premiere Miniature Gaming Convention. I want to take a moment to welcome any new attendees to our Convention and to our hobby. I hope that you are able to take a look at the many beautiful games that are being put on by our volunteers for your enjoyment.

This year we are celebrating Historicon's 30th Anniversary. This is a major milestone for our convention begun by a small group of people in a basement.

It is the volunteers and the effort that they put into hosting their games that make this convention what it is. There would be no Historicon 2014 Convention without them. So many thanks to all our volunteers.



This year's Convention theme is "Big Wars and Little Soldiers". It is intended to celebrate over 100 years of wargaming as we know it. This theme includes the old style wargames of the 1900s up through 60s, 70s, and 80s with large armies recreating large epic battles fought in world wars throughout time. For example, the battles of Arklow in 1798, Waterloo in 1815, or Gettysburg in 1863, The D-Day Landings in 1944, or any other epic struggle.

The current home of the Historicon Convention is steeped in history with many battlefield sites of the American Civil War right here. I recommend that you take a little bit of time to explore the local area and see what you can locate just a few minutes away from the convention site.

This year we have a special give away figure for our **pre-registered** attendees, while supplies last. This figure was provided to Historicon 2014 by **Warlord Games** to celebrate the convention theme. It portrays Lt. Richard "Dick" Winters during the D-Day invasion of Normandy, June 6, 1944.

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

Please enjoy your Convention experience at Historicon 2014.

Paul Delaney
Director, HISTORICON 2014



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Cover Art

In honor of the 30th Anniversary of Historicon, our program book has THREE covers this year, each covering a different era of warfare. All three paintings are by the acclaimed historical artist Keith Rocco (www.keithrocco.com).

“The 12th Cuirassiers” depicts one of Napoleon’s troopers in a moment of quiet during the Battle of Aspern-Essling,

“The 9th New York Infantry” shows one of “Hawkins Zouaves,” as they were also known, fighting at Antietam. Living up to their motto, “Always Ready, the Zouaves were to advance to within 300 yards of Sharpsburg during the battle, closer to the town than any other Federal unit.

“The Battle of Mortain” portrays the crew of a 57mm antitank gun engaged in the defense of Hill 317. In one of the outstanding small unit achievements of the war in Europe the defenders held out for six days, sustained 300 casualties, but denied the enemy a key objective. For their valiant actions on Hill 317 the 120th Infantry Regiment was awarded a Presidential Unit Citation

We thank Keith Rocco for allowing us to share these magnificent illustration with you.

The HMGS Annual Membership Meeting will be held Friday evening at 7:00 pm in Meeting Room 2. The Board of Directors will present reports on the state of the Society. All members are welcome.

HMGS Trademark & Copyright Notice

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HMGS Membership Benefits

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



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

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

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

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

GENERAL INFORMATION

Convention Hours				
Day	Events	Vendor Hall	Registration *	Flea Market
Wednesday	Open Gaming	Closed	7 pm – 9 pm	Closed
Thursday	10 am – 1 am	Noon – 6 pm	9 am – 6 pm	2 pm – 5 pm
Friday	8 am – 1 am	9 am – 6 pm	8 am – 6 pm	10 am – 1 pm; 2 pm – 5 pm
Saturday	8 am – 1 am	9 am – 6 pm	8 am – 4 pm	10 am – 1 pm; 2 pm – 5 pm
Sunday	8 am – 5 pm	9 am – Noon	8 am – 9:30 am	9 am – 11 am
* Event Registration will not be open on Wednesday.				

Convention Staff

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

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

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

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

Convention Coordinators

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

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

Convention Prices

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

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

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

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



First Time Attendees – Please Read This!

HISTORICON is *THE* largest gathering of gamers and exhibitors in North America dedicated to one hobby - historical miniature gaming! We expect upwards of 3000 attendees and over 50 exhibitors offering everything from figures to terrain, from across the nation, as well as from Canada and overseas. There will be games ranging from ancients to ultra moderns with a little Fantasy/SciFi, along with tournaments, seminars and painting events; almost non-stop gaming!

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

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

How Events Work & Event Registration

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

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

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

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

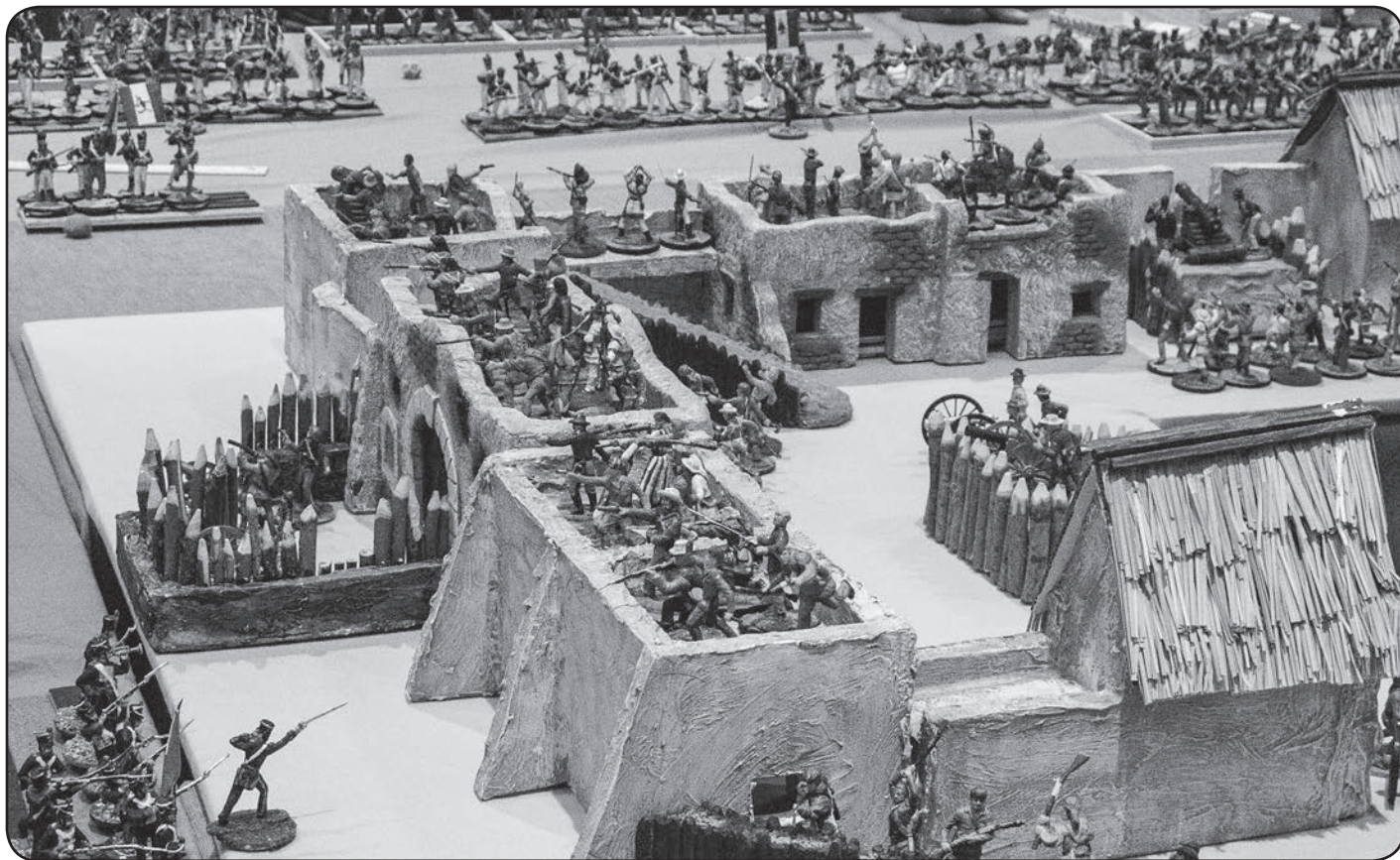
Registration guarantees you a slot in the gaming event, as long as you check-in with the GM at least 10 minutes prior to the scheduled start time; after that time the GM is free to fill unclaimed slots with walk-up players. Important: If you are playing back-to-back games, then make sure you leave in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

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

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

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

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



Shuttle Service

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

Shuttle One

Fredericksburg Hospitality House-
Hampton - Homewood
Fredericksburg Expo Center.

Shuttle Two -

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

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

HMGS Gamemaster (GM) Awards

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

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

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

Mary Katherine Greenlaw
Mayor



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

July 17, 2014

Welcome back to Fredericksburg, Historicon!

I extend warmest greetings and our continued delight that Historicon is returning to Fredericksburg for 2014. We are appreciative that you continue to convene in Fredericksburg and that you will mark Historicon's 30-year anniversary here. Once you have enjoyed your battles and shopped in the vendor hall, we hope you will take time to visit the Fredericksburg region.

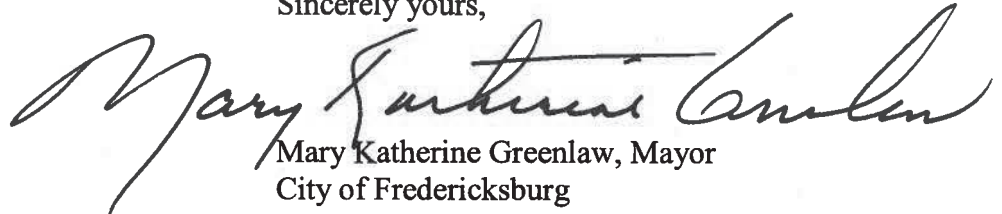
Since you were here last year, we have many new options for you to enjoy. Both the Fredericksburg Battlefield Visitor Center and Chancellorsville Battlefield Visitor Center have completed extensive renovations, featuring exciting new exhibits. The Children's Museum of Richmond at Fredericksburg has opened to rave reviews. A new pedal cab company offers a unique way to enjoy the city while staying fit!

We are proud of our vibrant 40-block National Historic District featuring 350 original 18th and 19th century buildings, our George Washington family homes, as well as all the other museums and activities that make our city special. You will want to include time in your schedule to visit the shops of Old Town and indulge at one of our chef-owned restaurants.

Our visitor center staff will once again have the Fredericksburg Timeless booth at Historicon. Please stop by to have all your questions answered.

I hope you have a wonderful event here in Fredericksburg. We look forward to having you return again and again to our charming city.

Sincerely yours,



Mary Katherine Greenlaw, Mayor
City of Fredericksburg

CONVENTION RULES

Attendee Conduct

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

Badges

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

Event Hosting

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

Lost or Damaged Materials

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

Smoking and Alcohol

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

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

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

Solicitation

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

Convention Regalia and Weapons

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

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

Trash

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

Spectators

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

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

Bring A Tape Measure!

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

Delivering Messages To Friends & Family

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

Emergency Messages

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

Future HMGS Conventions

7 - 9 Nov 14 *E FALL IN!* (Theme: 1914 - the Great War Begins), Lancaster Host Resort Hotel, Lancaster, PA. POC is Convention Director Daniel B. Murawski, 145 Grant Street, Cambridge Springs, PA 16403, Email director@fall-in.org. Website at www.fall-in.org.

5 - 8 Mar 15 *E COLD WARS* (Theme: American Civil War 1865 - 150 Years), Lancaster Host Resort Hotel, Lancaster, PA. POC is Convention Director Frank Preziosa, PO Box 213, Hainesport, NJ 08036, Email director@coldwars.org, Website via www.coldwars.org.

A Note To Parents & Guardians

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

Souvenir Convention Tee Shirt

Here's your opportunity to obtain a set of great convention T-shirts for HISTORICON! This year HISTORICON has used three illustrations by acclaimed historical artist Keith Rocco (www.keithrocco.com) on the program and T-shirts to create a lasting memento of the event. This year, to commemorate the breadth of our hobby we are producing three shirts, each with its own, unique period illustration. The three striking and moving pieces of artwork make them must-have HISTORICON 2014 souvenirs! The shirts are of the highest pre-shrunk quality. Don't delay – get yours NOW while pre-registering before they're all gone; you may want to get two or MORE!



Male and Female sizes. Small, Medium, Large, and XL: \$19.00 2XL and 3XL: \$22.00 4XL: \$26.00

SPECIAL EVENT – CASTING DEMONSTRATION



Toby Barrett of Thoroughbred Figures and creator of the popular 1/600 scale naval miniatures of the American Civil War and Sea Eagle ships and figures of the naval war of 1812 wishes to announce he will be giving two demonstration lectures at the Historicon convention July 2014.

Toby is a master model maker with over 40 years of experience. Topics to be covered will be model design,

prototyping, mold making and a metal casting demonstration of small parts. Event is free with no registration required and questions from attendees will be heartily welcomed.

Both sessions will be in the vendor hall (spot to be announced) and tentatively scheduled for Friday evening 18 July 5-6:00 pm and again on Saturday morning 19 July 9-10am.

HEAT OF BATTLE VIII

WARGAMING CONVENTION

WWII THE NATIONAL WWII MUSEUM
NEW ORLEANS

An American History Wargame Convention

August 8-10, 2014
The National WWII Museum
New Orleans, Louisiana

All Registrations Provide:

- Entry to America's Premier WWII Museum!
- Lectures on American History and game design by award-winning historians and designers!
- Games spanning all of American military history on land, sea, and air!



New for 2014 —
Featuring ALL periods of U.S. History!

For Game Master and Attendee Inquiries or for more information about **Heat of Battle** please visit: www.nationalww2museum.org/wargaming





WALLY'S BASEMENT (AKA THE FLEA MARKET)

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

Rules:

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

Your Session(s):

1. Basement must remain empty of dwellers and their wares until Coordinator has verified tables are properly/safely arranged.
2. The Coordinator will determine when it is appropriate to allow the dwellers to enter the Basement for set-up purpose. Set-up will typically begin 45-60

minutes prior to the start of the each session. Those with special needs will be given preference to early entrance for set-up purposes only.

3. Dwellers who have signed up for subsequent sessions will not be permitted to remain in the Basement between the sessions. Dwellers who have signed up for consecutive sessions may either break down or cover their table with a sheet or similar covering. They shall not sell, trade, reserve, or bargain in any way with any other Dwellers or Guests between sessions while in the basement.
4. The Coordinator will be the only one authorized to open the Basement to the public.

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

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

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



Eating at the Fredericksburg Convention Center

While you visiting our dealers, or playing in one of the many available games, you might find yourself wanting a snack, or even a full meal. The Fredericksburg Convention Center has you covered, with several locations throughout the building serving light fare and beverages. To help you plan your visit, we are providing the menu of available selections:

<i>Meals</i>	<i>Price</i>	<i>Sides</i>	<i>Price</i>
BBQ Baby Back Ribs		Coleslaw, Potato Salad, BBQ Beans,	
Half Slab	\$ 11.50	Corn on Cob, Mac & Cheese	
Full Slab	\$ 18.50		
BBQ Chicken	\$ 8.00	<i>Snacks</i>	
Half Chicken		Hot Dog	\$ 3.00
Quarter Chicken	\$ 5.50	Soft Pretzel	\$ 3.00
Wings (Hot, BBQ, Mild)		Chips	\$ 1.50
½ dozen	\$6.50	Candy	\$ 1.50
Dozen	\$10.50	<i>Beverages</i>	
Pulled Pork BBQ	\$5.50	Bottled Water	\$ 2.50
Chicken Kabob	\$8.00	Coke Products	\$ 2.50
Turkey Leg	\$7.00	Imported Beer	\$ 4.75
		Domestic Beer	\$ 4.25

Add 2 sides and a roll for an additional \$ 2.00



Fredericksburg Tour Options for Historicon, Saturday, July 19, 2014

Option # 1: America's Military Firsts in Fredericksburg



The Battle of Fredericksburg marked the first time in American military history that an amphibious assault established a "beachhead" under fire. Vicious fighting ensued in the streets of Fredericksburg – the first truly urban combat in North America. A dynamic tour with a **military historian** brings to life the fighting at the riverbank and in the streets of this historic town. You will also enjoy a visit to the new interpretive exhibits and film at the nearby Chancellorsville Visitor Center and tour the scene of Robert E. Lee's monumental victory there. A delicious lunch at Colonial Tavern, *Home of the Irish Brigade* and a welcome tour and tasting at Blue & Gray Brewing Company complete your day.

Motorcoach Transportation provided: pick-up at the **Fredericksburg Expo Center** at 9:15 am and return at 3:00 pm.

A minimum of 30 is required to avoid cancellation of the tour. The cost per person is \$62.00, including tour, lunch, brewery tour and tasting, and transportation.

Purchase by phone, 804-678-9750, email mlewis@all-in-one-tours.com (don't send credit card information) or on-site - Fredericksburg Timeless Booth.

Option #2: A. Smith Bowman Distillery (Tours run Monday-Saturday)



A Smith Bowman bought the Sunset Hills estate farm in 1927 and opened up a dairy and granary. The farm was so abundant that he needed a use for the excess grain from his fields. In 1935, after the repeal of prohibition in the state of Virginia, he built and licensed the distillery. His sons maintained that tradition, continuing to feed the distillers grains to the dairy cattle, which were known to be the most contented cows in Virginia. In response to the rising real estate prices and property taxes of Northern Virginia, in 1988 the distillery was moved 60 miles south to its current location in Spotsylvania County.

A. Smith Bowman Distillery balances time-honored traditions with innovation and creativity to produce hand-crafted spirits. Distilled from the finest ingredients, the premium products created at A Smith Bowman Distillery honor the legacy and ground breaking spirit of Virginia's pioneers.

The cost of the tour is complimentary, and includes a tasting. Allow one hour. Tours run Monday-Saturday, 9 am to 3 pm.

Please stop by Fredericksburg Timeless Booth for more information and driving directions or visit <http://www.asmithbowman.com/>

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



Enjoy an entertaining and informative tour of Fredericksburg aboard the trolley. Learn about the many famous and interesting people and events that have taken place since the city was established in 1728. If you listen closely, you may even pick up a few amusing and not-so-well known facts about the people and places that you will see along the way! The kind of things you won't learn just walking around on your own. After your tour, you will have a better idea of the local history and the many attractions Fredericksburg has to offer. You will also have a better idea of where you want to start as you go back to visit the many living history museums, homes and businesses of Fredericksburg most famous residents. People like George Washington, Mary Washington, James Monroe. Places like the Rising Sun Tavern, Fredericksburg's only proper tavern and the former home of Charles Washington, Dr. Hugh Mercer's apothecary shop, the Fredericksburg Area Museum and Cultural Center, Kenmore Plantation and many more.

The cost of tour is \$17.00 for adults, Children (5-12) \$8.00, under 5 free. Allow 75 minutes.

Pickup at the Fredericksburg Visitor Center, 706 Caroline Street. The trolley runs 10:30 am, Noon, 2:00 pm, 3:30 pm daily.

Purchase on-line at <http://www.zerve.com/FredTrolley/TownTour>, or at the Fredericksburg Visitor Center at 706 Caroline Street.

For other tour options, please visit the Fredericksburg Timeless Booth in the Lobby of the Fredericksburg Expo Center.

Hours of operation: Thursday, July 17th 10 am – 4 pm, Friday, July 18th 10 am – 7 pm, Saturday, July 19th 8 am – 5 pm

Bob and Cleo Liebl, Editors

HMGs

Newsletter

17 June 2014



Her Britannic Majesty's Own Coldstream Guards advance at the battle of the Alma in "Storming of the Great Redoubt on the Alma River," Crimean War, 1854, by Richard Caton Woodville Jr (painted 1896, and in the Public Domain).

"Big Wars and Little Soldiers – World Wars throughout Time" is the Theme for Historicon 2014.

Read the HMGs Newsletter at <http://www.hmgs.org>

CONVENTION THEME

"BIG WARS, LITTLE SOLDIERS"

3,000BC TO JULY 18, 2014

This theme is to take look at major conflicts over 5,000 years of warfare. The theme includes major wars and engagements from the battles of Qadesh 1300BC, Thermopylae 480BC, Teutoburg Forest 9, Adrianople 378, Yarmuk 636, Hastings 1066, Pouters 1356, Nagashino 1575, Marston Moor 1644, Blenheim 1704, Battle of New Ross 1798, Waterloo 1815, Gettysburg 1863, Somme 1916, Kursk 1943, Khe Sahn 1967, Goose Green 1982, 73 Easting 1990 to name just a few.

The theme also includes the origins of the hobby such as the games of H. G. Wells. H. G. Wells used toy soldiers and cannons that launched projectiles to knock down figures to decide the battles.

The choice of this theme is to provide a broad range of historical periods and types of games for Historicon 2014.

HMGS is dedicated to keeping historical table top gaming alive and well. This theme is to encourage attendees enjoy their favorite time period and to maybe expand into a new area of interest.

The actual area around Historicon 2014 is steeped in history. There are Civil War and Revolutionary War Battlefields within a long hike or a short drive from the convention site. Many of these locations still show signs of those battles.

Please take a moment and reflect on the men who fought in the area around us here. Many of whom gave the greatest measure a soldier can give to his cause and country.

It is our hope that you enjoy Historicon and will make it a regular part of your Summer schedule in the years to come.



HMGS WAR COLLEGE

ALL SEMINARS WILL TAKE PLACE IN MEETING ROOM 2

THURSDAY

Thursday, 2:00 pm

T1 Warsaw 1944 - the tactics of urban warfare"

Dr. Greg Dryanski.

Warsaw was the only European city to stage two uprisings during World War II. This presentation is focused on the second, 1944, the largest urban revolt against the Nazis.

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



Thursday, 4:00 pm

T2 "Disaster at al-Rashid (1807)"

Dr. John P. Dunn, Valdosta State University

Britain's Napoleonic soldiers maintained a sterling record for victories. Yet despite the presence of highly-rated Scottish regiments, two efforts to capture the Egyptian city of al-Rashid (Rosetta) failed in 1807. What caused the army that captured Washington in 1814, to fail seven years earlier?



Thursday, 7:00 pm

T3 "Railway warfare (1861-2014)"

Dr. John P. Dunn, Valdosta State University

On the worldwide evolution of trains as weapons platforms, in regular and irregular warfare.

Dunn is a professor of history at Valdosta State University focused on military affairs in Poland, Egypt and China.



FRIDAY

Friday, 10:30 am

F1 "Battle of Bloody Marsh"

Steven E. McCall Jr, Valdosta State University

A small conflict from the War of Jenkins Ear, but a decisive event in Florida and Georgia history, this battle provides a variety of options for gamers at several levels. Naval aspects could broaden possibilities, while the strategies of General James Oglethorpe and Governor Don Manuel de Montiano offer alternative possibilities. Mr. McCall recently gained an MA in history, and teaches at several Georgia colleges and universities.



Friday, 1:00 pm

F2 "Battle of Olustee (1864)"

Kevin Cronin, Georgia Military College

Federal troops sought to cut Confederate supply lines, recruit slaves for the Union Army and possibly take Florida out of the Confederacy. They collided with a roughly equal number of Confederates at Olustee Station, 19 miles east of Lake City. Per capita, this was the bloodiest battle of the Civil War.

Kronin holds a history MA, along with decades of service in the United State Air Force, where he served as a wing historian for Operation Desert Storm. He is a proud teacher, military historian and wargamer.

Friday, 2:30 pm

F3 "Imperial Rome's Third Century Dilemma"

Dr. Ilkka Syvanne

What factors led to the downfall of West Rome? Dr. Syvanne, gives a preview of his upcoming book, *A Military History of Late Rome 284-641* (Pen and Sword).

Dr. Syvanne, with a Ph.D. in ancient history, has published multiple books on ancient military history, and has a long connection with Historicon.

SATURDAY

Saturday, 9 am

S1 "Marines in the First Gulf War,"

Dr. Paul Westermeyer USMC Museum

Looks at operations during the First Gulf War, by the author of the a newly published history. Author will have a limited of free copies available on a first-come-first-served-basis.

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



Saturday, 10:30 am

S2 "Celebrating a Century of Naval Warfare"

Larry Bond and Chris Carlson

Examine changes and constants in naval warfare in the 20th century, and how these are modeled in the Admiralty Trilogy game system. Also discussion on Trilogy's newest and upcoming releases.

Bond is a New York Times bestselling author and game designer. He serves as chief editor of the Trilogy Design Group,



Saturday, 1:00 PM

S3 "US Tank Destroyer Victory at El Guettar, Tunisia,"

Victor Failmezger

Hot action in Tunisia, where 36 American half-tracked tank destroyers stopped a German Afrika Korps attack of more than 100 panzers. Result, first and only battalion level Presidential Unit Citation.

Commander Victor "Tory" Failmezger, US Navy Retired, served 22 years in the US Navy on aircraft carriers and other ships and was stationed in Italy (twice), Germany, Japan and the Philippines. Military highlights included his participation in the Evacuation of Saigon, aide to the Director of Naval Intelligence, Naval Attaché Rome, Italy, Naval Officer assigned to visit East Berlin during the Cold War and a Director of bomb damage assessment during first Gulf War at DIA. He was awarded eight personal decorations. Recently he completed a three year effort to research his deceased uncle's World War II Army experience and the result is a 480 page book called "An American Knight." Failmezger is currently writing a unit history of the 601st Tank Destroyer Battalion during WW II.



Saturday, 2:30 pm

S4 "Their Own Way of Warring: The Evolution of Native American Warfare in the Deep South, 1500-1774"

Dixie R. Haggard, Valdosta State University

Native American battle tactics and strategy, plus how these adjusted to the arrival of Europeans and their new weapons.

Haggard is a Professor of History focused on pre-contact and colonial Native Americans.

Saturday, 4:00 pm

S5 "Triumph of the logs --The Failure of the Tactical Offensive at the Wilderness and Spotsylvania"

Andy Nunez

Get a sneak peak from the author of a new Osprey book, Wilderness and Spotsylvania, 1864.

Marylander Andy Nunez has authored numerous articles and books, he also edits the military simulation magazine, Against the Odds.



MINIATURE HOBBY UNIVERSITY

EVENTS, CLASSES & CONTESTS

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

PAINT N TAKE

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

IRON PAINTBRUSH

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

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

2nd Prize: Trophy, Assorted Hobby supplies.

3rd Prize: Trophy, Assorted Hobby supplies.

Day/Time/Duration: Sat. 8:30 PM, 2 hrs. (audience can come/go as you wish, or stay for the whole show...er, contest!)

Location: Hobby University Hall

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

Staff; Fri. 8:30 PM

SPEED PAINTING CONTEST

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

Staff; Sat. 4:00 PM

PAINTING CLASSES

HU-T100; Painting for Children (and Parent's Too)

Beginner's level class specially geared toward our youngest hobbyists. We will go over basic brush care, simple color theory and give kids a nice solid grip on basic painting methods. 1 Hours.

Bridget Blush; Thur. 2:00 PM

HU-T101; Army Painting

This class covers techniques and tricks to make you get more done faster. The goal of this class is not to have the greatest looking figure but the greatest looking army. Discussions will include planning your work, workspace efficiency, creating tools, and painting effectively. A little bit of color theory as it applies to army painting. This class will give you something to take home for your use in your style of painting - Instructor: Todd Pressley

Todd Pressley; Thur. 2:00 PM

HU-T102; Instant Junkyard

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

Don Goddard; Thur. 2:00 PM

HU-T103; Color Theory

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

Dorothy Catapano; Thur. 2:00 PM

HU-T104; Painting for Complete Beginners

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

Dorothy Catapano; Thur. 4:00 PM

HU-T105; Sandbags and Barbed Wire

Sandbags and Barbed Wire are ideal terrain pieces for games involving 20th Century warfare. Come and learn how to make your own. All materials provided. 1.5 hours

Tim Peaslee; Thur. 4:00 PM

HU-T106; Sticksville

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

Don Goddard; Thur. 4:00 PM

HU-T107; Painting Metallics

For realistic metal areas, shading and highlighting just like non-metallic areas can give you eye-popping and edge-enhancing results. This class will show you how to use multiple colors of metallic paints and controlled washes to put shadows and highlights where they'll make the most of your mini's metal parts. There will be brushes and paint you can use, and a prepped mini will be provided. 1.5 hours

Greg Zuniga; Thur. 4:00 PM

HU-T108; Advanced Beginners

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

Heather Blush; Thur. 6:00 PM

HU-T109; Introduction to Casting with Hirst Arts Molds

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

Tim Peaslee; Thur. 6:00 PM

HU-T110; Mounting Banners

This class puts a painted flag on a miniature. The miniature with a soft metal stave will be replaced with one of brass. The student will use a pin vise and drill to make room for a replacement stave. We will create a spearpoint on the top of the stave by sharpening and flattening out the brass. We will discuss techniques to make a flag appear to be flying in the wind. The completed flag will include cords and ribbons on your banner to make your command miniatures stand out. This intermediate course uses tools and requires attention to detail. Young persons are welcome if accompanied by an adult also in the class.

Todd Pressley; Thur. 6:00 PM

HU-T111; Airbrushing Basics

Come join our instructor, Greg Zuniga, as he goes through the basics of airbrushing miniatures. Whether you have some airbrush experience or are just curious about the benefits of using an airbrush – this class will give hands on airbrush training. Seating is extremely limited and we are only doing hands on once during the convention. 1.5 hours

Greg Zuniga; Thur. 6:00 PM

HU-F112; Beginning Basing

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

Dorothy Catapano; Fri. 10:00 AM

HU-F113; Prepping & Priming with Bonus "Pinning"

These all important first steps can be the difference between a masterpiece and a disaster. If you are serious about learning the business of painting and want your painted figures to stand the test of time this class is a MUST. Do not overlook this critical step - Instructor: Chris Vaughn

Chris Vaughn; Fri. 10:00 AM

HU-F114; Building Hirst Arts Projects Part 1

IMPORTANT YOU MUST BE ABLE TO ATTEND BOTH PART 1 & PART 2 ON FRIDAY TO PARTICIPATE Once you get all of the blocks cast, it is time for the real fun; Building something! This class will teach you the basic techniques for building a Hirst Arts project

Tim Peaslee; Fri. 10:00 AM

HU-F115; Horses of the American Wild West: Buckskin

This class is part of a series devoted to horses of the American Wild West, and in it we will learn to paint a Buckskin horse. Your cowboys and ranchers would be proud to ride one of these horses in your next Wild West shoot-out game! General techniques will be covered, and students will be painting a Buckskin horse. 1.5 hours

Christin Sciulli; Fri. 10:00 AM

HU-F116; Painting for Children (and Parent's Too)

Beginner's level class specially geared toward our youngest hobbyists. We will go over basic brush care, simple color theory and give kids a nice solid grip on basic painting methods. 1 Hours.

Bridget Blush; Fri. 10:00 AM

HU-F117; Painting for Children (and Parent's Too)

Beginner's level class specially geared toward our youngest hobbyists. We will go over basic brush care, simple color theory and give kids a nice solid grip on basic painting methods. 1 Hours.

Dorothy Catapano; Fri. 12:00 PM

HU-F118; Painting Hirst Arts Fieldstone Part 2

IMPORTANT YOU MUST BE ABLE TO ATTEND BOTH PART 1 ON FRIDAY & PART 2 TO PARTICIPATE Now that your fieldstone tower has been built, it is time to paint it. This class will teach you one of the techniques for an eye catching fieldstone model - Instructor: Tim Peaslee

Tim Peaslee; Fri. 12:00 PM

HU-F119; Special Class Boot Camp Part I

IMPORTANT YOU MUST BE ABLE TO ATTEND BOTH PARTS I & 2 ON FRIDAY AND PARTS 3 & 4 ON SATURDAY TO PARTICIPATE. Sash & Saber had given us really great 40mm Vikings. You will learn to finish one from prep and prime to the final details with our instructors. Heather Blush will teach how to prep and prime these gems, as well as teach you how to begin painting your Viking. Next Dorothy Catapano will teach you how to base your unit. The next day, Tanya Brewer will teach you how to make the details on your Viking really pop, and then Greg Zuniga will help you distress all of that fresh paint to make it look weathered and battle damaged. For making this commitment, you will walk out with a completed Viking, ready to put on the table. Limited to 6 participants. This class is BOTH days for 4 hours - You stay put and the instructor changes - Instructor: Hobby University Staff

Heather Blush; Fri. 12:00 PM

HU-F120; Flag Painting by Cheating

This class discusses how to create painted banners for your army without being a master painter. The student will learn about tools used to create banners. Techniques to leverage our photo and graphics references to create banners will be taught. The goal of this class will be to create a painted banner with battle honors using supplies for this class. This is an intermediate painting class; familiarity with paints and fine brushes is required. - Instructor: Todd Pressley

Todd Pressley; Fri. 12:00 PM

HU-F121; Paper Modeling for Beginners

Paper Modeling for Beginners: Student will receive a 28mm paper model to build and take home. Class covers basic safety, materials, printing, scoring, edging, and other useful skills. Bringing your own hobby knife (X-Acto type) is appreciated, but not necessary. Please note that due to safety concerns, i.e. the use of sharp knives, no one under the age of 15 is permitted

Joey McGuire; Fri. 12:00 PM

HU-F122; Dirty & Distressed (Weathering)

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

Greg Zuniga; Fri. 2:00 PM

HU-F123; Building the Viking A-Frame

In this class students will construct one of the most ubiquitous buildings of the Dark Ages and beyond. The simple A-Frame was used by the Vikings, Saxons, and will practically fit anywhere on your gaming table. Starting with the raw parts of thick card, coffee stirrers, foam-core, and towels, yes towels, students will assemble an A-Frame suitable for painting. This class is a beginner level and no terrain experience is necessary. Due to the use of sharp knives, children under the age of 15 must be accompanied by an adult - Instructor: Joseph McGuire

Joey McGuire; Fri. 2:00 PM

HU-F124; Painting for Complete Beginners

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

Todd Pressley; Fri. 2:00 PM



HU-F125; Special Class Boot Camp Part 2

IMPORTANT YOU MUST BE ABLE TO ATTEND BOTH PARTS I & 2 ON FRIDAY AND PARTS 3 & 4 ON SATURDAY TO PARTICIPATE. Sash & Saber had given us really great 40mm Vikings. You will learn to finish one from prep and prime to the final details with our instructors. Johnny Newman will teach how to prep and prime these gems, as well as teach you how to begin painting your Viking. Next Dorothy Catapano will teach you how to base your unit. The next day, Tanya Brewer will teach you how to make the details on your Viking really pop, and then Greg Zuniga will help you distress all of that fresh paint to make it look weathered and battle damaged. For making this commitment, you will walk out with a completed Viking, ready to put on the table. Limited to 6 participants. This class is BOTH days for 4 hours - You stay put and the instructor changes - Instructor: Hobby University Staff
Dorothy Catapano; Fri 2:00 PM

HU-F126; Terrain Painting: Painting and Weathering Brick Buildings

Terrain Painting: Painting and Weathering Brick Buildings. Starting from an assembled and primed building, participants will learn the techniques to create a realistic looking building. Weathering techniques will include color variation with acrylic paints, dry brushing, washes, and the use of inks and powders. We've all marveled at the realism achieved by model railroaders, here's a chance to learn how it's done. Materials donated by The Tactical Retreat.
Ed Dowgiallo; Fri. 2:00 PM

HU-F127; Advanced Beginners

For everyone who has learned the basics and is ready for the next step, this is it. If you've tried drybrushing and inking your models and you'd like to do more, this class will help you move to the next level. Covers layering, glazing, and other techniques to move your skills to the next level. 1.75 Hours.
Greg Zuniga; Fri. 4:00 PM

HU-F128; Painter's Tools & Supplies

This class will cover discussions on paints, inks, brushes, paint additives and other tips and tricks for better painting. You'll get important information on where and how to purchase great supplies inexpensively and as a bonus, we'll demo how to make an inexpensive "wet" palette at home. 1.5 hrs
Heather Blush; Fri. 4:00 PM

HU-F129; Army Painting

This class covers techniques and tricks to make you get more done faster. The goal of this class is not to have the greatest looking figure but the greatest looking army. Discussions will include planning your work, workspace efficiency, creating tools, and painting effectively. A little bit of color theory as it applies to army painting. This class will give you something to take home for your use in your style of painting - Instructor: Todd Pressley
Todd Pressley; Fri. 4:00 PM

HU-F130; Horses of the American Wild West: Palomino

If you ever watched Roy Rogers, then you are familiar with his horse Trigger, who was a handsome Palomino. A horse like this would really stand out in your next Wild West game. This class is part of a series devoted to horses of the American Wild West, general techniques will be covered, and students will learn to paint a Palomino horse. 1.5 hours
Christin Sciulli; Fri. 4:00 PM

HU-F131; Instant Junkyard

Learn simple terrain techniques for quickly populating a post apocalyptic table with plenty of affordable vehicle wrecks using temporary molds, plaster, and toy cars. Tips also applicable to creating historically themed auto junkyards. 1.5 hrs.
Don Goddard; Fri. 4:00 PM

HU-F132; Color Theory

Based on the book, Blue and Yellow don't make green, this class will explain why you sometimes get "mud" when you mix your colors, the difference between warm, cool and neutral palettes, and why adding white to make a lighter color isn't always a good idea. We will discuss the differences between paints and why some paints work better than others. You will walk away with the knowledge to be able to make your own mixes consistently. Bring your notebooks and your questions. We will cover a lot of information in a short time. 1.75 hours
Dorothy Catapano; Fri. 6:00 PM

HU-F133; Sticksville

Creating great looking buildings with popsicle and craft sticks. Where to find materials and how to glue them together to get amazing results. Folding, easy to store buildings will also be covered along with several techniques for great looking roofing. 1.5 hours
Don Goddard; Fri. 6:00 PM



HU-F134; Painting with Mediums

Paint on its own is great, but paint with additives is often better. This class will discuss what various acrylic mediums can do for you in working with paint and then let you experiment with what several types and mixes of mediums actually do. There will be brushes and paint you can use, and a prepped mini will be provided along with several samples and a handout.

Heather Blush; Fri 6:00 PM

HU-F135; Airbrushing Basics

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

Greg Zuniga; Fri 6:00 PM

HU-S136; Instant Junkyard

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

Don Goddard; Sat. 10:00 AM

HU-S137; Skintones

Award winning painter Jessica Rich will teach how to paint amazing skin. Seating is limited.

Jessica Rich; Sat. 10:00 AM

HU-S138; Prepping & Priming with Bonus “Pinning”

These all important first steps can be the difference between a masterpiece and a disaster. If you are serious about learning the business of painting and want your painted figures to stand the test of time this class is a MUST. Do not overlook this critical step.

Chris Vaughn; Sat 10:00 AM

HU-S139; Paper Modeling for Beginners

Student will receive a 28mm paper model to build and take home. Class covers basic safety, materials, printing, scoring, edging, and other useful skills. Bringing your own hobby knife (X-Acto type) is appreciated, but not necessary. Please note that due to safety concerns, i.e. the use of sharp knives, no one under the age of 15 is permitted

Joey McGuire; Sat 10:00 AM

HU-S140; Painting for Complete Beginners

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

Dorothy Catapano; Sat. 10:00 AM

HU-S141; Painting Freehand

Award winning painter Jessica Rich will teach how to paint Freehand. Seating is limited.

Jessica Rich; Sat. 12:00 PM

HU-S142; Special Class Boot Camp Part 3

IMPORTANT YOU MUST BE ABLE TO ATTEND BOTH PARTS I & 2 ON FRIDAY AND PARTS 3 & 4 ON SATURDAY TO PARTICIPATE. Sash & Saber had given us really great 40mm Vikings. You will learn to finish one from prep and prime to the final details with our instructors. Johnny Newman will teach how to prep and prime these gems, as well as teach you how to begin painting your Viking. Next Dorothy Catapano will teach you how to base your unit. The next day, Tanya Brewer will teach you how to make the details on your Viking really pop, and then Greg Zuniga will help you distress all of that fresh paint to make it look weathered and battle damaged. For making this commitment, you will walk out with a completed Viking, ready to put on the table. Limited to 6 participants. This class is BOTH days for 4 hours - You stay put and the instructor changes - Instructor: Hobby University Staff

Tanya Brewer; Sat 12:00 PM

HU-S143; Building the Viking A-Frame

In this class students will construct one of the most ubiquitous buildings of the Dark Ages and beyond. The simple A-Frame was used by the Vikings, Saxons, and will practically fit anywhere on your gaming table. Starting with the raw parts of thick card, coffee stirrers, foam-core, and towels, yes towels, students will assemble an A-Frame suitable for painting. This class is a beginner level and no terrain experience is necessary. Due to the use of sharp knives, children under the age of 15 must be accompanied by an adult. 1.5 hours

Joey McGuire; Sat. 12:00 PM

HU-S144; Vehicle Painting

We will cover techniques such as color blocking, washes, basic camo patterns, weathering and decaling. This class is great for the beginning painter all the way up to those who want to learn some different techniques for finishing those vehicles. Class is limited to 8 persons as materials are limited. 1.5 hours

Dorothy Catapano; Sat. 12:00 PM

HU-S145; Power Drill Pine Trees

Creating realistic coniferous trees with readily available hardware store supplies. Learn how to twist wire, tape, and shredded rope into tree shapes with power tools. 1.5 hours

Don Goddard; Sat. 12:00 PM

HU-S146; Painting Metallics

For realistic metal areas, shading and highlighting just like non-metallic areas can give you eye-popping and edge-enhancing results. This class will show you how to use multiple colors of metallic paints and controlled washes to put shadows and highlights where they'll make the most of your mini's metal parts. There will be brushes and paint you can use, and a prepped mini will be provided. 1.5 hours

Heather Blush; Sat 2:00 PM

HU-S147; Special Event Painting Troops with WWP

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

WWP "Dirty" John; Sat. 2:00 PM

HU-S148; Advanced Beginners

For everyone who has learned the basics and is ready for the next step, this is it. If you've tried drybrushing and inking your models and you'd like to do more, this class will help you move to the next level. Covers layering, glazing, and other techniques to move your skills to the next level. 1.5 Hours.

Tanya Brewer; Sat. 2:00 PM

HU-S149; Special Class Boot Camp Part 4

IMPORTANT YOU MUST BE ABLE TO ATTEND BOTH PARTS I & 2 ON FRIDAY AND PARTS 3 & 4 ON SATURDAY TO PARTICIPATE, Sash & Saber had given us really great 40mm Vikings. You will learn to finish one from prep and prime to the final details with our instructors. Johnny Newman will teach how to prep and prime these gems, as well as teach you how to begin painting your Viking. Next Dorothy Catapano will teach you how to base your unit. The next day, Tanya Brewer will teach you how to make the details on your Viking really pop, and then Greg Zuniga will help you distress all of that fresh paint to make it look weathered and battle damaged. For making this commitment, you will walk out with a completed Viking, ready to put on the table. Limited to 6 participants. This class is BOTH days for 4 hours - You stay put and the instructor changes.

Greg Zuniga; Sat. 2:00 PM

HU-S150; Flag Painting by Cheating

This class discusses how to create painted banners for your army without being a master painter. The student will learn about tools used to create banners. Techniques to leverage our photo and graphics references to create banners will be taught. The goal of this class will be to create a painted banner with battle honors using supplies for this class. This is an intermediate painting class; familiarity with paints and fine brushes is required. - Instructor: Todd Pressley

Todd Pressley; Sat. 2:00 PM

HU-S151; Dirty & Distressed (Weathering)

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

Greg Zuniga; Sat. 4:00 PM

HU-S152; Building Hirst Arts Projects Part 1

IMPORTANT YOU MUST BE ABLE TO ATTEND BOTH PART 1 & PART 2 ON SATURDAY TO PARTICIPATE Once you get all of the blocks cast, it is time for the real fun; Building something! This class will teach you the basic techniques for building a Hirst Arts project. 1.5 hours

Tim Peaslee; Sat. 4:00 PM

HU-S153; Horses of the American Wild West: Roan

Do you want to paint some ponies for your Plains Indians, but aren't quite ready to tackle true Paints and Appaloosas with their complex coats? Then get your feet wet by learning to paint a Roan horse. This class is part of a series devoted to horses of the American Wild West, general techniques will be covered, and students will learn to paint a Roan horse. 1.5 hours

Christin Sciulli; Sat. 4:00 PM

HU-S154; Mounting Banners

This class puts a painted flag on a miniature. The miniature with a soft metal stave will be replaced with one of brass. The student will use a pin vise and drill to make room for a replacement stave. We will create a spearpoint on the top of the stave by sharpening and flattening out the brass. We will discuss techniques to make a flag appear to be flying in the wind. The completed flag will include cords and ribbons on your banner to make your command miniatures stand out. This intermediate course uses tools and requires attention to detail. Young persons are welcome if accompanied by an adult also in the class. 1.5 hours

Todd Pressley; Sat. 4:00 PM

HU-S155; Painting Animal Patterns

Saddle covers, cloaks, and scenery pieces often have animal patterns on them. In this class you will learn techniques that will prepare you to duplicate animal patterns more accurately. This class is best for painters who have at least some experience. 1.5 Hours

Tanya Brewer; Sat. 4:00 PM

HU-S156; Airbrushing Basics

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

Greg Zuniga; Sat 6:00 PM

HU-S157; Techniques 1: Dark Blue

This class is about putting techniques into practice. The student will learn about painting with dark blue. Dark and Prussian blue uniforms are common throughout the horse and saber period, but this color can be frustrating to show color depth: highlights and shadow. Too much light and we wind up with medium or light blue. Too dark and the figures are dark and look uniformly black. The purpose of this class is to help step up our game -- to bring these uniforms to the forefront. After taking this class you will be able to assemble grand armies of dark, yet colorful uniforms. This intermediate class will practice classroom exercises to hone our skills in shading and shadowing. 1.5 hours

Todd Pressley; Sat. 6:00 PM

HU-S158; Painting the 28mm Face & Eyes

The ever important “how to” for that extra tricky area, the face. Eyes, female features and MORE (makeup, eyebrows, lips, skin, 5 o’clock shadow, etc.) 1.5 hours

Heather Blush; Sat 6:00 PM

HU-S159; Terrain Painting

Painting and Weathering Brick Buildings. Starting from an assembled and primed building, participants will learn the techniques to create a realistic looking building. Weathering techniques will include color variation with acrylic paints, dry brushing, washes, and the use of inks and powders. We’ve all marveled at the realism achieved by model railroaders, here’s a chance to learn how it’s done. Materials donated by The Tactical Retreat. 1.5 hours

Ed Dowgiallo; Sat 6:00 PM

HU-S160; Painting Hirst Arts Fieldstone Part 2

IMPORTANT YOU MUST BE ABLE TO ATTEND BOTH PART 1 ON FRIDAY & PART 2 TO PARTICIPATE Now that your fieldstone tower has been built, it is time to paint it. This class will teach you one of the techniques for an eye catching fieldstone model 1.5 hours

Tim Peaslee; Sat 6:00 PM

Hampton Roads Wargamers presents

GUNS OF AUGUST 2014

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FALL-IN! 2014

November 7th-9th 2014 Lancaster Host Host Resort & Conference Center – Lancaster, PA - USA

Convention Theme: “Home Before the Leaves Fall...”

Come join us for a weekend packed full of gaming! This year’s theme will be dedicated to the 100th anniversary of the beginning of the “Great War”.



With the assassination of Austrian Archduke Franz Ferdinand on June 28th 1914, the tensions between the major powers in Europe started to escalate. On July 23rd 1914, Austria-Hungary issued an ultimatum to Serbia, an act which ultimately led to the beginning of World War 1. On July 28th, 1914, Austria-Hungary declared war on Serbia. All countries in the first year of the conflict believe that the war would be brief and end in glory and that they would all be home before the leaves fell that year... only time would tell.

Fall-In! with the ranks of hobbyists at the Lancaster Host Resort & Conference in Lancaster, PA on 7-9 November 2014, as they gather together for Historical Miniature Gaming’s last big show of the year!

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

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

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

GAMING EVENTS

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

Wednesday

7 PM

W-535 VSF Racing

Victorian Science Fiction; 7 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-06; Host Jon Lundberg; Scale: 28mm; Rules: Contraption Racing; Sponsor: West Wind and Brigade Games; Number of players: 8.

Ornithopter vs. armed Hansom Cab or Steam powered Bicycle or..... Take one of the weird and wacky contraptions from West Wind and race across the table and back. Do you pick speed or hitting power or a little of both. Win the race or eliminate your opponents



8 PM

W-500 Tigers In The Snow '44

WWII; 8 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-08; Host Pete Panzeri; Scale: 15mm; Rules: Blitzkrieg Rules!; Sponsor: Zvezda; Prize: From Zvezda; Number of players: 20.

Winter Bulge Thrust! Can the Panzer Korps penetrate the shell-shocked 101st Airborne's last defense of Bastogne? Or will Patton's armored spearhead break-thru in time? A short but intense game of Random Events, Mayhem, Cheers! Toasts! Music, Hats, T-Shirts, Prizes! Awards, NON-STOP FUN & EXCITEMENT! Download a free PDF of the Rules and Scenario at www.Zvezda-usa.com.



Thursday

9 AM

T-237 Belgium Ablaze: 1815 Campaign in a Weekend

Napoleonic; 9 AM; Length: 5; Location: EXHIBIT HALL A; Table: EA-37, 38; Host Richard McMahon; Scale: 6mm; Rules: Houserules Napoleonics by Brian Stokes; Number of players: 8.

Using Columbia Games "Napoleon" 4th Ed. as a campaign vehicle, converting the wood blocks to miniatures, the entire campaign can be fought in a weekend. The convention game will be 2 linked battles, a small hands-on tutorial, which will affect the much larger multi-division action. The tactical losses can be converted to "Napoleon", which can continue during open gaming until the next battle....

T-543 The Perilous Fight: Baltimore 1814 - Theme

War of 1812; 9 AM; Length: 5; Location: EXHIBIT HALL A; Table: EA-04; Host John Meyer; Scale: 3mm; Rules: Napoleonic Grand Tactics (home) Rules; Sponsor: Pico Armor, Paper Terrain; Prize: Offered by all three: the GM, Pico Armor, & Paper Terrain; Number of players: 8.

Potentially largest battle in the War of 1812, the American phase of the Napoleonic (world) War. One of the few, if not only, true combined land & sea of that war. Mostly militia American forces faced down the best army in the world, AND the most powerful navy in the world, and inspired our National Anthem, "The Star-Spangled Banner". Game has 2000+ figures, 500+ buildings, dozens of ships.

T-508 The Tugars have arrived!

American Civil War; 9 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-10; Host Leo Walsh; Scale: 25mm; Rules: High Noon; Number of players: 10. From the pages of "The Lost Regiment" book series the "Hoard" have arrived and the "Yankees" and a few hearty "Rus" have to slow the early scouts of the Tugar tribe. The "Yankees" will stand with rifles and bayonets or be eaten alive! This is a skirmish level game! Lots of action and close combat.

T-392 Oil Boom!

Modern; 9 AM; Length: 3; Location: EXHIBIT HALL A; Table: EA-09; Host Stan Johansen; Scale: 28mm; Rules: Jihad Modern rules can be downloaded for free from my Website <http://www.stanjohansenminiatures.com/>; Sponsor: Miniature Building Authority; Prize: \$20.00 Gift certificat for Stan Johansen Miniatures.; Number of players: 6.

6 Factions battle to protect, destroy or profit from an oil lines pumping facility.

10 AM

T-383 The Purifying Flame

Ancients; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-02; Host Pete English; Scale: 28mm; Rules: Blood and Roses (Home); Sponsor: Miniature Building Authority; Number of players: 7.

Vampire slayer teams were able to "extract" from one of his minions the route that the Dark One, Valak, is taking back to his lair. The ambush is set for the hours before dawn. If the Creature can be kept from a dark refuge the rays of dawns morning light will burn him with purifying flame. The fight will be hard and many will fall for Valak has legion under his sway, but this is our chance to send this beast to Hell.

T-503 Your Loot Is Our Loot, East Anglia, 865 AD

Dark Ages; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-46; Host Bob Bryant; Scale: 25mm; Rules: Clans and Companies; Number of players: 6.

A Saxon thegn marches his bedraggled forces home from battle with a rival. Scouts report another force a few hours away on the line of march. They appear to be Vikings, making camp. With loot. A dawn attack should be sufficient to recover Saxon treasure. Adult must be present with child.

T-370 Ney's Attack -- Battle of Friedland, 1807

Napoleonic; 10 AM; Length: 4; Location: BALL ROOM D; Table: BD-03; Host Bruce Taylor; Scale: 28mm; Rules: Napoleonic Warfare; Sponsor: SAGA Warfare; Number of players: 6.

Napoleon has caught the Russian Army at Friedland badly deployed: not only is its back to the Alle River, General Bagration's command is separated from the main army by the river's winding course. Ney's order s are to attack and drive Bagration into the river ,insuring the piecemeal destruction of the Russians. Can you re-create the Russian defeat or stave off disaster? Come join us and find out.

T-133 VSF Racing

Victorian Science Fiction; 10 AM; Length: 3; Location: EXHIBIT HALL A; Table: EA-06; Host Jon Lundberg; Scale: 28mm; Rules: Contraption Racing; Sponsor: West Wind and Brigade Games; Number of players: 8.

Ornithopter vs. armed Hansom Cab or Steam powered Bicycle or..... Take one of the weird and wacky contraptions from West Wind and race across the table and back. Do you pick speed or hitting power or a little of both. Win the race or eliminate your opponents



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T-225 Check Your 6! WWI**Western Front – Brisfits Score**

WWI; 10 AM; Length: 3; Location: BALL ROOM E; Table: BE-02; Host Brian DeWitt; Scale: 1:144; Rules: Check Your 6! Modified for WWI; Number of players: 10. The Bristol F.2A arrived on the Western Front in April 1917 as the British launched the Battle of Arras. Pilots soon named the plane 'Brisfit'. The very first F.2A patrol had a disastrous first engagement with Manfred von Richthofen and Jasta 11. Here three days later, another flight of Bristol F.2s are flying an offensive patrol between Arras, Lens and Vitry were attacked by Albatros D III's of Jasta 4. Experience with Check Your 6! rules not necessary.

T-234 Tigers In The East! - Theme

WWII; 10 AM; Length: 3; Location: EXHIBIT HALL A; Table: EA-08; Host Pete Panzeri; Scale: 15mm; Rules: Blitzkrieg Rules!; Sponsor: ZVEZDA; Prize: FROM ZVEZDA; Number of players: 20.

Classic Winter Battle! Can the shell-shocked veterans of the SS Panzer Korps Stop the Reds from breaking through into the Fatherland? A short but intense game of Random Events, Mayhem, Cheers! Toasts! Music, Hats, T-Shirts, Prizes! Awards, NON-STOP FUN & EXCITEMENT! Download a free PDF of the Rules and Scenario at www.Zvezda-usa.com.

T-461 Golzow, March 22, 1945

WWII; 10 AM; Length: 4; Location: MEETING ROOM 4; Table: M4-01; Host Bob Evans; Scale: 15mm; Rules: Flames of War; Number of players: 5.

The Russians have crossed the Oder and are pushing armored spearheads towards Berlin. Can the German fire brigades blunt the Russian attack? Heavy tank battle in Eastern Germany.

T-181 Wetlet - "Keeping the Japanese Off-Balance"**Burma March 1945**

WWII; 10 AM; Length: 5; Location: EXHIBIT HALL A; Table: EA-24; Host Michael Sincavage; Scale: 15mm; Rules: Battlefront; Number of players: 4.

As the British burst onto the central plains of Burma, Gen. William Slim assigns assets to cut the Japanese supply lines at Meiktila. An armor/infantry battle group runs into the Japanese near the village of Wetlet. The armor of the British is offset by the wooded terrain and fortified village controlled by the Japanese. As both sides pound each other with artillery, whose infantry will prevail. Familiarity with Battlefront rules is helpful but not required as the rules will be explained. Please, no children under the age of 15.

**T-482 The Forsaken Inn**

Fantasy; 10 AM; Length: 2; Location: MEETING ROOM 3; Table: M3-02; Host Del Stover; Scale: 25mm; Rules: Games Workshop's Lord of the Rings Battle System; Number of players: 4.

A day's journey east of Bree, the Forsaken Inn is a lonely way stop for travelers who risk the Great East Road that runs from the Shire to the Misty Mountains. Only a year after Bilbo Baggins' return from the Lonely Mountain, a young ranger named Aragorn arrives at the inn with a warning that an orc raiding party is approaching

11 AM

T-465 Battletech - Grinder 1

SciFi; 11 AM; Length: 3; Location: BALL ROOM B; Table: BB-02; Host Dave Yingling; Scale: 1:285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.

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

12 PM

T-269 A Funny Thing Happened On The Way To Camdon

AWI; 12 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-31; Host John Murdaugh; Scale: 40mm; Rules: Larry Brom's "Disperse Ye Damn Rebels"; Number of players: 8.

Enter the fictional world of the Jackson Gamers "Murican Revolution". The year is 1780 and General Bates, the hero of the North, has been sent South to stop the advance of Lord Cornwall and his Britanlian forces. Come declare your allegiance to the King or Congress. What will be your response to the Kings demand to "Disperse ye damn Rebels". Small children will need Adult supervision.

T-377 1813 Napoleonic Mini

Campaign: Game 1. Prussian, Russian and Austrian forces defend the approaches to Berlin in August, 1813. - Theme

Napoleonic; 12 PM; Length: 4; Location: BALL ROOM D; Table: BD-01, 02; Host David Bonk; Scale: 40mm; Rules: Carnage & Glory II; Sponsor: Sash and Saber; Number of players: 6.

The French are on the march and Prussian, Russian and Austrian forces defend the approaches to Berlin in August, 1813. The results of this game will be used to inform the campaign and will determine the next game.

T-534 Aerodrome(R) 2.0 -Dogfight! Spits & 109s over the Channel!

WWII; 12 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-01; Host Mark Wukas; Scale: 1:144; Rules: Aerodrome(R) World War 2 Aerial Combat Game; Sponsor: Aerodrome(R) Aerial Combat Games; Prize: Wings, pins and medals; Number of players: 12.

Test your mettle as an RAF or Luftwaffe fighter pilot flying a Supermarine Spitfire or a Messerschmitt 109 in the early days of the Battle of Britain. This game will serve as an introduction to Aerodrome's unique and easy-to-learn combat system in anticipation of more Aerodrome® games during Historicon. Spouse and female-friendly game. Under age 15 only with a playing adult.

T-315 First Encounter

SciFi; 12 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-25; Host Edmund V Bates; Scale: 1:4105; Rules: Modified Colonial Fleet; Number of players: 4.

The newest Battlestar the Galactica is ready to join the Colonial Fleet. The captain has received his jump orders location to join the Galacticas battle group. Upon arriving the only one to greet them is a lone Cylon Basestar. The captain of the Galactica has decided to test his crew and engage the Cylons. Come and lead your side to Victory. Would like to keep the same table running another game in two hours.

**T-469 Battletech - Caleb's Folly**

SciFi; 12 PM; Length: 5; Location: BALL ROOM B; Table: BB-03; Host Mark Yingling; Scale: 1:285; Rules: Alpha Strike; Sponsor: Iron Wind Metals; Number of players: 10.

In June 3144, Prince Caleb was planning his major attack against the Draconis Combine who began attacking the Federated Suns. But his dreams of conquest fell short when a massive Combine attack force entered the system of Palmyra where Caleb was staging his forces. Join the fight to save the First Prince of the Federated Suns.

T-463 Battletech - Deadliest MechWarrior: The General and the Prince

SciFi; 12 PM; Length: 5; Location: BALL ROOM B; Table: BB-04; Host Charles Shumar; Scale: 1:285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.

In this episode of Deadliest Mechwarrior two of the greatest Generals to live will face each other. Aleksandr Kerensky will lead a company of the 331st Royal BattleMech Regiment against Victor Stienen-Davion who will lead a company of the Outland Legion. Both of these men are renowned for their leadership on the battlefield and their skill in the cockpit. Which one will be the Deadliest Mechwarrior? All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

T-531 The Battle of Arklow 1798 - Theme

Other; 12 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-05; Host Duncan MacFarlane; Scale: 25mm; Rules: Black Powder; Sponsor: Wargames Illustrated; Number of players: 6.

Wargames illustrated presents - The Battle of Arklow, which took place during the Irish Rebellion of 1798 on 9 June when a force of United Irishmen from Wexford, estimated at 10,000 strong, launched an assault into County Wicklow, on the British-held town of Arklow, in an attempt to spread the rebellion into Wicklow and to threaten the capital of Dublin.

1 PM

T-449 Old MacDonald had a Farm

French & Indian War; 1 PM; Length: 4; Location: BALL ROOM B; Table: BB-01; Host Cliff Brunken; Scale: 28mm; Rules: TVG; Prize: Yes- Good Sport Award; Number of players: 4.

The Frontier is not a safe place to live in 1759. The homestead of Old man MacDonald and his wife played host to two British officers and their men. Little did they know that both Lenape and Shawnee war parties had a watchful eye on the farmers storage shed. Will the defense of this homestead end with food stores for the winter being protected or will the whole place be burnt to the ground? Kids under 14 must be with adult.

T-167 Operation Seelowe - Kriegspiel - The fictional Battle for River Arun 1940

WWII; 1 PM; Length: 4; Location: MEETING ROOM 1; Table: M1-01, 02; Host Mark Jarvis; Scale: Other; Rules: Kriegspiel - Home Grown -; Number of players: 12.

The Germans have landed in the UK and the Canadians of the 1st Infantry Division are trying to stop the advance at the River Arun. - A hidden movement map based game where players fight each other via Pen and Paper. The game uses period maps of the area where the Germans would have had to fight if they had launched the invasion of the UK in 1940. - 3 players per side and an umpire per player.

2 PM

T-174 A Blown Surprise, Italian Wars 1496 - Theme

Renaissance; 2 PM; Length: 6; Location: EXHIBIT HALL A; Table: EA-36; Host Jeff Russ; Scale: 15mm; Rules: Warlord Games Pike & Shotte; Number of players: 8.

The Republic of Venice vs Duchy of Milan. Venice has successfully pushed Milan into a war with the plan to ambush the Milanese forces as they march but at the last minute the ambush is blown.

T-305 Buccaneer Wars

Age of Piracy; 2 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-07; Host Brian Whitaker; Scale: 28mm; Rules: Buccaneer Wars; Sponsor: Merrimack The Old Glory Shipyard; Prize: Gift Certificate; Number of players: 8.

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

T-483 Battle of Marengo, Starving the Austrian Army

Napoleonic; 2 PM; Length: 4; Location: MEETING ROOM 3; Table: M3-01; Host Ben Fornshell; Scale: 10mm; Rules: Tabletop Battle System; Number of players: 6.

France makes a daring cross of the Alps, cuts off the Austrian supply route and crushes the Austrians despite their cunning attempts at deception. Join us for a beautifully scenic recreation and see if you can rewrite history. Fast playing, rules taught.

T-432 The Battle of Peach Tree Creek - Theme

American Civil War; 2 PM; Length: 4; Location: BALL ROOM C; Table: BC-03; Host Kurt Schlegel; Scale: 10mm; Rules: A Union So Tested; Number of players: 8.

July 20, 1864. 150 years ago John B. Hood took command of the Army of Tennessee and attacked the Army of the Cumberland while it was strung out crossing the unfordable creek. Can you change history and save Atlanta or will you play the Yankees and hold off the Rebs as Gen Thomas. Familiarity with the Look Sarge series of rules is helpful but not required.

T-509 SKIRMISH AT RACCOON FORD, VIRGINIA

August 11, 1862 - Theme

American Civil War; 2 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-10; Host Maurice Holmes; Scale: 25mm; Rules: High Noon; Number of players: 6.

Near Raccoon Ford, Virginia. Following the Battle of Cedar Mountain, JEB Stuart was tasked with locating the Federal Armies. Heading toward Culpeper, he located Banks Corps which happened to include the 1st Rhode Island Cavalry. There was a heavy skirmish near Raccoon Ford between the forces of JEB Stewart and the First Rhode Island.

T-170 Fighting Mexican Bandits -- Roma, Texas, 1875

Western; 2 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-16; Host George Schneider; Scale: 25mm; Rules: High Noon -- Home Rules; Number of players: 6.

"Lerdista" Mexican rebels often crossed the Rio Grande to steal money and supplies to sustain their campaign against the Diaz government. One raid hit Roma, Texas in April 1875. A troop of the 9th U.S. Cavalry (Buffalo Soldiers) rode to Roma to chase the bandits back into Mexico. Will the bandits steal up to \$10,000, or will the cavalry drive them home? Rules to be explained.

T-518 Jungle Gods

Pulp; 2 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-44; Host Kim Allman; Scale: 25mm; Rules: Valor & Steel & Flesh; Number of players: 6.

1900, German East Africa, an explorer long thought dead emerges from the jungle interior with wild tales of lost civilizations and a monster that guards a treasure. The man dies and ancient gold coins are found among his affects. Adventurers, madmen, and soldiers of fortune seek to be the first to find the treasure. Hostile natives, wild animals, deadly terrain, and jungle gods await them. Children under 12 allowed with an accompanying adult player.

T-144 Italian Torch Song

WWII; 2 PM; Length: 6; Location: EXHIBIT HALL A; Table: EA-42; Host Chris Carlson; Scale: 1:2400; Rules: Clash of Arms Command at Sea; Number of players: 10.

It's 1942 and the Allies have finally made their move -- in North Africa! Futile attempts by Vichy French have failed to stop the invasion, so it falls to the might of the Italian Navy. Can the Allies protect their fledgling landings or will Il Duce prove he is master of the Mediterranean as he claims? Join the Admiralty Trilogy as we let American and Italian BBs roar in high seas action.

T-393 Desert Breeze

Modern; 2 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-09; Host Michael Johns; Scale: 28mm; Rules: Open Conflict; Sponsor: Miniature Building Authority; Number of players: 8.

Modern Warfare in the Middle East Details TBA

T-440 Rescue the Prince - Theme

Fantasy; 2 PM; Length: 4; Location: BALL ROOM C; Table: BC-01; Host Dave Wood; Scale: 28mm; Rules: Bear Yourself Valiantly; Number of players: 6.

The Elven commander knew that burning a goblin village would teach them to stop raiding their land. But he miscalculated the forces needed, and is now trapped in the village. The elves are determined to rescue their forces (and would have been just as determined, even if the commander wasn't the prince.) Will the relief force make to the camp? Or will the goblins retake the village? With Bear Yourself Valiantly there are no large chart cards to spoil the aesthetics of your game. Fight the battle, not the rules.

T-466 Battletech - Grinder 2

SciFi; 2 PM; Length: 3; Location: BALL ROOM B; Table: BB-02; Host Dave Yingling; Scale: 1:285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.

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

T-166 Galactic Kampaigns:

Missions to Accomplish

SciFi; 2 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-27; Host Peter Anderson; Scale: Other; Rules: Galactic Knight by Monday Knight productions; Number of players: 8.

Tasks Forces from four of the Galactic Knights (ex Superior Starfleet Wars) races (Terran, Avarian, Entomalian and Carnivoran) face off in short mini-campaigns, trying to carry out (or thwart!) their assigned missions, which include Attacking or Defending a Planet/Space Station, escorting a Convoy, or Patrolling to repulse enemy raiders. Each fleet has unique strengths and weaknesses.

T-384 Necronomawhat?

Other; 2 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-02; Host Steve Braun; Scale: 28mm; Rules: Savage Tales/Homebrew; Sponsor: Miniature Building Authority; Number of players: 8.

Somewhere in England, 543AD. Kings, chieftains and war leaders across the isles are bringing their warbands to a little known village in north central England. They travel at the urging of their counselors and wisemen in a quest for a tome of ancient knowledge. And ancient evil. Come join this tongue-in-cheek Lovecraftian game for 88 players.

T-511 Lost Regiment Naval Battle: Tobias Returns

Other; 2 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-17; Host Leo Walsh; Scale: 1:1200; Rules: Age of Iron; Number of players: 8.

The boys in the "Lost Regiment" series have had to build a naval fleet to return home and take on Tobias and his pirate and "Hoard" allies. Can the quickly built gunboat and galley fleet beat the monster ironclad, gunboats, pirate ships and galleys of the Hoard? Fast moving slightly modified ACW naval rules.

3 PM

T-462 Crecy, 1346

Medieval; 3 PM; Length: 4; Location: MEETING ROOM 4; Table: M4-01; Host Bob Evans; Scale: 15mm; Rules: Might of Arms; Number of players: 5.

Edward III's army finds itself pursued by a superior French army. But can Edward use terrain, French impetuosity, and the powerful English longbow to win the day?

T-409 The Battle of Laon, 9 March 1814 - Theme

Napoleonic; 3 PM; Length: 4; Location: BALL ROOM C; Table: BC-02; Host Eric Schlegel; Scale: 15mm; Rules: The Continental System; Number of players: 6.

It's time for another 200th anniversary battle. Following the battle of Craonne on March 7, Blucher withdrew to Laon. Napoleon marched toward Laon on the morning of March 9 and ordered Ney, with Mortier and the Guard, to attack from the South. Can the French defeat the Prussians before Blucher can bring the full weight of his force to bear? Players under 13 welcome with a playing adult. Familiarity with Johnny

Reb is helpful, but not required.

T-371 Ney's Attack -- Battle of Friedland, 1807

Napoleonic; 3 PM; Length: 3; Location: BALL ROOM D; Table: BD-03; Host Jeff Ball; Scale: 28mm; Rules: Carnage & Glory II; Sponsor: SAGA Warfare; Number of players: 6.

Napoleon has caught the Russian Army at Friedland badly deployed: not only is its back to the Alle River, General Bagration's command is separated from the main army by the river's winding course. Ney's orders are to attack and drive Bagration into the river, insuring the piecemeal destruction of the Russians. Can you re-create the Russian defeat or stave off disaster? Come join us and find out.

T-147 Advance on Mons - Theme

WWI; 3 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-06; Host Jon Lundberg; Scale: 28mm; Rules: Price of Glory; Sponsor: Brigade Games; Number of players: 8.

First contact between elements of the BEF and Von Kluck's forces. Like any meeting engagement reinforcements will rush to the fight. Both armies are groping for each other on the German right flank. The Schlieffen plan timetable was upset by Belgian resistance at Liege. The BEF tries to wreck the whole plan and it begins now. Two part game with the sequel on Friday morning

T-431 Gremlins - Theme

WWII; 3 PM; Length: 3; Location: BALL ROOM C; Table: BC-06; Host Bruce Kohn; Scale: 1:300; Rules: Little Friends; Number of players: 4.

February 1 1942. Taroa, Marshall Islands. F4Fs of VF-6 meet A5Ms. Murphy's Law is intervening in the Wildcats first WWII fighter action. Fight the Claudes, Gremlins and your own planes for victory (and survival). Rules taught. Fledglings with adult co-pilots welcome.

T-287 Grav Tanks of the 2nd ACR: Meeting Engagement - Theme

SciFi; 3 PM; Length: 3; Location: BALL ROOM A/F; Table: BA-05; Host Chris King; Scale: 6mm; Rules: Renegade Legion: Centurion; Number of players: 4.

Attention Renegade Legionnaires! TOG Strike Legions made it past the Navy, so it's up to us tankers now. Tighten your grav coils, tune the shields, and get a full load of APDS. We ride at dawn! Dust off your Renegade Legion: Centurion rules and join us for a 6mm platoon-level clash in the 69th century. No experience needed, rules taught. We'll even start with some practice on an obstacle course. Knowledge of Renegade Legion: Centurion useful but not required; children welcome with a supervising adult.

T-484 Day of the Daleks

SciFi; 3 PM; Length: 3; Location: MEETING ROOM 3; Table: M3-02; Host Del Stover; Scale: 28mm; Rules: Doctor Who Miniatures Game; Number of players: 4.

A world peace conference attempts to avert a third world war, a tragedy that the Daleks are hoping to incite so humanity will be too weak to defend itself from a Dalek invasion in the 21st Century. In this adventure inspired by the 1972 episode, "Day of the Daleks," UNIT is called in to defend the conference from a Dalek attack, while the Third Doctor rushes to a village hardware store in search of electronics that will create an effective weapon against the alien invaders. Will the Daleks "exterminate" all opposition? Or will the Doctor, Jo, and the Brigadier lead UNIT to victory?

4 PM

T-548 Roman Chariot Race - Theme

Ancients; 4 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-23; Host Bill Chappell; Scale: 54mm; Rules: Roman Chariot Race, by Brian DeWitt; Number of players: 12.

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

T-364 La Rothierre 1 Feb 1814,

The French Right Wing - Theme

Napoleonic; 4 PM; Length: 6; Location: BALL ROOM D; Table: BD-06; Host John Snead; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 8.

The Allied assault on the village of La Rothiere. Forward through the mud and the snow squalls!

T-545 The Pass

Colonial; 4 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-20; Host Mark Stevens; Scale: 25mm; Rules: TSATF; Number of players: 8.

Classic TSATF scenario. A British force must escort a supply column through the pass to Khandahar. Loosely based on Lord Robert's relief of Khandahar in 1880. The 72nd and 92nd Highlanders with the 3rd Ghurkas and 3rd Sikhs must force the pass. Afghan regulars and Pathans are in opposition.

T-541 Sword Beach - Theme

WWII; 4 PM; Length: 6; Location: EXHIBIT HALL A; Table: EA-18; Host Tim Broome; Scale: 20mm; Rules: Command Decision Test of Battle; Number of players: 8.

Join the British forces to storm Sword Beach and then push on to Caen or man the bunkers of Fortress Europa to defend the Reich. Climb into the tanks of the 21st Panzer Division and drive the British back into the sea. Players of all experience levels are welcome. Children under 12 should be accompanied by an adult.

T-552 Cold War 2 or

World War 3 - Theme

Modern; 4 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-08; Host Chris Stockton; Scale: 1:285; Rules: FirePower XXI; Sponsor: GHQ Models; Prize: Offered by GHQ; Number of players: 10.

Russia invades Ukraine. Russia takes the Crimea then advances further west to take the oil pipelines, the industrial area and the most important farmland, the Breadbasket. Will NATO stand by or only 'support' Ukraine with faint protests and some mild economic sanctions? Russia invades with an Armored Brigade equipped with the last Russian equipment such as the T-90. Is Ukraine able to win this war?

5 PM

T-560 The Battle of Julesburg, Colorado, Jan 7, 1865 - Theme

Western; 5 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-28; Host Douglas Lipton; Scale: 30mm; Rules: Warpaint (modified); Number of players: 12.

Seeking revenge for the Sand Creek Massacre, 5 tribes joined to attack the town and fort of Julesburg in the NE corner of Colorado where the Overland, Bozeman and Oregon Trails all met. Can the Cavalry troop of about 80 men and about 100 civilians stop the attack and prevent the Indians from ravaging the town and destroying the fort? This a real event and you are there. Boys and girls 12 or older can play.

T-467 Battletech - Grinder 3

SciFi; 5 PM; Length: 3; Location: BALL ROOM B; Table: BB-02, 03; Host Charles Shumar; Scale: 1:285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.

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

6 PM

T-110 Battle of the Chios Channel - 15 September 1695 - Theme

Pike and Shot; 6 PM; Length: 5; Location: BALL ROOM A/F; Table: BA-03; Host Stanley Sunderwirth; Scale: 1:2000; Rules: Victory Under Sail; Number of players: 8.

A Venetian fleet of 25 ships, 6 Galleasses, and 33 galleys under Alessandro Molino engaged Mezemorta Huseyn Pasha with 20 Turkish, 7 Algerian and 5 Tripolitanian ships and 24 galleys in the Chios Channel. Strong winds kept the galleys out of the action. Players control squadrons in a game with lots of dice and few charts. Rules will be taught.

T-446 Battle of Camperdown - Theme

Napoleonic; 6 PM; Length: 4; Location: BALL ROOM C; Table: BC-08; Host James "Tank" Nickle; Scale: 1:1200; Rules: Fire as She Bears 2nd Edition; Number of players: 8.

The British fleet has trapped the Fleet of the Batavian Republic against the coast and is trying to destroy it before a gathering storm wrecks them all. This is one of the few times the British seamen don't totally outclass their opponent but their favorable position gives them an excellent chance for victory.

T-485 The Graveyard Road: 1863

American Civil War; 6 PM; Length: 4; Location: MEETING ROOM 3; Table: M3-01; Host Del Stover; Scale: 10mm; Rules: Johnny Reb III; Number of players: 4.

After the Battle of Champion's Hill, a disordered Confederate army is in retreat towards Vicksburg. Suddenly, the vanguard of the Army of the Tennessee appears on the flank, threatening that line of retreat. The larger Rebel force must prevent the Union from blocking the Graveyard Road that leads to Vicksburg, but devoting too many Rebel troops to this task could bog down the retreat of the rest. This battle of maneuver will demand tacticians to make hard choices about deployment and reserves. Nice terrain.

T-150 Operation Varsity March 1945 British Para Assault

WWII; 6 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-24; Host John Leonard; Scale: 15mm; Rules: Battlefront; Number of players: 4.

It is March 1945 and the Allies concoct a bold plan to cross the Rhine in force. A key element is cross-river landings by the British 6th Airlanding Brigade in and around the town of Hamminkeln. With key bridges to secure, into a hornet's nest of AA fire the British landings take place. Will the Germans repel the attacks a la Arnhem or will the British achieve a hard won victory. Familiarity with the Battlefront rules system is helpful but not required as the rules will be explained. Please, no children under the age of 15.

T-127 Aerodrome(R) 2.0 -Dogfight! Spits & 109s over the Channel!

WWII; 6 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-01; Host Mark Wukas; Scale: 1:144; Rules: Aerodrome(R) World War 2 Aerial Combat Game; Sponsor: Aerodrome(R) Aerial Combat Games; Prize: Wings, pins and medals; Number of players: 12.

Test your mettle as an RAF or Luftwaffe fighter pilot flying a Supermarine Spitfire or a Messerschmitt 109 in the early days of the Battle of Britain. This game will serve as an introduction to Aerodrome's unique and easy-to-learn combat system in anticipation of more Aerodrome® games during Historicon. Spouse and female-friendly game. Under age 15 only with a playing adult.

T-316 Patrol

SciFi; 6 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-25; Host Edmund V Bates; Scale: 1:4105; Rules: Modified Colonial Battlefleet; Number of players: 8.

The Battlestars Solaria and Galactica have been ordered to jump near the planet of Tauron and go on patrol duty watching out for Cylon forces reported to be in the system. Come and join the Colonials or Cylons and lead them to Victory.

T-246 Into the Darkness: STAR TREK ATTACK WING

SciFi; 6 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-46; Host Judith Nicholson; Scale: 15mm; Rules: Star Trek Attack Wing; Number of players: 12. Come join us in this exciting new game: Star Trek Attack Wing. All materials will be provided. Beginners are welcome from ages 8 - 88.

T-464 Battletech - PokerRun

SciFi; 6 PM; Length: 4; Location: BALL ROOM B; Table: BB-04; Host Scott Davis; Scale: 1:285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.

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

T-135 Reconquest: Titan

SciFi; 6 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-38; Host Scott Simoneau; Scale: 10mm; Rules: Dropzone Commander; Number of players: 4.

The combined forces of the United Colonies of Mankind, the Post Human Republic, and the Shaltari tribes join together to attempt to purge the once thriving human city on this moon of the Scourge menace. Players will take control of one of the armies while the Scourge forces will be controlled by the GMs. Can you help restore Titan to mankind, or will it remain in the hands of the alien scum? All figures and necessary materials are provided. Experience with the DZC ruleset is a plus, but not necessary.



7 PM

T-441 Rescue the Legate - Theme

Ancients; 7 PM; Length: 4; Location: BALL ROOM C; Table: BC-01; Host Dave Wood; Scale: 28mm; Rules: Bear Yourself Valiantly; Number of players: 6.

The legate knew that burning a German village would teach the barbarian to stop raiding across the Rhine. But he miscalculated the forces needed, and is trapped in the village. The Roman's are determined to rescue their forces (they would have been just as determined if the Legate wasn't the Proconsul's son-in-law.) Will the relief force make to the camp? Or will the barbarians retake the village? With Bear Yourself Valiantly there are no large chart cards to spoil the aesthetics of your game. Fight the battle, not the rules.

T-273 Sharpe's Bridge, Oporto 1809 - Theme

Napoleonic; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-45; Host Robin Empey; Scale: 28mm; Rules: Green Jackets and Voltigeurs - by: Battlefield Game Designs; Sponsor: Battlefield Game Designs; Prize: Yes - from Battlefield Game Designs; Number of players: 8.

Sharpe and his 95th Rifles are back, but this time they are joined by a Portuguese light company. Cut off behind enemy lines, the ragtag group must cross the River Douro, destroy a bridge and rejoin the retreating British Army. Meanwhile a French garrison waiting for relief must prevent the bridge from being destroyed. Will the French hold out or will Sharpe and his men once again be successful?

**T-332 Battle of Cape Ortegá (Strachan's Action) 4 November 1805**

Napoleonic; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-04; Host Eric Boyle; Scale: 1:1000; Rules: Sails of Glory; Number of players: 8.

A squadron of British ships of the line under Captain Sir Richard Strachan chases down a squadron of French ships, the van squadron under Rear Admiral le Pelley, fleeing from Trafalgar. Can the French change history and defeat their pursuers? Try out the new Sails of Glory rules from Ares Games. Advanced and optional rules will be used. Children under 13 with playing adult please.

T-153 A Fine Summer Day in the Pyrennees of 1813

Napoleonic; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-40; Host Phillip Spera; Scale: 15mm; Rules: Napoleon At War; Sponsor: Dave's Baggage Train; Number of players: 6.

With sizable Anglo-Portuguese forces tied up in assaulting San Sebastian and besieging Pamplona, Marshal Soult launched a counterattack with the Armee Espagne through Maya and Roncesvalles. Although the French initially enjoyed local superiority, the tough terrain combined with stubborn British and Portuguese resistance slowed the French advance to a crawl. Beginners welcome. Rules to be taught

T-401 Why, Those are Regulars! - Theme

War of 1812; 7 PM; Length: 4; Location: BALL ROOM C; Table: BC-07; Host Duncan Adams; Scale: 25mm; Rules: Wellington Rules; Number of players: 6.

In the third summer of war, the Americans are once again trying to pry Canada loose from the British Empire. The US regular Army has been gradually growing, training and finding aggressive leaders. They have crossed the Niagara and swept north to clear the British out. The British are confident that they can drive the militia from the field once again. But wait ... "Why those are Regulars, by God!" Younger gamers welcome with a playing adult.

T-433 The Battle of Peach Tree Creek - Theme

American Civil War; 7 PM; Length: 4; Location: BALL ROOM C; Table: BC-03; Host Kurt Schlegel; Scale: 10mm; Rules: A Union So Tested; Number of players: 8.

July 20, 1864. 150 years ago John B. Hood took command of the Army of Tennessee and attacked the Army of the Cumberland while it was strung out crossing the unfordable creek. Can you change history and save Atlanta or will you play the Yankees and hold off the Rebs as Gen Thomas. Familiarity with the Look Sarge series of rules is helpful but not required.

T-186 Sink the Tennessee

American Civil War; 7 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-03; Host Miles Reidy; Scale: 28mm; Rules: American Uncivil War; Sponsor: Alien Dungeon / Architects of War; Number of players: 8.

The Union is launching a raid sea/land raid in an desperate attempt to sink, steal and/or disable the CSS Tennessee before she can bring her guns to bear on an impending battle. The game will feature top notch terrain from Architects of War along with a scale model of the Tennessee (complete with interior). This game was a big hit at last year's €'s Historicon and made even better! Game is kid friendly if accompanied by a Parent or Adult.

T-281 Battle of New Market - Theme

American Civil War; 7 PM; Length: 4; Location: BALL ROOM A/F; Table: BA-06; Host Tom Harris; Scale: 25mm; Rules: Men Under Fire: Black Powder; Sponsor: Test of Battle Games; Prize: Gift Certificate to TOB Games; Number of players: 6.

May 15th, 1864. It's Spring of 1864 and the first moves are being made in the Shenandoah valley. The Yankee army led by Franz Segal is moving on Stanton and John Breckinridge has collected what rebels he can to stop them (including the VMI cadets). We will be using the soon to be published Men Under Fire - Black Powder rules from Test of Battle games.

T-510 Anything Goes! Crazy Wild West Shoot Out!

Western; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-10; Host Leo Walsh; Scale: 25mm; Rules: High Noon; Number of players: 12.

Bring your own figures (2 per person) or use mine. There is an assortment. You will make up your own objectives, plans, alliances.... even secret ones. The good, the bad, the ugly, and people of any age or gender. Just remember you only get 2 figures! Kids should be able to understand and play on their own, unless mom or dad wants to play too. Fast and crazy!

T-119 Ambush at Gross-Barmen (German South-West Africa, 1904)

Colonial; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-39; Host Roy Jones; Scale: 25mm; Rules: *Sword and the Flame (Modified)*; Sponsor: Falcon Miniatures; Prize: Miniatures; Number of players: 6.

German sailors from a Naval Landing Party march through a narrow defile. The Hereros wait in ambush, hidden in the boulder-strewn hills above. They realize that the Sanitation Carriage contains more than just medical supplies (maybe even cartridges!) The Herero plan: shoot the oxen, shoot the sailors, take the Carriage! From the new scenario book "The Herero War". More at www.hererowars.com.

T-525 Clearing the

Valley: July 5, 1876

Colonial; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-48; Host John Shirey; Scale: 40mm; Rules: *Black Powder*; Number of players: 6.

One column under Commandant Smit was assigned to clear the banks of the Olifants River of Bapedi including Mathebes Kop which they did on July 4th and 5th. The campaign dragged on until February 1877 and ended with Sekukuni paying a fine and keeping his territory, the Transvaal government went bankrupt, and the British annexed the Transvaal in April 1877.

T-226 Raid on Scarborough, Hartlepool and Whitby

WWI; 7 PM; Length: 3; Location: BALL ROOM E; Table: BE-02; Host Brian DeWitt; Scale: 1:2400; Rules: *When Dreadnoughts Ruled the Seas*; Number of players: 10.

In the Fall of 1914, the German Battlecruisers shelled the British seaport towns of Scarborough, Hartlepool and Whitby. Multiple British forces were at sea attempting to intercept them in the misty conditions and they only got glimpses of some escorting German ships. Here on the 100th anniversary of the raid, the British are given another chance to intercept them.

T-321 Wings of War:

Bloody April - Theme

WWI; 7 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-34; Host Bill Michaels; Scale: 1:144; Rules: *Wings of War/Wings of Glory*; Number of players: 12. April 1917, the Battle of Arras is underway. The RFC is flying in support of the British Army, crossing over into German territory, flying recon and artillery spotting missions. The new German Albatros fighters have a quality edge, but is it enough to deal with all the aircraft the RFC is sending over the lines every day? Beginners welcome! Pilots must be age 12 or older.

T-559 1/144 Aerodrome 1.1

(slightly modified) - Theme

WWI; 7 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-21; Host John Allen; Scale: 1:144; Rules: *Aerodrome 1.1 (slightly modified - no programming of fire required)*; Number of players: 14.

WW1 aerial combat using 1/144 scale aircraft using telescoping stands to show different altitudes. Several games will be played, including fighter sweeps, recon missions, balloon busting missions, and bombing missions. Each game lasts about 45 min. Rules are easy to learn and play, with most info on 1 page showing all possible maneuvers. No programming of fire is required. Youngster and novice friendly game. Easy to learn rules and fun play. Please have parent or guardian for younger players.

T-499 Enthusiastic Amateurs

Versus Professional Killers

/ A Place Called Jarama-

February 1937 - Theme

Spanish Civil War; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-30; Host Pat Condray; Scale: 20mm; Rules: *VIVA EL CRISTO REY*; Number of players: 8.

The newly formed Abraham Lincoln Battalion joins the British Saklatvala Battalion, the French Edgar Andre Battalion, and the battle tested East European Dimitrov Battalion to reinforce the sagging Republican Lines in the Jarama Valley. The attack is being led by veterans of the Army of Africa-The Spanish Legion and the Moorish Regulares. Some experience required.

T-244 A Very British Battle

Inter-War; 7 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-37; Host Robert Kerstetter; Scale: 25mm; Rules: *A Very British Civil War*; Prize: trophy; Number of players: 8.

The struggle for the very British town of Plushbottom takes place between the World Wars. Choose to back the monarchy, support the black shirts, join the workers party, or do battle for the Anglican Church. Either way it will be fun.

T-385 Trench Wars: Britain 1938-

-A Very British Civil War Comes

To Downton Abbey - Theme

Inter-war; 7 PM; Length: 2; Location: EXHIBIT HALL A; Table: EA-02; Host Frank Luberti Jr.; Scale: 28 mm; Rules: *Trench Wars (modified)*; Sponsor: *Miniature Building Authority*; Number of players: 8.

The Earl of Grantham fights for King and Country against Socialist militia commanded by his Irish revolutionary son in law. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Units named after Great Figures in HMGS history. Fans of Downton Abbey welcome. Kid Friendly Game.

T-214 Fireball Forward - Ring

of Fire, Stalingrad, 1942

WWII; 7 PM; Length: 3; Location: BALL ROOM E; Table: BE-03; Host Mark Fastoso; Scale: 15mm; Rules: *Fireball Forward*; Number of players: 6.

The Germans have located the Soviet Corps HQ in Central Stalingrad and have developed a nefarious plan to overrun it. The Soviet HQ lies perilously close to several oil storage tanks that are still full. The Germans are planning to rupture the tanks and flood the Soviet lines with burning oil before launching an assault capture the HQ.

T-194 Fireball Forward - The

Nail Factory - Stalingrad

- 21 September 1942

WWII; 7 PM; Length: 3; Location: BALL ROOM E; Table: BE-01; Host Jerry Frazee; Scale: 15mm; Rules: *Fireball Forward*; Number of players: 5.

Central Stalingrad, east of Railroad Station #1, Lt Dragan and the guardsmen of the 1st Battalion had been fighting a desperate struggle to control Railroad Station #1 for several days. The horrendous fighting had reduced the battalion to company strength and the Germans were finally able to push them out capturing the Railroad Station. Lt. Dragan led the remnants of the shattered battalion across the stations plaza to a block of buildings containing a nail factory. He organized a defense and settled into continue to resist the fascists. The position was a strong one as on two sides the Germans would have to approach across fairly open areas. But captured Soviet prisoners told them that they could lead them to a secret covered approach to the Nail Factory. The Germans pushed these unfortunate prisoners out in front to lead the way. Younger gamers welcome with accompanying adult.

T-314 First Battle of Narvik

WWII; 7 PM; Length: 4; Location: MEETING ROOM 1; Table: M1-01, 02; Host John Demeter; Scale: 1:2400; Rules: *Seekrieg 5*; Number of players: 8.

10 April 1940 a small force of British Destroyers enters the Fjords to find a German force locals say have attacked Narvik. With limited visibility, faulty intelligence on enemy composition, and less than accurate maps the British charge up the Fjord. How will you fare in the same position?

T-375 The Bloody Gatehouse:

**Assault on Strongpoint
Varaville - Theme**

WWII; 7 PM; Length: 4; Location: BALL ROOM D; Table: BD-02; Host Steve Waddell; Scale: 28mm; Rules: NUTS Skirmish Rules; Number of players: 6.

The 1st Canadian Parachute Battalion objective on D-Day was to destroy the bridge at Varaville and seize the nearby Chateau. By dawn a small group under MAJ McCloud had moved into the western edge of the town in preparation for its assault on the German strongpoint. Will McCloud's force be able to achieve its objective? From the Skirmish Campaigns Book: Red Devils of the Orne.

T-259 Rookies At The Bulge - Theme

WWII; 7 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-12; Host Edward Watts; Scale: 15mm; Rules: Rapid Fire For Rookies; Number of players: 6.

Germans advance through the snow in a surprise offensive against the Americans. Armor, guns and infantry engagement. Rapid Fire introductory rules used, kids old enough to read welcome.

**T-136 Operation Olympic:
Hell Above RP-1 - Theme**

WWII; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-35; Host Martin Fenelon; Scale: 1:285; Rules: Kamikaze 1946: Invasion!; Sponsor: MSD Games; Prize: Merchandise Certificate; Number of players: 12.

The invasion of Kyushu has begun, and hell has descended upon the radar picket ships. RP-1 is supported by RAPCAP, but the Kamikazes keep coming. Unskilled, but courageous, the Japanese pilots are keeping up the pressure. This raid looks to be a large one - dozens of aircraft at once! Beginners welcome, fast play air-to-air game, rules will be taught.

**T-193 CY6! Jet Age, Vietnam
- Four in One Day Part 1**

Modern; 7 PM; Length: 4; Location: BALL ROOM E; Table: BE-04; Host Roxanne Patton; Scale: 1:144; Rules: Check Your 6! Jet Age; Number of players: 8.

May 19th was CVW-21 best day for hunting MiGs with four confirmed kills. Six Crusaders, three apiece from VF-24 and 211, sortied with VA-212 A-4s on an Iron Hand mission to the Hanoi suburbs. VF-24 Flight leader, LCDR Bobby Lee called out a MiG-17 closing on a VA-35 A-6. Wood fired an AIM-9D at the MiG that fell short and then chased the fleeing interloper. Returning to his flight, Wood became aware of cannon fire coming from the rear. A MiG-17 had gotten a good position on Wood's plane. 17 or older please.

T-423 Tunnel Rats - Theme

Fantasy; 7 PM; Length: 4; Location: BALL ROOM C; Table: BC-05; Host Bill Acheson; Scale: 75mm; Rules: modified Strandhogg; Number of players: 8.

Your mission, should you decided to accept it, is to take your squad of elite Dwarven commandos and infiltrate the orc and goblin complex. Destroy their obscene idol, rescue anyone needing rescuing, and disrupt the orc command structure. Kid friendly, but would like 1 adult supervisor for every 3 kids under 10.

T-486 Contact at the Red Line

SciFi; 7 PM; Length: 3; Location: MEETING ROOM 3; Table: M3-02; Host Konstantin Gojnycz; Scale: 1:6000; Rules: Full Thrust; Number of players: 6.

Dradis contact sir. Thank you Mr. Siros... Cylons? How many? No sir, not Cylon signatures. Unknown energy source and hull configurations are highly irregular. One reads as a small asteroid. Comms established...Put it on speaker. "WAAAAGH...Prepare to die Humies!" A Colonial reconnaissance squadron on a mapping and survey mission makes contact with a fleet emerging from a Warp Storm. Are they as bad, or are they worse than the Cylon menace (possibly lurking nearby)? Ships provided by Ravenstar Studios. Walk ups welcome. (Ravenstar gave us lots of ships.)

**T-538 Firestorm Armada:
Meeting Engagement**

SciFi; 7 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-13, 14; Host Chuck Stocky; Scale: 1:10000; Rules: Firestorm Armada 2nd Edition; Sponsor: BV Traders; Number of players: 8.

The meeting engagement is a chance for players to bring their fleets and do battle. Fleets will be built according to 2nd edition rules with total points set to 800. Players are encouraged to bring Tactical Ability Cards and token sets.

8 PM

**T-394 Napoleonic Battle For Cairo
1801 - Theme**

Napoleonic; 8 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-09; Host Pete Panzeri; Scale: 28mm; Rules: NAPOLEON RULES!; Sponsor: Miniature Building Authority; Number of players: 20. Brits & Ottomans invade Napoleonic Egypt Vs. French & local allies. Can they penetrate Cairo's last defense of Egypt? Can Murad Bey's Mamelukes help? Short-but-intense slugfest game of Random Events, Cheers! Music, Hats, prizes, awards, NON-STOP FUN & MAYHEM! Email peterpanzeri@yahoo.com for free PDF of Scenario and Napoleon Rules! Experienced kids (9 & up) who can reach the center of a 6' table are OK with a participating adult.

T-547 Giants in the Sky

WWI; 8 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-19; Host Vincent Stella; Scale: 1:285; Rules: Blue Skies, Wood and Canvas; Number of players: 8.

Late 1916. The skies above the Western Front are now the battleground of the airplane. The lone hunters of the sky from just a few months ago are being replaced with roving flights of pursuit fighters intent on destroying the enemies observation planes and other targets of opportunity. Sometimes, the other target of opportunity is not what might be expected over the Front. Children under 12 must be accompanied by an adult. No experience necessary, rules will be taught.

**T-289 The Search for
Amelia Earhart - Theme**

Pulp; 8 PM; Length: 3; Location: BALL ROOM A/F; Table: BA-08; Host Frank Sciulli; Scale: 25mm; Rules: White Pearl Black Heart; Number of players: 4.

The South Pacific July 12th 1937: Amelia Earhart and her navigator Fred Noonan have been missing for 10 days. The initial search, focused around Howland Island has failed to turn up any signs of the missing aviatrix or her Lockheed Electra. However some strange radio signals have been detected a couple of hundred miles south near the Phoenix Island group and several nations and private humanitarian efforts have sent rescue teams to the area. Can you lead your team of well-armed rescuers and save the most famous aviatrix or at least uncover the clues to determine what really happened. This is a game for daring and imaginative mature individuals. No one under 15 please.

T-468 Battletech - Grinder 4

SciFi; 8 PM; Length: 3; Location: BALL ROOM B; Table: BB-02, 03; Host Charles Shumar; Scale: 1:285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.

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



Friday

8 AM

F-232 The Great Safari Race by the Lower Potomac Incontinental Irregulars (Dismounted)

Colonial; 8 AM; Length: 4; Location: BALL ROOM E; Table: BE-03; Host Dave Timer; Scale: 28mm; Rules: Club Home Rules; Number of players: 5.

Five Safaris of ardent explorers are racing into unknown parts of Africa in search of glory and riches beyond measure. Each party will attempt to conquer the unyielding environment and plunge into the heart of darkest Africa. The first Safari to return to the Start/Finish muddy village of M'Gumbaville with their treasure WINS. Each Bwana must outfit his safari in the village of M'Gumbaville. You may only take a combination of porters, guards and companions that numbers 20. All safaris start and end in M'Gumbaville, unless ended by the death of the Bwana. Over 13 please.

F-227 Check Your 6! WWI Western Front – Richthofen vs Black Flight

WWI; 8 AM; Length: 3; Location: BALL ROOM E; Table: BE-08; Host Brian DeWitt; Scale: 1:144; Rules: Check Your 6! Modified for WWI; Number of players: 10. 10 Naval Squadron's Black Flight was beginning to threaten German Air Superiority when they first faced Richthofen's Jasta 11. Black Flight had taken delivery of its first Triplanes in April. Black Flight's Gerry Nash found that he was fighting two German pilots single-handed. One of the Germans was Lieutenant Karl Allmenröder, victor in some 30 air battles, and second only to Richthofen among the German pilots then in action. Nash's other opponent was Richthofen himself.

F-557 1/144 Aerodrome 1.1 (slightly modified) - Theme

WWI; 8 AM; Length: 4.5; Location: EXHIBIT HALL A; Table: EA-40; Host John Allen; Scale: 1:144; Rules: Aerodrome 1.1 (slightly modified - no programming of fire required); Number of players: 14.

WWI aerial combat using 1/144 scale aircraft using telescoping stands to show different altitudes. Several games will be played, including fighter sweeps, recon missions, balloon busting missions, and bombing missions. Each game lasts about 45 min. Rules are easy to learn and play, with most info on 1 page showing all possible maneuvers. No programming of fire is required. Youngster and novice friendly game. Easy to learn rules and fun play. Please have parent or guardian for younger players.

9 AM

F-507 Learn to Play DBA 3.0

Ancients; 9 AM; Length: 4; Location: Ancients Tournament Area; Table: N/A; Host Thomas Thomas; Scale: Other; Rules: De Bellis Antiquitatis 3.0; Number of players: 12.

Learn to play the latest version of De Bellis Antiquitatis (DBA 3.0) from some of the games developers. We will be running continuous walk up teaching games during the entire session. Complete beginners through seasoned veterans are welcome. Play as many games as you like. All miniatures and terrain will be provided.

F-373 Battle of the Boyne, 1690

Pike and Shot; 9 AM; Length: 3; Location: BALL ROOM D; Table: BD-03; Host Jeff Ball; Scale: 28mm; Rules: Carnage & Glory II; Sponsor: SAGA Warfare; Number of players: 4.

King William is taking the fight to Ireland to eliminate the threat from the deposed King James. The impatient William is forcing an opposed river crossing against the retreating James who will be forced to fight. Will the Dutch guards lead William to victory or can the Jacobite foot, along with their superior cavalry, smash the crossing before the weight of William's army can be brought to bear?

F-504 Marston Moor, July 2, 1644

ECW; 9 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-46; Host Bob Bryant; Scale: 15mm; Rules: Might of Arms; Number of players: 6.

Cromwell shows his mettle in this decisive battle of the English Civil War. Parent must be present with child.

F-378 1813 Napoleonic Mini Campaign: Game 2. Prussian, Russian and Austrian forces defend the approaches to Berlin in August, 1813. - Theme

Napoleonic; 9 AM; Length: 4; Location: BALL ROOM D; Table: BD-01; Host David Bonk; Scale: 40mm; Rules: Carnage & Glory II; Sponsor: Sash and Saber; Number of players: 6.

The French are on the march and Prussian, Russian and Austrian forces defend the approaches to Berlin in August, 1813. The results of this game will be used to inform the campaign and will determine the next game.

F-451 Major Dundee are you sure you want to go into that town?

Western; 9 AM; Length: 4; Location: BALL ROOM B; Table: BB-01; Host Scott Landis; Scale: 28mm; Rules: Home Rules; Number of players: 6.

Major Dundee and his unusual band of misfits are hunting down the renegade Apache Sierra Chariba. They need supplies and arrive at a small Mexican village where things look suspicious. Can you help Dundee and his men survive? Will they achieve their mission? Why is the French flag flying? Kids under 14 must be with adult.

F-515 I can smell trouble!

Western; 9 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-10; Host Leo Walsh; Scale: 25mm; Rules: High Noon; Number of players: 8.

Early frontiersmen pass through a dangerous area where bad "injins" and evil men have been known to ambush travelers. It will be hide and seek with arrows and musket balls.



F-142 The Pass

Colonial; 9 AM; Length: 5; Location: EXHIBIT HALL A; Table: EA-31; Host Mark Stevens; Scale: 25mm; Rules: TSATF; Number of players: 8.

Classic TSATF scenario. A British force must escort a supply column through the pass to Khandahar. Loosely based on Lord Robert's relief of Khandahar in 1880. The 72nd and 92nd Highlanders with the 3rd Ghurkas and 3rd Sikhs must force the pass. Afghan regulars and Pathans are in opposition.

**F-526 On the road to Keiskamrna
Hoek: March - May 1878**

Colonial; 9 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-48; Host John Shirey; Scale: 40mm; Rules: Black Powder; Number of players: 6.

During March through May of 1878 Lt. Gen. Frederick Theisiger, the future Lord Chelmsford, conducted a series of offensives against the Xhosa in the Amatola Highlands and surrounding bush. British and Cape Colonial forces were based at King Williamstown and Keiskamrna Hoek in the Amatolas. This scenario is a Xhosa ambush of a supply column going from King Williamstown to Keiskamrna Hoek.

**F-140 The Battle for Ice
Station Apollo**

Victorian Science Fiction; 9 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-15; Host Jay Wissmann; Scale: 1:1200; Rules: Spartan Games Dystopian Wars; Number of players: 12.

The Covenant of Antarctica has established an advanced base in the Southern Indian Ocean. Other nations think the island houses a trove of advanced tech -- and they are willing to fight for it. Join GM Jay Wissmann to explore some Dystopian Wars ground combat. It is a given that one side will be the Antarcticans. The players will decide how many and which other factions will participate.

F-263 Raid on Hartlepool?

WWI; 9 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-42; Host Kyle Stoddard; Scale: 1:3000; Rules: Seekrieg 5; Number of players: 8.

The High Seas Fleet has sortied and is approaching Kent! Miserable weather and poor intelligence have scattered ships and placed squadrons in the wrong places! Only providence knows what will happen next! Can you command your forces to victory despite all of these uncontrollable variables?

**F-290 The Search for
Amelia Earhart - Theme**

Pulp; 9 AM; Length: 3; Location: BALL ROOM A/F; Table: BA-08; Host Frank Sciulli; Scale: 25mm; Rules: White Pearl Black Heart; Number of players: 4.

The South Pacific July 12th 1937: Amelia Earhart and her navigator Fred Noonan have been missing for 10 days. The initial search, focused around Howland Island has failed to turn up any signs of the missing aviatrix or her Lockheed Electra. However some strange radio signals have been detected a couple of hundred miles south near the Phoenix Island group and several nations and private humanitarian efforts have sent rescue teams to the area. Can you lead your team of well-armed rescuers and save the most famous aviatrix or at least uncover the clues to determine what really happened. This is a game for daring and imaginative mature individuals. No one under 15 please.

F-404 Them! - Theme

Pulp; 9 AM; Length: 3; Location: BALL ROOM C; Table: BC-05; Host Buck Surdu; Scale: 28mm; Rules: G.A.S.L.I.G.H.T.; Number of players: 6.

Teams of soldiers venture into tunnels filled with giant ants to rescue young boys who were trapped while playing. Can you rescue the boys? Can you find and kill the queen? Or will you become ant food? Younger gamers welcome with a playing adult.

**F-425 Panzer Lehr Counter-
Attack Part I - Towards
Haut-Vents - Theme**

WWII; 9 AM; Length: 3; Location: BALL ROOM C; Table: BC-04; Host Don Hogge; Scale: 28mm; Rules: Battleground WW2; Number of players: 6.

It is 10 July 1944. Northwest of St. Lo, Task Force X., was tasked with driving south and securing the immediate west flank of the Vire River with Haut-Vents as its objective. Opposing the US drive was the ragtag elements of Battlegroup Heintz, desperately trying to hold on until armored reinforcements from Panzer Lehr could arrive to relieve them. Gamers under the age of 14 are welcome with an adult.

**F-439 Look, Sarge: We have to
rescue Task Force Baum - Theme**

WWII; 9 AM; Length: 4; Location: BALL ROOM C; Table: BC-01; Host Dave Wood; Scale: 1:285; Rules: LSNC: WWII; Number of players: 6.

Task Force Baum made it to Oflag 64. (and of course, that Patton's son-in-law was there was not the reason). But instead of the 300 prisoners they expected, there were several thousand. Unlike what happened (they fell back with just a few hundred of prisoners, and most were recaptured), what if the US sent in a relief force? Will they make to the camp? Or will the Germans recapture the camp? With LSNC there are no large chart cards to spoil the aesthetics of your game. Fight the battle, not the rules.

**F-149 Monte Cassino - the
desperate fight, Italy early 1944**

WWII; 9 AM; Length: 5; Location: EXHIBIT HALL A; Table: EA-24; Host Michael Sincavage; Scale: 15mm; Rules: Battlefront; Number of players: 5.



Monte Cassino was the German's Gustav line anchor as the Allies slogged through Italy. The Monastery may have dominated the heights and attention but desperate mountain battles to outflank the Germans took place as well as urban fighting to secure Cassino itself. Veteran Gebirgsjagers and Fallschirmjagers face a wide array of Allied troops including Indians, Goums, U.S., and British forces. Familiarity with Battlefront rules is helpful but not required as the rules will be explained. Please, no children under the age of 15.

F-460 Battle for St. Mere Eglise

WWII; 9 AM; Length: 4; Location: MEETING ROOM 4; Table: M4-01; Host John Sulek; Scale: 15mm; Rules: Flames of War; Number of players: 6.

The 2/505th PIR of the American 82nd Airborne Division and supporting units after landing on the DZ outside of Ste Mere Eglise will fight to route the Germans occupying the town and surrounding area of Nueville au Plain and La Fiere causeway over the Merderet River and secure the causeway and road networks to set up a defense against German counter attacks and hold until linking up with US unit's coming in from Utah Beach. The game will start in the early hours of morning before Dawn so night rules for 1st 2 turns.

F-210 Air Force / Dauntless!

WWII; 9 AM; Length: 3; Location: BALL ROOM E; Table: BE-02; Host Dennis Wang; Scale: 1:300; Rules: Homebrew; Number of players: 10.

Somewhere in the Pacific 1943 a VIP is boarding a plane and a long range interception has been planned. The AH boardgame with a table of hexes and 1/300th scale planes updated for the age of portable electronics! A player aid helps with the rules and record keeping that flight games need. Bring your Wi-Fi enabled tablet (preferred), smartphone or computer (Kindle Fire, Android, iPad etc.) with a browser. No pencil or paper needed.

F-293 Gaming 101 Kids

Games Demos

WWII; 9 AM; Length: 4; Location: BALL ROOM B; Table: BB-08; Host Nick Leyva; Scale: 10mm; Rules: Mein Panzer/Zombie Jr.; Sponsor: Old Dominion GameWorks; Number of players: 8.

Kids, it's time to play a Tank or Zombie game like your Dad. Your choice of Tanks, Heroes or Zombies at your choice. The games are designed for kids 8-14 that have a little understanding of wargames. Rules Taught Beginners welcome.

F-376 The Defense of the Commando - Theme

WWII; 9 AM; Length: 4; Location: BALL ROOM D; Table: BD-02; Host John Stapleton; Scale: 28mm; Rules: NUTS Skirmish Rules; Number of players: 6.

After the 1st Canadian Parachute Battalion had destroyed the bridge and seized the chateau on D-Day, the next morning elements of the 6th Commando arrived in Varaville to relieve the Canadians. Later that morning elements of the German 711th Infantry Division attacked Varaville as part of a larger counterattack. Will the Commandos be able to hold? From the Skirmish Campaigns Book: Red Devils of the Orne.

F-338 Kimmel's Last Hoorah:

Cruisers Collide Off Wake Island

WWII; 9 AM; Length: 4; Location: MEETING ROOM 1; Table: M1-01; Host Bill Sterner; Scale: 1:6000; Rules: Seekrieg 5; Sponsor: Seekrieg 5; Number of players: 12.

Three US heavy cruisers and three destroyers escorting the Tangier which is delivering the reinforcements for Wake Island encounter the Japanese landing force of four heavy and three light cruisers, four destroyers, and six transports.

F-208 Assault into Grozny, Chechnya, January 7, 1995

Modern; 9 AM; Length: 4; Location: BALL ROOM E; Table: BE-07; Host Mike Byrne; Scale: 28mm; Rules: Force on Force; Sponsor: Age of Glory; Prize: Yes; Number of players: 7.

After the Russian's Army coup de main failed at the beginning of the year, the Russian Army is conducting a planned assault to retake Grozny from the Chechen National Guard and irregular forces. Elements of the 129th Guards Motorized Rifle Regiment (GMRR) are attacking to take positions as the Russian Army drives to capture the Presidential palace. A mixture of Chechen irregular forces are defending against the 129th GMRR assault. Can the Chechens withstand the firepower of the Russian assault and bloody the Russian Army's forces some more? Players under 14 years old if accompanied by an adult.

F-349 A Sunny Day In Spain

Fantasy; 9 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-37; Host Erin Crouch; Scale: 25mm; Rules: Gnome Wars; Number of players: 10.

Your Gnomes are enjoying a sunny day in a small town in Spain. When the Rats come after the cheese that is made in town. You must save the town. Come join the Gnome or the Rats

F-245 Into the Darkness: Star Trek Attack Wing (Demo's)

SciFi; 9 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-16; Host Judith Nicholson; Scale: 15mm; Rules: Star Trek Attack Wing; Number of players: 12. Come join us in this exciting new game: Star Trek Attack Wing. All materials will be provided. Beginners are welcome from ages 8 - 88.

F-317 First Encounter

SciFi; 9 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-25; Host Edmund V Bates; Scale: 1:4105; Rules: Modified Colonial Battlefleet; Number of players: 4.

The newest Battlestar the Galactica is ready to join the Fleet. The captain has received his jump orders location. Upon arriving the only one there to greet them is a lone Cylon Baseship. The captain of the Galactica has decided to test his crew and engage the Cylons. Come join the Colonials or Cylons and lead them to Victory.

F-386 Fight for Frankenstein's Castle - Theme

Other; 9 AM; Length: 2; Location: EXHIBIT HALL A; Table: EA-02; Host Pete Panzeri; Scale: 28mm; Rules: WICKED WITCH RULES! Classic Horror Fiction; Sponsor: Miniature Building Authority; Prize: yes; Number of players: 12.

"Classic Horror Fiction." Burger-Meister, Townsfolk & Bavarian Hussars attack the Castle. Can the Doctor, Monster and minions stop them & clear the town of enemies? Short-but-intense game of Random Events, Cheers! Music, Hats, Awards NON-STOP FUN & MAYHEM! Email peterpanzeri@yahoo.com for free PDF of WICKED WITCH RULES! Kids 7 & up who can reach the table are OK each with a participating adult.

10 AM

F-341 25 Years of Tactica

Ancients; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-08; Host Don Manser; Scale: 25mm; Rules: Tactica; Number of players: 8.

Try your hand at this classic ancients rules set. We'll be running 4 games simultaneously to commemorate the 25th anniversary of Arty Conliffe's masterpiece. Matchups will include 25mm Successors vs Republican Romans, 25mm Samurai vs Samurai, 15mm Lombards vs Late Byzantines and 15mm Late Romans vs Sassanid Persians. See you there!!!

F-447 Battle of Dertosa - Theme

Ancients; 10 AM; Length: 3; Location: BALL ROOM C; Table: BC-07; Host James "Tank" Nickle; Scale: 10mm; Rules: Bear Yourself Valiantly; Number of players: 6. The Scipio Brothers continue to harass Carthaginian territory in Iberia. Hasdrubal Barca leads his Libyan and Iberian infantry and auxiliaries against two Roman legions and auxiliaries on the south bank of the Ebro river near the town of Dertosa. Hasdrubal is planning to make his own Cannae but will he have the leadership to pull it off or get crushed in the attempt. The Bear Yourself Valiantly Rules are newly released member of the Look Sarge Family for Fantasy and Ancients.

F-372 Battle of Liegnitz, 1760

Seven Years War; 10 AM; Length: 4; Location: BALL ROOM D; Table: BD-05; Host Bruce Taylor; Scale: 15mm; Rules: Lace War; Sponsor: SAGA Warfare; Number of players: 6.

Frederick is on the ropes, after the disastrous battles of Kunnersdorf and Maxen the Prussian Army is greatly weakened. Sensing victory the Austrians have amassed a large army to finish off Frederick and end the war. Pinning Frederick at Liegnitz, the Austrian commander Daun has sent General Loudon on a flanking movement to attack the Prussian rear. Will he succeed? Come and join us and find out.

F-402 The Battle of Niagara Falls; Lundy's Lane 25 July 1814 - Theme

War of 1812; 10 AM; Length: 4; Location: BALL ROOM C; Table: BC-02; Host Duncan Adams; Scale: 25mm; Rules: Wellington Rules; Number of players: 6.

On the sultry evening of 25 July 1814, almost within sight of Niagara Falls, American troops attacked British regular forces and Canadian militia. It was a savage encounter, the most bitterly contested in the War of 1812. It began with parry and thrust, and continued into the night as troops, in pitch darkness, struck at the enemy with determination. Younger gamers welcome with a playing adult.

F-501 Battle at Lauffertown Mines

American Civil War; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-44; Host Larry Morris; Scale: 15mm; Rules: Johnny Reb 3 with house rules for morale and leader abilities; Number of players: 8.

The Union and Confederates rush to control the vital mining district around Lauffertown. Both sides think they are winning the race... No experience with Johnny Reb is required.

F-487 Starving the Yanks: 1863

American Civil War; 10 AM; Length: 4; Location: MEETING ROOM 3; Table: M3-01; Host Del Stover; Scale: 10mm; Rules: Tabletop Battle System; Number of players: 4.

Union troops are besieged in Chattanooga, but the arrival of Gen. Grant begins to turn the tide. A new supply road (the "Cracker Line") is built to bring in supplies. This threatens to allow a Union buildup of troops that will prove fatal to the Confederate cause, and the Rebels attempt to break the Cracker Line and starve out the Yankees. A fluid action of maneuver on nice terrain.

F-366 Western Theater, May 1864

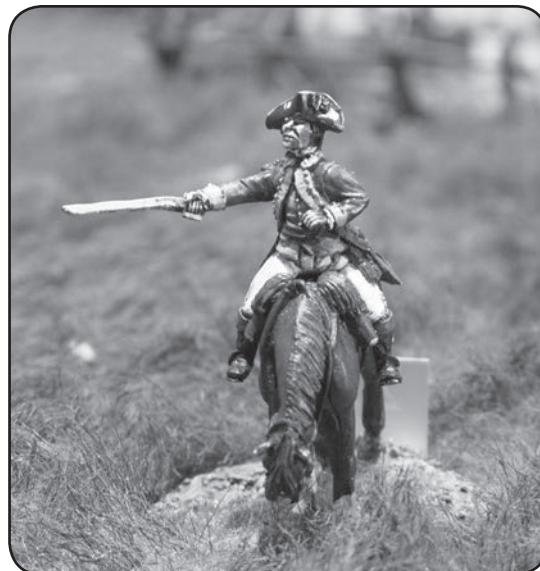
American Civil War; 10 AM; Length: 4; Location: BALL ROOM D; Table: BD-04; Host Nigel P. Marsh; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 6. The Atlanta campaign sees Sherman's Federal forces repeatedly attempt to outmaneuver Johnston's Army of the Tennessee. On May 27 at Pickett's Mill, Sherman attempts once more to turn the Confederate flank.

F-255 Blood On The Painted Mountain; Hlobane, Zululand, 1879 Colonial; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-39; Host Bob Walasin; Scale: 15mm; Rules: Modified TSATF; Prize: Prize to gamers chosen as best Zulu and British players.; Number of players: 6.

Lord Chelmsford, greatly reinforced since the disaster at Isandlwana, is at last prepared to relieve the besieged British at Eshowe; however, he would very much like a diversion to draw off as many Zulu as possible, so requests an "offensive operation" to the north by Colonel Evelyn Wood and his mounted command. The "few hundred" Abaqulusi warriors on Hlobane mountain look like the ideal target. Knowledge of rules helpful but not necessary. Players 12 years and older.

F-206 St Quentin, 19 January 1871: The Army of the North's Last Hurrah - Theme

19th Century; 10 AM; Length: 4; Location: BALL ROOM E; Table: BE-06; Host Bruce Weigle; Scale: 6mm; Rules: 1871 (prototype); Number of players: 8.



St Quentin marked the end of the line for Gen Faidherbe's Army of the North, France's last cohesive field army in the Franco-Prussian War. Ordered to engage the equally tired German 1st Army by a government in extremis, Faidherbe sought to distract his nemesis, Gen Goeben, by threatening 1st Army's lines of communications. The Germans were able to intercept Faidherbe at St Quentin with a reinforced corps, however, bringing about the culminating battle of the war with a numerical inferiority but a considerable qualitative superiority. Experience with the 1870 rules helpful but not necessary.

F-146 Advance on Mons Part 2 - Theme

WWI; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-06; Host Jon Lundberg; Scale: 28mm; Rules: Price of Glory; Sponsor: Brigade Games; Number of players: 8.

The BEF and Von Kluck's First Army have found each other. German reinforcements pour in to drive back the "Contemptible Little Army" and put the Schlieffen Plan back on target. Building from the position of the troops at the end of the first game the Germans try to brush away the BEF.

F-117 Battle of Latema Nek, WW1 East Africa, March 11, 1916 - Theme WWI; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-47; Host Tim Couper; Scale: 28mm; Rules: Piquet: Field of Battle 2 (with WW1 East Africa extensions); Number of players: 5.

Allied troops under Gen Tighe advance into Tanganyika through the Latema & Reata hills. In spite of an ineffective reconnaissance of the steep jungled terrain, troops from India, East Africa and Rhodesia were ordered to take the Nek. Take command of a battalion or Feldkompanie! Gamers must be over 16, and be comfortable with the battle highs and lows characteristic of Piquet!

F-519 Jungle Gods

Pulp; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-30; Host Kim Allman; Scale: 28mm; Rules: Valor & Steel & Flesh; Number of players: 6.

1900, German East Africa, an explorer long thought dead emerges from the jungle interior with wild tales of lost civilizations and a monster that guards a treasure. The man dies and ancient gold coins are found among his affects. Adventurers, madmen, and soldiers of fortune seek to be the first to find the treasure. Hostile natives, wild animals, deadly terrain, and jungle gods await them. Children under 12 allowed with an accompanying adult player.

F-294 Wilfred meets Weserubung

WWII; 10 AM; Length: 4; Location: BALL ROOM B; Table: BB-07; Host Michael McKnight; Scale: 1:3000; Rules: General Quarters III; Sponsor: Old Dominion GameWorks; Number of players: 6.

Better use of available intelligence and contact reports from allied submarines alerts the Admiralty that the Germans are intent on invading Norway. They redeploy the ships allocated to cover a major minelaying operation off Norway and order them to sweep south to engage the German invasion Groups. The Kriegsmarine is forced to change it's deployment and a major clash occurs off of Stavanger. Rules Taught Beginners welcome.

F-205 Fireball Forward - Pioneer Counterattack!, Normandy, France, 28 June 1944 - Theme

WWII; 10 AM; Length: 4; Location: BALL ROOM E; Table: BE-04; Host Sean Barnett; Scale: 15mm; Rules: Fireball Forward; Number of players: 6.

While the British are driving toward the River Odon during Operation Epsom, their first big offensive after D-day, the Germans counterattack against the western edge of the British salient. Reconnaissance elements, tanks, and armored engineers (panzer pioneers) of Kampfgruppe Weidinger of the 2nd SS Panzer Division encounter the 7th Seaforth Highlanders and elements of the 9th Royal Tank Regiment south of Grainville sur Odon. Will the Germans break through and threaten the British advance or will the British hold firm and continue their attack? Younger gamers welcome with accompanying adult.

F-353 SMG- Sergeants Minatures Game Tournament

WWII; 10 AM; Length: 10; Location: EXHIBIT HALL A; Table: EA-43; Host Rob Belli; Scale: 20mm; Rules: SMG Rules 2.0; Sponsor: Lost Battalion Games; Prize: Medals, Badges and Fee Soldier Packs; Number of players: 16.

The second HMGS tournament for SMG! Players may signup or simply show up at the table. Fri and Sat all day. Must play in at least 2 head to head games (1-2 hours each)

F-395 Trench Wars: Libya 1941- -Raid on Rommel! - Theme

WWII; 10 AM; Length: 2; Location: EXHIBIT HALL A; Table: EA-09; Host Frank Luberti Jr.; Scale: 28 mm; Rules: Trench Wars (Modified); Sponsor: Miniature Building Authority; Number of players: 8.

Allied commandos go hunting for the Desert Fox. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Squad level skirmish game. Kid Friendly Game.

F-352 SMG- Sergeants Minatures Game Tournament

WWII; 10 AM; Length: 10; Location: EXHIBIT HALL A; Table: EA-36; Host Rob Belli; Scale: 20mm; Rules: SMG Rules 2.0; Sponsor: Lost Battalion Games; Prize: Medals, Badges and Fee Soldier Packs; Number of players: 16.

The second HMGS tournament for SMG! Players may signup or simply show up at the table. Fri and Sat all day. Must play in at least 2 head to head games (1-2 hours each)

F-217 Search for the Statue of Isis - A Pennsylvania Pete Adventure

Modern; 10 AM; Length: 4; Location: BALL ROOM E; Table: BE-05; Host Annemarie D'Amato; Scale: 25mm; Rules: Homebrew; Number of players: 4.

The world famous PA Pete is at it again. This time in the recently found Tombs of Two-Ton Kommen. He is searching for the lost Statue of Isis. The tomb is a maze of rooms that are waiting to be explored. What mysteries and adventures are in store those who dare to find the mystical Statue of Isis.

F-253 Vietnam Convoy Ambush - An Khe Pass

Modern; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-20; Host Thomas Bookwalter; Scale: 20mm; Rules: FNG:2nd Tour (Modified and simplified); Number of players: 5.

QL-19 was the route for the U.S. supply convoys from Qui Nhon on the coast to Pleiku in the central highlands. Charlie repeatedly hit these convoys with heavy ambushes. Devastating fire from RPGs and recoilless rifles took their toll on the trucks. Let's see whether the gun truck Satan's Chariot and the quad .50 Nancy will buy time until the reaction forces of armored cavalry and gunships arrive. Not recommended for kids. Minimum age 15 unless accompanied by a playing adult.

F-295 Zombie Apocalypse

Modern Horror; 10 AM; Length: 4; Location: BALL ROOM B; Table: BB-06; Host Kenny Noe; Scale: 28mm; Rules: Mein Zombie; Sponsor: Old Dominion GameWorks; Number of players: 8.

Come play and learn Mein Zombie!! Great game for all gamers 8 years old and up!! The Zombie Apocalypse is upon us! Join a band of survivors are they try and reach a safe extraction point. However to get there they must travel through zombie territory and survive roaming hoards of zombies. The ever present fear of being eaten alive or bitten and becoming a zombie yourself! Rules Taught. Beginners Welcome.

F-122 Battlestar Pegasus

SciFi; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-38; Host Jim Fox; Scale: 1:6000; Rules: Picon Military Academy; Sponsor: Iron Wind Metals; Prize: Yes; Number of players: 8.

Pegasus and her Cruiser escorts are on the final leg of a long and perilous cargo fleet escort. Can they accomplish the resupply or is this section of space falling to the Cylons. This game is set in the Battlestar Galactica Universe. Rules are simple and will be taught. No experience needed. Youth players welcome with an adult.

11 AM

F-356 "A Disastrous, But Successful Fight" - Battle of Quingua, 23 April 1899

Colonial; 11 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-04; Host Bob Giglio; Scale: 25mm; Rules: Soldier's Companion, unpublished 2nd edition rules; Sponsor: Architects of War (AOW); Prize: Prize certificate from Architects of War.; Number of players: 4.

The 1899-1902 Philippine War (or Insurrection) was an armed conflict between United States and Filipino revolutionaries. This often overlooked war (and for wargaming!) was during the age of Imperialism and Gunboat Diplomacy when America was "spreading her wings". This early battle showed how determined the Philippine Army was to contest every inch of their thick near impenetrable jungle country. Gamers age 15 or older only.

F-348 Iron Hand over Vietnam - 1967

Modern; 11 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-21; Host James Martin; Scale: 1:300; Rules: CY6 Jet Age; Number of players: 6.

SAM and AA sites are guarding today's target, a North Vietnamese Army Compound. The USAF is sending in some Weasels to take out the SAM and AA sites. It's a dangerous enough mission with just the ground targets, with no CAP with them, the F-105s might be in for a long day.

F-472 Battletech - Grinder 1

SciFi; 11 AM; Length: 3; Location: BALL ROOM B; Table: BB-02, 03; Host Dave Yingling; Scale: 1:285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.

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

F-524 Battletech - The Book of Shadows (Part 2, Saint George)

SciFi; 11 AM; Length: 5; Location: BALL ROOM B; Table: BB-04; Host Bob Maine; Scale: 1:285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.

Benjamin fell to the Word of Blake forces in May of 3072, guerrilla actions sponsored by ISF agents occurred across the planet. These strikes resulted in the formation of mass re-education facilities and ruthless punishments levied on the civilian population. While House Kurita struggled to cobble a relief force together, most of the remaining Combine forces and agents were hunted down and destroyed. In early November a strike force arrived in the Benjamin system, only a portion of their original force landed. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

12 PM

F-115 Sharpe's Tomahawk

War of 1812; 12 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-45; Host Tod Kershner; Scale: 54mm; Rules: Iroquois Terror; Number of players: 8.

Sharpe, Harper and the chosen men of the British 95th rifles are deployed to Canada during the War of 1812. Now let see what they can do against the dread Iroquois and those pesky backwoods Yankees. Easy rules.

F-159 Aerodrome1.1 - Theme

WWI; 12 PM; Length: 6; Location: BALL ROOM A/F; Table: BA-10; Host Richard Heffner; Scale: 1:72; Rules: Aerodrome1.1; Prize: Wings; Number of players: 10.

Fast, Challenging & Fun - WW1 Air Combat! Novices & Vets welcome! Earn your wings (real wings) like over 530 HMGS gamers. For over 13 years (37 cons) gamers have earner Wings & Glory or gone down in Flames. Games run about 1 hour - pilots shot down yield their seats to waiting gamers. Victory records kept - bennies for combat success, ask anybody wearing wings. Stop by - check us out. Rules taught - easy to learn - Female & Youth friendly - Under 12 only with agreement between Parent & GM.

F-488 Liberation of St Pierre and Miquelon (Theme Game) - Theme

Pulp; 12 PM; Length: 2; Location: MEETING ROOM 3; Table: M3-02; Host Konstantin Gojnycz; Scale: 28mm; Rules: Dr Who Miniatures Game; Number of players: 6.

The French Island of St Pierre, last remnant of the French Colonial Empire, near Nova Scotia has declared for the Vichy regime. As the United States is not yet in the war, this presents a sticky situation for the Americans. A small team of 'State Department' officials under the cover of diplomatic immunity has been dispatched from the Consulate in Montreal to observe the situation and collect as much information as possible. An erstwhile German Trade Delegation is there to determine if fishing stocks are worth the risk of cross Atlantic trade with the island. (Sure they are.) Meanwhile DeGaul has sent a Free-French cruiser and submarine to 'liberate' the islands but will the Vichy 'loyalists' give up without a fight? Walk Ups Welcome.

F-125 Aerodrome(R) 2.0 - The Battle of Britain: The Rubensdoerffer Doctrine

WWII; 12 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-01; Host Mark Wukas; Scale: 1:144; Rules: Aerodrome(R) World War 2 Aerial Combat Game; Sponsor: Aerodrome(R) Aerial Combat Games; Prize: Wings, pins and medals; Number of players: 12.

Reichsmarschall Goering favored big raids by He-111s to bring England to its knees during the summer of 1940, but had he listened to Hauptmann Rubensdoerffer, a young officer with Condor Legion experience, things might have turned out differently. Rubensdoerffer favored quick raids with fast aircraft. Fly your Bf-110 or Bf-109 to take out the CH radar station at Rye while the RAF responds. Spouse and female-friendly game. Under age 15 only with a playing adult.

F-532 The Battle of Arklow 1798 - Theme

Other; 12 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-05; Host Duncan MacFarlane; Scale: 25mm; Rules: Black Powder; Sponsor: Wargames Illustrated; Number of players: 6.

Wargames illustrated presents - The Battle of Arklow, which took place during the Irish Rebellion of 1798 on 9 June when a force of United Irishmen from Wexford, estimated at 10,000 strong, launched an assault into County Wicklow, on the British-held town of Arklow, in an attempt to spread the rebellion into Wicklow and to threaten the capital of Dublin.

1 PM

F-476 De Bello Gallico: Caesar in Gaul - An Introduction to DBA 2.2+ - Theme

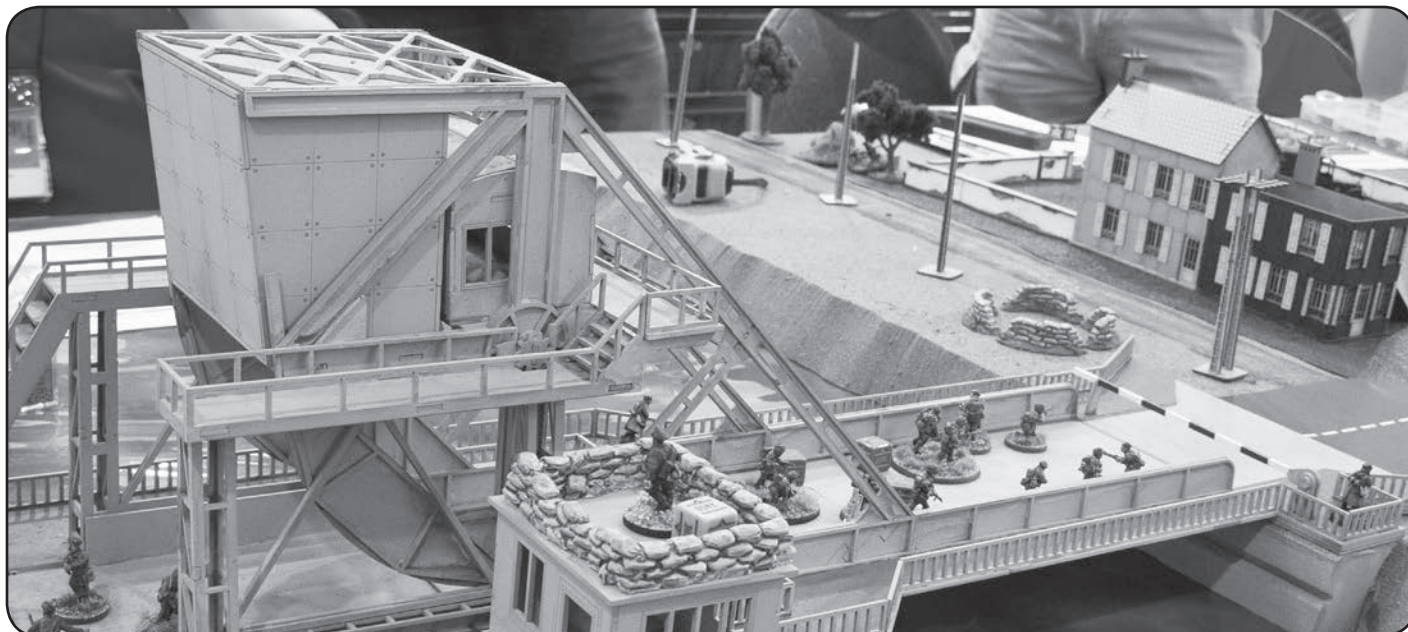
Ancients; 1 PM; Length: 4; Location: Ancients Tournament Area; Table: N/A; Host Chris Brantley; Scale: 15mm; Rules: DBA 2.2+; Number of players: 0.

It is 58 BC, and the Helvetii are on the move, the Allobroges are nervous, and Julius Caesar, the ambitious proconsul of the Roman Provincia Gallia, sees his opportunity. Take on the role of Caesar and his legates to lead your vaunted Roman legions in a glorious campaign to bring Gaul under Roman sway. Or lead your Gallic warriors into desperate battles to preserve their freedom and the Celtic way of life. This is a walk-up gaming opportunity designed to introduce players to the fast-play 2.2+ version of De Bellis Antiquitatis ancient and medieval rules. Play one game or play a dozen. DBA tutors on hand to help introduce you to the game, teach and answer questions. Experienced players also welcome. Will you repeat Caesar's Conquest, or can you roll back the tides of history. Participants are eligible for raffle prizes including Marian Roman and Gallic DBA army packs. We are not issuing tickets for this event because there is unlimited participation over each session - you will not be turned away! Stop by, sit down and play for just 30 minutes, or try again and again! For NEW players. Kid friendly.

F-163 To Reign in Spain

Medieval; 1 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-37; Host Kyle Gibson; Scale: 30mm; Rules: Savage Worlds; Number of players: 8.

In 1212 on the Iberian Peninsula, and the tide has turned in the Reconquista. The forces of Castile have at last joined with their rivals Navarre, Aragon, and Portugal to defeat the Almohad Empire at the battle of Las Navas de Tolosa. Despite frightful Almohad losses, Islamic forces still outnumber the Christian forces in the field, which are even now scramble to consolidate their victory.



F-521 Close Action Fleet Battle - Friday

Age of Sail; 1 PM; Length: 6; Location: Homewood Suites Meeting Room; Table: N/A; Host Lee Girer; Scale: 1:600; Rules: Close Action; Number of players: 20.

Captains! Come refight a dramatic naval battle from the Age of Fighting Sail, when fleets of ships of the line duelled to determine who would rule the seas. Realistic movement, combat, and limited communications rules assure that you'll get as close to real combat as possible. Will YOU win Honor and Glory, or be disgraced in dishonorable defeat? Beginners Welcome. Rules taught, Kid Friendly Game. All materials provided, Please bring your own courage...

F-132 BATTLE FOR A CONTINENT: QUEBEC 1759

Seven Years War; 1 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-19; Host Edward Bardill; Scale: 28mm; Rules: Warlord's BLACK POWDER; Number of players: 12.

Co-hosted by Jerry Kornagay! The battle on the Plains of Abraham known as the Battle of Quebec was the pivotal battle in the "Seven Years War" in September 1759. The battle involved fewer than 10,000 troops between the British and French but proved to be the deciding moment in deciding the fate of New France including the creation of Canada. Take command of a British or French Regiment and recreate or change history. Limited to ages 16 to adult.

F-103 Kolin 1757

Seven Years War; 1 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-28; Host Ken Bunger; Scale: 28mm; Rules: Tricorne 3; Number of players: 10.

This will be a Seven Years War battle representing a portion of the Battle of Kolin in 1757 between the Prussians and Austrians. The scenario will represent a critical point in the battle that might allow the Prussians to win if a couple historical miscalculations are not made. Both GMs have visited the battlefield on several occasions. We will be using about 1000 Minden Mini's. This game is sponsored by Minden Miniatures and a mounted 28mm officer will be given to each participant.

F-417 Battle of Hohenlinden 3 Dec 1800 - Theme

Napoleonic; 1 PM; Length: 5; Location: BALL ROOM C; Table: BC-06; Host Steve Gelhard; Scale: 15mm; Rules: Shako 2; Number of players: 8.

As Moreau sent Richepanse to John's flank, a major battle developed at Hohenlinden. John wanted to capture it and pursue the "fleeing" French. Before Richepanse arrived, Kollowrat with Bavarians and Kienmayer converged to defeat Grenier and maybe turn defeat into victory. Player friendly rules, beginners welcome.

F-529 The Battle of Quatre Bras - Theme

Napoleonic; 1 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-27; Host Mark Anderson; Scale: 15mm; Rules: Charge!!! Eagles Rising; Sponsor: The Last Square; Number of players: 6.

This will be a battalion level refight of the famous action at Quatre Bras June 16, 1815. Can the French forces under the command of Marshall Michael Ney capture the vital crossroads town of Quatre Bras in the face of Wellington's advance guard? The game will be played with a new and exciting set of Napoleonic Rules entitled "Charge!!!" Eagles Rising. The game will be game mastered by the authors Mark Anderson and Rob Loken.

F-101 One Day During the Seven Days - Theme

American Civil War; 1 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-11; Host Miles Reidy; Scale: 28mm; Rules: Longstreet; Sponsor: Architects of War; Prize: Prizes beyond any of your dreams of avarice; Number of players: 8.

This game will feature a meeting engagement between 2 roughly similar Union and Confederate armies (20 plus regiments each) during the Seven Days Battles in 1862. The game will also feature a duel between two 28mm scale ironclads. The game will use the new Longstreet ruleset and features all Perry Miniatures and fantastic terrain from Architects of War. Children 12+ welcome with parent / adult.

F-202 Harvest of Honor

American Civil War; 1 PM; Length: 3; Location: BALL ROOM E; Table: BE-03; Host Rick Wynn; Scale: 10mm; Rules: Hearts Touched with Fire; Number of players: 8.

It is autumn of 1863, somewhere in Fauquier County, Virginia. A Federal and a Confederate brigade have each been ordered to seize the high ground at McRae's farm. You control a regiment in one of these brigades, and must fulfill not only the brigade's task but also your personal victory condition. Will you find good ground and deliver well-ordered volleys, or will you press forward with the bayonet? Will you take care to support your neighbor regiments, or impetuously grab opportunity - and glory? And why is that enemy marksman trying so hard to kill you? Younger gamers welcome with accompanying adult.

F-279 Rise of the Desperados:**Mars Needs Steam - Theme**

Victorian Science Fiction; 1 PM; Length: 4; Location: BALL ROOM A/F; Table: BA-01; Host Tom Harris; Scale: 25mm; Rules: Mars Needs Steam; Sponsor: Test of Battle Games; Prize: Gift Certificate to TOB Games; Number of players: 16.

FREEDOM!!! JUSTICE!!! are the rallying cries of the Interplanetary Imperialists, mad men and the ambitious who are determined to pick up the Earthman's Burden and bring civilization to Mars, whether it's wanted to not. Follow the further adventures of the League of Pear Shaped Gentlemen and play one the 11 factions seeking out the riches of an unexplored section of the planet. An adventure game of wild encounters and grim combat. Set in the world of Space: 1889, this features the soon to be published miniatures rules from Test of battle Games.

F-109 Not Your Usual WWI**Dogfight - July, 1917 - Theme**

WWI; 1 PM; Length: 2; Location: BALL ROOM A/F; Table: BA-03; Host Stanley Sunderwirth; Scale: 1:144; Rules: Home Rules; Number of players: 12.

Aerial combat with a purpose! Each side will have a secret mission to execute in this mid-WWI air battle and each side will try to disrupt the other's mission. Rules will be taught.

**F-540 Battle of
Loos/Hohenzollran
Redoubt - Theme**

WWI; 1 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-33; Host Roy Grider; Scale: 15mm; Rules: Command and Colors WW1; Number of players: 6.

This is the German counter-attack against the British in late Sept. 1915. Players should be familiar with the Command and Colors game system.

F-361 Assault on Butovo - Theme

WWII; 1 PM; Length: 4; Location: BALL ROOM D; Table: BD-06; Host Mike Pierce; Scale: 20mm; Rules: Battlegroup Kursk; Number of players: 6.

The might of the Third Reich's elite panzer formation, Grossdeutschland, is launched against the determined Soviet defenders south of Kursk. The village of Butovo is key to the panzers breaking out of the defensive belt and into the open ground on the road to Kursk.

F-296 Surigao Strait

WWII; 1 PM; Length: 5; Location: BALL ROOM B; Table: BB-08; Host Stephen Berger; Scale: 1:4800; Rules: General Quarters III; Sponsor: Old Dominion GameWorks; Number of players: 10.

Historically, the Japanese have no chance at Surigao Strait. But suppose Admiral Kinkaid (7th Fleet Commander), realizing that Adm Kurita has reversed course and is again coming through San Bernadino Strait and knowing Halsey is too far north to detach his battleships, orders VAdm Oldendorf to split his TF 77 and send most of it 200 miles north to meet Kurita off Samar? Then both Surigao Strait and Samar become pretty even up battles. (see: 10 am Saturday for the 'sister game 'Samar'. These games are not linked but players are certainly welcome to play in either / both. Rules taught, beginners welcome. Rules Taught Beginners welcome.

**F-248 World Cup 2014****- first semifinal**

Modern; 1 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-14; Host Bob Wiltrout; Scale: 30mm; Rules: Corner Kick; Number of players: 6.

Two of the leading World Cup contenders face off in this semi-final match, leading to the championship game on Saturday. No previous experience required - if you know the rules of soccer, you'll have no trouble at all playing CK. Ages 12 and up.

F-190 CY6! Jet Age,**Vietnam - The First**

Modern; 1 PM; Length: 4; Location: BALL ROOM E; Table: BE-02; Host Roxanne Patton; Scale: 1:144; Rules: Check Your 6! Jet Age; Number of players: 8.

In June 1966, the Navy's F-8 squadrons VF-24 and VF-211 began a run of successive MiG kills that lead to the F-8's superior air-to-air combat record during the Rolling Thunder air offensive. Nickel Flight comprised of CDR Harold Marr, CO of VF-211, his wingman, LTjg Phil Vampatella, LCDR Fred Richardson and his wingman LTjg Denis Duffy of VF-24 were escorting an A-4 strike on a railroad north west of Haiphong at an altitude of 1500 feet. As the attack aircraft left the target, Vampatella sighted four MiG-17s approaching from 7 o'clock at 2,000 feet. As Nickel Flight broke hard left into the oncoming aircraft, two MiGs 17s dove toward the F-8s while the other two MiGs broke right. 17 or older please.

F-278 "Another Day in the 'Nam':**Vietnam Search and Destroy****Operations 1968 - Theme**

Modern; 1 PM; Length: 4; Location:

BALL ROOM A/F; Table: BA-04;

Host John Drye; Scale: 15mm;

Rules: Command Decision Test

of Battle; Sponsor: Test of Battle

Games; Prize: Gift Certificate to

TOB Games; Number of players: 8.

During 1967 and 1968 US Forces

conducted daily sweeps of enemy-

controlled areas in the country.

Airmobile, Cavalry, and Riverine

forces operated alongside the "Grunts"

to gain the Hearts and Minds of the

local population. Or not. This game

uses an innovative scenario-generation

system where neither side is aware of

the other's mission and objectives.

This usually results in the confusion

and uncertainty prevalent in the war's

everyday engagements. Each player

will lead a battalion-sized force to

win the hearts and minds of the local

villages. Or, failing to save the village,

to destroy it.

F-179 Operation Colosseum**- Angola, November 1986**

Modern; 1 PM; Length: 4; Location:

EXHIBIT HALL A; Table: EA-35; Host

Mark Kinsey; Scale: 15mm; Rules: I Ain't

Been Shot Mum (Too Fat Lardies); Number

of players: 4.

A raid on a SWAPO base camp in Angola 300km

north of the South-West Africa (Namibia)

border. Eight years earlier Cassinga was raided

just to the south of here by a large airborne

force. Now a South African Commando Unit

(5 Recce) has to accomplish a similar goal

using only a column of Casspurs and heavily

armed Unimog trucks. Rules taught, beginners

welcome. Under age 15 only with playing adult

2 PM

F-506 DBA 3.0 25mm Tournament

Ancients; 2 PM; Length: 6; Location: Ancients Tournament Area; **Table:** N/A; **Host** Thomas Thomas; **Scale:** 25mm; **Rules:** *De Bellis Antiquitatis* 3.0; **Number of players:** 12.

A friendly Tournament designed to help players learn more about DBA 3.0. Organizers will provide terrain and lots of extra armies. Complete beginners may wish to attend the Learn DBA 3.0 event just preceding this event.

F-306 Cog Wars

Dark Ages; 2 PM; Length: 3; Location: EXHIBIT HALL A; **Table:** EA-07; **Host** Brian Whitaker; **Scale:** 28mm; **Rules:** *Cog Wars*; **Sponsor:** Merrimack The Old Glory Shipyard; **Prize:** Gift Certificate; **Number of players:** 10.

Men in armor fighting on ships that sink. Go figure! Be the captain of your own cog. Defend the high seas in a most seaworthy vessel. Beginners Welcome, bring your Old Glory 25mm Cog and join the battle.

F-428 Raid on St. Pierre - Theme

Medieval; 2 PM; Length: 4; Location: BALL ROOM C; **Table:** BC-08; **Host** Rob Dean; **Scale:** 54mm; **Rules:** *Medieval Mayhem Skirmish Rules*; **Number of players:** 6.

During the Hundred Years War, an English force raids the little French village of St. Pierre, seeking wine and livestock. Can the French send them packing and save the cows?

F-161 A Gamble of Empires - Bouvines 1214

Medieval; 2 PM; Length: 4; Location: EXHIBIT HALL A; **Table:** EA-32; **Host** Allen Campbell; **Scale:** 25mm; **Rules:** *Vows of Iron*; **Number of players:** 6.

King Philip of France attempts to stop an invasion from a powerful allied army led by the Holy Roman Emperor. A battle lost will most likely determine a crown lost.

F-374 Battle of the Boyne, 1690

Pike and Shot; 2 PM; Length: 3; Location: BALL ROOM D; **Table:** BD-03; **Host** Jeff Ball; **Scale:** 28mm; **Rules:** *Carnage & Glory II*; **Sponsor:** SAGA Warfare; **Number of players:** 4.

King William is taking the fight to Ireland to eliminate the threat from the deposed King James. The impatient William is forcing an opposed river crossing against the retreating James who will be forced to fight. Will the Dutch guards lead William to victory or can the Jacobite foot, along with their superior cavalry, smash the crossing before the weight of William's army can be brought to bear?

F-265 AWI Battle of Assunpink, 2 Jan 1777

AWI; 2 PM; Length: 4; Location: EXHIBIT HALL A; **Table:** EA-29; **Host** Ronald Bingham; **Scale:** 25mm; **Rules:** *Black Powder*; **Number of players:** 8.

Days after Washington's brilliant victory at Trenton, LTG Cornwallis ordered his command to march from Princeton and attack the rebel forces and recapture the town. Along the banks of Assunpink Creek he meets General Washington. The Americans are determined to hold on to their victory at Trenton! This is a "fighting withdrawal" scenario designed by the Battle Barn and uses Black Powder rules. No players under 15.

F-262 SUFFREN THROWS DOWN THE GAUNTLET: The Battle of Sadras, 17 February 1782

AWI; 2 PM; Length: 4; Location: MEETING ROOM 1; **Table:** M1-02; **Host** Byron Angel; **Scale:** 1:2400; **Rules:** *Byron Angel's Steer to Glory AoS Rules (fundamentals taught in 10 minutes)*; **Sponsor:** Seekrieg 5; **Number of players:** 7.

The fire-breathing Bailli de Suffren makes a dramatic debut on the Coromandel coast, cutting off Admiral Graves from his base of operations and threatening to crush the outnumbered British. But all is not in favor of the French. Graves has separated Suffren from his vitally important convoy and the good Bailli is quite unsure of several French captains inherited from his predecessor.

F-154 This Terrible Sound - The Battle of Chickamauga

American Civil War; 2 PM; Length: 7; Location: EXHIBIT HALL A; **Table:** EA-23; **Host** William Moreno; **Scale:** 10mm; **Rules:** *Classic Fire & Fury*; **Sponsor:** Good Ground, LLC; **Prize:** Bases or 10mm *Figures your choice*; **Number of players:** 10.

The grandest of battles in the West was full of colorful characters, heroes and goats, and some of the fiercest fighting of the American Civil War. Come join the maelstrom fought over custom terrain with Cracker Line and Plank Road Miniatures from Good Ground, LLC.

F-107 Skirmish at Peek's Crossroads, Virginia, 3rd August 1864

American Civil War; 2 PM; Length: 4; Location: EXHIBIT HALL A; **Table:** EA-26; **Host** Graham Wilkinson; **Scale:** 28mm; **Rules:** *BROTHER AGAINST BROTHER*; **Sponsor:** 9220-0229 Quebec Inc; **Number of players:** 6.

Local Confederate forces hold a vital crossroads just across the border in Virginia. Can the Union advance guard dislodge them and open the way for the rest of the army?

F-513 Skirmish outside Port Royal, JUNE 9, 1862:

American Civil War; 2 PM; Length: 4; Location: EXHIBIT HALL A; **Table:** EA-10; **Host** Maurice Holmes; **Scale:** 25mm; **Rules:** *High Noon*; **Number of players:** 6.

As the Battles of Cross Keyes and Port Republic raged on, 45 miles to the north the 1st Rhode Island took part in a skirmish in hills outside Front Royal with opposing Confederate cavalry.

F-171 Chasing Geronimo in Mexico -- Candelaria Mountains, 1879

Western; 2 PM; Length: 3; Location: EXHIBIT HALL A; **Table:** EA-13; **Host** George Schneider; **Scale:** 25mm; **Rules:** *High Noon -- Home Rules*; **Number of players:** 6.

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

F-452 A Good Day to Die - French Foreign Legion

Colonial; 2 PM; Length: 4; Location: BALL ROOM B; **Table:** BB-01; **Host** Scott Landis; **Scale:** 28mm; **Rules:** *The Sword and the Flame*; **Number of players:** 6.

A group of Archeologists have found some ancient objects but the Beduon Tribes want them to returned to their rightful place in the drifting sands. Can the Foreign Legion protect the sacred objects and hold the town? Will the relief column arrive in time? Play a desert tribe or the gutsy Legion for whom every day is a good day to die. Kids under 14 must be with adult.

F-283 Science in the Shadows - Theme

Victorian Science Fiction; 2 PM; Length: 3; Location: BALL ROOM A/F; **Table:** BA-05; **Host** Bob Charrette; **Scale:** 28mm; **Rules:** *Skirmish Science Test Rules*; **Sponsor:** Parroom Enterprises; **Number of players:** 6.

Cabals of mad scientists pursue their agenda across the world, striving to enhance their place in their hidden society. Can you show them? Can you show them all? Try out Parroom Enterprise's in-process Skirmish Science rules for turn-of-the-century mad science scuffles. Small forces supplied. Rules taught. Drop in and try out a faction's capabilities for mayhem and destruction.

F-143 Helgoland Harassment

WWI; 2 PM; Length: 6; Location: EXHIBIT HALL A; Table: EA-34; Host Larry Bond; Scale: 1:2400; Rules: Clash of Arms Command at Sea; Number of players: 14.

Sep 1914, German and British forces have been playing cat and mouse in the North Sea with raid and counter-raid. This time it is England's turn. A quick sweep thru German patrol areas to cause some havoc and then dash home. However, this time the Germans are prepared and have beefed up their patrols. Join the Admiralty Trilogy as we celebrate 100 years of WW1 Naval Action with a 1914 skirmish.

F-172 A Road Less Travelled

Inter-War; 2 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-40; Host Bradley Pflugh; Scale: 25mm; Rules: Price of Glory/Iron Ivan; Number of players: 6.

Summer 1920, British troops attempt to deliver supplies to a staging area used to launch raids against the IRA. However, the IRA have other plans! Skirmish level game using modified house rules to adjust to the time period. Rules will be taught. No children please and/or disgruntled rules lawyers.

F-411 Subterranean Quarry - Theme

WWII; 2 PM; Length: 3; Location: BALL ROOM C; Table: BC-05; Host Eric Schlegel; Scale: 20mm; Rules: G.A.S.L.I.G.H.T.; Number of players: 5.

January 1944, near Kerch in the Crimea. Axis supply lines in the area were coming under frequent partisan attacks, but from where. The area was desolate and there seemed no place to hide. It was soon discovered that the partisan's base of operations was an underground quarry. A specially trained Romanian unit sealed off most of the entrances and then was sent in to root out the partisans. Players under 13 welcome with a playing adult.

F-426 Panzer Lehr Counter-Attack Part II - The 902d Attacks - Theme

WWII; 2 PM; Length: 3; Location: BALL ROOM C; Table: BC-04; Host Don Hogge; Scale: 28mm; Rules: Battleground WW2; Number of players: 6.

It is early morning of 11 July 1944. The previous day an attack by Task Force X was halted just short of Hauts-Vents. As the American units halted to regroup during the night, the 902nd Panzer Grenadier Regiment arrived and made preparations for an immediate attack. Already exhausted, the German forces launched a pre-dawn assault to break-up the American advance. Gamers under the age of 14 are welcome with an adult.

F-459 Road to Bastogne

WWII; 2 PM; Length: 4; Location: MEETING ROOM 4; Table: M4-01; Host John Desch; Scale: 15mm; Rules: Flames of War; Number of players: 6.

The 101st is surrounded at Bastogne and you must break through to relieve them. Players attack as Patton's Americans or defend as elite German paratroopers in the snowy Belgian countryside south of Bastogne. The forces are representative of the actual units that fought the key Christmastime battles for Bastogne.

F-173 Battle of Makassar Strait

WWII; 2 PM; Length: 4; Location: MEETING ROOM 1; Table: M1-01; Host John Gordon; Scale: 1:1200; Rules: Seekrieg V; Number of players: 8.

February 1942. A Japanese invasion force has landed at Makassar Town on the SW corner of Celebes Island. A Dutch-US cruiser/destroyer force is moving to attack the landing site. The Japanese escorts are ready and waiting. This is the battle that would have taken place had USS Houston and Marblehead not been damaged by Japanese bombers while the Allied Striking Force was headed toward Makassar.

F-195 Fireball Forward - Steel Storm - Stalingrad - 21 September 1942

WWII; 2 PM; Length: 4; Location: BALL ROOM E; Table: BE-08; Host Jerry Frazee; Scale: 15mm; Rules: Fireball Forward; Number of players: 5.

Central Stalingrad, North of the Univermag Department Store, the German offensive that was in the process of recapturing the Railroad Station and pushing to the Volga was also making progress farther to the north. Between the Railroad Station and the Marmeyev Kurgan the 194th Regiment from the 71st Infantry Division was making a major push supported by armor. They were hoping to move in with overwhelming force to push the 13th Guards back into the Volga. The guardsmen had suffered severe casualties since crossing the river and were fighting a desperate battle against a strong German foe. Younger gamers welcome with accompanying adult.

F-396 Desert Breeze

Modern; 2 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-09; Host Michael Johns; Scale: 28mm; Rules: Open Conflict; Sponsor: Miniature Building Authority; Number of players: 8.

Modern Warfare in the Middle East Details TBA

F-209 Assault into Grozny, Chechnya, January 7, 1995

Modern; 2 PM; Length: 4; Location: BALL ROOM E; Table: BE-07; Host Mike Byrne; Scale: 28mm; Rules: Force on Force; Sponsor: Age of Glory; Prize: Yes; Number of players: 7.

After the Russian's Army coup de main failed at the beginning of the year, the Russian Army is conducting a planned assault to retake Grozny from the Chechen National Guard and irregular forces. Elements of the 129th Guards Motorized Rifle Regiment (GMRR) are attacking to take positions as the Russian Army drives to capture the Presidential palace. A mixture of Chechen irregular forces are defending against the 129th GMRR assault. Can the Chechens withstand the firepower of the Russian assault and bloody the Russian Army's forces some more? Players under 14 years old if accompanied by an adult.

F-387 Gnome Wars: The Castle in Teutoburg Forest

Gnomes; 2 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-02; Host Steven Stanton; Scale: 28mm; Rules: Gnome Wars from Brigade Games; Sponsor: Miniature Building Authority; Prize: yes; Number of players: 10.

Description: On the retreat after losing their brewery in a fierce battle, Lon's Lunkheads race to meet up with the rest of their clan at Elmore's Castle. The Highlanders, Swiss, and Sikhs hope to catch and defeat Lon in order to crush his monopoly of the gnome beer market. Players with a painted "Gnomes at War" unit from Brigade Games do not need pre-register. Rules will be taught. No one under age 14 without a playing adult. Father-son teams encouraged.

F-288 Grav Tanks of the 2nd ACR: Rescue & Recovery - Theme

SciFi; 2 PM; Length: 4; Location: BALL ROOM A/F; Table: BA-07; Host Chris King; Scale: 6mm; Rules: Renegade Legion: Centurion; Number of players: 6.

Attention Renegade Legionnaires! We're to recover a captured Commonwealth intelligence asset before TOG Lictors crack it. With a fast moving armor team, raid the TOG FOB and re-capture the asset. Dust off your Renegade Legion: Centurion rules and join us for a 6mm platoon-level clash in the 69th century. No experience needed, rules taught. We'll even start with some practice on an obstacle course. Knowledge of Renegade Legion: Centurion useful but not required; children welcome with a supervising adult.



F-346 Star Wars: The Battle of Ord Faldor

SciFi; 2 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-12; Host Dixon Greffey; Scale: 30mm; Rules: *Tomorrow's War (Modified)*; Number of players: 8.

A Separatist force is attempting to seize the weapons lab on Ord Faldor. Clone Troops backed up by Senate Commandoes have been dispatched to stop them. Will you fight to destroy the Galactic Republic - or to save it?

F-473 Battletech - Grinder 2

SciFi; 2 PM; Length: 3; Location: BALL ROOM B; Table: BB-02, 03; Host Dave Yingling; Scale: 1:285; Rules: *Total Warfare*; Sponsor: Iron Wind Metals; Number of players: 10.

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

F-512 Lost Regiment

Down to the Sea

Other; 2 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-17; Host Leo Walsh; Scale: 1:1200; Rules: *Age of the Dreadnought*; Number of players: 8.

It's 20 years after the last war and now there is a new threat. Another Hoard approaches from the seas and it is not using bows and arrows. This enemy comes with battle cruisers and more. Can the lightly armored Yankee frigates and gunboats stop the invasion? There is always something new the Yankees have up their sleeves.

3 PM

F-489 Battle of Marengo, Starving the Austrian Army

Napoleonic; 3 PM; Length: 4; Location: MEETING ROOM 3; Table: M3-01; Host Ben Fornshell; Scale: 10mm; Rules: *Tabletop Battle System*; Number of players: 6.

France makes a daring cross of the Alps, cuts off the Austrian supply route and crushes the Austrians despite their cunning attempts at deception. Join us for a beautifully scenic recreation and see if you can rewrite history. Fast playing, rules taught.

F-185 The Battle of Memphis WWI; 3 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-03; Host Jeff Hall; Scale: 15mm; Rules: *All Quiet on the Martian Front*; Sponsor: Alien Dungeon / Architects of War; Number of players: 20.

The Martian advance has brought them to the shores of the Mississippi and the Memphis fortified zone. Can the human defenders hold out against the unstoppable menace?

F-291 Guardians of the Lost City - Theme

Pulp; 3 PM; Length: 3; Location: BALL ROOM A/F; Table: BA-08; Host Frank Sciulli; Scale: 25mm; Rules: *White Pearl Black Heart*; Number of players: 4.

During the search for Amelia Earhart, a man was found drifting at sea on a makeshift raft. He told a strange story about finding a lost city on an uncharted island. The city was built by an ancient, yet highly advanced civilization. The castaway reported that the city contains great wealth and advanced technology. But, it is well hidden and is protected from outsiders. He said that he was the only one of his band of adventurers to escape the island alive. Are you brave enough and have the skills and luck to succeed where others failed? This is a game for daring and imaginative mature individuals. No one under 15 please.

F-200 Fireball Forward - Desperate Defense - Sangshak, India - 25 March 1944

WWII; 3 PM; Length: 3; Location: BALL ROOM E; Table: BE-01; Host Tim Tilson; Scale: 15mm; Rules: *Fireball Forward*; Number of players: 5.

Japanese 31st Division is advancing to Kohima. Standing in its way is the 50th Indian Parachute Brigade. The Japanese launch an all out assault on the brigade position. Rules will be taught.

F-238 HOT WAR IN THE DESERT - Theme

WWII; 3 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-15; Host Pete PANZERI; Scale: 15mm; Rules: *HOT WAR RULES*; Sponsor: ZVEZDA; Prize: FROM ZVEZDA; Number of players: 6.

LARGEST TANK BATTLE IN HISTORY. US Armored Divisions meet Iraqi Republican Guards Corps. A short but intense game of Random Events, Mayhem, Cheers! Toasts! Music, Hats, T-Shirts, Prizes! Awards, NON-STOP FUN & EXCITEMENT! Download a free PDF of the Rules and Scenario at www.Zvezda-usa.com Experienced kids (9 & up) who can reach the center of a 6' table are OK with a participating adult.



F-490 Bad Moonz on the Tundra

SciFi; 3 PM; Length: 2; Location: MEETING ROOM 3; Table: M3-02; Host Konstantin Gojnycz; Scale: 28mm; Rules: *Tabletop Battle System*; Number of players: 6.

War has come to Dal'th Prime. In the darkness above, kilometer-long starships battle in the vacuum of space. All around, thousands of soldiers fight and die. That should matter little to your company of Space Wolves. But the Orks have shot down human aircraft. They have shot down all human satellites. If Supreme Command is to direct our ground artillery—and, most importantly, provide critical data to our orbital guns—the ruined radar station on that hill must be taken. Yes, Ork warriors march to the site. But you are Space Wolves. You will face the xenos. You will kill them. You will take those ruins. It is the Emperor's will.

4 PM

F-367 Western Theater, May 1864

American Civil War; 4 PM; Length: 4; Location: BALL ROOM D; Table: BD-04; Host Nigel P. Marsh; Scale: 28mm; Rules: *Carnage & Glory II*; Number of players: 6.

The Atlanta campaign sees Sherman's Federal forces repeatedly attempt to outmaneuver Johnston's Army of the Tennessee. On May 27 at Pickett's Mill, Sherman attempts once more to turn the Confederate flank.

F-298 Blocking the Bosphorous October 1915

WWI; 4 PM; Length: 4; Location: BALL ROOM B; Table: BB-07; Host Michael McKnight; Scale: 1:3000; Rules: *Fleet Action Imminent*; Sponsor: Old Dominion GameWorks; Number of players: 6.

In an attempt to support the Allied operations on the Gallipoli peninsula the Russian Black Sea fleet sorties to block the northern exit of the Turkish straights. The Turkish fleet commits it's full force to resist, led by the battlecruiser Goeben and supported by heavy coastal batteries. The Russians have a new card to play, their brand new battleship Empress Maria. Rules Taught Beginners welcome.

F-334 Sword Beach - Theme

WWII; 4 PM; Length: 6; Location: EXHIBIT HALL A; Table: EA-18; Host Tim Broome; Scale: 20mm; Rules: Command Decision Test of Battle; Number of players: 8.

Join the British forces to storm Sword Beach and then push on to Caen or man the bunkers of Fortress Europa to defend the Reich. Climb into the tanks of the 21st Panzer Division and drive the British back into the sea. Players of all experience levels are welcome. Children under 12 should be accompanied by an adult.

F-297 Bubba's Revenge

Modern Horror; 4 PM; Length: 4; Location: BALL ROOM B; Table: BB-06; Host Michael Moran; Scale: 25mm; Rules: Mein Zombie; Sponsor: Old Dominion GameWorks; Number of players: 6.

Bubba just wanted to have a pig roast with a couple friends. Who knew it would end with each everyone becoming a zombie. Then a group of invaders came in stole his weapons, slaughtered his guests and left Bubba for destroyed. Rules Taught Beginners welcome.

F-320 Monster Madness: Hydras, Harpies, & Hellhounds, Oh My!

Fantasy; 4 PM; Length: 2; Location: BALL ROOM A/F; Table: BA-02; Host Katherine Rockstroh; Scale: 25mm; Rules: Homebrew; Number of players: 8.

Back by popular demand! The king has decreed a royal monster hunt! The goal: to slay the mightiest monsters ever to terrorize the kingdom. The prize: a new estate & Princess Allura's hand in marriage. All are welcome to attend; friendly rivalry is encouraged in this fast-paced challenge. Young aspiring monster hunters welcome with an accompanying grizzled veteran hunter.

5 PM

F-382 The Battle of Montanas

Verdes - Theme

Napoleonic; 5 PM; Length: 4; Location: BALL ROOM D; Table: BD-02; Host Lyle Bickley; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 6.

The French forces attempt to cut off the British and their allies as they attempt to fall back from the French.

F-138 The Last Playtest! Battle of the Alma, Crimea, 1854

19th Century; 5 PM; Length: 5; Location: BALL ROOM A/F; Table: BA-09; Host Wilbur Gray; Scale: 15mm; Rules: Age of Valor - European Fire and Fury by Blood and Iron; Sponsor: Age of Eagles; Prize: Age of Valor Test Drive CD ROM; Number of players: 8.

This is the last playtest of Age of Valor, the 19th Century European expansion module to Age of Eagles (Napoleonic Fire & Fury). Its Russians vs the Anglo/Franco/Turks in the first major battle of the LAST Crimean War. Magnificent uniforms compete with Minie balls for control of the road to Sevastopol in a fast paced game built for fun. A few kinks in the system remain, so thick skins only.

F-323 Operation Express - Theme

WWII; 5 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-31; Host Kevin Koenig; Scale: 15mm; Rules: Battlegroup; Number of players: 6.

The British 129th Brigade and the 9th RTR, have been ordered to take the French village of Maltot. Now heavily damaged from previous action, Maltot is defended by the German 272nd Inf div with a reaction force from the 10th SS Panzer close by and ready to counter attack. If you are interested in a smooth playing, realistic feeling WWII rule set, come give Battlegroup a try.

F-213 Fireball Forward - Railroad Station #1, Stalingrad, 1942

WWII; 5 PM; Length: 3; Location: BALL ROOM E; Table: BE-03; Host Mark Fastoso; Scale: 15mm; Rules: Fireball Forward; Number of players: 6.

Lt Dragan and his guardsmen held the railroad station for several days against weak German attacks. The German commander in this sector was apprehensive of assaulting the station head on as his men would have to cross a maze of abandoned rolling stock in the rail yard. After several days of limited attacks and shelling he was ordered to launch a major offensive to capture the station.

F-247 World Cup 2014 - second semi-final

Modern; 5 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-14; Host Bob Wiltrout; Scale: 30mm; Rules: Corner Kick; Number of players: 6.

Two of the leading football powers in the world compete for a chance to play in tomorrow's final. If you know soccer, you'll have no trouble picking up these rules and having a great time. Age 12 and up.



F-474 Battletech - Grinder 3

SciFi; 5 PM; Length: 3; Location: BALL ROOM B; Table: BB-02, 03; Host Charles Shumar; Scale: 1:285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.

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

6 PM

F-379 1813 Napoleonic Mini Campaign: Game 3. Prussian, Russian and Austrian forces defend the approaches to Berlin in August, 1813. - Theme

Napoleonic; 6 PM; Length: 4; Location: BALL ROOM D; Table: BD-01; Host David Bonk; Scale: 40mm; Rules: Carnage & Glory II; Sponsor: Sash and Saber; Number of players: 6.

The French are on the march and Prussian, Russian and Austrian forces defend the approaches to Berlin in August, 1813. The results of this game will be used to inform the campaign and will determine the next game.

F-342 Battle of Talavera, July 28, 1809

Napoleonic; 6 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-16; Host Robert Lockley; Scale: 15mm; Rules: Shako II; Number of players: 12.

After preliminary fighting on July 27th both sides ready themselves for the climatic battle on the 28th. Wellington and his army joined forces with the Spanish under Cuesta in this slugfest against the French forces under Victor commanded by Napoleon's brother Joseph. This is a fight to the death! Will Wellington prevail and repulse the French advance or will the French juggernaut go unchecked? No kids under 16 years of age.

F-350 Battle of Stones River

American Civil War; 6 PM; Length: 6; Location: EXHIBIT HALL A; Table: EA-42; Host Alan Isabelle; Scale: 15mm; Rules: Blue and Gray; Number of players: 8. Refight the Battle of Stones River and decide once and for all who controls Tennessee. It's Bragg vs. Rosecrans with soon-to-be published Blue and Gray rules.

F-151 Low Countries of the Dead

Victorian Science Fiction; 6 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-06; Host Jon Lundberg; Scale: 28mm; Rules: Empire of the Dead; Sponsor: Brigade Games and West Wind; Number of players: 8.

Strange discoveries in Congo have been brought home to Rural Belgium. Groups from across Europe have descended to acquire it for themselves. Bring your own 150 shilling force or use one of the ones provided. Gamers under 13 welcome with a playing adult.

F-184 The Battle of Memphis

WWI; 6 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-03; Host Jeff Hall; Scale: 15mm; Rules: All Quiet on the Martian Front; Sponsor: Alien Dungeon / Architects of War; Number of players: 20. The Martian advance has brought them to the shores of the Mississippi and the Memphis fortified zone. Can the human defenders hold out against the unstoppable menace?

F-542 Battle of Villers-Bretonneux - Theme

WWI; 6 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-33; Host Roy Grider; Scale: 15mm; Rules: Command and Colors WWI; Number of players: 6. Its April 24, 1918 and as the Germans attack with their new A7V tanks the British counter-attack with their own tanks bring about the first tank battle in history. This will be a play test for tank and airplane rules for Command and Colors WWI rules. Players should be familiar with the Command and Colors system.

F-198 Bridge at Abbaye Blanche, Normandy 1944

WWII; 6 PM; Length: 4; Location: BALL ROOM E; Table: BE-06; Host Alex Newhart; Scale: 15mm; Rules: Fireball Forward; Number of players: 6.

The 2nd SS Panzer Division opens Operation Lüttich on August 7th with the objective of capturing the town of Mortain. In their way stand a small force of Company F, 2/120, 30th ID and a whole lot of AT guns. Their valiant defense will slow down the German drive toward their objective of stopping the Allied breakout in Normandy. Rules taught. Younger gamers welcome with accompanying adult.

F-157 Operation Herkules - the invasion of Malta July 1942

WWII; 6 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-24; Host Michael Sincavage; Scale: 15mm; Rules: Battlefront; Number of players: 4.

The Germans and Italians decide to go ahead and invade Malta. The first part of the plan is effected by dropping paras from 7. Fliegerdivision and Italian Folgore. Seizing the high ground to the north of the southern landings, the two para forces converge on the first critical airfield. The British have fearsome AA batteries and are well supported by 25 pounders as well as armor. Familiarity with Battlefront rules is helpful but not required as the rules will be explained. Please no children under the age of 15.

F-216 CY6! - Little Friends over Ploesti

WWII; 6 PM; Length: 4; Location: BALL ROOM E; Table: BE-05; Host Phil D'Amato; Scale: 1:300; Rules: Check Your 6!; Number of players: 8.

Bomb laden P-38s from the 15th AF 82nd FG was called upon to deliver a low level bombing attack on the Romana Americana refinery. The American force was intercepted by units of the Luftwaffe and Aeronautica Regala Romana. See if the little friends can do what the big friends could not.

F-333 D-Day Landings - Memoir '44

WWII; 6 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-08; Host Richard Borg; Scale: 20mm; Rules: Memoir '44 D-Day Landings; Number of players: 12. Okay, a single copy of Memoir '44 is just a board game and some may question if it should be featured at an HMGS convention. But the new expansion "D-Day Landings" by Days of Wonder, is way more than a board game. It is the Ultimate 12 player board game that features all the beaches and Airborne landings, played out on a super size battlefield of six maps that cover an area of 6 feet x 15 feet. Knowledge of Memoir '44 rules required. Child must be accompanied by playing adult.

F-191 CY6! Jet Age, Vietnam - Navy Cross for Vampatella

Modern; 6 PM; Length: 4; Location: BALL ROOM E; Table: BE-02; Host Roxanne Patton; Scale: 1:144; Rules: Check Your 6! Jet Age; Number of players: 8.



Four VF-211 aircraft escorted a raid north east of Hanoi. Nichol 1, LCDR Cole Black, his wingman, Nichol 2, Lt. Gene Chancy, and Nichol 3, LT.jg Phil Vampatella, were escorting an A-4 strike at an altitude of 1500 feet. Nichol 4, Lt. Dick Smith escorted a RF-8 on a recon mission over a railroad. While the A-4s were making their runs, word reached the strike escort that the photo bird had been shot down. The three strike escort pilots joined the recon escort in searching for the downed pilot. Shortly, Nichol 3 was struck by AAA fire from a nearby battery seriously damaging the right stabilator. Vampatella elected to stay as the plane was still flyable. Nichol 3 and Nichol 4 spotted the downed pilot and then were ordered to seek a tanker. As Nichol 1 and Nichol 2 orbited the downed pilot, two silver MiGs made a close in head on pass at them from out of the clouds. 17 or older please.

F-549 ZOMBIES CARDIO!!!! v2.5

Modern; 6 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-44; Host Chad Miller; Scale: 25mm; Rules: *Zombies!!!*; Number of players: 12.

That is right Zombie friends, recall the Zombies Rules??? Run for your life and get extracted fast, because there are more Zombies, Bigger City, Oh, and the Circus is in town, that's right it means Zombie Clowns. OH, did I mention your gaming buddy can play as a zombie this time out to Kill You?? That's right, better run Zombie fans because they will catch you and eat you alive.

F-471 Battletech - Desert Wars

SciFi; 6 PM; Length: 5; Location: BALL ROOM B; Table: BB-04; Host Charles Shumar; Scale: 1:285; Rules: *Total Warfare*; Sponsor: Iron Wind Metals; Number of players: 10.

Desert Wars is small unit combat using BattleMechs. Each player will control a lance (4 Mechs) produced before the fall of the star league in a Grand Melee style competition. This event takes place before the fall of the Star League and as such the units available are limited. Players are encouraged to review the available Mechs before the event. The list of available Mechs can be viewed at <http://gitb.weebly.com/desert-wars-mechs.html> All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

F-328 Jump

SciFi; 6 PM; Length: 6; Location: EXHIBIT HALL A; Table: EA-45; Host Eric Shanoltz; Scale: Other; Rules: *Colonial Battlefleet (home rules)*; Sponsor: Jim Fox Miniatures; Number of players: 6.

The colonial fleet is fleeing from the cylon's constant harassment. Being push further from colonial space. Stress is high on the survivor's and ships alike. The constant jumps has the fleet on edge. Will the refugee fleet escape or will the cylon's finally catch them disorganized and unprepared?

F-120 They Used Hitler's Brain...A

Doctor Who Adventure! - Theme

SciFi; 6 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-04; Host Burton Campbell; Scale: 28mm; Rules: *Doctor Who Miniatures Game*; Number of players: 10.

The time stream has run amok as the Nazi Deep Science Division has teamed with alien invaders to produce clones, robots, Daleks and other mean of mass destruction. The exploits of this evil base have drawn the attention of British Special Forces, the US Rocket Corps, futuristic Men in Black and a mysterious traveler known only as the Doctor. Who will save the day... and who will be exterminated?

7 PM

F-270 Sagrajas - 23 October 1086

Medieval; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-28; Host Matt Lehman; Scale: 25mm; Rules: *Hail Caesar*; Number of players: 6.

Alfonso VI has captured Toledo and invaded the taifa of Zaragoza. Andalusian leaders have been forced to seek external assistance from Yusef ibn Tashfin. Can King Alfonso VI continue his push through Al-Andalus or will he be stopped by his new enemy? Come and enjoy the fascinating time of the Reconquista and see if you can change history! Rules will be taught, children with an adult please.

F-268 Italian Wars - Theme

Renaissance; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-25; Host Doug Fisher; Scale: 25mm; Rules: *Field of Glory*; Number of players: 12.

Italy in the early 1500's was the battlefield for the western world. New technology, gunpowder and firearms met the old standard of heavy horse and pike. Combine French Dynastic ambitions with the city states of Italy. Stir in a little papal intrigue some bloody Swiss, some Spanish and Germans and you have a recipe for conflict. Come vacation in sunny Italy but don't get piked!

F-108 Battle of Gera

(Yera Muharebesi) - 17

September 1695 - Theme

Pike and Shot; 7 PM; Length: 4; Location: BALL ROOM A/F; Table: BA-03; Host Stanley Sunderwirth; Scale: 1:2000; Rules: *Victory Under Sail*; Number of players: 8.

The Venetians and Ottomans clash again in the Bay of Gera. The Venetians have 25 sailing ships verses 29 Turkish, Algerian and Tripolitanian ships. The galleys again are left out. Players control squadrons in a game with lots of dice and few charts. Rules will be taught.

F-276 Divine Providence in the Ohio Valley, 1755 - Theme

French & Indian War; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-19; Host Robin Empey; Scale: 28mm; Rules: *Buckskins and Rangers* - by: Battlefield Game Designs; Sponsor: Battlefield Game Designs; Prize: Yes from Battlefield Game Designs; Number of players: 8.

Fed up with British encroachment in the disputed Ohio Territory several Aboriginal war parties have decided to raid a number of homesteads prior to the official start of the French Indian War. At stake are their traditional ways of life and those of the British colonists attempting to settle the North American frontier. Will the colonists survive or will providence favour the Aboriginal people?

F-492 The Capture of Plourde's Fanny

AWI; 7 PM; Length: 2; Location: MEETING ROOM 3; Table: M3-02; Host Konstantin Gojnycz; Scale: 25mm; Rules: *Dr Who Miniatures Game*; Number of players: 6.

The greatest naval battle ever won by the Continental Army. A detachment of the First Virginia Regiment patrols near Norfolk when they spy a British Privateer anchored in the distance. The detachment engages and tries to make off with the plunder. Will the American Provost capture them before they escape off the board with their prize? Will the British Patrol led by Lieutenant Crane defeat the Americans and retake the ship? Walk ups welcome,

F-152 A Fine Winter's

Day In France, 1814

Napoleonic; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-35; Host Phillip Spera; Scale: 15mm; Rules: *Napoleon At War*; Sponsor: Dave's Baggage Train; Number of players: 6.

Napoleon has his hands full with Blucher's Army of Silesia. He orders Marshal Oudinot to delay the allied forces of the Army of Bohemia on the Bar-Sur-Aube and keep them from Troyes. Schwarzenberg seizes an opportunity to defeat the French in detail. Beginners welcome. Rules to be taught.

F-357 Battle for Zurich - Mortier's Attack (25 September 1799)

Napoleonic; 7 PM; Length: 5; Location: BALL ROOM D; Table: BD-05; Host Tom Garnett; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 8.

At Sam Mortier's Division launched its feint attacks against Russian division Korsakov's main command. His left advanced to the small plateau at Wiedikon where they were soon pinned down by superior Russian forces. His right drove the Russians from Wollishofen, but were soon counter-attacked by General Gorchakov's Russian division and pushed back. Unfortunately, Gorchakov's extended right flank was enfiladed by Klein's French cavalry division causing the Russians to fall back to their start positions by 1pm.

F-407 Mincio River - Theme

Napoleonic; 7 PM; Length: 4; Location: BALL ROOM C; Table: BC-01; Host Buck Surdu; Scale: 10mm; Rules: Fate of Battle; Number of players: 6.

In the War of the Sixth Coalition, the Battle of the Mincio River was fought on 8 February 1814 and resulted in an inconclusive engagement between the French under Eugene de Beauharnais and the Austrians under Field Marshal Heinrich von Bellegarde. There are no large chart cards to spoil the aesthetics of the game. Fight the battle, not the rules.

F-156 The Emperor Strikes Back - Battle of Montmirail, February 11, 1814

Napoleonic; 7 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-47; Host Peter Anderson; Scale: 25mm; Rules: Field of Battle, 2nd edition by Brent Oman/Piquet; Number of players: 8.

Awakening from the doldrums that afflicted him after Leipzig, Napoleon waged a brilliant "Six Days Campaign" in France. At Montmirail he pounces upon Sacken's isolated Corps with virtually the entire Old and Middle Guard, while York's Prussians attempt to succor their Russian allies in a classic contest of Quality vs. Quantity.

F-491 The Cracker Line: 1863

American Civil War; 7 PM; Length: 4; Location: MEETING ROOM 3; Table: M3-01; Host Del Stover; Scale: 10mm; Rules: Johnny Reb III; Number of players: 4.

The Army of the Cumberland is besieged in Chattanooga. The Confederate Army of Tennessee occupies the high ground and hopes to force the Union to retreat, but with the arrival of Major Gen. Ulysses S. Grant, the initiative begins to shift. He opens a supply road (the "Cracker Line") to feed his starving men and animals, forcing the Rebels to respond. In this small action, a Confederate force attempts to seize a key road in the Cracker Line and cut off Union supplies once again. A see-saw battle of tactics on nice terrain.

F-558 FIGHTING STEAM - SINK THE EASTPORT! - Theme

American Civil War; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-40; Host Paul Meyer; Scale: 1:1200; Rules: Fighting Steam (Advanced); Number of players: 8.

A force of Federal gunboats sets out to destroy a new Confederate ram under construction on the Tennessee River. Nasty surprises await - not the least of which is that the Confederates intend to fight! Rules will be taught. Young players welcome with a playing adult.

F-116 Klein-Barmen: Rosenberg's Desperate Charge (German South-West Africa, 1904)

Colonial; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-13; Host Roy Jones; Scale: 25mm; Rules: Sword and the Flame (Modified); Sponsor: Falcon Miniatures; Prize: Miniatures; Number of players: 6.

Concealed Herero riflemen, firing from boulder fighting positions, have stymied the German attack at Klein-Barmen. In a desperate move, Leutnant von Rosenberg is ordered to take his 5th Feldkompagnie, dash across unprotected open ground, and take the Herero position by storm! From the new scenario book "The Herero War". More at: www.hererowars.com.

F-527 Attack on the 1st

Division: June 21, 1879

Colonial; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-48; Host John Shirey; Scale: 40mm; Rules: Black Powder; Number of players: 6.

On January 19th, the 1st Division left Fort Chelmsford on the Inyezane River to go to the Umlalazi River where they would arrive unopposed on June 22nd and build Ft. Napoleon on the left bank. What if the local Zulus near the Middle Drift headed south west toward the 1st Division's column as it was slowly marching along the coast and attacked the rear of the 2nd Brigade at the end of the column.

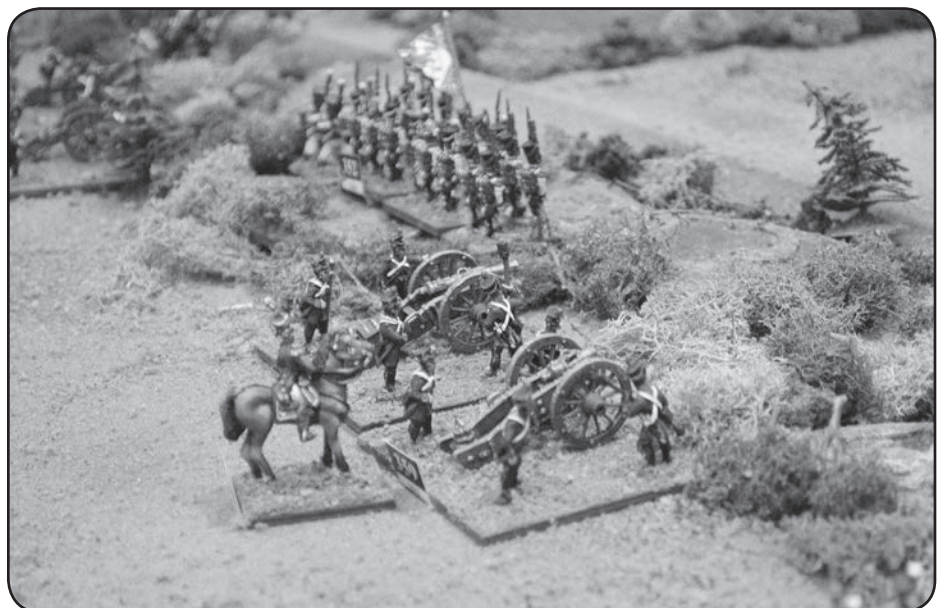
F-284 Science in the Shadows - Theme

Victorian Science Fiction; 7 PM; Length: 3; Location: BALL ROOM A/F; Table: BA-05; Host Bob Charrette; Scale: 28mm; Rules: Skirmish Science Test Rules; Sponsor: Parroom Enterprises; Number of players: 6.

Cabals of mad scientists pursue their agenda across the world, striving to enhance their place in their hidden society. Can you show them? Can you show them all? Try out Parroom Enterprise's in-process Skirmish Science rules for turn-of-the-century mad science scuffles. Small forces supplied. Rules taught. Drop in and try out a faction's capabilities for mayhem and destruction.

F-257 Clockwork Conniptions. - Theme

Victorian Science Fiction; 7 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-30; Host Edward Watts; Scale: 25mm; Rules: G.A.S.L.I.G.H.T.; Number of players: 6.





Colonial powers attempt to reign supreme using notoriously unreliable steam and electrical Victorian war machines versus each other. Mayhem was the victor at Cold Wars with an 80% fail rate, thank Providence for the good natured players. Kids old enough to read rules charts welcome.

F-228 Naval Battle of Cuddalore

19th Century; 7 PM; Length: 3; Location: BALL ROOM E; Table: BE-08; Host Brian DeWitt; Scale: 1:2400; Rules: From the Admiral's Wake; Number of players: 10.

The 5th and last in a series of naval battles fought between a British fleet under Vice-Admiral Sir Edward Hughes and a French fleet under the Bailli de Suffren near India. The battle was fought on 20 June 1783 off of Cuddalore. The British had received reinforcements since the previous battle while the French convoys had been intercepted by the British. Overall the campaign was not going well for the French even though Suffren had consistently outmaneuvered and held off the British Fleet in multiple battles.

F-516 Lt George S Patton and Ponch Villia's Villistas

Early 20th Century; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-10; Host Leo Walsh; Scale: 25mm; Rules: High Noon; Number of players: 8.

Can George win his pistols? Can he get his man? Or will it be the Mexicans who get the trophy? Close action and hot bullets will decide (die rolls too).

F-277 Gumbinnen 1914 – North & Center - Theme

WWI; 7 PM; Length: 4; Location: BALL ROOM A/F; Table: BA-06; Host Jesse Scarborough; Scale: 15mm; Rules: Command Decision Test of Battle; Sponsor: Test of Battle Games; Prize: Gift Certificate to TOB Games; Number of players: 8.

On August 20, 1914, the German First Army launched a hasty attack on the Russian First Army, east of Gumbinnen in East Prussia. The attack was repulsed and the defeat triggered a change in command for Eighth Army and the subsequent Battle of Tannenberg. Scenario from "Great War East - 1914" by Test of Battle Games (published at Historicon 2014).

F-239 To the green fields beyond

WWI; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-20; Host Robert Kerstetter; Scale: 25mm; Rules: Trench Wars modified; Prize: trophy; Number of players: 8.

The newspapers in London and Paris demand action. It's time to end the stalemate on the Western Front. Go over the top with Tommy and Pierre or defend your German trenches to the last man

F-219 CY6! - A False Hope – New Guinea, April 30, 1942

WWII; 7 PM; Length: 4; Location: BALL ROOM E; Table: BE-04; Host Brian Cantwell; Scale: 1:300; Rules: Check Your 6!; Number of players: 8.

The first elements of the 8th Fighter Group arrived at Seven-Mile Strip on New Guinea on the morning of April 30, 1942 and flew their first mission against the Japanese that very same afternoon. Led by their legendary commander, Col. Buzz Wagner, P-39s of the 35th and 36th Squadrons strafed Japanese installations at Lae and Salamaua, but were then attacked by Japanese Zeros. Join the fight as the USAAF and the JNAF discover the weaknesses and strengths of the P-39 for the first time. Younger gamers welcome with accompanying adult.

F-160 Carrier Battle in the Philippine Sea

WWII; 7 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-46; Host Robert Varga; Scale: 1:144; Rules: Home rules; Number of players: 4.

During the battle of the Philippine Sea, the Japanese carrier Zuiho and the U.S. carrier Wasp are about to engage in battle. Contact with each other has not been established and both sides have ordered their planes to find then attack and sink the enemy carrier. In addition to the carriers aircraft the Japanese also have the planes from Saipan to aide them in destroying the Wasp. Rules are simple and easily mastered with game flow considered essential to allow for plenty of action.

F-427 Panzer Lehr Counter-Attack Part III - Task Force Z Counters - Theme

WWII; 7 PM; Length: 4; Location: BALL ROOM C; Table: BC-04; Host Don Hogge; Scale: 28mm; Rules: Battleground WW2; Number of players: 6.

It is the afternoon of 11 July 1944. The pre-dawn attack by the 902nd Panzer Grenadier Regiment has been stopped by the 30th Infantry Division. By 1600 hours, Task Force Z was advancing through the wreckage of Panzer Lehr's pre-dawn attack moving south toward Haut-Vents atop Hill 91. It had been a long night for the tired veterans of Panzer Lehr; it would prove to be a longer day. Gamers under the age of 14 are welcome with an adult.

F-424 H -6 Hours - Theme

WWII; 7 PM; Length: 4; Location: BALL ROOM C; Table: BC-07; Host Bill Acheson; Scale: 54mm; Rules: G.A.M.E.R.; Number of players: 6.

D-Day, 12:01 June 6th, Cotentin Peninsula. The sound of low flying Dakotas fills the air. The airborne must take out a coastal battery and secure the exits from the beach. Before dawn. Kid friendly, but would like 1 adult supervisor for every 3 kids under 10.

F-362 Assault on Butovo - Theme

WWII; 7 PM; Length: 4; Location: BALL ROOM D; Table: BD-06; Host Mike Pierce; Scale: 20mm; Rules: Battlegroup Kursk; Number of players: 6.

The might of the Third Reich's elite panzer formation, Grossdeutschland, is launched against the determined Soviet defenders south of Kursk. The village of Butovo is key to the panzers breaking out of the defensive belt and into the open ground on the road to Kursk.

F-212 Fireball Forward - Choctaw Warrior - 6 June 1944

WWII; 7 PM; Length: 4; Location: BALL ROOM E; Table: BE-01; Host Joseph Seliga; Scale: 15mm; Rules: Fireball Forward; Number of players: 7.

Lt. Turner Turnbull was approached by a French civilian who told him a column of paras were leading German prisoners his way. Coming down the road was a column led by paratroopers waving orange recognition panels. But Turnbull was suspicious and after letting them get in range, had a machine gun fire across the road. The large column quickly dispersed and started to assault his positions. Rules will be taught, kid friendly game.

F-415 Look Sarge, Here they come! - Theme

WWII; 7 PM; Length: 4; Location: BALL ROOM C; Table: BC-03; Host Geoff Graff; Scale: 6mm; Rules: Look Sarge, No Charts; WW2; Number of players: 7.

In August '41, as the German army neared the original USSR border, the Red Army was able to send fresh, unblooded units to counter-attack the Nazi invaders. This is truly a quantity vs. quality scenario. Lead the Soviet hoard or the German war machine.

F-128 Aerodrome(R) 3.0 - Korean War-era Aerial Combat

Modern; 7 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-01; Host Stanley Kubiak; Scale: 1:200; Rules: Aerodrome(R) 3.0 Korean War-era Aerial Combat Game; Sponsor: Aerodrome(R) Aerial Combat Games; Prize: Wings, pins and medals; Number of players: 12.

Try the new Korean War-era version of the popular Aerodrome(R) WW1 and WW2 aerial combat rulesets. Fly Mig-15s, F-86 Sabre jets and more in simulated air combat. New mechanics and stats for the era, but still easy to learn and play, lots of fun. Rules taught, equipment provided. Up to 10 players per round, rounds run through allotted time. Wings and awards for Victories and Valor! Spouse & Female Friendly Game. Under age 15 only with playing adult.

F-134 Low Level Hell

- Korea - Theme

Modern; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-37; Host Martin Fenelon; Scale: 1:285; Rules: Sabres Over the Yalu; Sponsor: MSD Games; Prize: Merchandise Certificate; Number of players: 8.

While there is plenty of glory in MiG Alley, the real war is being fought down low. A carrier strike in support of a US Marine offensive runs into trouble from North Korean pilots with a variety of aircraft. Flak, props and jets - pick your poison! Plenty of aircraft for each player. Beginners welcome, rules will be taught - fast play air-to-air action with lots of aircraft.

F-453 Trouble Outside of Asadabad (Afghanistan)

Modern; 7 PM; Length: 3; Location: BALL ROOM B; Table: BB-01; Host Tom Uhl; Scale: 28mm; Rules: Force on Force; Number of players: 6.

A group of contractors finds themselves in a precarious situation in a village outside of Asadabad. The contractors' vehicle has broken down near the Kunar River

Tributary which runs across the Afghanistan/Pakistan border, approximately 36 miles NE of Jalalabad. A patrol consisting of elements of the 2nd Battalion, 3rd Marine Regiment out of Fort Wright is diverted to lend assistance before the contractors' P159 situation grows any worse. Kids under 12 must be with adult.

F-546 Attack on LegoVille!

Modern; 7 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-38; Host Gregory McCourt; Scale: Lego Scale; Rules: Homemade "Attack on LegoVille!"; Number of players: 12.

Try your hand in this mercenary-like duel as your character tries to pillage the most from the abandoned town! Make your character, or choose from pre-made ones, and choose his/her weapons of choice! Are you a brawler? Or a sniper? Lets find out in this survival of the fittest scenario! All are welcome! Rules are taught and beginners expected. Fun for everyone, who doesn't enjoy a good gunfight?

F-180 Find Your Grail!

Spamalot the Wargame

Fantasy; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-21; Host Nick Wasileski; Scale: 25mm; Rules: Chainmail Bikini; Number of players: 8.

From the same team that brought you Les Miz the Wargame comes a game based on a musical based on a movie based on a legend. King Arthur and his knight are on a quest for the Grail but are lost in a dark and expensive forest. Can they overcome French taunters, knights who say odd words, beast with pointy fangs and bad singing to find their own personal grails? "Tis a silly game."

F-435 Dungeon Hack:

Destroy Vecna! - Theme

Fantasy; 7 PM; Length: 5; Location: BALL ROOM C; Table: BC-05; Host Noah Guilbault; Scale: 28mm; Rules: Dungeon Hack+; Number of players: 8.

The forces woe have almost won! Stalking the dungeon once more is the restored lich Vecna. The forces of weal shall destroy him or endure 10,000 years of darkness! Get ready for seek and destroy Dungeon Hack style. Players control an adventuring party in an epic dungeon while they get in, get Vecna, and get out alive. Competition rules as players gain magical loot, battle fell beasts and each other. Darkness has returned...or has it? Younger gamers (10+) welcome with a participating adult.

F-419 Battle of Five Armies - Theme

Fantasy; 7 PM; Length: 4; Location: BALL ROOM C; Table: BC-02; Host Chris Palmer; Scale: 10mm; Rules: Bear Yourself Valiantly; Number of players: 7. The classic battle from the end of The Hobbit. Elves, Dwarves, and Men, fight off a horde of Goblins and Wargs for control of the Lonely Mountain and the wealth it contains. Throw in some giant eagles and a huge angry bear as well. Come try out our new, soon to be published, rules for fantasy mass combat. Children under 14 with playing adult only.

F-502 BDB: The Mad Scramble for the Orb of Power

Fantasy; 7 PM; Length: 4; Location: BALL ROOM E; Table: BE-07; Host Walt O'Hara; Scale: 15mm; Rules: Big Danged Boats fantasy naval rules; Number of players: 10.

In this installment, Gordon the Enchanter has holed up in his Wizard's tower with the stolen Orb of Power, a stout body guard and several siege guns to back up his demands. The Elves, who consider themselves to be rightful owners, would sell their own grandmothers to get it back. Other parties seek to own it themselves, or at least put one in the eye of those who have a better claim! Very kid friendly. very casual and extraordinarily silly game. Under 12, will probably require a parent to play with.

F-388 Gnome Wars: The Incident at Elmore's Castle

Gnomes; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-02; Host Jim Stanton; Scale: 28mm; Rules: Gnome Wars from Brigade Games; Sponsor: Miniature Building Authority; Prize: yes; Number of players: 10.

The Allied forces have launched an all out assault on the German positions at Elmore's Castle. The Germans, having been caught by surprise, are spread thin but are standing firm praying that the expected relief column is nearby. Players with a painted unit from Brigade Games do not need pre-register. Rules will be taught. No one under age 14 without a playing adult. Father-son teams encouraged.

F-330 THEM!!

SciFi; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-39; Host Karl Shanoltz; Scale: 15mm; Rules: Home Rules; Number of players: 8.

Based from the 1954 version of THEM! Giant ants have invaded Los Angeles. You and your fellow players want to find out more of this new species; but in different ways. Will you be the first to emerge from this nest victorious, or will you be lambs lead to the slaughter? Players 12 and under must have a participating adult.

8 PM

F-359 Slaughter's Mountain, Summer 1862 - Theme

American Civil War; 8 PM; Length: 2; Location: BALL ROOM D; Table: BD-03; Host Guy Gormley Jr.; Scale: 54mm; Rules: Carnage & Glory II; Number of players: 6.

KID Friendly- players 13 and under encouraged. This is a semi Historical battle using Civil War Plastic Army men. We will be using a simplified version of the Carnage and Glory II, The American Civil War rules geared toward kid friendly play. Players only have to worry about moving and shooting, the computer takes care of the rest. Scenario is a Brigade sized action based on the Battle of Cedar (Slaughter's) Mountain, August 9, 1862.

F-343 Der Westlich Weg: von Spee Goes Home

WWI; 8 PM; Length: 4; Location: MEETING ROOM 1; Table: M1-02; Host Joe Kohten; Scale: 1:2400; Rules: Seekrieg 5; Sponsor: Seekrieg 5; Number of players: 10.

Sent to relieve the Scharnhorst and Gneisenau, the Moltke arrives just as war breaks out. With the Moltke loose in the Pacific, the desperate hunt is on to find the entire East Asia Cruiser Squadron and destroy it.

F-397 Palestine 1917:

Australian Light Horse at Beersheba [WW1] - Theme

WWI; 8 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-09; Host Pete Panzeri; Scale: 28mm; Rules: BLACK JACK RULES! (WW1); Sponsor: Miniature Building Authority; Prize: yes; Number of players: 20.

Brits and Anzacs attack the Ottomans at Beersheba in Palestine. Can they penetrate the Town's defenses? And will "Lawrence's Arabians" sweep in to help? Short-but-intense slugfest game of Random Events, Cheers! Music, Hats, Prizes! Awards NON-STOP FUN & MAYHEM! Email peterpanzeri@yahoo.com for free PDF of Scenario & BLACK JACK RULES! Experienced kids (9 & up) who can reach the center of a 6' table are OK with a participating adult.

F-292 Guardians of the Lost City - Theme

Pulp; 8 PM; Length: 3; Location: BALL ROOM A/F; Table: BA-08; Host Frank Sciulli; Scale: 25mm; Rules: White Pearl Black Heart; Number of players: 4.

During the search for Amelia Earhart, a man was found drifting at sea on a makeshift raft. He told a strange story about finding a lost city on an uncharted island. The city was built by an ancient, yet highly advanced civilization. The castaway reported that the city contains great wealth and advanced technology. But, it is well hidden and is protected from outsiders. He said that he was the only one of his band of adventurers to escape the island alive. Are you brave enough and have the skills and luck to succeed where others failed? This is a game for daring and imaginative mature individuals. No one under 15 please.

F-347 Captain Astro and the Death Ray

Pulp; 8 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-12; Host Dixon Greffey; Scale: 28mm; Rules: Warzone (Modified); Number of players: 8.

The sinister Dr. Ernst Dietrich has abducted Dr. Sergio Columbo and his daughter Mary. He hopes to force Dr. Columbo to help him complete his Death Ray project. Captain Astro, his Rocket Rangers, and other allies must rescue his best girl and her father.

F-344 The Battle of Moonsund: The Red Navy Strikes Back

WWII; 8 PM; Length: 4; Location: MEETING ROOM 1; Table: M1-01; Host Jack Joyner; Scale: 1:2400; Rules: Seekrieg 5; Sponsor: Seekrieg 5; Number of players: 8.

November 1944: In a reversal of the WWI German assault, Soviet naval forces move to destroy German flotillas desperately attempting to evacuate remaining units from the Baltic Islands. Doenitz marshals his remaining surface units to provide much-needed cover.

F-475 Battletech - Grinder 4

SciFi; 8 PM; Length: 3; Location: BALL ROOM B; Table: BB-02, 03; Host Charles Shumar; Scale: 1:285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.

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



Saturday

8 AM

S-233 The Great Safari Race by the Lower Potomac Incontinental Irregulars (Dismounted)

Colonial; 8 AM; Length: 4; Location: BALL ROOM E; Table: BE-03; Host Dave Timer; Scale: 28mm; Rules: Club Home Rules; Number of players: 5.

Five Safaris of ardent explorers are racing into unknown parts of Africa in search of glory and riches beyond measure. Each party will attempt to conquer the unyielding

environment and plunge into the heart of darkest Africa. The first Safari to return to the Start/Finish muddy village of M'Gumbaville with their treasure WINS. Each Bwana must outfit his safari in the village of Mgumbaville. You may only take a combination of porters, guards and companions that numbers 20. All safaris start and end in M'Gumbaville, unless ended by the death of the Bwana. Over 13 please.

S-318 Patrol

SciFi; 8 AM; Length: 5; Location: EXHIBIT HALL A; Table: EA-45; Host Edmund V Bates; Scale: 1:4105; Rules: Modified Colonial Battlefleet; Number of players: 8.

The Battlestars Solaria and Galactica have been ordered to jump near the planet of Tauron and go on patrol duty watching out for Cylon forces reported to be in the system. Come and command the Colonials or Cylons and lead them to Victory.

9 AM

S-420 Warring Roses in the Mist - Theme

Medieval; 9 AM; Length: 4; Location: BALL ROOM C; Table: BC-02; Host Chris Palmer; Scale: 10mm; Rules: Bear Yourself Valiantly; Number of players: 6.

The Battle of Barnet, 14 April 1471. On a foggy morning, the Lancastrian and Yorkist armies line up for battle; but King Edward finds he has misjudged the enemy's location and both armies are misaligned with threatened flanks. Can you prevent disaster while exploiting a great opportunity for victory? Come try out our new, soon to be published, rules for medieval mass combat. Children under 14 with playing adult only.

S-406 Hanau - Theme

Napoleonic; 9 AM; Length: 4; Location: BALL ROOM C; Table: BC-01; Host Buck Surdu; Scale: 10mm; Rules: Fate of Battle; Number of players: 6.

Following Napoleon's defeat at the Battle of Leipzig, Napoleon retreated from Germany into France. Wrede attempted to block Napoleon's line of retreat at Hanau on 30 October. Napoleon arrived at Hanau with reinforcements and defeated Wrede's forces. On 31 October Hanau was in French control, opening Napoleon's line of retreat. There are no large chart cards to spoil the aesthetics of the game. Fight the battle, not the rules.

S-454 Battle Of Ismail (3rd) 1807

Napoleonic; 9 AM; Length: 4; Location: BALL ROOM B; Table: BB-01; Host John Sileo; Scale: 28mm; Rules: Shako II; Number of players: 4.

Michelson arrived to personally oversee the siege effort, concluding that Ismail was unassailable due to insufficient troops combined with a lack of heavy artillery. Michelson baited the Ottomans into sorties by leaving his batteries unprotected in forward positions. Small sorties did occur routinely every three days but these were easily repulsed by either hussars or Cossacks. When Michelson ordered new battery positions, Pehlivan perceived a threat to his boats on the Donau River and ordered a larger sortie to deal with the battery on the Russian right flank. Kids under 14 must be with adult.

S-325 Gettysburg, July 1, 1863, Phase 1

American Civil War; 9 AM; Length: 3; Location: EXHIBIT HALL A; Table: EA-11; Host Patrick LeBeau; Scale: 15mm; Rules: Across the Deadly Field (ADF); Prize: Prizes will be awarded and will be announced at the end of the event.; Number of players: 10.

If you ever played Squad Leader and Johnny Reb I, II or III, you know about the game design genius of John Hill. In this play test and introduction to the rules, the full northern field of the July 1st battle of Gettysburg will be gamed in an effort to demonstrate John's new rule set and to introduce players to exciting innovations to ACW game design. Phase 1 covers the AM where maneuver is key. This is an all day game and this is phase 1, 9am and ending at 12pm.

S-256 Holiday in Zululand - Theme

Colonial; 9 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-46; Host Edward Watts; Scale: 15mm; Rules: The Sword and the Flame, movement by player's units commands.; Number of players: 6.

A British column attempts to attack a Zulu kraal and capture its cattle herd while avoiding destruction Modified TSATF, kids old enough to read rules charts welcome.

S-505 Road to Kabul, December 1879

Colonial; 9 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-15; Host Bob Bryant; Scale: 25mm; Rules: Clans and Companies; Number of players: 6.

Roberts has occupied Kabul in the Second Afghan War, and the Pathans are rising. British reinforcements fight their way through a valley near Charasiab, five miles from Kabul. Adult must be present with child.

S-528 On the road to Standerton: February 1881

Colonial; 9 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-48; Host John Shirey; Scale: 40mm; Rules: Black Powder; Number of players: 6.

On January 28th 1881 Gen. Colley succeeded in beating the Boers at Laing's Nek. Leaving half his force behind at Mt. Prospect he headed into the Transvaal. He was heading for Standerton a town half way to Pretoria. As his column approached a drift the Boers who had been hiding behind a long ridge line and had been watching Colley's movements, sprung their ambush and attacked the column.

S-536 Sherlock Holmes**Returns, Episode 1 - Theme**

Victorian Science Fiction; 9 AM; Length: 3; Location: BALL ROOM C; Table: BC-08; Host Sam Fuson; Scale: 28mm; Rules: G.A.S.L.I.G.H.T.; Number of players: 9.

Sherlock Holmes and Dr. Watson must stop an International Kidnapping-Terror Organization who have taken the son of the U.S. President and the Prince of Scotland. Sent to represent America is U.S. Marshall "Wild Bill" Hickok and his assistant "Calamity Jane" who join forces with Holmes to free the hostages.

S-139 The Last Playtest! Battle of the Alma, Crimea, 1854

19th Century; 9 AM; Length: 5; Location: BALL ROOM A/F; Table: BA-09; Host Wilbur Gray; Scale: 15mm; Rules: Age of Valor - European Fire and Fury by Blood and Iron; Sponsor: Age of Eagles; Prize: Age of Valor Test Drive CD ROM; Number of players: 8.

This is the last playtest of Age of Valor, the 19th Century European expansion module to Age of Eagles (Napoleonic Fire & Fury). Its Russians vs the Anglo/Franco/Turks in the first major battle of the LAST Crimean War. Magnificent uniforms compete with Minie balls for control of the road to Sevastopol in a fast paced game built for fun. A few kinks in the system remain, so thick skins only.

S-267 Trafalgar (+90)

19th Century; 9 AM; Length: 4; Location: MEETING ROOM 1; Table: M1-01; Host Joseph Kohten; Scale: 1:2400; Rules: seekreig 5; Sponsor: Seekreig Admiralty; Number of players: 10.

Britain is under threat of invasion. Her old foes have re-allied, France and Spain, to oppose her. The Mediterranean is the battlefield. But it is the Mediterranean fleet to stop them. Guided by the ghost of Nelson, they intend to destroy the allied fleet off Cape Trafalgar. Can Britannia rule the waves or will Trafalgar be rewritten.

S-345 Washington's Cherry Trees

Early 20th Century; 9 AM; Length: 4; Location: MEETING ROOM 1; Table: M1-01; Host Jack Joyner; Scale: 1:2400; Rules: Seekrieg 5; Sponsor: Seekrieg 5; Number of players: 8.

If the Washington Naval Treaty of 1921 was never signed, what would have happened to the battlecruiser? This hypothetical inter-war scenario features a clash between the newly-completed battlecruisers of opposing navies. A great opportunity to learn Seekrieg 5. Beginner's welcome.

S-229 Check Your 6! WWI Western Front – Changing of the Guards

WWI; 9 AM; Length: 3; Location: BALL ROOM E; Table: BE-08; Host Brian DeWitt; Scale: 1:144; Rules: Check Your 6! Modified for WWI; Number of players: 10. Samuel 'Kink' Kinkead from South Africa flew in the Battle of Gallipoli in 1916 but fell ill with serious case of malaria. He was shipped home to convalesce. Upon recovery he joined 1 Naval Squadron where he enjoyed success flying Sopwith Triplanes. In November some early Camels were being flown by 1 Naval Squadron. Here a mix of Triplanes and Camel's engage with the Germans. Flt Sub-Lt J H Forman was flying an early Camel while Ace S M 'Kink' Kinkead was still flying a Triplane.

S-104 Grand Fleet vs. High Seas Fleet - Theme

WWI; 9 AM; Length: 12; Location: EXHIBIT HALL A; Table: EA-35, 42; Host David Emdee; Scale: 1:1200; Rules: Victory at Sea; Prize: 1/1250 model Neptune, Molke and several German DD (estimated value \$175; Number of players: 55.

What if the German fleet sailed at the start of the war? This is an action in the vicinity of Dogger Bank with the mastery of the North Sea at stake. 30 Dreadnoughts and old BB's on each side engage in a massive line of battle.

S-162 So You Want To Be An Ace

WWI; 9 AM; Length: 3; Location: EXHIBIT HALL A; Table: EA-24; Host Robert Varga; Scale: 1:48; Rules: Home Rules; Number of players: 4.

You are the squadron leader of a WWI fighter group consisting of ten aircraft. Above No Man's Land the engagement with the enemy planes takes place. The outcome of the encounter depends upon your dice throwing ability and as found unfortunately in reality at the time, LUCK. There could be up to 40 planes involved in this massive dog fight so danger lurks from any distance, altitude or direction. Rules are easily mastered, preplanning game moves is essential as game moves at a pace to keep it interesting. Kids over 12 welcome.

S-416 Ludendorff Goes**South-April 1918****'Breakthrough of Chemin des Dames Ridge' - Theme**

WWI; 9 AM; Length: 5; Location: BALL ROOM C; Table: BC-06; Host Steve Gelhard; Scale: 15mm; Rules: Breakthrough-1918; Number of players: 6. Ludendorff launches the "Michael Offensive" against the French. A part of the Ridge must be taken with full support of giant A7V German tanks, captured British Mk V's, triplanes, bombers, gas, elite Stosstruppen and flammenwerfers for a combined arms attack. French send FT-17, Schneider, and St Chamond heavy tanks with tough Algerian tirailleurs for support. Player friendly rules, beginners welcome.

S-336 Sword Beach

WWII; 9 AM; Length: 6; Location: EXHIBIT HALL A; Table: EA-18; Host Tim Broome; Scale: 20mm; Rules: Command Decision Test of Battle; Number of players: 8.

Join the British forces to storm Sword Beach and then push on to Caen or man the bunkers of Fortress Europa to defend the Reich. Climb into the tanks of the 21st Panzer Division and drive the British back into the sea. Kids under 12 should be accompanied by adults. Players in all experience levels are welcome.

S-211 Air Force / Dauntless!

WWII; 9 AM; Length: 3; Location: BALL ROOM E; Table: BE-02; Host Dennis Wang; Scale: 1:300; Rules: Homebrew; Number of players: 10.

Somewhere in the Pacific 1943 a VIP is boarding a plane and a long range interception has been planned. The AH boardgame with a table of hexes and 1/300th scale planes updated for the age of portable electronics! A player aid helps with the rules and record keeping that flight games need. Bring your WiFi enabled tablet (preferred), smartphone or computer (Kindle Fire, Android, iPad etc.) with a browser. No pencil or paper needed.

S-551 Zombies Cardio!!!! v2.5

Modern; 9 AM; Length: 3; Location: EXHIBIT HALL A; Table: EA-40; Host Chad Miller; Scale: 25mm; Rules: Zombies!!!; Number of players: 12.

That is right Zombie friends, recall the Zombies Rules??? Run for your life and get extracted fast, because there are more Zombies, Bigger City, Oh, and the Circus is in town, that's right it means Zombie Clowns. OH, did I mention your gaming buddy can play as a zombie this time out to Kill You?? That's right, better run Zombie fans because they will catch you and eat you alive.

S-398 After the fall – A World War Z inspired Zombie game

Modern Horror; 9 AM; Length: 3; Location: EXHIBIT HALL A; Table: EA-09; Host Kevin Jacoby; Scale: 28mm; Rules: Home Rules; Sponsor: Miniature Building Authority; Number of players: 8.

After the dust has settled from the initial zombie outbreak, it is time for the survivors to reorganize and fight back. Based in the world of World War Z, take control of a strike force whose mission is to enter Jerusalem and evacuate Dr. Eli Bernstein, a man who may hold the key to the survival of the human race.

S-493 Aragorn to the Rescue

Fantasy; 9 AM; Length: 2; Location: MEETING ROOM 3; Table: M3-01; Host Del Stover; Scale: 25mm; Rules: Games Workshop's Lord of the Rings Battle System; Number of players: 4.

Foul creatures are stirring in the wilds of the north, and travel along the Great East Road is increasingly treacherous. In the year that the wyrmm, Smaug, is thrown down at the Lonely Mountain, brave travelers gather at the one remaining safe haven between Bree and Rivendell: the Forsaken Inn. But peril looms. A young ranger named Aragorn arrives with news that orcs and trolls are gathering nearby. Elves, men, dwarves, and hobbits must prepare the defenses!

S-240 Into the Darkness: STAR WARS X-WING (Demo's)

SciFi; 9 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-16; Host Buford Culver; Scale: 15mm; Rules: Star Wars X-Wing; Number of players: 12.

Come learn to play this fast paced space miniatures game based in the Star Wars universe. All are welcome from ages 8 - 88.

S-252 Operation Pooti-poot

SciFi; 9 AM; Length: 3; Location: EXHIBIT HALL A; Table: EA-13; Host Sean Conlon; Scale: 6mm; Rules: Mini Mech; Sponsor: Ground Zero Games; Prize: 6mm combat walker miniature; Number of players: 8.

The Eastern Socialist Republic has developed advanced Mech technology. Western Alliance advance forces must make a ground assault to capture the spaceport at Putislovstok. Tech extraction teams will land and be escorted to the facility to gather any data, then withdraw. This will be a highly coordinated assault. The spaceport must be held while the extraction teams are on site. No children under 12, please.

S-389 "War of the Wicked Witch's Castle" - Theme

Other; 9 AM; Length: 2; Location: EXHIBIT HALL A; Table: EA-02; Host Pete Panzeri; Scale: 28mm; Rules: WICKED WITCH RULES! Classic Horror Fiction; Sponsor: Miniature Building Authority; Prize: yes; Number of players: 12.

"Classic Horror Fiction." Emerald City Guards, Munchkin Grenadiers and assorted Land of Oz Witch-Hunters all go after the Wicked Witch of the East in her Castle. Can her Castle Guards, Flying Monkeys and other Horror Minions stop them? Short-but-intense game of Random Events, Cheers! Music, Hats, Prizes! Awards NON-STOP FUN & MAYHEM! Email peterpanzeri@yahoo.com for free PDF of WICKED WITCH RULES! Kids 7 & up who can reach the table are OK each with a participating adult.

10 AM

S-437 Encounter at Jerboa - Theme

Ancients; 10 AM; Length: 3; Location: BALL ROOM C; Table: BC-03; Host Norman Dean; Scale: 20mm; Rules: N.U.R.D.; Number of players: 6.

The king of Jerboa is a flip-flopper who can't decide whether to send his tribute to the Hittites or the Egyptians. Help him make up his mind using your powers of persuasion and sharp pointy objects. Innovative Bronze Age action with plenty of chariots! Rules will be taught. Gamers 8-12 welcome with participating adult.

S-218 Even Caesar's Men Must Eat

Ancients; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-21; Host Brian Cantwell; Scale: 6mm; Rules: Salamis ad Actium; Number of players: 8.

Unable to defeat Caesar and his legions on land, the Republican forces under Pompey seek to starve out his army by naval blockade. A convoy of badly needed supplies is en route to Greece and must get through to Caesar at all costs. Man your rowing stations, ready the grapples, and fight for control of Our Sea at the head of a squadron of war galleys. Younger gamers welcome with accompanying adult.

S-236 Teddy Bear Roman Civil War

Ancients; 10 AM; Length: 2; Location: EXHIBIT HALL A; Table: EA-38; Host James Reynolds; Scale: 25mm; Rules: Teddy Bear Picnic; Sponsor: Eureka USA; Prize: Teddy Bears; Number of players: 8.

Only one bear can be the emperor and rule the whole picnic. Join the forces of Yogius Caesar or Poohpey, and make history. Kids' game.

S-114 Battle of Formigny, 1450

Medieval; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-19; Host Tod Kershner; Scale: 1:72; Rules: From Hastings to Bosworth; Number of players: 8. The battle that began the fall of English Normandy during the 100 Years War. The French use a different tactic to deal with the dreaded English bowmen. A late medieval clash set against the dawn of the gunpowder revolution. Easy rules.

S-368 English Civil War, May 1644

ECW; 10 AM; Length: 4; Location: BALL ROOM D; Table: BD-04; Host Nigel P. Marsh; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 6.

Prince Rupert is marching north towards Yorkshire. Arriving in the county of Lancashire, he has hopes of raising the siege of Lathom House. Rupert, confident of victory, meets Fairfax's demoralized besieging force, in battle on May 28.

S-363 Prussians vs. Austrians, Summer 1757 - Theme

Seven Years War; 10 AM; Length: 5; Location: BALL ROOM D; Table: BD-06; Host John Snead; Scale: 15mm; Rules: Carnage & Glory II; Number of players: 8. "Rascals would you live forever?" Frederick the Great is intent on destroying Daun's Austrians. The Prussian plans require careful coordination in order to be to be successful.

S-319 Safehouse - Connecticut 1777

AWI; 10 AM; Length: 3; Location: EXHIBIT HALL A; Table: EA-30; Host Christopher Riechers; Scale: 25mm; Rules: Musket and Tomahawk; Number of players: 4.

Intelligence reports have uncovered the location of a rebel safe house. An early morning ambush is set up to deal with the problem...

S-168 The Emperor Strikes Back - Battle of Montmirail, February 11, 1814

Napoleonic; 10 AM; Length: 5; Location: EXHIBIT HALL A; Table: EA-47; Host Peter Anderson; Scale: 25mm; Rules: Field of Battle, 2nd edition by Brent Oman/Piquet; Number of players: 8.

Awakening from the doldrums that afflicted him after Leipzig, Napoleon waged a brilliant "Six Days Campaign" in France. At Montmirail he pounces upon Sacken's isolated Corps with virtually the entire Old and Middle Guard, while York's Prussians attempt to succor their Russian allies in a classic contest of Quality vs. Quantity. Kids age 14 and above welcome.

S-358 Battle for Zurich - Defeat of the Russian Left Wing (26 September 1799)

Napoleonic; 10 AM; Length: 5; Location: BALL ROOM D; Table: BD-05; Host Tom Garnett; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 8.

Russian overall commander General Korsakov determined to hold Zurich until Marshal Suvorov's arrival from the south. He had divisions Gorchakov and Essen to maintain a defense line forward of Zurich while using newly arriving Division Durosov to counter attack the French with his right wing to the north of the Limmat River. The French attack on the Russian Left Wing resumed with artillery and infantry reinforcements. When the French succeeded to breach the Zurich walls, the Russians attempted to withdrawal north but were racked with artillery fire crossing the Limmat River with heavy losses.

S-158 The Battle of Arcis-sur-Aube (First Day) 20 March 1814

Napoleonic; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-17; Host Tom Black; Scale: 15mm; Rules: Napoleonic Might of Amrs; Number of players: 10.

Early on 20 March Napoleon set out for Arcis-sur-Aube in order to break out towards the Marne. By 11 a.m. on 20 March, the French had forced Austrians and allies troops out of the Town of Arcis in bitter fighting. By 1 p.m. Napoleon arrived along the northern bank of the Aube River and crossed and crossed the bridge. Fun and Fast Battalion level rules.

S-307 Raid on Craney Island, June 1813

War of 1812; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-04; Host Ray Miller; Scale: 28mm; Rules: Homerules; Number of players: 8.

The Constellation is one of America's six original super-frigates and one of the finest warships in the world. Since January 1813, Constellation has been blockaded by a British squadron. Her Commander, Captain Charles Stewart, fears a surprise attack and positions Constellation in the Elizabeth River under cover of the forts at Craney Island. At sunrise on June 22, British Admiral Warren leads the attack from the big green command barge Centipede. Rules emphasize the leadership of company-grade commanders while making decisions with imperfect information. Beginners welcome.

S-458 Sickle's Folly

American Civil War; 10 AM; Length: 6; Location: MEETING ROOM 4; Table: M4-01; Host Steve Tinsley; Scale: 15mm; Rules: F&F Regimental; Number of players: 8.

The Peach Orchard at Gettysburg, July 2, 1863. The real high water mark of the confederacy... or will it be?

S-360 Slaughter's Mountain, Summer 1862 - Theme

American Civil War; 10 AM; Length: 2; Location: BALL ROOM D; Table: BD-03; Host Guy Gormley Jr.; Scale: 54mm; Rules: Carnage & Glory II; Number of players: 6. KID Friendly- players 13 and under encouraged. This is a semi Historical battle using Civil War Plastic Army men. We will be using a simplified version of the Carnage and Glory II, The American Civil War rules geared toward kid friendly play. Players only have to worry about moving and shooting, the computer takes care of the rest. Scenario is a Brigade sized action based on the Battle of Cedar (Slaughter's) Mountain, August 9, 1862.

S-264 Kambula, Zululand, March 29, 1879

Colonial; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-33; Host Bob Walasin; Scale: 15mm; Rules: Modified TSATF; Prize: Prize to gamers selected as best Zulu and British player.; Number of players: 7.

Flush with recent successes, the seemingly invincible Zulu impi again hopes to crush an isolated British force. Colonel Wood's camp at Kambula is their target. Will this be another Isandlawana, or will the Zulu pay with their lives for ignoring their king's words "You are not to go into the hole of a wild beast or else you will get clawed..."? Knowledge of rules helpful but not required. Players 12 years and older.

S-280 Rise of the Desperados: Mars Needs Steam - Theme

Victorian Science Fiction; 10 AM; Length: 4; Location: BALL ROOM A/F; Table: BA-01; Host Tom Harris; Scale: 25mm; Rules: Mars Needs Steam; Sponsor: Test of Battle Games; Prize: Gift Certificate to TOB Games; Number of players: 16.

FREEDOM!!! JUSTICE!!! are the rallying cries of the Interplanetary Imperialists, mad men and the ambitious who are determined to pick up the Earthman's Burden and bring civilization to Mars, whether it's wanted to not. Follow the further adventures of the League of Pear Shaped Gentlemen and play one the 11 factions seeking out the riches of an unexplored section of the planet. An adventure game of wild encounters and grim combat. Set in the world of Space: 1889, this features the soon to be published miniatures rules from Test of battle Games.

S-300 Flight of the Goeben - The Northern Option August 1914

WWI; 10 AM; Length: 4; Location: BALL ROOM B; Table: BB-07; Host Michael McKnight; Scale: 1:3000; Rules: Fleet Action Imminent; Sponsor: Old Dominion GameWorks; Number of players: 6.

Based on his earlier encounters with the still neutral British, Adm Souchon assumes that his route to the East is blocked and decides to head North to join the Austrian. The Austrians send out a force to bring the German ships safely back into Pola but are intercepted by ships of the Royal and French Mediterranean fleets. Rules Taught Beginners welcome.

S-308 Trench Wars: Treat Them Rough!

WWI; 10 AM; Length: 3; Location: EXHIBIT HALL A; Table: EA-06; Host Steve Robinson; Scale: 28mm; Rules: Trench Wars; Sponsor: Acheson Creations; Number of players: 8.

Part 1: Tommy is facing the formidable Hindenburg line. Can the bravery of Tommy and the steel behemoths punch their way through Jerry's defenses? Or, will a sea of wire entanglements, bunkers and non-ceasing machinegun fire defeat Tommy's juggernaut? 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 afternoon to be played with again. This game is featuring terrain system designed and produced by Acheson Creations specifically for 28mm WWI games Beginners welcomed!

S-141 Aerodrome 1.1 - Theme

WWI; 10 AM; Length: 6; Location: BALL ROOM A/F; Table: BA-05; Host Richard Heffner; Scale: 1:72; Rules: Aerodrome 1.1; Prize: Wings; Number of players: 10.

Fast, Challenging & Fun - WW1 Air Combat! Novices & Vets welcome. Earn your Wings (real wings) like over 530 HMGS gamers. For over 13 years (37 cons) gamers have earned Wings & Glory or gone down in Flames. Games run about 1 hour - pilots shot down yield seats to waiting gamers. Victory records kept - bennies for combat success , ask anybody wearing wings. Stop by - check us out. Rules taught - easy to learn - Female & Youth friendly - Under 12 only with agreement between Parent & GM.

S-299 To the Relief ...Well, Maybe Not

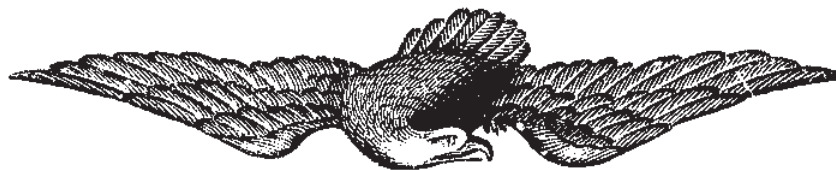
WWII; 10 AM; Length: 4; Location: BALL ROOM B; Table: BB-06; Host Tu Tran; Scale: 10mm; Rules: Mein Panzer; Sponsor: Old Dominion GameWorks; Number of players: 6.

Not appreciating the scope and threat of the German attack until that night, the CinC of the US II Corps, ordered a counterattack by the 1st Armored Division to relieve the trapped GIs. To accomplish the task of rolling back the Germans and relieving the isolated Americans, Combat Command C and one battalion of Combat Command B were to lead the counter-stroke. At 1600 hours, the American tanks sighted Sidi Bou Zid and the imposing djebels. To reach these, the Americans had to cross a 13-mile wide plain. Almost immediately upon its appearance, the "Stately" V-formation (so often used by the Americans) found itself under attack by German Aircraft, followed by an artillery barrage. P221With the American formation thrown into confusion by these attacks, the Germans sprang their trap. Rules Taught Beginners welcome.

S-301 Samar

WWII; 10 AM; Length: 4; Location: BALL ROOM B; Table: BB-08; Host Stephen Berger; Scale: 1:4800; Rules: General Quarters III; Sponsor: Old Dominion GameWorks; Number of players: 10.

Historically, the USN has to run for its life at Samar. But suppose Admiral Kinkaid (7th Fleet Commander), realizing that Adm Kurita has reversed course and is again coming through San Bernadino Strait and knowing Halsey is too far north to detach his battleships, orders VAdm Oldendorf to split his TF 77 and send most of it 200 miles north to meet Kurita off Samar? Then both Surigao Strait and Samar become pretty even up battles. (see: 1 pm Friday for the 'sister game' Surigao Strait'. These games are not linked but players are certainly welcome to play in either / both. Rules Taught Beginners welcome.



S-201 Fireball Forward - Love Zero - Kohima, India - 19 April 1944

WWII; 10 AM; Length: 3; Location: BALL ROOM E; Table: BE-01; Host Tim Tilson; Scale: 15mm; Rules: Fireball Forward; Number of players: 5.

Kohima is under siege by the 31st Japanese Division. The Royal Kents are trying to hold their trench line across the famous tennis court. Will the Japanese break through? Rules will be taught.

S-254 Counterattack at the Aa Canal. 26 May 1940 - Theme

WWII; 10 AM; Length: 3; Location: EXHIBIT HALL A; Table: EA-20; Host Ronald Bingham; Scale: 25mm; Rules: Bolt Action; Number of players: 6.

Near Dunkirk, Northern France, 26 May 1940 at 1645 hrs, French Infantry supported by Armor counterattacked the Germans defending a bridgehead across the Aa Canal. Both sides are determined to carry out their mission and achieve a glorious victory in this Bolt Action skirmish! Bolt Action experience preferred. No players under 15.

S-199 Fireball Forward - Attack on St. Barthelemy, Normandy 1944

WWII; 10 AM; Length: 5; Location: BALL ROOM E; Table: BE-04; Host Alex Newhart; Scale: 15mm; Rules: Fireball Forward; Number of players: 9.

Operation Lüttich (Mortain Counter-offensive) opens up early on August 7, 1944. The 2nd Panzer Division must capture St. Barthelemy. Daylight breaks to reveal a fog so thick you could make soup out of it! Panthers charge forward not expecting to meet much opposition. Only bazooka teams and 3-inch guns stand in their way. Rules taught. Younger gamers welcome with an adult.

S-355 SMG- Sergeants Minatures Game Tournament

WWII; 10 AM; Length: 10; Location: EXHIBIT HALL A; Table: EA-43; Host Rob Belli; Scale: 20mm; Rules: SMG Rules 2.0; Sponsor: Lost Battalion Games; Prize: Medals, Badges and Fee Soldier Packs; Number of players: 16.

The second HMGS tournament for SMG! Players may signup or simply show up at the table. Fri and Sat all day. Must play in at least 2 head to head games (1-2 hours each)

S-310 Tank Battles for Wee Warriors

WWII; 10 AM; Length: 2; Location: EXHIBIT HALL A; Table: EA-07; Host Brian Whitaker; Scale: 28mm; Rules: Home Rules; Number of players: 8.

Tank Battles for Wee Warriors. Designed for the young and young at heart. Beginners expected. Whiney 40-year-olds must be accompanied by a responsible 6-year-old.

S-354 SMG- Sergeants Minatures Game Tournament

WWII; 10 AM; Length: 10; Location: EXHIBIT HALL A; Table: EA-36; Host Rob Belli; Scale: 20mm; Rules: SMG Rules 2.0; Sponsor: Lost Battalion Games; Prize: Medals, Badges and Fee Soldier Packs; Number of players: 16.

The second HMGS tournament for SMG! Players may signup or simply show up at the table. Fri and Sat all day. Must play in at least 2 head to head games (1-2 hours each)

S-250 WORLD CUP CHAMPIONSHIP GAME!

Modern; 10 AM; Length: 3; Location: EXHIBIT HALL A; Table: EA-44; Host Bob Wiltrout; Scale: 30mm; Rules: Corner Kick; Number of players: 6.

The two nations victorious on Friday will compete for the coveted Historicon World Cup. Last year Brazil beat Spain on penalty kicks - can they defend their honor this year? Game rules are easily learned if you understand the rules of soccer. Age 12 and up.

S-553 Cold War 2: NATO Defends Ukraine against Russian Attack - Theme

Modern; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-08; Host Chris Stockton; Scale: 1:285; Rules: FirePower XXI; Sponsor: GHQ Models; Prize: Offered by GHQ; Number of players: 10.

NATO sends some troops and equipment to support Ukraine against the Russian armored invasion. Does NATO have enough top flight equipment to push Russia back out with their latest produced tanks and APCs? Diplomacy has failed. Does the US have the forces to support this since the US has commitments in the Middle East, Far East, etc.? Will Austria, Germany, Poland or any one be able to help?

S-403 Warriors: Showdown at Four Trees - Theme

Fantasy; 10 AM; Length: 2; Location: BALL ROOM C; Table: BC-07A; Host Katie Adams; Scale: 120mm; Rules: Blood and Swash; Number of players: 6.

Erin Hunter's popular book series about warring cats returns to Historicon. After Shadow Clan's new leader Tigerstar brought Blood Clan allies from the Two Leg Place they turned on him. Now Tigerstar is dead - Scourge, leader of Blood Clan, is driving the forest clan cats away. But Thunder Clan's Firestar has inspired the cats to risk all in a fight for freedom at Four Trees. The HAWKS will be hosting one table of shorter games for Kids all day Saturday. Come help us introduce your kid to the fun of miniature gaming! Older gamers welcome with a participating kid.



S-436 Dungeon Hack - Theme

Fantasy; 10 AM; Length: 4; Location: BALL ROOM C; Table: BC-05; Host Noah Guilbault; Scale: 28mm; Rules: Dungeon Hack+; Number of players: 8.

Get rich or die tryin' as you hack through another dungeon adventure. Players control an adventuring party in an epic dungeon while they get in, get loot, and get out alive. The winner is the party (or remnants thereof) with the most gold but remember that competition rules as players gain magical loot, battle fell beasts, and backstab their buddies! Will you emerge...victorious? Younger gamers (10+) welcome with a participating adult.

S-121 Battlestar

SciFi; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-28; Host Jim Fox; Scale: 1:6000; Rules: Picon Military Academy; Sponsor: Iron Wind Metals; Prize: Yes; Number of players: 8.

Pegasus and her Cruiser escorts are tasked with protecting a precious cargo fleet. Loses are expected in this incredibly hazardous section of space but every effort must be made to keep them to a minimum. This game is set in the Battlestar Galactica Universe. Rules are simple and will be taught. No experience needed. Youth players welcome with an adult.

S-331 THEM!! Again?

SciFi; 10 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-39; Host Karl Shanoltz; Scale: 15mm; Rules: Home Rules; Number of players: 8.

Based on the 1954 version of THEM! 6 months have passed since the last encounter with the giant ants in Los Angeles. Now, outside San Diego, there have been reports of holes in the ground. You and your fellow commanders have been dispatched to investigate. Come and find out what's in the caves. Players 12 and under must have a participating adult.

S-494 Framed for Failure

SciFi; 10 AM; Length: 3; Location: MEETING ROOM 3; Table: M3-02; Host Ben Fornshell; Scale: 28mm; Rules: Tabletop Battle System; Number of players: 6.

In the 41st millennium there is only war, and failure means death. Amongst the Space Marines promotions are hard fought, but sometimes openings appear. For Commander Ulrik the aspirations of Captain Hrothgar, the Ork Slayer, are more of a danger than the enemy on Galantros IV. Join us for a fast paced game of heavy armor, tactics, surprises, and awesome raw firepower while the fleets battle in the stars above.

11 AM

S-380 1813 Napoleonic Mini Campaign: Game 4. Prussian, Russian and Austrian forces defend the approaches to Berlin in August, 1813. - Theme

Napoleonic; 11 AM; Length: 4; Location: BALL ROOM D; Table: BD-01, 02; Host David Bonk; Scale: 40mm; Rules: Carnage & Glory II; Sponsor: Sash and Saber; Number of players: 6.

The French are on the march and Prussian, Russian and Austrian forces defend the approaches to Berlin in August, 1813. The results of this game likely determine the outcome of the campaign.

S-183 The Battle of Memphis

WWI; 11 AM; Length: 3; Location: EXHIBIT HALL A; Table: EA-03; Host Jeff Hall; Scale: 15mm; Rules: All Quiet on the Martian Front; Number of players: 20.

The Martian advance has brought them to the shores of the Mississippi and the Memphis fortified zone. Can the human defenders hold out against the unstoppable menace?

S-204 Fireball Forward - Crocodile Tears, Normandy, France, 26 June 1944 - Theme

WWII; 11 AM; Length: 5; Location: BALL ROOM E; Table: BE-05; Host Sean Barnett; Scale: 15mm; Rules: Fireball Forward; Number of players: 8.

At the beginning of Operation Epsom, the first big British offensive after the D-day landings, the 6th Battalion, Royal Scots Fusiliers, attempt to take the village of St. Manvieu from the dug in 1st Battalion of the 26th SS Panzergrenadier Regiment. When they encounter stiff resistance the British bring up Crocodile flamethrower tanks to support their attack. Come see whether the frightful Crocodiles will keep the British offensive on track or the gritty panzergrenadiers will hang on against the odds. Younger gamers welcome with accompanying adult.

S-479 Battletech - Grinder 1

SciFi; 11 AM; Length: 3; Location: BALL ROOM B; Table: BB-02; Host Dave Yingling; Scale: 1:285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.

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

12 PM

S-123 Waterloo Weekend

Napoleonic; 12 PM; Length: 12; Location: BALL ROOM A/F; Table: BA-02; Host Michael Graziano; Scale: 15mm; Rules: Napoleon's Battles; Number of players: 10.

Two events to run concurrently. 1st event-A showing of the armies of Waterloo 1 fig. equal to 30 men French, British, British Allied, and Prussian all in 15mm with books, board games and the movie playing all day about 9500 figures 2nd event-Battle of Waterloo using Nap. Battles, full battle with Prussians come by see the armies and talk about the campaign

S-251 Leipzig - Command & Colors: Napoleon Homebrew - Theme

Napoleonic; 12 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-26; Host Glenn Drover; Scale: 30mm; Rules: Napoleonic adapted from Command & Colors: Ancients; Number of players: 6.

Refight the battle of Leipzig with professionally painted 28mm miniatures and homebrew Napoleonic version of Command and Colors: Ancients rules. Card play to activate troops. Fast, exciting, and great feel to the rules and figures. No previous experience with the rules necessary.

S-176 Gettysburg July 1, 1863

American Civil War; 12 PM; Length: 5; Location: BALL ROOM A/F; Table: BA-10; Host Robert Moon; Scale: 15mm; Rules: Fire & Fulry Brigade, with a few Regimental modifications; Prize: MVP trophy for each side; Number of players: 12. This is the BIG ONE! Right out of the original F&F book. Bob Moon returns with his beautiful custom made 14x7' battlefield table. This contest will be at the Brigade level with each player commanding 1-2 Divisions. Session 2 of this battle (July 2 & 3) will be presented at 7pm. Sign up for Commands will start at 11:30am. This game won a "Battle Streamer" at Historicon 2006. Bleed Blue or Gray? Prefer players with F&F experience. Child under 18 ok WITH playing adult.

S-112 The Bomber Will Always Get Through - or Not? - September, 1918 - Theme

WWI; 12 PM; Length: 2; Location: BALL ROOM A/F; Table: BA-03; Host Stanley Sunderwirth; Scale: 1:144; Rules: Home Rules; Number of players: 8.

Allied bombers, with a strong fighter escort, will try to fight through to their targets against a swarm of enemy fighters in a late WWI scenario. Defenders will not know the true targets of the bombers. Rules will be taught.

S-222 CY6! - To Berlin: Mission 250, 6 March 1944, 1300 hours

WWII; 12 PM; Length: 4; Location: BALL ROOM E; Table: BE-06; Host Scott Fisher; Scale: 1:300; Rules: Check Your 6!; Sponsor: I-94 Enterprises; Prize: Yes; Number of players: 6.

Fifth anniversary of the Check Your 6! 8th Air Force book; we had over 50 B-17s then, now we're aiming for 100+! The first large mission to Berlin is approaching the target. The P-51Bs are stretched thin and struggling to keep up with the German attacks. Come fly US or German fighters in a Grand Scale battle and re-create this historic mission. Players will allocate escorts and attackers against a giant bomber stream (100+).

S-221 CY6! - To Berlin: Mission 250, 6 March 1944, 1300 hours

WWII; 12 PM; Length: 4; Location: BALL ROOM E; Table: BE-07; Host Alvin Gunkel; Scale: 1:300; Rules: Check Your 6!; Sponsor: I-94 Enterprises; Prize: Yes; Number of players: 6.

Fifth anniversary of the Check Your 6! 8th Air Force book; we had over 50 B-17s then, now we're aiming for 100+! The first large mission to Berlin is approaching the target. The P-51Bs are stretched thin and struggling to keep up with the German attacks. Come fly US or German fighters in a Grand Scale battle and re-create this historic mission. Players will allocate escorts and attackers against a giant bomber stream (100+).

S-131 Aerodrome(R) 2.0 -The Battle of Midway: Attack on the Yorktown

WWII; 12 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-01; Host Mark Wukas; Scale: 1:144; Rules: Aerodrome(R) World War 2 Aerial Combat Game; Sponsor: Aerodrome(R) Aerial Combat Games; Prize: Wings, pins and medals; Number of players: 12.

June 1942. With three carriers sunk, the Japanese send a strike force from the Hiryu to attack the only U.S. carrier it has found, the Yorktown. Two waves of IJN dive- and torpedo-bombers will try to avenge the loss of the Akagi, Kaga and Soryu while USN F4Fs try to fend off the determined Japanese attack. Will you be the pilot who saves Japanese honor or the American who saves the Yorktown? Spouse and female-friendly game. Under age 15 only with playing adult.

S-274 Another Day in the Nam - The Patrol

Modern; 12 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-12; Host Matt Craig; Scale: 1:285; Rules: In Country - Tactical Combat in the Vietnam War; Number of players: 4.

From a fire base near the DMZ the marines have been patrolling for days looking for Victor Charlie. A company-sized patrol is going out to take one more look around near a remote village. Unfortunately for the grunts, Charlie plans to deal with them - and the fire base all at once! Walkie talkies for requesting fire support! Children 12+ must be accompanied by an adult.

S-271 Another Day in the Nam - The Fire Base

Modern; 12 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-32; Host Matt Craig; Scale: 1:285; Rules: In Country - Tactical Combat in the Vietnam War; Number of players: 4.

From a fire base near the DMZ the marines have been patrolling for days looking for Victor Charlie. A company-sized patrol is going out to take one more look around near a remote village. Unfortunately for the grunts, Charlie plans to deal with them - and the fire base all at once! Walkie talkies for requesting fire support! Children 12+ must be accompanied by an adult.

S-322 Monster Madness: Hydras, Harpies, & Hellhounds, Oh My!

Fantasy; 12 PM; Length: 2; Location: EXHIBIT HALL A; Table: EA-31; Host Kerry Wecht; Scale: 25mm; Rules: Homebrew; Number of players: 8.

You the citizens have demanded it, so the king has decreed it: a second royal monster hunt! The goal: to slay the mightiest monsters ever to terrorize the kingdom. The prize: a new estate & the princess's hand in marriage. All are welcome to attend; friendly rivalry is encouraged in this fast-paced challenge. Young aspiring monster hunters welcome with an accompanying grizzled veteran hunter.

S-444 Battle of the Toy Box - Theme

Fantasy; 12 PM; Length: 2; Location: BALL ROOM C; Table: BC-07B; Host Sammy Surdu; Scale: 28mm; Rules: Milk and Cookies Rules; Number of players: 6.

The lights are off and the people have gone to bed. It's time for the epic battle royale between the toy soldiers and the teddy bears. Who will control the toy box by dawn? The HAWKS will be hosting one table of shorter games for Kids all day Saturday. Come help us introduce your kid to the fun of miniature gaming! Older gamers welcome with a participating kid.

S-470 Battletech - Last Stand of the Royal Black Watch

SciFi; 12 PM; Length: 5; Location: BALL ROOM B; Table: BB-04; Host Charles Shumar; Scale: 1:285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.

On December 22, 2766 the Royal Black Watch was ambushed by the Fourth Amaris Dragoons. The Dragoons nearly destroyed the Black Watch when they sprung their trap. A small element of the unit survived the attack and, using the broken terrain at Gorst Flatts, fought off the Dragoons in spite of the overwhelming numbers against them. With no end of the battle in sight Stefan Amaris resorted to the use of nuclear weapons to bring the resistance of the Black Watch to an end. Can you change the outcome of this epic showdown? All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

S-533 The Battle of Arklow 1798 - Theme

Other; 12 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-05; Host Duncan MacFarlane; Scale: 25mm; Rules: Black Powder; Sponsor: Wargames Illustrated; Number of players: 6.

Wargames illustrated presents - The Battle of Arklow, which took place during the Irish Rebellion of 1798 on 9 June when a force of United Irishmen from Wexford, estimated at 10,000 strong, launched an assault into County Wicklow, on the British-held town of Arklow, in an attempt to spread the rebellion into Wicklow and to threaten the capital of Dublin.

1 PM

S-477 De Bello Gallico: Caesar in Gaul - An Introduction to DBA 2.2+ - Theme

Ancients; 1 PM; Length: 4; Location: Ancients Tournament Area; Table: N/A; Host Terrance McPartland; Scale: 15mm; Rules: DBA 2.2+; Number of players: 0.



It is 58 BC, and the Helvetii are on the move, the Allobroges are nervous, and Julius Caesar, the ambitious proconsul of the Roman Provincia Gallia, sees his opportunity. Take on the role of Caesar and his legates to lead your vaunted Roman legions in a glorious campaign to bring Gaul under Roman sway. Or lead your Gallic warriors into desperate battles to preserve their freedom and the Celtic way of life. This is a walk-up gaming opportunity designed to introduce players to the fast-play 2.2+ version of De Bellis Antiquitatis ancient and medieval rules. Play one game or play a dozen. DBA tutors on hand to help introduce you to the game, teach and answer questions. Experienced players also welcome. Will you repeat Caesar's Conquest, or can you roll back the tides of history. Participants are eligible for raffle prizes including Marian Roman and Gallic DBA army packs. We are not issuing tickets for this event because there is unlimited participation over each session - you will not be turned away! Stop by, sit down and play for just 30 minutes, or try again and again! For NEW players. Kid friendly.

S-429 Bring Home the

Bacon - Theme

Medieval; 1 PM; Length: 4; Location: BALL ROOM C; Table: BC-08; Host Rob Dean; Scale: 54mm; Rules: Medieval Mayhem Skirmish Rules; Number of players: 6.

During the Hundred Years War, a group of English knights and their retainers must return to a castle with the livestock seized during a foraging raid.

S-442 Battle of Vittoria - Theme

Napoleonic; 1 PM; Length: 4; Location: BALL ROOM C; Table: BC-04; Host Duncan Adams; Scale: 10mm; Rules: Fate of Battle; Number of players: 6.

At the Battle of Vittoria Wellington broke the French army, under Joseph Bonaparte and Marshal Jourdan, at the last Peninsular battle fought in Spain. Will Wellington win again? Or will Joseph hold on to his foothold in Spain (and his crown and his loot)? With Fate of Battle there are no large chart cards to spoil the aesthetics of your game. Fight the battle, not the rules. With Fate of Battle there are no large chart cards to spoil the aesthetics of your game. Fight the battle, not the rules.

S-530 The Battle of

Quatre Bras - Theme

Napoleonic; 1 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-27; Host Mark Anderson; Scale: 15mm; Rules: Charge!!! Eagles Rising; Sponsor: The Last Square; Number of players: 6.

This will be a battalion level refight of the famous action at Quatre Bras June 16, 1815. Can the French forces under the command of Marshall Michael Ney capture the vital crossroads town of Quatre Bras in the face of Wellington's advance guard? The game will be played with a new and exciting set of Napoleonic Rules entitled "Charge!!!" Eagles Rising. The game will be game mastered by the authors Mark Anderson and Rob Loken.

S-203 Harvest of Honor

American Civil War; 1 PM; Length: 3; Location: BALL ROOM E; Table: BE-03; Host Rick Wynn; Scale: 10mm; Rules: Hearts Touched with Fire; Number of players: 8.

It is autumn of 1863, somewhere in Fauquier County, Virginia. A Federal and a Confederate brigade have each been ordered to seize the high ground at McRae's farm. You control a regiment in one of these brigades, and must fulfill not only the brigade's task but also your personal victory condition. Will you find good ground and deliver well-ordered volleys, or will you press forward with the bayonet? Will you take care to support your neighbor regiments, or impetuously grab opportunity - and glory? And why is that enemy marksman trying so hard to kill you? Younger gamers welcome with accompanying adult.

S-207 St Quentin, 19 January

1871: The Army of the North's

Last Hurrah - Theme

19th Century; 1 PM; Length: 4; Location: BALL ROOM E; Table: BE-02; Host Bruce Weigle; Scale: 6mm; Rules: 1871 (prototype); Number of players: 8.

St Quentin marked the end of the line for Gen Faiderbe's Army of the North, France's last cohesive field army in the Franco-Prussian War. Ordered to engage the equally tired German 1st Army by a government in extremis, Faiderbe sought to distract his nemesis, Gen Goeben, by threatening 1st Army's lines of communications. The Germans were able to intercept Faiderbe at St Quentin with a reinforced corps, however, bringing about the culminating battle of the war with a numerical inferiority but a considerable qualitative superiority. Experience with the 1870 rules helpful but not necessary.

S-230 King Kong and the

Rescue of Ann Darrow

Pulp; 1 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-29; Host Brian DeWitt; Scale: 30mm; Rules: Home Rules; Number of players: 6.

King Kong has grabbed actress Ann Darrow and taken her into the jungle on Skull Island. Her film crew, with the help of porters, attempt to bring her back to safety and to capture Kong. Skull Island however is not a friendly place.

S-192 CY6! Jet Age, Vietnam

- Bellenger Gets a MiG

Modern; 1 PM; Length: 4; Location: BALL ROOM E; Table: BE-08; Host Roxanne Patton; Scale: 1:144; Rules: Check Your 6! Jet Age; Number of players: 8.

CDR Richard Bellenger, CO of VF-162, had been a combat pilot in both World War Two and Korea but had not achieved an aerial victory. Bellenger, forty-two, saw the conflict in Vietnam as his last opportunity for a shoot down. On October 9th, Bellenger lead a flight of four VF-162 Hunters at 2000' escorting an A-4 strike on a railroad bridge and marshaling yard. The VPAF scrambled four MiG-21s to intercept the raid. 17 or older please.

S-165 Operation Colosseum

- Angola, November 1986

Modern; 1 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-37; Host Mark Kinsey; Scale: 15mm; Rules: I Ain't Been Shot Mum (Too Fat Lardies); Number of players: 4.

A raid on a SWAPO base camp in Angola 300km north of the South-West Africa (Namibia) border. Eight years earlier Cassinga was raided just to the south of here by a large airborne force. Now a South African Commando Unit (5 Recce) has to accomplish a similar goal using only a column of Casspirs and heavily armed Unimog trucks. Rules taught, beginners welcome. Under age 15 only with playing adult.

S-286 The Great Bear

Resurgent: Russian Invasion

of Ukraine 2014 - Theme

Modern; 1 PM; Length: 4; Location: BALL ROOM A/F; Table: BA-04; Host Jake Strangeway; Scale: 6mm; Rules: Command Decision Test of Battle; Sponsor: Test of Battle Games; Prize: Gift Certificate to TOB Games; Number of players: 6.

Ukraine has begun a descent into civil war. Pro-west forces clash with those who wish to join with Russia, and the violence escalates. When a coup overthrows the Ukrainian government, Putin decides it is time to move again. Mobilizing forces based in Germany, NATO troops roll eastward even as Russian troops roll westward. The two groups will meet in Western Ukraine for the first battle of what could be the Third World War...

S-148 The First Battle of the Fords of Isen

Fantasy; 1 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-14; Host Lance O'Donnell; Scale: 25mm; Rules: GW War of the Ring; Number of players: 6.

Theodred, Second Marshal of the Riddermark and heir to the throne of Rohan, must defend the Fords of Isen from the vanguard of Isengard. If he fails, the villages of the Westfold are left defenseless. This scenario is from the Lord of the Rings: The Two Towers using Games Workshop's War of the Ring mass battles system. Not recommended for children.

S-178 Conan, What is Best in Life?

Fantasy; 1 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-25; Host Jeffrey Wasileski; Scale: 25mm; Rules: Crom; Number of players: 6.

An evil sorcerer has kidnapped a beautiful princess (as they are want to do). Can Conan and his companions overcome slavers, cultists, death-dealing warriors, giant snakes, foul beasts, the undead, and Things That Man Was Not Meant to Know to rescue the young beauty. Join the brooding Cimmerian in this fantasy pulp three-reeler and discover what is best in life.

2 PM

S-438 Get Me To The Temple On Time! - Theme

Ancients; 2 PM; Length: 3; Location: BALL ROOM C; Table: BC-03; Host Norman Dean; Scale: 20mm; Rules: N.U.R.D.; Number of players: 6.

A Hittite prince is on his way to Egypt to marry King Tut's widow, but danger lurks on all sides. Will he arrive safely, or be ambushed in the desert? Innovative Bronze Age action with plenty of chariots! Rules will be taught. Gamers 8-12 welcome with participating adult.

S-313 Real de a ocho

Pike and Shot; 2 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-34; Host Gary Coyle; Scale: 1:600; Rules: Hopelessly Simplistic Armada; Number of players: 12.

The Viceroy of New Spain trust no one (as well he shouldn't). With millions of pesos heading for Spain, every privateer, pirate and predator is looking for a cut. No one knows which ship or ships in the Flota have treasure or how much. All a Spanish captain has to do is get to port to get his share. For the rest, it's every man for himself.

S-413 Plastic Pirates aPpear at Party - Theme

Pike and Shot; 2 PM; Length: 2; Location: BALL ROOM C; Table: BC-07A; Host Geoff Graff; Scale: 40mm; Rules: Lego Pirates; Number of players: 8.

Captain Ogel and his men are celebrating their recent voyage of acquisition at the local tavern when other pirates decide they want a share of the treasure. Pirates don't share! A Pirate tavern brawl with whatever weapons are at hand. The HAWKS will be hosting one table of shorter games for Kids all day Saturday. Come help us introduce your kid to the fun of miniature gaming! Older gamers welcome with a participating kid.

S-261 SAUMAREZ'S CHALLENGE: The Strait of Gibraltar, 20 July 1801

Napoleonic; 2 PM; Length: 4; Location: MEETING ROOM 1; Table: M1-01; Host Byron Angel; Scale: 1:2400; Rules: Byron Angel's Steer to Glory AoS Rules (fundamentals taught in 10 minutes); Sponsor: Seekrieg 5; Number of players: 7.

In a slight massage of history, the French squadron of Admiral Linois has reached Cadiz and joined with the Spanish squadron under Admiral Moreno. Together they now sail to bring desperately needed supplies to Egypt. Lurking in the dawn mists, only Admiral Saumarez's meager British squadron bars the way.

S-275 Brothers-in-Arms during the War of 1812 - Theme

War of 1812; 2 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-23; Host Robin Empey; Scale: 28mm; Rules: Red Coats and War Hawks - by: Battlefield Game Designs; Sponsor: Battlefield Game Designs; Prize: Yes from Battlefield Game Designs; Number of players: 8.

A British and Glengarry Light infantry detachment has been cut off from their camp by a larger American force while on patrol. With the Thames River at their back the British are determined to hold off the Americans. Nearby Tecumseh and a hunting party hear the musket fire and decide to investigate. Will the Americans capture the British or will Tecumseh arrive in time to rescue his ally brothers?

S-448 Battle of Yellow Tavern - Theme

American Civil War; 2 PM; Length: 3; Location: BALL ROOM C; Table: BC-01; Host James "Tank" Nickle; Scale: 10mm; Rules: A Union So Tested; Number of players: 5.

Phil Sheridan's cavalry has left Grant's forces at Spotsylvania Courthouse to raid toward Richmond. Jeb Stuart with a much smaller force of Rebel cavalry is moving to intervene himself between Sheridan and the capital. The two forces will meet 6 miles outside Richmond at the Yellow Tavern. Can Rebel pluck and tenacity make up for their opponents numbers and technology?



S-326 Gettysburg, July**1, 1863, Phase 2**

American Civil War; 2 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-11; Host Patrick Lebeau; Scale: 15mm; Rules: Across the Deadly Field (ADF); Prize: Prizes will be awarded and will be announced at the end of the event.; Number of players: 10.

If you ever played Squad Leader and Johnny Reb I, II or III, you know about the game design genius of John Hill. In this play test and introduction to the rules, the full northern field of the July 1st battle of Gettysburg will be gamed in an effort to demonstrate John's new rule set and to introduce players to exciting innovations to ACW game design. Phase 2: the fighting heats to a crescendo. This is an all day game and this is phase 2, 2pm and ending at 6pm.

S-514 SKIRMISH AT HAZEE**RUN, November 11, 1862**

American Civil War; 2 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-10; Host Maurice Holmes; Scale: 25mm; Rules: High Noon; Number of players: 6.

As part of the Fredericksburg Campaign, the 1st Rhode Island Cavalry performed scout and screening duties in the vicinity of Culpeper, Virginia. They took part in a heavy skirmish that occurred along a stream named Haze Run.

S-455 Battle of Flurco

19th Century; 2 PM; Length: 3; Location: BALL ROOM B; Table: BB-01; Host Dave Waxtel; Scale: 25mm; Rules: They died for Glory; Number of players: 8.

French await the Prussians only to find that they might be cut off. Will they fight to defend their positions or try to breakout? Time is of the essence and France must stop the Prussian advance. Kids under 14 must be with adult.

S-309 Trench Wars:**Treat Them Rough!**

WWI; 2 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-06; Host Steve Robinson; Scale: 28mm; Rules: Trench Wars; Sponsor: Acheson Creations; Number of players: 8.

Part 2- Tommy is facing the formidable Hindenburg line. Can the sheer bravery of Tommy and the steel behemoths punch their way through Jerry's defenses? Or, will a sea of wire entanglements, bunkers and non-ceasing hail of machinegun fire 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 next time to be played. This game is featuring terrain system designed and produced by Acheson Creations specifically for 28mm WWI games Beginners welcomed!

S-182 Goeben's Gambit

WWI; 2 PM; Length: 6; Location: EXHIBIT HALL A; Table: EA-40; Host Michael Harris; Scale: 1:2400; Rules: Clash of Arms Fear God & Dread Nought; Number of players: 12.

Once again the cries of 'Goeben is loose' ring out in the Med and the chase is on to catch the elusive prize. The French are in hot pursuit and actually closing in when an Austrian battle line appears . . . they have sortied to rescue their ally! Which Med Fleet will win the day, France or Austria? Join the Admiralty Trilogy as we celebrate 100 years of Naval Action with a 1914 knockdown fight

S-324 Operation Express - Theme

WWII; 2 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-24; Host Kevin Koenig; Scale: 15mm; Rules: Battlegroup; Number of players: 6.

The British 129th Brigade and the 9th RTR, have been ordered to take the French village of Maltot. Now heavily damaged from previous action, Maltot is defended by the German 272nd Inf div with a reaction force from the 10th SS Panzer close by and ready to counter attack. If you are interested in a smooth playing, realistic feeling WWII rule set, come give Battlegroup a try.

S-311 Battle of Stonne, 1940

WWII; 2 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-07; Host Mark Young; Scale: 15mm; Rules: Modified Brew UP; Number of players: 10.

Sitting atop an escarpment overlooking the town of Sedan, the small village of Stonne was a strategic location that could be used by the French to launch an attack against the Germans' still fragile Meuse bridgehead. Over a span of three days, the village changed hands 17 times, and cost the Germans more soldiers than any other single battle of the campaign. 10th Panzer versus the 3e DCR and Infanterie Regiment Grossdeutschland versus 51e Regiment Infanterie. Beginners welcome, but privates (gamers younger than 12) welcome with platoon leader (adult).

S-196 Festung Posen

WWII; 2 PM; Length: 4; Location: BALL ROOME; Table: BE-01; Host Jerry Frazee; Scale: 20mm; Rules: Battlegroup, Fall of the Reich; Number of players: 5.

Come give the Battlegroup rules a try in a late war fight to the finish for the town of Posen. The Soviets are driving for the heart of Germany and the Fascists are desperately attempting to stop the Red juggernaut. Younger gamers welcome with accompanying adult.

S-337 Kimmel's Last Hoorah:**Carrier Battle Off Wake Island**

WWII; 2 PM; Length: 4; Location: MEETING ROOM 1; Table: M1-02; Host Bill Sterner; Scale: 1:6000; Rules: Seekrieg 5; Sponsor: Seekrieg 5; Number of players: 5.

A carrier battle between the Saratoga and Lexington versus the Hiryu and Soryu. Both sides must first find the enemy and then strike a blow for their flag.

S-399 Desert Breeze

Modern; 2 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-09; Host Michael Johns; Scale: 28mm; Rules: Open Conflict; Sponsor: Miniature Building Authority; Number of players: 8.
Modern Warfare in the Middle East Details TBA

S-537 Objective X Secret Mission in Afghanistan - Theme

Modern; 2 PM; Length: 3; Location: BALL ROOM C; Table: BC-02; Host Ed Duffy; Scale: 1:72; Rules: Home Rules; Number of players: 10.

You are the U.S. Battalion Commander on the ground in Afghanistan; a mission comes in coded "Objective X" a Top Secret mission. You and your Company Commanders must use your assets to achieve mission success. From the Staging Line you'll receive the specifics of the mission. Implement your plan!

S-390 Title: GNOME WARS**- A Bunch of Hot Air!!**

Gnomes; 2 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-02; Host Brian Robinett; Scale: 28mm; Rules: Gnome Wars from Brigade Games; Sponsor: Miniature Building Authority; Number of players: 10.

The Kaiser and the Jägermeisters are preparing to deploy yet another not-so-secret weapon in an effort to bring the war to a rapid conclusion. Can the Allies stop the Hun's evil plans in time? Parent/Child teams encouraged. Bring your own 320 pt Brigade Games unit and there is no need to sign up. Prizes!!!

S-164 Godzilla G-Wars

SciFi; 2 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-38; Host Ian Langless; Scale: Other; Rules: Home brew; Number of players: 8.

Battle as your favorite Giant Movie Monsters in a free for all brawl! New players are welcome as others are eliminated.

S-480 Battletech - Grinder 2

SciFi; 2 PM; Length: 2.5; Location: BALL ROOM B; Table: BB-02, 03; Host Dave Yingling; Scale: 1:285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.

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

S-520 The Oberon Miner's War: Battle of Argos Valley

SciFi; 2 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-13; Host Kim Allman; Scale: 15mm; Rules: Tomorrow's War; Number of players: 6.

New Hope station fell to the Interstellar Mining Corporate forces but the rebellion by the miners is far from beaten. Now the Corporate forces move to take Oberon space port. They have to cross the Argos Valley on the way and the newly formed Oberon Defense Force plans to give them a warm welcome. Rules will be taught.

3 PM

S-445 HAWKs' Army Giveaway for Kids - Theme

Napoleonic; 3 PM; Length: 2; Location: BALL ROOM C; Table: BC-07B; Host Eric Schlegel; Scale: 25mm; Rules: Milk and Cookies Rules; Number of players: 6.

In this fourth year of a multi-year outreach effort, the HAWKs are sponsoring a game to interest children in the hobby. Several gamers have donated figures to the HAWKs with the understanding that we will get them into the hands of kids. All four children who participate in this event will get two small, painted armies to take home. This year's Napoleonic Wars project is based on the generous donation of 25mm figures from Jay Hadley and Ed Mohrmann. The club has been aided this year by the painting support of HMGS Mid-South, who also donated figures.

Children UNDER 10 only, I repeat!

S-187 The Battle of Memphis

WWI; 3 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-03; Host Jeff Hall; Scale: 15mm; Rules: All Quiet on the Martian Front; Sponsor: Alien Dungeon / Architects of War; Number of players: 20. The Martian advance has brought them to the shores of the Mississippi and the Memphis fortified zone. Can the human defenders hold out against the unstoppable menace?

S-554 Fly or Die: Six Weeks at the Front

WWI; 3 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-49; Host Kevin Cronin; Scale: 1:72; Rules: Orv Banasik's Fly or Die; Number of players: 8. Fly or Die is a 1/72nd scale, 3D World War I, Air-to-Air combat game. The playing pieces are 1/72nd scale airplanes mounted on expandable car antenna and moved on a green playing cloth. With 15 - 30 minute rounds, play an entire campaign in 3 hours!

S-340 "Hell From Above" Airborne Missed Drop Into Normandy - Theme

WWII; 3 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-20; Host Zachariah Bingham; Scale: 28mm; Rules: Bolt Action; Number of players: 6.

In the late evening of 5 June 1944, paratroopers from the 82nd Airborne dropped into Normandy, France. Many landing anywhere but their intended drop zones! Platoon Leaders and Non-Commissioned Officers quickly assemble their troops. Joined by paratroops from the many "lost sticks". American troopers moved out to take their objectives! No youth under 16 please; Bolt Action experience a plus!

S-539 Demo Games for Major Objective: WWII in 28mm

WWII; 3 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-44; Host Kenneth Jenkins; Scale: 28mm; Rules: Major Objective: WWII; Sponsor: Major Objective Games; Number of players: 8.

Introductory and walk-up demo games using the Major Objective: WWII miniature rules. Players will take command of a team of some of the finest soldiers to take the field during WWII; the mighty 82nd Airborne and the steadfast fallschirmjaeger. Major Objective: WWII is a skirmish rules set that allows for extensive and detailed tactical play as well as a cinematic campaign system.

S-555 The First Hours - Theme

WWII; 3 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-48; Host Ron Carnegie; Scale: 25mm; Rules: Chain of Command; Number of players: 4.

Elements of Gross Deutschland and the 10th Panzer crash into the Dragoons of the French 2nd DLC outside of Etalle. Can the brave poilu stop the merciless advance of the Blitzkrieg? France 10 May, 1940

S-241 HOT WAR - UKRAINE 2014 - Theme

Modern; 3 PM; Length: 1; Location: EXHIBIT HALL A; Table: EA-15; Host Pete PANZERI; Scale: 15mm; Rules: HOT WAR RULES; Sponsor: ZVEZDA; Prize: FROM ZVEZDA; Number of players: 6.

Russian T-72's smack into US and NATO Armored Divisions deployed into the Ukraine for an intense tank smack-down! A short but intense game of Random Events, Mayhem, Cheers! Toasts! Music, Hats, Prizes! Awards, NON-STOP FUN & EXCITEMENT! Download a free PDF of the Rules and Scenario at www.Zvezda-usa.com Experienced kids (10 & up) who can reach the center of a 6' table are OK with a participating adult.

S-243 Into the Darkness: Star Wars X-Wing: The Battle of The Gulf.

SciFi; 3 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-16; Host Lorenzo O'Branty; Scale: 15mm; Rules: Star Wars X-Wing; Number of players: 12.

Join the Imperials or the Rebels in this fast paced forgotten encounter. Players may bring a 100 point squadron of Imperial ships or Rebels. Materials will be provided also. All are welcome from ages 8 - 88.

S-495 The Greater Good meets the Lesser Evil

SciFi; 3 PM; Length: 3; Location: MEETING ROOM 3; Table: M3-02; Host Ben Fornshell; Scale: 28mm; Rules: Tabletop Battle System; Number of players: 6.

In the dark future the Tau struggle to survive and grow while facing many great evils, but sometimes it's the lesser foe that surprises you. Join us for a fast paced skirmish game. Easy to learn, rules taught.

S-434 Buck Rogers and the Mysterious Caverns of Omicron-Persei VIII - Theme

SciFi; 3 PM; Length: 3; Location: BALL ROOM C; Table: BC-05; Host Kurt Schlegel; Scale: 54mm; Rules: Blood and Swash; Number of players: 8.

Dr. Huer has reported making a great discovery in the caverns on Omicron-Persei VIII, but since then there has been no word from him. Buck Rogers and Col. Wilma Deering have set out find him. What will await them and the other adventurers of the galaxy as <cue ominous music> they descend into the mysterious caverns of Omicron-Persei VIII!

S-496 The Lesser of Two Evils Strike Hard

SciFi; 3 PM; Length: 3; Location: MEETING ROOM 3; Table: M3-01; Host Konstantin Gojnycz; Scale: 1:3000; Rules: Full Thrust; Number of players: 6.

While the Tau battle hostile xenos below, kilometers long spacecraft vie for control of the system and the technologies in an ancient spacecraft. As commander of the fleet, deploy your forces to engage the enemy, secure a research base, or bombard the planet below in this linked game. Minis supplied by Ravenstar Studios and some are scratch built.

4 PM

S-414 Plastic Pirates aPpear at Party - Theme

Pike and Shot; 4 PM; Length: 2; Location: BALL ROOM C; Table: BC-07A; Host Geoff Graff; Scale: 40mm; Rules: Lego Pirates; Number of players: 8.

Captain Ogel and his men are celebrating their recent voyage of acquisition at the local tavern when other pirates decide they want a share of the treasure. Pirates don't share! A Pirate tavern brawl with whatever weapons are at hand. The HAWKS will be hosting one table of shorter games for Kids all day Saturday. Come help us introduce your kid to the fun of miniature gaming! Older gamers welcome with a participating kid.

S-369 English Civil War, May 1644

ECW; 4 PM; Length: 4; Location: BALL ROOM D; Table: BD-04; Host Nigel P. Marsh; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 6.

Prince Rupert is marching north towards Yorkshire. Arriving in the county of Lancashire, he has hopes of raising the siege of Lathom House. Rupert, confident of victory, meets Fairfax's demoralized besieging force, in battle on May 28.

S-522 A Fast, Furious and Fun Frigate Action

Age of Sail; 4 PM; Length: 4; Location: Homewood Suites Meeting Room; Table: N/A; Host Mark Campbell; Scale: 1:600; Rules: Close Action; Number of players: 12. Come enjoy a Fast, Furious, and Fun Frigate action. This will be nothing like a Line-of-Battle action, but rather a game of individual maneuvering and tactical decisions. May the best Captain win... Beginners Welcome. Rules taught, Kid Friendly Game. All materials provided, Please bring your own courage...

S-544 The Pass

Colonial; 4 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-04; Host Mark Stevens; Scale: 25mm; Rules: TSATF; Number of players: 8.

Classic TSATF scenario. A British force must escort a supply column through the pass to Khandahar. Loosely based on Lord Robert's relief of Khandahar in 1880. The 72nd and 92nd Highlanders with the 3rd Ghurkas and 3rd Sikhs must force the pass. Afghan regulars and Pathans are in opposition.

S-304 Raid on England, December 1914

WWI; 4 PM; Length: 5; Location: BALL ROOM B; Table: BB-08; Host Bill Cira; Scale: 1:3000; Rules: Fleet Action Imminent; Sponsor: Old Dominion GameWorks; Number of players: 8.

On December 16th, 1914 the German High Seas Fleet Battlecruiser Squadron unleashed devastating bombardments on three English port cities. On the way home they narrowly avoided interception by powerful Royal Navy units. This time they won't be so lucky! This scenario will provide an opportunity to see a great variety World War I naval platforms in action, including battlecruisers, armored cruisers, light cruisers, destroyers, and torpedo boats! Rules Taught Beginners welcome.

S-302 Assault on Latrun 1948

Modern; 4 PM; Length: 4; Location: BALL ROOM B; Table: BB-06; Host Kenny Noe; Scale: 10mm; Rules: Mein Panzer; Sponsor: Old Dominion GameWorks; Number of players: 4.

Operation Bin Nun Alef - Yet another battle to open the road to Jerusalem and secure the area around Latrun. This was one of the most heavily contested region in the 1948 War. The Jordanians were the best trained and equipped forces, and expertly held the area. Historically this battle was a major defeat for the nascent IDF. Can you do better? Come play Mein Panzer and take control of Arab Legion or IDF forces to battle for control of this strategic area. Rules Taught Beginners welcome.

S-550 ZOMBIES CARDIO!!!! v2.5

Modern; 4 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-46; Host Chad Miller; Scale: 25mm; Rules: Zombies!!!; Number of players: 12.

That is right Zombie friends, recall the Zombies Rules??? Run for your life and get extracted fast, because there are more Zombies, Bigger City, Oh, and the Circus is in town, that's right it means Zombie Clowns. OH, did I mention your gaming buddy can play as a zombie this time out to Kill You?? That's right, better run Zombie fans because they will catch you and eat you alive.

S-303 Zombie Town

Modern Horror; 4 PM; Length: 4; Location: BALL ROOM B; Table: BB-07; Host Nick Leyva; Scale: 12mm; Rules: Mein Zombie; Sponsor: Old Dominion GameWorks; Number of players: 8.

This is a game designed to teach the rules for Mein Zombies. The dead have risen, and you've somehow managed to last longer than most. Now your supplies are running low, the ammo's beginning to dry up, and you and your fellow survivors need to find a way out. Can you call for help in time to survive? Rules Taught. Beginners Welcome.

5 PM

S-365 La Rothierre 1 Feb 1814, The French Right Wing - Theme

Napoleonic; 5 PM; Length: 6; Location: BALL ROOM D; Table: BD-06; Host John Snead; Scale: 28mm; Rules: Carnage & Glory II; Number of players: 8.

The Allied assault on the village of La Rothiere. Forward through the mud and the snow squalls!

S-197 CY6! - The Hardest Day, Raid on Kenley

WWII; 5 PM; Length: 4; Location: BALL ROOM E; Table: BE-05; Host Jonathan Fellows; Scale: 1:600; Rules: Check Your 6!; Number of players: 8.

18 August, 1940, 1:25 PM. The Do-17s of KG 76 have started their bomb run on Kenley aerodrome, following up on a low-level attack minutes before. The Hurricanes of No. 32 Squadron must break up the formation. Can the escorting Bf-110 "Ironsides" of ZG 26 (Horst Wessel) keep the RAF fighters away from the bombers long enough to bomb accurately?

S-215 Fireball - Showdown in the Zombie Apocalypse

Future; 5 PM; Length: 3; Location: BALL ROOM E; Table: BE-03; Host Mark Fastoso; Scale: 28mm; Rules: Fireball Apocalypse; Number of players: 6.

NATO troops are trapped in a middle-eastern town trying to survive the Zombie apocalypse while also battling insurgents. A supply convoy is on the way to provide relief but insurgents have mined the supply route. Can the NATO troopers battle zombies, insurgents and defuse the mines to let the convoy through? This is a zombie version of the popular WW2 Fireball Forward rules.

S-481 Battletech - Grinder Championship

SciFi; 5 PM; Length: 3; Location: BALL ROOM B; Table: BB-02; Host Dave Yingling; Scale: 1:285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.

The Grinder Championship will determine who the best MechWarrior of the Grinder is. MechWarrior will start with a Medium Mech and as you die, advance up to the next weight class. Once the player dies as an Assault Mech, you are done. All materials, miniatures and dice will be provided. Beginner Friendly & Rules Taught.

6 PM

S-111 Battle of Andros
(Andre Muharebesi) - 22
August 1696 - Theme

Pike and Shot; 6 PM; Length: 5; Location: BALL ROOM A/F; Table: BA-03; Host Stanley Sunderwirth; Scale: 1:2000; Rules: Victory Under Sail; Number of players: 12.

The Ottomans are on the offensive in the western Aegean with 36 Turkish and Barbary ships in two lines and two fresh ships versus the Venetians with 22 battleships, 6 galleasses and 32 Venetian/Papal/Maltese galleys. The galleys finally play a significant role in a sailing fleet battle. Players control squadrons in a game with lots of dice and few charts. Rules will be taught.

S-381 Guilford Court House:
The First Line. - Theme

AWI; 6 PM; Length: 3; Location: BALL ROOM D; Table: BD-01; Host Bob McCaskill; Scale: 40mm; Rules: Carnage & Glory II; Sponsor: Sash and Saber and Trident Miniatures; Number of players: 6.
On March 16, 1781 Cornwallis finally caught up with Major General Greene's American Army at Guilford Courthouse. We'll refight the opening action of the British attack on the first line, a preview of the refight of the entire battle in November, 2014 at Southern Front.

S-418 Montebello; 9
June 1800 - Theme

Napoleonic; 6 PM; Length: 3; Location: BALL ROOM C; Table: BC-06; Host Steve Gelhard; Scale: 15mm; Rules: Chef de Regiment; Number of players: 6.
Prior to Marengo on June 14, Genoa fell to the Austrians, so Melas planned an attack. But Lannes was ordered to cut the Austrian supply line at Montebello and "attack without caution". Command a Bde or Div of Bns focusing on the roles of Bn CDRs and the Regt CDRs who order them. Capture and lose standards, kill Bn CDRs, and take prisoners. Enjoy more detail with 24 figure Bns in 15mm without getting bogged down with the rules. Beginners Welcome.

S-335 BIG Battle Cry -
Peachtree Creek

American Civil War; 6 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-28; Host Richard Borg; Scale: 28mm; Rules: BIG Battle Cry; Number of players: 8.

Peachtree Creek July 20, 1864, part of the Battles for Atlanta, saw the Confederate Army under Hood attempt to surprise Thomas Union forces before his entire command could cross the creek. BIG Battle Cry, by design, takes the Battle Cry board game to new and exciting levels. Giving players the opportunity to experience the frustration and joys of ACW command. Knowledge of Battle Cry rules recommended. Child must be accompanied by playing adult.

S-189 The Battle of Atlanta

American Civil War; 6 PM; Length: 5; Location: BALL ROOM E; Table: BE-08; Host Roxanne Patton; Scale: 15mm; Rules: Fire and Fury; Number of players: 8.

John Hood, now commander of the Confederate Army of Tennessee, has envisioned a plan that he hopes will save Atlanta from the clutches Bill Sherman and his Yankee hoards. Taking his inspiration from Stonewall's flank march at Chancellorsville, he sends Hardee's corps on a difficult march around McPherson's dangling left flank. Meanwhile, Hood sent Chatham to position his corps to assault McPherson's works. This was another Confederate "almost." Stubborn Federal resistance and the late arrival of Chatham's corps proved fatal. Children under 17 must be accompanied by an adult.

S-188 The Battle of Memphis

WWI; 6 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-03; Host Jeff Hall; Scale: 15mm; Rules: All Quiet on the Martian Front; Sponsor: Alien Dungeon / Architects of War; Number of players: 20.
The Martian advance has brought them to the shores of the Mississippi and the Memphis fortified zone. Can the human defenders hold out against the unstoppable menace?

S-556 1/144 Aerodrome 1.1
(slightly modified) - Theme

WWI; 6 PM; Length: 5; Location: EXHIBIT HALL A; Table: EA-19; Host John Allen; Scale: 1:144; Rules: Aerodrome 1.1 (slightly modified - no programming of fire required); Number of players: 14.

WW1 aerial combat using 1/144 scale aircraft using telescoping stands to show different altitudes. Several games will be played, including fighter sweeps, recon missions, balloon busting missions, and bombing missions. Each game lasts about 45 min. Rules are easy to learn and play, with most info on 1 page showing all possible maneuvers. No programming of fire is required. Youngster and novice friendly game. Easy to learn rules and fun play. Please have parent or guardian for younger players.

S-223 CY6! - Get Home! - Mission
250, 6 March 1944, 1450 hours

WWII; 6 PM; Length: 4; Location: BALL ROOM E; Table: BE-06; Host Tom Ballou; Scale: 1:300; Rules: Check Your 6!; Sponsor: I-94 Enterprises; Prize: Yes; Number of players: 6.



Fifth anniversary of the Check Your 6! 8th Air Force book; we had over 50 B-17s then, now we're aiming for 100+! The B-17s are headed home after bombing their targets. The P-47 escorts struggle to protect the bombers from the aces of JG.11. Come fly either US or German fighters in this massive battle. Players will

allocate escorts and attackers against a giant bomber stream (100+).

S-224 Get Home! - Mission 250, 6 March 1944, 1450 hours

WWII; 6 PM; Length: 4; Location: BALL ROOM E; Table: BE-07; Host CB Stevens; Scale: 1:300; Rules: Check Your 6!; Sponsor: I-94 Enterprises; Prize: Yes; Number of players: 6.

Fifth anniversary of the Check Your 6! 8th Air Force book; we had over 50 B-17s then, now we're aiming for 100+! The B-17s are headed home after bombing their targets. The P-47 escorts struggle to protect the bombers from the aces of JG.11. Come fly either US or German fighters in this massive battle. Players will

allocate escorts and attackers against a giant bomber stream (100+).

S-220 CY6! - Can't Find My Way Home - Ceylon, April 5, 1942

WWII; 6 PM; Length: 4; Location: BALL ROOM E; Table: BE-02; Host Brian Cantwell; Scale: 1:300; Rules: Check Your 6!; Number of players: 8.

Admiral Nagumo's Carrier Striking Force has moved into the Indian Ocean to raid the British bases on Ceylon. A large force of dive and level bombers was sent to attack Colombo harbor, but when the British Fleet was not in port, the bombers were recalled to the fleet. The escorting Zeros suddenly find themselves in tough spot: engaged with British Hurricanes and watching as the Kates carrying the navigators and radios withdraw, leaving them with no way to find their way back to the carrier. Can the JNAF fighters fight through the Hurricanes and follow the Kates to safety? Younger gamers welcome with accompanying adult.

S-329 Jump

SciFi; 6 PM; Length: 6; Location: EXHIBIT HALL A; Table: EA-45; Host Eric Shanoltz; Scale: Other; Rules: Colonial Battlefleet (home rules); Sponsor: Jim Fox Miniatures; Number of players: 6.

The colonial fleet is fleeing from the constant harassment of the cylon's. Being push further from colonial space. The constant jumps is stressing the survivor's and ships alike. Will the fleet escape or will the cylon's finally catch the fleet disorganized and unprepared?

S-249 Battlefleet Gothic:

Horror From the Void

SciFi; 6 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-21; Host Andrew Fargo; Scale: Other; Rules: Battlefleet Gothic (Revised Ships); Number of players: 8.

A massive Tyranid fleet slips out of the void near the Grak-zar system. Will Warboss Krakzall and his ferocious Ork fleet evade the Tyranid swarm to take the Waaagh to other worlds, or will they be trapped by the hive fleet in the system's asteroid belt? 12+, adult must be present with child.

7 PM

S-430 Sortie - Theme

Medieval; 7 PM; Length: 4; Location: BALL ROOM C; Table: BC-08; Host Rob Dean; Scale: 54mm; Rules: Medieval Mayhem Skirmish Rules; Number of players: 6.

During the Hundred Years War, a group of English knights and their retainers must sortie from a castle to destroy French siege equipment before it can be used against them.

S-231 Battles of the Samurai - Nagashino

Medieval; 7 PM; Length: 3; Location: BALL ROOM E; Table: BE-04; Host Brian DeWitt; Scale: 25mm; Rules: Battles of the Samurai; Number of players: 10.

Oda Nobunaga leads a large army to relieve the castle of Magashino, besieged by Takeda Katsuyori. Oda takes up a defensive position with his arquebusiers in front. The battle took place on June 28, 1575. Rules will be taught quickly.

S-421 Trouble at the Spyglass Tavern - Theme

Age of Piracy; 7 PM; Length: 4; Location: BALL ROOM C; Table: BC-07B; Host Jennifer Palmer; Scale: 25mm; Rules: Blood and Swash; Number of players: 8.

Sharpen ye blade, and load ye musket, for there be the usual trouble brewing at the ol' Spyglass Tavern tonight. Friends and enemies gather to settle their scores and gain some treasure. Pirate mayhem & merriment guaranteed in another one of Dr. Jenn's brawling adventures.

S-497 The Capture of Plourde's Fanny

AWI; 7 PM; Length: 2; Location: MEETING ROOM 3; Table: M3-01; Host Konstantin Gojnycz; Scale: 25mm; Rules: Dr Who Miniatures Game; Number of players: 6.

The greatest Naval Battle ever won by the Continental Army. A detachment of the First Virginia Regiment patrols the area around Norfolk when they spy a British Privateer anchored in the distance. Will the detachment capture the ship and make off with the plunder? Will the American Provost capture them before they escape off the board with their prize? Will the British Patrol led by Lieutenant Crane defeat the Americans and retake the ship?

S-456 The Battle of Spanden 1807

Napoleonic; 7 PM; Length: 4; Location: BALL ROOM B; Table: BB-01; Host Dave Reiners; Scale: 15mm; Rules: Shako II; Number of players: 4.

Lestok's Russo-Prussian force was tasked with preventing any French crossing along the lower Passage River while Benningsen's army encircled Ney's Corps. Lestok launched a premature attack on June 4th, alerting the French that the allies were on the move. Lestok received orders from Dokhturov to stop the assault till the morning of the 5th. The French went on full alert. Kids under 14 must be with adult.

S-175 Spain 1811 - Theme

Napoleonic; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-08; Host Robert Lehman; Scale: 54mm; Rules: ATKM 2nd edition; Number of players: 6.

The British and their Portuguese allies are advancing into Spain. The French and theirs are going to try and stop them! Come play with the BIG BOYS 54mm, over 400+ figures. French, Swiss, Germans, Spanish, British and Portuguese represented. Fast fun easy game using ATKM rules for cons. 12 and up please unless with adult.

S-272 Sharpe's Bridge, Oporto 1809 - Theme

Napoleonic; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-23; Host Robin Empey; Scale: 28mm; Rules: Green Jackets and Voltigeurs - by: Battlefield Game Designs; Sponsor: Battlefield Game Designs; Prize: Yes by Battlefield Game Designs; Number of players: 8.

Sharpe and his 95th Rifles are back, but this time they are joined by a Portuguese light company. Cut off behind enemy lines, the ragtag group must cross the River Douro, destroy a bridge and rejoin the retreating British Army. Meanwhile a French garrison waiting for relief must prevent the bridge from being destroyed. Will the French hold out or will Sharpe and his men once again be successful?

S-327 Gettysburg, July 1, 1863, Phase 1 Continued

American Civil War; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-11; Host Dean West; Scale: 15mm; Rules: Across the Deadly Field (ADF); Prize: Prizes will be awarded and will be announced at the end of the event.; Number of players: 10.

If you ever played Squad Leader and Johnny Reb I, II or III, you know about the game design genius of John Hill. In this play test and introduction to the rules, the full northern field of the July 1st battle of Gettysburg will be gamed in an effort to demonstrate John's new rule set and to introduce players to exciting innovations to ACW game design. Phase 3 the battle is played out to the end. This is an all day game and this is phase 3, 9am and ending at 11:30pm.

S-177 Gettysburg, July 2 & 3, 1863

American Civil War; 7 PM; Length: 5; Location: BALL ROOM A/F; Table: BA-10; Host Robert Moon; Scale: 15mm; Rules: Fire & Fulry Brigade, with a few Regimental modifications; Prize: MVP trophy for each side; Number of players: 12. This is the BIG ONE! Right out the F&F book. Bob Moon returns with his beautiful custom made 14x7' battlefield table. This game will be played at the Brigade level with each player controlling 1-2 Divisions. This is a continuation of Day 1, played at Noon. Sign up for commands will start at 6:30pm. This game won a "Battle Streamer" at Historicon 2006. Will you bleed Blue or Gray? Prefer players with F&F experience. Children under 18 ok WITH playing adult.

S-282 Battle of New Market - Theme American Civil War; 7 PM; Length: 4; Location: BALL ROOM A/F; Table: BA-06; Host Tom Harris; Scale: 25mm; Rules: Men Under Fire: Black Powder; Sponsor: Test of Battle Games; Prize: Gift Certificate to TOB Games; Number of players: 6.

May 15th, 1864. It's Spring of 1864 and the first moves are being made in the Shenandoah valley. The Yankee army led by Franz Segal is moving on Stanton and John Breckinridge has collected what rebels he can to stop them (including the VMI cadets). We will be using the soon to be published Men Under Fire - Black Powder rules from Test of Battle games.

S-517 Battle of Mobile Bay August 5th 1864

American Civil War; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-17; Host Leo Walsh; Scale: 1:1200; Rules: Age of Iron; Number of players: 12.

It's been 150 years. Will Adm Farragut make it this time or will the torpedoes and Fort Morgan stop him short? Of course the Rebs might have some special weapons waiting for him too.

S-118 Ordeal at Owikokorero (German South-West Africa, 1904)

Colonial; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-38; Host Roy Jones; Scale: 25mm; Rules: Sword and the Flame (Modified); Sponsor: Falcon Miniatures; Prize: Miniatures; Number of players: 8.

It's a reconnaissance mission, but the Schutztruppen, machine gunners and Marines of the Recon Detachment are looking for a fight. So are Herero riflemen, expertly concealed in the bush. Can the Germans get in close, get their intel and get out alive, or will the Hereros annihilate the Recon Detachment? From the new scenario book "The Herero War". More at www.hererowars.com.

S-312 Bloody April 1914

WWI; 7 PM; Length: 2; Location: EXHIBIT HALL A; Table: EA-07; Host Dan Palewicz; Scale: 1:144; Rules: Wings of Glory; Number of players: 8.

Bombers and fighters, an ace or two, and lots of fun.

S-405 HAWKs 1000 Race - Theme

Pulp; 7 PM; Length: 4; Location: BALL ROOM C; Table: BC-01, 02; Host Buck Surdu; Scale: 28mm; Rules: G.A.S.L.I.G.H.T.; Number of players: 12.

In this reprise of the HAWKs 1000th convention event (some years back) the HAWKs will host another no-holds-barred pulp race game. Players will participate in several short race games, rotating between tables. Races include a dog-sled race, a car race through the desert, and a boat race. Younger gamers welcome with a playing adult.

S-498 Starting a Third World War—A Peter Drake Spy Adventure

Pulp; 7 PM; Length: 2; Location: MEETING ROOM 3; Table: M3-02; Host Del Stover; Scale: 28mm; Rules: Dr Who Miniatures Game; Number of players: 4.

The insane criminal mastermind, "The Guru," intends to start World War III. (What do you expect? This is a spy adventure set in the 1960s.) Anyway, it's up to Peter Drake of his Majesty's Secret Service to save the day, using high-tech gadgets, beautiful women, and a tuxedo as support. Let's have a little tongue-in-cheek fun by playing up every cliché in the spy movie genre.

S-260 Rookies At The Bulge - Theme WWII; 7 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-39; Host Edward Watts; Scale: 15mm; Rules: Rapid Fire For Rookies; Number of players: 6.

Germans advance through the snow in a surprise offensive against the Americans. Armor, guns and infantry engagement. Rapid Fire introductory rules used, kids old enough to read welcome. Repeat of Thursday game.

S-285 North to Valletta - Theme

WWII; 7 PM; Length: 4; Location: BALL ROOM A/F; Table: BA-07; Host Daniel Erdman; Scale: 20mm; Rules: Command Decision Test of Battle Games; Prize: Gift Certificate to TOB Games; Number of players: 8.

What if the Germans and Italians had invaded Malta in July 1942? Plans were in place, but after the spectacular fall of Tobruk, the airborne troops for the Malta invasion were diverted to support Rommel's drive on Alexandria. Now you can see what might have happened if Operazione C-3 had gone forward. After initial parachute and glider landings, the Italian ground forces were to occupy the island. Divisione Fanteria Friuli would be tasked with breaking through the British troops and seizing the capital. The armored forces of X Raggruppamento Corazzato would be attached in support. Would the Italians be able to break the stubborn Allied resistance?

S-137 Operation Olympic:

Convoy Strike! - Theme

WWII; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-31; Host Martin Fenelon; Scale: 1:285; Rules: Kamikaze 1946: Invasion!; Sponsor: MSD Games; Prize: Merchandise Certificate; Number of players: 12.

Desperately rushing reinforcements to Kyushu, the Japanese Navy is trying a daylight convoy with destroyer and aircraft escorts. Eager for payback, US Navy flyers jump at the chance to sink Japanese ships. No longer held back, Japanese aces lead their inexperienced trainees against the overwhelming Hellcats. Can they succeed? Beginners welcome, fast-play air-to-air rules will be taught.

S-126 Aerodrome(R) 3.0 - Korean War Aerial Combat

Modern; 7 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-01; Host Stanley Kubiak; Scale: 1:200; Rules: Aerodrome(R) 3.0 WW2 Aerial Combat Game; Sponsor: Aerodrome(R) Aerial Combat Games; Prize: Wings, pins and medals; Number of players: 12.

Try the new Korean War-era version of the popular Aerodrome(R) WW1 and WW2 aerial combat rulesets. Fly Mig-15s, F-86 Sabre jets and more in simulated air combat. New mechanics and stats for the era, but still easy to learn and play, lots of fun. Rules taught, equipment provided. Up to 12 players per round, rounds run through allotted time. Wings and awards for Victories and Valor! Spouse & Female Friendly Game. Under age 15 only with playing adult.

S-422 Battle of Hornburg - Theme

Fantasy; 7 PM; Length: 4; Location: BALL ROOM C; Table: BC-03; Host Bill Acheson; Scale: 75mm; Rules: modified Strandhogg; Number of players: 8.

Saruman has amassed his army, and has trapped Theoden in the Hornburg keep. Break through the defenses and Rohan will fall. Kid friendly, but would like 1 adult supervisor for every 3 kids under 10.

S-400 Gnome Wars: ... just not the slowest!

Gnomes; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-09; Host Steven Stanton; Scale: 28mm; Rules: Gnome Wars from Brigade Games; Sponsor: MBA & Brigade Games; Prize: Buildings and Gnomes; Number of players: 10.

A Middle Eastern Village, bombs dropping between the minarets, and a few hundred of your closest undead friends coming for a late-night feeding. To get away, you don't have to be the fastest..... Anyone bringing five (5) painted Gnomes at War figures from Brigade Games does not have to preregister. No one under 14 without a playing parent/guardian.

S-478 Battletech - Clan Grand Melee

SciFi; 7 PM; Length: 5; Location: BALL ROOM B; Table: BB-04; Host Mark Yingling; Scale: 1:285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.

The Trial for Bloodright is going to start and your only way to get in is by winning the Grand Melee. Select any Clan Mech (omni or standard) of any BV2, but the gunnery and piloting of the Mech is determined by the BV. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

S-351 Asteroid Busters

SciFi; 7 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-14; Host Jeffrey Hiley; Scale: Other; Rules: X-Wing; Number of players: 8.

The Rebels have rebuilt their Asteroid Base after it was destroyed during an Imperial attack at Cold Wars. They have upgraded the defenses and are fully operational. Can the Imperials come in and destroy it again? Jump into the cockpit of a Tie or X-Wing and join the fight. Veterans and Rookies welcome. Kids under 12 w/Adult.

S-169 Galactic Kampaigns - Missions to Accomplish

SciFi; 7 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-34; Host Peter Anderson; Scale: Other; Rules: Galactic Knight by Monday Knight productions; Number of players: 8.

Tasks Forces from four of the Galactic Knights (ex Superior Starfleet Wars) races (Terran, Avarian, Entomalian and Carnivoran) face off in short minicampaigns, trying to carry out (or thwart!) their assigned missions, which include Attacking or Defending a Planet/Space Station, escorting a Convoy, or Patrolling to repulse enemy raiders. Each fleet has unique strengths and weaknesses. Kids age 14 and above welcome.

S-412 Starship Troopers: Operation Royalty - Theme

SciFi; 7 PM; Length: 4; Location: BALL ROOM C; Table: BC-04, 05; Host Eric Schlegel; Scale: 25mm; Rules: Home Rules; Number of players: 6.

In order to fully understand the Arachnids and engage in a truly strategic war, a Brain needed to be consulted. Talking to one was the job of the Psychological Warfare experts, but capturing one is a job of the Mobile Infantry. This game will be more reminiscent of the book and the Avalon Hill boardgame than the movies. Players under 13 welcome with a playing adult.

8 PM

S-391 "Napoleonic Slaughterhouse 1805" Sokolnitz Castle - Theme

Napoleonic; 8 PM; Length: 3; Location: EXHIBIT HALL A; Table: EA-02; Host Pete Panzeri; Scale: 28mm; Rules: NAPOLEON RULES!; Sponsor: Miniature Building Authority; Prize: yes; Number of players: 20.

Description: The bloody objective of Sokolnitz Castle was Austerlitz's hardest fought fight! Taken and re-captured many times over. Can Russian 7th Jaeger & Galicia Musketeers take it and survive a counterattack by 26th Lègère & 33rd Line? Short-but-intense slugfest game of Random Events, Cheers! Music, Hats, Prizes! Awards NON-STOP FUN & MAYHEM! Email peterpanzeri@yahoo.com for free PDF of Napoleon Rules & Scenario. Experienced kids (9 & up) who can reach the center of a 6' table are OK with a participating adult.

S-242 Attack at Galeron Prime: Epic Space Marine

SciFi; 8 PM; Length: 4; Location: EXHIBIT HALL A; Table: EA-37; Host James Nicholson; Scale: 6mm; Rules: Net Epic and house; Number of players: 12.

Come join the imperial forces in defending Galeron Prime from the Xenos scum. Materials will be provided. All are welcome from ages 8 - 88.



Sunday

9 AM

Z-523 Close Action Fleet**Battle - Sunday**

Age of Sail; 9 AM; Length: 6; Location: Homewood Suites Meeting Room; Table: N/A; Host Lee Girer; Scale: 1:600; Rules: Close Action; Sponsor: Mark Campbell; Number of players: 25.

Captains! Come refight a dramatic naval battle from the Age of Fighting Sail, when fleets of ships of the line dueled to determine who would rule the seas. Realistic movement, combat, and limited communications rules assure that you'll get as close to real combat as possible. Will YOU win Honor and Glory, or be disgraced in dishonorable defeat? Beginners Welcome. Rules taught, Kid Friendly Game. All materials provided, Please bring your own courage...

Z-339 Kimmel's Last Hoorah:**The Assault on Wake Island**

WWII; 9 AM; Length: 4; Location: MEETING ROOM 1; Table: M1-01; Host Bill Sterner; Scale: 1:285; Rules: House Rules developed by the Author; Sponsor: Seekrieg 5; Number of players: 9.

Japanese forces land on Wake Island to capture the airfield. The Marines are outnumbered three to one. Each scenario will have interactions from the previous "Kimmel's Folly" actions so anything is possible.

Z-266 The Battle of the**South China Sea**

WWII; 9 AM; Length: 4; Location: EXHIBIT HALL A; Table: EA-31; Host Kyle Stoddard; Scale: 1:3000; Rules: Seekrieg 5; Number of players: 12.

Adm. Phillips has thrown caution to the wind! Force Z changed direction and headed for the invasion beached at Kota Baru. The 22nd Air Flotilla fails to find their target! Adm. Kondo is forced to try and engage force Z with his distant covering force! Will history repeat itself and see Force Z sent to the bottom or will the Royal Navy rise to the occasion and make this a naval "finest hour!"

Z-124 Retaking Ceres Station**(A Shipcrawl Game)**

SciFi; 9 AM; Length: 3; Location: EXHIBIT HALL A; Table: EA-37; Host Robert Hofrichter; Scale: 25mm; Rules: Chain Reaction 3.0 (Modified); Number of players: 6.

First, there was the mystery of Extra-Solar Object Papa 371. Then there was the mayday (punctuated by screams and gun shots) from Ceres Station. Now it is time to re-take mankind's asteroid base from the biological horrors that have infected the station: join the blue helmets of the UNSC or well-paid corporate mercenaries to stop this threat to mankind, clear Ceres Station, and earn promotion. Children under 13 can play with participating parent/guardian.

10 AM

Z-457 Battle for New Market

American Civil War; 10 AM; Length: 3; Location: MEETING ROOM 4; Table: M4-01; Host Joe Moore; Scale: 15mm; Rules: F&F Regimental; Number of players: 6.

Former Vice President Breckenridge's ragtag Confederate army beats Franz Sigel's larger but poorly used Federal army at New Market in The Valley, 1864.

Z-113 Der Bomber werden immer durchkommen - nicht wahr? - April, 1918 - Theme

WWI; 10 AM; Length: 2; Location: BALL ROOM A/F; Table: BA-03; Host Stanley Sunderwirth; Scale: 1:144; Rules: Home Rules; Number of players: 12.

German bombers, with a strong fighter escort, will try to fight through to their targets against a swarm of enemy fighters in this Ludendorff Offensive scenario. Defenders will not know the true targets of the bombers. Rules will be taught.

Z-443 Clash of Steel - Theme

WWII; 10 AM; Length: 2; Location: BALL ROOM C; Table: BC-07; Host Duncan Adams; Scale: 1/6000; Rules: Charted Seas; Number of players: 4.

It's Sunday morning. Kick back. Chill out. And blow somebody out of the water. This simple WW2 naval game based on Uncharted Seas is fast and bloody. A perfect quick fun game to close out Historicon. Younger gamers (10+) welcome with a participating adult.

Z-408 Commandos**Strike at Dawn - Theme**

WWII; 10 AM; Length: 3; Location: BALL ROOM C; Table: BC-04; Host Buck Surdu; Scale: 28mm; Rules: G.A.M.E.R.; Number of players: 6.

Using a novel set of rules that are under development, Commandos strike against a German coastal installation in search of an Enigma machine. The Germans, on the other hand, would rather they didn't lose their encryption machine. These card-based rules use cards for more than just activation. Cards, rather than dice, are used to resolve combat as well.

Z-410 The Thunder Dome**Invitational Road Warrior****Cross-country Race - Theme**

Modern; 10 AM; Length: 2; Location: BALL ROOM C; Table: BC-06; Host Eric Schlegel; Scale: 1:72; Rules: Future Race; Number of players: 12.

A cross-country car race based on Jamie Davis' popular "Future Race" rules. Drivers will battle each other, the desert terrain and various other factors to be the first around the oasis and over the finish line. Bumping is encouraged (some might say required) and style points will be awarded for the most spectacular wreck. Players under 13 welcome with a playing adult.

Z-258 Eat Hitler, the Nazi Taste Treat!

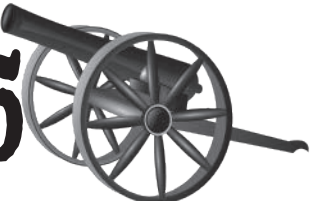
SciFi; 10 AM; Length: 2; Location: EXHIBIT HALL A; Table: EA-46; Host Brendan Watts; Scale: 25mm; Number of players: 10.

Hitler and assorted minions jump into the Reich's first time machine and attempt to go back to the beginning and win WWII but a miscalculation hurls them to the Jurassic period where the player controlled dinosaurs pursue, battle and devour Nazis for points to see who will be King of the Prehistoric world. What a perfect way to end the convention. Kids and families encouraged, regulars always accepted.



Cold Wars

Presented by HMGS, Inc.

 **March 5th-8th, 2015** 

The American Civil War



Lancaster Host Resort Lancaster, PA

POC: Convention Director Frank Preziosa PO Box 213 Hainesport, NJ 08036

TOURNAMENTS

NASAMW Ancient and Medieval Events

Below is a short description of the tournaments being put on by the North American Society for Ancient and Medieval Wargaming. For more information, please go to the NASAMW registration desk. A single entry fee of \$5 is charged and covers all events you play in. This goes for trophies and other event expenses.

DBA

The DBA & related tournaments and events listed here are presented by the North American Society of Ancient and Medieval Wargamers (NASAMW). To join just show up and play in an event, or for more information on NASAMW, <http://nasamw.net>

Sign-Up Sheets for all events will be at the DBA HQ Table.

ALL of our events are new player friendly. If you show up, there are plenty of people willing to help you learn how to play and help out with loaning an army for an event. Just ask!

DBA events may be 2.2, 2.2+ or draft 3.0 versions of the rules. Please see specific event listing for the version used. 2.2+ uses the DBA 2.2 armies.

Information related to 2.2+ rules can be found at: <http://www.wadbag.com/V2.2+/>

Event size in terms of players is unlimited unless noted below. Players should bring their own terrain but some communal terrain will be available; all battlefields are provided. Players must show up at events 15 minutes prior to the posted start time for assignments.

DBA Manager: David Schlanger

Some online pre-registration is available for specific events where listed in the event details. Please contact David Schlanger with any questions: buckynduke@gmail.com

Invasion, Maneuver and Flank March

Two events (one BBDBA and one DBA) will be using Invasion, Maneuver and Flank March rules for 2.2+.

How does Invasion and Maneuver work?

Invasion and Maneuver ratings are listed for each eligible army in the two event descriptions below.

Invasion rating determines whose Topography is used. Higher numbers means more likely to be the Invader and NOT use your own topography.

Maneuver rating determines who is more likely to get a choice between setting up terrain and choosing an angle of attack. Higher numbers are better -- this reverses the 2.2 system. In the 2.2 system, Aggression 0 meant most likely to win terrain placement AND most likely that your own topography was used (the two things were linked). In the new system the linkage is separated; one roll determines whose topography is used, and one roll determines who may choose the battlefield on the terrain from that topography or the angle of attack.

Mechanisms are the same as before -- a single opposed die roll using the rating as a modifier.

When can I Flank March?

An army may choose to employ a Flank March / Ambush if their initial dice roll for Maneuver is less than their army's Maneuver Rating, or if their initial dice roll is a '1' regardless of their Maneuver Rating. Only the first roll -- if a tied modified maneuver rating roll requires two or more rolls to determine who sets out terrain, only the first roll matters for purposes of Flank Marching.

How do I do a Flank March?

For standard DBA:

No pre-designating.

Flank march can arrive on either side edge or your base edge. Flank march cannot arrive on a board edge with a Waterway or where an enemy flank march has already entered.

Flank March elements must be placed within 4MU of the edge and placed as one group.

Only on first bound for 1 PIP.

For BBDBA:

No pre-designating.

Flank march can arrive on either side edge or your base edge.

Flank march cannot arrive on a board edge with a Waterway or where an enemy flank march has already entered.

Flank March elements must be placed within 4MU of the edge and placed as one group.

Only on first bound for 1 PIP.

A Flank March must be performed by a full command, that is, it must include all elements in the command.

A Flank March cannot be performed but the C-in-C command.

A defender performing a Flank March must first deploy two commands as usual, reserving the third command for the Flank March.

Wednesday

My Little Pony!

8pm – 11PM

A Stooges Theme Event

Rules: v2.2+, 15mm, 3 rounds.

Bring out your Cavalry! Eligible DBA 2.2 armies must have a minimum 6 elements of Cavalry

GM: Tony Aguilar, Larry Chaban and Rich Baier

Thursday

Big Battle DBA Doubles 100YW Theme

9am – 6pm

Rules: v2.2+, 15mm, 3 rounds plus championship Thursday evening.

Two player teams face-off in Big Battle DBA games. Each team must bring own armies and terrain.

No Littoral Landings.

This event will use Invasion and Maneuver (detailed above).

This event will use Flank March (detailed above).

All 6Kn elements are rated as Cataphracts.

Eligible Armies: [Army Name: Invasion (Topography) / Maneuver]

III/77 Scots Isles and Highlands: 3 (Hilly) / 1

IV/58 Medieval Irish: 1 (Forest) / 2

IV/21(bc) Anglo-Irish: 1 (Arable) / 1

IV/16 Scots Common: 3 (Arable) / 1

III/19(c) North Welsh: 1 (Hilly) / 3

IV/62 HYW English: 3 (Arable) / 3

IV/68(ab) M.Spanish or M.Portuguese: 3 (Arable) / 1

IV/39(bc) Navarrese: 1 (Hilly) / 2

IV/64(abc) M.French: 1 (Arable) / 1

IV/74 Free Company: 4 (Arable) / 2

IV/57(bc) Low Countries: 0 (Marsh) / 3

IV/76 Early Burgundian: 2 (Arable) / 1

IV/13(b) Medieval German: 2 (Arable) / 1

IV/41 Early Swiss: 3 (Hilly) / 3

IV/79 Later Swiss: 3 (Hilly) / 3

IV/5(c) Medieval Sicilian: 3 (Arable) / 1

IV/61 Italian Condotta: 1 (Arable, (Marshy if Venice)) / 3

IV/69 Albanian: 1 (Hilly) / 3

IV/80 Hussite: 3 (Arable) / 3

IV/43(ac) Later Hungarian: 2 (Steppe) / 1

IV/43(b) Later Hungarian Nicopolis Crusade: 3 (Steppe) / 0

IV/65 Wallachian or Moldavian: 1 (Forest) / 4

IV/66 Later Polish: 1 (Forest) / 1

IV/30 Teutonic Order: 4 (Arable) / 2

IV/54(abcd) Medieval Scandinavian: 3 (Arable) / 1 if ab, 1 (Forest) / 1 if c, 1 (Hilly) / 1 if d

IV/18 Lithuanian: 2 (Forest) / 3

IV/44(ab) Post Mongol Russian: 1 (Forest) / 2

IV/22 Serbian Empire: 1 (Hilly) / 1

IV/25 Later Bulgar: 2 (Arable) / 2

GM: David Schlanger

DBA Themes (Roman Classical, Medieval, Biblical)

7:30pm – 11:30pm

Rules: v2.2+, 15mm.

The traditional DBA Themes once a fixture on Sunday mornings return to Historicon 2014 on Thursday evening and Friday morning. Players pick one era and provide own army and terrain.

Roman Classical (146 BC 493 AD): Book I: 7d, 43b, 47, 48, 56b, 58, Book II: 6, 11, 14, 19d, 20cd, 22abcde, 23abc, 24, 25, 26, 28abcd, 30bc, 33, 34, 35, 37, 39abc, 40, 44, 45abc, 46ab, 47abcdefg, 48, 49, 50, 51, 52, 53, 54a, 55ab, 56, 57, 58, 59, 60, 62, 64ab, 65ab, 66, 67ab, 68a, 69, 70ab, 71, 72abcd, 73, 74, 78ab, 80abd, 81ab, 82a, 83ab, 84

Medieval Europe, Middle East, and Western Steppes (mid 11th C. on) : Book II: 58, 62. Book III: 1a, 12, 19bc, 26b, 32, 33, 34b, 35bc, 40bd, 45b, 46, 47, 52, 53, 62ab, 63b, 65, 67b,

68, 69, 70abc, 72ab, 73ab, 74, 75, 76, 77, 78, 79. Book IV: 1, 2, 3, 4ab, 5abc, 6, 7, 8, 13abcd, 16, 17, 18, 20, 21abc, 22, 23, 24, 25, 26, 27, 28, 30, 31, 32, 33, 34, 35, 38, 39abc, 41, 42, 43abc, 44ab, 45, 46, 47, 49, 50, 51ab, 54abcd, 55ab, 56ab, 57abc, 58, 60, 61, 62, 64abc, 65, 66, 67, 68ab, 69, 74, 75, 76, 77, 79, 80, 82ab, 83ab, 84

Biblical, plus Stone-age Pacific and Americas: Book I: 1abcd, 2ab, 3, 4abcd, 5abcd, 6abc, 7abc, 8abc, 9, 10, 11ab, 12, 14cd, 15, 16, 17, 18, 19, 20ab, 21ab, 22ab, 23ab, 24ab, 25ab, 26ab, 27, 28, 29ab, 30abc, 31ab, 33ab, 34abc, 35abc, 36, 37ab, 38, 39ab, 40abc, 41, 42, 43a, 44ab, 45, 46ab, 50, 51, 53. Book III: 22abcd, 41, 58. Book IV: 9, 10, 11, 12abcd, 19, 29, 53, 63, 70, 71, 72, 81.

GM: Roland Fricke

Friday

DBA Themes (Greek Classical, Dark Ages, Asia)

9am – 1pm

Rules: v2.2+, 15mm.

The traditional DBA Themes once a fixture on Sunday mornings return to Historicon 2014 on Thursday evening and Friday morning. Players pick one era and provide own army and terrain.

Greek Classical (600BC 146 BC) : Book I: 6c, 7cd, 14e, 35cd, 36, 43ab, 47, 48, 50, 52abcde, 53, 54, 55abcde, 56ab, 57ab, 58, 59, 60abc, 61ab, 62, 63. Book II: 1, 2, 3, 5abcde, 6, 7, 8abc, 9, 10, 11, 12, 13, 14, 15, 16abcd, 17, 18abcde, 19abcd, 20abc, 22af, 23abc, 24, 25, 26, 27ab, 28b, 30ab, 31abcde, 32, 33, 34, 35, 36ab, 37, 39abc, 40, 43, 44

Dark Ages Europe, Middle East, and Western Steppes (493AD * mid 11th C.) : Book II: 23abc, 28c, 46c, 54bc, 57, 58, 62, 68b, 69, 71, 72bc, 73, 80bd, 81cd, 82ab. Book III: 1abc, 2, 3, 4ab, 5ab, 12, 13ab, 14abc, 16, 17, 18, 19a, 21ab, 24ab, 25ab, 26ab, 27, 28, 29, 30ab, 31, 32, 33, 34ab, 35ab, 37ab, 40abcd, 43abc, 45a, 46, 47, 48, 49, 50, 51, 52, 53, 57abc, 60, 62a, 63a, 64, 65, 67a, 71

Asia and Eastern Steppes: Book I: 13ab, 14ab, 32abc, 43ab, 49abcd. Book II: 1, 2, 3, 36ab, 46ab, 4abcde, 21abc, 29, 38abc, 41ab, 42abcd, 61abcd, 63, 75, 76, 77ab, 79ab, 80cd. Book III: 6ab, 8, 9ab, 10abc, 11ab, 15, 20ab, 23, 31, 36, 37a, 38, 39, 42ab, 44, 54, 55, 56, 59, 61, 66. Book IV: 8, 14, 15, 35, 36ab, 37abcd, 40, 47, 48, 52, 59ab, 73, 75, 78.

GM: Roland Fricke

De Bello Gallico: Caesar in Gaul - An Introduction to DBA 2.2+

1pm – 5pm (see PEL event description)

Rules: v2.2+

It is 58 BC, and the Helvetii are on the move, the Allobroges are nervous, and Julius Caesar, the ambitious proconsul of the Roman Provincia Gallia, sees his opportunity. Take on the role of Caesar and his legates to lead your vaunted Roman legions in a glorious campaign to bring Gaul under Roman sway. Or lead your Gallic warriors into desperate battles to preserve their freedom and the Celtic way of life. This is a walk-up gaming opportunity designed to introduce players to the fast-play 2.2+ version of De Bellis Antiquitatis

ancient and medieval rules. Play one game or play a dozen. DBA tutors on hand to help introduce you to the game, teach and answer questions. Experienced players also welcome. Will you repeat Caesar's Conquest, or can you roll back the tides of history. Participants are eligible for raffle prizes including Marian Roman and Gallic DBA army packs. GM: Chris Brantley and Terrence McPartland

Hordes of the Empire!

1pm – 5pm

Rules: HotTE (with slight historical modifications), 8 players, 4 rounds

15mm HotT variant for the Victorian Imperial Age. All armies provided- just bring your terrain and your game face. If you love films like Zulu, The Four Feathers, Breaker Morant, and Lives of a Bengal Lancer, then this is for you. Eight players, four rounds. Players will be randomly divided into Imperial and Colonial sides. Each player will fight 4 historically matched 24 point armies (thus a Colonial player will command Zulu, Dervish, Boer, and Sioux armies on successive turns). Highest scoring Imperial and Colonial players to receive awards.

The matched armies:

- 1) Zulu vs. British (1879)
- 2) Boer vs. British (Transvaal)
- 3) Sioux vs. U.S. 7th Cavalry (1876)
- 4) Dervish vs. British Allied Column (Sudan Campaign)

GM: Bill Brown

Son of Heaven Campaign Theme

5pm – 11pm

Rules: v2.2+, As many rounds as we can fit in!

The Warring States period was a time of endless brutal wars that came as a result of friction among seven prominent Chinese states. This could end only with one state bringing all into one empire. Seeking the title "Son of Heaven" warlords from the great Chinese states competed for power and prestige. One would become Emperor and be recognized as ruler of "all under heaven". Pre-registration and list of eligible armies at: <http://www.fanaticus.org/discussion/showthread.php?t=15976>

II/4a Ch'in (two armies)

II/4d Ch'u (two armies)

II/4b Yueh (one army)

II/4c Chao (one army)

II/4e Others (one army)

II/4e Others (one army)

II/4e Others (one army)

II/4e Others (one army)

I/14b (one army)

I/43a (two armies)

I/49a (one army)

II/21a (one army)

II/29 (one army)

This is the latest in a series of successful Two Davids campaign theme events (Recovering Byzantium, Assyrian Collapse, Viking Fury etc.). Please join us, and don't forget to pre-register at fanaticus.org GM: David Kuijt and David Schlanger

Saturday

There Can Be Only One: Bayezid and Tamurlane, 1389-1402

9am – 1pm

Rules: v2.2+, 15mm Theme Tournament, 4 Rounds

Bayezid "the Thunderbolt" led the Ottomans into Empire, conquering the Serbs, Wallachians, Bulgars, crushing a French-led Crusade, and unifying the seven other Anatolian Turkish Emirates to become the greatest military power of the era. Or nearly the greatest. Bayezid was a mighty warrior, but it was his fate to meet one mightier still. He was massing his army for the final extirpation of Byzantium when he heard news from his eastern border.

Timurleng, or Tamurlane, unified the Turkestan Mongol Khanate and created a war machine unsurpassed, shattering armies and piling up skulls from India to the Crimea. And then he led his army west, into Anatolia, to meet the only general who had the skill and the army to contest his supremacy. At the battle of Ankara in 1402 Bayezid was defeated and captured, dying in a cage months later. There can be only one. No Littoral Landings.

This event will use Invasion and Maneuver (detailed above). This event will use Flank March (detailed above).

All 6Kn elements are rated as Cataphracts.

Eligible Armies: [Army Name (Invasion (Topography) / Maneuver)]

IV/43(a) Later Hungarian up until 1395: 2 (Steppe) / 2

IV/43(b) Nicopolis Crusade: 3 (Arable) / 0

IV/43(c) Later Hungarian after 1397: 2 (Steppe) / 3

IV/65 Wallachian or Moldavian: 1 (Hilly) / 4

IV/25 Later Bulgar: 2 (Arable) / 2

IV/22 Serbian Empire: 1 (Hilly) / 1

IV/55(b): Ottoman under Bayezid: 4 (Arable or Hilly) / 4

IV/26 Lusignan Cypriot: 2 (Arable) / 1

IV/34 Trebizond: 1 (Hilly) / 3

IV/49 Anatolian Turkoman: 2 (Arable or Hilly -- pick one) / 1

IV/45 Mamluk Egyptian: 2 (Delta or Dry) / 2

IV/56(a): Knights of St. John in Rhodes: 1 (Arable) / 3

IV/47 Golden Horde: 2 (Steppe) / 3

IV/75 Timurid: 4 (Hilly, Steppe) / 4 (3 if includes an Elephant)

IV/77 Black/White Sheep Turkoman: 1 (Hilly or Steppe) / 3

IV/67 Jalayarid: 1 (Steppe) / 3

IV/42 Islamic Persian: 0 (Dry) / 2

IV/36(b) Later Muslim Indian: 2 (Arable) / 2

III/10(c) Hindu Indian: 2 (Arable or Forest or Dry) / 1

IV/52 Later Nomadic Mongol: 3 (Steppe) / 3

III/70(c) Georgian: 2 (Hilly) / 2
GM: David Kuijt and David Schlanger

Complete Utter Crap

1pm-5pm

Rules: v2.2+, 15mm Theme Tournament, 4 rounds

Bring a single army (any army from the 2.2 lists). But you will want to bring a very challenging army -- something very difficult to win with. Complete utter crap! In each round players use their OPPONENT'S army (not their own). Victory points are NASAMW normal; matchups are as usual (highest point totals matched every round). First round matchups are historical when possible.

GM: Rich Gause

De Bello Gallico: Caesar in Gaul - An Introduction to DBA 2.2+

1pm – 5pm (see PEL event description)

Rules: v2.2+

It is 58 BC, and the Helvetii are on the move, the Allobroges are nervous, and Julius Caesar, the ambitious proconsul of the Roman Provincia Gallia, sees his opportunity. Take on the role of Caesar and his legates to lead your vaunted Roman legions in a glorious campaign to bring Gaul under Roman sway. Or lead your Gallic warriors into desperate battles to preserve their freedom and the Celtic way of life.

This is a walk-up gaming opportunity designed to introduce players to the fast-play 2.2+ version of De Bellis Antiquitatis ancient and medieval rules. Play one game or play a dozen. DBA tutors on hand to help introduce you to the game, teach and answer questions. Experienced players also welcome. Will you repeat Caesar's Conquest, or can you roll back the tides of history. Participants are eligible for raffle prizes including Marian Roman and Gallic DBA army packs.
GM: Chris Brantley and Terrence McPartland

DBA NASAMW Invitational Championship (NICT)

6pm – 9pm, 9pm – Midnight

Rules: v2.2+, 15mm, Round Robin Group Stage, followed by Single Elimination

For players who have won an event in a HMGS East Convention during the previous year, or any other DBA tournament as reported in NASAMW qualifier list. 3 games of group round robin play phase followed by championship round single elimination bracket for winners of group stage. Championship round starts at 9PM.

Time to crown a new NICT champion! Bring your own legal 2.2 army and terrain.

GM: David Schlanger

Not the NICT, DBA Open

6:30pm – 9:30pm

Rules: v2.2+, 15mm, 3 rounds.

Any legal DBA 2.2 army, Bring own terrain.

GM: David Schlanger

Sunday

HotT Open

9am – Noon

Rules: Hordes of the Things, 25/28mm, 3 rounds
Bring out your 24 point armies for a punch up!
Brute and Phalanx extended rules will be used.
Loaner Armies Available!

GM: David Schlanger

DBM

All games will use DBM 3.2, 15:0 scoring. 6'x4' tables for 15mm, 8'x5' for 25mm. Armies from DBM books I-IV (2nd Ed) or DBMM books I-IV. Players need to arrive at each event 15 minutes before the start time. GM: Rob Cunningham (rccun2@aol.com).

Thursday/Friday/Saturday

Open, 15mm & 25mm

Flexible schedule. Players will arrange games when/where they desire. 400 AP for 15mm, 350 AP for 25mm, 4-hr rounds with hard stop unless players agree otherwise. GM will not call games on time.

You may have as many versions of your list as you like but must decide which to use before dicing for terrain and all must be from the same year, region, named CinC, ethnic makeup, etc.

Players will fill out an army card for each army they enter and give it to the GM. After each game, players should fill out and bring to the GM a results card (supplied by GM). This card must be signed by player with lower score (both in the case of a tie) in order for the result to be valid. The GM will periodically post the current scores, will encourage the higher scoring players to play each other, and will use a tie-breaker system that favors players who play the higher finishing players.

Rounds: As many or few as you want but best four scores will determine each player's final score.

Fields of Glory

(This applies to all FoG games, Ancients, Renaissance and Napoleonic). Players are invited to walk up, but if possible email Dan (Hazelbark2005@yahoo.com) with what period, rounds and scale you prefer, expect to play. We will attempt to ensure players have opponents in their preferred scale and period. We want to support both 15mm and 25mm scales as much as possible. Players are also permitted to only play the rounds they desire. We will attempt to schedule and make game options available. Match ups will be done the day of the tournament to permit maximum flexibility. We will communicate as much info in advance as possible.

Thursday

Pre-500 AD Tournament

Noon – 10pm.

15mm; 750pts. 5' x 3' tables.

One list, any army before 500 AD.

Round 1: Noon; Round 2: 3:30pm; Round 3: 7pm
GM: Marc Crotteau (babyshark@eulers.net)

Friday

Open

9am – 10pm.

15mm. 850pts. 6' x 4' tables.

One list, any army.

Round 1: 9am; Round 2: 2:30pm; Round 3: 7pm

GM: Marc Crotteau (babyshark@eulers.net)

Saturday

Open

9am – 10pm.

15mm. 850pts. 6' x 4' tables.

One list, any army.

Round 1: 9am; Round 2: 2:30pm; Round 3: 7pm

GM: Marc Crotteau (babyshark@eulers.net)

Warrior

Players must check in 30 minutes prior to listed start time. One list from published army list books (see website for latest versions/errata); African Warrior draft lists allowed. Generals must be rolled. Preset terrain.

Special Rules: Barbarian Foot rules and Deployment rules in effect. X-Rules 2.512, 5.11, 6.2, 11.1 and 17.1 in use. 8' x 5' tables for 25mm Theme/Open, 6' x 4' tables for 15mm Theme/Open; 4' x 4' for 15mm Mini. 2.5 hr rounds for Mini, 3.5 hr rounds for rest. Full listing of special rules, armies and deployment rules at: www.fourhorsemenenterprises.com/forum.

GMs: Scott Holder and Frank Gilson.

Thursday

Mini Open, 15mm

Noon - 9:30pm; 1200 pts. Round 1: Noon; Round 2: 3:30pm; Round 3: 7pm.

Warrior National Championship Prelim

Noon – 8:30pm; 25mm, By Invitation Only, 1600 pts. Round 1: Noon; Round 2: 5:00pm.

Friday

The Hundred Years War Theme, 15mm & 25mm

9am – 11pm; 1600 pts. Round 1: 9am; Round 2: 1:30pm; Round 3: 6pm. Eligible Armies list at Warrior table and at link above.

Saturday

Open, 15mm & 25mm

9am – 11pm; 1600 pts. Round 1: 9am; Round 2: 1:30pm; Round 3: 6pm.

Warrior National Championship Finals

9am – 11pm; 25mm, By Invitation Only, 1600 pts. Round 1: 9am; Round 2: 1:30pm; Round 3: 6pm.

Other Tournaments

Fields of Glory Napoleonics

Friday

9am-10pm

15mm Open.

850pts; 6' x 4' table.

One list, any army.

Round 1: 9am; Round 2: 2:30pm; Round 3: 7pm

GM: Dan Hazelbark (Hazelbark2005@yahoo.com)



Fields of Glory Renaissance

Saturday

15mm Fields of Glory Renaissance.

9am - 10pm

15mm Open.

850pts; 6' x 4' table.

One list, any army.

Round 1: 9am; Round 2: 2:30pm; Round 3: 7pm

GM: Bob Nedwich (nedwich@aol.com)

Flames of War Events

(I-95 Gamers)

Thursday

Flames of War Mid-War Doubles

10am – 8pm

Three 2.5 hour rounds. All official Mid-War briefings are in play. Teams make two 1,000pt companies, appropriate allies are allowed. You can “swing” up to 200pts to either 1k company. One air purchase. One named hero per 1k list maximum. Terrain will be typical I-95 stuff. It's likely that we'll have several snow boards with restrictive going for vehicles. Scenarios will be determined and some will be based on the table. Scoring will be based on “Wins” and then points. Please reserve a slot for your team as soon as you can by mailing the GM. Please indicate the nationality of your team. Lists are due via email by 10 July 2013. All miniature manufacturers are welcome but no unpainted teams. Additional tournament information will be posted on http://games.groups.yahoo.com/group/I95Gamers_Flames_of_War_Tournaments_page/

GMs: Mark Greenwald and Eric Lauterbach (errk68@yahoo.com).

Wargods Events

Saturday

8pm - Midnight; 8' x 5' table

Come out and play in the Wargods of Aegyptus Campaign! Each player can bring a 2000pt warband containing a harbinger with Ka 1 + d3 and following all other rules for warband construction. Warbands can be chosen from Aegyptus, Olympus, Wendigo. Warbands will be allowed to develop throughout HMGS East conventions.

GM: Adam Hughes (atom120@yahoo.com).

Sponsor: Crocodile Games.

Bolt Action Events

Please preregister with GM. There will be tables representing the European, Pacific, North African and Eastern Front (Russia) theaters. Pre-register to receive game/terrain updates, scoring criteria, updates to army list allowances and unit specific information. Prizes will be awarded for Best Generals, Best Painted and some one-off fun events.

28mm, 6' x 4' table

Sponsor: Warlord Games

Friday:

9:00am – 6:00pm

1000pt lists

Check-in will begin at 9am and dice will roll at 9:30am and continue for three two-hour rounds. Awards at 5:30pm.

Army lists using the force construction rules found at www.warlordgames.com/updated-bolt-action-tournament-pack-template/. Prizes will be awarded for many of the reasons you would expect like painting and tournament placing, as well as reasons you might not expect. Note that the schedule in the official tournament pack will not be followed.

Tournament registration will be held from 09:00 - 09:45; Game 1 will take place from 10:00 - 12:30; lunch will take place from 12:30 - 13:00; Game 2 will take place from 13:00 - 15:30, and Game 3 will take place from 15:30 - 18:00, immediately followed by awards. All skill levels are welcome, and new guys are encouraged to join the community!

Round 1: 9:30-12pm, Round 2: 1-3pm, Round 3: 3:30-5:30pm.

GM: Judson MacCaull

Saturday:

9:00am – 6:00pm

1000pt lists

Check-in will begin at 9am and dice will roll at 9:30am and continue for three two-hour rounds. Awards at 5:30pm.

Army lists with units selected from a nation-specific army book or an official BA supplemental list. Armor platoons are not allowed.

Round 1: 9:30-12pm, Round 2: 1-3pm, Round 3: 3:30-5:30pm.

GM: Stefan Sheckells (shecknews@comcast.net)

Napoleon at War Events

Saturday

15mm

10am-6:30pm

1500pt armies. 2.5 hour rounds. 16 players max.

This will be a three round, open tournament; no qualifying is necessary to participate. Only army lists from the 100 Days book or PDFs on the Man at War website will be allowed. All figures must be painted; and all figures within the army must be for that army – no proxy units will be allowed. Note: there will be “loaner” armies available on a first-come, first-serve basis. Each round will last 2.5 hours. Each player will participate in one of three missions designed specifically for the tournament. Points will be awarded according to the Victory Point and Glory Point charts in the Napoleon at War rulebook. Initial opponent draw and scenario will be determined randomly. Subsequent opponent draws will be based on cumulative points Victory and Glory points, matching participants who have yet to play each other. Top

finisher awards will be given to the top three, and every participant will receive a discount for a participating vendor. Player must be 16 years old to participate.

GM: Ken Jacobsen

(Ken.Jacobsen@americanintrastructure.com)

By Fire and Sword Events

Friday

Eastern European Renaissance

1pm-7pm

15mm

1500pt Skirmish Force. 4x4 table. 12 players max. 3 rounds.

Poles, Ottomans, Swedes, Muscovites, Tatars, Cossacks and others battle it out in the 17th century commonwealth.

Any skirmish list from the rule book or any army list published on the BFaS website in English by 6/30/14. You can submit 3 army lists, one less than 8 FP, one 8-11 FP and one greater than 11 FP. Before the game starts, once you find out your opponents army, you must choose which list to use. Please email GM with your choice of army.

Sponsor: Wargamer and Sgt Major Miniatures

GM: Jeff Wiltrout (jefritrout@msn.com)

SAGA Events

Friday

9:30am - 4pm

The I95 SAGA tournament will be held at Historicon 2014 on Friday 18th Starting at 9:30AM and ending at 4PM. The format will be "jump in, jump out" meaning you do not have to play all the rounds to join. Rounds will roughly run an hour long using 4pt or 6pt SAGA armies, from all current official lists. The point level will be decided by you and your opponent based on what you have. Heroes are allowed if you and your opponent agree. Score will be based on number of wins and then points. Points will be awarded in accordance with the rules with 1pt for every three Levies, 2pts per

Warrior and 1pt per Hearthguard eliminated by your army. Each enemy Warlord eliminated is worth 5pts. No unpainted figures will be allowed. We will use the official scenarios in an order TBD. If you would like to sign up please contact Brian Sherry at blackknight@gmail.com or show up the day of and we will squeeze you in if at all possible. We will have enough tables for 16 players at one time. To keep up with current announcements go to <http://www.sagatapestry.com/>

Warhammer Historical -- Ancients

GM: Alex White and Neight Connolly

Thursday 4pm to 11pm tables 6 @4x8

Friday 9am to 11 pm tables 6 @4x8

Saturday 9am to 10pm tables 8 @4x8

Event description: World Cup of WAB

This year we are happy to bring the WAB World Cup to Historicon. Players will need to bring a valid 2800pts WAB 2 list from the Armies of Antiquities 2 book, WAB rule book 2.0, or chariots wars 2.0 lists. With this list they will compete first in a qualifier where they will be paired in a set of 4 player and play a round robin tournament. The top two finishers will qualify for the WAB cup finals. Players may play in more than one qualifier. On Saturday the players who qualified will play in the World Cup finals.

Thursday 4pm to 11pm World Cup of WAB qualifier 1

Friday 9am to 3 pm World Cup of WAB qualifier 2

Friday 4pm to 11pm World Cup of WAB qualifier 3

Saturday 9am to 5pm World Cup of WAB Finals

WAB Doubles tournaments.

Saturday 3 pm to 10 pm WAB doubles tournament

If you did not make the finals of the World cup or are eliminated early do not despair as there will be a doubles tournament later in the day on Saturday. Bring a valid 2800 pt list from AOA2 or a 2000pt list from the WAB 1 books. If you bring a partner you will play with them and if not we will hopefully have others to partner with.



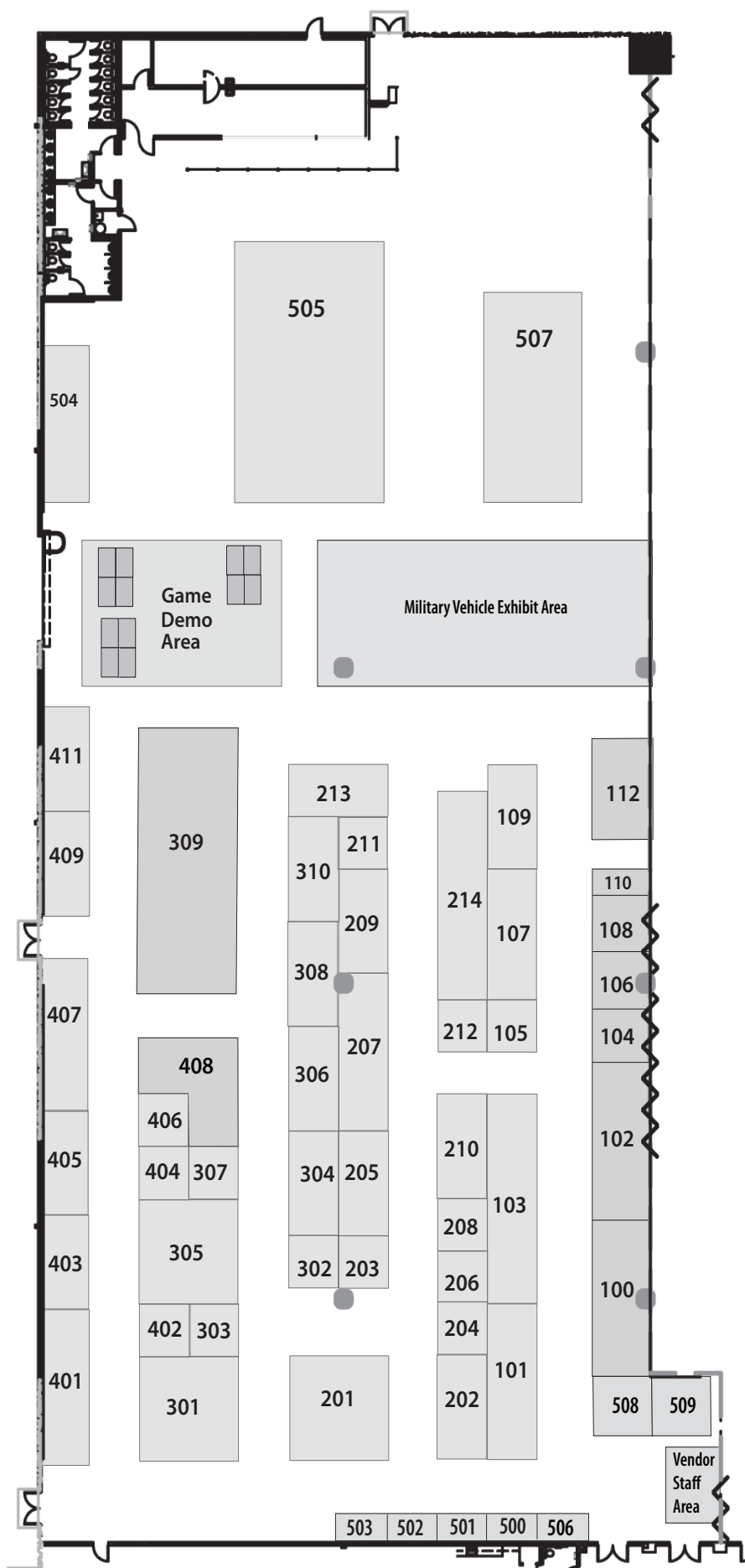


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Email: ac3@atlantis-comics.com
Website: www.altlantis-comics.com

Products/Services: Grex airbrushes and supplies; hobby supplies; Flames of War; Wargames Factory; boardgames

A. Smith Bowman

Booth: 509

One Bowman Drive at Deep Run
Fredericksburg, VA 22408
540-371-2236

Age of Glory

Booth: 103

POC: Steven Mynes
449 Hawkridge Ln.
Sykesville, MD 21784
Phone: 443280-9465
Fax: Same
Email: ageofglory@comcast.net
Website: www.ageofglory.com

Products/Services: Empress Miniatures (28mm Anglo-Zulu War, New Zealand Wars, Italy in Abyssinia, Spanish Civil War, and Modern Combat), Red Star Miniatures, Imprint Models; Crusader, Orinoco, North Star, & Pulp Miniatures.

Alien Dungeons [see Robot Peanut Studios]

B&D Miniatures & Footsore Minis

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POC: Donald Hauser
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Website: footsoreminiatures.blogspot.com
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B&V Traders

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Bumpass, VA 23024
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Website: www.bvtraders.com

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Battlefront Miniatures

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500 Principio Parkway W Suite 100
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Fax: 410-287-2012
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Website: www.flamesofwar.com
www.gf9.com

Products/Services: Flames of War, gaming, hobby and tool accessories, pre-painted scenery and licensed products, Wargames Illustrated and subscription offers

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Garden Grove, CA 92840
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Crocodile Games

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Colebrook, CT 6021
Phone: (860) 738-2391
Email: phillip@davesbaggage-train.com
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East Walpole, MA 2032
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Email: robwalter556@yahoo.com
Website: www.eurekaminusa.com
Products/Services: 10, 15, 18, 25, 28 & 40mm Eureka figures. 18mm AB figure ranges cover ancient to modern to fantasy. Lots of new items specifically for Historicon!

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POC: Rick O'Brien
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Email: rcobrien@earthlink.net
Website: www.flagdude.com
Products/Services: Paper flags, terrain and painted figures

GAJO Games

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9420 S. Union Square
Sandy, UT 84070
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Fax: (801) 563-5956
Email: gajominis@aol.com
Website: www.gajominis.com
Products/Services: Painted historical miniatures; Wasatch Miniature Pewter figures

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Products/Services: Dice, Dice, Dice; gaming supplies; modeling tools; books; zombie dinosaurs; tape measures; miniature figures (painted & unpainted; terrain. The list goes on & on - you've just gotta see us!

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2225 S. Gulfwater Pt.
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Cell: (352) 634-0917
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Products/Services: Booklets pertaining to the Age of Marborough, Thirty Years War,

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33 Exchange Street
Malden, MA 2148
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Fax: 781-321-8866
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Website: www.hobbybunker.com

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POC: Heather Williams
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Lompoc, CA 93436
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Fax: (805) 735-9285
Email: heather@hwff.com
Website: www.hotwirefoamfactory.com
Products/Services: Foam cutting tools for making any kinds of props imaginable.

I-94 Enterprises/Beacon Publications

Booth: 203

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Hastings, MI 0
Phone: (269) 945-3185
Email: dwinfree@voyager.net
Website: www.I-94Enterprises.com
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Iron Wind Metals

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POC: Jim Fox
10488 Chester Road
Cincinnati, OH 45215
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Fax: (513) 870-0626
Cell: (513) 720-9828
Email: fox@foxminiatures.com
Website: www.ironwindmetals.com
Products/Services: Classic Battletech, Ral Partha Fantasy&Historical, Vor, Fox Miniatures, Ravenstar Miniatures, Iron Clad UK

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Cell: 724-309-6438
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Website: www.majorobjectivegames.com
Products/Services: Major Objective: World War 2 game rulebook; painted miniatures; website; membership; painting services

Miniature Building Authority

Booth: 301

POC: Kirk Stephens
PO Box 107
Bethlehem, GA 30620
Phone: 404-932-3106
Fax: 770-207-0126
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Website: www.miniaturebuildingauthority.com
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Spring Hill, FL 34606
Phone: (352) 683-9995
Email: bill@mrminiature.com
Website: www.mrminiature.com
Products/Services: Painting Service

MSD Games/Kryomek, USA

Booth: 109

POC: Martin Fenelon
31 Oak Hill Drive
Niantic, CT 6357
Phone: (860) 691-0013
Fax: (860) 691-0013
Email: martin.fenelon@snet.net
Website: www.Luftwaffe1946.com www.kryomekusa.com
Products/Services: Luftwaffe 1946 miniatures (1/300th), Luftwaffe 1946 rules, Kryomek miniatures & rules; Macho Women with Guns 25mm miniatures & rules; Blue Sky rules, Dom's Decals, Blue Sky decals

Old Glory/Old Glory Shipyard/Blue Moon

Booth: 309

POC: Connie Dunaway
4150 State Rte. 981
Mount Pleasant, PA 15666
Phone: (724) 423-3580
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Huntingdon, PA 0
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Fax: (814) 644-6898
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Email: pjkearnan@penn.com

Products/Services: Ral Partha Colonials/Historicals, Houston Ships, painted figures by Phil Kearnan

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Booth: 205

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Website: www.PaperTerrain.com

Products/Services: Paper wargame buildings, fortifications, wargame accessories

Phalanx Consortium

Booth: 110

POC: Chris Bennett
102 Penrith Court
Williamsburg, VA 23185
Phone: 804-210-6049
Email: info@thephalanxconsortium.com
Website: www.skirmishsanguinusa.com
Products/Services: Skirmish Sangin; Sangin Despatches No 1; 28mm Modern Aussie/Kiwi miniatures; polyversal terrain prototypes [in support of Collins Epic Wargames], Skirmish Sangin Demors

Pico Armor

Booth: 210

POC: John Siewenie
344 Glenwood Drive #203
Bloomington, IL 60108
Phone: 847-207-9469
Email: john@picoarmor.com
Website: www.picoarmor.com
Products/Services: Oddzial Osmy (08) 3mm/15mm miniatures; Simply 6 buildings; Brigade Games buildings

Pictors Studio

Booth: 204

POC: Jaime Fenimore
212 West Main St.
Ligonier, PA 15658
Phone: 724771-4102
Email: pictors@pictorsstudio.com
Website: www.pictorsstudio.com
Products/Services: Top quality custom painted miniatures, both standard and premium collectors, by Jaime and Scott of Pictors Studio, Historical artwork

Relic Golden Amusement, Inc.

Booth: 209

POC: Ed Gries
P.O. Box 572
Hackensack, NJ 7602
Phone: (201) 342-6475
Cell: (201) 342-6475
Email: filetic@aol.com
Website: N/A

Products/Services: Retail representative for Osprey publications. In stock full line of Osprey products.

Rick Carlile Military Books

Booth: 104

POC: Rick Carlile
145 Wisteria Dr.
Dayton, OH 45419
Phone: 937-294-8399
Fax: 937-443-6635
Email: rick.carlile@thompsonhine.com
Products/Services: Military and Wargaming Books and Magazines

Robot Peanut Studios dba as Alien Dungeons and Architects of War

Booth: 505

POC: Barbara Baker
P.O. Box 6423
Ellicott City, MD 21042
Phone: (240) 755-0029
Email: barb@architectsofwar.com
Website: www.ArchitectsofWar.com
Products/Services: Architects of War 28mm terrain kits & miniatures, Uncivil War miniatures, American Perry Plastic box sets & metal miniatures, Gripping Beast, Renedra plastic terrain & figure bases, Dark Age Teutonic Knights and Woodbine design WW1 and Specials, Warlord Games products, Conquest Games plastics, LBMS shield

transfers & banners, Woodland Scenics flocks & foliage, Satellite City glues & accelerators, hobby tools & paintbrushes

Sash and Saber Castings

Booth: 405

POC: Chris Hughes
119 Dublin Road
Raleigh, NC 27609
Phone: (919) 870-5513
Fax: (919) 870-5513
Email: chris@sashandsaber.com
Website: www.sashandsaber.com
Products/Services: 25/28mm ACW, NAP, SYW, 40mm Ancients, Dark Ages, Various Horse & Musket, Zulu Wars, US Plains War, 40mm Diorama kits, 40mm Drabant figures

Silver Eagle Wargame Supplies

Booth: 304

POC: Jacob Kovel
8 Neal Drive
Simsbury, CT 6070
Phone: (860) 651-6166
Email: sales@silvereaglewargames.com
Website: www.silvereaglewargames.com
Products/Services: Tin Soldier & Irregular Miniatures unpainted figures, HCH & SPS painted figures, Warrior rules & lists, Wartorn Worlds terrain, Renaissance Ink paints & bases; FHE Publications (Warrior)

Sgt Major Miniatures

Booth 112

POC: Andy Turlington
15 Fleetwood Farm Lane
Fredericksburg, VA. 22405 US
Phone number: 540-940-2188
Email: andrewturlington@hotmail.com
Website: www.sgmm.biz
Products/Services: 15, 20, 28 mm Historical Miniatures



Stan Johansen Miniatures

Booth: 211

POC: Stan Johansen
400 Crosswinds Drive Apt F1
Greenacres, FL 33413
Phone: 561-641-6551
Email: sjjj@ix.netcom.com
Website: www.stanjohansenminiatures.com

Products/Services: 20mm Modern; Road Warrior; Bush Wars; 15mm Sci-Fi; 28mm Modern; Painted Fantasy, Pulp, Western, Ancients.

Test of Battle Games

Booth: 212

POC: Glenn Kidd
5315 Hope Lane
Allentown, PA 18106
Phone: 610-706-0338
Email: Glenn_Kidd@msn.com
Website: www.TestofBattle.com

Products/Services: Command Decision: Test of Battle; Volley and Bayonet; and Men Under Fire rules and supplements to support these books; game aids

Thoroughbred Figures

Booth: 409

POC: Carlton 'Toby' Barrett
4106 Timberland Drive
Portsmouth, VA 23703
Phone: 757-686-1048
Fax: 757-686-1048
Email: thoroughbredfigures@yahoo.com

Website: www.thoroughbredmodels.com

Products/Services: Ironclads - 1/600; Sea Eagles 15mm 1812 Naval ship kits & figures, SOJERS 20mm WW2 figures & Vehicles

Wargames Factory

Booth: 202

POC: Daisy Nanton
7224 N. 63rd Street
Longmont, CO 80503
Phone: 720-204-6344
Email: daisy@wargamesfactory.net
Website: www.wargamesfactory.com

Products/Services: 15 & 28mm historical and modern wargaming kits

Warlord Games

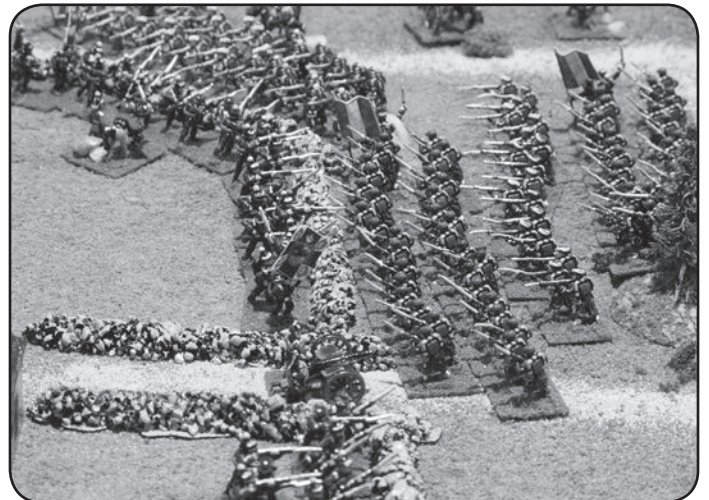
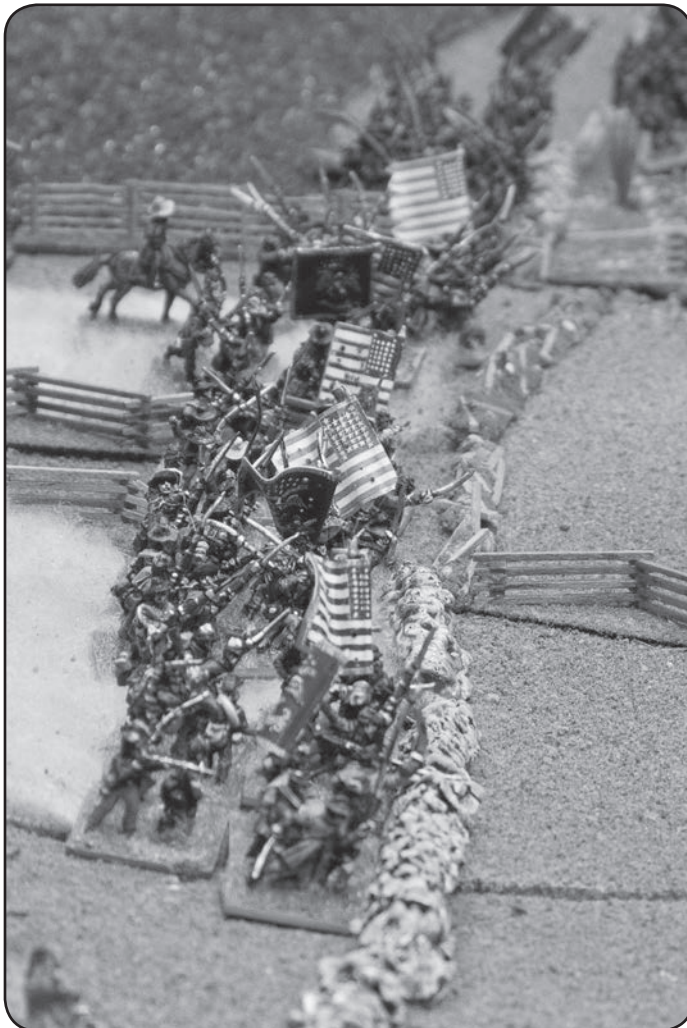
Booth: 508

T04/T10 Technology Wing
The Howitt Building
Lenton Business Centre
Lenton Boulevard
Nottingham
NG7 2BD
United Kingdom

Warstore Collectibles

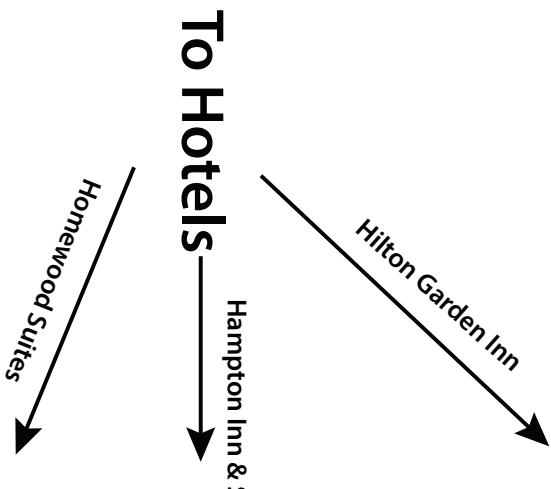
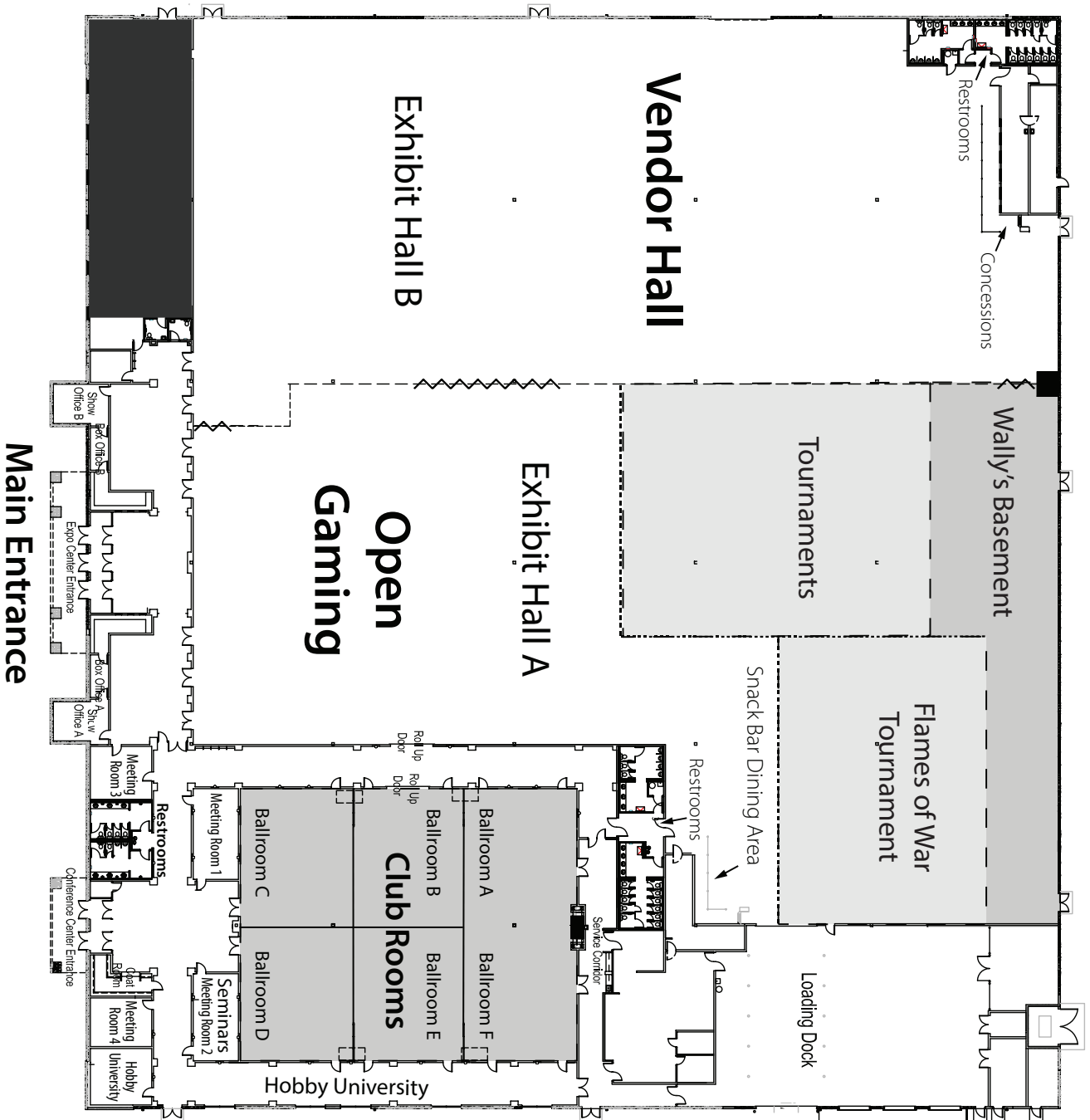
Booth: 308

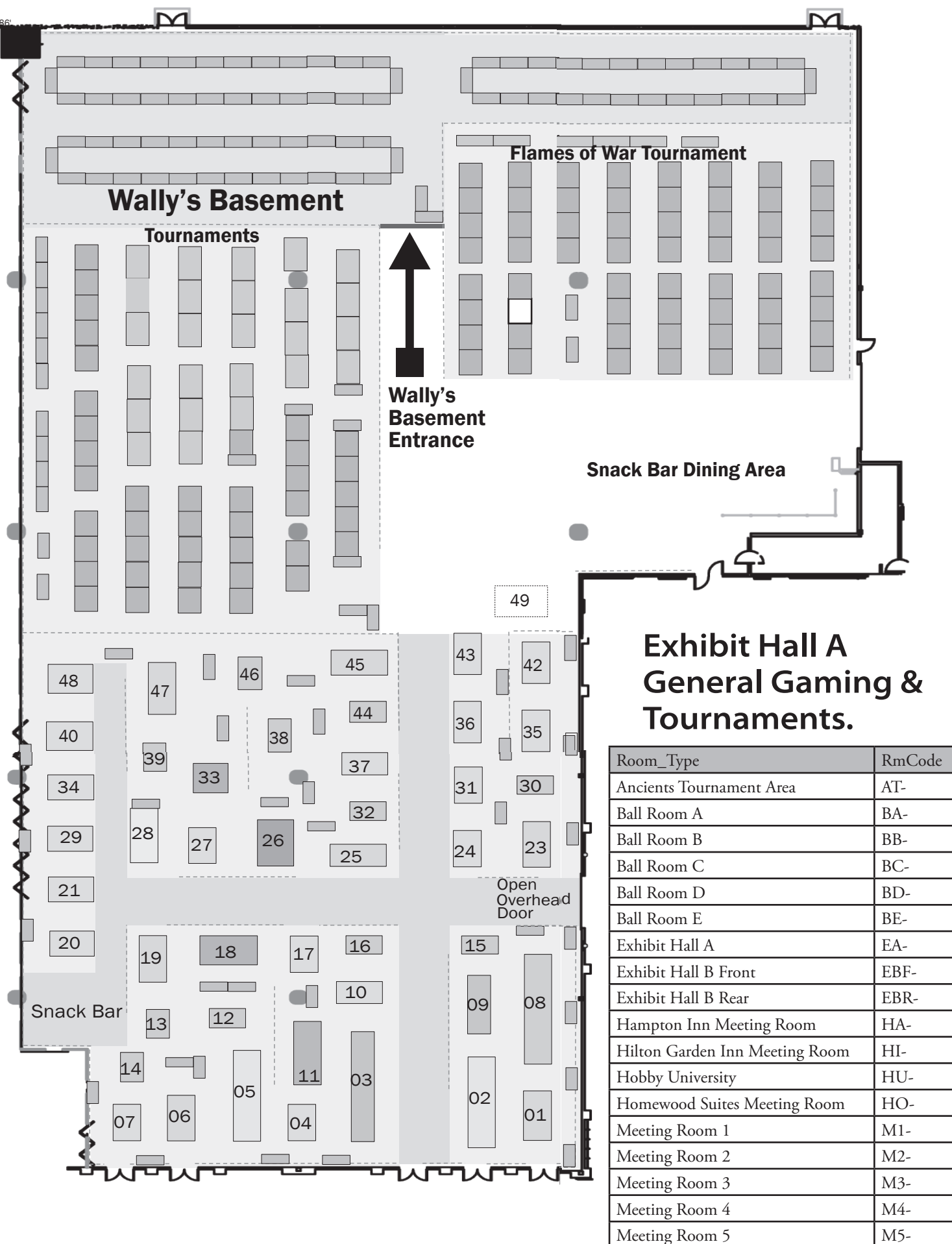
POC: Gary Green
319 Whitney Court
Havre de Grace, MD 21078
Phone: 443-345-6706
Cell: 443-502-5781
Email: garygreenwarstore@hotmail.com
Website: www.warstorecollectibles.net
Products/Services: 1/32, 1/72 plastic & metal soldiers and tanks



CONVENTION CENTER MAPS

FREDERICKSBURG EXPO & CONFERENCE CENTER





The logo for WWPD (World War Podcast) is displayed in a large, stylized font. The letters 'W', 'W', 'P', and 'D' are dark with a textured, metallic appearance. The letters 'P' and 'D' are white with a similar texture. The background features a grayscale map of the world, with a large, curved, metallic-looking shape on the right side.

WWPD

LIVE PODCAST

SATURDAY 7:30 PM
IN THE REGISTRATION AREA

Discussing Flames Of War, Bolt Action and all things gaming with the WWPD crew.

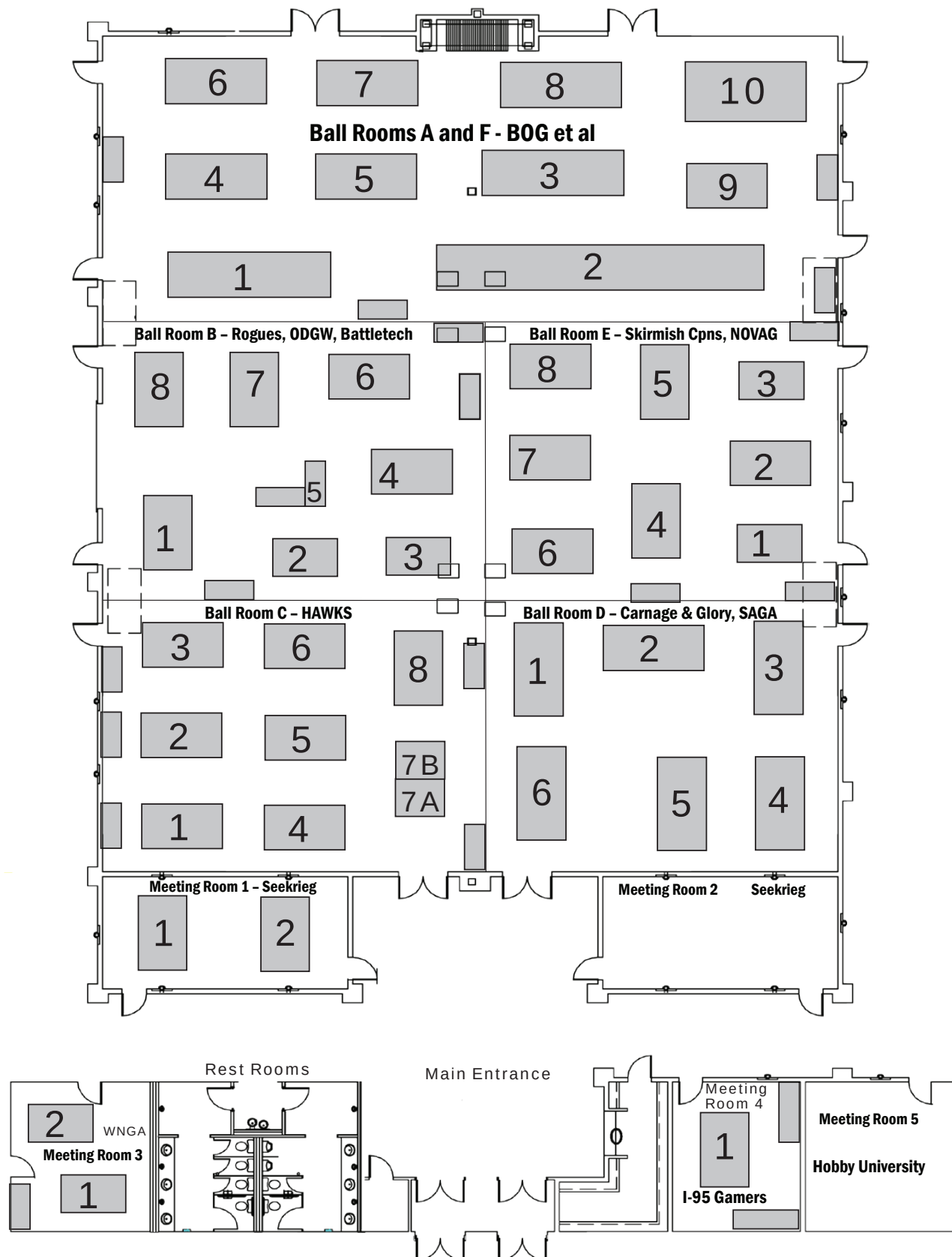
DOOR PRIZES AND MUCH MORE

Join us afterwards for a board game extravaganza

WWPD.NET

#WWPDPodcast 
WWPD-News-From-the-Front 

Ballroom – Club Rooms



SHUTTLE SERVICE SCHEDULES

Shuttle Route 1

Fredericksburg Hospitality House			Hampton			Hilton Garden Inn			Expo		
Thur	Fri	Sat	Thur	Fri	Sat	Thur	Fri	Sat	Thur	Fri	Sat
	8:00 AM	8:00 AM		8:10 AM	8:10 AM		8:15 AM	8:15 AM		8:20 AM	8:20 AM
	8:30 AM	8:30 AM		8:40 AM	8:40 AM		8:45 AM	8:45 AM		8:50 AM	8:50 AM
	9:00 AM	9:00 AM		9:10 AM	9:10 AM		9:15 AM	9:15 AM		9:20 AM	9:20 AM
	9:30 AM	9:30 AM		9:40 AM	9:40 AM		9:45 AM	9:45 AM		9:50 AM	9:50 AM
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	1:30 AM	1:30 AM		1:40 AM	1:40 AM		1:45 AM	1:45 AM		1:50 AM	1:50 AM

Shuttle Route 2

Expo			Downtown Historic District			Expo			Spotyslvania Towne Centre		
Thur	Fri	Sat	Thur	Fri	Sat	Thur	Fri	Sat	Thur	Fri	Sat
	10:00 AM	10:00 AM		10:15 AM	10:15 AM		10:30 AM	10:30 AM		10:45 AM	10:45 AM
	11:00 AM	11:00 AM		11:15 AM	11:15 AM		11:30 AM	11:30 AM		11:45 AM	11:45 AM
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	11:00 PM	11:00 PM		11:15 PM	11:15 PM						