

# HISTORICON<sup>®</sup>

## 2016



### *CAVALRY*

*Mounted Warfare Through the Ages*

*Fredericksburg Convention Center July 14-17, 2016*



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# HISTORICON®

Historical Miniature Gaming's Biggest Summer Vacation! 2016

## Greetings from the Convention Director

**Welcome to HISTORICON® 2016!** 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.

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 2016 Convention without them. So join me in thanking all our volunteers for hard work.

I would also like to welcome back our attendees that have been to a **HISTORICON®**, **COLD WARS®** or **FALL IN!®** convention. We have come together again to enjoy our hobby, to learn about Military History through the medium of playing games with miniature figures and our passion to recreate battles in miniature.

This year's Convention theme is "Cavalry". This theme is to study the impact of mounted warfare throughout the ages. Over many thousands of years many armies have employed mounted combatants. The theme includes mounted cavalry on horses, elephants, reindeer, chariots, armored cars,

tanks, and helicopters. These would include any of time periods and armies such as any of the Egyptian Dynasties, Chinese Dynasties, the Normans, the Hundred Years War, the Seven Years War, Napoleonic period, Plains Indians, American Civil War, World War I, World War II, Vietnam, the Middle East Wars and Battles like the Charge of the Light Brigade, Custer's Last Stand, or the battle of 73 Easting. These are to name just a few.

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 2016 by **Warlord Games** to celebrate the convention theme. It is a cavalryman from the British Army of 1854.

Please enjoy your Convention experience at **HISTORICON® 2016**.

**Paul Delaney**  
**Director, HISTORICON® 2016**



*Charge of the 21st Lancers at Omdurman, 2 September 1898. Edward Matthew Hale*

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Miniatures photographs © Mitchell Osborne, 2016.  
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## Cover Art

The Charge of the Light Brigade, 1854. by Richard Caton Woodville. This painting shows the 17th Light Dragons (Lancers) at the beginning of their fateful charge. The central figure is the painting is Private James William Wightman, who was severely wounded and taken prisoner in the Charge.

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

“HMGS®”, “Historical Miniatures Gaming Society®” and “HISTORICON®” are trademarks owned by the Historical Miniatures Gaming Society, Inc. (HMGS, 25 W. Courtland St., Bel Air, MD 21014). Use of the trademarks without express written permission is strictly prohibited. All text is copyright ©2016 Historical Miniatures Gaming Society, Inc.



## 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 among the largest, but all of the other affiliated clubs 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® Inc. 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 Inc., 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. 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 * | Wally's Basement          |
| 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](mailto: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>       | Paul Delaney                |
| <i>Publications Manager</i>     | Mitch Osborne               |
| <i>Registration Manager</i>     | Mike Fijalka                |
| <i>CRS Registration</i>         | Paul Trani                  |
| <i>Vendor Manager</i>           | Dudley Garidel              |

## 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>    | 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 |
| Wally's Basement Table (per session)   | \$20.00 |
| Minors (age 14 or younger)             | FREE *  |
| Spouse/Non Player (of paid admission)  | FREE ** |
| Convention T-Shirt                     | \$20.00 |
| New or Renewing 1-Year HMGS Membership | \$25.00 |

\* 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 associated costs, it is not possible for convention staff to issue refunds for any reason without convention management 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 is 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 Flames of War 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.





**HMGS, Inc. is looking for a few good volunteers**  
**We are currently looking for volunteers to fill**  
**various positions on our convention staff.**

**Ideally Volunteers should have the following:**

- Ability to follow directions
- Accurate Data Entry a must
- Proficient in basic Computer skills
- Ability to Type beneficial but not required
- Customer Service or Retail Experience beneficial
- Ability to sit for 5 hour shift required

**HMGS volunteers that meet the required hourly commitment receive:**

- Convention Admission
- Hotel room reimbursement according to the Staff room policy
- HMGS "Bucks" vouchers good for food or with most vendors

**Contact the Volunteer Coordinator at [volunteers@hmgs.org](mailto:volunteers@hmgs.org)**

## 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 14, 2016

Welcome back to Fredericksburg for the fifth year, Historicon!

We are so very appreciative that you continue to convene in Fredericksburg and hope that you will make Fredericksburg your home for many years to come.

As you wage wars under this year's theme, "Cavalry, Mounted Warfare Through the Ages", we hope you take a moment to spend some time at our Civil War battlefields and learn the stories of the cavalry movements during the four battles in the Fredericksburg area to include the story of **Cavalry Division Army of Northern Virginia** with Major General J. E. B. Stuart known for his flamboyant style of dress and bold tactics.

Also not to be missed is the history of the Washington family with four homes in the Fredericksburg area, including the house of Mary Washington, George's mother and his boyhood home at Ferry Farm.

Since your last visit we have had new restaurants and shops open in the 40-block National Historic District featuring 350 original 18<sup>th</sup> and 19<sup>th</sup> century buildings. 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. For families, there are numerous parks and trails, including our Children's Walking Tour, as well as the Children's Museum of Richmond at Fredericksburg.

The visitor center staff will once again have the Fredericksburg Timeless booth at Historicon. Please stop by to have all your questions answered. Please also review the Fredericksburg Tour options page in your program for more tour ideas.

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



# 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 may 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.

## 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.



WWPD, the podcast by gamers for gamers, will be broadcasting LIVE at 7:00pm on Saturday in the registration area. Come join the guys as they talk gaming, miniatures and everything that requires dice and a very tiny brush. Join us for the largest single event at HISTORICON® which promises to mildly entertaining and to have a plethora of door prizes. X-Wing, Lords of Waterdeep, Spartacus, Star Wars Armada and many more titles will be available for our traditional gaming session after the show. Don't miss the best hour of HISTORICON®. No tickets or sign up required.

## Souvenir Convention Tee Shirt

Here's your opportunity to obtain a set of great convention T-shirts for HISTORICON®! This year, the T-shirt art depicts the 17th Lancers in the Charge of the Light Brigade, the same illustration as on the front cover of this book. The striking piece of art makes it a must-have HISTORICON® 2016 souvenir! The shirts are of the highest pre-shrunk quality. Buy them both!

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

## Future HMGS® Conventions

3 - 6 Nov 16 FALL IN!® 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](mailto:director@fall-in.org). Website at [www.fall-in.org](http://www.fall-in.org).

16 - 19 Mar 17 COLD WARS® (Theme: "A Good Day to Die Hard") Lancaster Host Resort Hotel, 2300 Lincoln Highway East (Route 30), Lancaster, PA 17602 Phone: 1-717-299-5500 Toll Free: 1-800-233-012 Convention Director: Frank Preziosa Email: [director@coldwars.org](mailto:director@coldwars.org). Website via [www.coldwars.org](http://www.coldwars.org).



## HMGS Hobby University 2016

Come join the Hobby University for classes and contests at Historicon 2016. There will be games, prizes and a few surprises as well. Classes will be available during online registration on a limited basis.

Please visit the Hobby U staff on Facebook at [www.facebook.com/HMGSHobbyU](http://www.facebook.com/HMGSHobbyU) and check out our Blog area on HMGS online at <http://hmgs.org/HobbyU-Blog>

Questions may be directed to Heather Blush at [hobbyu@historicon.org](mailto:hobbyu@historicon.org).



## In Memoriam Michael Fijalka

It is with the greatest sadness that I must inform the membership and supporters of HMGS® that we have lost yet another wargamer, convention volunteer, companion, friend, and son. Michael Fijalka (25) passed away peacefully on February 21, 2016, after losing his life long fight with cancer.

Michael touched everyone he met with happiness, friendliness, kindness and gentleness. Michael was a fixture at the HMGS® convention for most of his short life. He loved to attend the classes at the Hobby University, play in tournaments, run games as a game master, enjoyed shopping in the vendor hall, and to socialize with everyone.

Michael achieved the level of Eagle Scout in the Boy Scouts. His proudest achievement was graduating from the George Mason University with a degree in History, which was his passion.

On any given day (and almost every day) Michael, could be seen at his local game store where he loved to work as a member of the staff. Michael was always working on and painting his figures at the Eagle and Empire Game Store. He loved to talk about what he was work-



passed on.

Remember to smile and think of Michael this weekend when you roll your dice and sixes come up.

Thank you, a very sad,

Paul Delaney

PS. Michael, I miss you buddy. PD

ing on with anyone and everyone. He loved to teach younger gamers about his hobby and gaming interest. He would spend hours showing them how build and paint their figures.

It was Michael's commitment and passion for our hobby that stands out. It was his greatest love.

Our deepest sympathy goes out to Michael's Parents. His father Mike Fijalka is a current HMGS® Board Member and his mother Sharon Fijalka who is known to frequent convention vendor halls. We know that no words can ease their pain and grief. I believe in heaven and that Michael is there, and that he is now gaming with other HMGS® members that have

## 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.



## Special Convention Guest Terry Brighton

Terry Brighton is one of Britain's most accomplished military scholars. For many years he was curator of the regimental museum of The Queen's Royal Lancers, the descendant regiment of the 17th Lancers which rode in the front line of the Charge of the Light Brigade in 1854.

He is best known for his research on the Crimean War published in *Hell Riders: The True Story of the Charge of the Light Brigade*. He uses survivors' accounts discovered in the regimental archives, to give the soldiers' viewpoint of this most horrific cavalry charge in military history. Terry says that he wrote the book in order to "put the reader in the saddle to race down the Valley of Death with the Light Brigade." In October 2004, on the 150th anniversary of the Charge, he broadcast an account of this action from the Crimea to the U.S. live on NPR.

According to *Publishers Weekly* it was his later work on three Second World War generals that moved him



"into the top rank of military writers." *Patton, Montgomery, Rommel: Masters of War* uses the personal writings of the generals to argue that the explosive relationship between the allies Patton and Montgomery had a greater effect on the course of the war than the respectful relationship between the enemies Patton and Rommel.

Terry has recently completed his first novel, *Dead Men Riding*. He says this makes good a promise he made on the British TV chat show *Richard & Judy* that he would "write the novel" of the Charge of the Light Brigade.

In 2010, for his services to The Queen's Royal Lancers, Terry was awarded the Imperial Service Medal by Her Majesty the Queen. He lives with his wife Linda in Market Rasen, England, where they are currently renovating their new home, built in 1780.





## Fredericksburg Tour Options for Historicon

**Fredericksburg Battlefield Visitor Center – “Sunken Road Walking Tour” 540-373-6122 [nps.gov](http://nps.gov)**

**Beginning June 11<sup>th</sup>, 2016 this is a FREE, ranger led, 35-minute walking tour of the most famous portion of the Fredericksburg Battlefield – Sunken Road. It occurs daily at 10:25am; 11:25am; 1:25pm; 2:25pm; and 3:25pm.**

**“History at Sunset” 540-373-6122 [nps.gov/frsp/history-at-sunset.htm](http://nps.gov/frsp/history-at-sunset.htm) Beginning Friday evening June 10<sup>th</sup> and running once a week until August 12<sup>th</sup> these popular, ranger led walks are topical, FREE and a lovely way to explore our regional, battlefield parks.**

**Ghost Tours – “Fredericksburg Hauntings” 540-226-8378 [fredericksburghauntings.com](http://fredericksburghauntings.com)**

**Costumed guides combine history and mysterious tales of the still lurking dead on a 90-minute walking tour of historic downtown Fredericksburg. Beginning July 1<sup>st</sup> Ghost Tours will run every Friday and Saturday at 8pm.**

**Grapes & Grains Trail – 540-373-4555 [grapesandgrainstrail.com](http://grapesandgrainstrail.com)**

**Enjoy how relaxing life feels in Virginia’s most ‘spirited’ region on the Grapes & Grains Trail. The self-driving trail includes 5 wineries, 4 breweries and a distillery. Tickets are \$15.00 each and they never expire! Tickets include VIP tours, a commemorative tasting glass and discounts on tastings and in the gifts shops at each participating site. For more information ask at the Fredericksburg Visitor Center or Spencer Devon Brewing.**

**Hallowed Ground Tours – Private Battlefield Tours – 540-809-3918 [hallowedgroundtours.com](http://hallowedgroundtours.com)**

**Guides give historic and battlefield tours in Spotsylvania, Fredericksburg and Stafford from the client’s vehicle – cars, vans or buses. Generally by appointment.**

**Olde Towne Carriage Tours – “Marriage, Carriage & More!” 540-371-0094 [oldetownecarriages.com](http://oldetownecarriages.com)**

**You can visit Fredericksburg the way our founding fathers did – by horse and carriage! A variety of tours are offered, including daily historic tours (weather permitting) departing from the Fredericksburg Visitor Center. Tours cost \$15.00 for adults and \$7.00 for students and are approximately 45 minutes long. Tours are scheduled to depart on the hour. Summer schedule; July 1<sup>st</sup> through the month of August daily tours 10am – 3pm.**

**St. George’s Episcopal Church and Graveyard – 540-373-4133 [stgeorgesepiscopal.net](http://stgeorgesepiscopal.net)**

**Noted for its Gothic Revival style and Tiffany windows St. George’s Episcopal Church survived Civil War cannon fire and active use as a hospital during the Battles of Fredericksburg and Wilderness. FREE docent led tours based on interest Monday through Saturday 10am – 12noon and 1pm – 3pm beginning Memorial Day. Tours begin in the sanctuary at 900 Princess Anne Street.**

**Trolley Tours of Fredericksburg – 540-898-0737 [fredericksburgtrolley.com](http://fredericksburgtrolley.com)**

**Option #1: 75-minute trolley tours of the historic district are offered daily at 10:30am, 12:00noon, 2:00pm and 3:30pm. See some of Old Town Fredericksburg’s most historic sites and streets with a trained, licensed guide. Tours depart from the Fredericksburg Visitor Center - adults are \$18.00 per ticket and children are \$8.00 per ticket. (\$2.00 additional fee if purchased online)**

**Option #2: 90-minute guided tour of the Spotsylvania Historic District and Spotsylvania Battlefield, you’ll learn about the local history and why the small town of Spotsylvania was the site of some of the most intense fighting during the Civil War. Hear the stories of local residents and soldiers from both armies. Tour includes “Bloody Angle” and Confederate Cemetery. Adults \$15.00 per ticket and children (8-12) are \$8.00. (plus \$2.00 fee)**

**Option #3: Ticket includes: 5-hour guided tour to/between each winery so you can relax and enjoy your day (NO driving!). Wine tasting at each of four wineries (tasting fees included!). Light snack box of winery appropriate fare. A little bit of history as you pass through historic Spotsylvania County enroute to the next winery. Ticket \$65.00 (plus \$2.00 fee)**

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

**Hours of operation: Thursday, July 14<sup>th</sup> 10 am – 4 pm, Friday, July 15<sup>th</sup> 10 am – 7 pm, Saturday, July 16<sup>th</sup> 8 am – 5 pm**

# CONVENTION THEME

## Mounted Warfare Through the Ages

### *The Last Great Cavalry Charge: The Battle of the Silver Helmets, Halen 12 August 1914*

*Excerpt from 'The Last Great Cavalry Charge: The Battle of the Silver Helmets, Halen 12 August 1914' by Joe Robinson, Francis Henriks and Janet Robinson.*

As we look at this last great cavalry charge, we have to understand what formed the participants. This was an entire way of life – the world of cavalry. Tradition mattered a great deal and was quite different from what you'd expect today. Tied to the past were not only the uniforms and equipment, but also the norms of conduct. A cavalryman was supposed to be brave, not afraid to change the enemy. Charging was the ultimate expression of cavalry machismo. All the training, all the equipment, and all the stories of the past revolved around the glory of the charge.

When considering European armies prior to 1914, colorful and gallant cavalry regiments tend to capture the imagination. The highest form of romanticized combat would be cavalry-against-cavalry, with sabre and lance only – no firearms involved. This kind of fight between brave and noble gentlemen on horseback was a continuation of the aristocratic medieval tradition of knights. The truly classic examples of cavalry charges from the times of Frederick the Great were more than 100 years old. The battles of Roßbach, Leuthen, and Zorndorf had taken place back in 1757 and 1758. Charges of three equal waves characterized that style of cavalry employment. This tactical approach did not change much during the Napoleonic Wars, even after the battles of Leipzig and Waterloo showed that the cavalry did not have a realistic chance against a well-led infantry formation in squares.

For young officers, service with the cavalry continued to earn more prestige than with the infantry or technical arms, such as artillery and engineers. Under Frederick the Great, the roles of infantry and cavalry were quite distinct. Infantry regiments were drilled to become 'firing machines', firing up to three volleys per minute with their flintlock muzzle-loaders. The cavalry enjoyed a higher level of freedom so that it could exploit the impact of infantry fire upon the enemy by means of surprise assaults.

In most European armies, the cavalry was considered a decisive tool of the supreme commander, in that it would achieve victory by mass attacks against an already shaken infantry. These European armies tended to look down on the role cavalry played during the American Civil War. German writers straddled either side of the debate, and some actually favored raids. The prevailing advocates were visibly prejudiced against anything that came from the American Civil War. To European cavalry leaders, it was

simply not in line with their idea of bravery or gallantry to see horsemen reduced to a kind of mounted infantry. While they acknowledged the value of the horses and wagons seized in Stuart's Chambersburg Raid, such an operation was considered impossible under European conditions, with a better-drilled and better-equipped enemy, such as during the Franco-Prussian War. Similarly, European cavalry leaders considered Stoneman's Raid in 1863 to have yielded small results at a very high cost, and to have been an unsuitable use of cavalry. In general, they gave raids very low marks. As a major on the Imperial General Staff, Freytag-Loringhoven carried out a significant enquiry and concluded that raids would only work in an environment of amateurish militia-type armies, as in the American Civil War. In a European war theater with professional forces, such as raids could not expect to succeed. He stressed cooperation with infantry forces to the exclusion of cavalry-only raids and heavily criticized Sheridan's Richmond Raid in May 1864 for not cooperating with the infantry. He also considered war against infrastructure, such as Sherman's March, somewhat barbaric. He emphasized that when the Germans had used a scorched-earth policy during the Franco-Prussian War, the Germans allegedly paid the French people for the subsistence and supply goods they took from the country.

To European cavalry officer, their assaults represented not just a suitable tactical manoeuvre, but also 'a whole way of life.' The bloody experience of August 1870 had come as a complete shock. In contrast to their infantry comrades, rapid fire from breechloaders did not just force the cavalry to reconsider their tactical doctrine; it questioned the need for cavalry as a whole. At a time with infantry had begun to exploit the slightest cover the terrain offered and to fire their rifles while lying flat on the ground, mounted cavalry did not seem viable. Furthermore, the thought of mounted assaults with riders offering clearly visible targets at long range seemed highly questionable.

Belgian traditions were very similar to German ones. Many of their principles had been inherited from the French, but the Belgian still maintained a cavalry-first methodology. Positions in the Belgian cavalry division were always filled, while equivalent positions in line-infantry units often went unfilled.

German accounts of the Battle of Halen show that the cavalry action on 12 August 1914 was conducted in three historically quaint mounted waves. Specifically the charge of Dragoner Regt Nr 18 is instructive. This charge hap-



pened after Dragoner Regt Nr 17 was mauled by Belgian dismounted cavalry fire.

During the attack by the Dragon Regt Nr 18, the 4<sup>th</sup> and 1<sup>st</sup> Eskadrons in echelons made a frontal attack, and the 3<sup>rd</sup> Eskadron, echeloned in depth on the left, assaulted in a north-westerly direction.

This action was followed by the attack of 3<sup>rd</sup> Kav Bde.

Here, however, the eskadron received murderous infantry and machine gun fire. Horses, struck by enemy bullets, dragged others with them to the ground as they fell.

A survivor reportedly said, 'The brigade is destroyed. Rode in against infantry, artillery, and machine guns – hung up in the wire, fell into a sunken road – all show down.' The era of mounted cavalry charges had not quite ended, however; they still formed a part of the social structure. Despite the recent adjustments in doctrine, the units fell back upon mounted charges very quickly.

Our brave troopers had shown that they were eager to encounter the enemy with their lances and that they were not afraid to ride into the enemy as long as possible under the strongest opposing fire. On the other hand, this day taught that these modern fire positions could not be successfully attacked by mounted troops and that in such case, only a fire and maneuver action would be successful.

Surely, the development of pre-war doctrine and all the maneuvers were precisely about this type of charge. It appears, however, that the lessons the doctrine intended to drive home had to be relearned under fire. In this battle, the 4<sup>th</sup> Kav Div suffered a 16 percent casualty rate and lost 28 percent of its horses. Although these numbers alone seem dramatic, they are further amplified upon learning that only two thirds of that division participated in the battle.

Reconnaissance improved with experience over time, but in general it failed the German requirements. Each active army corps had six single-winged Taube or comparable aircraft to spread out ahead of the advancing infantry. Although generally useful, a lack of understanding of the technical capability by the staff limited their range to 50-km radius. Longer-range reconnaissance by Zeppelins failed miserably in August due to the weather. The result allowed nine BEF brigades to disembark at Le Havre and make their way across Northern France undetected. The right wing remained poorly informed, with Gen.Ob. von Kluck expecting the BEF to land near Dunkirk. As a result, most of the cavalry and aviation assets were scattered in a north-westerly direction, looking for something that was not there. There was no mechanism in place to share information between the aviation assets of the different army corps, and none were made available to the 4<sup>th</sup> Reserve Corps operating on the extreme right, as it was only a reserve corps. The subordination of the Höherer Kavallerie Kommandeur (HKK) to different Army headquarters was a major rea-

son for its misuse of reconnaissance assets by HKK 2, and for their missing the BEF. Many lamented that HKK 3 had been wasted and would have been better utilized in the open spaces of the right wing in Belgium.

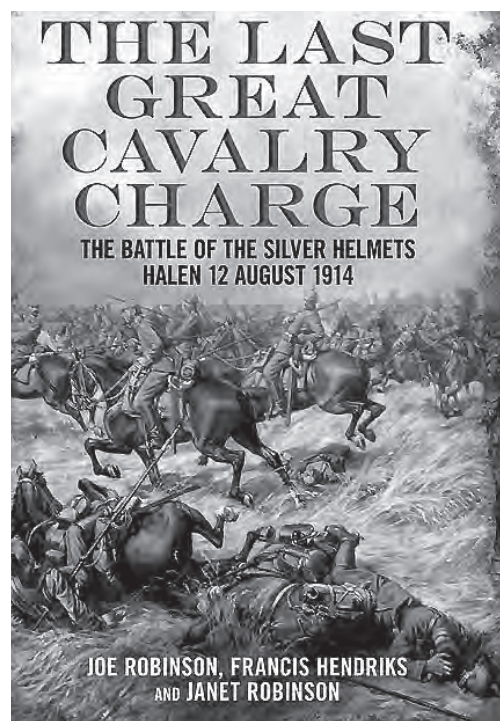
Dismounted operations presented another set of issues not adequately practiced before the war.

The fighting on foot of large units alone has not sufficiently been taken care of [...]. It need only be mentioned that the great numbers of led horses immediately following the regiments into battle often interfered with operations [...]. Despite the improvements made in fighting dismounted, there was nevertheless a lack of schooling in fire practice in larger units.

The planning, structure, and training of the HKK was such an obvious flaw as to be almost unbelievable. No plans were conceived until 1913. Then, the Chief of Imperial General Staff would not share the plans with a potential commander who was Inspector General of the cavalry at that time! No wonder reconnaissance was poorly conducted.

Although the terrain to be fought over had not changed since the doctrine was established, there was a significant adaptation to the formations used in simple march column. Narrow, longer formations allowed more speed but far less security, with the concomitant risk of surprise attacks. After the Battle of Halen, patrolling also changed dramatically. It was found that the dispatch of mixed-arms patrols supplied with guns, machine guns, and bicyclists did far better than cavalry-pure reconnaissance eskadron. In addition, officer patrols were eliminated due to high loss of leaders.

*The Last Great Cavalry Charge* | 978-1-78155-183-7 | \$32.95  
| Available from Casemate Publishers



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# HMGS® WAR COLLEGE

ALL SEMINARS WILL TAKE PLACE IN THE MEETING ROOM 2

## THURSDAY

1:00 – 2:30 PM

### Dien Bien Phu

#### Keven Cronin

Iconic 1954 battle which sealed the fate of French colonialism in Vietnam. French generals expected their “hedgehog” defense to lure Vietminh troops into a costly set-piece action. Instead, the Vietminh were triumphant. Let’s examine the hows and whys.

**Keven Cronin** is a history professor at Georgia Military College, Valdosta. He is a long time wargamer, and veteran of the U.S. Air Force.



3:00 – 4:30 PM

### Dr. Greg Dryanski

Crusade in Eastern Europe: The Battle of Grunwald/Tannenberg and the Wars between the Poles, Lithuanians and the Teutonic Knights.

This talk will focus on the medieval clashes in Eastern Europe which resulted in the titanic Battle of Grunwald (aka Tannenberg or Žalgiris) in July 1410. The results of this battle, and its consequences, have reverberated through the ages.

**Dr. Greg Dryanski** is a practicing medical doctor, veteran wargamer, and independent scholar. His scholarship is focused on Polish military history, and has been featured in many past War Colleges.



6:00 – 7:30 PM

### Little Big Horn: The Cavalry Battle.

#### Peter Panzeri

A multimedia presentation on aspects of the U.S. 7th Cavalry at the Little Bighorn in 1876. Come find out why it is clearly the most controversial battle in American Military History.

**Peter Panzeri** is a retired Army veteran, author, and war game designer. He has well received books on American military history ranging from Little Big Horn 1876 to Killing bin Laden: Operation Neptune Spear. His wargame publications include *Santa Anna Rules! Warfare in Mexico 1820-1920* (with Buck Surdu) *Volumes I and II*, *Plains War Campaigns 1876*, *Crazy Horse Rules!*



## FRIDAY

9:00 – 10:30 AM

### Isandlwana: C3 in the Zulu War

#### Dr. Frank Kalesnik

Isandlwana: British Disaster or Zulu victory? A look at Command, Control, and Communications in a colonial campaign. The doctrine and leadership of both sides will be compared and assessed at the strategic, operational, and tactical levels.

**Dr. Frank Kalesnik** received his BA in History from VMI (1983), and his MA (1989) and PhD (1992) from FSU. He taught at VMI and the U.S. Merchant Marine Academy, and is currently a command historian for the U.S. Marine Corps.



11:00 – 12:30

### Siege of Khe Sanh

#### Paul Westermeyer

Dispelling myths and legends while detailing the siege of Khe Sanh during 1968, the defining year of the Vietnam War. This lecture is paired with the game “King of the Hill,” running Friday afternoon.

**Paul Westermeyer** is a historian for the History Division, Marine Corps University. He is author of *U.S. Marines in Battle: Al-Khaffi and U.S. Marines in the Gulf War, 1990–1991: Liberating Kuwait*. He is the editor of *Desert Voices: An Oral History Anthology of Marines in the Gulf War, 1990-1991 and the Marines in the Vietnam War Commemorative Series*.



1:00 – 2:30 PM

### Into the Jaws of Hell.

#### Terry Brighton

At Balaklava on October 25, 1854, during the Crimean War, the Light Brigade of the British Cavalry Division made the most magnificent and most brutal charge in military history. Almost 700 men armed with saber and lance charged straight at the muzzles of Russian cannons. In the slaughter that followed, many fell to round-shot and shell fired from the front and both flanks. Those who survived took a terrible revenge on the enemy. Using the first-hand accounts of survivors, Terry Brighton tells the story from the saddle and recaptures what it was really like to charge down the valley of death as men to both sides were cut down, engage in desperate hand-to-hand combat with the Russian gunners, and struggle back to the British lines pursued by blood-thirsty Cossacks. Not for the faint-hearted.

**Terry Brighton** is a military scholar and author, who was decorated by the Elizabeth II for his work as a curator for the



Regimental Museum of the Queen's Royal Lancers. Author of *Hell Riders: The True Story of the Charge of the Light Brigade*, Brighton says that he wrote the book in order to "put the reader in the saddle to race down the Valley of Death with the Light Brigade."

**3:00 – 4:30PM**

### Civil War Camps of Instruction and the Transition from Civilian to Soldier.

**Daniel Sauerwein**

How did the Federal Army convert raw civilians into trained soldiers? Camps of Instruction began the process, yet are not well covered in historical literature. While no amount of training effectively readied the men to face "the elephant," transition via these camps provided the soldiers with a better preparation for battle than soldiers with no training.

**Daniel Sauerwein** is a Ph.D. candidate at the University of North Dakota. His MA thesis focused on Union Camps of Instruction. Sauerwein has published a book chapter, articles, and pamphlets dealing with many aspects of American history, with a focus on military affairs. He is also the first HISTORICON® War College Fellow.



**4:45 – 5:45 PM**

### Miniature Wargaming the Movie.

**Joseph Piddington**

A documentary film currently in its post-production stage which examines the wargaming industry. world-wide

**Joseph Piddington** is an independent director and cinematographer from the South West of England.

**6:00 – 7:30 PM.**

### Decisive results on the table top.

**Barry Hilton**

How to plan and execute table top refights of large historical battles while reaching a decisive conclusion within the available time.

**Barry Hilton** is a prolific writer for *Wargames Illustrated*, a Napoleonic battlefield tour guide, rule system creator (*Beneath the Lily Banners*, *Republic to Empire*, *Donnybrook*) and HMGS® Legion of Honor holder. He specializes in the period 1680-1721 and has spoken at HISTORICON® on Wargaming and 17th century topics. He is from Scotland but you will understand him very easily!



**SATURDAY**

**9:00 AM – 10:45 AM**

### The Great War at Sea.

Presentations and discussions by a panel of Admiralty Trilogy Group and Seekrieg Admiralty game designers. Introduced and moderated by Larry Bond, three panels will explore the beginning of World War I, the naval technology that played a prominent role during the conflict, and an overview of three critical naval battles, including the largest battle between dreadnoughts – Jutland.

#### Panel 1: Prelude to World War I

Bob Eldridge, Michael Harris, and Rich Sartore

#### Panel 2: Naval Technology of the Great War.

Jack Joyner and Chris Carlson

#### Panel 3: Dynamic Beats of the Great War at Sea

Chris Carlson and Rich Sartore

**Larry Bond:** Bestselling author and game designer will serve as moderator for the panel discussions.



**Jack Joyner:** With more than 40 years devoted to playing naval war games and studying naval history, Jack has found time to maintain a happy married life, co-author the 4th and 5th editions of *Seekrieg* and work for the IBM Corporation.

**Rich Sartore** has playing naval wargames and studying naval history since high school. In 1975 he wrote the first version of *SEEKRIEG* rules for naval miniatures, now in its 5th edition and has published articles in *Naval History* magazine (U.S. Naval Institute) and *Warship International*.



**Chris Carlson:** Lead technical designer for the Admiralty Trilogy game series. He is a retired senior naval officer and naval systems analyst for the Department of Defense.

**11:00 – 12:30**

### Patton: The Ultimate Warrior.

**Terry Brighton**

He described himself as "a son-of-a-God-damned-bitch named George Patton." And that's how he fought – forget the rules, win the battle. He respected his enemy, Rommel, and wanted a one-on-one tank duel with this greatest of German generals. He hated his British ally, Montgomery, and would do anything to outrun him in the race across Europe. Terry Brighton presents the Second World War as they fought it – the clash of mighty armies perceived as a personal bout between three men.





He puts Patton, Rommel and Montgomery in the ring and lets them “go at it” against a backdrop of the great armored battles of North Africa, Normandy and the advance into Germany. And finally he asks how history might have changed if Patton had been allowed to go all the way and take Berlin.

**Terry Brighton** is a military scholar and former curator of the regimental museum of The Queen’s Royal Lancers. According to Publishers Weekly, his book *Patton, Montgomery, Rommel: Masters of War* moved him “into the top rank of military writers.”

**2:00 – 3:30 pm**

### “Challenged Competency: U.S. Cavalry before, during, and after the U.S. Civil War”

**Dr. John A. Bonin**

Examines the Army’s use, and misuse, of horse cavalry in the 19th Century. Rather than being viewed as an arm of decision, pre-Civil War cavalry was both expensive and logistically difficult to maintain. Washington believed in the utility of cavalry as an auxiliary arm only in the West, covering the vast territories and matching the speed of mounted Indian tribes. Even after the prewar belief in a “short war” proved unfounded, Army leaders chose not to invest in cavalry because they believed technological advancements had supplanted it.

**Dr. John A. Bonin** is the Professor, Concepts and Doctrine for the U.S. Army War College at Carlisle Barracks, Pennsylvania, and a retired Army Colonel with over thirty years of service. In addition, he has been a wargamer for over fifty years.



**3:45 – 4:45**

### Miniature Wargaming the Movie.

**Joseph Piddington**

A documentary film currently in its post-production stage which examines the wargaming industry, world-wide

**Joseph Piddington** is an independent director and cinematographer from the South West of England.

**5:00 – 6:00 pm**

### Why are wargames light on cavalry?

**Barry Hilton**

A noted war game designer looks at mounted troops across history, and the part they could play in table top games. This comes from a two-part article he published in *Wargames Illustrated*. Learn about the assembly, organization and use of cavalry components in wargaming, with special emphasis on the 1680s-1815.

**Barry Hilton** is a prolific writer for *Wargames Illustrated*, a Napoleonic battlefield tour guide, rule system creator (*Beneath the Lily Banners, Republic to Empire, Donnybrook*) and HMGS Legion of Honor holder. He specializes in the period 1680-1721 and has spoken at HISTORICON® on Wargaming and 17th century topics. He is from Scotland but you will understand him very easily!



**7:00-8:30 PM**

### The Custer Court Marshal.

**Peter Panzeri**

Participate in a dramatic historical recreation. YOU are the Jury as our Army Prosecutor and Defense Counsel each make a case in the (hypothetical) trial of U.S. 7th Cavalry Officers: CUSTER, RENO and BENTEEN for their roles in the 1876 Little Bighorn disaster. The court martial concludes with our Jury (audience) voting “Guilty or Not Guilty.”

**Peter Panzeri** is a retired Army veteran, author, and war game designer. He has well received books on American military history ranging from Little Big Horn 1876 to Killing bin Laden: Operation Neptune Spear. His wargame publications include *Santa Anna Rules! Warfare in Mexico 1820-1920* (with Buck Surdu) *Volumes I and II, Plains War Campaigns 1876, Crazy Horse Rules!*



**SUNDAY**

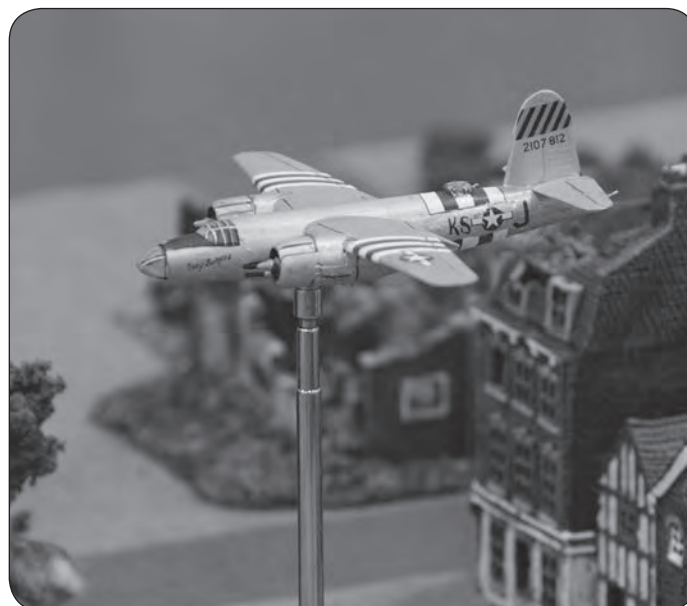
**8:00 AM – NOON.**

### Special Kriegsspiel talk and game!

**Mike Dunn**

Enjoy a special event that uses history in a hands on approach. Kriegsspiel, the first widely acknowledged professional wargame came about in the early 19th Century, and continues to influence modern military operations. Participants will play a small Kriegsspiel typical of the early 19th century Prussian army, followed by a talk of the game’s history and current application. Readers might note this is the type of training given up and coming staff officers today, presented by a current instructor at the Command and General Staff College.

**Mike Dunn** is currently the Battle Simulations Specialist, Digital Leader Development Center, at the U.S. Army’s Command and General Staff College.





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**WW2: THE PACIFIC**

MARINES  
JAPANESE  
AUSTRALIANS  
NATIVES  
TERRAIN  
TANKS

**WW1**  
Africa, Western, Italian  
Tanks, Trucks, Sub



Merchant Crews, Divers, Finns

**WW2 Buildings**



SPANISH-CARIBBEAN BLDGS



**SciFi**  
**Space Troopers**

**GNOME WARS**



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# HMGS 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.



## 2016 IRON PAINTBRUSH

Part SpeedPainting

Part Kit bashing

A Whole lot of fun . . .

Teams are given limited time and an unknown bag of components to complete a theme decided by a die roll. . . Team are made up of three people and test the iron will of the contestants. Do you have what it takes to compete? Teams may register at the Hobby University. Fun. Prizes. Adventure. Contest is Saturday at 8 pm

### THURSDAY

#### **HU100: Painting for Complete Beginners; 10 AM–11:30 AM**

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 – *Instructor: Todd Pressley*

#### **HU101: Painting the 28mm Face & Eyes; 10 AM–11:30 AM**

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.) – *Instructor: Tanya Brewer*

#### **HU102: Shantytown USA; 10 AM–11:30 AM**

Shantytown USA: From the nuclear wasteland to the streets of Mogadishu, the common shanty has served as a shelter for those with little access to traditional building supplies for years. Shanties are generally built of plywood, corrugated metal, sheets of plastic, and cardboard boxes and in this class we will use many of these same materials with a few additions. With a just a few simple methods and a lot of creativity, students will build a 28mm shanty suitable for painting. Shanties are great for innumerable miniature games and will definitely add character to your table. Note that sharp knives will be used so children must be accompanied by an adult at all times. – *Instructor: Joey McGuire*

### **HU103: Painting for Children; 10 AM–11:30 AM**

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 – *Instructor: Bridget Blush*

### **HU104: Computer Sculpting with Zbrush; 10 AM–11:30 AM**

3-D sculpting is the wave of the future. In this lecture-style class, watch master sculptor Bobby Jackson demonstrate the tools of the trade. Bobby will answer questions and demonstrate the many different tools in the ZBrush program useful to aspiring miniatures sculptors. – *Instructor: Bobby Jackson*

### **HU105: Army Painting, Multi- figure; 12 PM–1:30 PM**

Army Painting, Multi-figure. 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*

### **HU106: Figure Conversion; 12 PM–3:30 PM**

Figure Conversion: Learn the basics of changing pieces on a mini or changing poses. Note this class will use sharp knives, parental supervision required for kids under 13. Instructor: Michael Koznarsky

### **HU107: 20mm Battle Cars; 12 PM–1:30 PM**

20mm Battle Cars: In this class students will turn Hot Wheels/Matchbox scale cars into glorious machines of death. Using weapon packs from Brigade Game games and an assortment of plasticard and glue, each student will customize their vehicle as they see fit and will then paint it using very simple methods to achieve a finished model worthy of battle. Note this class will use sharp knives, parental supervision required for kids under 13. – *Instructor: Joey McGuire*

### **HU108: Painting Skintones; 12 PM–1:30 PM**

Painting Skin Tones: Are those naked celts giving you a hard time, does your Amazon army need help? Come learn how to paint skin tones - proper color choices will be covered. – *Instructor: Heather Blush*

### **HU109: Army Painting Gauls; 2 PM–3:30 PM**

Army Painting, Gauls. 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. Specifically looking at Gallic styles, including lines and patterns. Can you really do that pattern? Yes, you can! – *Instructor: Todd Pressley*

### **HU110: Salvaging the Ruined Mini; 2 PM–3:30 PM**

Salvaging the Ruined Mini: Love the figures but hate the paint job? Paint job didn't go as expected? Come learn how to salvage those figures that you think are gone forever. We will discuss various methods of stripping figures, tools needed and safety. We will also discuss prepping of the various figure types, including bones.. – *Instructor: Dorothy Catapano*

### **HU111: Dirty & Distressed (Weathering); 2 PM–3:30 PM**

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*

### **HU112: Painting Horses – Chestnut; 2 PM–3:30 PM**

Painting Horses- Chestnut: Are your Cavalry units made up of beautifully painted soldiers riding astride drab, brown horses? Would you like to add some variety and "flash" to your lead herd? If so, then come and learn to paint a Chestnut, also known as Sorrel, horse. General techniques will be covered, and students will be painting a Chestnut horse – *Instructor: Christin Sciulli*





### **HU113: Computer Sculpting with Zbrush; 2 PM–3:30 PM**

3-D sculpting is the wave of the future. In this lecture-style class, watch master sculptor Bobby Jackson demonstrate the tools of the trade. Bobby will answer questions and demonstrate the many different tools in the ZBrush program useful to aspiring miniatures sculptors. – *Instructor: Bobby Jackson*

### **HU114: Advanced Beginners; 4 PM–5:30 PM**

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 – *Instructor: Tanya Brewer*

### **HU115: Color Mixing: Blue + Yellow Don't make Green; 4 PM–5:30 PM**

Color Mixing: Blue + Yellow Don't make Green: Based on theory from the popular book by Michael Wilcox. Remember elementary school when they taught you all about primary colors and you created lovely refrigerator art? Frequently with dealing with paint and pigment mixing those old rules don't apply, won't work and give you less than desirable results. Frustrated with your current color attempts. Want to understand what the problem is and how to improve your mixology skills? Come take this class and master the rainbow. – *Instructor: Dorothy Catapano*

### **HU116: Airbrushing Basics; 4 PM–5:30 PM**

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* – *Instructor: Greg Zuniga*

### **HU117: Painting Horses–Bays; 4 PM–5:30 PM**

Painting Horses- Bays: Do you have an army of unpainted Cavalry units because you hate painting horses? Or is your solution to paint every horse solid brown? If so, then come and learn how to paint one of the most common horse colors, the Bay, and do those noble steeds some justice! General techniques will be covered, and students will be painting a Bay horse – *Instructor: Christin Sciulli*

### **HU118: Painting for Children; 10 AM–11:30 AM**

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 – *Instructor: Bridget Blush*

### **HU119: Army Shield Painting, Gauls; 10 AM–11:30 AM**

Army Shield Painting, Gauls. A common issue amongst painted armies are flat and lifeless shields. This class teaches how to paint a Gallic shield pattern. Complete your Gallic army painting figure. This technique is applicable to many dark and middle age armies. The student will learn shading techniques that add depth to patterns and add interest to the miniature. This is an army painting class that helps get more patterns done while still providing a varied pattern to your army or warband. Young persons are welcome if accompanied by an adult also in the class. – *Instructor: Todd Pressley*

### **HU120: Shantytown USA; 10 AM–11:30 AM**

Shantytown USA: From the nuclear wasteland to the streets of Mogadishu, the common shanty has served as a shelter for those with little access to traditional building supplies for years. Shanties are generally built of plywood, corrugated metal, sheets of plastic, and cardboard boxes and in this class we will use many of these same materials with a few additions. With a just a few simple methods and a lot of creativity, students will build a 28mm shanty suitable for painting. Shanties are great for innumerable miniature games and will definitely add character to your table. Note that sharp knives will be used so children must be accompanied by an adult at all times. – *Instructor: Joey McGuire*

### **HU121: Painting for Complete Beginners; 10 AM–11:30 AM**

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 – *Instructor: Heather Blush*

### **HU122: Computer Sculpting with Zbrush; 10 AM–11:30 AM**

3-D sculpting is the wave of the future. In this lecture-style class, watch master sculptor Bobby Jackson demonstrate the tools of the trade. Bobby will answer questions and demonstrate the many different tools in the ZBrush program useful to aspiring miniatures sculptors. – *Instructor: Bobby Jackson*

### **HU123: Figure Conversion; 12 PM–1:30 PM**

Figure Conversion: Learn the basics of changing pieces on a mini or changing poses. Note this class will use sharp knives, parental supervision required for kids under 13. – *Instructor: Michael Koznarsky*

### **HU124: Army Painting; 12 PM–1:30 PM**

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*

### **HU125: 20mm Battle Cars; 12 PM–1:30 PM**

20mm Battle Cars: In this class students will turn Hot Wheels/Matchbox scale cars into glorious machines of death. Using weapon packs from Brigade Game games and an assortment of plasticard and glue, each student will customize their vehicle as they see fit and will then paint it using very simple methods to achieve a finished model worthy of battle. Note this class will use sharp knives, parental supervision required for kids under 13. – *Instructor: Joey McGuire*

### **HU126: Working with Mediums; 12 PM–1:30 PM**

Working with Mediums: No, there is no crystal ball and we're not going to join hands with Madame Kartuski! This class will discuss what various acrylic mediums can do for you to improve your painting and let you experiment with several types and mixes of mediums to learn what they actually do. There will be brushes and paint you can use, and you can bring your own prepped mini or we'll have some available. A handout will also be provided covering many of the most-popular mediums in use by the miniatures painting hobby. – *Instructor: Heather Blush*

### **HU127: Reaper Bones Convert & Take; 12 PM–1:30 PM**

Hands on help and experience with how to take apart and put back together your Bones miniatures to create new and better PCs and NPCs. Students will be supplied with everything they need. Students may be aged 8 and up if accompanied by an adult. Will be using hobby knives. – *Instructor: Cheryl Storm*

### **HU128: Fancy Pants Basing; 2 PM–3:30 PM**

Fancy Pants Basing: Your painting's not bad, now learn how to "dress it up" with excellent basing techniques. How you base your figures can be a game changer in terms of your figures overall look. – *Instructor: Tanya Brewer*

### **HU129: Terrain Painting; 2 PM–3:30 PM**

Terrain Painting: Terrain is a different skill set from painting most miniatures. Come receive a resin terrain piece to paint and keep. We'll even show you how to finish your piece for a professional look. – *Instructor: Dorothy Catapano*

### **HU130: Advanced Beginners; 2 PM–3:30 PM**

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 – *Instructor: Greg Zuniga*

### **HU132: Computer Sculpting with Zbrush; 2 PM–3:30 PM**

3-D sculpting is the wave of the future. In this lecture-style class, watch master sculptor Bobby Jackson demonstrate the tools of the trade. Bobby will answer questions and demonstrate the many different tools in the ZBrush program useful to aspiring miniatures sculptors. – *Instructor: Bobby Jackson*

### **HU156: French Hussars the "Cav Girl" Way;; 2 PM–5:30 PM**

What is it that makes the Napoleonic period such a popular period for gaming and at the same time such a seemingly daunting period for the figure painter? Why, the variation in the uniform colors of each unit, the fur details on each pelisse, all the buttons and braid on the dolmans, the sashes, the plumes, the cords, the tassels, the Hungarian knots, the sabretaches, the shabracks. . . and then you have to paint horses too! All these details are enough to drive a miniature war gamer to 10mm!

Fear not! Over the course of this 4 hour class we will go through the process of painting a French Hussar and his trusted steed- mane, tail, tassels, and all

### **HU156 Royal Scots Greys the "Cav Girl" Way;; 2 PM–5:30 PM**

The Royal Scots Greys would make a beautiful edition to your Napoleonic Army, but have you been avoiding this unit because the thought of trying to paint a dapple grey horse, let alone uniform braid and trim, is giving you hives? Not to worry! Over the course of this 4 hour class we will go through the process of painting a Royal Scots Grey soldier and horse,- dapples and braid and all.

### **HU133: Prepping & Priming with Bonus Pinning; 4 PM–5:30 PM**

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: Tanya Brewer*

#### **HU134: Beginning Basing; 4 PM–5:30 PM**

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. – *Instructor: Dorothy Catapano*

#### **HU135: Airbrushing – Hands On; 4 PM–5:30 PM**

Airbrushing Hands-On: Come see what it’s like to paint with an airbrush. Greg will cover the basics, and you get to try out techniques covered in the class. – *Instructor: Greg Zuniga*

### **SATURDAY**

#### **HU136: Working with Mediums; 10 AM–11:30 AM**

Working with Mediums: No, there is no crystal ball and we’re not going to join hands with Madame Kartuski! This class will discuss what various acrylic mediums can do for you to improve your painting and let you experiment with several types and mixes of mediums to learn what they actually do. There will be brushes and paint you can use, and you can bring your own prepped mini or we’ll have some available. A handout will also be provided covering many of the most-popular mediums in use by the miniatures painting hobby. – *Instructor: Heather Blush*

#### **HU137: Army Painting Gauls; 10 AM–11:30 AM**

Army Painting, Gauls. 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. Specifically looking at Gallic styles, including lines and patterns. Can you really do that pattern? Yes, you can! – *Instructor: Todd Pressley*

#### **HU138: Painting for Complete Beginners; 10 AM–11:30 AM**

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 – *Instructor: Dorothy Catapano*

#### **HU139: Painting for Children; 10 AM–11:30 AM**

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 – *Instructor: Bridget Blush*

#### **HU140: Computer Sculpting with Zbrush; 10 AM–11:30 AM**

3-D sculpting is the wave of the future. In this lecture-style class, watch master sculptor Bobby Jackson demonstrate the tools of the trade. Bobby will answer questions and demonstrate the many different tools in the ZBrush program useful to aspiring miniatures sculptors. – *Instructor: Bobby Jackson*

#### **HU141: Figure Conversion; 12 PM–1:30 PM**

Figure Conversion: Learn the basics of changing pieces on a mini or changing poses. Note this class will use sharp knives, parental supervision required for kids under 13. – *Instructor: Michael Koznarsky*

#### **HU142: Painting Flags by Cheating; 12 PM–1:30 PM**

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*

#### **HU143: Salvaging the Ruined Mini; 12 PM–1:30 PM**

Salvaging the Ruined Mini: Love the figures but hate the paint job? Paint job didn’t go as expected? Come learn how to salvage those figures that you think are gone forever. We will discuss various methods of stripping figures, tools needed and safety. We will also discuss prepping of the various figure types, including bones.. – *Instructor: Dorothy Catapano*

#### **HU144: Painting Metallics; 12 PM–1:30 PM**

Learn the finer points of painting metallic colors on models. The main focus will be on different golds and silvers, going beyond simple dry-brushing. – *Instructor: Jeremy Bernhardt*

#### **HU145: Reaper Bones Convert & Take; 12 PM–1:30 PM**

Hands on help and experience with how to take apart and put back together your Bones miniatures to create new and better PCs and NPCs. Students will be supplied with everything they need. Students may be aged 8 and up if accompanied by an adult. Will be using hobby knives. – *Instructor: Cheryl Storm*

### **HU146: Advanced Beginners; 2 PM–3:30 PM**

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 – *Instructor: Tanya Brewer*

### **HU147: Shantytown USA; 2 PM–3:30 PM**

Shantytown USA: From the nuclear wasteland to the streets of Mogadishu, the common shanty has served as a shelter for those with little access to traditional building supplies for years. Shanties are generally built of plywood, corrugated metal, sheets of plastic, and cardboard boxes and in this class we will use many of these same materials with a few additions. With a just a few simple methods and a lot of creativity, students will build a 28mm shanty suitable for painting. Shanties are great for innumerable miniature games and will definitely add character to your table. Note that sharp knives will be used so children must be accompanied by an adult at all times. – *Instructor: Joey McGuire*

### **HU149: Fancy Pants Basing; 2 PM–3:30 PM**

Fancy Pants Basing: Your painting's not bad, now learn how to "dress it up" with excellent basing techniques. How you base your figures can be a game changer in terms of your figures overall look. – *Instructor: Jeremy Bernhardt*

### **HU150: Computer Sculpting with Zbrush; 2 PM–3:30 PM**

3-D sculpting is the wave of the future. In this lecture-style class, watch master sculptor Bobby Jackson demonstrate the tools of the trade. Bobby will answer questions and demonstrate the many different tools in the ZBrush program useful to aspiring miniatures sculptors. – *Instructor: Bobby Jackson*

### **HU151: Painting 15mm WWII Infantry; 4 PM–5:30 PM**

Painting 15mm WWII Infantry: We are teaching people to paint 15mm FOW infantry troops - so whether you are a hard core FOW player or just want to learn how to

paint 15mm figures this class is for you. Students received 5x 15mm Flames of War miniature to paint and keep – *Instructor: Tanya Brewer*

### **HU152: 20mm Battle Cars; 4 PM–5:30 PM**

20mm Battle Cars: In this class students will turn Hot Wheels/Matchbox scale cars into glorious machines of death. Using weapon packs from Brigade Game games and an assortment of plasticard and glue, each student will customize their vehicle as they see fit and will then paint it using very simple methods to achieve a finished model worthy of battle. Note this class will use sharp knives, parental supervision required for kids under 13. – *Instructor: Joey McGuire*

### **HU153: Painting Tanks with John of WWPD; 4 PM–5:30 PM**

Want to get a better grasp of painting tanks? Come learn from one of the finest - John of What Would Patton Do? Don't miss signing up for this class! It's only being taught once the whole con! Instructor: John of WWPD

### **HU154: Dirty & Distressed (Weathering); 4 PM–5:30 PM**

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*

### **HU155: Airbrushing – Hands On; 6 PM–7:30 PM**

Airbrushing Hands-On: Come see what it's like to paint with an airbrush. Greg will cover the basics, and you get to try out techniques covered in the class. – *Instructor: Greg Zuniga*





# Start Planning Now For Cold Wars™ 2017 - March 17-19!



COLD WARS™ 2017 is *the* place for all your winter wargaming needs. Refight historical battles, rewrite history, shop for all your hobby needs, learn painting skills at Hobby U, and make friends along the way!

COLD WARS™ is the largest winter convention for the historical miniature hobby. Choose from hundreds of elaborately staged wargames from all periods. A giant Vendor Hall offering thousands of hobby products lets you find the miniatures, rules, books and accessories you

need. Add a variety of tournaments, seminars, informative painting events and workshops, a flea market and much, much more, and you've got a convention not to be missed.

Start planning now for joining other hobbyists on March 17-19 at the Lancaster Host Resort, in Lancaster, Pennsylvania, U.S.A., for COLD WARS™ 2017.

**For more info on this HMGS, Inc. convention, go to [www.coldwars.org](http://www.coldwars.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.

## Thursday

9 AM

### T-207 Benghazi 2012 Part

#### 1: US Embassy Attack

**Modern;** 9 AM; Length: 3; Location: Exhibit Hall A; EA-09; Host Peter Panzeri; Scale: 28mm; Rules: RANGER RULES! Modern Special Forces Combat by Pete Panzeri; Sponsor: miniaturebuildingauthority.com; Prize: Prizes from Miniature Building Authority & Small-wars.org; Number of players: 12.

Desperate defense of US Diplomatic compound in Benghazi, Libya on 11 Sep 2012. Can US defenders, American Ambassador & staff survive the attack from "by an al Qaeda-like group" of heavily armed Islamic Jihadists until rescuers can arrive? Will anyone attempt a rescue? 10 AM

### T-118 Battle of Hanging Rock

**American War for Independence;** 10 AM; Length: 4; Location: Ball Room D; BD-01; Host Robert Mccaskill; Scale: 40mm; Rules: Carnage & Glory II; Number of players: 6.

Col Thomas Sumter and the SC and NC militia attack the British outpost and camp at Hanging Rock. Can Major Carlin with several regiments of Provincials and Royalist militia defend the post?

### T-229 Naval Battle of Syracuse

**Ancients;** 10 AM; Length: 2; Location: Ball Room E; BE-04; Host Brian Dewitt; Scale: 15mm; Rules: Greeks at Sea; Number of players: 10.

In 415 BC Athenians dispatched a seaborne expedition to attack the city of Syracuse. The campaign did not go well as Syracuse held on land and fought the Athenian fleet in the Grand Harbor where the superior seamanship of the Athenians was not a critical factor. By late summer of 413 BC Syracuse had become a trap for the Athenians from which they needed to escape. Here they attempt to escape while the Syracuse fleet blocks their exit.

### T-350 Caesar in Gaul : An Introduction to Triumph! Fast Play Rules for Ancient and Medieval Battles

**Ancients;** 10 AM; Length: 4; Location: Exhibit Hall A; EA-72; Host David Schlanger; Scale: 15mm; Rules: Triumph! WAR fast play ancient and medieval battles; Prize: Triumph! army pack raffle prize; Number of players: 30.

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 walk-up game opportunity FOR WHICH YOU DO NOT NEED TO BE REGISTERED introduces players to the fast-play Triumph! ancient and medieval rules. Play one game or a dozen. Triumph! tutors on hand to help introduce you to the game, teach and answer questions. Rules are easy to learn and will be taught by the GMs. Armies will be provided. No players under 14 without adult supervision. Every participant will get a raffle ticket.

### T-373 The Assyrian came down like a Wolf on the Fold – Theme

**Ancients;** 10 AM; Length: 3; Location: Exhibit Hall A; EA-23; Host Peter Anderson; Scale: 25mm; Rules: To the Strongest!; Number of players: 6.

"Mounted": warfare began with the Chariot, but the Assyrians were among the earliest armies of antiquity to use cavalry on the battlefield as well. A purely fictional match up between the most famous armies of the Chariot era - Egypt and Assyria. TtS rules are easily learned and play quickly, using playing cards as the randomizer instead of dice, and a (subtly) gridded table. Teens ages 13 and above welcome with a playing adult

### T-583 Battle of Chaeronea 86 BCE

**Ancients;** 10 AM; Length: 4; Location: Exhibit Hall A; EA-20; Host Perry Gray; Scale: 25mm; Rules: Ancient Warfare; Sponsor: Saga Warfare; Number of players: 6.

The armies of Mithridates the Great of Pontus face the Romans commanded by Sulla. This is another pike versus pilum battle to decide the fate of Greece.

### T-128 Auldearn – Montrose in the North 9 May 1645

**English Civil War;** 10 AM; Length: 3; Location: Ball Room D; BD-02; Host Jeffrey Ball; Scale: 40mm; Rules: Carnage & Glory; Number of players: 5.

The Covenanter army breaks contact with Montrose, but gathers reinforcements and attempts to surprise the scattered Royalists who must gather their army to repel and defeat the enemy. A close run battle historically. See if you can change the outcome.





**T-477 Magua Heart is Twisted**

**French & Indian War; 10 AM; Length: 4; Location: Ball Room B; BB-01; Host Cliff Brunken; Scale: 28mm; Rules: This Very Ground; Number of players: 6.**

The New York frontier is a blazed as Indian Raiding parties raid Farms along the Mohawk Valley. Magua must show his French Father that the Huron are the masters of the Valley. He knows the English need food to survive in the wilderness, so he attacks the Farms on the Frontier to squeeze the English supply lines. 'Magua said... he understands English very well.' Kids under 14 must be with adult, No Food

**T-482 Reds vs Whites: Retreat to the Crimea!**

**Inter-War; 10 AM; Length: 4; Location: Exhibit Hall A; EA-24; Host Jared Fishman; Scale: 15mm; Rules: FOB2 Modified; Sponsor: The Connecticut Game Club; Number of players: 6.**

Deniken's 1919 push on Moscow has failed. With Baron von Wrangel in charge now, the White forces are in full blown retreat towards the Crimea. In this battle, a desperate White rearguard, entrenched along a rail line, attempts to hold off combat ready Red troops who are beginning to shine on the battlefield. 15mm, lots of variety (tachankas, armored cars, White officer battalions), using modified Field of Battle 2 Rules. Can the Whites hold back the Red tide? Experience with FOB is helpful!

**T-135 Battle for Espinosa, Spain November 1808**

**Napoleonic; 10 AM; Length: 5; Location: Ball Room D; BD-04; Host Thomas Garnett; Scale: 28mm; Rules: Carnage&Glory; Number of players: 6.**

In the early part of the French invasion of Spain in 1808, the task of the veteran corps of the Grand Army was to isolate and destroy the five Spanish armies in northern Spain. Marshal Victor's I Corps was to find and destroy Spanish General Blake's Army of Galicia in the Spanish northwest. Finding them at Espinosa, Victor's incomplete reconnaissance on the 9<sup>th</sup> of November, led to a hasty attack on the 10<sup>th</sup> with only a portion of his corps, which was a bloody stand-off and a rare Spanish win.

**T-351 The Battle of Quate Bra**

**Napoleonic; 10 AM; Length: 6; Location: Exhibit Hall A; EA-69; Host Jody Sherrill; Scale: 25mm; Rules: Home Rules; Number of players: 10.**

Relive this crucial battle two days before Waterloo. Can Ney finally provide the crushing defeat that would have precluded Napoleon's defeat shortly thereafter.

**T-445 Battle of Vitebsk, 1812**

**Napoleonic; 10 AM; Length: 4; Location: Exhibit Hall A; EA-66; Host David Ensteness; Scale: 15mm; Rules: Et sans resultat! Second Edition; Sponsor: The Wargaming Company, LLC; Prize: Discounted copy of Master of the World, 1812 in Russia or Et sans resultat!; Number of players: 4.**

Hoping that Barclay de Tolly and Bagration would still be able to unite the two Russian Armies near Vitebsk, Ostermann-Tolstoy was charged with protecting the retreat. Murat pursued from Ostrovno east after the Russians, now supported by a large portion of Eugene's IV Corps d'armee, which he'd finally allowed to catch up. First in a series of four games from the campaign! Refight this classic Russian rearguard action and win 50% off Master of the World, 1812 in Russia or Et sans resultat! Grand tactical game which emphasizes planning and command decisions, not recommended for children much under 15 unless actively supported in playing by a parent.

**T-395 Into The Darkness: Star Trek Attack Wing: DEMOS**

**SciFi; 10 AM; Length: 4; Location: Exhibit Hall A; EA-46; Host Judith Nicholson; Scale: 1/72; Rules: Main rules and House rules.; Sponsor: LXG and The MECHANICON; Number of players: 12.**

Come join us in Star Trek: Attack Wing DEMO'S. Star Trek Attack Wing is an exciting, fast-paced miniatures battle game set in the Star Trek Universe. Players control Federation, Klingon or Romulan Star ships, outfit them with captains, crew, weapons & tech upgrades, and command their fleet to complete missions or exert control over a sector of space. Recommended ages 14 years and over, but all are welcome.

**T-525 Doctor Who and Too Many Enemies**

**SciFi; 10 AM; Length: 2; Location: Meeting Room 1; M1-02; Host Del Stover; Scale: 25mm; Rules: Dr Who Miniatures Game; Sponsor: Crooked Dice; Number of players: 4.**

UNIT has captured the Master and is shipping him to a high-security facility off the coast of Canada? So why is he smiling? And what are all these reports of strange sights: lizard men rising out of the sea? robot men? and in the shadows, giant salt shakers with a plunger as an arm? The Third Doctor and Jo accompany the throng to keep an eye on the guest of honor and investigate the rumors.

**T-293 Grape Shot on the Chesapeake, with a Hint of Garlic? – Theme**

**War of 1812; 10 AM; Length: 4; Location: Exhibit Hall A; EA-68; Host Miles Reidy; Scale: 28mm; Rules: Longstreet (adjusted for the War of 1812); Prize: Beyond the dreams of avarice; Number of players: 8.**

It's 1814 and an invading British / Canadian army is besieging an American shipyard near St Michaels, Maryland - can the US forces hold out long enough to complete the refit of the USS Wasp and get her to sea? Will the relief force of an unexpected ally arrive in time? This game will be an extremely hypothetical contest that features a French intervention into the War of 1812. The game will have over 1,500 28mm scale figures, a 3 foot long frigate model plus several gunboats and a few surprises. It will all be silly fun but may offend some historical purists. Children over 12 are welcome if accompanied by an adult. Prizes will be awarded to all players.

**T-196 Ambush on the Bozeman Trail**

**Western; 10 AM; Length: 4; Location: Meeting Room 4; M4-01; Host John Desch; Scale: 15mm; Rules: Modified Kings of War; Number of players: 6.**

An Army supply wagon train from Fort Kearny is under siege by a huge Indian warband bent on chasing the whites from the Bozeman Trail area. Can the cavalry rescue them? We'll be using a version of the very popular Kings of War system modified for an Indian Wars battle. Kids welcome with an adult. Rules will be taught, but those familiar with them will be asked to be war chiefs and Army officers.

**T-262 Battle of Heligoland Bight**

**World War I; 10 AM; Length: 6; Location: Ball Room A; BA-10; Host Larry Bond; Scale: 1/2400; Rules: Fear God & Dread Nought; Number of players: 12.**

28 August 1914. The land war in Europe is not going well for the Allies, especially around the Belgian port of Ostend. The British are growing increasingly concerned that elements of the German High Seas Fleet will conduct a raid into the English Channel to attack transports ferrying troops and supplies to France and Belgium. After some persuasion, the Admiralty agrees to support a raid into the Bight to ambush German light forces. Join the combined forces of the Admiralty Trilogy Group and the Seekrieg Admiralty as we celebrate the Jutland Centenary.

**T-341 Oasis Raid – North Africa WWII 1941 – the LRDG strikes**

**World War II; 10 AM; Length: 4; Location: Exhibit Hall A; EA-56; Host Michael Sincavage; Scale: 15mm; Rules: Battlefront; Number of players: 4.**

The Long Range Desert Group happens upon a key oasis/village and a fortuitous laager of Italian artillery. A quick raid turns more intense as nearby Axis forces and Allied patrols are brought into the action. The oasis is filled with recon troops and fast moving vehicles struggling to prevail. It's a simple affair. Indirect artillery and air support are nonexistent in this part of the desert. Familiarity with Battlefront rules or concepts (e.g., Fire and Fury) are encouraged as only a brief refresher of the rules will be given. Please no participants under the age of 15.

### T-347 Bolt Action Z!

**World War II; 10 AM; Length: 3; Location:** Exhibit Hall A; EA-15; **Host** Matthew Fridirici; **Scale:** 28mm; **Rules:** Heavily Modified Bolt Action; **Prize:** Trophies!; **Number of players:** 6. It's the closing days of World War II and German scientists have let loose their most horrible creations. Can you lead your squad through the mess while horrors lurk around every corner? Under 13 with playing adult please.

### T-427 Operation Good Wood- Charge of the Black Bull

**World War II; 10 AM; Length: 5; Location:** Exhibit Hall A; EA-38; **Host** Tim Broome; **Scale:** 20mm; **Rules:** Command Decision Test of Battle; **Number of players:** 8.

Join the British 11<sup>th</sup> AD for the assault on Bourguebus Ridge and break out of Normandy or man your panzer and hold the line. Join us for a large tank heavy game with a threat of air support. Players of all ages and skill levels are welcome. Children under 12 should be accompanied by an adult.

### T-540 Assault on Angoville au Plain and Assault on Ranville

**World War II; 10 AM; Length: 2; Location:** Exhibit Hall A; EA-42; **Host** Doug Ozelius; **Scale:** 20mm; **Rules:** Sergeants Miniature Game; **Sponsor:** Lost Battalion Games; **Prize:** Certificates (redeemed at Lost Battalion Games); **Number of players:** 6.

Two small beginner skirmish level scenarios of the villages of Angoville and Ranville. Play either American paratroopers, British Red Devils or their German opponents. One of the scenarios will be slightly larger with more players. Players can play either game or both. Typical game lasts 2 - 4 (short) turns. Quick, fast, fun. Prep for tournament held on Friday or armor used during the following days. Playing will show the unique game mechanics/dynamics.

### T-576 CHECK YOUR SIX!

#### Twin Engine Tussle

**World War II; 10 AM; Length: 4; Location:** Exhibit Hall A; EA-06; **Host** Paul Meyer; **Scale:** Other; **Rules:** CHECK YOUR SIX! (Some house rules); **Prize:** 1/144 Kit; **Number of players:** 8.

No single-seaters need apply! It's Heavy vs Heavy as RAF Mossies and Beaus tangle with their Luftwaffe opposite numbers over the Bay of Biscay. House rules provide the slightly higher level of detail appropriate for scenarios with smaller numbers of larger-scale aircraft. Rules taught. Not well-suited for very young players.

## Events

### 11 AM

#### T-157 Necronomawhat?

**Fantasy; 11 AM; Length: 4; Location:** Ball Room C; BC-02; **Host** Steve Braun; **Scale:** 28mm; **Rules:** Homebrew/Savage Tales; **Number of players:** 6.

Once again, brave heroes search for the fabled manual of evil! This time the ancient tome is on the distant planet of Tekumel. This is one of the five games on the HAWKS Tekumel track.

#### T-107 Battletech – Grinder 1

**SciFi; 11 AM; Length: 2; Location:** Ball Room B; BB-04; **Host** Dave Yingling; **Scale:** 1/285; **Rules:** Total Warfare; **Sponsor:** Iron Wind Metals; **Number of players:** 8.

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

### 12 PM

#### T-298 JOE HACK Roman Civil War part 1 – Theme

**Ancients; 12 PM; Length: 4; Location:** Ball Room A; BA-06; **Host** Joe Swartz; **Scale:** 28mm; **Rules:** JOE HACK; **Number of players:** 10.

The Legions of the Danube want Cesar to come from their ranks and have brought cataphracts to support the legion and auxiliary cavalry while Cesar has recruited barbarians to supplement his legions. The legions of the Danube manage to catch those of Cesar in an ambush. Rules taught. Minors welcome with adult.

#### T-103 Battletech – Battle of Luthien 3052

**SciFi; 12 PM; Length: 4; Location:** Ball Room B; BB-03; **Host** Mark Yingling; **Scale:** 1/285; **Rules:** Alpha Strike; **Sponsor:** Iron Wind Metals; **Number of players:** 10.

In 3052 Clan Nova Cat and Smoke Jaguar invaded the Draconis Combine capital of Luthien. In addition to Combine troops, Federated Commonwealth send Kell Hounds and Wolf's Dragoons mercenaries to assist. Join the battle to defend the Combine Capital. This is a Alpha Strike event. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

#### T-519 The Guards Counterattack, a John Hill memorial game

**World War II; 12 PM; Length: 2; Location:** Meeting Room 1; M1-03; **Host** Patrick Lebeau; **Scale:** 15mm; **Rules:** John Hill's Squad Leader in miniatures; **Number of players:** 4.

The German army has taken control of vital positions in the motherland. This will not stand. New Russian regiments have been granted the status of Guards. (Now they will earn it and die

trying!) Three games of two hours to refresh or to train gamers to Basic Squad Leader rules system for the main events. Walk ups should come by to see if there is a seat.

### 1 PM

#### T-361 The Illinois Campaign of 1915

**Early 20th Century; 1 PM; Length: 4; Location:** Exhibit Hall A; EA-21; **Host** Don Gilmore; **Rhonda Gilmore; Scale:** 15mm; **Rules:** All Quiet on the Martian Front; **Number of players:** 8.

July 1915, the Martian Invaders have won the second battle of St. Louis and the U.S. forces have been forced to fall back on a hastily built line of fortifications called the Illinois-Indiana Defenses. The coal fields of central Illinois need to be held, and the Martians pushed back across the Mississippi river. Play as Martian invaders or U.S. forces in this exciting series of battles.

#### T-539 Vimero 1808 – Southern Flank

**Napoleonic; 1 PM; Length: 4; Location:** Ball Room A; BA-14; **Host** Thomas Harris; **Scale:** 28mm; **Rules:** Men Under Fire - Black Powder Era; **Sponsor:** Test of Battle Games; **Prize:** Gift Certificate; **Number of players:** 6.

Junot isolated in Portugal attempts to throw back the British counter invasion. The game focuses on the French southern attack on the British holding the town of Vimero.

#### T-274 Commander of Sallies – The Battle of Penny Burn Mill, April 21st, 1689 – Theme

**Pike & Shot; 1 PM; Length: 4; Location:** Exhibit Hall A; EA-32; **Host** Clarence Harrison; **Barry Hilton; Scale:** 28mm; **Rules:** Beneath the Lily Banners; **Sponsor:** The League of Augsburg, Warfare Miniatures, and Quindia Studios; **Number of players:** 6.

Captain Adam Murray leads a sally from the walls of a besieged Derry in an attempt to clear lines of communication to the north of the city, confronting the Jacobites at the crossing of Penny Burn Mill. Can the weak defenses at the mill hold out long enough for reinforcements to arrive or will Murray's impetuous assault threaten the Jacobite siege? The author of Beneath the Lily Banners, Barry Hilton, will be on hand to referee and generally cause mayhem... There are various accounts of the battle and all do not agree on the details, force compositions, etc. but it is certain that the main assault was carried out by several large formations of horse. Likewise, the Jacobite counter attack contained lots of mounted soldiers, including Galmoy's Regiment of Horse so you can expect to see piles of Warfare Miniatures horse scattered across the table! Visit <http://leagueofaugsborg.blogspot.com> for more information and previews of the game!



## T-110 Battletech – Grinder 2

**SciFi**; 1 PM; Length: 3; Location: Ball Room B; BB-04; Host Dave Yingling; Scale: 1/285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 8.

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

## T-256 Fireball Forward – Warnach: Roadblock to Bastogne

**World War II**; 1 PM; Length: 4; Location: Ball Room E; BE-03; Host Roxanne Patton; Scale: 20mm; Rules: Fireball Forward; Number of players: 8.

23 Dec 1944 CCA of the 4<sup>th</sup> AD push on late into the evening along the Arlon-Bastogne Highway toward Bastogne. As the column passed by Warnach, Fallschirmjagers within the village knocked out a couple of half-tracks of the 51<sup>st</sup> Armored Infantry. Orders were sent to C/51AIB and D/35 TB to take the village. Children 14 and above welcome with playing adult

## T-544 Surge at Domovock

**World War II**; 1 PM; Length: 4; Location: Exhibit Hall A; EA-49; Host Mitch Abrams; Scale: 15mm; Rules: Chain of Command; Number of players: 8.

Soviet counterattack in the heart of Russia. Rules will not be taught (if you have them - bring them) so this is not a beginner's game. Tanks, Guns, Infantry - 'nuff said. Last year the Soviet Partisans were unable to stop the Germans from gaining a foothold. Perhaps a different local with Regular troops there will be a different outcome.

## T-570 French Retreat from Metropolitan France – Cruiser Action in the Med, June 1940

**World War II**; 1 PM; Length: 4; Location: Exhibit Hall A; EA-60; Host Mike Bentley; Scale: 1/2400; Rules: General Quarters 3.3; Number of players: 6.

France is crumbling before the Wehrmacht. Italy declared war on France just five days ago. An assortment of troops and vital war equipment has left Marseille, France for Algiers, Algeria in hopes of continuing the fight in and from North Africa. The Marine Francaise has sworn to see it safely to Africa, but Italian spies detected the convoy's departure and Il Duce has unleashed the Regia Marina Italiana to sink it! A hypothetical scenario using historically available ships. Same scenario as at COLD WARS® 2016. This battle is between the intercepting Italians and the escorting French; The convoy is not on the table. Victory conditions differ for the two sides and are not just about sinking ships. A daytime battle with morale rules used for realism.

## T-588 The Revolving Battle December 1942

**World War II**; 1 PM; Length: 4; Location: Exhibit Hall A; EA-10; Host Thomas Thomas; Scale: 20mm; Rules: Combat Command; Sponsor: Fame and Glory Games; Prize: Copy of Rules; Number of players: 6.

During the attempted relief of Stalingrad, the 6<sup>th</sup> Panzer division plunged into the assembly area of a Russian Tank and Mechanized Corps intent on disrupting their planned flank attack. Four Russian Tank Brigades attacked the bold German thrust from all directions. Called the Revolving Battle by 6<sup>th</sup> Panzer's commander Eric Raus, two Panzer battalions raced back and forth across the snow covered steppe to meet each new Russian attack. Experience this epic tank battle using Combat Command.

2 PM

## T-434 Buccanneer Wars

**Age of Piracy**; 2 PM; Length: 3; Location: Exhibit Hall A; EA-03; Host Brian Whitaker; Scale: 28mm; Rules: Oars to Cannon variant; Sponsor: Old Glory Shipyard; Prize: Ship Kit; 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

## T-496 The Battle of Camden

**American War for Independence**; 2 PM; Length: 4; Location: Ball Room A; BA-02; Host John Murdaugh; Scale: 40mm; Rules: Disperse Ye Damned Rebels!; Number of players: 6.

Come and declare your allegiance to the King or Congress in our take on the Battle of Camden in the Jackson Gamers 'Murican Revolution'. Witness the Southern Continental Army under General Bates engaging the British Army under Lord Cornwall. It's your chance to lead the Rebels or the King's men to victory. What is

your answer to the King's demand, 'Disperse Ye Damned Rebels'. Rules by designer Larry Brom.

## T-353 Clash of Empires Historical Scenarios: The First Crusade / the Collapse of 1200BC – Theme

**Ancients**; 2 PM; Length: 4; Location: Exhibit Hall A; EA-72; Host David Kuijt; Scale: 15mm; Rules: Triumph! WAR fast play ancient and medieval battles; Number of players: 12.

Fight historical battles from the Crusades OR the Collapse of 1200BC. You pick! Command an army using the Triumph! fast play medieval rules (easy to learn; rules will be taught as needed) in several specially designed historical scenarios: Dorylaeum 1097AD, Orontes 1098AD, Ascalon 1099AD, Qadesh 1274BC, Fields of Per-Yer 1231BC, Fall of Hattushas 1200BC. Armies are provided. Armies include Crusaders, Seljuq Turks, Syrians, Fatamids, New Kingdom Egyptians, Hittites, Early Libyans and Sea Peoples Rules are easy to learn and will be taught by the GM as needed. Armies will be provided. No players under 14 without adult supervision. See also the Caesar in Gaul walk-up Triumph! intro games run (Thursday Friday and Saturday mornings as an additional option for familiarizing yourself with the rules in advance.

## T-378 Cunaxa, 401 BC

**Ancients**; 2 PM; Length: 4; Location: Ball Room A; BA-39; Host Bob Bryant; Scale: 15mm; Rules: Might of Arms; Number of players: 6.

The Persian king has died and the eldest son, Artaxerxes, has succeeded to the throne. The old king's second son, Cyrus, after false accusations and arrest by Artaxerxes, has rebelled after his release. In this battle, the new king's force of Persians with a superior force of cavalry meet Cyrus near the town of Cunaxa, next to the Euphrates River. Cyrus



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*Helping authors turn manuscripts into print-ready publications for 10 years.*

I provide clients with typesetting, graphic design, and photographic services.

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has augmented his smaller force of Persians with 13,000 Greek mercenaries, the 10,000 of Xenophon fame.

### T-498 Source of the Nile

**Colonial;** 2 PM; Length: 4; Location: Ball Room A; BA-01; Host Ross Maker; Scale: Board Game; Rules: *Source of the Nile*; Number of players: 6.

Do those blank areas on the map intrigue you? Are you bold enough to face rampaging rivers, precipitous mountains, fever-ridden swamps, burning deserts and wild animals? Then come play this award-winning game, first published by Discovery Games in 1977 and re-released by Avalon Hill in 1979. Co-designer Ross Maker will be the Game Master.

### T-149 Auldearn – Montrose in the North 9 May 1645

**English Civil War;** 2 PM; Length: 3; Location: Ball Room D; BD-02; Host Jeffrey Ball; Scale: 40mm; Rules: *Carnage & Glory*; Number of players: 5.

The Covenanter army breaks contact with Montrose, but gathers reinforcements and attempts to surprise the scattered Royalists who must gather their army to repel and defeat the enemy. A close run battle historically. See if you can change the outcome.

### T-412 The Last Alliance

**Fantasy;** 2 PM; Length: 4; Location: Exhibit Hall A; EA-52; Host Matthew Iverson; Scale: 28mm; Rules: *Hobbit/LOTR Strategy Battle Game*; Number of players: 12.

In the greatest battle of the Second Age, an alliance of elves and men unite bring down the dark lord Sauron and extinguish his power for all time (almost). However, due to the dynamics of the scenario, it is still only expected to last about 3-4 hours at longest. Sauron must

kill the four Kings of Elves and Men. The Last Alliance must kill Sauron! Players may bring their own models or have them provided. For more details, visit [dchobbittleague.com](http://dchobbittleague.com)

### T-202 To Close for Comfort

**Modern;** 2 PM; Length: 3; Location: Exhibit Hall A; EA-09; Host Stan Johansen; Frank Brown; Scale: 28mm; Rules: *Jihad Free download at [http://stanjohansenminiatures.com/jihad\\_opener.htm](http://stanjohansenminiatures.com/jihad_opener.htm)*; Sponsor: Stan Johansen Miniatures; Prize: \$20.00 gift certificate for Stan Johansen Miniatures.; Number of players: 6.

ISIS Launches an attack on the village of Al Qunaitra whose inhabitation and small garrison are about to be overwhelmed. Who will come to the rescue Americans, Russians, Syrians Others? Assistant GM is Frank Brown

### T-225 Fireball Forward Skirmish – Blackjack – Hamburger Hill, 1969

**Modern;** 2 PM; Length: 3; Location: Ball Room E; BE-01; Host Mark Fastoso; Scale: 15mm; Rules: *Fireball Forward Skirmish*; Sponsor: *Fireball Forward*; Number of players: 6.

The assault on the NVA stronghold of Dong Ap Bia, aka Hamburger Hill, has bogged down. The battalion commander, call sign 'Blackjack,' has decided to personally take command and moves up the hill with his radiomen in tow. After passing by an aid station he is suddenly overcome with a feeling of unease. The NVA are in the jungle around him...he orders his men to prepare to defend the aid station.

### T-161 The Battle Before the Battle

**Napoleonic;** 2 PM; Length: 4; Location: Ball Room C; BC-08; Host Duncan Adams; Scale: 25mm; Rules: *Combat Patrol: Horse and Musket*; Number of players: 6.

Battalions formed; lines dressed; banners flying. The drums start and one line begins moving, steadily closing toward the inevitable, violent collision. But before the lines close there is another battle which must be fought first - between the closing lines. Today we fight that battle of light infantry struggling to weaken the enemy's line while protecting its own.

### T-268 Hunters Hunted

**War of 1812;** 2 PM; Length: 3; Location: Ball Room B; BB-08; Host Michael Mcknight; Scale: 1/1200; Rules: *Post Captain*; Number of players: 4.

Fall 1813 A US Squadron has broken out of Boston and is heading for the Caribbean to raid British shipping. Several Royal Navy squadrons are in pursuit. One day around noon sails are sighted on the horizon Rules taught and accompanied under 16's welcome

### T-188 Retreat From Tannenberg

**World War I;** 2 PM; Length: 4; Location: Ball Room C; BC-05; Host Kurt Schlegel; Scale: 10mm; Rules: *Take Action!*; Number of players: 7.

Sept. 2, 1914. After the defeat of the Second Army, Rennenkampf's First Army must retreat back across the Alle River before the Germans organize a counterattack, while the Germans muster all available forces to eliminate the Russian bridgehead. Players under 13 welcome with a playing adult.

### T-518 The Guards Counterattack II, a John Hill memorial game

**World War II;** 2 PM; Length: 2; Location: Meeting Room 1; M1-03; Host Patrick Lebeau; Scale: 15mm; Rules: *John Hill's Classic Squad Leader in miniatures*; Number of players: 4.





The German army has taken control of vital positions in the motherland. This will not stand. New Russian regiments have been granted the status of Guards. (Now they will earn it and die trying!) Three games of two hours to refresh or train gamers to Basic Squad Leader rules system. Walk ups welcome to come by and grab an available seat.

## T-556 Rommel

**World War II; 2 PM; Length: 3; Location: Ball Room B; BB-01; Host Dave Waxtel; Scale: 15mm; Rules: KISS Rommel; Sponsor: NYWA Club; Number of players: 8.**

Operational level game involving German Italian and the British. Command divisions, sweep across the desert as your men engage in a brutal battle for control of north

Africa Kids under 14 must be with adult, No Food

3 PM

## T-513 Battle of Jacob's Tavern

**French & Indian War; 3 PM; Length: 3; Location: Meeting Room 1; M1-01; Host Del Stover; Scale: 25mm; Rules: Fire and Fury variant; Number of players: 4.**

The frontier is a dangerous place in the second year of the French-Indian War, and the small community surrounding Jacob's Tavern is confronted with a massive raid by Indians and French troops. Fortunately, there was time to call for reinforcements from Fort Edward.

## T-152 The Battle of Battin

**Napoleonic; 3 PM; Length: 4; Location: Ball Room C; BC-03; Host Eric Schlegel; Scale: 15mm; Rules: Le Feu et Fureur (modified Regimental Fire & Fury); Number of players: 6.**

7 Sept 1810. The Turks have a sent a column of 40,000 troops to relieve the siege of Ruschuk in Silitra. The Russian commander, Count General Kamensky, gathers a force of 21,000 and attacks their fortified camp near Battin. Players under 13 welcome with a playing adult.

## T-198 Greatest Cavalry

### Charge – Prelude – Theme

**Pike & Shot; 3 PM; Length: 2; Location: Exhibit Hall A; EA-08; Host Pete Panzeri; Scale: 28mm; Rules: CROMWELL RULES!; Sponsor: Small-wars.org; Prize: Prizes from Small-wars.org; Number of players: 12.**

Prelude to the greatest cavalry charge in human history. Can the Vienna Defenders sally forth to repel the well armed and overwhelming Ottoman Siege of Vienna? Or will the Turkish defenders carry the day? A fast-moving wargame with thousands of figures and a lot of fun surprises! For pre-read PDF of the Scenario and CROMWELL RULES! email peterpanzeri@yahoo.com. 1. All assisting w/ Set-up at Noon get assignment preference. 2. A lot of 28mm figures, large-table & many players.\* (May not be appropriate for Children under 11.)

## T-550 The Magnificent Seven

**Western; 3 PM; Length: 3; Location: Meeting Room 4; M4-01; Host Joe Moore; Scale: 28mm; Rules: The Rules With No Name; Number of players: 8.**

Seven Samurai, er... gunfighters, defend a town against marauding n'er-do-wells from across the southern border. Lots of shooting and mayhem. Children under 14 accepted with an attending parent.

## T-187 Gremlins

**World War II; 3 PM; Length: 3; Location: Ball Room C; BC-06; Host Bruce Kohrn; Scale: 1/285; Rules: Little Friends; Number of players: 6.**

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

4 PM

## T-108 Battletech – Grinder 3

**SciFi; 4 PM; Length: 3; Location: Ball Room B; BB-04; Host Dave Yingling; Scale: 1/285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 8.**

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

## T-474 Into The Darkness: Star

### Trek Attack Wing: Battle at Terok Nor (Sacrifice of Angels).

**SciFi; 4 PM; Length: 4; Location: Exhibit Hall A; EA-46; Host James Nicholson; Scale: Other; Rules: Main rules and House rules.; Sponsor: LXG and The MECHANICON; Number of players: 12.**

At COLD WARS® the Federation evacuated the station. Now they return to try and take the station back from the Dominion. Come join us in this exciting space combat game set in the Star Trek universe. All are welcome. All materials will be supplied.

## T-150 In the Duchy of

### Hanover 1759

**Seven Years War; 4 PM; Length: 5; Location: Ball Room D; BD-03; Host John Snead; Scale: 15mm; Rules: Carnage & Glory II; Number of players: 6.**

The British and Prussians have allied against the French, but a French army has the obtained the central position against its enemies. Will the Prussians be able to rescue the British?

## T-314 Grape Shot on the Chesapeake, with a Hint of Garlic? – Theme

**War of 1812; 4 PM; Length: 4; Location: Exhibit Hall A; EA-68; Host Miles Reidy; Scale: 28mm; Rules: Longstreet - Adjusted for the War of 1812; Number of players: 8.**

It's 1814 and an invading British / Canadian army is besieging an American shipyard near St Michaels, Maryland - can the US forces hold out long enough to complete the refit of the USS Wasp and get her to sea? Will the relief force of an unexpected ally arrive in time? This game will be an extremely hypothetical contest that features a French intervention into the War of 1812. The game will have over 1,500 28mm scale figures, a 3 foot long frigate model plus several gunboats and a few surprises. It will all be silly fun but may offend some historical purists. Children over 12 are welcome if accompanied by an adult. Prizes will be awarded to all players.

## T-348 Bolt Action Z!

**World War II; 4 PM; Length: 3; Location: Exhibit Hall A; EA-15; Host Matthew Fridirici; Scale: 28mm; Rules: Heavily Modified Bolt Action; Prize: Trophies!; Number of players: 6.**

It's the closing days of World War II and German scientists have let loose their most horrible creations. Can you lead your squad through the mess while horrors lurk around every corner? Under 13 with playing Adult please.

## T-401 Aerodrome(R) 2.0 WW2

### Aerial Combat in the Pacific

**World War II; 4 PM; Length: 3; Location: Exhibit Hall A; EA-01; Host Stanley Kubiak; Scale: 1/144; Rules: Aerodrome(R) 2.0 World War 2 Aerial Combat Game; Sponsor: Aerodrome(R) Aerial Combat Games; Prize: Wings and Medals; Number of players: 10.**

Japanese and American fighter aircraft duel around Midway island using the Aerodrome(R) 2.0 WW2 adaptation of the popular Aerodrome(R) 1.1 WW1 ruleset. Still easy to learn, easy to play, lots of fun, but takes into account the faster speeds and greater weapons lethality of WW2 aircraft. Rules explained, charts provided. Up to 10 players per round through allotted time. Wings and Medals for Victories and Valor. Excellent training for Saturday's Aerodrome(R) 2.0 Carrier War Competition! Spouse and Female Friendly Game. Under age 15 only with playing adult.

## T-523 The Guards Counterattack III, a John Hill memorial game

**World War II; 4 PM; Length: 2; Location: Meeting Room 1; M1-03; Host Patrick Lebeau; Scale: 15mm; Rules: John Hill's Classic Squad Leader in miniatures; Number of players: 4.**

The German army has taken control of vital positions in the motherland. This will not stand. New Russian regiments have been granted the status of Guards. (Now they will earn it and die

trying!) Three games of two hours to refresh or train gamers to Basic Squad Leader rules system. Walk ups welcome to come by and grab an available seat.

## 5 PM

**T-261 Battle of Coronel**

**World War I; 5 PM; Length: 4; Location: Ball Room A; BA-05; Host Jack Joyner; Scale: 1/2400; Rules: Seekrieg 5; Number of players: 8.** After fleeing Tsingtao and eluding Japanese, British and Australian ships on its way, von Spee's East Asia Cruiser squadron encountered a British force commanded by Sir Christopher Cradock off the coast of southern Chile. Since Trafalgar, the British navy had suffered no defeat for over a century; at Coronel, the loss of two armored cruisers and nearly 1600 men was the price paid for two minor hits on Scharnhorst and four on Gneisenau. German casualties amounted to 3 wounded. Join the combined forces of the Admiralty Trilogy Group and the Seekrieg Admiralty as we celebrate the Jutland Centenary.

**T-344 Thala: Last Chance for Rommel, May 22, 1943**

**World War II; 5 PM; Length: 5; Location: Exhibit Hall A; EA-56; Host Michael Sincavage; Scale: 15mm; Rules: Battlefront; Number of players: 3.**

The Battle of Kasserine is coming to an end and the Germans under Rommel make one more determined push to reach Tebessa and cut off the US/British forces. The 10<sup>th</sup> Panzer pushes toward a make-shift force of Valentines under 6<sup>th</sup> Armored and some British infantry. However, the Allies have brought artillery up and it will be no German cakewalk. Familiarity with Battlefront rules or concepts (e.g., Fire and Fury) is needed as only a light refresher of the rules will be given. Please no children under the age of 15.

## 6 PM

**T-119 Battle of Camden**

**American War for Independence; 6 PM; Length: 5; Location: Ball Room D; BD-01; Host Robert McCaskill; Scale: 40mm; Rules: Carnage & Glory II; Number of players: 6.**

MG Gates and Lord Cornwallis meet in pine forest of South Carolina. Can the American Continentals, North Carolina and Virginia militia hold back the charge of the British?

**T-362 The Illinois Campaign of 1915 session 2**

**Early 20th Century; 6 PM; Length: 4; Location: Exhibit Hall A; EA-21; Host Don Gilmore; Rhonda Gilmore; Scale: 15mm; Rules: All Quiet on the Martian Front; Number of players: 8.**

July 1915, the Martian Invaders have won the second battle of St. Louis and the U.S. forces have been forced to fall back on a hastily built line of fortifications called the Illinois-Indiana

Defenses. The coal fields of central Illinois need to be held, and the Martians pushed back across the Mississippi river. Play as Martian invaders or U.S. forces in this exciting series of battles.

**T-305 The Byzantines Strike Back**

**Medieval; 6 PM; Length: 4; Location: Exhibit Hall A; EA-19; Host Victor Hiris; Scale: 25mm; Rules: gm designed; Number of players: 12.** can the Byzantine empire capture their city back from the saracens?

**T-374 Warriors of God: The Hussite Wars, 1420's – Theme**

**Medieval; 6 PM; Length: 3; Location: Exhibit Hall A; EA-23; Host Peter Anderson; Scale: 28mm; Rules: To the Strongest!; Number of players: 6.**

The Hussite movement began in Bohemia in the 1400's, predating the Reformation by 100 years. With armies composed largely of peasants, the Hussites defeated the much better equipped knights of the Catholic crusader armies repeatedly, using the Wagon Fortress tactics developed by Jan Ziska. Can they do it yet again? The TtS rules are easily learned, and play quickly, using a subtly gridded table and playing cards.. no dice! Teens age 14 and above welcome with a playing adult

**T-415 The Sun of Austerlitz**

**Napoleonic; 6 PM; Length: 6; Location: Exhibit Hall A; EA-14; Host Alan Isabelle; Scale: 10mm; Rules: Eagles at War; Number of players: 10.**

Austerlitz. Napoleon's greatest victory, the battle that brought France's new emperor to the pinnacle of glory. Join us in this final playtest of the Eagles at War rules, and refight one of the great battles of history. Will the French duplicate Napoleon's feat, or will the serried ranks of Russians hold firm on the Pratzen Heights? The battle will take place on a custom made table with thousands of figures. Follow the battlefield's construction at <http://www.projectausterlitz.com>.

**T-479 Battle of Chateau Thierry 1814**

**Napoleonic; 6 PM; Length: 4; Location: Exhibit Hall A; EA-24; Host Robert Lockley; Scale: 15mm; Rules: Shako II; Number of players: 6.**

Napoleon has defeated the Allies at Montrail. Now his forces are following up against The Prussian and Russians commanded by the Prussian General York to finish them off. Can he do it. ? You as the French command the units of the guard infantry and cavalry against a mixed force of Prussian Grenadiers, Regulars and Landwehr plus Russians.

**T-538 Marengo – Theme**

**Napoleonic; 6 PM; Length: 4; Location: Ball Room A; BA-13; Host John Drye; Scale: 15mm; Rules: Volley and Bayonet; Sponsor: Test of Battle Games; Number of players: 6.**

Murat and Kellerman's cavalry secure Bonaparte's position as First Consul and conclude the 1800 campaign. Cuirassiers, hussars and dragoons counterattack the Austrian advance. Will the French again snatch victory from the jaws of the Austrians?

**T-423 By Fire and Sword Bring and Battle – Theme**

**Pike & Shot; 6 PM; Length: 4; Location: Exhibit Hall A; EA-29; Host Karl Shanstrom; Scale: 15mm; Rules: By Fire and Sword; Sponsor: By Fire and Sword; Prize: Participation Miniatures; Number of players: 16.**

Bring your army and team up with other players in a large scale bring and battle event. The plan is to divide players into two warring sides and play a large multiplayer game of By Fire and Sword. All levels of players and collections are encouraged to attend. If you have a skirmish or a division bring them and play. Please have your army lists, FSP totals, recon totals calculated and ready to go prior to the event. Participation prizes will be provided. Also loaner armies available. A large bring and battle By Fire and Sword event. Loaner armies available. Participation prizes provided.

**T-106 Battletech – Ares vs Omega SuperHeavy Showdown**

**SciFi; 6 PM; Length: 4; Location: Ball Room B; BB-03; Host Ed III Wright; Scale: 1/285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 9.**

Ever wanted to know which SuperHeavy mech is the best, well know you can find out in the Arena on Solaris VII. Where 5 Ares Tripods will go against 4 Omega SuperHeavy Mechs. Who will survive..... All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

**T-134 Assault on Pink Hill – Crete May 20th 1941**

**World War II; 6 PM; Length: 4; Location: Ball Room D; BD-04; Host Thomas Garnett; Scale: 28mm; Rules: FireBall Forward - Skirmish; Number of players: 6.**

Shortly after parachuting onto Crete near the village of Galatas, Major Derpa's II Battalion/III Fallschirmjager Regiment was tasked to capture both Galatas village, defended by elements of the 6<sup>th</sup> Greek Regiment, and the adjacent Pink Hill, defended by elements of the Petrol Company, the New Zealand Division. Fighting as infantry. dug-in, and resilient, the New Zealanders fought-off three German attacks. The hill remained in their hands until 25 May when much larger German attacks began.

**T-167 Battle for Zossen**

**World War II; 6 PM; Length: 4; Location: Ball Room C; BC-07; Host David Wood; Scale: 1/285; Rules: Look Sarge, No Charts: WWII; Number of players: 6.**





It's April 1945 and Zossen is the last line of defense against the Soviet 3<sup>rd</sup> Guards Tank Army, advancing on the Berlin. Can the newly raised RAD Infanterie Division (consisting of labour service construction workers) and their support; a rag tag of training and experimental panzer units and some hastily trained Hitler youth, hold, or can the Russians break through?

### **T-220 Fireball Forward – Chaumont: Kokott's Counter Stroke**

*World War II; 6 PM; Length: 4; Location: Ball Room E; BE-06; Host Roxanne Patton; Scale: 20mm; Rules: Fireball Forward; Number of players: 8.*

23 Dec 1944 CCB of the 4<sup>th</sup> Armored Division finished mopping up the last pockets of the 14<sup>th</sup> Fallschirmjagers around 4:30 P.M. Just as the outposts were setting up, a tremendous volume of fire fell on the village from the wooded heights north and north east of town. For a moment, the tankers and infantry of the 8<sup>th</sup> Tank and 10<sup>th</sup> Armored Infantry battalions were stunned. Standing there was not an option, so Al Irzyk, CO of the 8<sup>th</sup>, furiously began getting the task force back to safety. Children 14 and above welcome with playing adult

### **T-223 Check Your 6! – Surprise Over the Reich**

*World War II; 6 PM; Length: 4; Location: Ball Room E; BE-05; Host Phil D'Amato; Scale: 1/285; Rules: Check Your 6!; Number of players: 8.*

The 8<sup>th</sup> Air Force has scheduled a heavy bombing raid deep inside of Germany. The Luftwaffe has been quite lately but now they have come up to stop the bombing raid in force. The defense of the Reich is at stake. Herman Goering has a surprise up his sleeve for the Americans.

### **T-327 Battle of the Pacific Ocean**

*World War II; 6 PM; Length: 4; Location: Exhibit Hall A; EA-06; Host Michael Graziano; Scale: 1/2400; Rules: general quarters; Number of players: 8.*

Battle of the Pacific use and Japan go at it in early 1943 with all the heavies in the box! Battleships, Battleships, Battleships. Easy rules and fast play children with adult please game to be played in flea mkt area.

7 PM

### **T-441 Charge of the Light Brigade – Theme**

*19th Century; 7 PM; Length: 4; Location: Exhibit Hall A; EA-37; Host Mike Fijalka; Scale: 28mm; Rules: Modified Warhammer Ancients; Number of players: 8.*

October 25<sup>th</sup>, 1854: Half a League onward - Charge down the Valley with the Light Brigade under the Command of Lord Cardigan into the face of Russian guns.

### **T-360 1715 Swedish Pomerania**

*Age of Reason; 7 PM; Length: 4; Location: Exhibit Hall A; EA-28; Host Robert Lehman; Scale: 15mm; Rules: Black Powder, modified for GNW; Number of players: 6.*

The noose is tightening around the Swedes as they try and make their way to Stralsund. At the village of Grimmen they turn to confront the Prussians, Danes, Saxons and Russians. The glory days may be behind them but they still only know one way to fight! GA PA !

### **T-132 Chadd's Ford, morning action.**

*American War for Independence; 7 PM; Length: 4; Location: Ball Room D; BD-06; Host Richard Mentch; Scale: 28mm; Rules: Carnage & GloryII; Number of players: 6.*

Hypothetical: What if Hessian General Knyphausen had not just demonstrated at Chadd's Ford while Howe led the elite of the British army on a sweep to find Washington's right/rear? What if he had actually tried to force a crossing in front of Greene's prepared positions?

### **T-497 The Rebels Strike Back**

*American War for Independence; 7 PM; Length: 4; Location: Ball Room A; BA-02; Host John Murdaugh; Scale: 40mm; Rules: Disperse Ye Damned Rebels!; Number of players: 6.*

Come and declare your allegiance to the King or Congress in our take on the American Revolution in the Jackson Gamers 'Murican Revolution'. Witness the Southern Continental Army under General Bates engaging the British Army under Lord Cornwall. It's your chance to lead the Rebels or the King's men to victory. What is your answer to the King's demand, 'Disperse, Ye Damned Rebels'? Rules by designer Larry Brom.

### **T-299 JOE HACK Roman Civil War part 2 – Theme**

*Ancients; 7 PM; Length: 4; Location: Ball Room A; BA-06; Host Joe Swartz; Scale: 28mm; Rules: JOE HACK; Number of players: 10.*

The Legions of the Danube are squared off against those of Cesar with their cataphracts supported by legion cavalry are opposite the Praetorian Guard with their auxiliary cavalry trying to turn Caesar's flank, but his German 'volunteer' horsemen are trying to do the same rules taught, minors welcome with adult

### **T-500 Admiral Seymour's Raid**

*Colonial; 7 PM; Length: 4; Location: Ball Room A; BA-04; Host Tom Anderson; Scale: 25mm; Rules: The Sword and The Flame 20th; Number of players: 6.*

Admiral Seymour has intelligence that the Boxers have hidden a large cannon at a nearby village and he has decided to launch a raid to capture the gun before it can be used against his forces. Who will succeed in this fight set during the Boxer Rebellion? Join in and help determine the outcome.

### **T-501 Otjihinamaparero: The Threatened Flank – German South-West Africa 1904**

*Colonial; 7 PM; Length: 4; Location: Ball Room A; BA-01; Host Roy Jones; Scale: 25mm; Rules: The Sword and The Flame - Modified; Number of players: 6.*

Herero riflemen occupy the formidable natural fortress of Otjihinamaparero, with its high rock walls. Schutztruppen and Marines launch a flank assault, but the Hereros hold their ground and shower the attackers with lead. The Hereros must now counterattack quickly,

before the Germans can break the morale of the Herero army. From the scenario book *The Herero War*. More at [www.hererowars.com](http://www.hererowars.com).

### T-129 Auldearn – Montrose in the North 9 May 1645

**English Civil War**; 7 PM; Length: 3; Location: Ball Room D; BD-02; Host Jeffrey Ball; Scale: 40mm; Rules: *Carnage & Glory*; Number of players: 5.

The Covenanter army broke contact and gathered reinforcements before attempting a surprise attack on the dispersed Royalists. Historically this was a close run battle. Can you change the outcome?

### T-520 A Hot Time at the Oasis

**Inter-War**; 7 PM; Length: 2.5; Location: Meeting Room 1; M1-01; Host Rick Horner; Scale: 25mm; Rules: *The Sword and the Flame*; Number of players: 5.

The French Foreign Legion is protecting the trade routes in the north of Africa. But the natives are restless and have one of the legion forts is under siege. Come and capture the fort for your chieftain or hold out to the last man.

### T-358 Battle at Nicaea: First Cavalry Battle of the First Crusade – Theme

**Medieval**; 7 PM; Length: 4; Location: Exhibit Hall A; EA-72; Host Rod Cain; Scale: 15mm; Rules: *Triumph! WAR fast play ancient and medieval battles*; Number of players: 6.

May 1097AD- Kilij Arslan had already crushed the rag tag army that was the first wave or the People's Crusade. Now he faced the second wave - not just a bunch of peasants. It was led by some of the most powerful warlords of Europe; leading powerful armies of mounted knights. Nicaea now under siege sends an urgent plea for help and Kilij Arslan answers with a massive mounted force of his own. These two forces meet outside the walls of Nicaea in the largest mounted battle of the First Crusade. Rules are easy to learn and will be taught by the GM as needed. Armies will be provided. No players under 14 without adult supervision. See also the Caesar in Gaul walk-up *Triumph!* intro games run Thursday Friday and Saturday mornings as an additional option for familiarizing yourself with the rules in advance.

### T-217 Just Another Day in the QRF

**Modern**; 7 PM; Length: 3; Location: Exhibit Hall A; EA-09; Host Jim McWee; Scale: 28mm; Rules: *Force on Force*; Number of players: 6.

It's a normal day in Abuddin with personnel, cargo and patrols moving around the semi-quiet city. The modern day cavalry stand ready to ride to the rescue. Boom! A mushroom cloud marks the location of yet another explosion followed by the sharp crack of automatic gunfire. The radio blares to life with a panicked call for help, it's time for the Quick Reaction Force to mount up and ride to the rescue once more!

### T-451 Of Horses and Zombies

**Modern**; 7 PM; Length: 4; Location: Exhibit Hall A; EA-20; Host Mark Henry; Scale: 25mm; Rules: *ARES - Modified*; Sponsor: *Dave's Baggage Train*; Number of players: 6.

An Apocalyptic scourge has ravaged the country. Winter is coming. You and your band of survivors are on a supply mission when your vehicle runs out of fuel. Gather what you can and gallop away before you are eaten alive.

### T-481 Battle of Pultusk 1806 – Theme

**Napoleonic**; 7 PM; Length: 4; Location: Ball Room B; BB-01; Host Cliff Brunken; Scale: 15mm; Rules: *Shako II*; Number of players: 6.

Lannes received orders from Napoleon to capture Pultusk and create a bridgehead across the Narew River. Napoleon was convinced the main Russian army was at Golymin and did not expect Lannes to encounter any significant opposition. Benningsen's retreating army turned at Pultusk and deployed to meet the advancing French Kids under 14 must be with adult, No Food

### T-491 You Brought a Knife to a Gun Fight?

**Pulp**; 7 PM; Length: 3; Location: Exhibit Hall A; EA-34; Host Ivor Evans; Scale: 28mm; Rules: *The Chicago Way (Modified)*; Number of players: 6.

1930's gangster cinematic gameplay is at the forefront as four gangs battle it out on the streets of Chicago! Gun fights, bank robberies, car chases, liquor raids, street brawls, anything is possible in *The Chicago Way!* Think *The Untouchables* and those classic gangster movies of yesteryear and you've got You brought a knife to a gun fight? Wild West cinematic gameplay is at the forefront as four gang's battle it out on the streets of Ford's Canyon! Gun fights, bank robbery, jail breaks, horse thieves, upstanding law officers, corrupt law officers, bar room brawls, stampeding animals, train robbery, a 7th Cavalry rescue, anything is possible in Ford's Canyon! Think over the top John Wayne and Clint Eastwood movies, and you've got High Noon In Ford's Canyon!

### T-515 The Deadly Race: A Secret Agent Adventure

**Pulp**; 7 PM; Length: 2; Location: Meeting Room 1; M1-02; Host Del Stover; Scale: 25mm; Rules: 7TV; Sponsor: *Crooked Dice*; Number of players: 4.

Peter Drake of HM's Secret service must transport pretty, young nuclear scientist to freighter to disarm atomic bomb been hidden by SMERSH: Society of Murder, Espionage, Robbery, Sabotage, and Homicide (Not to be confused with Rogue Soviet operation). Racing in his gadget-filled sports car, can he outrun and outdrive SMERSH and KGB agents trying to stop him? Why is that heavily armored black car following him? And is there a liquor store



in town? After all, it's 1960s, and a guy has to party. Another episode in our club's continuing saga.

### T-248 Tragedy at Talikota; January 26, 1565 – Theme

**Renaissance**; 7 PM; Length: 4; Location: Ball Room E; BE-02; Host John Shirey; Scale: 28mm; Rules: *Pike & Shotte*; Sponsor: *Potomac Wargamers*; Number of players: 6.

The five Muslim Deccan Sultans led by Nizam Shah finally united in January 1565 and crossed the Krishna River to invade the Hindu Vijayanagara Empire. Rama Raya the aged King of Vijayanagara failed to oppose the crossing. The ensuing battle involved over 250,000 troops. The result was the death of Rama Raya, his army routed, the capital sacked, and the empire in disarray, never to rise to glory again.

### T-109 Battletech – Grinder 4

**SciFi**; 7 PM; Length: 3; Location: Ball Room B; BB-04; Host Dave Yingling; Scale: 1/285; Rules: *Total Warfare*; Sponsor: *Iron Wind Metals*; Number of players: 8.

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

### T-457 Beyond the Gates of Antares | Xilos Campaign – Mission 1 | Recovery

**SciFi**; 7 PM; Length: 4; Location: Exhibit Hall A; EA-13; Host Jeffery Fletcher; Scale: 28mm; Rules: *Beyond the Gates of Antares*; Number of players: 6.

As battles rage over the planet's surface, explorers on Xilos have discovered an artifact that will certainly yield a wealth of builder tech. This is the first scenario of a three part weekend narrative. Players are encouraged to play in as few or as many of the scenarios as they wish. Troops will be provided, but players are also welcome to bring their own 750 point painted



Gates of Antares force. This campaign is in honor of the memory of Michael Fijalka. Please consider making a donation in his name to the Leukemia and Lymphoma Society at <http://pages.teamintraining.org/nca/yourway16/mfijalka> The scenario is a six player game, but additional players are encouraged to stop by and check with the GM for possible walk up demos or pick-up games.

### T-155 Turks in Galicia: 1916

**World War I**; 7 PM; Length: 4; Location: Ball Room C; BC-05; Host Bruce Anderson; Scale: 10mm; Rules: Take Action!; Number of players: 7. With the Austrians crumbling under the weight of the Brusilov Offensive, Turks of the XV Corps (veterans of the Gallipoli Campaign) are sent in, in a desperate attempt to shore up the lines and stop the Russian hordes! Players under 13 welcome with a playing adult.

### T-228 Jutland – Day of the Dreadnaughts – Theme

**World War I**; 7 PM; Length: 3; Location: Ball Room E; BE-04; Host Brian Dewitt; Scale: 1/2400; Rules: When Dreadnaughts Ruled the Seas; Number of players: 10.

The British Grand Fleet and the German High Seas Fleet showdown fought in misty North Seas conditions on May 31, 1916. The battle opened with the six British Battlecruisers chasing five German Battlecruisers. The German Dreadnoughts are out numbered but the battle is very even with both sides claiming victory.

### T-173 Tanker's Challenge

**World War II**; 7 PM; Length: 4; Location: Ball Room C; BC-04; Host Don Hogge; Scale: 28mm; Rules: Battleground WWII; Number of players: 10.

Mayhem reigns supreme as tank commanders try to be the last tank standing. It's an every tank for itself affair as players command American, Russian, German, British and French armored vehicles. Who can you trust to watch your six? Earn points for each kill. Progress from light armored vehicles up to the King Tiger and JS-III. Not exactly historical but always a good time. Gamers under the age of 14 are welcome with an adult.

### T-377 Outpost Snipe – 2nd Battle El Alamein – Theme

**World War II**; 7 PM; Length: 4; Location: Exhibit Hall A; EA-55; Host Joe Richards; Scale: 15mm; Rules: Rapid Fire; Number of players: 6. During the 2nd battle of El Alamein, the British captured a slight depression (Outpost Snipe) and manned it with 16 six pounders. German and Italian tanks and infantry counter attacked vigorously. The British held on while the Axis left over 50 burning vehicles behind. Easy intro to this great set of rules

### T-398 Aerodrome(R) 2.0 Battle of Midway Attack on Midway Island

**World War II**; 7 PM; Length: 4; Location: Exhibit Hall A; EA-01; Host Mark Wukas; Scale: 1/144; Rules: Aerodrome(R) 2.0; Sponsor: Aerodrome(R) Aerial Combat Games; Number of players: 12.

A few hours before the carrier action began, the Imperial Japanese Navy (IJN) launched a furious attack on Midway Island to soften its defenses for a subsequent landing by Japanese troops. The IJN sent dive- and torpedo-bombers as well as fighters to cover the attack on Midway, which was defended by Navy planes that were outnumbered three-to-one. Traditional Aerodrome(R) Wings and Medals. Rules taught. Spouse & Female Friendly Game. Under age 15 only with playing adult.

### T-430 Operation Goodwood – The Guards Advance

**World War II**; 7 PM; Length: 5; Location: Exhibit Hall A; EA-45; Host Tim Broome; Scale: 20mm; Rules: Command Decision Test of Battle; Number of players: 8.

Join the British Guards Armored Division and fight your way across the Goodwood battlefield to the open country beyond but beware, there are King Tigers lurking near by. Players of all ages and skill levels are welcome. Children under 12 should be accompanied by an adult.

### T-488 Blitzkrieg Bombers: France 1940

**World War II**; 7 PM; Length: 4; Location: Exhibit Hall A; EA-07; Host Martin Fenelon; Scale: 1/285; Rules: Fight for the Skies: Luftwaffe 1946; Sponsor: MSD Games; Prize: Gift Certificate; Number of players: 8.

The German breakthrough in the Ardennes has shocked the Allies. France is pouring reinforcements into the area in a desperate attempt to stop the panzers. The Luftwaffe must stop these French units from reaching the front. Bolstered with new aircraft from the USA, the French air force is determined to stop the Luftwaffe onslaught. Fast play air-to-air rules, each player commands 4-8 aircraft. Beginners are welcome, rules will be taught.

### T-541 Assault on Angoville au Plain and Assault on Ranville

**World War II**; 7 PM; Length: 2; Location: Exhibit Hall A; EA-42; Host Doug Ozelius; Scale: 20mm; Rules: Sergeants Miniature Game; Sponsor: Lost Battalion Games; Prize: Certificates (redeemed at Lost Battalion Games); Number of players: 6.

Two small beginner skirmish level scenarios of the villages of Angoville and Ranville. Play either American paratroopers, British Red Devils or their German opponents. One of the scenarios will be slightly larger with more players. Players can play either game or both. Typical game lasts 2 - 4 (short) turns. Quick, fast, fun. Prep for tournament held on Friday

or armor used during the following days. Playing will show the unique game mechanics/dynamics.

### T-551 Dragoon Counterattack at the Meuse 14 May, 1940

**World War II**; 7 PM; Length: 4; Location: Exhibit Hall A; EA-47; Host Maurice Holmes; Scale: 28mm; Rules: Under Fire; Number of players: 6.

Elements of the French 14th Motorized Dragoon Regiment launch a counterattack against leading elements of the 7th Panzer Division at the village of Haut-le-Wastia. Elements of the German 7th Motorcycle Battalion are in the village, holding the northern end of the Meuse bridgehead. This is a platoon level skirmish game. Each turn is 3-5 seconds of real combat. Easy to learn, fast playing, very realistic man to man combat. Each player is in control of one squad in this skirmish level game.

8 PM

### T-197 Gnome Wars: The Castle in Teutoburg Forest

**Fantasy**; 8 PM; Length: 4; Location: Exhibit Hall A; EA-02; Host James Stanton; Scale: 28mm; Rules: Gnome Wars; Sponsor: Miniature Building Authority; Prize: YES!; Number of players: 12.

On the retreat after losing their brewery in a fierce battle, Lon's Lunkheads meet up with the rest of their clan at a German stronghold in Teutoburg Forest. The Highlanders, Swiss, and Sikhs hope to defeat Lon and crush his monopoly of the gnome beer market. Let's hope that their pillaging of the brewery doesn't influence the allies' battle readiness. No players under 13 without a playing adult with parent/child teams encouraged. Anyone bringing a painted unit from Brigade Games does not have to pre-register.

### T-210 Greatest Cavalry Charge in History! – Theme

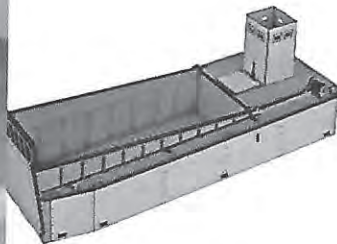
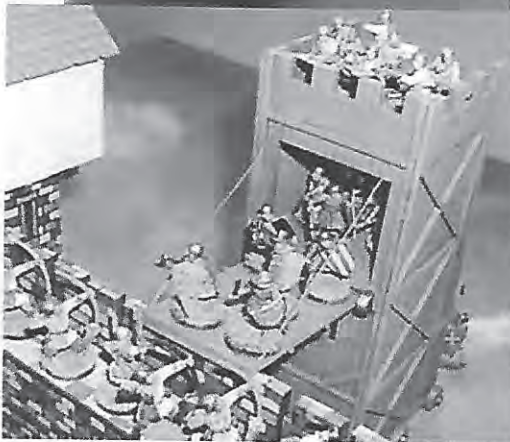
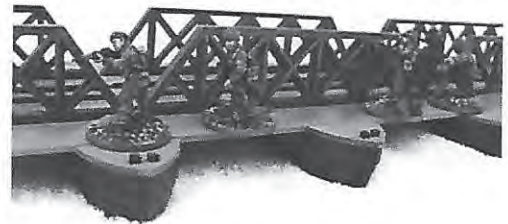
**Renaissance**; 8 PM; Length: 3; Location: Exhibit Hall A; EA-08; Host Paul Olzansky; Scale: 28mm; Rules: CROMWELL RULES!; Sponsor: Small-wars.org; Prize: Prizes from Small-wars.org; Number of players: 24.

Pete Panzeri & GM Team host what was called the greatest cavalry charge in human history. Can the massive Hapsburg Armored Cavalry jauger-naught defeat the well armed and overwhelming Ottoman Siege of Vienna? Or will the Turkish defenders repel the charge? A fast-moving wargame with thousands of figures and a lot of fun surprises! For pre-read PDF of the Scenario and CROMWELL RULES! email [peterpanzeri@yahoo.com](mailto:peterpanzeri@yahoo.com). 1. All assisting w/ Set-up at 7pm get assignment preference. 2. A lot of 28mm figures, large-table & many players.\* (May not be appropriate for Children under 11.)

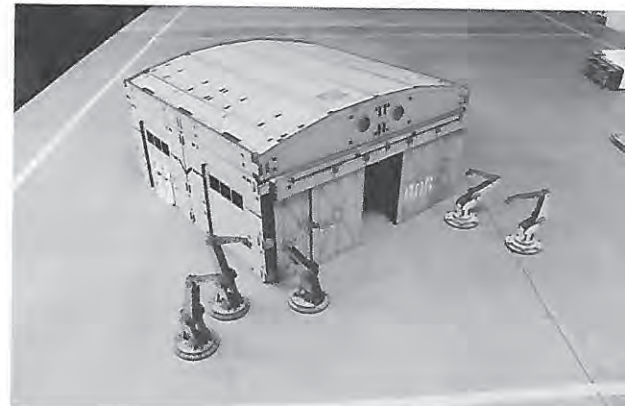
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## Friday

8 AM

**F-275 Commander of Sallies – The Battle of Penny Burn Mill,****April 21st, 1689 – Theme**

**Pike & Shot;** 8 AM; Length: 4; Location: Exhibit Hall A; EA-32; Host Clarence Harrison; Barry Hilton; Scale: 28mm; Rules: Beneath the Lily Banners; Sponsor: The League of Augsburg, Warfare Miniatures, and Quindia Studios; Number of players: 6.

Captain Adam Murray leads a sally from the walls of a besieged Derry in an attempt to clear lines of communication to the north of the city, confronting the Jacobites at the crossing of Penny Burn Mill. Can the weak defenses at the mill hold out long enough for reinforcements to arrive or will Murray's impetuous assault threaten the Jacobite siege? The author of Beneath the Lily Banners, Barry Hilton, will be on hand to referee and generally cause mayhem... There are various accounts of the battle and all do not agree on the details, force compositions, etc. but it is certain that the main assault was carried out by several large formations of horse. Likewise, the Jacobite counter attack contained lots of mounted soldiers, including Galmoy's Regiment of Horse so you can expect to see piles of Warfare Miniatures horse scattered across the table! Visit <http://leagueofaugzburg.blogspot.com> for more information and previews of the game!

**F-302 The Shadow Over Isigny-sur-Mer**

**Pulp;** 8 AM; Length: 4; Location: Exhibit Hall A; EA-15; Host John Emmett; Scale: 28mm; Rules: Strange Aeons/Arkham Horror; Number of players: 4.

MI6 has been receiving reports of strange events and sightings-dimensional rifts, nightmarish visions, unearthly beasts-in the vicinity of Isignysur-Mer. As part of the multinational counteroccultism force Majestic, you have been sent to investigate the activities of Clementine Thalberg, a chief operative of the Nazi occult society The Black Sun. Will you and your fellow players be able to keep your sanity in check long enough to thwart her plans in this co-op Lovecraftian/WWII mashup? No players under the age of 14 without an accompanying adult for images of horror and mild adult humor. Rules will be taught.

9 AM

**F-146 150th Anniversary Battle of Koniggratz – Theme**

**19th Century;** 9 AM; Length: 5; Location: Ball Room D; BD-05; Host Bruce Weigle; Scale: 6mm; Rules: Fast-play 1866 Grand Tactical Rules; Number of players: 8.

Koniggratz was the culmination of the Austro-Prussian War and, with nearly 400,000 men participating, the second largest battle of the 19th century. The Prussian victory enabled it to displace Austria as the leading power of central Europe, but it could have gone either way, since both sides came close to losing the fight at various times. Plenty of troops to go around in this one! Rules are very easy to learn, will be taught

**F-386 Caesar in Gaul : An Introduction to Triumph!****WAR fast play rules for ancient and medieval battles**

**Ancients;** 9 AM; Length: 4; Location: Exhibit Hall A; EA-72; Host Jack Sheriff; Scale: 15mm; Rules: Triumph! WAR fast play rules for ancient and medieval battles; Prize: Triumph! army pack raffle prize; Number of players: 30.

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 walk-up game opportunity FOR WHICH YOU DO NOT NEED TO BE REGISTERED introduces players to the fast-play Triumph! ancient and medieval rules. Play one game or a dozen. Triumph! tutors on hand to help introduce you to the game, teach and answer questions. Rules are easy to learn and will be taught as needed. Armies will be provided. No players under 14 without adult supervision.

**F-508 In Pursuit of Johnny Pathan**

**Colonial;** 9 AM; Length: 4; Location: Ball Room A; BA-01; Host Edward Watts; Scale: 25mm; Rules: The Sword and The Flame - NWF - 500 Fighting Englishmen Movement Variant; Number of players: 6.

Anglo/Indians: A flying column is in pursuit of a caravan of stolen rifles in transit to Rebel tribesmen. You will march overland to deny the gun-runners access to the Khyber Pass and in concert with the cavalry, retake and return the purloined weapons to the government armory. Pathans: You will prevent all of the above and make the Infidels and their servant dogs die in the mountain passes. Rules will be taught, beginners & kids who can read the 2-sided rules charts are welcome.

**F-260 The Scouts Collide: Jutland Ten Years Earlier**

**Early 20th Century;** 9 AM; Length: 4; Location: Ball Room A; BA-10; Host Joe Kohten; Scale: 1/1500; Rules: Seekrieg 5; Number of players: 10.

World War I has begun in 1906. As the Grand and High Seas Fleets sail to clash, the scouts search to gain some advantage. The first action of the war this sees cruisers meet in the North Sea in advance of the great battle lines. Pride

is on the line for failure is not an option for either side and the eyes of both nations are upon them.

**F-168 The Dragon Is Dead**

**Fantasy;** 9 AM; Length: 4; Location: Ball Room C; BC-07; Host David Wood; Scale: 28mm; Rules: Bear Yourself Valiantly; Number of players: 6.

The word is out, the dragon is dead. Four armies have marched. However, this time the Elves and the Dwarfs have agreed to be allies and split the treasure. Not wanting to lose their chance, the Humans and the Goblins also decided to unite. Who will get there first (and can whoever gets there first hold on to the treasure long enough to get away with it.)

**F-368 A day at the Squig Races – Goblins racing Squigs, who could ask for More?**

**Fantasy;** 9 AM; Length: 3; Location: Exhibit Hall A; EA-46; Host Parris Cather; Scale: 28mm; Rules: GM provided; Number of players: 12.

Goblins Riding Squigs will race across a marsh covered field and back to capture victory while avoiding an angry giant in the center. Squigs move by jumping in a direction and distance that will be determined by rolling dice. Squigs that land on other Squigs get an extra jump. Verbal outbursts are expected and required. All squid riders must shout boing when they jump and splat when they land on another Squig or they will suffer consequences. Fun and mayhem is expected. All items required to play this game is provided by the Game Master

**F-555 Valley in Flames French and Indian War 1756**

**French & Indian War;** 9 AM; Length: 4; Location: Ball Room B; BB-01; Host John Mitchell; Scale: 15mm; Rules: Hold The Line; Sponsor: WAMP; Number of players: 6.

Since Gen Braddock's defeat the summer before, the French and Indians have been terrorizing the Ohio Valley from western Pennsylvania to Maryland. A British relief column must reach the Blockhouse where the locals are trying to hold out, before its too late. Fast play rules make this a fun game. 16 years or older, please. , No Food

**F-214 Ding-DANG! The Wicked Witch is NOT Dead! – Theme**

**Horror;** 9 AM; Length: 2; Location: Exhibit Hall A; EA-02; Host Pete Panzeri; Scale: 28mm; Rules: WICKED WITCH RULES! Classic Horror Fiction by Pete Panzeri; Sponsor: miniaturebuildingauthority.com; Prize: Prizes from Miniature Building Authority & Smallwars.org; Number of players: 12.

Just when Dorothy & Toto thought it was safe to go check out the Castle... That rather rude and annoying Wicked Witch & Flying Monkey

deal has ALL gotta come back up again! Not to mention the whole Poppies & Winkie Guard thing! Can the Lion, Tin-Man, Scare-crow, Munchkins, Emerald City Cavalry, Glinda & Wizard all help? or is it REALLY always All-up-to-Dorothy? I DO believe in spooks! I DO believe in spooks! I do! I do! I DO! A fast-moving classic horror fiction game with a lot of fun surprises on magnificent Miniature Building Authority terrain! For pre-read PDF of WICKED WITCH RULES email peterpanzeri@yahoo.com.

### F-365 To the Walls of Damascus

**Medieval;** 9 AM; Length: 4; Location: Exhibit Hall A; EA-06; Host Brett Kite; Scale: 28mm; Rules: Lion Rampant; Number of players: 6.

After the fall of the Crusader state of Edessa in 1146, Pope Eugene III called a Second Crusade to protect the threatened Christian political presence in the Middle East. Will the Crusaders force their way to the walls of the lightly fortified city of Damascus? Or will the Muslim defenders drive these supposed besiegers away from their ancient city. Young gamers welcome with an adult.

### F-192 Breakthrough at Lauterbach, July 1985

**Modern;** 9 AM; Length: 4; Location: Meeting Room 4; M4-01; Host Allen Smith; Scale: 6mm; Rules: Team Yankee; Number of players: 6.

The Soviet 8<sup>th</sup> Guards Army is pushing though the Fulda Gap towards Frankfurt. A swing south has been blocked by the 11 ACR. North, the town of Lauterbach offers several bridges across the Lauter River. To assure success and continue their progress towards Frankfurt, the Soviets will attempt to seize the bridges via helicopter assault. A screening force from the US 8<sup>th</sup> ID is on the eastern side of Lauterbach. Can mobile reserves from the armor elements

of the 8<sup>th</sup> ID block the Soviet advance? Experience not required, but helpful. Youths OK with playing adult.

### F-352 Quatre Bras Revisited

**Napoleonic;** 9 AM; Length: 6; Location: Exhibit Hall A; EA-69; Host Jody Sherrill; Scale: 25mm; Rules: Home Rules; Number of players: 12.

The Battle of Quatre Bras with a twist. Variable extra reinforcements for both sides.

### F-446 Battle of Smolensk, 1812

**Napoleonic;** 9 AM; Length: 6; Location: Exhibit Hall A; EA-66; Host David Ensteness; Scale: 15mm; Rules: Et sans resultat! Second Edition; Sponsor: The Wargaming Company, LLC; Prize: Discounted copy of Master of the World, 1812 in Russia or Et sans resultat!; Number of players: 7.

For nearly two months Napoleon had chased the armies of the Russian Tsar further into the country's vast interior in the hope of causing a major engagement that would decide the conflict. In parallel, Barclay de Tolly and Bagration had spent the four weeks of July attempting to unite their armies. Now, opportunities for both sides came to pass at Smolensk. Second in a series of four games from the campaign! Win 50% off Master of the World, 1812 in Russia or Et sans resultat! Grand tactical game which emphasizes planning and command decisions, not recommended for children much under 15 unless actively supported in playing by a parent.

### F-493 Wagram – Marshal Davout's Assault

**Napoleonic;** 9 AM; Length: 4; Location: Exhibit Hall A; EA-28; Host Robert Koffman; Scale: 15mm; Rules: Convention Napoleonic; Number of players: 12.

Davout's 1809 attack on the Austrian right flank decided what at the time was the largest battle of all time. The French will assault the Russbach Heights and the Austrians will attempt to stop them. The rules provide for a large Napoleonic battle within the time restraints of a gaming convention. You will see the color and savor flavor of Napoleonic warfare with a result within 4 hours.

### F-380 Battle of Ceresole, 1544

**Renaissance;** 9 AM; Length: 4; Location: Exhibit Hall A; EA-39; Host Bob Bryant; Scale: 15mm; Rules: Might of Arms; Number of players: 6.

This battle ended the 50-year attempt of French kings to rule Italy. If history repeats itself, the battle begins with an ineffective artillery duel and skirmishing arquebusiers, and then progresses to a slaughter with Swiss and Landsknechts meeting in bitter enmity and French cavalry repeatedly charging pike formations.

### F-426 Jutland – kinda

**Victorian Science Fiction;** 9 AM; Length: 6; Location: Exhibit Hall A; EA-20; Host Jay Wissmann; Scale: 1/1200; Rules: Dystopian Wars; Number of players: 12.

As we celebrate the 100<sup>th</sup> anniversary of the Battle of Jutland, I could not resist the opportunity to try an All-Big-Ships scenario. Everybody gets a Battleship / Dreadnought of their very own to succeed or fail. If you to run small-boys in the DW universe, this is NOT the game for you. Join gamemaster Jay Wissmann for a struggle of titans.

### F-505 Save the Wagons!

**Victorian Science Fiction;** 9 AM; Length: 4; Location: Ball Room A; BA-03; Host Jay Stribling; Scale: 25mm; Rules: The Sword and The Flame 20th; Number of players: 6.

A British supply column traveling through a 'peaceful' valley is found by a Zulu force on its way across, at right angles. The meeting is a surprise for both armies; who will be victorious?

### F-247 A Pair of Belgian Aces

**World War I;** 9 AM; Length: 3; Location: Ball Room E; BE-04; Host Brian Dewitt; Scale: 1/144; Rules: CY6 Modified for WWI; Number of players: 10.

The two leading Belgian aces, Willy Coppens (known as Blue Devil) and Andre de Meulemeester (known as Eagle of Flanders) get a long-sought chance to jump a flight of Germans. The Belgians were flying Hanriot HD.1s. Despite its development in 1916 by the French company Hanriot, the HD.1 was not adopted by the French squadrons, but equipped the Belgian and the Italian air forces. Willy had 8 victories at this time but 7 of them were over balloons.





## F-272 Last Throw of the Dice

**World War I; 9 AM; Length: 4; Location: Ball Room B; BB-08; Host Michael Mcknight; Scale: 1/3000; Rules: Fleet Action Imminent; Number of players: 6.**

Fall 1918 The High Seas Fleet command has planned a raid on the Thames and Channel ports to attempt to distract the allies from their current offensive in Belgium. The fleet sorties at night and at dawn is ready to strike the hopefully surprised British Rules taught and accompanied under 16's welcome

## F-174 Trouble in the Rubble

**World War II; 9 AM; Length: 4; Location: Ball Room C; BC-04; Host Don Hogge; Scale: 28mm; Rules: Battleground WWII; Number of players: 6.**

Tenacious Germans dug-in the ruins of St Lo, hoping to delay the American advance for weeks. The German defense was scattered and outmatched. It would prove to be a short, but hard fought battle for the city. Gamers under the age of 14 are welcome with an adult.

## F-241 Fireball Forward Tutorial – Pouppeville, Normandy 6 June 1944

**World War II; 9 AM; Length: 3; Location: Ball Room E; BE-07; Host Michael DeCarlo; Scale: 15mm; Rules: Fireball Forward; Number of players: 4.**

This scenario is intended as a tutorial for players new to the Fireball Forward Game System - Landing on Utah Beach, American Forces had to push off and cross causeways through flooded fields into small Norman towns. As Americans, can you clear the German resistance in the town and capture your objective? As the Germans, can you hold enough of the town to keep the Americans bottled up? With Fireball Forward courage, cunning and luck wins the day. Every game is a story you will tell again. New players welcome. Older kid friendly.

## F-333 Dragoon Counterattack at the Meuse 14 May, 1940

**World War II; 9 AM; Length: 4; Location: Exhibit Hall A; EA-47; Host Maurice Holmes; Scale: 28mm; Rules: Under Fire; Number of players: 6.**

Elements of the French 14e Regiment de Dragon (14<sup>th</sup> Motorized Dragoon Regiment) launch a counterattack against leading elements of the 7<sup>th</sup> Panzer Division at the village of Haut-le-Wastia. Elements of the German 7<sup>th</sup> Motorcycle Battalion are in the village, holding the northern end of the Meuse bridgehead. This is a platoon level skirmish game. Each turn is 3-5 seconds of real combat. Easy to learn, fast playing, very realistic man to man combat. Each player is in control of one squad in this Skirmish Level game.

## F-346 Denmark does not go softly into the night: April 1940 Aalborg airfield

**World War II; 9 AM; Length: 4; Location: Exhibit Hall A; EA-56; Host Michael Sincavage; Scale: 15mm; Rules: Battlefront; Number of players: 4.**

Historically, the Danes surrendered quickly when their leaders were cowed by the Luftwaffe and realized their poorly equipped soldiers could not resist for long. However, the Danes gave a good account of themselves in several skirmishes. This scenario envisions the Danes fighting desperately for the Aalborg airfield, a key initial German objective. As some Danish troops hold out against the initial Fallschirmjäger assault, other Danes try to prevent a link up with German reinforcements. Familiarity with Battlefront rules or concepts (e.g., Fire and Fury) is needed as only a light refresher of the rules will be given. No children under the age of 15 please.

## F-455 Sergeants Bizzeld Out Scenario

**World War II; 9 AM; Length: 4; Location: Exhibit Hall A; EA-33; Host August Thiesing; Scale: 20mm; Rules: Sergeants Miniatures; Number of players: 6.**

British attempt to take and hold German Casement. Germans counter attack.

## F-524 Debacle at Korosten, a John Hill memorial game – Theme

**World War II; 9 AM; Length: 4; Location: Meeting Room 1; M1-03; Host Patrick Lebeau; Scale: 15mm; Rules: John Hill's Cross of Iron in miniatures; Number of players: 6.**

Kiev Road, August 30, 1941: As the front spreads with each German success, gaps develop in the line. These gaps prove to be perfect avenues of approach for the far-ranging Russian cavalry. Command the 1<sup>st</sup> Regiment, 2<sup>nd</sup> Cavalry Division, on its ride deep behind German lines to the 6<sup>th</sup> Army depot, near Korosten. Wait until twilight, then draw sabers and sweep across the steppes like the Cossacks of old. Played on Squad Leader boards 3, 4 and 5 constructed for 15mm World War II miniatures. Walk ups should come by and grab an available seat.

## F-563 Battle of Eastern Solomons

**World War II; 9 AM; Length: 4; Location: Exhibit Hall A; EA-19; Host Bruce Schaper; Scale: Other; Rules: Tide of War Kido Butai Carrier Supplement Home Rules; Number of players: 6.**

The Marine assault on Guadalcanal triggered the third carrier battle in history. Yamamoto sends Shokaku, Zuikaku, and Ryjuho to cover a reinforcement surge down the eastern side of the Solomons. The Americans counter with carriers Saratoga and Enterprise, plus elements from the Cactus Air Force. Each player will control a carrier and her air wing. Operational level game. You must seek out and strike your

opponents carriers with your squadrons. After valuable input from last year, game mechanics have been improved, making command and control, and battle even simpler. If you ever wanted to command a carrier in a game, this is for you. Not for swabs, kids 14 and up should play only in the XO role.

## 10 AM

## F-120 Battle of Leuthen-1757

**Age of Reason; 10 AM; Length: 5; Location: Ball Room D; BD-02; Host Bruce Taylor; Scale: 15mm; Rules: Age of Eagles/Lace War Supplement; Number of players: 6.**

Following the defeat of the Franco-Imperial Army at Rossbach, Frederick marches to regain the initiative from the Austrian in Silesia and regain lost territory. Rules taught.

## F-231 Battle of Culloden

**Age of Reason; 10 AM; Length: 4; Location: Ball Room E; BE-08; Host Phillip Pournelle; Scale: 15mm; Rules: Black Powder; Number of players: 6.**

Bonnie Prince Charlie and the Jacobite army invaded England on 8 November 1745 and advanced south as far as Derby within 120 miles of London. However with limited support in England and little support from the French, they retreated to Scotland by Christmas. The Duke of Cumberland and the Government Army now have them cornered. The Jacobites decide to make a final stand at Culloden Moor. Will the cause of Prince Charlie continue or be stopped here? Who will rule England? You Decide!

## F-381 Battle of Dry Lauffer

**American Civil War; 10 AM; Length: 4; Location: Exhibit Hall A; EA-24; Host Larry Morris; Scale: 15mm; Rules: Johnny Reb 3 with Special Rules for Leaders and Unit Quality; Number of players: 8.**

Early war action with erratically armed troops meeting out west. The Union is trying to keep a larger Confederate force from meeting up with reinforcements New players welcome as rules will be taught.

## F-122 Battle of Camden, August 16, 1780

**American War for Independence; 10 AM; Length: 4; Location: Ball Room D; BD-01; Host David Bonk; Scale: 40mm; Rules: carnage and glory computer moderated; Sponsor: Sash and Saber; Prize: Gift Certificate; Number of players: 6.**

Major General Horatio Gates with a Continentals and militia army meet Lt. General Lord Cornwallis and his British regulars and Provincials in this classic meeting engagement. Can Gates change history and defeat the British?

**F-123 Chadd's Ford, Later Action.**

**American War for Independence; 10 AM; Length: 4; Location: Ball Room D; BD-06; Host Richard Mentch; Scale: 28mm; Rules: Carnage & GloryII; Number of players: 6.**

Hypothetical: Hessian General Knyphausen has not just demonstrated at Chadd's Ford while Howe and the elite of the British army are on a sweep to find Washington's right/rear. He has actually forced a crossing in front of Greene's prepared positions. But where is Howe? Washington takes this opportunity to lead his Continentals in their first major attack of the war.

**F-221 Hindu Rao's House – 23 June 1857**

**Colonial; 10 AM; Length: 4; Location: Ball Room E; BE-03; Host Roxanne Patton; Scale: 25mm; Rules: TSATF; Number of players: 8.**

Of the four principle British positions on Delhi Ridge, Hindu Rao's house was the closest to the city. Accordingly, this position drew most of the Mutineers' attention. With the 100<sup>th</sup> anniversary Plessey at hand the mutineers organized another attempt to out flank the Ridge with the hope of driving the Raj out of India. Early morning of the 23<sup>rd</sup>, the guns of the mutineers let loose a terrible fusillade followed by thousands rushing towards the rear of Hindu Rao's House. Children 14 and above welcome with playing adult

**F-140 The English Civil War, 1642 – The Treasure Convoy**

**English Civil War; 10 AM; Length: 4; Location: Ball Room D; BD-03; Host Nigel Paul Marsh; Scale: 28mm; Rules: Carnage&GloryII Pike and Shot; Number of players: 6.**

It is September 1642 and Lord Byron has been tasked with bringing silver and plate, from Oxford, to the King in Shrewsbury. Parliament has other ideas and the two opposing forces meet near Worcester.

**F-413 Dain's Last Stand**

**Fantasy; 10 AM; Length: 2; Location: Exhibit Hall A; EA-11; Host Matthew Iverson; Scale: 28mm; Rules: Hobbit/LOTR Strategy Battle Game; Number of players: 4.**

On the northern front of the War of the Ring, King Dain Ironfoot and Bain, son of Bard, make their last stand at the gates of Dale against the armies of Sauron's Easterling allies. This scenario will feature new and unique models such as Ram Riders, Chariots, and Iron Hills Dwarves. It will also include some unique Easterling forces as well. Rules will be taught.

**F-526 Defend the Lonely Mountain – Theme**

**Fantasy; 10 AM; Length: 3; Location: Meeting Room 1; M1-02; Host Del Stover; Scale: 25mm; Rules: Lord of the Rings Strategy Battle Game; Number of players: 4.**

Thirty years after Bilbo Baggins helped the dwarves reclaim the Lonely Mountain, the still-struggling kingdom of Erebor is attacked by goblins from the north. The dwarves have a stout heart and thick armor; the goblins have numbers and a cave troll. Thankfully, a Rohan caravan, protected by cavalry, is nearby. The stage is set for a classic fight.

**F-287 The Raid on St. Francis, October 4, 1759**

**French & Indian War; 10 AM; Length: 4; Location: Ball Room A; BA-04; Host Robert Moon; Scale: 40mm; Rules: Brother v Brother/Regimental F&F; Sponsor: Sash & Saber Castings; Prize: MVP Prize; Number of players: 8.**

Gen Amhearst sent Robert Rogers, his Rangers, Provincials & allied Iroquois to exact revenge on the village for the prior mistreatment of 2 British officers who had come in peace asking for their neutrality in the war. The people of St. Francis, loyal to the French wanted nothing to do with the British. St Francis had earned a reputation of launching vicious raids as far south as Massachusetts! So grab your musket and help save the village or grab a torch and burn it! This is Part 1 of a 2 part game (immediately following) Children under 18 ok, IF accompanied by a playing adult

**F-269 Pusan Perimeter**

**Korean War; 10 AM; Length: 4; Location: Ball Room B; BB-06; Host Tu Tran; Scale: 12mm; Rules: Mein Panzer; Sponsor: ODGW; Number of players: 6.**

The seemingly unstoppable North Korean Peoples Army has the South Korean & UN forces constantly on their heels. The port city of Pusan is the last stop before they get their feet wet! A perimeter must be setup and the enemy must be stopped! Rules Taught, Beginners Welcome

**F-244 CY6! Jet Age – Silver Swallows – 3 April 1965**

**Modern; 10 AM; Length: 4; Location: Ball Room E; BE-05; Host Thomas Ballou; Scale: 1/200; Rules: Check Your 6! Jet Age; Number of players: 6.**

The USS Hancock launched a strike on the Dong Phong Thuong bridge in coordination with the USS Coral Sea. Each ship provided flak suppression with F-8s, while the Coral Sea provided a TARCAP of F-4Bs. Coral Sea's strike went in first. As Coral Sea's group finished and egressed, Hancock's group went in and commenced bombing. The F-8s orbited the bridge as the last A-4s started to roll in. In the thick haze, the F-8s spread out, and unseen MiGs slipped into the mix.

**F-125 Valmy – the Prussian Assault Against Kellermann**

**Napoleonic; 10 AM; Length: 4; Location: Ball Room D; BD-04; Host Chris Maine; Scale: 28mm; Rules: Carnage&Glory; Number of players: 6.**

Believing that the experience, training and leadership of the Prussian army was superior to that of the revolutionary French, Karl Wilhelm Ferdinand, Duke of Brunswick sought to destroy the two French armies of Generals Kellermann and Dumouriez at Valmy. The Prussians and their Austrian allies planned to split the two French armies and destroy first the army of Kellermann. The battle opened with an intensive artillery duel followed by the main Prussian assault in parade precision....

**F-536 Borodino Cossack Chevauchee – Theme**

**Napoleonic; 10 AM; Length: 4; Location: Ball Room A; BA-13; Host John Kephart; Scale: 15mm; Rules: Volley and Bayonet; Sponsor: Test of Battle Games; Number of players: 6.**

Platov's Cossacks disrupt the French northern wing at the battle of Borodino. Three thousand Cossacks, reinforced by Russian light cavalry, envelop the French left. Can they make an impression on the French assault?

**F-422 By Fire and Sword The Battle of Khotyn 1673 – Theme**

**Pike & Shot; 10 AM; Length: 4; Location: Exhibit Hall A; EA-29; Host Karl Shanstrom; Scale: 15mm; Rules: By Fire and Sword; Sponsor: By Fire and Sword; Prize: Participation Prizes/Miniatures; Number of players: 10.**

The Battle of Khotyn or Battle of Chocim took place in November 1673. Polish-Lithuanian Commonwealth forces under Hetman Jan Sobieski defeated the Ottoman Empire forces under Hussain Pasha. This battle and siege was important as it gave the PLC momentum in upcoming conflicts and the victory allowed Jan Sobieski to win the upcoming royal election and become the King of Poland. Rules used are By Fire and Sword and participation miniatures will be provided to players. This game is supported by Wargamer.pl maker of By Fire and Sword. The By Fire and Sword rules will be used as well as beautifully painted miniatures by the BFaS team. Beginners are welcome and rules taught. Also participation miniatures of Sobieski and Hussein will be given to players of the event

**F-284 Turkish Bloodbath – Theme**

**Renaissance; 10 AM; Length: 4; Location: Exhibit Hall A; EA-59; Host Tod Kershner; Scale: 1/72; Rules: By the Sword Decided: From Fornovo to the Boyne; Sponsor: On Military Matters; Prize: The right to exist.; Number of players: 8.**

The Venetians and Ottomans clash over Dalmatia circa 1500 AD. Knights, Swiss pikes, mercenary longbowmen, handgunners, cannon and God knows what vs. Spahis of the port, hordes of light cavalry, the incomparable janissaries, colorful multi-national infantry and landsknecht mercenary pikes. Medieval meets the gunpowder revolution.



## F-104 Battletech – The Book of Shadows Part 4

**SciFi; 10 AM; Length: 6; Location: Ball Room B; BB-03; Host Bob Maine; Scale: 1/285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 10.**

During early 3075, 52<sup>nd</sup> Shadow Division struck several targets across inner sphere. Many military analysts believed that multiple units masqueraded as the 52<sup>nd</sup> because of the number and vast distances between these strikes. One early mission involved a combat drop on Ronel where the division struck over a dozen targets simultaneously across the planet. Some of the strikes were vicious and involved tactical nuclear weapons while others were more surgical and involved more conventional weapons. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

## F-111 Battletech – Grinder 1

**SciFi; 10 AM; Length: 3; Location: Ball Room B; BB-04; Host Dave Yingling; Scale: 1/285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 8.**

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

## F-212 Cinema Tactics: Rush for the Cure

**SciFi; 10 AM; Length: 4; Location: Exhibit Hall A; EA-09; Host Kevin Jacoby; Brad; Scale: 28mm; Rules: House; Sponsor: MBA; Number of players: 6.**

The epidemic labeled X41 has decimated many of the city centers around the world. Incubation is fast with the lucky ones dying within minutes. The unlucky ones come back as an undead pawn whose sole mission is to spread the virus to other hosts. Groups have been sent to the middle east where it is assumed the virus had been originally unleashed. Their job, to collect as many samples as possible in order to give them the lead in controlling this blight on humanity. Knowledge is power. Assistant GM Brad X Notes: This twist on a zombie survival game is fun and easy to learn. If you like Frostgrave, you will enjoy this modern twist on a treasure hunt in an abandoned city.

## F-509 Battlestar Galactice: Ghost Fleet – Beyond the Red Line

**SciFi; 10 AM; Length: 2; Location: Meeting Room 1; M1-01; Host Kon Gojnycz; Scale: Other; Rules: Full Thrust Lite; Sponsor: Ravenstar-Starfire Shipyards; Number of players: 4.**

While on an exploration mission across the red line, scanners detect an unusual phenomenon, possibly Cylon. This is 'neutral' territory but your next action could trigger a new war. Fortunately the 'Ghost Fleet' is the right force

for this mission. Capture enemy technology, destroy military bases and return to friendly space. Walk Ups Welcome. (Ravenstar gave us lots of ships.) We will introduce fighters!

## F-315 Grape Shot on the Chesapeake, with a Hint of Garlic? – Theme

**War of 1812; 10 AM; Length: 4; Location: Exhibit Hall A; EA-68; Host Miles Reidy; Scale: 28mm; Rules: Longstreet (adjusted for the War of 1812); Number of players: 8.**

It's 1814 and an invading British / Canadian army is besieging an American shipyard near St Michaels, Maryland - can the US forces hold out long enough to complete the refit of the USS Wasp and get her to sea? Will the relief force of an unexpected ally arrive in time? This game will be an extremely hypothetical contest that features a French intervention into the War of 1812. The game will have over 1,500 28mm scale figures, a 3 foot long frigate model plus several gunboats and a few surprises. It will all be silly fun but may offend some historical purists. Children over 12 are welcome if accompanied by an adult. Prizes will be awarded to all players.

## F-259 Battle of The Falkland Islands

**World War I; 10 AM; Length: 4; Location: Ball Room A; BA-05; Host Rich Sartore; Scale: 1/2400; Rules: Seekrieg 5; Number of players: 10.**

8 December 1914. A month after German naval forces led by Admiral Maximilian von Spee inflicted the Royal Navy's first defeat in a century by sinking two British cruisers with all hands off the southern coast of Chile, Spee's squadron attempts to raid the Falkland Islands, located in the southern Atlantic Ocean, only to be thwarted by the British navy. Under the command of Admiral Doveton Sturdee, the

British seamen sought vengeance on behalf of their defeated fellows. Join the combined forces of the Admiralty Trilogy Group and the Seekrieg Admiralty as we celebrate the Jutland Centenary.

## F-296 The affair at Kisii (British East Africa Sept 12, 1914)

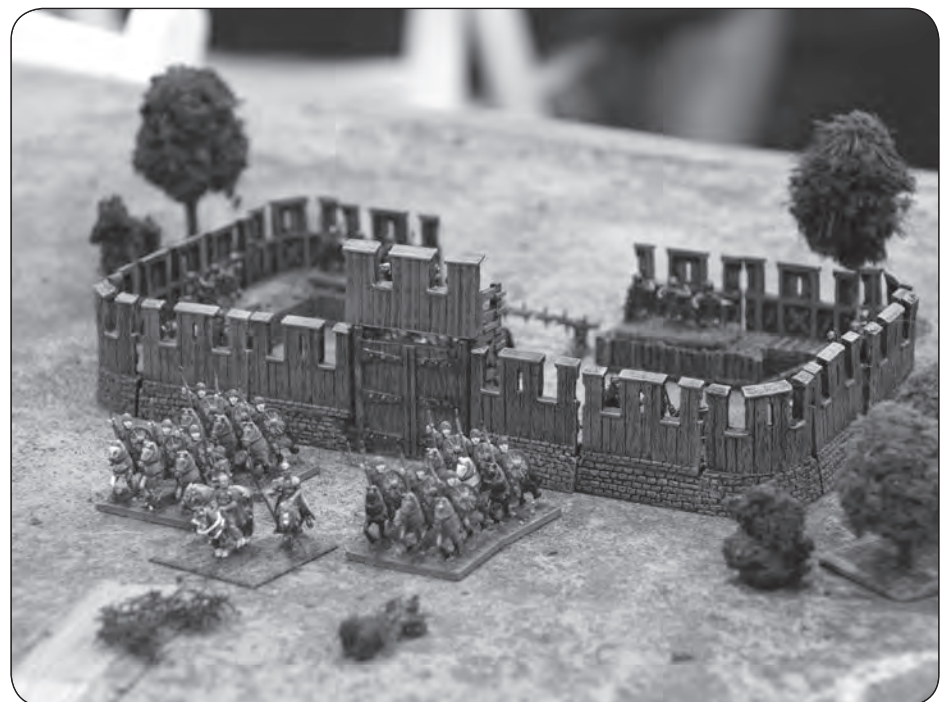
**World War I; 10 AM; Length: 3; Location: Exhibit Hall A; EA-57; Host Tim Couper; Scale: 28mm; Rules: Piquet Field of Battle 2 (Company level); Number of players: 6.**

The Germans advanced across their northern border into British East Africa, and had set up camp in the small village of Kisii under Kapitan Bock von Wuelflingen. To counter this move, the British sent troops under Captain Thorneycroft. The Germans were completely oblivious to the advancing troops, the first shots hitting them in the middle of a parade! As the British, can you clear those German chaps from the village? As the Germans, can you repulse the attack? Players under 16 must be accompanied by an adult.

## F-312 Aerodrome1.1

**World War I; 10 AM; Length: 6; Location: Meeting Room 3; M3-01; Host Richard Heffner; Scale: 1/72; Rules: Aerodrome1.1; Sponsor: Stanlkey F. Kubiak; Prize: Wings & Glory; Number of players: 10.**

Fast, Challenging- W.W.I Air Combat- Novices & Vet Welcome. Earn your wings ( real wings) like over540 HMGS® gamers. For over15 years (40 cons) gamers have earned Wings & Glory or gone down in Flames. Games last about 1hour - pilots shot down yield seats to waiting gamers. Victory records kept - bennies for combat success, Ask anyone wearing wings. Stop by - Check us out. Rules simple & taught -easy to learn. Female & Youth friendly. Under 12 Only with agreement between Parent & GM.





### F-404 Trench Wars – The Village of Fleury, 1916

*World War I; 10 AM; Length: 3; Location: Exhibit Hall A; EA-36; Host John Spiess; Scale: 28mm; Rules: Trench Wars; Number of players: 6.*

The Battle of Verdun raged for almost the entire year of 1916. During the summer months, the Village of Fleury changed hands between the Germans and French sixteen times. This scenario marks one of the French attempts to penetrate the German village defenses.

### F-406 Gnome Wars Jungle Jaunt

*World War I; 10 AM; Length: 3; Location: Exhibit Hall A; EA-10; Host Erin Crouch; Brian Robinette; Scale: 40mm; Rules: Gnome Wars (Brigade Games); Sponsor: Brigade Games; Number of players: 10.*

Deep in the Jungles of Gnomistan lies several ancient temples rumored to contain special magical gems. Both sides intend to collect these gems in order to boost the war effort and win the war. Bring your own 320 pt unit you need not prereg for the game. Prizes. Parent/Child teams are encouraged.

### F-238 Fireball Forward – Holding Hill 285, Normandy 1944

*World War II; 10 AM; Length: 4; Location: Ball Room E; BE-01; Host Alex Newhart; Scale: 15mm; Rules: Fireball Forward; Number of players: 5.*

In the early morning hours of the second day of the Mortain Counteroffensive elite German units make a second attempt to capture a strategic hill just east of the city of Mortain. An American artillery observation post located on Hill 285 has been countering German movements on their northern flank. Can Panzergrenadiers, tanks and flamethrowers drive them off the hill?

### F-239 Fireball Forward – Cameronians and Crocodiles, Normandy, France, 26 June 1944

*World War II; 10 AM; Length: 5; Location: Ball Room E; BE-06; Host Sean Barnett; Scale: 15mm; Rules: Fireball Forward; Number of players: 8.*

At the beginning of Operation Epsom, the 9th Battalion, The Cameronians, with the support of Crocodile flamethrower tanks, are charged with capturing the village of Le Haut du Bosq from the 12th SS Panzer Pionier Battalion, which is supported by elements of the 12th SS Panzer Artillery and HQ and support troops of the 26th SS Panzergrenadier Regiment. Will the SS panzer troops be able to take the heat from the Crocodiles? Younger gamers welcome with accompanying adult

### F-266 The Horror at Wolfenberg

*World War II; 10 AM; Length: 4; Location: Ball Room B; BB-07; Host Guy Gormley Jr.; Scale: 15mm; Rules: Mein Zombie Squad Rules; Number of players: 9.*

Germany, March 1945. The horror is spreading East and West and has brought the war to a virtual halt. Agent Blaskowitz reports that "its" is spreading from the German Paranormal Div. facility at Wolfenberg & the trapped scientists hold the key to stopping it. The race is on. Take command of Panzer Grenadiers or British Air landing troops. Join us for Mein Zombie Squad Rules.

### F-292 The Bridges of Liege

*World War II; 10 AM; Length: 3; Location: Exhibit Hall A; EA-44; Host Robert Varga; Scale: 1/72; Rules: Modified Bolt action; Number of players: 4.*

The game involves the bridges across the Meuse in the center of Liege Belgium. The allies have bombed it into rubble but there remain two intact bridges. Both sides want them to remain that way. defended by the Germans who are to avoid destroying them, and also stop the British. They are to hold the bridges so that the 7th Panzer Div. advancing to them can push back the Allies who have gotten closer

to Germany. For the British, control of these bridges is strategic and doing so will not be easy. Not recommended for kids

### F-340 Retribution – The Japanese Attack on the USS Yorktown at the Battle of Midway, June 4, 1942

*World War II; 10 AM; Length: 4; Location: Exhibit Hall A; EA-52; Host Jerry Boles; Scale: 1/285; Rules: Blue Sky/Luftwaffe 1946 by John Stanoch & Martin Fenelon; Number of players: 9.*

The Japanese Dive bomber attack on the USS Yorktown during the Battle of Midway. The Japanese were stunned with the destruction of 3 out of their 4 Fleet carriers. Rear Admiral Yamaguchi stood on the bridge of the Hiryu and resolved to avenge this staggering loss. His 2nd Carrier Division was fully intact and an American Carrier Task Force was spotted. He therefore ordered an immediate strike on the American carrier.

### F-345 High Winds

*World War II; 10 AM; Length: 4; Location: Exhibit Hall A; EA-34; Host Steve Delucas; Scale: 15mm; Rules: Fireball Forward; Sponsor: Reading Area Wargamers; Number of players: 5.* After two days Panzer Lehr's counterattack at St. Lo had run out of steam with most of their tanks destroyed or disabled. By the afternoon of July 11 Combat Command B, 3rd Armored began their attack to capture the dominating Haut Vent (high winds) ridge. This ridge controlled the Western approaches to St. Lo. Players under 13 with accompanying adult please.

### F-489 Skirmanovo

*World War II; 10 AM; Length: 5; Location: Exhibit Hall A; EA-03; Host Mike Murphy; Scale: 15mm; Rules: CD ToB; Sponsor: Test of Battle; Prize: gift certificates; Number of players: 6.*

As the Germans force back the Red Army the 10th Panzer Division captured Skirmanevo and the surrounding heights. Being that the Germans had the height and the momentum,



the Red army needed to expel the Nazis. On November 12<sup>th</sup>, 1941 General Rokossovsky assaulted the Nazis and the rest is history.

### F-543 Sergeant Miniature

#### Game: Game Day

**World War II; 10 AM; Length: 8; Location:** Exhibit Hall A; EA-41; Host Mitch Abrams; Scale: 20mm; Rules: Sergeants Miniature Game; Sponsor: Lost Battalion Games; Prize: Yes - there will be prizes; Number of players: 20.

This is an open low key, friendly Game Day. Players bring their own soldiers. Scores will be compiled and awards/prizes given out. Squad stipulations: Allied points: 38, Axis points: 35. Amount of soldiers: Allied 5 to 7, Axis 6 to 8. Each side may bring one crew served weapon. Each side may bring one Tactics card. Each side may include in their soldiers 2 leaders. Additional replacements will be added to your men (sight unseen) to round out your squad. For all levels of players.

### F-564 Hail of Fire WWII

**World War II; 10 AM; Length: 4; Location:** Exhibit Hall A; EA-12; Host Brandon Fraley; Scale: 15mm; Rules: Hail Of Fire; Number of players: 6.

Battle through the bocage of Normandy or across the Russian steppes with my quick to learn company level ruleset, Hail Of Fire. Get your free playtest rules booklet and provide your feedback! Armies provided. Kids 10+ accompanied by an adult.

### F-568 Peleliu Bloody Nose Ridge – Flames of War Pacific – Theme

**World War II; 10 AM; Length: 3; Location:** Exhibit Hall A; FW-01; Host Luke Melia; Scale: 15mm; Rules: Flames of War Pacific; Sponsor: Battlefront; Prize: Participation Prizes; Number of players: 6.

The 1<sup>st</sup> Marines are pushing hard for Bloody Nose Ridge, but the Japanese under General Nakagawa are not giving up anytime soon. This will be a close infantry fight with all the Pacific War tactical problems, Banzai attacks, caves and bad attitudes. Kids allowed with playing adult. A familiarity with the Flames of War rule system is encouraged, but not required. WWPd.net is proud to be hosting two great games at HISTORICON® this year in the Flames of War tournament area. The first will be a Pacific themed game and the second will be a Team Yankee mega battle with both being played on a 4x12 table. Battlefront providing prizes for everyone participating. Please follow us on WWPd.net on the web and on Twitter @WWPDWhyWeFight

### F-577 CHECK YOUR SIX!

#### – Raid on Kweilin

**World War II; 10 AM; Length: 4; Location:** Ball Room A; BA-11; Host Paul Meyer; Scale: Other; Rules: Check Your Six! (Some house rules); Prize: 1/144 Kit; Number of players: 8.

KI-21s, 43s and 44s mix it up with P-40s and P-38s in a fight inspired by Brian DeWitt's excellent *Battles Above* scenario book. House rules provide the slightly higher level of detail appropriate for scenarios with smaller numbers of larger-scale aircraft. Rules taught. Not well-suited for very young players

## 11 AM

### F-363 Saving Prince Kishan – A North-West Frontier Adventure!

**Colonial; 11 AM; Length: 4; Location:** Exhibit Hall B; EB-01; Host Bob Giglio; Scale: 28mm; Rules: Soldier's Companion (unpublished 2nd edition); Sponsor: Wargames Illustrated; Prize: Gift Certificate/Figure; Number of players: 8.

Afghanistan, 1879. Inspired by a classic movie, the Anglo-Indian Army has been asked to help spirit a young prince away in order to prevent his capture or murder by rebellious Afghan tribesmen. A steam train, Bengal Lancers, plucky Indian Army infantry, dastardly tribal cavalry and fanatic tribesmen, a cannon, a Gatling, and more, all feature in this epic colonial adventure run by Bob Giglio and The Colonial Boys Club for Wargames Illustrated's showcase event. With a cast of hundreds of figures. [This game is located at the Wargames Illustrated area in the Vendor Hall. Age 15 or older only.]

### F-581 Amazon Titan Hunt

**Fantasy; 11 AM; Length: 2; Location:** Exhibit Hall A; EA-27; Host Adam Hughes; Scale: 28mm; Rules: Wargods of Olympus; Sponsor: Crocodile games; Number of players: 6.

This is an introductory game for Wargods of Olympus rules by Crocodile games. Learn the rules by playing either for the side of Amazons hunting for Titan hides or the monstrous Titans running about the temple ruins. Rules and mechanics of the game will be taught.

### F-431 Operation Good Wood- Charge of the Black Bull

**World War II; 11 AM; Length: 5; Location:** Exhibit Hall A; EA-38; Host Tim Broome; Scale: 20mm; Rules: Command Decision Test of Battle; Number of players: 8.

Join the British 11<sup>th</sup> AD for the assault on Bourguebus Ridge and break out of Normandy or man your panzer and hold the line. Join us for a large tank heavy game with a threat of air support. Players of all ages and skill levels are welcome. Children under 12 should be accompanied by an adult.

## 12 PM

### F-442 Charge of the Light Brigade

**19th Century; 12 PM; Length: 4; Location:** Exhibit Hall A; EA-37; Host Raymond McClure; Scale: 28mm; Rules: Modified Warhammer Ancients; Number of players: 8.

October 25<sup>th</sup>, 1854: Half a League onward - Charge down the Valley with the Light Brigade under the Command of Lord Cardigan into the face of Russian guns.

### F-530 Seven Pines – 1862

**American Civil War; 12 PM; Length: 4; Location:** Ball Room A; BA-12; Host Jesse Scarborough; Scale: 15mm; Rules: Volley & Bayonet; Sponsor: Test of Battle Games; Prize: Gift Certificates; Number of players: 6.

The Union Army of the Potomac under George Brinton McClellan landed at Fort Monroe in April 1862, and methodically advanced up the peninsula between the James and York/Pamunkey Rivers toward Richmond. The Union dilemma was then how best to get at the Confederates. Joe Johnston, commanding the Confederate Army of Northern Virginia, decided to attack south of the Chickahominy. Johnston's plan was to use the three roads converging on Seven Pines for the attack. The game is a playtest.

### F-226 The Great Safari Race

**Colonial; 12 PM; Length: 4; Location:** Ball Room E; BE-02; Host Vincent O'Mahony; Scale: 28mm; Rules: House rules, based on *The Sword and the Flame/The Sword in Africa*; Prize: Medal of Superior Bwana-ship; Number of players: 5.

Guided by hearsay, rumors, and third hand information each party will attempt to conquer the unyielding environment and plunge into the heart of darkest Africa. Safaris must deal with encounters with terrain, wildlife, natives, natural, and other disasters. The first Safari to return with their treasure to the Start/Finish in the village of m'Gumboville, on the banks of the m'Gumbo, a soupy excuse for a river. Rules will be taught, recommended for players over 13. To get the full Safari experience, read any of the original Tarzan books by Edgar Rice Burroughs or King Solomon's Mine by H. Rider Haggard.

### F-213 Ney's Great Napoleonic Cavalry Charge: 1813 – Theme

**Napoleonic; 12 PM; Length: 2; Location:** Exhibit Hall A; EA-08; Host Denny Kalember; Scale: 28mm; Rules: NAPOLEON RULES! by Pete Panzeri; Sponsor: Small-wars.org; Prize: Prizes from Small-wars.org; Number of players: 8.

Marshal Ney's initial cavalry charge before the battle of Leipzig... Can the French Cavalry defeat the overwhelming Russian forces and chase them away? Or will the Allies spoil the attack? A fast-moving wargame with thousands of figures and a lot of fun surprises! For pre-read pdf of the Scenario and "NAPOLEON RULES!" email peterpanzeri@yahoo.com. 1. All assisting w/Set-up at 11am get assignment preference. 2. A lot of 28mm figures, large-table & many players.\* (May not be appropriate for Children under 11.)

**F-390 Churchill Assault****July 1944 Part One**

*World War II; 12 PM; Length: 4; Location: Exhibit Hall A; EA-50; Host David Skibicki; Scale: 28mm; Rules: Modified Bolt Action; Number of players: 6.*

Somewhere in France: Lines are bogged down due to heavy rain. American forces are sent on a reconnaissance in force to spot German positions in heavy rain. Will the Americans take key objectives or will the Germans stop them in their tracks? This is part one of a four part game. Only the daring and the stubborn will win the day. All results will carry over to the next game.

**F-469 Rommel is Starving CY6**

*World War II; 12 PM; Length: 3; Location: Exhibit Hall A; EA-26; Host Pete Friesen; Scale: 1/285; Rules: Check Your 6; Number of players: 6.*

February 1943. Rommel's sea supply routes are interdicted. Hitler orders the Luftwaffe to resupply the Afrika Corps by air. Swarms of JU-52s with huge Me-323 Gigants began to shuttle fuel and ammunition from Sicily. Air Marshall Tedder has ordered the combined Allied air forces to deploy Spitfires, Kittyhawks, and P-38s to halt the Axis attempts. This is the third of six connected scenarios. The second resulted in a marginal Axis win. Rommel's tanks need more fuel and ammunition.

1 PM

**F-279 The Battle of Islandlwana 1879**

*19th Century; 1 PM; Length: 3; Location: Ball Room A; BA-07; Host Edward Bardill; Scale: 28mm; Rules: Black Powder w/ Zulu Supplement; Number of players: 10.*

British Army in battle against the Zulu Nation Jan 22, 1879. British Commander Lord Chelmsford greatly underestimated the Zulus of King Cetshwayo. Chelmsford invaded Zululand intending to find the Zulus and defeat them in battle. Camp was set up on January 21 but no defenses were in place. Chelmsford left the next morning with most of the army leaving 1500 behind to guard the camp. However, over 25,000 Zulus were nearby and attacked the camp resulting in the massacre of 1300 British and native troops. The greatest defeat of a modern army.

**F-235 Guastella – 19 September 1734**

*Age of Reason; 1 PM; Length: 4; Location: Ball Room E; BE-07; Host Timothy Tilson; Scale: 15mm; Rules: Black Powder; Number of players: 5.*

Guastella Italy. France and Austria are at war over the Polish throne, in Northern Italy. After losing at the battle of Parma, the Austrians retreated slowly eastwards, followed by the French and their Piedmontese allies. The new Austrian commander, Marshal Konigsegg is determined to counter attack. Scouts report the Allies are now retreating. He orders an advance

to attack what he thinks is the Allied rear guard. However the morning fog has obscured his vision and the Allies intentions.

**F-300 JOE HACK Barbarian****Bash – Theme**

*Ancients; 1 PM; Length: 4; Location: Ball Room A; BA-06; Host Joe Swartz; Scale: 28mm; Rules: JOE HACK; Number of players: 10.*

The uncouth inhabitants of England are in a uproar. Those opposed to Rome have united to punish those who support Rome, but who have in turn 'invited' Rome to protect them. Rome and their collaborators have launched out against one of the columns led by a contingent of heavy cavalry with the legion and auxiliary cavalry. rules taught. minors welcome with adult

**F-388 Clash of Empires: Historical Scenarios – the First Crusade / the Collapse of 1200BC – Theme**

*Ancients; 1 PM; Length: 4; Location: Exhibit Hall A; EA-72; Host David Schlanger; Scale: 15mm; Rules: Triumph! WAR fast play rules for ancient and medieval battles; Number of players: 12.*

Fight historical battles from the Crusades OR the Collapse of 1200BC. You pick! Command an army using Triumph! fast play medieval rules (easy to learn; rules will be taught as needed) in several specially designed historical scenarios: Dorylaeum 1097AD, Orontes 1098AD, Ascalon 1099AD, Qadesh 1274BC, Fields of Per-Yer 1231BC, Fall of Hattushas 1200BC. Armies are provided. Armies include Crusaders, Seljuq Turks, Syrians, Fatamids, New Kingdom Egyptians, Hittites, Early Libyans and Sea Peoples. Rules are easy to learn and will be taught as needed. Or please see one of our introductory Triumph! rule sessions on Thursday, Friday or Saturday mornings - Caesar in Gaul. Armies will be provided. No players under 14 without adult supervision.

**F-416 The Siege of Mai-Dun (Maiden Castle)**

*Ancients; 1 PM; Length: 4; Location: Exhibit Hall A; EA-05; Host Doug Fisher; Richard Greenaway; Scale: 15mm; Rules: Siege Swein Forkbeard's Castle; Number of players: 8.*

In 43 A.D. the Romans arrived in Britain. At this time the hill-fort, Mai-Dun (Maiden Castle) the largest hill fort in Europe was occupied by the Durotriges a Celtic tribe. The Second Roman Legion (Legio II Augusta). commanded by Vespasian, the future Emperor, swept south into the Dorset area, attacked and defeated the castle. Join us and see if the mighty Roman Legion can once again subjugate the sturdy Celts. Children welcome with an adult. Rich Greenaway is co-GMing this game.

**F-559 The Illinois Campaign of 1915 session 3**

*Early 20th Century; 1 PM; Length: 4; Location: Exhibit Hall A; EA-21; Host Don Gilmore; Rhonda Gilmore; Scale: 15mm; Rules: All Quiet on the Martian Front; Number of players: 8.*

July 1915, the Martian Invaders have won the second battle of St. Louis and the U.S. forces have been forced to fall back on a hastily built line of fortifications called the Illinois-Indiana Defenses. The coal fields of central Illinois need to be held, and the Martians pushed back across the Mississippi river. Play as Martian invaders or U.S. forces in this exciting series of battles.

**F-565 Battle of Snowshoes, March 1758**

*French & Indian War; 1 PM; Length: 4; Location: Exhibit Hall A; EA-40; Host Brian Buchanan; Scale: 40mm; Rules: Home Rules; Number of players: 6.*

March 13, 1758: Rogers's Rangers and British Regulars are on a scouting mission to Fort Carillon in the snowy wilderness when they meet up with a much larger French force made up of mostly Indians. Can the Rangers with the leadership of Captain Rogers withstand the French advance and save the day or will it be the end of the British unit and our American Hero?

**F-326 The Passage**

*Inter-War; 1 PM; Length: 4; Location: Exhibit Hall A; EA-35; Host Bradley Pflugh; Scale: 28mm; Rules: Price of Glory Modified; Sponsor: Circle of Swords; Number of players: 6.*

IRA attempt to ambush a British support column heading towards a blockhouse. However, the British have a few tricks to play, and the blockhouse has its own ideas. This is a modified set of rules to allow for the time period and quick play skirmish action with several players. No rules lawyers, disgruntled people or children please.

**F-483 Reds vs Whites: Retreat to the Crimea!**

*Inter-War; 1 PM; Length: 4; Location: Exhibit Hall A; EA-51; Host Jared Fishman; Scale: 15mm; Rules: FOB2 Modified; Sponsor: The Connecticut Game Club; Number of players: 6.*

Deniken's 1919 push on Moscow has failed. With Baron von Wrangel in charge now, the White forces are in full blown retreat towards the Crimea. In this battle, a desperate White rearguard, entrenched along a rail line, attempts to hold off combat ready Red troops who are beginning to shine on the battlefield. 15mm, lots of variety (tachankas, armored cars, White officer battalions), using modified Field of Battle 2 Rules. Can the Whites hold back the Red tide? Experience with FOB is helpful!



**F-409 CY6 Jet Age – Black Thursday Korean War; 1 PM; Length: 3; Location: Exhibit Hall A; EA-64; Host Terry Terry; Scale: 6mm; Rules: CY6-Jet Age; Number of players: 8.** On 23 October, 1951 the United States Air Force launched what would become its last daylight strategic bomber raid ever. B-29s from the 307<sup>th</sup> Bombardment Wing were launched to knock out the strategically important airbase located at Namsi in the heart of Mig Alley. Escorting the bombers were F-84 Thunderjets in close and the venerable F-86 Sabers on Mig-CAP. Launched to counter the bomber threat were Mig-15s, a jet specifically designed to send B-29s down in flames. Not for young children, please no players under 16, rules will be taught.

**F-382 Declaring a King! Medieval; 1 PM; Length: 3; Location: Exhibit Hall A; EA-23; Host David DeWitt; Scale: 25mm; Rules: Home; Number of players: 8.** The Bishop has announced that the King is dead. Each of you is a Noble with a chance to become King. Navigate the map to gain power in improving your position to become King. Recruit the most powerful army, lay waste to the Nobles that oppose you. Intrigue will determine your allies, and you decide how to win them over. A unique and exciting battle system is used for troop engagement. In the end, there will be only one King. Great game for a group of players. Moves quickly through the turns. Secrets are only what you decide them to be.

**F-394 King Of The Hill Modern; 1 PM; Length: 4; Location: Exhibit Hall A; EA-53; Host Wayne Wiltshire; Scale: 15mm; Rules: flames of war; Sponsor: game vault; Number of players: 6.** India and Mike Companies, 2<sup>nd</sup> Battalion, 26<sup>th</sup> Marines fight to hold Hill 881 South as the NVA strives to overrun Khe Sanh. This game is paired with the War College Seminar "Siege of Khe Sanh"

**F-424 Supplies in the Highlands? Modern; 1 PM; Length: 4; Location: Exhibit Hall A; EA-30; Host Lee Vanschaik; Scale: 20mm; Rules: Charlie Company; Sponsor: RAFM Miniatures; Prize: Coupons; Number of players: 8.** 25 Nov. 1968: 1/14<sup>th</sup> INF 'Golden Dragons' joins Operation Binh ay-MacArthur at LZ Zulu. Your platoon has been airlifted into a small clearing in the highlands with the objective of pushing into the area and searching for enemy supply caches. There is high enemy activity in the area as it is believed that the enemy is using this area to stage raids into the local Villis. You may have bitten off more than you can chew but helo's galore support your landing. Are they an asset or a hindrance?

**F-322 Hornblower at Rosas Napoleonic; 1 PM; Length: 4; Location: Exhibit Hall A; EA-07; Host James Baker; Scale: 1/1200; Rules: Fire as She Bears 2; Number of players: 5.**

At the end of the 2<sup>nd</sup> book of the Captain Horatio Hornblower trilogy, Hornblower is ordered to intercept and do the maximum damage possible to a French Squadron which is running for sanctuary in the harbor of Rosas on the Spanish coast. Although outnumbered 4-1, HH and his ship, the 74 gun ship Sutherland, attack the French. In the book, HH managed to force two French ships to strike and damaged the others. There is a chance that the rest of the British squadron may show up to even the odds.

**F-456 Jabberwocky! – and – Monkey Brain Surgeon! Other; 1 PM; Length: 4; Location: Ball Room A; BA-02; Host Howard Whitehouse; Scale: 28mm; Rules: Specific rules for these games; Sponsor: Pulp Action Library; Prize: Dollar store plastic trophies; Number of players: 6.**

Two events in one! 1) Jabberwocky! A boy takes on a monster in a fantastical landscape inspired by Victorian England on magic mushrooms, with Tumtum tree, a frumious bandersnatch and a shrubbery. Vorpil blade provided. Whiffling and burbling allowed. 2) You went into the hospital for an ingrown toenail, but you find yourself being wheeled into a theatre where a grinning, leaping simian in scrubs is brandishing a scalpel. Welcome to Monkey Brain Surgeon! A card game of great stupidity.

**F-112 Battletech – Grinder 2 SciFi; 1 PM; Length: 3; Location: Ball Room B; BB-04; Host Dave Yingling; Scale: 1/285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 8.**

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

**F-420 Kolin 1757, The Assault Continues Seven Years War; 1 PM; Length: 4; Location: Exhibit Hall A; EA-67; Host Ken Bunker; Scale: 28mm; Rules: Tricorne; Number of players: 8.** Krzeczor is taken. The battle of Kolin continues as the Austrians attempt to halt the Prussian breakthrough, as the horse of both sides fight for advantage. Hundreds of finely painted figures fight on!

**F-164 Battle of Maissin; 22 August 1914 World War I; 1 PM; Length: 4; Location: Ball Room C; BC-08; Host Duncan Adams; Scale: 10mm; Rules: Look Sarge, No Charts: 1914; Number of players: 6.**

On August 22<sup>nd</sup> four massive armies - two French, two German - collided in the Ardennes resulting in dozens of isolated brigade sized battles. Two of those battles erupted at the neighboring towns of Maissin and Anloy. At Maissin the Germans desperately clung to the town to the last extremity against overwhelming French numbers. Rules will be taught. Young gamers welcome with playing adult.



### F-367 The Battle of Tassaforanga: Turning the Tables on the Tokyo Express

*World War II; 1 PM; Length: 5; Location: Exhibit Hall A; EA-18; Host David Emdee; Scale: 1/1200; Rules: Victory At Sea Modified; Number of players: 12.*

During the Guadalcanal Campaign US Navy has been learning the lessons of night fighting from the masters of the art the Imperial Japanese Navy and at a very high price. Rear Adm. Thomas C. Kinkaid authored new tactics from those lessons combined with the USN's advantage in radar. If he had been at the battle would that have made a difference? Can the USN rewrite the rules of the IJN's own game or will Admiral Raizo Tanaka's cunning and tactical skill prevail over USN technology and firepower? This game is a co-production by David Emdee and Karl Strohmeyer. David is the GM and Karl provides the ships and scenarios. Mature children 10 and up welcome. Rules are very easy and will be explained. Refreshments (cold water and soda) will be provided. This game is the 2<sup>nd</sup> of our Guadalcanal games that are part of a War in the Pacific series David and I are starting. We intend to work our way from the 'Canal to Okinawa. Please come and play then look for our games at future conventions!

### F-487 Low Level Hell: East Front 1942

*World War II; 1 PM; Length: 4; Location: Exhibit Hall A; EA-31; Host Martin Fenelon; Scale: 1/285; Rules: Fight for the Skies: Luftwaffe 1946; Sponsor: MSD Games; Prize: Gift Certificate; Number of players: 8.*

Desperate to stop the Nazi spring offensive, the Soviets are throwing all available aircraft at the advancing panzers. Although spread thin, the Luftwaffe is also responding with a maximum effort. Patrolling fighters have spotted another swarm of light bombers trying to get through with their escorting fighters - will they get through? Fast moving air-to-air combat, each player commands 4-8 aircraft. Beginners welcome, rules will be taught.

**F-531 Sidi Rezegh, November 1941**  
*World War II; 1 PM; Length: 4; Location: Ball Room A; BA-09; Host Thomas Harris; Scale: 20mm; Rules: Mobile War WWII; Sponsor: Test of Battle Games; Prize: Gift Certificate; Number of players: 6.*

The opening round of the British Crusader Offensive saw German, Italian and British armor clash in one of the largest open-country tank fights of World War II. Each player commands approximately a division, with stands representing battalions, in this very fast-playing game of sweeping battlefield maneuver.

## 2 PM

### F-545 Friday's Close Action Fleet Battle: Battle of Finisterre II (hypothetical): 25 Sept. 1747

*Age of Reason; 2 PM; Length: 6; Location: Homewood Meeting Room; HO-01; Host Lee Girer; Scale: 1/600; Rules: Close Action; Number of players: 17.*

In this hypothetical Battle of Finisterre, Hawke's high quality British squadron takes on a larger French squadron including the 80 gun Tonnant. 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-512 2nd Kernstown, July 24, 1864

*American Civil War; 2 PM; Length: 4; Location: Meeting Room 1; M1-01; Host Patrick O'Neill; Scale: 10mm; Rules: Johnny Reb III; Number of players: 8.*

After Jubal Early's withdrawal from the outskirts of Washington, both Grant and Halleck ceased to take Early's threat seriously. George Crook's (of Deadwood fame) small army of West Virginia was left unreinforced and outnumbered at Kernstown. The Confederates took advantage of the situation and attacked. Brigade commanders included future president Col. Rutherford B. Hayes and old Blood and

Guts' granddaddy Col. George Patton. A John Hill memorial game. Walk ups should come by and grab a vacant seat!

### F-561 Roman Chariot Race

*Ancients; 2 PM; Length: 4; Location: Exhibit Hall A; EA-04; Host William Chappell; Scale: 54mm; Rules: The Roman Circus by Brian DeWitt; Prize: Medal; Number of players: 12.*

Thrills, chills, and spills in the 1<sup>st</sup> Century equivalent of NASCAR, with attitude. Drive your chariot around a 12 foot track competing against other would be Ben Hurs or Messalas. There are no laws in the Hippodrome! See if you have what it takes to cross the finish line in your chariot. Only one person gets to wear the laurel wreath and walk away with the gold medal.

### F-503 The Temple

*Colonial; 2 PM; Length: 4; Location: Ball Room A; BA-01; Host Mark Stevens; Scale: 28mm; Rules: TSATF - Indian Mutiny; Number of players: 8.*

The local Mutineers have stored their munitions in a temple somewhere in the jungle. A British flying column has been dispatched to seize these munitions before they fall into the waiting hands of the Mutineers. Who will succeed?

### F-571 Raid on the Ohio Frontier!

*French & Indian War; 2 PM; Length: 3; Location: Exhibit Hall A; EA-25; Host Mike Demana; Scale: 28mm; Rules: Song of Drums and Tomahawks; Sponsor: First Command Wargames; Number of players: 6.*

The tribes are fed up with settlers crossing the Ohio River and encroaching on their lands. A red wampum belt has been passed around. All along the frontier, Indians are taking up the tomahawk. Three sectors of a raid on a settlement will be played out on the tabletop. Fast-play, man-to-man skirmish during the French & Indian War.

### F-407 Doctor Who Planet of the Daleks

*Future; 2 PM; Length: 4; Location: Exhibit Hall A; EA-10; Host Kyle Gibson; Brian Robinette; Scale: 28mm; Rules: Savage World - BBC variant; Number of players: 10.*

The #d Doctor finds himself on a Planet full of Daleks, Ogrons, Silurians, and Pirate Rocketmen and more. Can he figure out what everyone is up to and stop them in time to save the Universe? Or will the 'bad guys' manage to complete their tasks and advance their own causes? Come play and find out. Rules are simple and will be taught. Parent/Child teams encouraged. No knowledge of Doctor Who is required, but is helpful.

### F-436 Cog Wars

*Medieval; 2 PM; Length: 3; Location: Exhibit Hall A; EA-06; Host Brian Whitaker; Scale: 28mm; Rules: Oars to Cannon variant; Sponsor: Old Glory Shipyard; Prize: Ship Kit; 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 are welcome.

## F-176 Bad Day at Husaybah April 2004

**Modern;** 2 PM; Length: 4; Location: Ball Room C; BC-01; Host Michael Byrne; Scale: 28mm; Rules: Force on Force; Number of players: 5.

Unknown to the Marines in Husaybah, Al Qaeda moved 300 insurgents into the city. The insurgents moved from harassing mortar attacks to direct assaults on Marine units. A Marine OP became involved in a major fire fight requiring the Marine QRF to rescue them. Can the QRF relieve and extract the OP from the insurgents?

## F-215 BENGHAZI 2012 Part 2: CIA ANNEX ASSAULT

**Modern;** 2 PM; Length: 3; Location: Exhibit Hall A; EA-09; Host Pete Panzeri; Scale: 28mm; Rules: RANGER RULES! Modern Special Forces Combat by Pete Panzeri; Sponsor: miniaturebuildingauthority.com; Prize: Prizes from MINIATURE BUILDING AUTHORITY & Small-wars.org; Number of players: 12.

Former US Special Forces / Security Contractors defend the US Central Intelligence Agency Annex in Benghazi, Libya on the night of 11-12 September 2012. Can defenders repel a massive assault by an al Qaeda-like group of heavily armed Islamic Jihadists? Can they save the Benghazi CIA Team until a relief force can be mobilized? Will ANY help materialize? A FAST-MOVING & FURIOUS-PLAYING massive Skirmish WARGAME with a lot of ugly surprises on magnificent MINIATURE BUILDING AUTHORITY terrain! For pre-read PDF of Scenario & rules email peterpanzeri@yahoo.com

## F-402 Aerodrome(R) 3.0 Korean War Aerial Combat

**Modern;** 2 PM; Length: 3; Location: Exhibit Hall A; 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 and Medals; Number of players: 10.

Fly Mig-15s and F-86 Sabre jets (and perhaps more) in simulated air combat using the new Korean War-era version of the popular Aerodrome(R) WW1 and WW2 aerial combat rulesets. 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. As always, Wings and Medals for Victories and Valor! Spouse and Female Friendly Game. Under age 15 only with playing adult.

## F-169 A Bridge at Vittoria 1813

**Napoleonic;** 2 PM; Length: 4; Location: Ball Room C; BC-07; Host David Wood; Scale: 28mm; Rules: Fate of Battle; Number of players: 4.

Can the British capture the bridge at Gamarra Major, or will the French hold their left flank?

## F-270 Easy Pickings

**Napoleonic;** 2 PM; Length: 3; Location: Ball Room B; BB-06; Host Michael Mcknight; Scale: 1/1200; Rules: Post Captain; Number of players: 4.

In the Fall of 1804 A small convoy is en-route from Calcutta to London. While in the Bay of Biscay sails are spotted on the horizon. A small Franco -Spanish frigate squadron is closing in to attack the merchants and their escort Should be lucrative and easy pickings. Rules taught ,under 16's accompanied please.

## F-276 Commander of Sallies – The Battle of Penny Burn Mill, April 21st, 1689 – Theme

**Pike & Shot;** 2 PM; Length: 4; Location: Exhibit Hall A; EA-32; Host Clarence Harrison; Barry Hilton; Scale: 28mm; Rules: Beneath the Lily Banners; Sponsor: The League of Augsburg, Warfare Miniatures, and Quindia Studios; Number of players: 6.

Captain Adam Murray leads a sally from the walls of a besieged Derry in an attempt to clear lines of communication to the north of the city, confronting the Jacobites at the crossing of Penny Burn Mill. Can the weak defenses at the mill hold out long enough for reinforcements to arrive or will Murray's impetuous assault threaten the Jacobite siege? The author of Beneath the Lily Banners, Barry Hilton, will be on hand to referee and generally cause mayhem... There are various accounts of the battle and all do not agree on the details, force compositions, etc. but it is certain that the main assault was carried out by several large formations of horse. Likewise, the Jacobite counter attack contained lots of mounted soldiers, including Galmoy's Regiment of Horse so you can expect to see piles of Warfare Miniatures horse scattered across the table! Visit <http://leagueofaugsborg.blogspot.com> for more information and previews of the game!

## F-303 The Shadow Over Isigny-sur-Mer

**Pulp;** 2 PM; Length: 4; Location: Exhibit Hall A; EA-15; Host John Emmett; Scale: 28mm; Rules: Strange Aeons/Arkham Horror; Number of players: 4.

MI6 has been receiving reports of strange events and sightings-dimensional rifts, nightmarish visions, unearthly beasts-in the vicinity of Isignysur-Mer. As part of the multinational counteroccultism force Majestic, you have been sent to investigate the activities of Clementine Thalberg, a chief operative of the Nazi occult society The Black Sun. Will you and your fellow players be able to keep your



sanity in check long enough to thwart her plans in this co-op Lovecraftian/WWII mashup? No players under the age of 14 without an accompanying adult for images of horror and mild adult humor. Rules will be taught.

## F-478 And Then the Cavalry Arrives

**Western;** 2 PM; Length: 3; Location: Ball Room B; BB-01; Host Scott Landis; Scale: 28mm; Rules: Home Brew; Number of players: 6. The circle of wagons is trapped in the middle of the desert with no hope in sight. The Cavalry is on their way but can they arrive in time? Will the Indians win the day? A fast, easy set of home rules that is fun for all ages. Kids under 14 must be with adult, No Food

## F-271 Final Clash of the Battleships, Jutland, 1916

**World War I;** 2 PM; Length: 4; Location: Ball Room B; BB-08; Host Bill Cira; Scale: 1/3000; Rules: Fleet Action Imminent; Number of players: 6.

It is 1900 hours on May 31<sup>st</sup>, 1916 and Admiral Scheer has turned his fleet East with the intent of eluding the British fleet and returning home. Instead he finds himself once again heading straight for the British battle line and in another disadvantageous position. This game is inspired by the second and final meeting of the main bodies of both fleets. In the interest of time and playability, it will include many of the ships from both main bodies but certainly not all of them! Rules taught, beginners welcome.

## F-405 Trench Wars – The Village of Fleury, 1916

**World War I;** 2 PM; Length: 3; Location: Exhibit Hall A; EA-36; Host Erin Spiess; Brian Robinette; Scale: 28mm; Rules: Trench Wars; Number of players: 6.

While the Battle of Verdun raged for almost all of 1916, the Village of Fleury changed hands sixteen times. Earlier this morning, the French assaulted the village. Now it's the Germans turn.

**F-191 The Streets of Stalingrad**

*World War II; 2 PM; Length: 4; Location: Ball Room C; BC-04; Host Eric Schlegel; Scale: 20mm; Rules: Combat Patrol; Number of players: 8.*

22 Oct 1942. Elements of the Infanterie Division 389, supported by armor and engineers with flame throwers and demo charges, are ordered to assault the Barrikady and Krasny Oktyabr factories held by remnants of the 138<sup>th</sup> & 308<sup>th</sup> Rifle Divisions. Players under 13 welcome with a playing adult.

**F-195 Soviet Counter Attack at the Tractor Factory, Stalingrad 1942**

*World War II; 2 PM; Length: 4; Location: Meeting Room 4; M4-01; Host Stephen Tinsley; Scale: 28mm; Rules: Bolt Action w tournament pack 2 modifications; Number of players: 6.*

Soviet forces launch a counter attack against the over extended Germans in the Tractor Factory. Can the Germans hold onto their gains? Or will the Red Army recapture the strategic position. Victory determined by controlling terrain objectives with the number of destroyed units used as a tie breaker. Familiarity with Bolt Action required. Bring a tape measure if possible. Everything else provided. Soviet forces launch a counter attack against the over extended Germans in the Tractor Factory. Can the Germans hold onto their gains? Or will the Red Army recapture the strategic position. Victory determined by controlling terrain objectives with the number of destroyed units used as a tie breaker. Familiarity with Bolt Action required. Bring a tape measure if possible. Everything else provided.

**F-511 Debacle at Korosten, a John Hill memorial game – Theme**

*World War II; 2 PM; Length: 4; Location: Meeting Room 1; M1-03; Host Patrick Lebeau; Scale: 15mm; Rules: John Hill's Cross of Iron in miniatures; Number of players: 6.*

Kiev Road, August 30, 1941: As the front spreads with each German win, gaps develop in the line. These gaps prove to be perfect avenues of approach and infiltration for the Russian cavalry. Command the 1<sup>st</sup> Regiment, 2<sup>nd</sup> Cavalry Division, on its ride deep behind German lines to the 6<sup>th</sup> Army depot, near Korosten. Wait until twilight, then draw sabers and sweep across the steppes like the Cossacks of old. Played on Squad Leader boards 3, 4 and 5 constructed for 15mm World War II miniatures. Walk ups should come by and grab an available seat.

3 PM

**F-183 The Arena**

*Fantasy; 3 PM; Length: 3; Location: Ball Room C; BC-02; Host Bill Acheson; Scale: 90mm; Rules: Morituri te Salutant; Number of players: 10.*

The Emperor has declared a holiday, and what better way to celebrate than with gratuitous violence? Join the fun in the Arena

as champions from all the clans and temples meet to see who is the champion of the world. This is one of the five games on the HAWKS Tekumel track.

**F-411 The Battle of the Pelennor Fields – Theme**

*Fantasy; 3 PM; Length: 4; Location: Ball Room A; BA-03; Host Matthew Iverson; Scale: 28mm; Rules: Hobbit/LOTR Strategy Battle Game; Number of players: 16.*

'Arise, arise, Riders of Theoden! Fell deeds awake: fire and slaughter! spear shall be shaken, shield be splintered, a sword-day, a red day, ere the sun rises! Ride now, ride now! Ride to Gondor!' Theoden and Rohirrim ride to the relief of Gondor, but a herd of mumakil bar their way. Refight the greatest cavalry battle of the Third Age on an epic scale. Rules will be taught. Each Rohan player will control a Warband or two worth of models (13-26 models). The Evil Players will all control one Mumak each. The sides will clash in an epic glory of stampedes and hooves!! For more details, visit dchobbitleague.com

**F-582 Amazon Titan Hunt**

*Fantasy; 3 PM; Length: 2; Location: Exhibit Hall A; EA-27; Host Adam Hughes; Scale: 28mm; Rules: Wargods of Olympus; Sponsor: Crocodile games; Number of players: 6.*

This is an introductory game for Wargods of Olympus rules by Crocodile games. Learn the rules by playing either for the side of Amazons hunting for Titan hides or the monstrous Titans running about the temple ruins. Rules and mechanics of the game will be taught.

**F-288 Dried Corn & Swampfoot (Pursuit from St Francis),**

**October 6-9, 1759**

*French & Indian War; 3 PM; Length: 4; Location: Ball Room A; BA-04; Host Robert Moon; Scale: 40mm; Rules: Brother v Brother/ Regimental F&F; Sponsor: Sash & Saber Castings; Prize: MVP Prize; Number of players: 6.*

After the Raid on St Francis, Maj Rogers received information that is his whaleboats had been discovered and over 700 French troops were waiting in ambush him at Missisquoi Bay. Instead Rogers spit up his command into small groups and set off on a 200 mile trek through uncharted wilderness to reach the safety of frontier Fort #4. French Captain Dumas and his Abenaki allies were in close pursuit. So grab your musket and run or be run down! This is part 2 of a 2 part game Children under 18, of IF accompanied by a playing adult

**F-475 Into The Darkness:****Star Wars X-Wing Miniatures Game: Apocalypse.**

*SciFi; 3 PM; Length: 4; Location: Exhibit Hall A; EA-46; Host Lorenzo O'Branty; Scale: Other; Rules: Main rules and House rules.; Sponsor: LXG and The MECHANICON; Number of players: 12.*

All hell has broken loose in the sector with Empire looking to pacify this key sector in the Galactic War. Rebel and Scum may not stand for the Empire's pacification plan. Come Join us in this exciting space combat game set in the Star Wars universe. All are welcome. All materials will be supplied. Some knowledge of the rules recommended but not necessary.

**F-437 Magnificent 7 2nd****Game immediately following Mexican Revolution**

*Western; 3 PM; Length: 8; Location: Exhibit Hall A; EA-43; Host Ron Prillaman; Scale: 54mm; Rules: Magnificent 7 AKA Yardstick Rules. Mexican Revolution= Yardstick Rules; Number of players: 8.*

Magnificent 7 = as in the Movie, rules Magnificent 7, Yardstick -54mm 2<sup>nd</sup> Game immediately following---Mexican Revolution ? 1911-Pancho Villa and ? 40 Villistas are trapped in a small Village---early in the Revolution---there is a way out but Pancho's pride won't let him try until he inflicts Major Damage to the Federales and Rurales who surround Him. Rules=Mag 7, Yardstick in 54mm ---Kids welcome with playing Adult.

**F-257 Battle of Dogger Bank**

*World War I; 3 PM; Length: 6; Location: Ball Room A; BA-10; Host Chris Carlson; Scale: 1/2400; Rules: Fear God & Dread Nought; Number of players: 12.*

24 January 1915. Following the December raid on Scarborough, Hartlepool, and Whitby, and the near miss with Beatty's battlecruisers, the German naval leadership was convinced that British and Dutch fishing vessels had observed the German's movements and alerted the Royal Navy. Hipper's intention was to take his 1<sup>st</sup> Scouting Group and clear the Dogger Bank of these advanced scouts. However, Room 40 intercepts the orders for a German sortie and the Grand Fleet deploys to meet the Hun. Join the combined forces of the Admiralty Trilogy Group and the Seekrieg Admiralty as we celebrate the Jutland Centenary.

**F-242 Fireball Forward Tutorial – Pouppeville, Normandy 6 June 1944**

*World War II; 3 PM; Length: 3; Location: Ball Room E; BE-01; Host Michael DeCarlo; Scale: 15mm; Rules: Fireball Forward; Number of players: 4.*

This scenario is intended as a tutorial for players new to the Fireball Forward Game System - Landing on Utah Beach, American Forces had to push off and cross causeways through flooded fields into small Norman towns. As



Americans, can you clear the German resistance in the town and capture your objective? As the Germans, can you hold enough of the town to keep the Americans bottled up? With Fireball Forward courage, cunning and luck wins the day. Every game is a story you will tell again. New players welcome. Older kid friendly.

## F-334 Dragoon Counterattack at the Meuse 14 May, 1940

**World War II**; 3 PM; Length: 4; Location: Exhibit Hall A; EA-47; Host Leo Walsh; Scale: 28mm; Rules: Under Fire; Number of players: 6. Elements of the French 14e Regiment de Dragon (14th Motorized Dragoon Regiment) launch a counterattack against leading elements of the 7th Panzer Division at the village of Haut-le-Wastia. Elements of the German 7th Motorcycle Battalion are in the village, holding the northern end of the Meuse bridgehead. This is a platoon level skirmish game. Each turn is 3-5 seconds of real combat. Easy to learn, fast playing, very realistic man to man combat. Each player is in control of one squad in this Skirmish Level game.

4 PM

## F-139 The English Civil War, 1642 – Edgehill

**English Civil War**; 4 PM; Length: 4; Location: Ball Room D; BD-03; Host Nigel Paul Marsh; Scale: 28mm; Rules: Carnage&GloryII Pike and Shot; Number of players: 8. It is October 1642 and Royalists and Parliamentarians confront one another near Kineton, Warwickshire. Both sides are confident of victory, and that the war will end before the sun sets. Will it be the King or The Earl of Essex that prevail?

## F-273 Mein Zombie – REFUGEES

**Modern**; 4 PM; Length: 4; Location: Ball Room B; BB-07; Host Michael Moran; Scale: 28mm; Rules: Mein Zombie; Number of players: 8.

Come play Mein Zombie - A fast paced miniature game of killing Zombies. The rules are simple to learn and fun to play. You and a number of survivors must explore an old

refugee camp to find the tools necessary to escape. Sounds simple. Should be except for all the blood thirsty zombies and zombie dogs. This scenario will introduce some fun new weapons (MP40?) and items to assist you in your activities. Children under 13 allowed with an Adult player only.

## F-435 SOCCER – Euro 2016

**Modern**; 4 PM; Length: 3; Location: Exhibit Hall A; EA-39; Host Bob Wiltout; Scale: 30mm; Rules: Corner Kick; Sponsor: Corner Kick; Number of players: 6.

Two of the top teams in the Euro 2016 tournament will face off in this tabletop miniatures game. No experience necessary - if you know the offside rule and basic soccer tactics, playing Corner Kick is easy. Kids under 10 are welcome if accompanied by a playing adult.

## F-356 Quatre Bras Revisited

**Napoleonic**; 4 PM; Length: 6; Location: Exhibit Hall A; EA-69; Host Jody Sherrill; Scale: 25mm; Rules: Home Rules; Number of players: 12.

Quatre Bras Revisited The Battle of Quatre Bras with additional reinforcements for both sides. Repeat of an earlier game

## F-227 A Pennsylvania Pete Adventure – Nefertiti's Little Black Book

**Pulp**; 4 PM; Length: 4; Location: Ball Room E; BE-05; Host Annemarie D'Amato; Scale: 28mm; Rules: Audacious Adventures; Number of players: 4.

The news is everywhere! A new room has been found in Two-Ton Kommen's tomb. PA Pete is hot on the trail to be the first to find what treasures await in the newly discovered room. The usual cast of characters will challenge the famous archeologist. What secrets will be found.

## F-534 The Death of a Daimyo

**Renaissance**; 4 PM; Length: 3; Location: Ball Room A; BA-14; Host Tom Vielott; Scale: 28mm; Rules: Ninjutsu! (Home Rules); Number of players: 8.

It is the height of Sengoku, Japan's warring states period. A young leader in the Takeda clan has made enemies of the worst kind. Now, assassins are coming for his head. But first, they must overcome his loyal retainers and the defenses of his manor. Can he leave his home alive? Or will his death be swift and merciless? Rules taught, independent and well mannered children welcome.

## F-113 Battletech – Grinder 3

**SciFi**; 4 PM; Length: 3; Location: Ball Room B; BB-04; Host Nathan Bell; Scale: 1/285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 8.

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

## F-468 Attack on Tauron

**SciFi**; 4 PM; Length: 4; Location: Ball Room A; BA-11; Host Karl Shanoltz; Scale: 1/2400; Rules: Colonial Battlefleet Modified; Number of players: 6.

The war continues! The Cylons have taken Tauron from the Colonials and are now holding the planet hostage. Now the Colonial Fleet Command is mounting a counterattack to take it back. Can the Colonials free one of the 13 colonies or will the Cylons continue to occupy the planet? Beginners welcome! Children 12 under with playing Adult. Rules will be taught.

## F-470 Rommel is Starving CY6

**World War II**; 4 PM; Length: 4; Location: Exhibit Hall A; EA-26; Host Pete Friesen; Scale: 1/285; Rules: Check Your 6; Number of players: 8.

March 1943. Rommel's sea supply routes are interdicted. Hitler orders the Luftwaffe to resupply the Afrika Corps by air. Swarms of JU-52s with huge Me-323 Gigants began to shuttle fuel and ammunition from Sicily. Air Marshall Tedder has ordered the combined Allied air forces to deploy Spitfires, Kittyhawks, and P-38s to halt the Axis attempts. This is the



fourth of six connected scenarios. The first three resulted in a combined draw. Rommel's tanks are running out of fuel.

## 5 PM

### F-130 Bayonet vs Needlegun – the Battle for Skalitiz

**19th Century; 5 PM; Length: 5; Location: Ball Room D; BD-05; Host Wilbur Gray; Scale: 15mm; Rules: Age of Valor (AOE II Expansion); Sponsor: Age of Eagles; Prize: Order of the Pink Pansy; Number of players: 8.**

Its 28 June 1866. Prussian General Steinmetz's V Korps is on the march while Austrian FML Leopold's VIII Korps has been ordered to withdraw in front of him. Problem was, the Austrians didn't, with the resulting battle had all the carnage and glory one might expect when the Kaiser's impetuous cold steel gets down with the Needlegun. Colorful, fast, easy to learn and lots of fun. Thick skinned folks only.

### F-567 Stem The Red Tide – Team Yankee 1985 – Theme

**Modern; 5 PM; Length: 3; Location: Exhibit Hall A; FW-01; Host Luke Melia; Scale: 15mm; Rules: Team Yankee; Sponsor: Battlefront; Prize: Participation Prizes; Number of players: 8.**

Stem the Red Tide World War III has begun with the Soviets advancing though West Germany. The NATO border forces have been over run and reinforcements are racing towards the front to stop the Soviets before they can completely break through to Frankfurt. This will be a mega battle featuring the Team Yankee rules from Battlefront. Basic knowledge of Flames of War or the Team Yankee rules system is encouraged. If the game finishes in a timely manner we will be happy to run the scenario again WWPDP.net is proud to be hosting two great games at HISTORICON® this year in the Flames of War tournament area. The first will be a Pacific themed game and the second will be a Team Yankee mega battle with both being played on a 4x12 table. Battlefront providing prizes for everyone participating. Follow us on WWPDP.net on the net and on Twitter @WWPDWhyWeFight

### F-375 The Great Cavalry Battle of Liebertwolkwitz, October 14, 1813 – Theme

**Napoleonic; 5 PM; Length: 5; Location: Exhibit Hall A; EA-57; Host Peter Anderson; Scale: 28mm; Rules: Field of Battle, 2nd edition; Number of players: 10.**

Fought in the days preceding Leipzig, it was the largest cavalry action of the Napoleonic wars. This battle had plenty of infantry on the field as well. Polish your spurs for this one! Tens age 14 and above welcome with a playing adult.

### F-400 The Keepers Game

**SciFi; 5 PM; Length: 4; Location: Exhibit Hall A; EA-19; Host Dylan Burton; Scale: 28mm; Rules: Warhammer 40K Kill Team (Modified); Number of players: 6.**

Choose your group of heroes and enter the Keepers arena. Be it for glory, debt, wealth, or your own personal reason, lay down your lives in this test of skill and strategy. The keep has but one rule. Only one team may be crowned champions. Will it be yours? Rules will be taught. Players under 16 welcome with a playing adult.

### F-372 Romanian Onslaught – Be Brave, Hungarians

#### October 1944 – Theme

**World War II; 5 PM; Length: 5; Location: Exhibit Hall A; EA-56; Host Michael Sincavage; Scale: 15mm; Rules: Battlefront; Number of players: 4.**

Strong Romanian forces, including cavalry, backed by ample Soviet armor drive for a key village/rail hub as the Hungarians fight desperately to prevent a wedge being formed in the German/Hungarian defense. Mixed armor units and cavalry for the Hungarians will have to help their steady infantry repel the overwhelming enemy forces. Budapest beckons but can the Romanians and their new allies deliver. Familiarity with Battlefront rules or concepts (e.g., Fire and Fury) is needed as only a light refresher of the rules will be given. Please no children under the age of 15.

## 6 PM

### F-343 First Day Battle of Gettysburg, July 1, 1863

**American Civil War; 6 PM; Length: 4; Location: Exhibit Hall A; EA-16; Host Richard Hasenauer; Scale: 15mm; Rules: Brigade Fire and Fury 2nd Edition; Sponsor: Fire and Fury Games; Number of players: 6.**

The epic battle begins as advance elements from the Confederate Army of Northern Virginia and the Union Army of the Potomac converge on the crossroads town of Gettysburg. Join us in a playtest of second edition Brigade Fire and Fury.

### F-325 Death and Sand

**Colonial; 6 PM; Length: 5; Location: Exhibit Hall A; EA-07; Host James Baker; Scale: 15mm; Rules: Modified Yaquinto French Foreign Legion; Number of players: 8.**

Rebellious Arab tribesmen attempt to wipe out an isolated French Foreign Legion garrison in the Desert. Bad French accents are optional for the FFL defenders. This game is a translation of the classic Yaquinto boardgame into miniatures. Dave Waxtel supplied the fort.

### F-560 The Illinois Campaign of 1915 session 4

**Early 20th Century; 6 PM; Length: 4; Location: Exhibit Hall A; EA-21; Host Don Gilmore; Rhonda Gilmore; Scale: 15mm; Rules: All Quiet on the Martian Front; Number of players: 8.**

July 1915, the Martian Invaders have won the second battle of St. Louis and the U.S. forces have been forced to fall back on a hastily built line of fortifications called the Illinois-Indiana Defenses. The coal fields of central Illinois need to be held, and the Martians pushed back across the Mississippi river. Play as Martian invaders or U.S. forces in this exciting series of battles.

### F-281 A Song of Ice and Fire – Kings of War

**Fantasy; 6 PM; Length: 4; Location: Exhibit Hall A; EA-34; Host Scott Simoneau; Scale: 15mm; Rules: Kings of War; Number of players: 4.**

Take control of one of four armies in a four player free for all battle for Westeros! Kings of War rules will be used as is, but the figures will be in 15mm to provide that epic army feeling. Play as either the Starks, Lannisters,





Targaryens, or Baratheons, and smash your enemies into submission! Full Kings of War rules will be used, so familiarity with them is a plus, but it's simple enough to teach on the spot. Figures and army stat lists provided. Please bring a tape measure and plenty of D6.

### F-572 Raid on the Ohio Frontier!

**French & Indian War;** 6 PM; Length: 3; Location: Exhibit Hall A; EA-25; Host Mike Demana; Scale: 28mm; Rules: Song of Drums and Tomahawks; Sponsor: First Command Wargames; Number of players: 6.

The tribes are fed up with settlers crossing the Ohio River and encroaching on their lands. A red wampum belt has been passed around. All along the frontier, Indians are taking up the tomahawk. Three sectors of a raid on a settlement will be played out on the tabletop. Fast-play, man-to-man skirmish during the French & Indian War

### F-304 Siege of Baghdad

**Medieval;** 6 PM; Length: 4; Location: Exhibit Hall A; EA-64; Host Victor Hiris; Scale: 25mm; Rules: gm designed; Number of players: 8.

the Mongols try to capture Baghdad from the Saracens

### F-354 Mittelalterlichen Deutschland (Medieval Germany Campaign) – Theme

**Medieval;** 6 PM; Length: 5; Location: Exhibit Hall A; EA-72; Host David Kuijt; Scale: 15mm; Rules: Triumph! WAR fast play ancient and medieval battles; Number of players: 12.

Command an army using the Triumph! fast play medieval rules (easy to learn; rules will be taught as needed) in the fractious cess-pit of 1425 AD Medieval Germany, trying to conquer your neighbors and become Holy Roman Emperor. Armies will be provided. Armies include Swiss, Burgundian, Polish, Hungarian, Condotta, and Hussites as well as two German citystates, two German feudal princes, and two German clerical magnates. Rules are easy to learn and will be taught by the GM as needed. Armies will be provided. No players under 14 without adult supervision. See also the Caesar in Gaul walk-up Triumph! intro games run (Thursday Friday and Saturday mornings as an additional option for familiarizing yourself with the rules in advance.

### F-126 Valmy – The Prussian Assault Against Kellermann

**Napoleonic;** 6 PM; Length: 4; Location: Ball Room D; BD-04; Host Tom Garnett; Scale: 28mm; Rules: Carnage&Glory; Number of players: 6.

Believing that the superior experience, training and leadership of the Prussian army was superior to that of the revolutionary French, Karl Wilhelm Ferdinand, Duke of Brunswick sought to destroy the two French armies of Generals Kellermann and Dumouriez at Valmy. The Prussians and their Austrian allies planned to split the two French armies and destroy first

the army of Kellermann. The battle opened with an intensive artillery duel followed by the main Prussian assault in parade precision

### F-144 Rearguard at Zobten, August 19, 1813

**Napoleonic;** 6 PM; Length: 4; Location: Ball Room D; BD-01; Host David Bonk; Scale: 40mm; Rules: carnage and glory computer moderated; Sponsor: Sash and Saber; Prize: Gift Certificate; Number of players: 6.

As the armistice expires Polish and French forces holding the village of Zobten are attacked by Russians and Prussians. The French and Poles must delay the Allied advance and retreat in good order. The results of this game will be reflected in the final battle Saturday night.

### F-447 The Battle of Loubino (Valutino-Gora), 1812

**Napoleonic;** 6 PM; Length: 5; Location: Exhibit Hall A; EA-66; Host David Ensterness; Scale: 15mm; Rules: Et sans resultat! Second Edition; Sponsor: The Wargaming Company, LLC; Prize: Discounted copy of Master of the World, 1812 in Russia or Et sans resultat!; Number of players: 7.

Following the Battle of Smolensk, Murat and Ney have yet another opportunity to split the two Russian Armies at Loubino. Barclay de Tolly commits to a rearguard to hold back the French onslaught. If it can't hold the 1<sup>st</sup> Western Army will be destroyed on the march and never reach Borodino. Junot's Westphalians are in position to cut the Russians off, will they join the fight? Third in a series of four games from the campaign! Win 50% off Master of the World, 1812 in Russia or Et sans resultat! Grand tactical game which emphasizes planning and command decisions, not recommended for children much under 15 unless actively supported in playing by a parent.

### F-461 The Sun of Austerlitz

**Napoleonic;** 6 PM; Length: 6; Location: Exhibit Hall A; EA-14; Host Jeffrey Hiley; Scale: 10mm; Rules: Eagles at War; Number of players: 10.

Austerlitz. Napoleon's greatest victory, the battle that brought France's new emperor to the pinnacle of glory. Join us in this final playtest of the Eagles at War rules, and refight one of the great battles of history. Will the French duplicate Napoleon's feat, or will the serried ranks of Russians hold firm on the Pratzen Heights? The battle will take place on a custom made table with thousands of figures. Follow the battlefield's construction at <http://www.projectausterlitz.com>.

### F-494 Bavaria 1809

**Napoleonic;** 6 PM; Length: 4; Location: Exhibit Hall A; EA-28; Host Robert Koffman; Scale: 15mm; Rules: Convention Napoleonic; Number of players: 14.

A Napoleonic game designed to be completed within the time constraints of a gaming convention. Archduke Charles attempts to defeat the French in Bavaria before Napoleon

can react. A Large game that does not bog down like other Napoleonic games that you have played before. The flavor and color of a Napoleonic battle will be there.

### F-537 Murat at Liebertwolkwitz – Theme

**Napoleonic;** 6 PM; Length: 4; Location: Ball Room A; BA-13; Host Rich Jaekel; Scale: 15mm; Rules: Volley and Bayonet; Sponsor: Test of Battle Games; Number of players: 6.

Now a Marshall of France, Murat unleashes 10,000 French, Italian, and Saxon cavalry on the Coalition south of Leipzig. Supported by a grand battery and the Young Guard, they attack Russian Guard and Austrian Grenadiers. Will Murat's massive columns throw back the Allies?

### F-102 Battletech – VampireTech

**SciFi;** 6 PM; Length: 5; Location: Ball Room B; BB-03; Host Mark Yingling; Scale: 1/285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 12.

You begin as an ancient VampireMech, or Vetus Sanguis as they like to call themselves. You succeed by killing your rivals, or their feeble spawn. You can utilize the cattle that roams unchecked. Some of them may prove quite useful, and may even hold an artifact of considerable power. The newborn, or Neonates Sanguis, are bound by the blood of their maker and cannot strike at him, but the old farts are not similarly bound. Who will reign supreme? Show us all.

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

### F-370 In Her Majesty's Name – The Library of Ahhhhzzzz 1

**Victorian Science Fiction;** 6 PM; Length: 3; Location: Exhibit Hall A; EA-24; Host Fiona Cather; Scale: 28mm; Rules: In Her Majesty's Name; Number of players: 4.

4 rival steam punk war bands have discovered the location of the legendary Library of Ahhhhzzzz. Each band seeks a magical book of immense power to them. The additional benefit of evening old scores with their rival bands promises to make this an epic and bloody event. All items required to play this game will be provided by the Game Master. Steam Punk attire, while allowed, is not required.

### F-295 Amiens – Aug 8, 1918

**World War I;** 6 PM; Length: 4; Location: Exhibit Hall A; EA-33; Host Richard Rush; Scale: 20mm; Rules: Bolt Action (modified); Sponsor: TGS; Number of players: 6.

The first of the final Hundred Days of The Great War, the Allied advance was so swift and overwhelming that Ludendorff called it the black day of the German Army. Can the Germans slow the advance of the British? Children under 16 welcome if accompanied by an adult player.

**F-331 Adriatic Rumble**

**World War I; 6 PM; Length: 5; Location:** Exhibit Hall A; EA-18; **Host** David Emdee; **Scale:** 1/1200; **Rules:** victory at sea; **Number of players:** 16.

The Austrian fleet advances south to probe the Italian fleets reaction at the start of hostilities. Not exactly top of the line fleets but two fleets out to prove themselves. rules taught (3 minutes)

**F-142 The Bloody Gatehouse:****Assault on Strongpoint Varaville**

**World War II; 6 PM; Length: 4; Location:** Ball Room D; BD-02; **Host** Steve Waddell; **Scale:** 28mm; **Rules:** NUTS! Skirmish Rules; **Number of players:** 6.

The 1<sup>st</sup> 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 on the Orne.

**F-237 Fireball Forward –****Fallschirmjaeger Forward – Theme**

**World War II; 6 PM; Length: 4; Location:** Ball Room E; BE-07; **Host** Joseph Seliga; **Scale:** 15mm; **Rules:** Fireball Forward; **Number of players:** 8.

During the previous night the 3<sup>rd</sup> Fallschirmjaeger Division were in sight of the Poles on MT. Ormel (also known as the Maczuga). At Biosjos Manor at 1000 hours, elements of the 3<sup>rd</sup> Fallschirmjaeger Division, led by their commander LTG Meindl attacked the Maczuga with some assault guns and ad-hoc units. The German plan was that as the forces inside the Falaise pocket attacked outward, they would meet the II SS Panzer Korps attacking into the pocket. Rules will be taught. Youngsters are welcome.

**F-250 CY6! – Thach****Weave – Midway 1942**

**World War II; 6 PM; Length: 4; Location:** Ball Room E; BE-06; **Host** Pete English; **Scale:** 1/285; **Rules:** Check Your 6!; **Number of players:** 6.

The US carriers launched 41 TBD Devastator torpedo bombers against the Japanese. The 15 bombers from Hornet's VT-8 had all been shot down and Enterprise's VT-6 had lost 10 of 14 planes. No hits had been scored on Japanese ships. Now it was Yorktown's VT-3 with 12 bombers turn, but they brought fighter escort with them in the form of 6 Wildcats from VF-3 under LTC Jimmy Thach. This would be the first combat trial of his tactic - the Thach Weave - to counter the advantage of the Zero fighter.

**F-307 Battle of the Philippine Sea**

**World War II; 6 PM; Length: 5; Location:** Exhibit Hall A; EA-23; **Host** Peter Dalton; **Scale:** 1/1200; **Rules:** A Terrible Resolve House; **Number of players:** 7.

The Battle of the Philippine Sea was one of the most decisive naval battles of World War II. It eliminated Japan's ability to wage large scale carrier actions for the remainder of the war. Huge numbers of Japanese carrier and land based aircraft duke it out with carrier based US planes. Join us in this unique double blind naval game as two huge enemy fleets try to set the future course of naval history both in the air and on the sea. Double Blind Game

**F-391 Church Hill Assault****July 1944 Part Two**

**World War II; 6 PM; Length: 4; Location:** Exhibit Hall A; EA-50; **Host** David Skibicki; **Scale:** 28mm; **Rules:** Modified Bolt Action; **Number of players:** 6.

Full swing: American forces are engaged in a major firefight. A push is needed to take as much ground as possible before a final assault on the town. To make matters worse, HQ has reports of a German counter in the near future. Will the Allies make progress or meet disaster? This is part two of four games.

**F-428 Monty's Epsom – Final Effort**

**World War II; 6 PM; Length: 4.5; Location:** Exhibit Hall A; EA-29; **Host** Jerry Frazee; **Scale:** 20mm; **Rules:** Battlegroup Overlord; **Number of players:** 4.

27 June, 1944 - After numerous attacks on the German positions near Salbey Stream, both the Germans and the British had taken significant casualties. Finally by late morning the Fife & Forfar Yeomanry and the 10<sup>th</sup> Highland Light Infantry were able to launch a coordinated attack. Local German commanders were confident in their positions but were extremely concerned about their fading right flank... Rules will be taught.

**F-579 First Charge at Hill 252.2**

**World War II; 6 PM; Length: 4; Location:** Exhibit Hall A; EA-30; **Host** Nicholas Wooster; **Scale:** 20mm; **Rules:** Battlegroup Kursk; **Number of players:** 6.

July 12, 1943. 32<sup>nd</sup> Tank Brigade counterattacks 1<sup>st</sup> SS Panzer Regiment near Hill 252.2 and the Oktibrskii State Farm, south of Prokhorovka. Can the Russian T-34s and their tank riders break the German lines, or will the German infantry and their PaK 40s, along with a few Tigers and Panzers IVs, hold the line and force their own attack? Battlegroup Kursk rules will be taught. Children welcome with an accompanying adult.

**F-280 The Defense of Rorke's Drift**

**19th Century; 7 PM; Length: 3; Location:** Ball Room A; BA-07; **Host** Edward Bardill; **Scale:** 28mm; **Rules:** Black Powder w/ Zulu Supplement; **Number of players:** 10.

After the defeat of the British at Islandlwana, the reserve regiments of Zulus went on to attack the Mission at Rorke's Drift. A 100 British soldiers fought against thousands of Zulu warriors for two days achieving a hard fought and bloody victory. Immediately following the British army's massacre at Islandlwana on January 22, 1879, the reserve regiments of Zulus who were not used ran to bloody their spears at the Mission at Rorke's Drift. Between 3000-4000 Zulus were eager to slaughter the 100 defenders. The defense of the Mission Station was commanded by Lieutenant John Chard and they successfully defended the garrison against repeated Zulu assaults over two days until the relief column arrived. Winning 11 Victoria Crosses.

**F-342 Captaincy Demo**

**Age of Reason; 7 PM; Length: 4; Location:** Exhibit Hall A; EA-11; **Host** John Carnahan; **Scale:** 1/600; **Rules:** Captaincy; **Sponsor:** Curs'd Captain; **Number of players:** 6.

Ahoy, sail fans! Check out a new game for small actions with an innovative approach to wind, sequence, and combat. Britain vs France at sea, early 18<sup>th</sup> century.

**F-245 Naval Battle of Ushant**

**American War for Independence; 7 PM; Length: 3; Location:** Ball Room E; BE-04; **Host** Brian Dewitt; **Scale:** 1/2400; **Rules:** Form on the Admiral's Wake; **Number of players:** 10.

A British fleet attempted to engage the French fleet near Ushant for multiple days. Finally a wind change gives them a chance to engage on July 27, 1778. The French have better ships but the British have better crews. No experience with rules needed.

**F-294 A Madman's Steeple Chase****– Fun and Frolic During the AWI**

**American War for Independence; 7 PM; Length: 3; Location:** Exhibit Hall A; EA-68; **Host** Miles Reidy; **Scale:** 28mm; **Rules:** Muskets and Tomahawks; **Number of players:** 8.

In the dewy morning mists of the American colonies, the pickets begin to stir, unaware of what the day will bring... A 28mm American Revolution (or American War of Independence if you must) skirmish game using Perry Miniatures. This game will focus on fun. Children over 12 are welcome if accompanied by an adult. Game Masters are Mike Marchant and Miles Reidy



## F-417 Seige of Mai-Dun (Maiden Castle)

**Ancients; 7 PM; Length: 4; Location: Exhibit Hall A; EA-05; Host Richard Greenaway; Doug Fisher; Scale: 15mm; Rules: Siege Swineforkbread's Castle; Number of players: 8.** In 43 A.D. the Romans arrived in Britain. At this time the hill-fort, Mai-Dun (Maiden Castle) the largest hill fort in Europe was occupied by the Durotriges a Celtic tribe. The Second Roman Legion (Legio II Augusta), commanded by Vespasian, the future Emperor, swept south into the Dorset area, attacked and defeated the castle. Join us and see if the mighty Roman Legion can once again subjugate the sturdy Celts. Children welcome with an adult Doug Fisher is co-GMing this game.

## F-253 Osona: Armored Train vs Mounted Hereros (German South-West Africa, 1904) – Theme

**Colonial; 7 PM; Length: 4; Location: Ball Room E; BE-02; Host Roy Jones; Scale: 25mm; Rules: Sword and the Flame (Modified); Number of players: 6.**

A German armored train, with soldiers and a machine gun, on a pleasure trip through scenic Hereroland. What could possibly go wrong? Except for sabotaged tracks, derailed cars, and Herero rifle fire peppering the Germans as they try to repair the damage. Plus mounted Hereros! A new Herero scenario by Tim Abbott, derived from the "The Herero War" scenario & rules book by Roy Jones & Eric Alvarado. For more, go to: <http://omaheke.blogspot.com/2015/06/new-skirmish-scenario-incident-at-sona.html>

## F-418 The Desert is On Fire

**Colonial; 7 PM; Length: 4; Location: Exhibit Hall A; EA-36; Host James Lombardi; Scale: 28mm; Rules: The Sword and the Flame; Number of players: 7.**

Hordes of Dervish and Fuzzy Wuzzies try to swarm an Anglo Egyptian Column as it marches across the desert to reinforce a detachment held up in a village. Will the desert sky burn orange in flames or will the Colonials extinguish the Dervish torches?

## F-590 The Village

**Colonial; 7 PM; Length: 4; Location: Ball Room A; BA-02; Host Dwight Jones; Scale: 28mm; Rules: The Sword and The Flame - The Sword in Africa; Number of players: 6.**

African Tribesmen versus the Europeans using Scenario #1 from Larry Brom's TSATF Scenario Portfolio. Join in to see if the tribesmen can keep the aggressors away from their village.

## F-181 Who Wants to Take A Viking Cruise?

**Dark Ages; 7 PM; Length: 4; Location: Ball Room C; BC-06; Host Jim McWilliams; Scale: 25mm; Rules: Saga; Number of players: 6.**

Who wants to take a cruise? No ticket required, free oars provided? Viking raiders are looking for a few good men and women to man the oars for the trip home north. Can your lord protect you from a cold trip north.

## F-408 CROM The Temple of the Eye Fantasy; 7 PM; Length: 4; Location: Exhibit Hall A; EA-10; Host Phillip Hartzog; Brian Robinette; Scale: 28mm; Rules: CROM Hyborian Age /Age of Conan; Number of players: 12.

The Temple of the Eye. The kings of Aquilonia and Koth have both sent teams of adventurers to raid the Temple of the Eye and retrieve the Eye of Infinity. The temple is located on a jungle isle off the coast of Kush. You have a map and a ship, but the real quest begins on the isle where you must gather the ingredients located there to sanctify your key so your team can enter the temple. Once inside you must find the Eye and escape with it. And you must do this before the rival team does. Parent/Child teams encouraged.

## F-328 The Battle of Point Pleasant

**French & Indian War; 7 PM; Length: 3; Location: Exhibit Hall A; EA-31; Host Adrian John; Scale: 28mm; Rules: Muskets and Tomahawks; Number of players: 6.**

Virginia colonial militia take on natives in a scenario based on the Battle of Point Pleasant. In 1774 Shawnee and Mingo natives under the great chief Cornstalk rise up to halt colonial expansion into the Ohio Valley. With the storm clouds of revolution gathering can the colonists prove their mettle in the climactic battle of Lord Dunmore's War?

## F-522 A Hot Time on the Frontier – Theme

**French & Indian War; 7 PM; Length: 2.5; Location: Meeting Room 1; M1-01; Host Rick Horner; Scale: 25mm; Rules: WNGA House Rules; Number of players: 4.**

It's total war on the frontier during the French and Indian War. The French mean to take over the frontier and the British mean to stop them. A clash between regulars on both sides and their allies. Fast play rules, easy to learn.

## F-124 Battle of Chapultepec

**Mexican War; 7 PM; Length: 3; Location: Ball Room D; BD-06; Host Guy Gormley; Scale: 25mm; Rules: Carnage & Glory II; Number of players: 7.**

On 13 Sep 1847, in the costly Battle of Molino del Rey, the U.S. drove the Mexicans from their positions near Chapultepec Castle guarding Mexico City. Winfield Scott held a council of war with his generals on 11 Sep. Scott was in favor of attacking, but only General Twiggs agreed. Young lieutenant Pierre Beauregard gave a textbook speech that persuaded General Pierce to change his vote.... Fast playing C&G II Battle VERY Beginner friendly, rules taught

## F-177 Bad Day at Husaybah April 2004

**Modern; 7 PM; Length: 4; Location: Ball Room C; BC-01; Host Michael Pierce; Scale: 28mm; Rules: Force on Force; Number of players: 5.**

Unknown to the Marines in Husaybah, Al Qaeda moved 300 insurgents into the city. The insurgents moved from harassing mortar attacks to direct assaults on Marine units. A Marine OP became involved in a major fire fight requiring the Marine QRF to rescue them. Can the QRF relieve and extract the OP from the insurgents?

## F-452 Of Horses and Zombies

**Modern; 7 PM; Length: 4; Location: Exhibit Hall A; EA-44; Host Mark Henry; Scale: 25mm; Rules: ARES - Modified; Sponsor: Dave's Baggage Train; Number of players: 6.**

An Apocalyptic scourge has ravaged the country. Winter is coming. You and your band of survivors are on a supply mission when your vehicle runs out of fuel. Gather what you can and gallop away before you are eaten alive.

## F-473 Batman and the Banzai Break-in

**Modern; 7 PM; Length: 4; Location: Exhibit Hall A; EA-20; Host Grant Greffey; Scale: 28mm; Rules: Warzone (with modifications); Number of players: 8.**

Five years ago, the Banzai Institute set up a research facility in Gotham City. Rumors abound about the unusual research being done there. These rumors have drawn the attention of Gotham City's underworld. The Joker, The Riddler, The Penguin, and Catwoman have joined forces to break into the Institute and appropriate items that could support their criminal schemes. The foul fiends had better hurry, because Batman and the Gotham City's finest are coming to the aid of Team Banzai.

## F-486 Alpha Strike: Wonsan Harbor

**Modern; 7 PM; Length: 4; Location: Exhibit Hall A; EA-06; Host Martin Fenelon; Scale: 1/285; Rules: Sabres Over the Yalu; Sponsor: MSD Games; Prize: Gift Certificate; Number of players: 8.**

US Navy carrier aircraft are striking the North Korean docks and warehouses at Wonsan. Outside MiG Alley, the usual opposition is from AA and PRK prop fighters. Navy jets are flying top cover, just in case the Soviet MiGs decide to come south. Fast moving air-to-air combat, each player commands 4-8 aircraft. Beginners welcome, rules will be taught.

## F-528 The Secretary Denies Any Knowledge!

**Modern; 7 PM; Length: 3; Location: Meeting Room 1; M1-02; Host Del Stover; Scale: 25mm; Rules: 7TV; Number of players: 4.**

Seal Team Six has a mission. On a small island off the Canadian coast, a tramp steamer is off loading cargo at a small French fishing village.

Alas, part of that cargo is a "dirty bomb" that terrorists intend to smuggle into a large city. That bomb must be intercepted and the terrorists dealt with. The terrorists have more men, but it's not going to be a fair fight, not against Navy SEALs.

### F-529 Get the Ship! A Pulp Alley Adventure

**Pulp;** 7 PM; Length: 4; Location: Exhibit Hall A; EA-27; Host Joshua McGary; Scale: 28mm; Rules: Pulp Alley; Number of players: 6.

The plan is simple, as it always is, sabotage the ship before it completes its repairs and loads up for another run. Are you and your band of intrepid followers up to the task? Or will the ship's crew get the best of you and complete their nefarious plans? Pulp Alley is a fast paced, 28mm scale, skirmish game set in a 1930s pulp universe. Rules taught and easy to learn. Please no players under 14 unless accompanied by a playing adult.

### F-114 Battletech – Grinder 4

**SciFi;** 7 PM; Length: 3; Location: Ball Room B; BB-04; Host Martin Rodriguez; Scale: 1/285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 8.

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

### F-156 Combat Patrol: Star Wars

**SciFi;** 7 PM; Length: 4; Location: Ball Room C; BC-04; Host Gregory Priebe; Scale: 28mm; Rules: Combat Patrol: World War II Skirmish; Number of players: 6.

On an ancient, war-torn world, a rebel strike team searches desperately for relics that can aid their cause. Little do they know that the forces of the Galactic Empire are already on their trail. The card-based rule system of Combat Patrol comes to a galaxy far, far, away. Will you fight for freedom in the galaxy, or will you embrace the power of the Dark Side? Children 14 and under welcome only with a participating adult.

### F-458 Beyond the Gates of Antares | Xilos Campaign – Mission 2 | Escort

**SciFi;** 7 PM; Length: 4; Location: Exhibit Hall A; EA-13; Host Jeffery Fletcher; Scale: 28mm; Rules: Beyond the Gates of Antares; Number of players: 6.

Having recovered the artifact, the captors now struggle to escort it to safety. Rival factions throw more forces into the fray for a second chance at taking it for themselves. Players are encouraged to play in as few or as many of the scenarios as they wish. Troops will be provided, but players are also welcome to bring their own 750 point painted Gates of Antares force. This campaign is in honor of the memory of Michael Fijalka. Please consider making a donation in

his name to the Leukemia and Lymphoma Society at <http://pages.teamintraining.org/nca/yourway16/mfijalka> The scenario is a six player game, but additional players are encouraged to stop by and check with the GM for possible walk up demos or pick-up games.

### F-329 My Fair Demon Barber of the Opera: A Musical Celebration of Victorian Horror

**Victorian Science Fiction;** 7 PM; Length: 3; Location: Exhibit Hall A; EA-52; Host Jeffrey Wasileski; Scale: 28mm; Rules: Astounding Tales!; Sponsor: Brigade Games; Number of players: 12.

The Fourth Annual HISTORICON® Musical Wargame explores the surprising number of Victorian monsters who spontaneously burst into song. Join us for a night at the opera when a masked phantom, a mad scientist with an alter-ego, and a vengeful barber seek to wreak havoc on various damsels, hungry urchins, artful pickpockets, flower-girls turned ladies and cunning linguists and maybe a strict, flying nanny and her chimney sweep pal.

### F-335 High Noon Wild West: Parent – Child Game

**Western;** 7 PM; Length: 4; Location: Exhibit Hall A; EA-47; Host Maurice Holmes; Scale: 28mm; Rules: High Noon - Under Fire in the Wild West; Number of players: 16.

Action will be wild and as crazy as the players. Scenario will be given at the time of the game. A little math for the kids to help the adults with. Parents must bring along a child. Children must be accompanied by at least one parent/adult. Parents and their children team up to fight other teams. Child friendly Wild West drama. This is an easy to learn fast playing game. There are some basic math skills needed. And, of course, some luck of the die rolling.

### F-186 Battle of Anloy; 22 August 1914

**World War I;** 7 PM; Length: 4; Location: Ball Room C; BC-08; Host Duncan Adams; Scale: 10mm; Rules: Look Sarge, No Charts: 1914; Number of players: 5.

On August 22<sup>nd</sup> four massive armies - two French, two German - collided in the Ardennes resulting in dozens of isolated brigade sized battles. Two of those battles erupted at the neighboring towns of Maissin and Anloy. The French dashed to reach Anloy first to cut off the defeated Germans from Maissin only to find fresh German forces there ahead of them. Rules will be taught. Young gamers welcome with playing adult.

### F-319 The Blue Max. The Book, The Movie, The Game.

**World War I;** 7 PM; Length: 4; Location: Exhibit Hall A; EA-35; Host Peter Gaut; Scale: 1/144; Rules: Piquet Games Jump Or Burn; Sponsor: Board2Death Terrain, Piquet Games, Red Eagle Miniatures; Prize: Jump or Burn Rules, Red Eagle Aircraft; Number of players: 8. 50 years ago the film The Blue Max blazed across movie screens all over the world. It had more influence on me than any movie has a right to. As proof I present my homage to Lt. Bruno Stachel & all things Blue Max, combining as much as we can into one beautiful game. Bridges, Balloons, Recon aircraft, SE 5a's, Triplanes, Pfaltz D3's & Albatros D3's all painted in the historically incorrect yet movie correct 7 color lozenge patterns! The 3D board to fly over adds even more eye candy to the game. I was not even 10 years old but somehow got my parents to take me to see it at a Drive-In in Roanoke VA. Although you don't need to know anything about the book or film, if you do, you just might be rewarded for it! Sponsored by Board2Death Terrain with prizes by both Piquet Games & Red Eagle Miniatures. Special prize for Ursula Andress look-a-likes!

### F-548 Break the Bombardment !

**World War I;** 7 PM; Length: 4; Location: Ball Room C; BC-05; Host Geoffrey Graff; Scale: 1/2400; Rules: General Quarters 2, Modified; Number of players: 8.

Early in the war, as the German armies were sweeping through France and along the coast, the allies tried several new ideas, including naval bombardment. Here we consider such an action, and the German reaction. A confusing action, reaction and counter reaction, using ships that were expendable at this time.

### F-160 River Crossing at Arnaville

**World War II;** 7 PM; Length: 4; Location: Ball Room C; BC-03; Host Don Hogge; Scale: 28mm; Rules: Battleground WWII; Number of players: 6.

It is mid-September 1944. US Forces have crossed the Moselle using rubber assault boats and have established a small bridgehead. The infantry has to hold on long enough for a bridge to be erected to allow for armored forces to cross over. The Germans are attempting to eliminate the bridgehead. Gamers under the age of 14 are welcome with an adult.

### F-205 Trench Wars: France 1944--2nd SS Panzer Das Reich On The Road To Normandy

**World War II;** 7 PM; Length: 3; Location: Exhibit Hall A; EA-02; Host Frank Luberti; Scale: 25mm; Rules: Trench Wars (modified); Sponsor: MBA; Number of players: 6.

The Das Reich Division is on its way to Normandy. Can the French Maquis stop it? Will teams from the British SOE or American OSS show up to help? Come play and find out. Skirmish game using the Trench Wars rules modified for WW2. Novices, children with



adults, rules lawyers and GMs looking for revenge welcome. Terrain by MBA; figures painted by John Spiess. Players under 14 welcome with a playing adult.

### F-224 Fireball Forward – The Nail Factory, Stalingrad 1942

*World War II; 7 PM; Length: 4; Location: Ball Room E; BE-03; Host Alex Newhart; Scale: 15mm; Rules: Fireball Forward; Number of players: 6.*

September 1942 - Lt Dragan and the guardsmen of the 1<sup>st</sup> Battalion, 13<sup>th</sup> Guards Division fought a desperate struggle to control Railroad Station #1 for several days. Now reduced to company strength Lt. Dragan led the remnants of the shattered battalion into a block of buildings containing a nail factory. He organized a defense and settled in to continue to resist the fascist onslaught. The Germans called up armor support and were determined to reduce the nail factory to rubble.

### F-233 Fireball Forward – 1 Clash at Prokowarka

*World War II; 7 PM; Length: 3; Location: Ball Room E; BE-01; Host Mark Fastoso; Scale: 15mm; Rules: Fireball Forward; Sponsor: Fireball Forward; Number of players: 6.*

The 1<sup>st</sup> SS Panzer Division is rampaging through the Soviet defenses at Kursk. The defenders of the Motherland are maintaining a toehold in the village of Prokowarka but the situation is grim. T-34s are on the way to try and save the day but SS panzer are moving in to hold them off.

### F-289 Submarines on Patrol in the Pacific

*World War II; 7 PM; Length: 3; Location: Exhibit Hall A; EA-53; Host Robert Varga; Scale: Axis and Allies miniatures; Rules: Modified Bolt Action Home Rules; Number of players: 6.*

The early war in the Pacific was fought between the Jap Navy and the American Navy Subs. The Jap convoys had to supply Island strongholds from which they launched land based aircraft and surface ships to attack throughout the entire Pacific theater. It was up to the Subs to stem the flow of these supplies to these islands until the fleet decimated at Pearl could be replenished. It was very dangerous warfare for both sides. Your job would be to achieve the objectives of the side you represent. Not recommended for Kids under 12, rules are simple and your luck with the dice essential.

### F-399 Aerodrome(R) 2.0 Battle of Midway Attack on the Yorktown

*World War II; 7 PM; Length: 4; Location: Exhibit Hall A; EA-01; Host Mark Wukas; Scale: 1/144; Rules: Aerodrome(R) 2.0; Sponsor: Aerodrome(R) Aerial Combat Games; Number of players: 12.*

The Battle of Midway is entering its final phases. Despite the loss of three carriers, the Imperial Japanese Navy (IJN) felt it could salvage its dire



situation by sinking two of the three attacking U.S. carriers. The remaining Japanese carrier Hiryu received orders to send its planes to attack the USS Yorktown. The Hiryu sent two waves of dive- and torpedo-bombers staggered about two hours apart to avenge their grievous loss. Traditional Aerodrome (R) Wings and Medals. Rules taught. Spouse & Female Friendly Game. Under age 15 only with playing adult.

### F-432 Operation Goodwood – The Guards Advance

*World War II; 7 PM; Length: 5; Location: Exhibit Hall A; EA-45; Host Tim Broome; Scale: 20mm; Rules: Command Decision Test of Battle; Number of players: 8.*

Join the British Guards Armored Division in their advance across the Goodwood battlefield but beware, there are King Tigers lurking near by. Players of all ages and skill levels are welcome. Children under 12 should be accompanied by an adult.

8 PM

### F-562 Roman Chariot Race

*Ancients; 8 PM; Length: 4; Location: Exhibit Hall A; EA-04; Host William Chappell; Scale: 54mm; Rules: The Roman Circus by Brian DeWitt; Prize: Medal; Number of players: 6.*

Thrills, chills, and spills in the 1<sup>st</sup> Century equivalent of NASCAR, with attitude. Drive your chariot around a 12 foot track competing against other would be Ben Hurs or Messalas. There are no laws in the Hippodrome! See if you have what it takes to cross the finish line in your chariot. Only one person gets to wear the laurel wreath and walk away with the gold medal.

### F-338 GRIKS ATTACK – Destroyermen land battle.

*Early 20th Century; 8 PM; Length: 4; Location: Exhibit Hall A; EA-40; Host Leo Walsh; Scale: 15mm; Rules: The Storm - unpublished; Number of players: 8.*

The Griks are there by the tens of thousands. The Tree Alliance can meet them with less than half that number. The Lemurians have some fire arms and some cannon, but most of the fighters are new to combat and the Griks are nasty fighting and eating machines! From the pages of Taylor Anderson's The Destroyermen book series. The combat system is grand tactical, fast moving and very bloody. Well after all, so is the action in the books! Nothing is written in stone and will be based on the narrative in the book for forces but not for outcome. This will be either the Battle for Aryaal or Balkpan.

### F-414 The High Seas of Middle Earth

*Fantasy; 8 PM; Length: 3; Location: Exhibit Hall A; EA-32; Host Matthew Iverson; Scale: 28mm; Rules: Hobbit/LOTR Strategy Battle Game; Number of players: 10.*

The Corsairs of Umbar take to the seas, and the navy of Dol Amroth sails to intercept. Prepare to board, but don't slip and drown in your armor. This is a naval battle using the rules for ships published by Games Workshop. Each side will be given a fleet against the other side. Each boat is a different class of ship with a different crew, different weapons, and different options for defeating the enemy. Rules can be found on the Ship rules document made by Games Workshop on dchobbitleague.com

### F-453 Barbarians of the North

*Fantasy; 8 PM; Length: 3; Location: Exhibit Hall A; EA-58; Host David Fisher; Scale: 28mm; Rules: Kings of War; Sponsor: Your Hobby Place; Prize: Raffle, Door; Number of players: 6.*

Under Marcus Aurelius, Rome has regained its former glory. Its mighty legions have pushed the boundaries of the Empire to their furthest extent, moving into areas previously uninhabited by civilized man. Little do they realize the terror about to be unleashed by the green-skinned barbarian hordes of the north! Join us as we recreate \*cough\* the historical \*cough\* clash between Rome's legions and the Greenskin -- I mean, barbarian -- hordes. Rules: Kings of War new historical supplement.

### F-460 Zombies Anonymous

**Modern;** 8 PM; Length: 3; Location: Exhibit Hall A; EA-51; Host Alfred Crane; Scale: 28mm; Rules: Home rules; Number of players: 8.

The zombie apocalypse is here! Take part in the rescue of survivors, get supplies, find transportation, then get out of town fast! Ten factions in play. Cooperate or compete. It is entirely up to the players, but remember, there are zombies in play. Hey its the apocalypse! Wait, is that a shark or a UFO on the horizon??? Game run using home made rules. Easy to learn and fast paced.

### F-472 Hot Time in Helmand

**Modern;** 8 PM; Length: 4; Location: Exhibit Hall A; EA-59; Host Art Edgeson; Scale: 28mm; Rules: Modified Bolt Action; Sponsor: The Art of Wargaming; Number of players: 6.

The Marines are headed into the heart of a Taliban controlled village to capture a well known Taliban leader. He's not going to give up easy..... A double blind game where you have no idea what's around the corner, unless you have a drone or a lookout on a cell phone. Uses modified Bolt Action rules.

### F-199 The Greatest Napoleonic Cavalry Battle – Ever – Theme

**Napoleonic;** 8 PM; Length: 3; Location: Exhibit Hall A; EA-08; Host Pete Panzeri; Scale: 28mm; Rules: NAPOLEON RULES! by Pete Panzeri; Sponsor: Small-wars.org; Prize: Prizes from Small-wars.org; Number of players: 26.

Napoleon's first major engagement in the opening days of the epic battle of Leipzig. The largest (and often called the greatest) of all the Napoleonic Wars Cavalry clashes. Can the Massed French and Polish Cavalry defeat

the massed Russian, Austrian and Prussian cavalry? Or will the Allies spoil Napoleon's attack? A fast-moving wargame with thousands of figures and a lot of fun surprises! For pre-read PDF of the Scenario and NAPOLEON RULES! email peterpanzeri@yahoo.com. 1. All assisting w/set-up at 7pm get assignment preference. 2. a lot of 28mm figures, large-table & many players. \*(may not be appropriate for children under 11.)

### F-216 Gnome Wars: Into the Fray Once More.

**Other;** 8 PM; Length: 4; Location: Exhibit Hall A; EA-09; Host Steven Stanton; Scale: 28mm; Rules: Gnome Wars; Sponsor: Miniature Building Authority; Prize: YES!; Number of players: 12.

Havildar Ishar Singh, renowned for his bravery and leadership, has guided his friends and comrades of the 36<sup>th</sup> Sikhs through some of the oddest, harshest, and deadliest battles in the gnome world. Now he is sitting on a chopper heading to safety, but he hears the cries of survivors and zombie mayhem beneath him. Singh could turn a blind eye and ignore it all, but that is not his way. Making a desperate decision that almost certainly dooms him and his fellow Sikhs he... No one under 13 years old without a playing adult with parent/child teams encouraged. Anyone bringing a painted gnome unit from brigade games does not have to preregister.

### F-311 Star Crush Starfighter Miniatures Game

**SciFi;** 8 PM; Length: 4; Location: Exhibit Hall A; EA-15; Host Lee Vanschaik; Scale: 1/285; Rules: Star Crush Starfighter Miniatures Game; Sponsor: Crucible Crush Productions; Prize: Miniatures; Number of players: 8.

Will the Xothic prevail in this other universe of space fighter combat. Perhaps the Commorium pilots are up to the task today. New starfighters have been released and this will be the first opportunity to run a Xothic Arc fighter into battle against a Commorium Scout. Join us to learn the rules of Star Crush.

### F-476 Into The Darkness: Death Watch Kill Team: ARENA

**SciFi;** 8 PM; Length: 4; Location: Exhibit Hall A; EA-46; Host James Nicholson; Scale: 25mm; Rules: Main rules and House rules.; Sponsor: LXG and The MECHANICON; Number of players: 12.

In the 41<sup>st</sup> Millennium there is only war. The Death Watch is the best at war against the xenos. Come join us in the Arena with the Death Watch and Xenos. All materials will be supplied. Rules taught as needed. Ages 14 - 88.

### F-462 Wooden Task Force Afloat

**World War I;** 8 PM; Length: 2; Location: Exhibit Hall A; EA-70; Host Eulalia Wiltrout; Scale: Other; Rules: Wooden Task Force; Number of players: 12.

2 foot long battleships, eighteen inch Cruisers and one foot long Destroyers battle it out on the floor. Shooting is by flicking dice at the opposing fleet. Range is as far as you can flick the dice. NOTE: this game is played on the floor. Ages 8-98. Extremely kid friendly. Not a game for someone with bad knees.

### F-332 Athens vs Sparta 426 BC – Theme

**Ancients;** 9 PM; Length: 2; Location: Ball Room B; BB-01; Host Cliff Brunken; Scale: 28mm; Rules: Hail Caesar; Number of players: 4.

The Classic Battle of Athens vs Sparta. Matched up Hoplite Battle. Small battle of forces that will slug it out in the Fields of Greece. Good way to learn the Rules Kids under 14 must be with adult, No Food

11 PM

### F-200 1st Annual Mba “Midnight Monster Mash – Theme

**Horror;** 11 PM; Length: 2; Location: Exhibit Hall A; EA-02; Host Peter Panzeri; Scale: 28mm; Rules: WICKED WITCH RULES! Classic Horror Fiction by Pete Panzeri; Sponsor: miniaturebuildingauthority.com; Prize: Prizes from Miniature Building Authority & Small-wars.org; Number of players: 16.

Cavalry of the Romanian Hussars escort the Duke and his new Bride to Bran Castle in Transylvania. However the new Castle and nearby town is already sublet as a duplex to both Dracula and Doctor Frankenstein, along with every Classic Horror Fiction character imaginable. Not to mention appearance of Van Helsing and other Vampire/Monster Hunters of various competencies. Can the Duke and his entourage ALL avoid the wrath to come? Or will they just get caught up in the Cross Fires? LATE NIGHT ADULT GAME. For Childrens' participation see WICKED WITCH game 9am Friday A fast-moving classic horror fiction game with a lot of fun surprises on magnificent miniature building authority terrain! For pre-read pdf of WICKED WITCH RULES email peterpanzeri@yahoo.com





## Saturday

8 AM

**S-277 Commander of Sallies – The Battle of Penny Burn Mill,****April 21st, 1689 – Theme**

**Pike & Shot;** 8 AM; Length: 4; Location: Exhibit Hall A; EA-32; Host Clarence Harrison; Barry Hilton; Scale: 28mm; Rules: Beneath the Lily Banners; Sponsor: The League of Augsburg, Warfare Miniatures, and Quindia Studios; Number of players: 6.

Captain Adam Murray leads a sally from the walls of a besieged Derry in an attempt to clear lines of communication to the north of the city, confronting the Jacobites at the crossing of Penny Burn Mill. Can the weak defenses at the mill hold out long enough for reinforcements to arrive or will Murray's impetuous assault threaten the Jacobite siege? The author of Beneath the Lily Banners, Barry Hilton, will be on hand to referee and generally cause mayhem... There are various accounts of the battle and all do not agree on the details, force compositions, etc. but it is certain that the main assault was carried out by several large formations of horse. Likewise, the Jacobite counter attack contained lots of mounted soldiers, including Galmoy's Regiment of Horse so you can expect to see piles of Warfare Miniatures horse scattered across the table! Visit <http://leagueofaugzburg.blogspot.com> for more information and previews of the game!

**S-527 Minsk – Hill 621, A John Hill Memorial Game**

**World War II;** 8 AM; Length: 9; Location: Meeting Room 1; M1-03; Host Patrick Lebeau; Scale: 15mm; Rules: Classic Squad Leader by John Hill; Number of players: 8.

Minsk, July 1, 1944: German 170<sup>th</sup> Infantry Division survivors patch together a defense along ridges overlooking the vital escape route to Minsk. While heavy Russian forces march on the Germans held ridges. The remaining reserves bolster the line to hold Hill 621, the key to the German lines of communication and defense in this sector. Played on boards 2, 3 and 4 constructed for 15mm World War II miniatures. Classic Squad Leader at its best!

9 AM

**S-145 150th Anniversary Battle of Koniggratz – Theme**

**19th Century;** 9 AM; Length: 5; Location: Ball Room D; BD-06; Host Bruce Weigle; Scale: 6mm; Rules: Fast-play 1866 Grand Tactical Rules; Number of players: 8.

Koniggratz was the culmination of the Austro-Prussian War and, with nearly 400,000 men participating, the second largest battle of the 19<sup>th</sup> century. The Prussian victory enabled it to displace Austria as the leading power of central Europe, but it could have gone either way,

since both sides came close to losing the fight at various times. Plenty of troops to go around in this one! Rules are very quick to learn; will be taught

**S-148 Bayonet vs Needlegun – the Battle for Skalitz**

**19th Century;** 9 AM; Length: 5; Location: Ball Room D; BD-05; Host Wilbur Gray; Scale: 15mm; Rules: Age of Valor (AOE II Expansion); Sponsor: Age of Eagles; Prize: Order of the Pink Pansy; Number of players: 8.

Its 28 June 1866. Prussian General Steinmetz's V Korps is on the march while Austrian FML Leopold's VIII Korps has been ordered to withdraw in front of him. Problem was, the Austrians didn't, with the resulting battle had all the carnage and glory one might expect when the Kaiser's impetuous cold steel gets down with the Needlegun. Colorful, fast, easy to learn and lots of fun. AN17 Thick skinned folks only.

**S-301 JOE HACK Barbarian Bash part 2**

**Ancients;** 9 AM; Length: 4; Location: Ball Room A; BA-06; Host Joe Swartz; Scale: 28mm; Rules: JOE HACK; Number of players: 10.

Rome with the best cavalry Rome can supply support their minions who have their chariots and light cavalry face off against those who do not see the value of Roman friendship and have beefed up their own heavy cavalry. rules taught. minors welcome with adult

**S-387 Caesar in Gaul : An Introduction to Triumph! WAR fast play rules for ancient and medieval battles**

**Ancients;** 9 AM; Length: 4; Location: Exhibit Hall A; EA-72; Host Brian Peruski; Scale: 15mm; Rules: Triumph! WAR fast play rules for ancient and medieval battles; Prize: Triumph! army pack raffle prize; Number of players: 30.

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 walk-up game opportunity FOR WHICH YOU DO NOT NEED TO BE REGISTERED introduces players to the fast-play Triumph! ancient and medieval rules. Play one game or a dozen. Triumph! tutors on hand to help introduce you to the game, teach and answer questions. Rules are easy to learn and will be taught as needed. Armies will be provided. No players under 14 without adult supervision.

**S-507 Beau Geste's Dilemma**

**Colonial;** 9 AM; Length: 4; Location: Ball Room A; BA-02; Host Edward Watts; Scale: 25mm; Rules: The Sword and The Flame - The Sword in N Africa - 500 Fighting Englishmen Movement Variant; Number of players: 6.

The supply caravan has reached the oasis of Fort Zinderneuf but finds the fort besieged by Arab tribesmen, Will the Legionnaires issue out to bring in the supplies? Will the tribes take advantage of the confusion to storm the fort and assure victory for the Jihad? Who will control the desert? Rules will be taught, beginners & kids who can read the 2-sided rules charts are welcome.

**S-138 The English Civil War, 1642 – Edgehill**

**English Civil War;** 9 AM; Length: 4; Location: Ball Room D; BD-03; Host Nigel Paul Marsh; Scale: 28mm; Rules: Carnage&GloryII Pike and Shot; Number of players: 8.

It is October 1642 and Royalists and Parliamentarians confront one another near Kineton, Warwickshire. Both sides are confident of victory, and that the war will end before the sun sets. Will it be the King or The Earl of Essex that prevail?

**S-158 Battle of Falling Waters**

**Fantasy;** 9 AM; Length: 4; Location: Ball Room C; BC-02; Host Bill Acheson; Scale: 28mm; Rules: Crusader; Number of players: 6.

After the Encounter in the Valley, our minor Tsolyani noble is now accompanying a larger contingent of Tsolyani soldiers and allies to force the Mu'uglanyani and their allies out of the region. What happens when each side literally runs into the other? Join us and find out! This is one of the five games on the HAWKS Tekumel track.

**S-170 Kids, The Dragon is Dead**

**Fantasy;** 9 AM; Length: 2.5; Location: Ball Room C; BC-07; Host David Wood; Scale: 28mm; Rules: Blood and Swash; Number of players: 8.

The word is out, the dragon is dead. Bands of adventures have traveled to the island where the dragon kept its hoard. Which group will get the most treasure? A kid's game. Playing adults are welcome (if space allows) only with a child.

**S-369 A Day at the Squig Races 2**

**Fantasy;** 9 AM; Length: 3; Location: Exhibit Hall A; EA-49; Host Chris Lagan; Scale: 25mm; Rules: GM provided; Number of players: 12.

Goblins riding Squigs will race across a marsh covered field and back to capture victory while avoiding an angry giant in the center. Squigs move by jumping in a direction and distance that will be determined by rolling dice. Squigs that land on other Squigs get an extra jump. Verbal outbursts are expected and required. All Squig Riders must shout boing when they

jump, and splat when they land on another Squig or they will suffer consequences. Fun and mayhem is expected. All items required to play this game are provided by the Game Master

### S-379 The Adventures of Bertrand du Guesclin, Brittany, 1356

**Medieval;** 9 AM; Length: 4; Location: Exhibit Hall A; EA-39; Host Bob Bryant; Scale: 28mm; Rules: Clans & Companies; Number of players: 6.

A month after the battle at Poitiers, the Duke of Lancaster laid siege to the city of Rennes in Brittany. Bertrand du Guesclin, a lowly knight, but future Constable of France, enlarges his growing reputation by attacking Lancaster's camp.

### S-206 To Close for Comfort

**Modern;** 9 AM; Length: 3; Location: Exhibit Hall A; EA-09; Host Stan Johansen; Frank Brown; Scale: 28mm; Rules: Jihad Free download at [http://stanjohansenminiatures.com/jihad\\_opener.htm](http://stanjohansenminiatures.com/jihad_opener.htm); Sponsor: Stan Johansen Miniatures; Prize: \$20.00 gift certificate for Stan Johansen Miniatures.; Number of players: 6.

ISIS Launches an attack on the village of Al Qunaitra whose inhabitation and small garrison are about to be overwhelmed. Who will come to the rescue Americans, Russians, Syrians Others? Assistant GM is Frank Brown

### S-232 CY6! Jet Age – Swallows and Mulberrybushes – 13 July 1966

**Modern;** 9 AM; Length: 4; Location: Ball Room E; BE-05; Host Thomas Ballou; Scale: 1/200; Rules: Check Your 6! Jet Age; Number of players: 6.

Four F-4s of VF-161 off of USS Constellation had finished escorting the strike on the Con Trai bridge, and were ready to start an initial BDA post-strike fly-by. As the A-4s pulled out, they were spotted by the F-4s and their unusual paint scheme was a distraction, causing them to miss two flights of MiGs, which had been trailing the A-4s under GCI control. The Silver Fox flight then spotted the MiGs and Silver Fox leader alerted the F-4 to the threat as the MiGs opened fire.

### S-439 SOCCER – Lester, are you there?

**Modern;** 9 AM; Length: 3; Location: Exhibit Hall A; EA-07; Host Bob Wiltrout; Scale: 30mm; Rules: Corner Kick; Sponsor: Corner Kick; Number of players: 6.

Leicester City winning the EPL championship is one of the great Cinderella stories of the past 30 years. They will make their Corner Kick debut against the league's perennial leaders Manchester United. No experience necessary - if you know the offside rule and the basic tactics of soccer, you'll have no trouble playing this game. Under 10 welcome IF accompanied by playing adult.

### S-283 british sails on the horizon

**Napoleonic;** 9 AM; Length: 3; Location: Exhibit Hall A; EA-10; Host David Ferguson; Scale: 1/1000; Rules: home rules; Number of players: 6.

A French fleet under the command of Admiral Jacques DuBois' has received orders to pass the British blocking force at Cadiz and reinforce Napoleon's army in Alexandria. His command consists of 8 three decker's and 3 two decker's. The British blockading force, commanded by Hornblower, consists of 8 three decker's and 1 two decker. DuBois hopes they were separated and damaged by a three day storm. So who will fulfill there orders, DuBois or Hornblower? My home rules have been played often and well liked by everyone who used them [ one page rules]. My intention is to move fight and capture, not spending time learning how to sail and what page a minor rule is on.

### S-286 Napoleon at Pilzn--An 1805

#### Alternative to Austerlitz – Theme

**Napoleonic;** 9 AM; Length: 6; Location: Exhibit Hall A; EA-36; Host John Stafford; Scale: 6mm; Rules: Le Grande Arme; Number of players: 13.

Seeing the southern road to Vienna blocked by Austrians, Napoleon shifts his movement northeast through the Bohemian mountain pass leading to Pilzn. There, he encounters the combined forces of Czar Alexander I and Emperor Francis II, for an alternative battle of the three Emperors. Come, enjoy a pilsner with us as we fight in the area where it was invented. Players should be age 15 or older.

### S-521 Battlestar Galactica: Ghost Fleet – Picking up the Pieces

**SciFi;** 9 AM; Length: 2; Location: Meeting Room 1; M1-01; Host Kon Gofjnycz; Scale: 1/1200; Rules: Full Thrust Lite; Sponsor: Ravenstar Studios-Starfire Shipyards; Number of players: 4.

While on an exploration mission across the red line, scanners detect an unusual phenomenon, possibly Cylon. This is 'neutral' territory but your next action could trigger a new war. Fortunately the 'Ghost Fleet' is the right force for this mission. Capture enemy technology, destroy military bases and return to friendly space. Walk Ups Welcome. (Ravenstar gave us lots of ships.) We'll be introducing fighters into the game!

### S-316 Grape Shot on the Chesapeake, with a Hint of Garlic? – Theme

**War of 1812;** 9 AM; Length: 4; Location: Exhibit Hall A; EA-68; Host Miles Reidy; Scale: 28mm; Rules: Longstreet (adjusted for the war of 1812); Number of players: 8.

It's 1814 and an invading British / Canadian army is besieging an American shipyard near St Michaels, Maryland - can the US forces hold out long enough to complete the refit of the USS Wasp and get her to sea? Will the

relief force of an unexpected ally arrive in time? This game will be an extremely hypothetical contest that features a French intervention into the War of 1812. The game will have over 1,500 28mm scale figures, a 3 foot long frigate model plus several gunboats and a few surprises. It will all be silly fun but may offend some historical purists. Children over 12 are welcome if accompanied by an adult. Prizes will be awarded to all players.

### S-366 War of 1812 on the Niagara front – Theme

**War of 1812;** 9 AM; Length: 4; Location: Ball Room A; BA-04; Host Tim Chadwick; Scale: 28mm; Rules: The Sound of the Guns; Number of players: 6.

A fictional scenario has a U.S. force of regulars and militia facing a British/Canadian force of similar makeup, somewhere on the Niagara front. Rules are by Vernon Jay Stribling of the Jackson Gamers in Jackson, Mississippi. Basic framework of the rules came from the ideas of the late Larry Brom (author of The Sword and the Flame, and MANY others). Larry's publishing company (now owned by his daughters) has these rules for sale as we speak. ([www\[DOT\]sergeants3\[DOT\]com](http://www[DOT]sergeants3[DOT]com))

### S-290 So You Want To Be An ACE

**World War I;** 9 AM; Length: 3; Location: Exhibit Hall A; EA-53; Host Robert Varga; Scale: 1/48; Rules: Home Rules; Number of players: 4.

You are in command of a squadron of WWI fighters. You along with your allied planes face the enemy planes in a huge dogfight. Individual planes from the squadron are positioned on the chess board, as well as their altitude, all determined with a roll of the dice. You never know when an enemy plane might suddenly appear on your tail until all of the planes are positioned. Your planes gunnery is also dice dependent. Ammo is limited do luck is required to survive and achieve ACE status. Kids 12 or older welcome

### S-163 Tanks in the Streets

**World War II;** 9 AM; Length: 4; Location: Ball Room C; BC-04; Host Kurt Schlegel; Scale: 25mm; Rules: Band of Brothers (modified); Number of players: 7.

March 30, 1945. With the Battle of Dessau bogging down due to the German commitment of armor, the only Super-Pershing tank to see combat drives into Dessau to hunt down its counterparts. Players under 13 welcome with a playing adult.

### S-171 Kerfuffle at the Crossroads

**World War II;** 9 AM; Length: 3; Location: Ball Room C; BC-08; Host Buck Surdu; Scale: 28mm; Rules: Combat Patrol(TM): World War II; Number of players: 6.

An American patrol advances toward an important crossroads and bumps into a German patrol in 1944. Both forces jockey for position and call for reinforcements. Learn



to play Combat Patrol. Fight the battle, not the rules. Gamers under 13 welcome with a participating adult.

### S-193 Race for the Corinth Canal

**World War II; 9 AM; Length: 4; Location:** Meeting Room 4; M4-01; **Host** Ed Leland; **Scale:** 28mm; **Rules:** Big Chain of Command; **Number of players:** 6.

As the British retreat down the length of Greece, German FJ drop in an attempt to seize the vital bridge over the Corinth canal. This game simulates the fight by elements of B Co, 19 NZ BN under Major Gordon as they rush to secure the north end of the bridge before the German paratroopers can cut them off. Some familiarity with the rules helpful, but not required.

### S-234 Air War Syria – June

#### 1941 – Air Force/Dauntless

**World War II; 9 AM; Length: 4; Location:** Ball Room E; BE-02; **Host** Dennis Wang; **Scale:** 10mm; **Rules:** Air Force/Dauntless; **Number of players:** 8.

Air War Syria Air Force/Dauntless Operation Exporter, June 1941 the British invasion of Syria has begun. German aircraft have been using airbases in Syria to link to Iraq. The Vichy French Armee de l'Air actually has more aircraft than the invading British forces. Two of the opposing air squadrons were No. 3 Squadron Royal Australian Air Force (3 Sqn), on Homs airfield flying new Curtiss-Wright P-40s and Fighter Squadron II/3 (Groupe de Chasse II/3) flying D.520. No pencil or paper needed. Laptop, tablet or smartphone needed. Some loaner devices available. Rules are free download. Tutorial provided.

### S-308 Battle of the Philippine Sea

**World War II; 9 AM; Length: 5; Location:** Exhibit Hall A; EA-23; **Host** Peter Dalton; **Scale:** 1/1200; **Rules:** A Terrible Resolve House; **Number of players:** 7.

The Battle of the Philippine Sea was one of the most decisive naval battles of World War II. It eliminated Japan's ability to wage large scale carrier actions for the remainder of the war. Huge numbers of Japanese carrier and land based aircraft duke it out with carrier based US planes. Join us in this unique double blind naval game as two huge enemy fleets try to set the future course of naval history both in the air and on the sea. Double Blind Naval Game

### S-336 Dragoon Counterattack

#### At The Meuse 14 May, 1940

**World War II; 9 AM; Length: 4; Location:** Exhibit Hall A; EA-47; **Host** Maurice Holmes; **Scale:** 28mm; **Rules:** Under Fire; **Number of players:** 6.

Elements of the French 14e Regiment de Dragon (14th Motorized Dragoon Regiment) launch a counterattack against leading elements of the 7th Panzer Division at the village of Haut-le-Wastia. Elements of the German 7th Motorcycle Battalion are in the village, holding

the northern end of the Meuse bridgehead. This is a platoon level skirmish game. Each turn is 3-5 seconds of real combat. Easy to learn, fast playing, very realistic man to man combat. Each player is in control of one squad in this Skirmish Level game.

### S-392 Church Hill Assault

#### July 1944 Part Three

**World War II; 9 AM; Length: 4; Location:** Exhibit Hall A; EA-50; **Host** David Skibicki; **Scale:** 28mm; **Rules:** Modified Bolt Action; **Number of players:** 6.

Counter Attack! The Germans fight back hard with more reserves in hopes to crush the American push. However, the rain and clouds are clearing. Will the Americans hold off the attack? Will the Americans receive support? This is part three of four games.

### S-433 Operation Goodwood

**World War II; 9 AM; Length: 6; Location:** Exhibit Hall A; EA-38; **Host** Tim Broome; **Scale:** 20mm; **Rules:** Command Decision Test of Battle; **Number of players:** 16.

The 11th AD and Guards Armored Division advance against a shattered German line following one of the largest aerial bombardments in history. Little resistance is expected but German resistance is stiffening. Can the British break out of Normandy or will Von Luck's panzers win the day? Players of all ages and skill levels are welcome. Children under 12 should be accompanied by an adult.

### S-542 Sergeants: Road to Carentan

**World War II; 9 AM; Length: 6; Location:** Exhibit Hall A; EA-54; **Host** Jeffrey Billings; **Scale:** 20mm; **Rules:** Sergeants Hell on Wheels; **Sponsor:** Lost Battalion Games; **Prize:** Medals; **Number of players:** 24.

The 101st Airborne is pushing through Carentan and opening the road to PÃ©riers with the support of Combat Command A of 2nd Armored Division. The 37th Panzergrenadier Regiment is blocking the advance. Player's can bring their own forces of up to 100 Victory points each, including SHOW Vehicles and SMG Infantry forces. If you don't have your own forces we will have troops available for play. The battle will use the company level rules variant to speed play.

### S-557 Rommel

**World War II; 9 AM; Length: 3; Location:** Ball Room B; BB-01; **Host** Dave Waxtel; **Scale:** 15mm; **Rules:** KISS Rommel; **Sponsor:** NYWA Club; **Number of players:** 8.

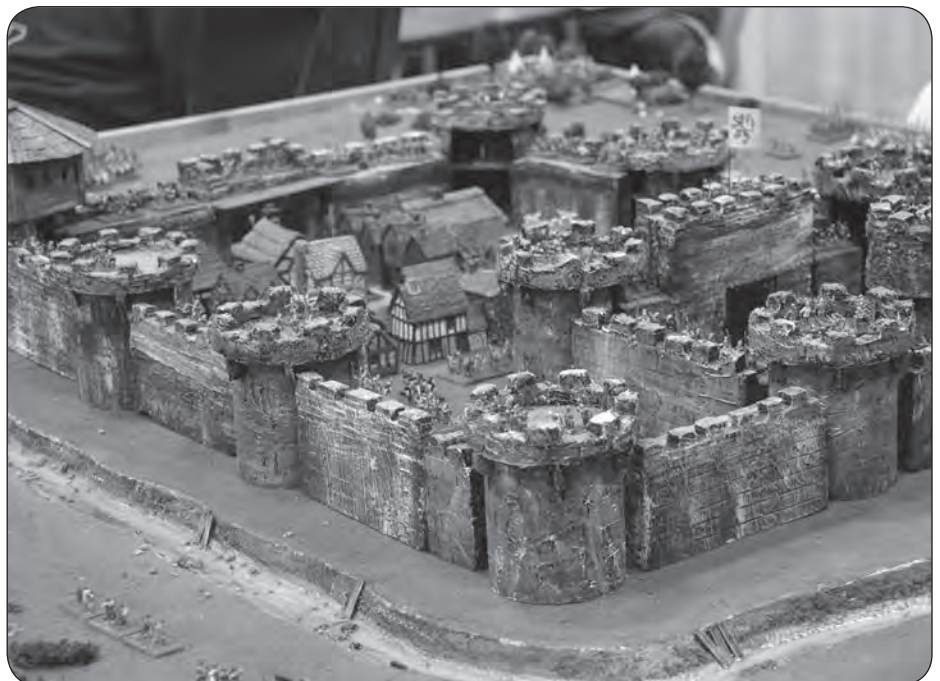
Operational level game involving German Italian and the British. Command divisions, sweep across the desert as your men engage in a brutal battle for control of North Africa. Kids under 14 must be with adult, No Food

## 10 AM

### S-136 Slaughter's Mountain

**American Civil War; 10 AM; Length: 2; Location:** Ball Room D; BD-04; **Host** Guy Gormley; **Scale:** 54mm; **Rules:** Carnage and Glory II (Simplified); **Number of players:** 6.

KID Friendly- players 13 and under encouraged. This is a semi Historical battle using Civil War Plastic Army Men and a simplified version of Carnage and Glory, 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 based on the Battle of Cedar's / Slaughter's Mountain August 9, 1862 Kid Friendly ages 8 and up



### S-463 Mosby's Great Wagon Train Raid, August 13, 1864 – Theme

*American Civil War; 10 AM; Length: 4; Location: Ball Room A; BA-07; Host John McConnell; Scale: 28mm; Rules: By Company Into Line; Number of players: 8.*

Just after dawn on 13 Aug. 1864, Col. John Singleton Mosby and 300 of his 43d Battalion Partisan Rangers attacked the rear section of Maj. Gen. Philip H. Sheridan's 600-vehicle wagon train. Mosby surprised and routed the Federals as they rested, cooked breakfast, and hitched their horses. Mosby's men, losing only one killed and one mortally wounded, captured 200 beef cattle, 500-600 horses, 100 wagons, and 200 soldiers. The raid ended by 6:30 a.m. Under 15 Allowed if accompanied by a playing adult.

### S-514 Gen. Wheeler, Hold Your Ground!

*American Civil War; 10 AM; Length: 3; Location: Meeting Room 1; M1-02; Host Del Stover; Scale: 10mm; Rules: Johnny Reb III; Number of players: 3.*

Vicksburg has fallen, but the Rebels aren't beat yet. As Sherman marches northeast to Chattanooga, a Confederate force under Gen. Joseph Wheeler attempts to seize a critical road junction and slow the Union forces from reinforcing the besieged city. A theoretical but tactically tough challenge for both sides.

### S-578 Fighting Steam – The Ironclads Attack (Again)

*American Civil War; 10 AM; Length: 4; Location: Exhibit Hall A; EA-41; Host Paul Meyer; Scale: Other; Rules: Fighting Steam (Modified); Prize: 1/1000 Mini; Number of players: 8.*

September 1863 - The Charleston ironclads sortie against the hated Union blockaders. This time, the Federals don't panic and they're 'packin' iron', but the Confederates have a few

surprises of their own. Fighting Steam is a fast-play game for ACW naval actions inspired by the SPI classic Fighting Sail. Modified rules retain the playability of the original system while adding a higher level of detail for ships and weapons. Rules taught. Young players welcome with a playing adult.

### S-385 AWI Battle of Chatterton's Hill, 28 Oct 1776

*American War for Independence; 10 AM; Length: 4; Location: Ball Room A; BA-12; Host Ronald Bingham; Scale: 28mm; Rules: Black Powder; Sponsor: Battle Barn; Number of players: 6.*

On the 28<sup>th</sup> of October 1776 LTG Howe faced a fortified rebel force led by GEN Washington at White Plains NY. Not wanting to duplicate the disaster at Bunker Hill and charging head first into the emplacement, Howe ordered 1/3 of his force to capture Chatterton's Hill first. There he would place his artillery and to have flanking fire on the rebels. This scenario is based on the Battle of Chatterton's Hill, Pg 70, in Black Powder's REBELLION book. Black Powder or Hail Cesar experience preferred & no gamers under 15 years old

### S-575 World Powers of the 1930s

*Early 20th Century; 10 AM; Length: 2; Location: Exhibit Hall A; EA-71; Host Terry Jones; Scale: Other; Rules: Standard Set; Sponsor: Terry Jones; Prize: Copy of game; Number of players: 9.*

Each player leads a major country setting his/her own goals. Starting in 1937 players simultaneously negotiate with each other for alliances, non-aggression pacts, trade agreements, embargoes, etc. Secret diplomatic notes are written and passed between players. Conflicts usually arise because of conflicting goals and often are not resolved without a war breaking out somewhere. Counties try to gain power either diplomatically, economically, or militarily. This fast paced game is easy to

learn. This fast paced game is easy to learn and play. A typical game has 4-8 players and takes about 10-15 min./yr. starting in 1937. Players simultaneously negotiate with each other for alliances, non-aggression pacts, trade agreements, embargoes, etc. Secret diplomatic notes are written and passed between players. Conflicts usually arise because of conflicting goals and often are not resolved without a war breaking out somewhere. Counties can gain power diplomatically, economically, or militarily.

### S-490 Drums along the Mohawk.

*French & Indian War; 10 AM; Length: 4; Location: Exhibit Hall A; EA-03; Host Glenn Kidd; Scale: 28mm; Rules: Wilderness Wars; Sponsor: Test of Battle; Prize: gift certificates; Number of players: 6.*

It's past the middle of the 18<sup>th</sup> century and once again the French and English are at war; The frontier is in flames, the colonist are in terror, and their English protectors are almost as terrified. Can the French and their savage allies be stopped?

### S-573 Raid on the Ohio Frontier!

*French & Indian War; 10 AM; Length: 3; Location: Exhibit Hall A; EA-25; Host Mike Demana; Scale: 28mm; Rules: Song of Drums and Tomahawks; Sponsor: First Command Wargames; Number of players: 6.*

The tribes are fed up with settlers crossing the Ohio River and encroaching on their lands. A red wampum belt has been passed around. All along the frontier, Indians are taking up the tomahawk. Three sectors of a raid on a settlement will be played out on the tabletop. Fast-play, man-to-man skirmish during the French & Indian War

### S-425 Supplies in the Highlands?

*Modern; 10 AM; Length: 4; Location: Exhibit Hall A; EA-06; Host Lee Vanschaik; Scale: 20mm; Rules: Charlie Company; Sponsor: RAFM Miniatures; Prize: Coupons; Number of players: 8.*

25 Nov. 1968: 1/14<sup>th</sup> INF 'Golden Dragons' joins Operation Binh ay-MacArthur at LZ Zulu. Your platoon has been airlifted into a small clearing in the highlands with the objective of pushing into the area and searching for enemy supply caches. There is high enemy activity in the area as it is believed that the enemy is using this area to stage raids into the local Villis. You may have bitten off more than you can chew but helo's galore support your landing. Are they an asset or a hindrance?

### S-466 Zombies Anonymous

*Modern; 10 AM; Length: 3; Location: Exhibit Hall A; EA-21; Host Alfred Crane; Scale: 28mm; Rules: Home rules; Number of players: 8.*

The Zombies are coming! The Zombies are coming! Play one of 8 factions trying to rescue the Mayor of Z-Town. The mission is simple really. Fight your way in to town, rescue the Mayor and get out alive. There are other objectives as well. Pretty simple eh? Not as





easy as it sounds because the Zombie horde is on its way...and what's that about sharks and flying saucers?????

### S-131 Delaying Action at Lauter Seiffen, August 19, 1813

**Napoleonic; 10 AM; Length: 4; Location:** Ball Room D; BD-01; **Host** David Bonk; **Scale:** 40mm; **Rules:** carnage and glory computer moderated; **Sponsor:** Sash and Saber; **Prize:** Gift Certificate; **Number of players:** 6.

A strong force of Austrians attack the French at Lauter Seiffen in August, 1813. The French must withdraw in good order in the face of overwhelming enemy cavalry towards their base at Plagwitz. The results of this battle will be used for the final game Saturday night.

### S-204 Battle of Chemnitz 1813

**Napoleonic; 10 AM; Length: 3; Location:** Exhibit Hall A; EA-02; **Host** Brian Robinette; **Kyle Gibson; Scale:** 30mm; **Rules:** Before I Was a Marshal; **Sponsor:** Flag Dude & MBA; **Number of players:** 16.

Come game with vintage SAE, Stadden, and Scruby 30mm figures from the collection of Ed Mohrmann. Attempt to capture and keep your opponents Flag Dude flags. Play in a majority of your eligible years and you could take home the 20-figure unit of your choice. Gamers must be aged 8-13 to qualify for painted unit prizes. Adults should be accompanied by an eligible minor.

### S-448 The Battle of Schewardino Redoubt, 1812

**Napoleonic; 10 AM; Length: 6; Location:** Exhibit Hall A; EA-66; **Host** David Ensteness; **Scale:** 15mm; **Rules:** Et sans resultat! Second Edition; **Sponsor:** The Wargaming Company, LLC; **Prize:** Discounted copy of Master of the World, 1812 in Russia or Et sans resultat!; **Number of players:** 8.

Napoleon arrived about 2pm and declared the Russian position at Schewardino the primary target. He launched Davout's Corps forward as the Poles struck from the south. Nansouty's I Reserve Cavalry Corps, would support the assaults. Additional divisions were fed into the fight as they arrived to offset Russian reinforcements and the fight lasted until nearly 11pm. Fourth in a series of four games from the campaign! Win 50% off Master of the World, 1812 in Russia or Et sans resultat! Grand tactical game which emphasizes planning and command decisions, not recommended for children much under 15 unless actively supported in playing by a parent.

### S-535 Ney at Waterloo – Theme

**Napoleonic; 10 AM; Length: 4; Location:** Ball Room A; BA-13; **Host** Bruce Balling; **Scale:** 15mm; **Rules:** Volley and Bayonet; **Sponsor:** Test of Battle Games; **Number of players:** 6.

The final cavalry engagement of the Napoleonic era. Ney assaults the allied center with Cuirassiers and the Guard cavalry, countered by the Allied heavies in a back and forth onslaught. Can Ney break the squares?

### S-236 Providence at Panipat; November 5, 1556 – Theme

**Renaissance; 10 AM; Length: 4; Location:** Ball Room E; BE-01; **Host** John Shirey; **Scale:** 28mm; **Rules:** Pike & Shotte; **Sponsor:** Potomac Wargamers; **Number of players:** 6.

Akbar came to the throne at 13 in January 1556. Himu the chief general of the Afghan Sur Dynasty declared himself king in Delhi and defeated a Mughal army near Delhi in October 1556. Akbar's army marched toward Delhi and met Himu's army near Panipat where Babur, Akbar's grandfather had defeated Ibrahim Lodi in 1526. Himu's army was beginning to triumph when a stray arrow hit Himu in the eye while on his elephant. He died and his army broke. The Mughal Empire was reborn.

### S-115 Battletech – Grinder 1

**SciFi; 10 AM; Length: 3; Location:** Ball Room B; BB-04; **Host** Dave Yingling; **Scale:** 1/285; **Rules:** Total Warfare; **Sponsor:** Iron Wind Metals; **Number of players:** 8.

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

### S-465 Cadian Line

**SciFi; 10 AM; Length: 4; Location:** Exhibit Hall A; EA-42; **Host** Karl Shanoltz; **Scale:** 1/2400; **Rules:** Battlefleet Gothic; **Number of players:** 4.

It is the 41<sup>st</sup> millennium. In the grim darkness of the far future, there is only war. Chaos forces continue to spill out of the Eye of Terror. The only thing standing in their way is the Cadian fortress. Chaos forces are attempting to infiltrate the defense lines around Cadia and reek havoc on the systems beyond. Can the forces of the Immortal Emperor prevail or will the Dark Gods minions continue to plague the region? Children 12 and up with playing Adult

### S-584 It's Always a Trap!

**SciFi; 10 AM; Length: 4; Location:** Exhibit Hall A; EA-64; **Host** Adam Gow; **Scale:** 1/10000; **Rules:** Metaverse; **Sponsor:** Battlespace Publishing; **Prize:** 30 day Metamaker Subscription; **Number of players:** 6.

A Rebel convoy has been set upon by an Imperial battlegroup and is trapped by an Interdictor. Can the Rebels escape? Can the Imperials crush these Rebel Scum? Join Battlespace Publishing in this slug match in the stars. The winning side will receive a free 30 day subscription to Metamaker. Adam Gow GMs this Star Wars battle using Metaverse rules for 6 players.

### S-359 Empire of the Dead

#### HMGS® Con Campaign

**Victorian Science Fiction; 10 AM; Length: 4; Location:** Ball Room A; BA-14; **Host** Boe Langless; **Scale:** 28mm; **Rules:** Empire of the Dead; **Number of players:** 8.

The Empire of the Dead HMGS® con campaign continues. At COLD WARS® the Darkfire Club released some lesser servants of the Elder Gods. The action shifts to the French countryside. A blood cauldron seems to be summoning more minions. Find and destroy or find and use the cauldron. This is a continuing campaign across the HMGS® conventions. Bring your own band of up to 200 points or use one of ours. Children under 14 welcome with adult.

### S-285 Allenby Tries Again:

#### The Second Battle of

#### Gaza, 1917 – Theme

**World War I; 10 AM; Length: 5; Location:** Exhibit Hall A; EA-59; **Host** Tod Kershner; **Scale:** 1/72; **Rules:** If the Lord Spares Us by Two Fat Lardies; **Prize:** The right to exist.; **Number of players:** 10.

The Australian Light Horse supported by Lawrence and his Arabs, tanks, aeroplanes, a guy on a motorcycle, Model T Ford trucks with Lewis guns, a Rolls Royce armored car, and camels carrying precious water try again to take the Turkish trenches in the Sinai peninsula. At the blistering pace of 2 MPH will the tanks make it to the enemy? Will the war in the air have an effect on the ground combat? All will be revealed.

### S-313 Aerodrome1.1

**World War I; 10 AM; Length: 4; Location:** Meeting Room 3; M3-01; **Host** Richard Heffner; **Scale:** 1/72; **Rules:** Aerodrome1.1; **Sponsor:** Stanlkey F. Kubiak; **Prize:** Wings & Glory; **Number of players:** 10.

Challenging, Fun & Fast \_ WW1 Air Combat! Novices & Vet Welcome. Earn your wings (real wings) like over 530 HMGS® gamers. For over 15 Yrs. (40 Cons) gamers have earned Wings & Glory or go down in flames. Games last about 1 hr - pilots shot down yield their seat to waiting gamers. Victory records kept - bennies for combat success, ask anyone wearing wings. Stop by - Check us out . Rules taught & easy to learn. Female & Youth Friendly Under12 Only with agreement between Parent & GM

### S-141 The Defense of the Commando

**World War II; 10 AM; Length: 4; Location:** Ball Room D; BD-02; **Host** John Stapleton; **Scale:** 28mm; **Rules:** NUTS Skirmish Rules; **Number of players:** 6.

After the 1<sup>st</sup> Canadian Parachute Battalion had destroyed the bridge and seized the chateau on D-Day, the next morning elements of the 6<sup>th</sup> Commando arrived in Varaville to relieve the Canadians. Later in the morning, elements of the 711<sup>th</sup> 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.

### S-219 Fireball Forward – White Tigers Attack – 24 March 1944

*World War II; 10 AM; Length: 3; Location: Ball Room E; BE-07; Host Timothy Tilson; Scale: 15mm; Rules: Fireball Forward; Number of players: 5.*

The Japanese Burma Area Army has launched its attack on the British 14<sup>th</sup> Army. The 17<sup>th</sup> Indian Infantry Division is attempting to retreat north along a single road. The Japanese 33<sup>rd</sup> Division is attempting to encircle it. Elements of the 1<sup>st</sup> Bn. 10<sup>th</sup> Gurkha Rifles have taken up a rear guard position on a hill near the village Tuitum. 1<sup>st</sup> Bn. 214<sup>th</sup> Infantry Regt (The White Tigers) launch a night attack. Can the Gurkhas hold?

### S-264 The Fleet That Came to Stay (WWII Naval)

*World War II; 10 AM; Length: 5; Location: Ball Room B; BB-08; Host Stephen Berger; Scale: 1/4800; Rules: Task Force; Number of players: 10.*

In 1952 Leonard Graves ('Victory at Sea') described Okinawa as 'a battle between sailors who fought to live and pilots who fought to die'. This game recreates the carnage of Kamikaze attacks on TF-38 in April 1945. IJN players will press home attack after attack on 3 carrier TFs. USN players will defend with CAP and AA and suffer the planes that break through. Rules taught, beginners welcome.

### S-267 The Horror at Wolfenberg

*World War II; 10 AM; Length: 4; Location: Ball Room B; BB-07; Host Guy Gormley Jr.; Scale: 15mm; Rules: Mein Zombie Squad Rules; Number of players: 9.*

Germany, March 1945. The horror is spreading East and West and has brought the war to a virtual halt. Agent Blaskowitz reports that "it" is spreading from the German Paranormal Div. facility at Wolfenberg & the trapped scientists hold the key to stopping it. The race is on. Take command of Panzer Grenadiers or British Air landing troops. Join us for Mein Zombie Squad Rules.

### S-349 The Death of the Yorktown, Battle of Midway, June 4, 1942

*World War II; 10 AM; Length: 4; Location: Exhibit Hall A; EA-48; Host Jerry Boles; Scale: 1/285; Rules: Blue Sky/Luftwaffe 1946 by John Stanoch & Martin Fenelon; Number of players: 9.* The Japanese Torpedo Plane attack on the USS Yorktown during the Battle of Midway. After the departure of the Dive bombers, Rear Admiral Yamaguchi on board the Hiryu awaited more information as to the status of the Americans. Twenty minutes later he received a transmission from one of the Vals that the American carrier was hit and burning out of control. With that news he ordered the immediate launch of his torpedo planes to finish her off.

### S-438 Tank Battles for Beginners

*World War II; 10 AM; Length: 3; Location: Exhibit Hall A; EA-01; Host Brian Whitaker; Scale: 28mm; Rules: Homebrew; Number of players: 8.*

Command your tank against the enemy. Very simplified rules aimed at 4 to 6-year-olds. New players very welcome.

### S-554 The Best Defense, Campoleone Italy April 20, 1944

*World War II; 10 AM; Length: 4; Location: Exhibit Hall A; EA-52; Host Robert Lockley; Scale: 12mm; Rules: Spearhead WWII; Number of players: 6.*

The 3<sup>rd</sup> Panzergrenadier Division with the support of the 3/sPz Abt 501 with Tigers attempt to push the US third Infantry division off the map and back into the sea while the Allies attempt to break through the German lines and capture Rome. The Allies have airpower Jabos and the German have the Nebelwerfer that provide additional firepower for both sides.

### S-586 Ride to Hell Pt 1, France 1944

*World War II; 10 AM; Length: 4; Location: Exhibit Hall A; EA-65; Host Michael Hoyt; Scale: 1/285; Rules: Battle Captains; Sponsor: Battlespace Publishing; Prize: 30 day Battlemaker Subscription; Number of players: 6.* An American combat group attempts to clear a crossroads of Panzergrenadiers but they're not going to make it easy. This classic form of attack will highlight Battlespace Publishing's new game Battle Captains. The winning side will receive a 30 day subscription to Battlemaker. Mike Hoyt hosts this 6mm WW2 game for 6 players.

## 11 AM

### S-364 Saving Prince Kishan – A North-West Frontier Adventure!

*Colonial; 11 AM; Length: 4; Location: Exhibit Hall B; EB-01; Host Dennis O'Toole; Scale: 28mm; Rules: Soldier's Companion (unpublished 2nd edition); Sponsor: Wargames Illustrated; Prize: Gift Certificate/Figure; Number of players: 8.*

Afghanistan, 1879. Inspired by a classic movie, the Anglo-Indian Army has been asked to help spirit a young prince away in order to prevent his capture or murder by rebellious Afghan tribesmen. A steam train, Bengal Lancers, plucky Indian Army infantry, dastardly tribal cavalry and fanatic tribesmen, a cannon, a Gatling, and more, all feature in this epic colonial adventure run by Bob Giglio and The Colonial Boys Club for Wargames Illustrated's showcase event. With a cast of hundreds of figures. [This game is located at the Wargames Illustrated area in the Vendor Hall. Age 15 or older only.]

### S-384 French and Indian War, Sept. 1758, Raid on Fort Ligonier, Pa.

*French & Indian War; 11 AM; Length: 4; Location: Ball Room A; BA-11; Host Cullen Farrell; Scale: 28mm; Rules: This Very Ground variant I use a friend's home brew modifications, but easy to learn and play.; Prize: Maybe something small from Ft Ligonier gift shop; Number of players: 6.*

A 26 yr old George Washington travels with General Forbes along a log-cut road which will later become the Pennsylvania turnpike to attack the French Ft. Duquesne now Pittsburgh. Forbes orders a series of blockhouse forts built every 50 or so miles, one of which happens to be Ft. Ligonier. This is a what if scenario, where the French and allied Indians decide to launch a preemptive first strike before the British can mobilize this historic attack. Will George succeed?

### S-321 Hammer of the Scots – Theme

*Medieval; 11 AM; Length: 3; Location: Exhibit Hall A; EA-26; Host Allen Campbell; Scale: 28mm; Rules: Vows of Iron; Sponsor: Rampant Lion Games; Prize: Copy of rules for best player; Number of players: 6.*

Edward the First invades Scotland with a powerful force to bring the Scots to heel. The Scots have assembled a strong force of their own and await the English. Can the steady Scots foot stand against Edward's huge force of knights? Game will be run by Allen Campbell, author of the rules.

### S-357 An Early Waterloo

*Napoleonic; 11 AM; Length: 8; Location: Exhibit Hall A; EA-69; Host Jody Sherrill; Scale: 25mm; Rules: Home Rules; Number of players: 14.* Napoleon decides to attack the British Army before the Prussians. Wellington does not delay his concentration and a major clash occurs near Quatre Bras. Two plus French Corps face a major portion of the British in a meeting engagement.

### S-258 Battle of Gotland Islands

*World War I; 11 AM; Length: 4; Location: Ball Room A; BA-10; Host Michael Harris; Scale: 1/2400; Rules: Fear God & Dread Nought; Number of players: 8.*

2 July 1915. The Russian and German navies have waged a hotly contested campaign of mine warfare and coastal raids to maintain control, or deny, access to critical trade routes and ports. The German minelayer, Albatross, has completed laying a 160-mine offensive minefield off the northeast coast of Bogsk'r a small group of islets off the Finish coast. On the return trip, the Germans run into a Russian cruiser squadron en route to bombard the port of Memel. Join the combined forces of the Admiralty Trilogy Group and the Seekrieg Admiralty as we celebrate the Jutland Centenary.



## S-254 Fireball Forward – Onward to Colleville, Normandy, France, 26 June 1944

**World War II; 11 AM; Length: 5; Location: Ball Room E; BE-08; Host Sean Barnett; Scale: 15mm; Rules: Fireball Forward; Number of players: 8.**

At the end of the first day of Operation Epsom, the 2<sup>nd</sup> Gordon Highlanders, supported by the 9<sup>th</sup> Royal Tank Regiment, drive southeast from Cheux toward the village of Colleville. They engage the Reconnaissance Company of the 25<sup>th</sup> SS Panzergrenadier Regiment, elements of the 12<sup>th</sup> SS Panzer Reconnaissance Battalion, and a lone Tiger from the 101<sup>st</sup> SS Heavy Panzer Battalion. Will the British seize the village or will that Tiger 'sort things out' in the Germans' favor? Younger gamers welcome with accompanying adult

## 12 PM

## S-208 Gatling Guns At Little Bighorn 1876 – Theme

**Western; 12 PM; Length: 3; Location: Exhibit Hall A; EA-08; Host Pete Panzeri; Scale: 28mm; Rules: CRAZY HORSE RULES! By Pete Panzeri; Sponsor: miniaturebuildingauthority.com; Prize: Prizes from Small-wars.org; Number of players: 26.**

CUSTER'S GREAT WHAT IF? Would it have still been Custer's Last Stand if Custer had included two Gatling Guns from General Terry's Column? Or would the Lakota Sioux and Northern Cheyenne still have overrun the Troopers at the Little Bighorn on June 25, 1876? Can Crazy Horse, Gall and others inspired by Sitting Bull still outfight Custer's 7<sup>th</sup> Cavalry Regiment of over 600 men? Or will the increased Army fire-power turn the tables? A fast-moving wargame with thousands of figures and a lot of fun surprises! For pre-read PDF of the Scenario and "CRAZY HORSE RULES!" email peterpanzeri@yahoo.com. 1. All assisting w/Set-up at 10am get assignment preference. 2. A lot of 28mm figures, large-table & many players.\*(May not be appropriate for children under 11.)

## S-429 Monty's Epsom – Final Effort

**World War II; 12 PM; Length: 4.5; Location: Exhibit Hall A; EA-29; Host Jerry Frazee; Scale: 20mm; Rules: Battlegroup Overlord; Number of players: 4.**

27 June, 1944 - After numerous attacks on the German positions near Salbey Stream, both the Germans and the British had taken significant casualties. Finally by late morning the Fife & Forfar Yeomanry and the 10<sup>th</sup> Highland Light Infantry were able to launch a coordinated attack. Local German commanders were confident in their positions but were extremely concerned about their fading right flank... Rules will be taught.

## 1 PM

## S-324 Captaincy Demo

**Age of Reason; 1 PM; Length: 4; Location: Exhibit Hall A; EA-15; Host John Carnahan; Scale: 1/600; Rules: Captaincy; Sponsor: Curs'd Captain; Number of players: 6.**

Ahoy, sail fans! Check out a new game for small actions with an innovative approach to wind, sequence, and combat. Britain vs France at sea, early 18<sup>th</sup> century.

## S-589 Battle of East Cavalry Field at Gettysburg – Theme

**American Civil War; 1 PM; Length: 4; Location: Exhibit Hall A; EA-56; Host Thomas Dempsey; Scale: 15mm; Rules: Valley of Death Modified for Miniatures; Number of players: 6.** This game is a tactical level (Squadron/regiment/battery) 15 mm miniatures game of the battle between JEB Stuart's four Confederate cavalry brigades and two Union Cavalry brigades under the command of BG David Gregg (including George A. Custer's Michigan Brigade) on the third day of Gettysburg. Game scale is 1 inch = 25 yards, turns are roughly 3-5 minutes. Players alternate moving individual units with dismounted skirmishing and mounted charges and counter charges. Players command individual brigades Can you turn Meade's right at Gettysburg, and cut his line of communications before Pickett launches his famous charge? Or will JEB Stuart's bold flanking movement founder if the face of hell-for-leather Union cavalry charges led by George Custer, the 'Boy General'? Replay history in 15mm on the East Cavalry Field battlefield, alternating dismounted skirmishes and mounted charges with four Confederate and two Union cavalry brigades.

## S-444 Isandlwana –

**January 22, 1879**

**Colonial; 1 PM; Length: 4; Location: Exhibit Hall A; EA-34; Host Bob Walasin; Scale: 15mm; Rules: Modified Sword & Flame ( 20th Anniversary Edition); Number of players: 9.**

Eleven days into his invasion of Zululand, Lord Chelmsford is pleased with events; local Zulu resistance has been swept aside, and he has just received notice that the main Zulu impi has been detected, some 12 miles to the East. He divides his force, leaving half to protect his base camp, while leading the rest to engage the foe. The Zulu, having concentrated to the North, are poised to assault the weakened camp. Can the Brits survive this one, or will history repeat itself? Not recommended for kids; however, adolescents who have prodigal wargaming abilities and/or extensive combat experience will be considered.

## S-246 Rescue of Ann Darrow

**Early 20th Century; 1 PM; Length: 2; Location: Ball Room E; BE-04; Host Brian Dewitt; Scale: 1/2400; Rules: Rescue of Ann Darrow; 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. The film crew is divided into teams each attempting to find and rescue Miss Darrow.

## S-330 The Complete Works of William Shakespeare (Abridged)

**Fantasy; 1 PM; Length: 4; Location: Exhibit Hall A; EA-31; Host Nick Wasileski; Scale: 28mm; Rules: Astounding Tales!; Sponsor: Brigade Games; Number of players: 12.**

Having the annual Shakespeare Festival on an old Druid site seemed like a great idea until the Immortal Bard's words worked an act of dramaturgy that opened a gate to an alternate universe where the various versions



of Shakespeare's works are real. Can the inhabitants of this small English village fend off Richard III's fascists, teen-angst-ridden Romeos, a jealous Moor, and a bloody-minded Scottish king? Perhaps, with the help of the Warlike Harry.

### S-467 Battle of Pelargir

**Fantasy; 1 PM; Length: 4; Location: Ball Room A; BA-08; Host Lance O'Donnell; Scale: 28mm; Rules: War of the Ring; Number of players: 6.**

It is the Third Age and the War of the Ring has begun. The Corsairs of Umbar have raided the coasts of Gondor and attacked the port city of Pelargir. But Aragorn has rallied the fiefdom forces and has called upon the Deadmen of Dunharrow to fulfill their oath to Isildur's heir. This game will be using Games Workshop's War of the Ring Mass Battles in Middle Earth game system. Not recommended for children.

### S-389 Battle at Nicaea: First Cavalry Battle of the First Crusade – Theme

**Medieval; 1 PM; Length: 4; Location: Exhibit Hall A; EA-72; Host Glen Cooley; Scale: 25mm; Rules: Triumph! WAR fast play rules for ancient and medieval battles; Number of players: 6.**

May 1097AD - Kilij Arslan had already crushed the rag tag army that was the first wave or the People's Crusade. Now he faced the second wave - not just a bunch of peasants. It was led by some of the most powerful warlords of Europe; leading powerful armies of mounted knights. Nicaea now under siege sends an urgent plea for help and Kilij Arslan answers with a massive mounted force of his own. These two forces meet outside the walls of Nicaea in the largest mounted battle of the First Crusade. Rules are easy to learn and will be taught as needed. Or please see one of our introductory Triumph! rule sessions on Thursday, Friday or Saturday mornings - Caesar in Gaul. Armies will be provided. No players under 14 without adult supervision.

### S-151 Get the Ship! A Pulp Alley Adventure

**Pulp; 1 PM; Length: 4; Location: Exhibit Hall A; EA-20; Host Joshua McGary; Scale: 28mm; Rules: Pulp Alley; Number of players: 6.**

The plan is simple, as it always is, sabotage the ship before it completes its repairs and loads up for another run. Are you and your band of intrepid followers up to the task? Or will the ship's crew get the best of you and complete their nefarious plans? Pulp Alley is a fast paced, 28mm scale, skirmish game set in a 1930s pulp universe. Rules taught and easy to learn. Please no players under 14 unless accompanied by a playing adult.

### S-421 Italian Wars 1536 – 1564

#### The Impious Alliance

**Renaissance; 1 PM; Length: 5; Location: Exhibit Hall A; EA-18; Host Doug Fisher; Scale: 28mm; Rules: Field of Glory Renaissance; Number of players: 14.**

Huge what if Renaissance battle between the forces of Charles the V, Emperor of the Holy Roman Empire and Spain and those of Francis I of France and Suleiman the Magnificent of the Ottoman Empire. Pikes, Shot, Sword and Buckler, Spanish Terico, Gendarmes, Stradiots, Reiters, Janissaries, Swiss, Landsknecht, French Italians and Turks, they will all be there plus more. Loads of fun and color! The Franco-Ottoman alliance was an alliance established in 1536 between the king of France Francis I and the Turkish sultan of the Ottoman Empire Suleiman the Magnificent. The alliance has been called the first non-ideological diplomatic alliance of its kind between a Christian and non-Christian empire. It caused a scandal in the Christian world, and was designated as the impious alliance, or the sacrilegious union of the Lily and the Crescent.

### S-116 Battletech – Grinder 2

**SciFi; 1 PM; Length: 3; Location: Ball Room B; BB-04; Host Dave Yingling; Scale: 1/285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 8.**

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

### S-179 Italy vs. Austria:

#### Battle for Gorizia

**World War I; 1 PM; Length: 4; Location: Ball Room C; BC-06; Host Steve Gelhard; Scale: 10mm; Rules: Take Action!; Number of players: 7.**

In this 6<sup>th</sup> Battle of the Isonzo, Italian Marshall Cadorna took advantage of Austria's failed attack in the Trentino by attacking at Gorizia and after five assaults, finally achieved his breakthrough. Players under 13 welcome with a playing adult.

### S-263 Hipper vs Beatty:

#### The Run to The South

**World War I; 1 PM; Length: 5; Location: Ball Room A; BA-05; Host John Gordon; Scale: 1/2400; Rules: Seekrieg 5; Number of players: 12.** To celebrate the 100<sup>th</sup> anniversary of the Battle of Jutland this scenario recreates the Run to the South, the battlecruiser action that started the engagement. All the capital ships, light cruisers, and destroyers that were present are included. The battle begins at the exact point where the German and British ships opened fire. Players under 12 should be accompanied by an adult. Join the combined forces of the Admiralty Trilogy Group and the Seekrieg Admiralty as we celebrate the Jutland Centenary.

### S-172 WWII Armies

#### for Kids Giveaway

**World War II; 1 PM; Length: 2; Location: Ball Room C; BC-07; Host Buck Surdu; Scale: 28mm; Rules: Milk and Cookies Rules; Number of players: 6.**

Allies vs. Germans some time during WWII. The HAWKS annual HISTORICON® Armies for Kids giveaway game, this time WWII. After playing this WWII skirmish game, all the kids in the game take home two armies and some extra goodies to play with their friends. Gamers 10 and under only!

### S-249 Fireball Forward – Beast

#### Killer – 20 January 1945

**World War II; 1 PM; Length: 3; Location: Ball Room E; BE-03; Host Dwin Craig; Scale: 15mm; Rules: Fireball Forward; Number of players: 8.**

Near Sarosd, Hungary History: Third day of fighting under operation Konrad III the landers and tankers of 5<sup>th</sup> SS Wiking Division were ordered to breakthrough the frontlines of the Soviet XVIII Tank Corps and push onto Budapest. Pioneers moved through the fields surrounding the main road between Aba and Sarosd supported by Panthers. The SS armor was quite intimidating but the Soviets had an answer in their own beast killers. It's January 1945 and your fighting in the last German Offensive of the war. Can you Panthers hold up against the new JS-II tanks of the Soviet Union? Rules will be explained and tactical suggestions provided for both sides. Familiarity with the FireBall forward rules is a plus.

### S-251 Red Raiders Ride – near Bobruisk, Belorussia,

#### July 1942 – Theme

**World War II; 1 PM; Length: 4; Location: Ball Room E; BE-06; Host Brian Lipscomb; Scale: 15mm; Rules: Battlegroup: Bararossa; Number of players: 8.**

Following their victories at the frontier, German Army Group Central presses on to Smolensk. To buy time, Stavka orders the Soviet 21<sup>st</sup> Army to attack the southern German flank. In support, Soviet Cavalry are to raid deep into the German rear area, disrupting logistics. The panzer divisions at the front need ammunition, fuel, and replacement infantry. Can the Soviet Cavalry stop this vital flow or is this yet another futile foray by horse cavalry in a new mechanical age?

### S-396 Advance to Ponyri

**World War II; 1 PM; Length: 4; Location: Exhibit Hall A; EA-30; Host Michael Pierce; Scale: 15mm; Rules: Battlegroup WW2; Number of players: 6.**

It's July 6<sup>th</sup>, 1943 on the northern sector of the German Citadel offensive. The German 9<sup>th</sup> Panzer has ordered Kampfgruppen Schmahl and Mumert to establish a bridgehead across the Snova River just west of the fortress village of Ponyri Station. Unknown to the Germans,



however, the Russians have just committed two regiments of the fresh 75<sup>th</sup> Guards Rifle Division making a German success far from certain. Familiarity with BGWW2 helpful, but not required. Child under 12 with adult please.

### S-403 Aerodrome(R) 2.0 WW2 Pacific Carrier War Competition

**World War II; 1 PM; Length: 4; Location: Exhibit Hall A; EA-04; Host Stanley Kubiak; Scale: 1/144; Rules: Aerodrome(R) 2.0 - World War 2 Aerial Combat Game; Sponsor: Aerodrome(R) Aerial Combat Games; Prize: Individual & Team Prizes, plus Wings & Medals; Number of players: 20.**

Carriers at war in the WW2 Pacific! The legendary 2-table Aerodrome(R) 2.0 Midway-style game returns to HISTORICON® as a competition between fleets. A Japanese carrier task force on one table, a USN carrier task force on the adjacent second table; each send an aerial strike force of dive bombers, torpedo bombers and fighters to sink the other, using Aerodrome(R) 2.0 air-naval combat rules. Individual prizes in addition to the traditional Aerodrome(R) Wings and Medals & Prize for the winning team. Rules will be taught. Spouse & Female Friendly Game. Under 15 only with playing adult.

### S-485 Air Raid Formosa, December 8, 1941

**World War II; 1 PM; Length: 4; Location: Exhibit Hall A; EA-35; Host Martin Fenelon; Scale: 1/285; Rules: Fight for the Skies: Kamikaze 1946; Sponsor: MSD Games; Prize: Gift Certificate; Number of players: 8.**

What if General MacArthur had gotten over the shock of the Pearl Harbor attack and unleashed his B-17s on the Japanese Airfields in Formosa? That was the original planned response to any Japanese attack. Grounded by fog, the Japanese bombers are likely to be easy targets. Can their fighters stop the American heavy bombers? Fast moving air-to-air combat, each player commands 3-6 aircraft. Beginners welcome, rules will be taught.

### S-532 Sidi Rezegh, November 1941

**World War II; 1 PM; Length: 4; Location: Ball Room A; BA-09; Host Thomas Harris; Scale: 20mm; Rules: Mobile War WWII; Sponsor: Test of Battle Games; Prize: Gift Certificate; Number of players: 6.**

The opening round of the British Crusader Offensive saw German, Italian and British armor clash in one of the largest open-country tank fights of World War II. Each player commands approximately a division, with stands representing battalions, in this very fast-playing game of sweeping battlefield maneuver.

## 2 PM

### S-504 Crossing the Iser

**19th Century; 2 PM; Length: 4; Location: Ball Room A; BA-01; Host Mark Stevens; Scale: 25mm; Rules: Chassepot & Needlegun; Number of players: 10.**

Prussian forces cross into Bohemia. How will the Austrian shock-columns fare against the fabled Prussian needlegun? Join this battle of the Austro-Prussian War using the 1866 variant from Chassepot & Needlegun by designer Larry Brom.

### S-569 Bedouin Assault on Fort Zinderneuf

**19th Century; 2 PM; Length: 4; Location: Exhibit Hall A; EA-24; Host Mike Bentley; Scale: 25mm; Rules: Yaquinto Publications board game The French Foreign Legion; Number of players: 5.**

Fort Zinderneuf returns to HISTORICON®. Be a Bedouin and wipe out the infernal Legionnaires! Be a Legionnaire and defend your comrades by killing all the desert scum Bedouin! This is a seesaw battle that will have you alternately cheering and groaning. Last side standing wins! Skirmish realization of the Yaquinto board game.

### S-480 Chatterton's Hill-White Plains – Theme

**American War for Independence; 2 PM; Length: 4; Location: Ball Room B; BB-01; Host Cliff Brunken; Scale: 28mm; Rules: Black Powder; Sponsor: WAMP; Number of players: 4.**

Hoping that the British would sacrifice their Army in a second Bunker Hill, Washington ordered the construction of substantial fortifications, but neglected to defend Chatterton's hill which lay on the right of his position. British rushing against time to sweep the field of the Rebels. Kids under 14 must be with adult, No Food

### S-162 The Lord of the Rings – The Breaking of the Fellowship

**Fantasy; 2 PM; Length: 4; Location: Ball Room C; BC-01; Host David Schlegel; Scale: 25mm; Rules: Blood & Swash (modified); Number of players: 6.**

Boromir has just attempted to take the Ring from Frodo and Frodo has disappeared. Now the remainder of the Fellowship are beset by orcs from both Mordor and Isengard. Join the heroes and attempt to protect the hobbits or join the orcs and attempt to bring the Ring to your master in his tower. Players under 12 welcome with a playing adult

### S-574 Raid on the Ohio Frontier!

**French & Indian War; 2 PM; Length: 3; Location: Exhibit Hall A; EA-25; Host Mike Demana; Scale: 28mm; Rules: Song of Drums and Tomahawks; Sponsor: First Command Wargames; Number of players: 6.**

The tribes are fed up with settlers crossing the Ohio River and encroaching on their lands. A red wampum belt has been passed around. All along the frontier, Indians are taking up the tomahawk. Three sectors of a raid on a settlement will be played out on the tabletop. Fast-play, man-to-man skirmish during the French & Indian War

### S-185 A Mess In Grozny

**Modern; 2 PM; Length: 4; Location: Ball Room C; BC-04; Host Michael Byrne; Scale: 28mm; Rules: Force on Force; Number of players: 6.**

The Chechen defending Grozny launched a successful night attack driving the Russians back and surrounding elements of a platoon. The Russians are launching a hasty counter attack to save the units. Can the Russians free the surrounded soldiers before the Chechens destroy the units?

### S-310 Tomb of Cthulhu

**Modern; 2 PM; Length: 4; Location: Exhibit Hall A; EA-06; Host Lee Vanschaik; Scale: 28mm; Rules: USX Modern Day Heroes; Sponsor: Rafn Miniatures; Prize: Miniatures; Number of players: 8.**

Thirty years ago the city of R'yleh was raised from its watery tomb to unleash Cthulhu on the world. The USA and Russia immediately launched nuclear ICBM missiles to successfully deal with the threat, sending Cthulhu into a radiation soaked tomb. Now, with your intrepid band, you venture into the radiated hazardous zone in search of alien technology and treasures. Lead a group from the Pavis Defense Services mercenary unit led by Karl Unger, or The Indiana Irregulars.



### S-440 SOCCER – Let's see what happens

**Modern;** 2 PM; Length: 3; Location: Exhibit Hall A; EA-07; Host Bob Wiltrout; Scale: 30mm; Rules: Corner Kick; Sponsor: Corner Kick; Number of players: 6.

Another football game with two of the leading teams from the Euro 2016 tournament. Many of the greatest players in the world will be on the pitch this afternoon. No experience necessary - if you know the offside rule and the basic tactics of soccer, you'll have no trouble playing this game. Under 10 welcome IF accompanied by playing adult.

### S-165 Orthez; 1814

**Napoleonic;** 2 PM; Length: 4; Location: Ball Room C; BC-08; Host Duncan Adams; Scale: 10mm; Rules: Fate of Battle; Number of players: 6.

While the allies run Napoleon to ground in northern France Wellington emerges from the Peninsula driving to be in on the kill. The Duke faces his old foe Soult on the high ground above Orthez - the last barrier to open country. With Fate of Battle there are no large chart cards to spoil the aesthetics of your game. Fight the battle, not the rules.

### S-201 Gnome Wars: The Defense of Regensburg

**Other;** 2 PM; Length: 4; Location: Exhibit Hall A; EA-02; Host James Stanton; Scale: 28mm; Rules: Gnome Wars; Sponsor: Miniature Building Authority; Number of players: 12.

To the East of the Bavarian Forest lies the tranquil town of Regensburg, a port on the banks of the Regen River. Regensburg has attracted the attention of the Allies because the inhabitants of the town supply the German military with the majority of its vehicles and tanks. The Germans have entrenched hoping to repulse the allied attack and save the Motor Works factory. No one under 13 years old without a playing adult with parent/child teams encouraged. Anyone bringing a painted gnome unit from brigade games does not have to preregister.

### S-211 Cinema Tactics: Rush for the Cure

**Other;** 2 PM; Length: 4; Location: Exhibit Hall A; EA-09; Host Kevin Jacoby; Brad; Scale: 28mm; Rules: House; Sponsor: Miniature Building Authority; Number of players: 6.

The epidemic labeled "X41" has decimated many of the city centers around the world. Incubation is fast with the lucky ones dying within minutes. The unlucky ones come back as an undead pawn whose sole mission is to spread the virus to other hosts. Groups have been sent to the middle east where it is assumed the virus had been originally unleashed. Their job, to collect as many samples as possible in order to give them the lead in controlling this blight on humanity. Knowledge is power. Assistant GM Brad X Notes: This twist on a

zombie survival game is fun and easy to learn. If you like Frostgrave, you will enjoy this modern twist on a treasure hunt in an abandoned city.

### S-282 Commander of Sallies – The Battle of Penny Burn Mill, April 21st, 1689 – Theme

**Pike & Shot;** 2 PM; Length: 4; Location: Exhibit Hall A; EA-32; Host Clarence Harrison; Barry Hilton; Scale: 28mm; Rules: Beneath the Lily Banners; Sponsor: The League of Augsburg, Warfare Miniatures, and Quindia Studios; Number of players: 6.

Captain Adam Murray leads a sally from the walls of a besieged Derry in an attempt to clear lines of communication to the north of the city, confronting the Jacobites at the crossing of Penny Burn Mill. Can the weak defenses at the mill hold out long enough for reinforcements to arrive or will Murray's impetuous assault threaten the Jacobite siege? The author of Beneath the Lily Banners, Barry Hilton, will be on hand to referee and generally cause mayhem... There are various accounts of the battle and all do not agree on the details, force compositions, etc. but it is certain that the main assault was carried out by several large formations of horse. Likewise, the Jacobite counter attack contained lots of mounted soldiers, including Galmoy's Regiment of Horse so you can expect to see piles of Warfare Miniatures horse scattered across the table! Visit <http://leagueofaugzburg.blogspot.com> for more information and previews of the game!

### S-297 English Civil War – The Battle of Braddock Down, January 19, 1643

**Pike & Shot;** 2 PM; Length: 4; Location: Exhibit Hall A; EA-10; Host Glenn Gibson; Scale: 28mm; Rules: Warlord Games' Pike & Shotte; Number of players: 6.

Sir Ralph Hopton's Royalist force had been camped at Boconnoc in Cornwall. On breaking camp, their dragoon vanguard encountered Parliamentary cavalry to the east, and discovered Colonel-General Ruthin's army deployed on Braddock Down. Ruthin had been unwilling to wait for reinforcements sent by the Earl of Stamford to arrive, and had marched to face the Royalists in the hope of a quick victory. Ruthin has more cavalry, but Hopton has more infantry and also two light cannon. This battle features thirty infantry units, divided into nine regiments, and eleven cavalry units. Rules taught, no children under 14. Presented by the Richmond Leisure Society.

### S-180 The Barbary Storm: 1560

**Renaissance;** 2 PM; Length: 4; Location: Ball Room C; BC-05; Host David Cook; Scale: 1/300; Rules: Galleys, Guns, and Glory!; Sponsor: Skull & Crown; Prize: Rulebook and galley; Number of players: 6.

Mediterranean Sea, 1560. The Christian fleet bound to assault Tripoli has been battered by a powerful storm. Pursued by Barbary corsairs

and Turkish galleys, scattered contingents attempt to reach the safety of Djerba. Command galleys of Spaniards, Maltese, Turks, and corsairs in this naval action using the Galleys, Guns, and Glory! ships and rules. Rules will be taught.

### S-240 Breaking Quarantine

**SciFi;** 2 PM; Length: 4; Location: Ball Room E; BE-05; Host Benjamin Bentley; Scale: 1/1200; Rules: Silent Fury; Number of players: 6.

What were we supposed to do? Half the population was dead or dying - when the hospitals closed their doors we had to get off the planet. So yeah, we took a ship and we took our chances with the blockade. I've seen what the parasite does to people - I'd rather die in space. Come and celebrate the impending publication of Silent Fury!

### S-552 Into The Darkness: Space Hulk: Deathwing

**SciFi;** 2 PM; Length: 4; Location: Exhibit Hall A; EA-46; Host Buford Culver; Scale: 25mm; Rules: Main rules and House rules.; Sponsor: LXG and The MECHANICON; Number of players: 12.

Come join us in this Games Workshop miniatures board game. Of intense, strategic combat. This was the first expansion for the Space Hulk game. All materials will be supplied. All are welcome. rules taught as needed.

### S-159 Doctor Who: The Return of Fenric

**Seven Years War;** 2 PM; Length: 3; Location: Ball Room C; BC-03; Host Gregory Priebe; Scale: 28mm; Rules: Doctor Who Miniatures Game, 2nd Edition; Number of players: 6.

The Doctor and companions have landed in North America during the French and Indian War. To make matters worse, an ancient evil from the Doctor's past is threatening to emerge once again... Children 14 and under welcome only with a participating adult.

### S-566 The Affair at Kisii (British East Africa Sept 12, 1914)

**World War I;** 2 PM; Length: 3; Location: Exhibit Hall A; EA-57; Host Tim Couper; Scale: 28mm; Rules: Piquet Field of Battle (Company Scale); Number of players: 6.

The Germans advanced across their northern border into British East Africa and set up camp in the small village of Kisii under Kapitan Bock von Wuel ingen. To counter this move, the British sent troops under Captain Thorneycroft. The Germans were completely oblivious to the advancing troops, the rst shots hitting them in the middle of a parade! As the British, can you clear those German chaps from the village? As the Germans, can you repulse the attack? Players under 16 must be accompanied



### S-194 Counterattack on the Dneiper

**World War II**; 2 PM; Length: 4; Location: Meeting Room 4; M4-01; Host Robert Everson; Scale: 15mm; Rules: *Flames of War*; Number of players: 8.

The Soviets conduct a desperate counter attack to stem the fascist advance using what is left. Soviet naval infantry in bronekaters (armored cutters) move up the river to attack German rear echelon troops and link-up with Soviet airborne that will drop at the start of the game. Expect armored trains, partisans, pz grenadiers, kradschutzen, German and Russian air support, etc.

3 PM

### S-464 Mosby's Great Wagon Train Raid, August 13, 1864 – Theme

**American Civil War**; 3 PM; Length: 4; Location: Ball Room A; BA-07; Host John Wilk; Scale: 28mm; Rules: *By Company Into Line*; Number of players: 8.

Just after dawn on 13 Aug. 1864, Col. John Singleton Mosby and 300 of his 43d Battalion Partisan Rangers attacked the rear section of Maj. Gen. Philip H. Sheridan's 600-vehicle wagon train. Mosby surprised and routed the Federals as they rested, cooked breakfast, and hitched their horses. Mosby's men, losing only one killed and one mortally wounded, captured 200 beef cattle, 500-600 horses, 100 wagons, and 200 soldiers. The raid ended by 6:30 a.m. Players Under 15 permitted with playing adult.

### S-318 A Madman's Steeple Chase – Fun and Frolic During the AWI

**American War for Independence**; 3 PM; Length: 3; Location: Exhibit Hall A; EA-68; Host Miles Reidy; Scale: 28mm; Rules: *Muskets & Tomahawks*; Number of players: 8.

In the dewy morning mists of the American colonies, the pickets begin to stir, unaware of what the day will bring... A 28mm American Revolution (or American War of Independence if you must) skirmish game using Perry Miniatures. This game will focus on fun. Children over 12 are welcome if accompanied by an adult. Game Masters are Mike Marchant and Miles Reidy

### S-587 Ride to Hell Pt 2, Germany 1984

**Modern**; 3 PM; Length: 4; Location: Exhibit Hall A; EA-65; Host Michael Hoyt; Scale: 1/285; Rules: *Battle Captains*; Sponsor: Battlespace Publishing; Prize: 30 day Battlemaker Subscription; Number of players: 6.

This time we play the same scenario as our morning game but 40 years later with a Soviet combat group attempting to clear a crossroads of American infantry. This classic form of attack will highlight Battlespace Publishing's new game *Battle Captains*. The winning side will

receive a 30 day subscription to Battlemaker. Mike Hoyt hosts this 6mm Cold War gone hot game for 6 players.

### S-323 DUST 1947 – Operation Babylon!

**Pulp**; 3 PM; Length: 3; Location: Exhibit Hall A; EA-19; Host Brian Sherry; Scale: 28mm; Rules: *DUST 1947*; Number of players: 6.

1947-WWII is not over! The forces of the Axis, Allies, and Sino-Soviet Union battle across the globe using fantastic new technology and weapons. Take your task force into battle to recover alien artifacts, seize battlefield intelligence, and control tactical objectives. Come learn the new DUST 1947 rules and take command of Axis, Allied, or Soviet forces as they battle for control of the ancient ruins of Iraq! Fully painted forces provided for all players, rules will be taught.

### S-585 Heading to Chintoka

**SciFi**; 3 PM; Length: 4; Location: Exhibit Hall A; EA-64; Host Adam Gow; Scale: 1/8000; Rules: *Metaverse*; Sponsor: Battlespace Publishing; Prize: 30 day Metamaker Subscription; Number of players: 6.

The Allied fleet is pushing towards Chintoka and in preparation is clearing out nearby systems. The Dominion are not making this easy and are fighting for every inch of space. Join Battlespace Publishing in this slug match in the stars. The winning side will receive a free 30 day subscription to Metamaker. Adam Gow hosts this game set in the Star Trek universe for 6 players, using Metaverse rules.

### S-337 Wild West Any Thing Goes!

**Western**; 3 PM; Length: 4; Location: Exhibit Hall A; EA-47; Host Leo Walsh; Scale: 28mm; Rules: *High Noon - Under Fire in the Wild West*; Number of players: 12.

Back by popular demand, you pick the figures (or bring your own) and you make up the game scenario. Outlaws, lawmen, Indians, soldiers, Mexicans, whatever You choose, you decide your objective and in the end "points don't count! Its easy to learn fast playing and wild action for all. Young children welcome with an older helper if necessary. Moms, girls, and elderly welcome too! This is an easy to learn fast playing game. There are some basic math skills needed. And, of course, some luck.

### S-255 Fireball Forward – Knight's Cross – Kursk, 1943

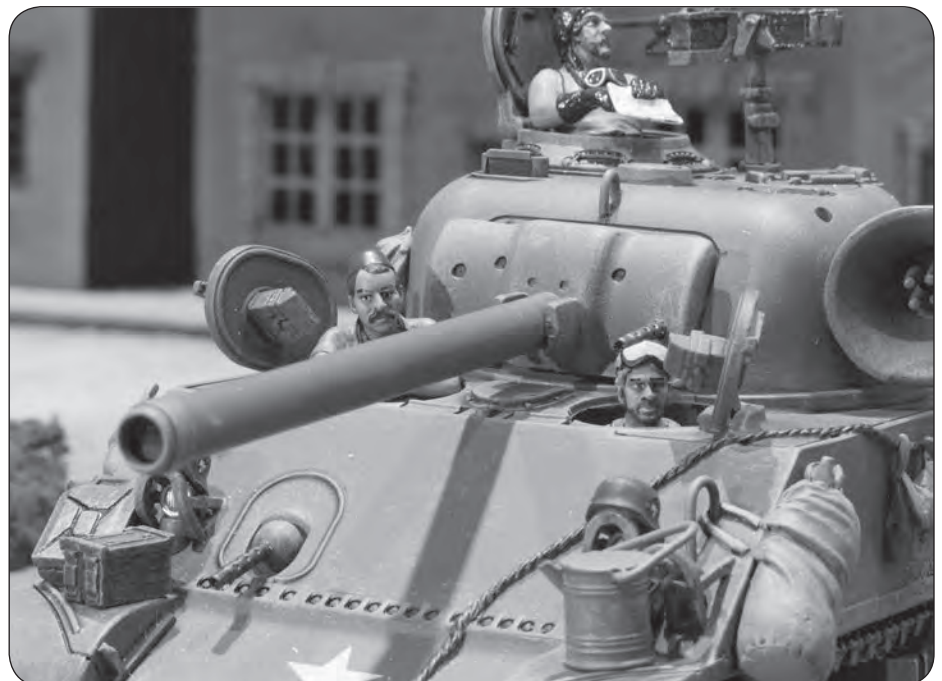
**World War II**; 3 PM; Length: 3; Location: Ball Room E; BE-01; Host Mark Fastoso; Scale: 15mm; Rules: *Fireball Forward*; Sponsor: *Fireball Forward*; Number of players: 6.

The 1SS Panzer Division pushing the Soviets back towards their final defense line. As a company of SS Panzergrenadiers moves through broken farm country to secure a vital hamlet they hear the rumble of tanks as a swarm of T-34s erupts from a nearby woods to try and roll over them. Classic man v. tank.

### S-291 Submarines on Patrol in the Pacific

**World War II**; 3 PM; Length: 3; Location: Exhibit Hall A; EA-53; Host Robert Varga; Scale: *Axis and Allies miniatures*; Rules: *Modified Bolt Action home Rules*; Number of players: 6.

The early WAR in the Pacific was fought between the Jap Navy and the American Subs. The Jap Convoys had to supply Island strongholds from which they launched land based aircraft and surface ships to attack throughout the entire Pacific theater. It was up to the Subs to stem the flow of supplies to these Islands until the fleet decimated at Pearl Harbor could be replenished. It was dangerous warfare for the Subs trying to stem those supplies, and the convoys carrying the cargos to those





Islands. Not recommended for kids under 12, rules are simple and your luck with the dice essential.

### S-393 Church Hill Assault July 1944 Part Four

**World War II**; 3 PM; Length: 4; Location: Exhibit Hall A; EA-50; Host David Skibicki; Scale: 28mm; Rules: Modified Bolt Action; Number of players: 6.

Final Push! Both German and American commanders want the lines stabilized at all costs. The Americans want the town, and the Germans show no sign of giving in. This is the final push for Americans! Will the Americans be successful or will the Germans force them out? This is the final part of four games.

### S-492 Battle for the Crossroads

**World War II**; 3 PM; Length: 4; Location: Exhibit Hall A; EA-17; Host James Lombardi; Scale: 28mm; Rules: Bolt Action; Sponsor: NerdHerd Wargaming; Prize: Gift Certificate; Number of players: 5.

As the Americans slug their way through the French countryside, a forward detachment of several U.S. squads must take and hold a vital crossroad for the Allies to advance through. The present holders might not like that idea.

4 PM

### S-121 Brice's Cross Roads – June 10, 1864 – Theme

**American Civil War**; 4 PM; Length: 4; Location: Ball Room D; BD-05; Host Edward Harding; Scale: 28mm; Rules: Carnage & Glory; Number of players: 6.

Bedford Forrest's hard riding cavalry look to send Samuel Sturgis's Union XVI Corps back to Memphis in this western theater battle in Mississippi 1864.

### S-230 Rescue of Ann Darrow

**Early 20th Century**; 4 PM; Length: 2; Location: Ball Room E; BE-04; Host Brian Dewitt; Scale: 1/2400; Rules: Rescue of Ann Darrow; 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. The film crew is divided into teams each attempting to find and rescue Miss Darrow.

### S-265 Mein Zombie – Refugees

**Modern**; 4 PM; Length: 4; Location: Ball Room B; BB-07; Host Michael Moran; Scale: 28mm; Rules: Mein Zombie; Number of players: 8.

Come play Mein Zombie - A fast paced miniature game of killing Zombies. The rules are simple to learn and fun to play. You and a number of survivors must explore an old refugee camp to find the tools necessary to escape. Sounds simple. Should be except for all the blood thirsty zombies and zombie dogs. This scenario will introduce some fun new weapons (MP40?) and items to assist you in your activities. Children under 13 allowed with an Adult player only.

### S-546 Saturday's Close Action Frigate Fracas: The Battle of Lissa, 13 March 1811

**Napoleonic**; 4 PM; Length: 4; Location: Homewood Meeting Room; HO-01; Host Mark Campbell; Scale: 1/600; Rules: Close Action; Number of players: 10.

This historical battle features four of the highest quality British frigates being attacked by a larger French and Venetian squadron of lower quality ships. Very Challenging for both sides. Realistic movement, combat, and limited communications rules assure that you'll get as close to real combat as possible. Will YOU win Honor and Glory, or be disgraced

in dishonorable defeat? Beginners Welcome. Rules taught, Kid Friendly Game. All materials provided, Please bring your own courage...

### S-517 Liberation of St Pierre and Miquelon

**Pulp**; 4 PM; Length: 2; Location: Meeting Room 1; M1-02; Host Kon Gojnycz; Scale: 25mm; Rules: Dr Who Miniatures Game; Number of players: 6.

The Island of St Pierre, remnant of the French Colonial Empire in Canada, has a Vichy governor. DeGaul sends three Free-French frigates and a submarine 'cruiser' to 'liberate' the islands and capture the German colonial delegation. But will the Bosch and Vichy 'loyalists' give up without a fight? How will Captain Reynard, the Chief Constable keep the peace? Walk up come by to grab an empty seat. The more the merrier.

### S-153 War Rocket Kid's Game

**SciFi**; 4 PM; Length: 2; Location: Ball Room C; BC-07; Host Buck Surdu; Scale: 1/1200; Rules: War Rocket; Number of players: 4.

Various space factions battle over control of communications satellites around a distant planet. The rules are fast and easy, and the games go quickly. This game is designed for kids. Adults welcome with a participating child.

5 PM

### S-137 The English Civil War, 1642 – London

**English Civil War**; 5 PM; Length: 4; Location: Ball Room D; BD-03; Host Nigel Paul Marsh; Scale: 28mm; Rules: Carnage & Glory II Pike and Shot; Number of players: 6.

It is November 1642 and the King is menacingly at the threshold of Parliament's capital. The London Trained Bands have been called out and the population is willing to defend their homes from the perceived oppression of the despotic King and his cavaliers.



**S-419 Austerlitz**

**Napoleonic**; 5 PM; Length: 6; Location: Exhibit Hall A; EA-14; Host Robert Andriola; Scale: 10mm; Rules: Eagles at War; Number of players: 10.

Napoleon's greatest victory, the battle that brought France's new emperor to the pinnacle of glory. Join us in this final playtest of the Eagles at War rules, and refight one of the great battles of history. Will the French duplicate Napoleon's feat, or will the serried ranks of Russians hold firm on the Pratzen Heights? The battle will take place on a custom made table with thousands of figures. Follow the battlefield's construction at <http://www.projectausterlitz.com>.

**S-117 Battletech – Grinder****Championship**

**SciFi**; 5 PM; Length: 5; Location: Ball Room B; BB-04; Host Dave Yingling; Scale: 1/285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 8.

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

**S-471 Pursue and Destroy BFG**

**SciFi**; 5 PM; Length: 4; Location: Ball Room A; BA-04; Host Karl Shanoltz; Scale: 1/2400; Rules: Colonial Battlefleet Modified; Number of players: 6.

Colonials are pursuing the fleeing Cylons into an asteroid field surrounding the planet Tauron. There is little intelligence on what the Cylons may have. Can the Colonials claim victory against unknown odds or will they fall victim to the rise of the machines? Beginners welcome! Children under 12 with playing Adult. Rules will be taught.

6 PM

**S-443 Charge of the Light****Brigade – Theme**

**19th Century**; 6 PM; Length: 4; Location: Exhibit Hall A; EA-37; Host Paul DeLaney; Scale: 28mm; Rules: Modified Warhammer Ancients; Number of players: 8.

October 25<sup>th</sup>, 1854: Half a League onward - Charge down the Valley with the Light Brigade under the Command of Lord Cardigan into the face of Russian guns.

**S-355 Punic Wars!****(Ancients Campaign)**

**Ancients**; 6 PM; Length: 5; Location: Exhibit Hall A; EA-72; Host David Schlanger; Scale: 15mm; Rules: Triumph! WAR fast play ancient and medieval battles; Number of players: 12.

Command an army using the Triumph! fast play medieval rules (easy to learn; rules will be taught as needed) in the tumultuous time of the Second Punic War. Carthage and Rome clash in the northern Gulf of the Lion, trying to conquer each other and any smaller tribe that gets in their way. Armies will be provided. Armies include three Carthaginians, three Romans, Messene, Iberians, Celtiberians, Gauls on both sides of the Alps, Ligurians, and other minor powers. Rules are easy to learn and will be taught by the GM as needed. Armies will be provided. No players under 14 without adult supervision. See also the Caesar in Gaul walk-up Triumph! intro games run (Thursday Friday and Saturday mornings as an additional option for familiarizing yourself with the rules in advance.

**S-182 On the Seas of Tekumel**

**Fantasy**; 6 PM; Length: 4; Location: Ball Room C; BC-02; Host Steve Braun; Scale: 28mm; Rules: Homebrew/Savage Tales; Number of players: 8.

Tekumel is home to many non-human races and the high seas are a great place for them to meet up a settle their differences! See what happens when the insect-like Hluss bring their ancient Lightning Bringers to fight ships made of wood and iron. Join in the fun as the frog-like Hlutgru storm aboard your vessel. This is one of the five games on the HAWKS Tekumel track.

**S-306 The Mongols in Russia**

**Medieval**; 6 PM; Length: 4; Location: Ball Room A; BA-10; Host Victor Hiris; Scale: 25mm; Rules: gm designed; Number of players: 7.

the Mongols attack a fortified farmhouse in Russia

**S-127 Battle of Plagwitz,****August 20, 1813**

**Napoleonic**; 6 PM; Length: 4; Location: Ball Room D; BD-01; Host David Bonk; Scale: 40mm; Rules: carnage and glory computer moderated; Sponsor: Sash and Saber; Prize: Gift Certificate; Number of players: 6.

French and Polish forces have been forced back in the face of the Allied offensive in August, 1813. French and Polish forces have retreated from Zobten and Lauter Seiffen to the their supply base at the town of Plagwitz which also protects the bridge over the Bober River.

**S-133 Hot Day In Belgium! – An****Action From the Invasion of 1815****– Double Blind Game. – Theme**

**Napoleonic**; 6 PM; Length: 5; Location: Ball Room D; BD-04; Host Greg Robitaille; Scale: 15mm; Rules: Carnage and Glory II; Number of players: 6.

The French Armee du Nord invades Belgium with Marshall Ney given command of the right column forces to drive north and east lead by the Guard cavalry advance guard to thus check Wellington and prevent the Anglo Allied army from supporting Blucher. This game represents the Historical forces on the morning set with

in a what if alteration in opposing forces prior activity and the results of that. Does History change?

**S-252 Nemesis Day**

**SciFi**; 6 PM; Length: 4; Location: Ball Room E; BE-05; Host Nathan Bentley; Scale: 1/1200; Rules: Silent Fury; Number of players: 6.

This is the Captain speaking. The contacts have been identified as a Terminus class bombardment vessel and three escorts. They are on an orbital approach to Wuxung IV. We are the only squadron that can intercept before they are in range of the colony. I know some of you have family down there. Don't let them down. Come and celebrate the impending publication of Silent Fury!

**S-371 In Her Majesty's Name –****The Library of Ahhhhhzzzz 2**

**Victorian Science Fiction**; 6 PM; Length: 3; Location: Exhibit Hall A; EA-23; Host Fiona Cather; Scale: 28mm; Rules: In Her Majesty's Name; Number of players: 4.

4 rival steampunk war bands have discovered the location of the legendary Library of Ahhhhhzzzz. Each band seeks a magical book of immense power to them. The additional benefit of evening old scores with their rival bands promises to make this an epic and bloody event. All items required to play this game will be provided by the Game Master. Steampunk attire, while allowed, is not required.

7 PM

**S-549 Mr. Smee's Revenge**

**Age of Piracy**; 7 PM; Length: 2; Location: Ball Room C; BC-07; Host Geoffrey Graff; Scale: Legos; Rules: Plastic Pirates; Number of players: 8.

Once again Captain Ogle takes the credit, and most of the treasure, after a successful attack. He does throw a nice party to celebrate, though.

Mr. Smee, the First Mate, has decided that now is HIS time to lead the pirate crew. MUTINY! Where will you stand? Are you loyal to the Captain, or will you join Mr. Smee? Or maybe you have another idea? Another game from the HAWKS designed for the younger gamer. Adults May be considered, but only with a playing child.

**S-516 Hessian Cavalry Raid on****the Sleepy Hollow – Theme**

**American War for Independence**; 7 PM; Length: 2; Location: Meeting Room 1; M1-02; Host Kon Gojnycz; Scale: 25mm; Rules: Dr Who Miniature Game Variant; Number of players: 6. Hessian Raiders, Rebel Militia, Loyalist Militia, British and American Regulars and a traveler lost in time and space. Not sure he wanted to come here, but the TARDIS though this is where he needed to be! Bonus Victory points for cheesy one-liners.

### S-502 Ordeal at Owikokorero – German South-West Africa, 1904

**Colonial;** 7 PM; Length: 4; Location: Ball Room A; BA-02; Host Roy Jones; Scale: 25mm; Rules: *The Sword and The Flame* - Modified; Number of players: 6.

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 scenario book *The Herero War*. More at: [www.hererowars.com](http://www.hererowars.com).

### S-506 Safari Hell

**Colonial;** 7 PM; Length: 4; Location: Ball Room A; BA-03; Host Edward Watts; Scale: 25mm; Rules: *The Sword and The Flame* - *The Sword in Africa*; Number of players: 8.

The Belgians have stolen ivory and the Zanzibaris have taken slaves. Now all safaris, guilty or innocent, are in danger as the tribes seek revenge against all outsiders. Of course no one is safe from the opportunistic cannibals seeking prey.

### S-591 The Mine

**Colonial;** 7 PM; Length: 4; Location: Ball Room A; BA-01; Host Dwight Jones; Scale: 28mm; Rules: *The Sword and The Flame* - *The Sword in Africa*; Number of players: 6.

African tribesmen attempt to keep the Europeans away from their scared Jubaba Mountain. Will they succeed? Join in this exciting scenario #14 from Larry Brom's TSATF Scenario Portfolio.

### S-178 Who Wants to Take A Viking Cruise?

**Dark Ages;** 7 PM; Length: 4; Location: Ball Room C; BC-06; Host James McWilliams; Scale: 25mm; Rules: *Saga*; Number of players: 6.

Who wants to take a cruise? No ticket required, free oars provided? Viking raiders are looking for a few good men and women to man the oars for the trip home north. Can your lord protect you from a cold trip north.

### S-190 Hogwarts Homecoming

**Fantasy;** 7 PM; Length: 4; Location: Ball Room C; BC-01; Host Eric Schlegel; Scale: 25mm; Rules: *Blood & Swash* (modified); Number of players: 8.

It's homecoming week at Hogwarts and many former students have returned for the festivities. Following the Quidditch championship match, the alumni gather for a game of magical capture the flag. Join Gryffindor, Ravenclaw, Hufflepuff or Slytherin and bring victory to your house. Players under 12 welcome with a playing adult.

### S-558 Battle Of Isengard T.A. 3019

**Fantasy;** 7 PM; Length: 4; Location: Ball Room B; BB-01; Host Lou "Commodore" Valenti; Scale: 15mm; Rules: *Gods of War*; Sponsor: WAMP; Number of players: 4.

Saruman has miscalculated badly. His mighty army has been destroyed at Helm's Deep. Worse yet the slumbering Ents of Fangorn Forest have awakened to the White Wizard's evil. The last march of the Ents has begun! Will it spell the final doom for the rise of Isengard? Grab your pipe and refight the climactic battle from *The Two Towers*. This battle will have elements of the book and the movie. Beginner friendly & Rules Taught. Kids under 14 must be with adult, No Food

### S-143 Morning on the Northern Frontier

**French & Indian War;** 7 PM; Length: 4; Location: Ball Room D; BD-02; Host Tom Cusa; Scale: 28mm; Rules: *This Very Ground*; Sponsor: *Dave's Baggage Train*; Prize: merchandise; Number of players: 6.

Building a home out of the New York forests is hard enough without the neighbors trying to burn you out. Can the settlers and the local garrison hold on to their hard fought claims or will prior claimants win out with a little French help.

### S-175 Skirmish in New France

**French & Indian War;** 7 PM; Length: 4; Location: Ball Room C; BC-03; Host Don Hogge; Scale: 28mm; Rules: *Muskets & Tomahawks*; Number of players: 6.

The French and Indian War began after a series of incidents in the upper Ohio River valley. In an effort to gain control of the disputed territory, British forces established a series of forts and outposts throughout the region. French forces harassed these forts and ambushed their supply lines. During one daring raid, they destroyed storehouses and buildings outside the main fortification. Gamers under the age of 14 are welcome with an adult.

### S-309 Flint and Feather Playtest

**French & Indian War;** 7 PM; Length: 4; Location: Ball Room A; BA-11; Host Howard Whitehouse; Scale: 28mm; Rules: *Flint and Feather*; Sponsor: *Crucible Crush Productions*; Prize: figures; Number of players: 10.

Once again we will playtesting the Flint and Feather rules for our line of 28mm North American Indians. This playtest is intended to teach new players the rules. Join us as a Great Warrior leading your warband against another similarly armed opponent. This playtest will be a series of one on one games.

### S-203 Trench Wars: Britain 1938: A Very British Civil War Comes To Downton Abbey- -The Final Battle – Theme

**Inter-War;** 7 PM; Length: 3; Location: Exhibit Hall A; EA-02; Host Frank Luberti; Scale: 25mm; Rules: *Trench Wars* (modified); Sponsor: MBA; Number of players: 6.

The King and Queen (nee Mrs. Wallis Simpson) are on the run from Downton Abbey and the Crawley family is with them. Will they make it to safety? Forget the Royals, is this the end for Lady Mary and Master George? At HISTORICON® 2014, the Rebels blew up the local church on the last turn. What will they do this time? Come play and find out. Skirmish game. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Terrain by MBA; figures painted by John Spiess. Kid Friendly Game. Parent-Child teams and fans of Downton Abbey welcome.

### S-218 Desert Breeze

**Modern;** 7 PM; Length: 4; Location: Exhibit Hall A; EA-09; Host Kirk Stephens; Scale: 28mm; Rules: *Open Conflict* (House); Sponsor: *Miniature Building Authority*; Number of players: 8.

Welcome to the wonderful country of Bongolizia. There are two insurgencies and the locals need the help of the USA to help them as well. This is a 28mm modern game taking place in the fictitious country of Bongolizia.

### S-243 CY6! Jet Age – Breaking the Sabre – Over Chamb, Kashmir, September 3, 1965

**Modern;** 7 PM; Length: 4; Location: Ball Room E; BE-04; Host Brian Cantwell; Scale: 1/200; Rules: *Check Your 6! - Jet Age*; Sponsor: *Fights On! (www.fightsonstore.com)*; Number of players: 6.

The Indian Air Force called the diminutive Folland Gnat the Sabre Slayer and in the early days of the 1965 conflict seven IAF Gnats ambush two Pakistani Sabres with an F-104 flying top cover. It's cannons versus missiles as players strive for air superiority in this scenario from the *Crisis in Kashmir!* scenario book for *Check Your 6! Jet Age*. Young gamers welcome with adult

### S-376 The Engagement at Klagenfurt: June 6, 1809

**Napoleonic;** 7 PM; Length: 4; Location: Exhibit Hall A; EA-57; Host Peter Anderson; Scale: 28mm; Rules: *Les Grognards*, 2nd edition by Piquet; Number of players: 6.

Chasteller's command is withdrawing from the Tyrol to rejoin the main army. With the usual long Austrian baggage train in tow, he must pass by the fortified town of Klagenfurt. General de Division Rusca commands the French and Italian troops in the town. Although outnumbered, he is not content to merely observe events! A Napoleonic twist on the classic Wagon Train scenario ensues.



Familiarity with Piquet and/or Field of Battle, and an even temperament requested. Commands are small and Sequence Happens!

### S-533 Vimero 1808 – Southern Flank

**Napoleonic**; 7 PM; Length: 4; Location: Ball Room A; BA-14; Host Thomas Harris; Scale: 28mm; Rules: Men Under Fire Black Powder Era; Sponsor: Test of Battle Games; Prize: Gift Certificate; Number of players: 6.

Junot isolated in Portugal attempts to throw back the British counter invasion. The game focuses on the French southern attack on the British holding the town of Vimero.

### S-580 Tusk, Fire, Fang, and Claw – A Mammoth Hunt

**Prehistoric**; 7 PM; Length: 4; Location: Ball Room A; BA-08; Host Steve Wooster; Scale: 28mm; Rules: Tusk; Number of players: 6.

Players assume role of small bands of Neanderthal hunters in an Ice Age era mammoth hunt. Simple rules (Tusk) will be taught. Kids under 12 welcome with an adult. It's autumn, near the end of the last ice age, and the mammoth herds are moving to warmer pasture. Can they survive the long, perilous migration? Neanderthal bands must stock up for the long cold months ahead. Will they be successful in their quest for meat? Mammoths are dangerous prey, but they not the only danger in this land. The time to hunt is now.

### S-101 Battletech – Grand Melee

**SciFi**; 7 PM; Length: 5; Location: Ball Room B; BB-03; Host Mark Yingling; Scale: 1/285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 12.

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-459 Beyond the Gates of Antares | Xilos Campaign – Mission 3 | Evac

**SciFi**; 7 PM; Length: 4; Location: Exhibit Hall A; EA-13; Host Bill White; Scale: 28mm; Rules: Beyond the Gates of Antares; Number of players: 6.

Forces controlling the artifact are now in sight of the orbital transmat array. Enemy forces make their final bid to oppose them. What began as a gamble for a technological edge has become a bitter struggle for survival. Will you get the new tech off of Xilos for your faction and change the fate of Xilos? This campaign is in honor of the memory of Michael Fijalka. Please consider making a donation in his name to the Leukemia and Lymphoma Society at <http://pages.teamintraining.org/nca/yourway16/mfijalka> Troops will be provided and players are also welcome to bring their own 750 point painted Gates of Antares force. Additional players are encouraged to stop by and ask the GM for possible walk up demos or pick-up games.

### S-553 Into The Darkness: Space Hulk: Oblivion III

**SciFi**; 7 PM; Length: 4; Location: Exhibit Hall A; EA-46; Host Lorenzo O'Branty; Scale: 28mm; Rules: Main rules and House rules.; Sponsor: LXG and The MECHANICON; Number of players: 12.

The Space Hulk code named Oblivion has returned out of warp space. What does it contain? What dangers will the champions of the Imperium face? Come join us in this Games Workshop miniatures board game. Of intense, strategic combat. All materials will be supplied. Join the champions of the Imperium to banish the occupants of Oblivion. All are welcome. rules taught as needed.

### S-510 A Hot Night in the Old Town

**Western**; 7 PM; Length: 3; Location: Meeting Room 1; M1-01; Host Rick Horner; Scale: 25mm; Rules: Dead Man's Hand; Number of players: 4.

Make western cinematic history in Tombstone. While the Man with No-Name is trying to find bounties, Wyatt Earp and Doc Holliday are in town looking for Ike Clanton and his brother. Meanwhile, some strangers rode into town looking to rob the bank and through all of this Sheriff Thornton and his deputy Mississippi have to keep the peace.

### S-320 The Blue Max. The Book, The Movie, The Game.

**World War I**; 7 PM; Length: 4; Location: Ball Room A; BA-12; Host Don Whitmire; Scale: 1/144; Rules: Piquet Games Jump Or Burn; Sponsor: Board2Death Terrain, Piquet Games, Red Eagle Miniatures; Prize: Jump or Burn Rules, Red Eagle Aircraft; Number of players: 8.

50 years ago the film The Blue Max blazed across movie screens all over the world. It had more influence on me than any movie has a right to. As proof I present my homage to Lt. Bruno Stachel & all things Blue Max, combining as much as we can into one beautiful game. Bridges, Balloons, Recon aircraft, SE 5a's, Triplanes, Pfaltz D3's & Albatros D3's all painted in the historically incorrect yet movie correct 7 color lozenge patterns! The 3D board to fly over adds even more eye candy to the game. I was not even 10 years old but somehow got my parents to take me to see it at a Drive-In in Roanoke VA. Although you don't need to know anything about the book or film, if you do, you just might be rewarded for it! Sponsored by Board2Death Terrain with prizes by both Piquet Games & Red Eagle Miniatures. Special prize for Ursula Andress look-a-likes! Players under 15 with participating adult only!





**S-484 Up 300, Fire for Effect**

**World War I**; 7 PM; Length: 4; Location: Exhibit Hall A; EA-39; Host Martin Fenelon; Scale: 1/285; Rules: *Fight for the Skies: Wood & Canvas*; Sponsor: MSD Games; Prize: Gift Certificate; Number of players: 8.

German airborne artillery spotters are supporting the 1917 offensive to win the war before the Americans get in. The RAF is desperate to end these missions and regain air superiority over the trenches. Fast moving air-to-air combat, each player commands 3-6 aircraft. Beginners welcome, rules will be taught.

**S-154 Warsaw Uprising**

**World War II**; 7 PM; Length: 3; Location: Ball Room C; BC-04; Host Buck Surdu; Scale: 28mm; Rules: *Combat Patrol(TM): World War II*; Number of players: 6.

The Polish Resistance Home Army has risen up to eject the Nazis. The uprising is timed to coincide with the Soviet advance, but the Soviets stop short and enable the Nazis to crush the resistance after 63 days of bitter fighting. Learn to play *Combat Patrol* as a member of the resistance or the German army. Gamers under 13 welcome with a participating adult. No booze, please.

**S-397 Advance to Ponryi**

**World War II**; 7 PM; Length: 4; Location: Exhibit Hall A; EA-30; Host Kevin Koenig; Scale: 15mm; Rules: *Battlegroup WW2*; Number of players: 6.

It's July 6<sup>th</sup>, 1943 on the northern sector of the German Citadel offensive. The German 9<sup>th</sup> Panzer has ordered Kampfgruppen Schmah and Mumert to establish a bridgehead across the Snova River just west of the fortress village of Ponryi Station. Unknown to the Germans, however, the Russians have just committed two regiments of the fresh 75<sup>th</sup> Guards Rifle Division

making a German success far from certain. Familiarity with BGWW2 rule helpful, but not required. Child under 12 with adult please.

**S-410 The Mighty 8th****– On to the Reich**

**World War II**; 7 PM; Length: 3; Location: Ball Room A; BA-09; Host Terry Terry; Scale: 6mm; Rules: *Check Your Six*; Number of players: 10.

It's late 1944 and the strategic bombing of Germany is in full swing. Massive waves of Allied bombers are pounding Berlin day and night. The Luftwaffe is doing everything it can to stem the rising tide of bombers. The mission is simple for the USAAF and the Luftwaffe pilots. The Americans must protect the B-17s and B-24s they have been sent to protect. The Luftwaffe will take to the skies in the best planes they have to send as many bombers down in flames as they can. Not for young children, please no players under 16, rules will be taught.

8 PM

**S-339 Griks Attack – Destroyermen land battle.**

**Early 20<sup>th</sup> Century**; 8 PM; Length: 4; Location: Exhibit Hall A; EA-40; Host Leo Walsh; Scale: 15mm; Rules: *The Storm - unpublished*; Number of players: 8.

The Griks are there by the tens of thousands. The Tree Alliance can meet them with less than half that number. The Lemurians have some fire arms and some cannon, but most of the fighters are new to combat and the Griks are nasty fighting and eating machines! From the pages of Taylor Anderson's *The Destroyermen* book series. The combat system is grand tactical, fast moving and very bloody. Well after all, so is the action in the books! Nothing is written in stone and will be based on the narrative in the book for forces but not for outcome. This will be either the Battle for Aryaal or Balkpan.

**S-454 Antares Space – Probe on Planet 1X7LQ8**

**SciFi**; 8 PM; Length: 3; Location: Exhibit Hall A; EA-15; Host David Fisher; Scale: 28mm; Rules: *Beyond the Gates of Antares*; Sponsor: Your Hobby Place; Prize: Raffle, Door; Number of players: 6.

The Algoryn Prosperate has learned that the Pan Human Concord has set up a research base on a remote planet in Antares space. An expeditionary force has been sent to ascertain the reason for the Concord's interest in such a remote location. Could a relic or ancient tech from the time of the Builders have been found?

**S-209 Classic – Little****Bighorn 1876 – Theme**

**Western**; 8 PM; Length: 3; Location: Exhibit Hall A; EA-08; Host Pete Panzeri; Scale: 28mm; Rules: *CRAZY HORSE RULES!* By Pete Panzeri; Sponsor: [small-wars.org](http://small-wars.org); Prize: Prizes from [Small-wars.org](http://small-wars.org); Number of players: 26.

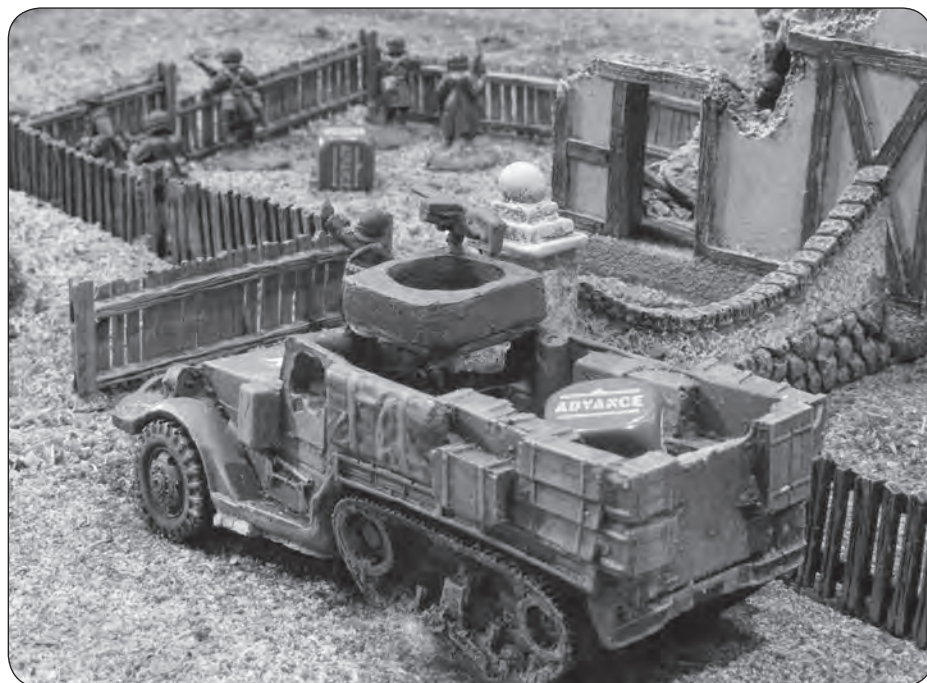
Custer's Last Stand: A massive 1:1 scale historical scenario. Can Custer's 600 men beat the well armed and overwhelming Lakota Sioux and Northern Cheyenne? Or will Crazy Horse, Gall and many others inspired by Sitting Bull over-run and decimate Custer's 7<sup>th</sup> Cavalry Regiment at the Little Bighorn on June 25, 1876? A fast-moving wargame with thousands of figures and a lot of fun surprises! For pre-read pdf of the Scenario and CRAZY HORSE RULES! email [peterpanzeri@yahoo.com](mailto:peterpanzeri@yahoo.com). 1. All assisting w/Set-up at 10am get assignment preference. 2. A late night game with many 28mm figures, a very large-table & many players. \*(Not appropriate for Children under 11.)

9 PM

**S-317 Grape Shot on the Chesapeake, with a Hint of Garlic? – Theme**

**War of 1812**; 9 PM; Length: 4; Location: Exhibit Hall A; EA-68; Host Miles Reidy; Scale: 28mm; Rules: *Longstreet (adjusted for the War of 1812)*; Number of players: 8.

It's 1814 and an invading British/Canadian army is besieging an American shipyard near St Michaels, Maryland - can the US forces hold out long enough to complete the refit of the USS Wasp and get her to sea? Will the relief force of an unexpected ally arrive in time? This game will be an extremely hypothetical contest that features a French intervention into the War of 1812. The game will have over 1,500 28mm scale figures, a 3 foot long frigate model plus several gunboats and a few surprises. It will all be silly fun but may offend some historical purists. Children over 12 are welcome if accompanied by an adult. Prizes will be awarded to all players.





## Sunday

9 AM

### Z-547 Sunday's Close Action Fleet Battle: Battle of Finisterre II (hypothetical): 25 Sept. 1747

*Age of Reason; 9 AM; Length: 6; Location: Homewood Meeting Room; HO-01; Host Mark Campbell; Scale: 1/600; Rules: Close Action; Number of players: 17.*

In this hypothetical Battle of Finisterre, Hawke's high quality British squadron takes on a larger French squadron including the 80 gun Tonnant. 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-499 The Source of the Nile

*Colonial; 9 AM; Length: 4; Location: Ball Room A; BA-02; Host Ross Maker; Scale: Board Game; Rules: Source of the Nile; Number of players: 6.*

Do those blank areas on the map intrigue you? Are you bold enough to face rampaging rivers, precipitous mountains, fever-ridden swamps, burning deserts and wild animals? Then come play this award-winning game first published by Discovery Games in 1977 and re-released in 1979 by Avalon Hill. Co-designer Ross Maker is the Game Master.

### Z-147 Hot Day In Belgium! An Action From The Invasion Of 1815 Double Blind Game. – Theme

*Napoleonic; 9 AM; Length: 4; Location: Ball Room D; BD-04; Host Greg Robitaille; Scale: 15mm; Rules: Carnage and Glory II; Number of players: 6.*

The French Armee du Nord invades Belgium with Marshall Ney given command of the right column forces to drive north and east lead by the Guard cavalry advance guard to thus check Wellington and prevent the Anglo Allied army from supporting Blucher. This game represents the Historical forces on the morning set with in a what-if alteration in opposing forces prior activity and the results of that. Does History change?

10 AM

### Z-189 The Thunder Dome Invitational Road Warrior Cross-country Race

*Future; 10 AM; Length: 3; Location: Ball Room C; BC-05; Host Eric Schlegel; Scale: 1/72; Rules: Future Race (modified); Number of players: 10.*

A cross-country race based on Jamie Davis' popular 'Future Race' rules. Drivers will battle each other, the desert terrain and various other

factors to be 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-278 Commander of Sallies – The Battle of Penny Burn Mill, April 21st, 1689 – Theme

*Pike & Shot; 10 AM; Length: 4; Location: Exhibit Hall A; EA-32; Host Clarence Harrison; Barry Hilton; Scale: 28mm; Rules: Beneath the Lily Banners; Sponsor: The League of Augsburg, Warfare Miniatures, and Quindia Studios; Number of players: 6.*

Captain Adam Murray leads a sally from the walls of a besieged Derry in an attempt to clear lines of communication to the north of the city, confronting the Jacobites at the crossing of Penny Burn Mill. Can the weak defenses at the mill hold out long enough for reinforcements to arrive or will Murray's impetuous assault threaten the Jacobite siege? The author of Beneath the Lily Banners, Barry Hilton, will be on hand to referee and generally cause mayhem... There are various accounts of the battle and all do not agree on the details, force compositions, etc. but it is certain that the main assault was carried out by several large formations of horse. Likewise, the Jacobite counter attack contained lots of mounted soldiers, including Galmoy's Regiment of Horse so you can expect to see piles of Warfare Miniatures horse scattered across the table! Visit <http://leagueofaugzburg.blogspot.com> for more information and previews of the game!

### Z-495 Eat Hitler – The Nazi Taste Treat

*Pulp; 10 AM; Length: 3; Location: Ball Room A; BA-01; Host Brendan Watts; Scale: 25mm; Rules: Eat Hitler! The Nazi Treat; Number of players: 12.*

Hitler and his cronies hop into a time machine, intending to travel back in time and re-fight WWII and win. However they crash-land in the Jurassic period. Gamers play assorted single or double-packs of dinosaurs pursuing and eating Nazis for points. Join in this rousing adventure from rules designer Howard Whitehouse.

### Z-222 Hindu Rao's House – 24-28 April 1916

*World War I; 10 AM; Length: 4; Location: Ball Room E; BE-03; Host Roxanne Patton; Scale: 15mm; Rules: Battleground WWII; Number of players: 6.*

24-28 April 1916 British Prime Minister Herbert Asquith introduced the most recent legislation for Irish home rule in 1912. The ultra-conservatives within Parliament and the gentry blocked every attempt to vote on the Bill. Seeing the resistance within the British Government, Irish independence groups,

moderate and radical, attempted to form a plan to free Ireland while Britain was fully engaged in a war on the continent. Children 14 and above welcome with playing adult

### Z-166 Convoy Hunting in the Med World War II; 10 AM; Length: 2; Location: Ball Room C; BC-08; Host Duncan Adams; Scale: 1/2400; Rules: Charted Seas; Number of players: 6.

British and Italian squadrons struggle for control of the shipping lanes with control of Africa in the balance. Home grown rules with historical feel, but light fare for a Sunday morning.

11 AM

### Z-105 Battletech – Deadliest MechWarrior: Archer Christofori v Devlin Stone

*SciFi; 11 AM; Length: 6; Location: Ball Room B; BB-03; Host Charles Shumar; Scale: 1/285; Rules: Total Warfare; Sponsor: Iron Wind Metals; Number of players: 12.*

Deadliest Mechwarrior - Clash of the Freedom Fighters. In this edition of Deadliest MechWarrior two of the greatest freedom fighters to live come face to face. From the FedCom Civil War we have the Cincinatus of his era Archer Christofari leading Archers Avengers, and from the waning days of the Word of Blake's tyranny we have Devlin Stone, the man who led the Inner Sphere to freedom against an army of fanatics. Who will come out on top. Who will be the Deadliest MechWarrior? All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.





# WWPD

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SATURDAY 7:30 PM  
OUTSIDE OF THE DEALER HALL

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# TOURNAMENTS

## NASAMW Ancient & 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 3.0 versions of the rules. Please see specific event listing for the version used. 2.2+ uses the DBA 2.2 army lists.

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 10 minutes prior to the posted start time for assignments.

DBA Manager: David Schlanger

Please contact David Schlanger with any questions: [buckynduke@gmail.com](mailto:buckynduke@gmail.com)

### Wednesday

#### Wimpy Wars

8pm – 11PM

A Stooges Light Horse/Psiloï Theme Event

Rules: v2.2+, 15mm DBA Theme, 3 rounds.

Bring out your wimps! Eligible DBA 2.2 armies must have a minimum of 6x elements combined of Light Horse and Psiloï, but more are encouraged! Special super secret scouting rules benefit if you have 2 pts more than your opponent in scouting (2 pts per Light Horse, 1 pts per Psiloï).

GMs: Larry Chaban and Rich Baier

### Friday

#### DBA Open 25mm

1pm - 5pm

Rules: v3.0, 25mm DBA Open Tournament, 4 rounds

Sign up with any DBA 3.0 army. Historical matchups in the first round if possible, after that winners play winners.

GM: Tom Thomas

### Saturday

#### Byzantium: The Early Centuries 330-717AD

9am – 1pm Rules: v3.0, 15mm DBA Theme, 3 or 4 rounds

On May 11, 330 AD, the Emperor Constantine the Great consecrated a new imperial city situated on the Bosphorus at the site of the old Greek city of Byzantium. This city was to be the new imperial capital in the east. A new Rome. This city became the focal point of a civilization that combined the rich cultures of Greece and Rome with the new vibrant religion of Christianity. It became a civilization that lasted 1000 years. Constantine's city became a center of imperial government, culture, learning, and religion to rival its illustrious predecessor, Rome itself. The centuries after the foundation saw multiple barbarian attacks, the empire in the west fall, a rebirth of expansion and military might under the Emperor Justinian (527-565AD), and then a period of serious military attacks from barbarian invaders from the west and Sassanid Persian and Arabs in the east. Many internal struggles and many enemies wanting to sack the great city and plunder its riches. Very few reliable allies. Come forward and take the side to defend the great city Constantinople or to attack it to plunder its riches and make them your own.

Eligible Armies: From the Foundation of Constantinople to the Great Arab Siege (330 – 717AD) any Eastern Roman or Byzantine army, their printed ally or their printed enemy from the DBA 2.2 or 3.0 rulebook. If one does not have an army from this period, reasonable substitutions will be allowed if keeping with the theme and GM contacted in advance

GM: Joe Alberti

#### DBA Open 15mm

1pm - 5pm

Rules: v3.0, 15mm DBA Open Tournament, 3 or 4 rounds

Sign up with any DBA 3.0 army. Historical matchups in the first round if possible, after that winners play winners.

GM: Joe Alberti

#### A Game of Ice and Fire

7pm - 11pm

Rules: A Game of Ice and Fire (DBA Variant), Figures Provided, Multiple rounds

Command one of the great houses of Westeros and win the Iron Throne. Each player will choose one great house and

then assemble a coalition of other houses to do battle for the Iron Throne. A series of linked battles with new coalitions forming behind either the current king or latest pretender will determine the eventual winner. An ally in one game may be a mortal enemy in the next.

Each battle will be played out using A Game of Ice and Fire (a variant of De Bellis Antiquitatis – DBA), a quick play system of medieval war. The game is easy to learn and beginners are welcome. Figures representing Lannisters, Greyjoys, Starks, Baratheons, Freys, Tullys, Martells and many others will be provided. Battles will take about 90 minutes to resolve and players can participate in as many battles as they wish.

GM: Tom Thomas

## 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 Kuijt

## Art de La Guerre

## Thursday

### Glory of Rome Campaign

3pm-10:30pm

100pts; 75 minute rounds.

Walk up games. Play as many or as few as you like. Seithc armies, have fun. Results will be marked on a Roman world map. Expand Rome's might or defy. Great way to learn the game.

Armies can be provided or bring your own. Allowed armies: 42, 43, 53, 56, 58, 71, 72, 74, 77, 82-84, 88-91, 98, 99, 102-105. Must be between 110 BC – 193 AD.

Round 1: 3pm; Round 2: 4:30pm; Round 3: 6pm; Round 4: 7:30pm; Round 5: 9pm

GM: Dan Hazelbark (Hazelbark2005@yahoo.com)

## Friday

### 15/25mm Open

9am-7pm

200pts. 2.5 hour rounds. Two lists if submitted to GM by July 1, otherwise, 1 list.

15mm: Any army from any list.

25mm: Any army that does not have Knights (heavy knights, medium knights, foot knights are all excluded). No restrictions on chariots or cataphracts. Historical pairings.

Round 1: 9:15am; Round 2: 1:30pm; Round 3: 4:15pm

GM: Dan Hazelbark & Kurt Holmes (Hazelbark2005@yahoo.com)

### Glory of Rome Campaign-continues

7:30pm-11pm

Same as Thursday except preset terrain and 60 minute rounds.

Round 1: 7:30pm; Round 2: 8:30pm; Round 3: 9:30pm.

GM: Dan Hazelbark (Hazelbark2005@yahoo.com)





## Saturday

### 15mm Feudal Era Theme

9am-7pm

200pts. 2.5 hour rounds. Two lists if submitted to GM by July 1, otherwise, 1 list.

Feudal Era from 1000-1299 AD (inclusive). Armies allowed: 134, 148, 151, 172-218. No Heavy Knights, Foot Knights or elephants.

Round 1: 9:15am; Round 2: 1:30pm; Round 3: 4:15pm

GM: Dan Hazelbark (Hazelbark2005@yahoo.com)

## 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](http://www.fourhorsemenenterprises.com/forum).

GM: Scott Holder

## 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

### Roman Civil Wars Theme, 25mm

9am - 10pm; 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 - 10pm; 1600 pts.

Round 1: 9am; Round 2: 1:30pm; Round 3: 6pm.

### Warrior National Championship Finals

Noon - 11pm; 25mm, By Invitation Only, 1600 pts.

Round 1: 9am; Round 2: 1:30pm; Round 3: 6pm.

## Other Tournaments

### Flames of War

(I-95 Gamers)

## Thursday

### Late-War East Front Doubles

10am - 8pm

Arrive at 9:30am or your slot might be given away. Three 2.5 hour rounds. All official Late-War, East-Front briefings and Japanese are in play. Teams make two 1,000pt companies but you can only have one tank, one mech, or one infantry company, no fortified companies allowed. The Germans may combine with Hungarians, Romanians and Finns. The Russians may combine with Romanians. 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. The Missions will be random and Domination missions are possible. 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. All miniature manufacturers are welcome but no unpainted teams.

Cost is \$10 per team which goes for prizes.

We encourage you to bring a chess clock as we will enforce the 60% of the time rule: if you go over, you lose. You need to play at least 6 turns.

Additional tournament information will be posted on [http://games.groups.yahoo.com/group/I95Gamers\\_Flames\\_of\\_War\\_Tournaments\\_page/?yguid=112763631](http://games.groups.yahoo.com/group/I95Gamers_Flames_of_War_Tournaments_page/?yguid=112763631)

GMs: Mark Greenwald and Eric Lauterbach (errk68@yahoo.com).





## Wargods

Saturday

7pm - 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

Friday:

9:00am – 7:00pm

28mm; 750pt lists; 4' x 4' tables.

Check-in will be from 9-9:30am. Preregister with GM to receive updates and allowances for unit specific information. This was submitted before the Tank War book was released. Tables will represent European, Pacific, North African and Eastern theaters. Prizes will be awarded for Best General, Best Painted, Bad Day At War and Favorite Opponent. Expect a creative scoring system to break ties of win/loss records for determining winners.

20 players max.

You may select a force of ONE reinforced INFANTRY platoon (no Theater Selectors). No vehicles with an armor value greater than 8. Missions will be given out on the day of the event. These missions will be selected from the core rule book and missions posted on WWPd.Net. Expect tables of various terrain density and type.

Special Rules:

The Current Season of BoltAction.net rules for this tournament. This has several rule changes that are being tested out. For full explanation of the rules please contact the GM. These include modified rules for Tows, Fixed Weapons, LMG (only cost 5pts), vehicle flamethrowers and transports. All these rules will be included in a player pack plus you can request them any time from the GM. War Planes (instead of air observers) and Split Transports.

Round 1: 10:00am, Round 2: 1:30pm, Round 3: 4:00pm.

GM: Mike Proctor (mikep18103@yahoo.com)

Sponsors: Warlord Games

## SAGA

Friday

### Jump In/Jump Out Tournament

9:00am – 5:00pm; 90 minute rounds; 4-6pt armies; 4' x 4' table

You do not have to play in all the rounds. Lists from current official army lists. Actual point level will be based on what you and your opponent have. Heroes are allowed if you and your opponent agree. Score will be based on number of wins and some randomness decided by the GM.

Normal points will be awarded per the rules with 1pt for every three Levy, two Warriors and one Hearthguard eliminated of your opponent. Each enemy Warlord eliminated is worth 5pts.

No unpainted figures.

Preregistration isn't required but encouraged. You can always show up and we will work to get you into some games.

Loaner armies available. Depending on interest, we might run an Age of the Wolf campaign alongside the tourney.

GM: Jeff Wiltrout (jefritrout@msn.com).

## Lord of the Rings

Saturday

### Fourth Age Tournament

9:00am – 9:00pm

600pt lists. 4 two-hour rounds.

This Tournament will have a "Beginners" and a "Veterans" division. Whenever possible, Beginners will be paired with other Beginners. As this is a "Fourth Age" tournament, no spell-casting models are permitted. Players in the Beginner division may either use a preset army provided by the tournament organizers, or bring any legal 600 pt. army of their own design, provided that it: (a) conforms to the restrictions on allies described below; (b) contains no models that can cast spells, and (c) contains no monsters.

Players in the Veteran division must bring two armies. Both must conform to the restrictions on allies described below. Neither can include any models that can cast spells. One may not contain monsters, so that the Veteran player can use it if they are paired against a Beginner player. The other list MAY contain monsters, and can be used only when playing



another Veteran player. The two lists can, but need not, be from different factions.

Each player may only pick units from a maximum of two factions. If they pick another faction beyond the first, then that second faction must have at least 12 models in its warband. The exceptions to all these rules are the following factions (you can have two factions and still ally in these): Thorin's Company, Champions of Erebor, The Fellowship, Wanderers of the Wild, Denizens of the Dark.

Each round will have a different scenario. The scenario pack will be available at [www.dchobbitleague.com](http://www.dchobbitleague.com) on 1 Jun 2016. Each player must keep their same army list throughout the tournament.

Round 1: 9:30am; Round 2: 1:00pm; Round 3: 4:00pm; Round GM: Devin Moreno ([dchobbitleague@gmail.com](mailto:dchobbitleague@gmail.com))

## By Fire and Sword

Saturday

### Skirmish Level Tournament

12:00pm – 8:00pm

20 players; 4' x 4' table; 2-hour rounds.

Skirmish level tourney with Swiss pairings. Total points will determine winner. Loaner armies will be available. Prizes include a trophy and product depending on number of players. Best painted prize as well.

Players can have three army lists of the same faction/country to choose from.

Round 1: 12:30pm; Round 2: 3:00pm; Round 3: 5:30pm.

GM: Michal Molenda ([michal\\_molenda@onet.pl](mailto:michal_molenda@onet.pl)).

Sponsor: By Fire and Sword.

## Flames of War

Battlefront Miniatures

Friday & Saturday

### Flames of War Late War National Tournament

9 am – 7 pm (Fri)

9 am – 7 pm (Sat)

Time to play with the big guns! Bring your post-1944 army to take part in the largest Flames of War tournament in the Continental United States. All armies to be built to 1420 points and will be used throughout the tournament. Tournament will be six 3-hour rounds, three per day, with these starting times: Friday, 9 am, 1 pm, 4 pm; Saturday : 9 am, 12:30 pm, 3:30 pm. Please check in no later than 8:00 am on Friday for sign-up so we can start round 1 right at 9am and please arrive no later than 8:30 am on Saturday. Be prepared to play 2 fair fights, 2 mobile battles and 2 defensive battles. Additional information will be posted on the flames of war forums so please check this website soon:

<http://www.flamesofwar.com/Default.aspx?tabid=126&aff=14&ft=573479&afv=topic>

GMs: Battlefront Staff

(Contact us with questions at [david.griffin@battlefront.co.nz](mailto:david.griffin@battlefront.co.nz))

## Warhammer Ancients

The WAB World Cup comes to HISTORICON®! Players bring a valid 2800pts WAB 2 list from the Armies of Antiquities 2 book 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 players 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.

25mm, 4' x 8' tables

GMs: Alex White & Neight Connelly

([boldos@frontier.net](mailto:boldos@frontier.net))

Thursday

### WAB Cup Qualifier 1

4pm - 11pm

Friday

### WAB Cup Qualifier 2

9am - 3pm

### WAB Cup Qualifier 3

4pm - 11pm

Saturday

### WAB Cup Finals

9am - 5pm

### Doubles Tournament

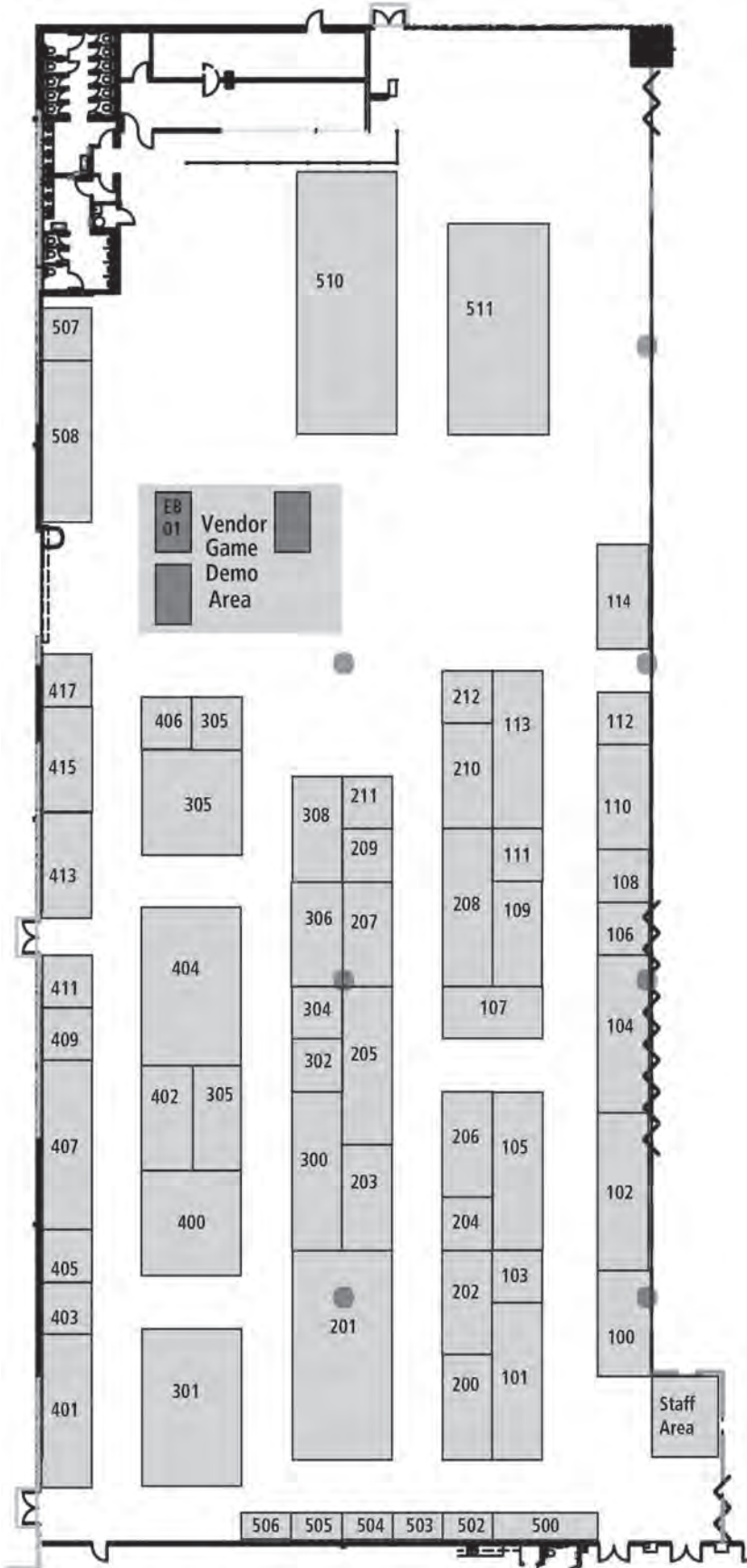
3pm - 10pm

2800pt list from Armies of Antiquities 2 book or the WAB 1 books.

Bring a partner or we'll try to find you one.



## EXHIBIT HALL B – VENDOR MAP



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# VENDORS DIRECTORY

## Age of Glory Miniatures

### Booth: 105

POC: Steven Mynes  
449 Hawkridge Ln.  
Sykesville, MD 21784  
Phone: 443280-9465  
Fax: 443280-9465  
Email: ageofgloryminiatures@gmail.com  
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.*

## Atlantis Games & Comics

### Booth: 305

POC: Bryan Haven  
9649 1st View Street  
Norfolk, VA 23503  
Phone: 757-502-8953  
Email: ac1@atlantis-comics.com  
Website: http://atlantis-comics.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Grex airbrushes and supplies; hobby supplies; Flames of War; Wargames Factory; boardgames; Tabletop games*

## B&V Traders

### Booth: 108

POC: Mike Varney  
445 Trice Road  
Bumpass, VA 23024  
Phone: 540-872-4373  
Cell: 540-223-7886  
Email: bvtraders@aol.com  
Website: www.bvtraders.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Catalyst Game Labs, Spartan Games, Pastimes terrain, Foxhole Terrain, Itar's Workshop, Reaper CAVs, JR Miniatures, War Torn Worlds, Monday Knight Productions. Misc OOP/discontinued/discount items from various manufacturers.*

## Battlefield Terrain Concepts

### Booth: 301

POC: Doug Kline  
754 Ray St.  
Roanoke, VA 24019  
Email: dkline1863@aol.com  
Website: www.battlefieldterrain.com

*Products/Services: Resin & Custom terrain. Fields, Hills, Fences, Bocage, Trees, Roads, Streams, Earthworks, Time Cast Scenics, JR Miniatures, Mark IV Miniatures, Scenics, Round Top Miniatures, etc.*

## Battlefront Miniatures

### Booth: 510

POC: David Griffon  
500 Principio Parkway West Suite 100  
Northeast, MD 21901  
Phone: 410-287-1528  
Fax: 410-287-2012  
Email: david.griffin@battlefront.co.nz  
Website: www.FlamesOfWar.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Flames of War; Team Yankee; Gale Force 9*

## Battle Valor Games

### Booth: 304

POC: Edward Spettigue  
2608 Wakefield Street  
Grapeville, PA 15634  
Phone: 443-354-0266  
Email: ed@battlevalorgames.com  
Website: www.battlevalorgames.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Battle Valor Fantasy 15mm miniatures & products*

## Belle and Blade Video

### Booth: 507

POC: Steve Mormondo  
124 Penn Ave.  
Dover, NJ 7801  
Phone: (973) 328-8488  
Email: video.guru@verizon.net  
Website: www.warshows.com

*Products/Services: Videos, DVD, Tshirts, patches, signs.*

## Bradán's World Media

### Booth: 505

POC: Samuel Friedman  
200 Cavalry Drive Ste 401  
Newark, DE 19713  
Email: samramirezfriedman@mailbox.org

## Brian Beal

### Booth: 506

POC: Brian Beal  
Email: blistek@exop.net

## Brigade Games and Hobby Supply, LLP

### Booth: 201

POC: Lon Weiss  
35 Brookvale Rd.  
Kinnelon, NJ 0  
Phone: (800) 381-9177  
Fax: (800) 381-9177  
Email: brigadegames@yahoo.com  
Website: www.brigadegames.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Miniatures: Brigade Games, Rattrap, Parroom, Company B, Great War, Artizan; Vehicles: Brigade Games, Company B, JTFM, AGN; Rules: Sinister Labs, Rattrap, Iron Ivan, Skirmish Campaigns, T&T*



## C&B Minis

**Booth: 308**

POC: Bob Rossi  
17515 Wayside Drive  
Dumfries, VA 22026  
Phone: 703-441-2021  
Email: bobindumfries@gmail.com  
*Products/Services: Essex miniatures*

## Casemate Publishers

**Booth: 407**

POC: Sean Johnston  
908 Darby Road  
Havertown, PA 19083  
Phone: (610) 853-9131  
Fax: (610) 853-9146  
Email: sean.johnston@casematepublishers.com  
Website: www.casematepublishers.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Military History and Modeling Books including, Casemate, Amber, Amberley, Airfile. Andrea Press, Avaeology, Pen & Sword, Grub Street, Harpia Publishing, Helion, Histoire & Collections, Kagero, Mushroom Models, Savas Beatie*

## CMON, Inc

**Booth: 402**

POC: Raymond Rappaport  
1290 Old Alpharetta Rd  
Alpharetta, GA 30005  
Phone: 404-944-7263  
Email: raymond@cmon.com  
Website: www.cmon.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Dark Ages; Micro Arts Basing System; Wrath of Kings*

## Collins Epic Wargames, LLC

**Booth: 417**

POC: Byron Collins  
4564 Schooner Blvd.  
Suffolk, VA 23435  
Phone: 757-636-7121  
Email: admin@collinsepicwargames.com  
Website: www.collinsepicwargames.com  
*Products/Services: Frontline General Series of Games and Accessories; Spearhead 1943 Series of Board/Card games; Polyversal Demos - 6mm SciFi*

## Cotton Jim Flags

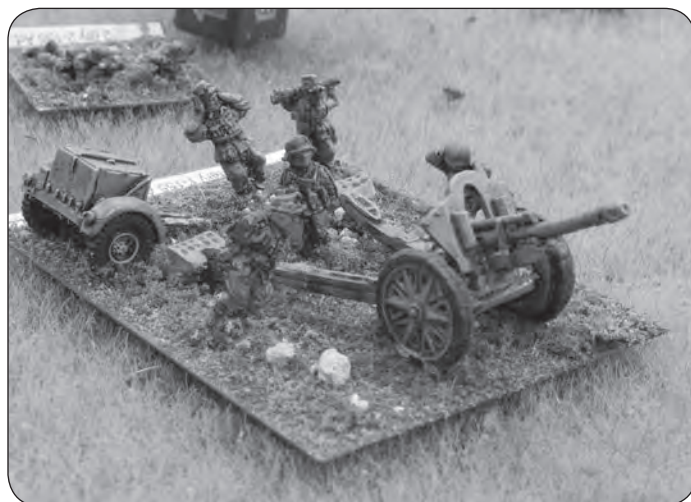
**Booth: 109**

POC: James Russell  
2113 Walpole Street  
Virginia Beach, VA 23456  
Phone: (757) 567-4280  
Cell: (757) 567-4280  
Email: cottonjim@aol.com  
Website: www.cottonjimflags.com  
*Products/Services: Wargame rules; Wings of Glory, Army Painter products, 10mm flags; Sails of Glory; Bolt Action; JR Miniatures; Warlord Games*

## Crocodile Games

**Booth: 111**

POC: Chris Fitzpatrick  
PO Box 39113  
Indianapolis, IN 0  
Phone: 317-496-5999  
Email: sales@crocodilegames.com  
Website: www.crocodilegames.com  
*Products/Services: Wargods range of ancient and mythological miniatures, characters, troops and monsters of mythology: Aegyptus, Hyperborea, Olympus.*





## Dave's Baggage Train

### Booth: 200

POC: Phillip Spera  
PO Box 293  
Colebrook, CT 6021  
Phone: 860-738-2391  
Email: phillip@davesbaggagetrain.com  
Website: <http://www.davesbaggagetrain.com/>

*Products/Services: Carrying cases & storage trays for miniatures & terrain; Omni-ruler measuring sticks; Laser cut base; and terrain products*

## Dayton Painting Consortium, Ltd.

### Booth: 305

POC: Richard Masse  
PO Box 24185  
Huber Heights, OH 45424  
Phone: (937) 667-1037  
Fax: (937) 667-1037  
Email: radetzky@prodigy.net  
Website: [www.dpcltd.com](http://www.dpcltd.com)  
Cavalry Dollars Rewards Program: Y  
*Products/Services: RSM95 20mm ACW, NAPs, Colonials/25mm FIW, Jacobite Rebellion, SYW, AWI & Ottoman Turks figures. Parade Ground Flags/Phil Alexander Flags, Howard Hues paints. Mitres, Moustache & Musket Rules.*

## Decision Games/Strategy & Tactics Press

### Booth: 107

POC: Callie Cummins  
P.O. Box 21598  
Bakersfield, CA 93390  
Phone: 661-679-6821  
Fax: 661-587-5031  
Email: calliecummins@decisiongames.com  
Website: <http://decisiongames.com/wpsite/>  
*Products/Services: Decision Games full product line including the new folio game series (inexpensive, quick-to-play games). S&T press with the latest S&T and World at War magazines, magazine games and books.*

## Dr Mike's Models'n'Crafters Glue

### Booth: 504

POC: Michael Rice  
PO Box 1401  
Ashland, VA 23005  
Phone: 804-798-5225  
Fax: 804-798-5225  
Email: DrMikesGlue@aol.com  
Website: [www.drmikesglue.com](http://www.drmikesglue.com)

*Products/Services: Adhesives & live demos on using adhesives on miniatures, models, & more.*

## Eureka Miniatures USA

### Booth: 101

POC: Robert Walter  
225 East Street  
East Walpole, MA 2032  
Phone: (508) 668-5240  
Email: robwalter556@yahoo.com  
Website: [www.eurekaminusa.com](http://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!*

## Flag Dude

### Booth: 406

POC: Rick O'Brien  
207 Mountain Ridge Drive  
Huntsville, AL 35801  
Phone: 256-929-3416  
Email: rcobrien@earthlink.net  
Website: [www.flagdude.com](http://www.flagdude.com)  
*Products/Services: Paper flags, terrain and painted figures*

## GAJO Games

### Booth: 208

POC: Craig Tyrell  
9420 S. Union Square  
Sandy, UT 84070  
Phone: 801-563-5956  
Fax: (801) 563-5956  
Email: gajominis@aol.com  
Website: [www.gajominis.com](http://www.gajominis.com)  
*Products/Services: Painted historical miniatures; Wasatch Miniature Pewter figures*

## GHQ

### Booth: 102

POC: Channing Scott  
28100 Woodside Rd.  
Shorewood, MN 55331  
Phone: 612-823-5622  
Fax: 952-470-4428  
Email: cscott@ghqmodels.com  
Website: [www.ghqmodels.com](http://www.ghqmodels.com)  
*Products/Services: Micro Armour, Micronauts, Micro Force 10mm, Terrain Maker; rules & accessories.*

## Good Ground LLC

### Booth: 409

POC: Bill Moreno  
3781 Devenwood Way  
Buford, GA 0  
Phone: 678-541-5546  
Cell: 954-937-3361  
Email: acwbill@aol.com  
Website: [www.crackerlineminis.com](http://www.crackerlineminis.com)  
Cavalry Dollars Rewards Program: Y

*Products/Services: 10mm ACW Cracker Line; Plank Road; & Between the Lines miniatures; B Company magnetic bases. New releases: dismounted cav, Wilder's Mtd Rifles*

## Harmony House Hobbies

### Booth: 401

POC: Jefferson Davis Hobbs II  
9236A Hollow Road  
Middletown, MD 21769  
Phone: (301) 371-8119  
Email: mbritt9236@aol.com  
Website: [www.harmonyhousehobbies.com](http://www.harmonyhousehobbies.com)  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Dice, Dice, Dice; gaming supplies; modeling tools; books; zombie dinosaurs; tape measures; miniature figures (painted & unpainted; terrain.*

## Hobby Bunker

### Booth: 205

POC: Matthew Murphy  
33 Exchange Street  
Malden, MA 2148  
Phone: 781-321-8855  
Fax: 781-321-8866  
Email: matt@hobbybunker.com  
Website: [www.hobbybunker.com](http://www.hobbybunker.com)  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Manufacturer of terrain; painted toy soldiers; 1/72, 15-28mm figures, JR minis; 28mm plastics; plastic toy soldiers; rulebooks & military books; paint & supplies.*

## Hot Wire Foam Factory

### Booth: 310

POC: Shaina Moral  
216 E. Laurel Avenue  
Lompoc, CA 93436  
Phone: (866) 735-9255  
Fax: (805) 735-9285  
Email: Shaina@hwff.com  
Website: [www.hotwirefoamfactory.com](http://www.hotwirefoamfactory.com)  
*Products/Services: Foam cutting tools for making any kinds of props imaginable.*

## Iron Wind Metals

### Booth: 104

POC: Jim Fox  
10488 Chester Rad  
Woodlawn, OH 45215  
Phone: (513) 870-0606  
Fax: (513) 870-0626  
Email: fox@foxminiatures.com  
Website: [www.ironwindmetals.com](http://www.ironwindmetals.com)  
Cavalry Dollars Rewards Program: Y

*Products/Services: Classic Battletech, Ral Partha Fantasy & Historical, Vor, Fox Miniatures, Ravenstar Miniatures, Iron Clad UK, Crossover Miniatures, Grendel Resin*

## **Le Roi Soleil Miniatures**

### **Booth: 302**

POC: Robert Miller  
1001 Memorial Village Dr  
Houston, TX 77024  
Phone: 713-365-0064  
Email: seclaw@sbcglobal.net  
Website: www.leroisoleilminiatures.com  
*Products/Services: Warfare Miniatures Products. 28mm miniatures and rules.*

## **Lost Battalion Publishing**

### **Booth: 404**

POC: Debbie Billings  
5430 Arcadia Ave  
Upperco, MD 21155  
Phone: 410-374-9904  
Fax: 410-558-6548  
Email: debbie.billings@lostbattalion.com  
Website: www.lostbattaliongames.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Sergeants miniatures game; Sergeants boardgame; Enemy in Sight card game; Brawling Battleships card game; A Place to Play terrain tiles*

## **Miniature Building Authority**

### **Booth: 400**

POC: Kirk Stephens  
PO Box 107  
Bethlehem, GA 30620  
Phone: 404-932-3106  
Fax: 770-207-0126  
Email: kirk@miniaturebuildingauthority.com  
Website: www.miniaturebuildingauthority.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: 15mm & 28mm prepainted buildings and terrain from Miniature Building Authority, painted miniatures by Bob Ladd*

## **Miniature Wargames - The Movie**

### **Booth: 503**

POC: Joe Piddington

## **Minutemen Toy Soldiers**

### **Booth: 413**

POC: George Guerriero  
35 Pilgrim Village Road Unit #902  
Taunton, MA 2780  
Phone: (617) 462-5431  
Email: gguerriero@msn.com  
Website: www.mmtoysoldiers.com  
*Products/Services: King & Country & other 54mm toy soldiers, Dragon, Hobby master & Panzerstahl 1/72nd diecast vehicles, Battlefield, SHQ, Britannia and SGMM 28mm wargaming figures, Scenic Effects 15mm & 28mm buildings, terrain features, latex roads and rivers, 1/72nd and 1*

## **Mr Miniature Painting**

### **Booth: 502**

POC: Bill Goranson  
8017 Pagoda Dr  
Spring Hill, FL 34606  
Phone: (352) 683-9995  
Email: wgoranso@tampabay.rr.com  
Website: www.mrminiature.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Painting Service*

## **The Nafziger Collection**

### **Booth: 500**

POC: George Nafziger  
6035 Ash Hill Court  
West Chester, OH 45069  
Email: drnafziger@yahoo.com  
Website: www.nafzigercollection.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Books*

## **Old Glory/Old Glory Shipyard/Blue Moon**

### **Booth: 509**

POC: Connie Dunaway  
4150 State Rte. 981  
Mount Pleasant, PA 15666  
Phone: 724-423-3580  
Fax: 724-423-6898  
Email: oldglory@cvzoom.net  
Website: www.oldglory25s.com www.bluemoonmanufacturing.com  
*Products/Services: Historical pewter figures, resin buildings, and ships. ~ Old Glory ~ Old Glory Shipyard ~ Crusader ~ Blue Moon ~ Sash & Saber. 15 & 25mm miniatures.*

## **Outland of Pennsylvania**

### **Booth: 106**

POC: Phillip Kearnan  
606 Warm Springs Ave.  
Huntingdon, PA 0  
Phone: 814-644-6898  
Fax: 814-644-6898  
Cell: 814-423-0704  
Email: pjkearnan@gmail.com  
*Products/Services: Ral Partha Colonials/ Historicals, Houston Ships, painted figures by Phil Kearnan*

## **Paper Terrain**

### **Booth: 203**

POC: Scott Washburn  
13460 Trevoise Road  
Philadelphia, PA 19116  
Phone: 215677-1869  
Email: scottwashburn@comcast.net  
Website: www.PaperTerrain.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Paper wargame buildings, fortifications, wargame accessories*

## **Phalanx Consortium**

### **Booth: 415**

POC: Chris Bennett  
102 Penrith Court  
Williamsburg, VA 23185  
Phone: 804-210-6049  
Email: info@thephalanxconsortium.com  
Website: www.facebook.com/thephalanxconsortium.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: 206**

POC: John Siewenie  
1860 N. Braymore  
Inverness, IL 60010  
Phone: 847-207-9469  
Email: john@picoarmor.com  
Website: www.picoarmor.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Oddzial Osmy (08) 3mm/15mm miniatures; Simply 6 buildings; Brigade Games buildings*

## **Pictors Studio**

### **Booth: 103**

POC: Scott Perry  
212 West Main St.  
Ligonier, PA 15658  
Phone: 724-771-4102  
Cell: 724-771-4102  
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.*

## **Pulp Figures/Crucible Crush**

### **Booth: 116**

POC: Bob Murch  
4274 Turner Rd.  
Kelowna, British Columbia 0  
Phone: 250 764 2149  
Email: pulpfigures@gmail.com  
Website: www.pulpfigures.com  
Cavalry Dollars Rewards Program: N  
*Products/Services: 28mm Pulp Era/ historical miniatures, 1/250 scale star fighters, 28mm Huron and Iroquois warriors. Indians and Star Ships to be newly released at show. RAFM Miniatures.*

## **Reaper Miniatures**

### **Booth: 508**

POC: Cheryl Storm  
9062 Teasley Lane  
Denton, TX 76210  
Phone: 940-484-6464  
Email: ladystorm@reapermini.com

## **Relic Golden Amusement, Inc.**

### **Booth: 207**

POC: Ed Gries  
P.O. Box 572  
Hackensack, NJ 7602  
Phone: (201) 342-6475  
Cell: (201) 342-6475  
Email: apple1005@verizon.net  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Osprey publications; historical books & posters; del prado figures; military VHS*

## **Rick Carlile Military Books**

### **Booth: 204**

POC: Rick Carlile  
145 Wisteria Dr.  
Dayton, OH 45419  
Phone: 937-294-8399  
Fax: 937-443-6635  
Email: rcmilbks@gmail.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Military and Wargaming Books and Magazines*

## **Sash and Saber Castings**

### **Booth: 110**

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  
Cavalry Dollars Rewards Program: Y  
*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*

## **Sergeants 3**

### **Booth: 211**

POC: Lori Brom  
2527 S. Carrollton Ave  
New Orleans, LA 70118  
Phone: 504-861-4629  
Email: loribrom@gmail.com  
Website: www.sergeants3.com  
*Products/Services: TSATF; Chassepot & Needle-gun; TSATF Variants; A Glint of Bayonets; 800 Fighting Englishmen*

## **Sgt. Major Miniatures**

### **Booth: 113**

POC: Andy Turlington  
15 Fleetwood Farm Lane  
Fredericksburg, VA 22405  
Phone: (540) 940-2188  
Email: andrewturlington@hotmail.com  
Website: www.sgmm.biz  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Manufacturer of: 15 and 28 mm Ancients, 20mm WWII, 20mm Modern, 28mm Fantasy and Sci-Fi Miniatures along with a variety of rules. Distributer of: Board Games, Paints, Accessories, Rules, Scenario Books, including Mutineer Miniatures, Plastic Soldier Comp*

## **Silver Eagle Wargame Supplies**

### **Booth: 300**

POC: Jacob Kovel  
8 Neal Drive  
Simsbury, CT 0  
Phone: (860) 651-6166  
Email: sales@silvereaglewargames.com  
Website: www.silvereaglewargames.com  
Cavalry Dollars Rewards Program: Y

*Products/Services: Tin Soldier & Irregular Miniatures unpainted figures, HCH & SPS painted figures, Warrior rules & lists, Pegasus terrain, Renaissance Ink paints & bases; FHE Publications (Warrior), Brg Battalions Painted Miniatures, Warlord Games.*

## **Six Sided Simulations**

### **Booth: 213**

POC: Daniel Broh-Kahn  
17 Seven Springs Court  
Phoenix, Maryland 21131  
Phone: 410-615-9044  
Cell: 410-615-9044  
Email: DBKMBACPA@verizon.net  
Website: WWW.SIXSIDED.Com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: Adhesive Sheet Miniature flags for all scales and historical eras. Now with over 100 different sheets in 28/30 mm representing over 2500 different military flags. All Scales from 28/30mm down to*  
*New this year: Flags from the Crusades, Renaissance a*

## **Small Scale Painting**

### **Booth: 405**

POC: Bill Bluemle  
123 Lorish Road  
McKees Rocks, PA 15136  
Phone: 412-489-6106  
Cell: 412-327-0534  
Email: mrpokey61@verizon.net  
*Products/Services: Painted miniatures - all types, all quality by request.*

## **Stan Johansen Miniatures**

### **Booth: 209**

POC: Stan Johansen  
400 Crosswinds Drive Apt F1  
Greenacres, FL 33413  
Phone: 561-641-6551  
Email: sjjj@ix.netcom.com  
Website: www.stanjohansenminiatures.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services: 20mm Modern; Road Warrior; Bush Wars; 15mm Sci-Fi; 28mm Modern; Painted Fantasy, Pulp, Western, Ancients.*

## Stonehouse Miniatures

### Booth: 212

POC: Hugh Singh  
12309 Possession Lane  
Edmonds, WA 98260  
Phone: 503-960-5962  
Email: hksingh1@comcast.net  
Website: www.stonehouseminiatures.com

Cavalry Dollars Rewards Program: Y

*Products/Services:* Stonehouse Miniature Buildings & Terrain; Askari Miniatures; Two Hour Wargame Rules; Revisco Miniatures.

## Test of Battle Games

### Booth: 114

POC: Glenn Kidd  
5315 Hope Lane  
Allentown, PA 18106  
Phone: 610-706-0338  
Email: Glenn\_Kidd@msn.com  
Website: www.TestofBattle.com  
Cavalry Dollars Rewards Program: Y  
*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: 411

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  
Cavalry Dollars Rewards Program: Y

*Products/Services:* Thoroughbred figure products: Ironclads - 1/600; Sea Eagles 15mm 1812 Naval ship kits & figures, SOJERS 20mm WW2 figures & Vehicles

## Wargame Tools

### Booth: 403

POC: Thierry Jones  
311 Fulle Drive  
Valley Cottage, NY 10989  
Phone: 845-270-8889  
Email: tjdomesa@aol.com  
Website: www.wargametools.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services:* Historical wargaming buildings in 28mm; laser cut kits

## Wargamer USA

### Booth: 303

POC: Tomasz Tomczysnki  
2445 SW 18th Terrace #603  
Ft. Lauderdale, FL 33315  
Email: tom.tomczysnki@gmail.com  
Website: www.byfireandsword.com  
*Products/Services:* Realistic & playable historical miniatures armies and rule books to recreate 17th century European warfare.

## The Wargaming Company

### Booth: 406

POC: Kevin MacDonald  
2361 Stonecrest Path  
Prior Lake, MN 55372  
Phone: 952-233-8171  
Email: stpistaff@yahoo.com  
Cavalry Dollars Rewards Program: Y

## Warlord Games

### Booth: 100

Cavalry Dollars Rewards Program: Y

## Warstore Collectibles

### Booth: 306

POC: Gary Green  
319 Whitney Court  
Havre de Grace, MD 21078  
Phone: 443-345-6706  
Cell: 443-345-6706  
Email: garygreenwarstore@hotmail.com  
Website: www.warstorecollectibles.net  
*Products/Services:* 1/32, 1/72 plastic & metal soldiers and tanks

## Winged Hussar Publishing LLC

### Booth: 112

POC: Vincent Rospond  
1525 Hulse Rd Unit 1  
Point Pleasant, NJ 8742  
Phone: 732-714-7000  
Cell: 973-462-9711  
Email: vrospond@gmail.com  
Website: www.wingedhussarpublishing.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services:* Gallic Wars; Carson's Civil War; Frederick's Order; European Weapons/Warfare; Late Roman Army.

## Your Hobby Place

### Booth: 210

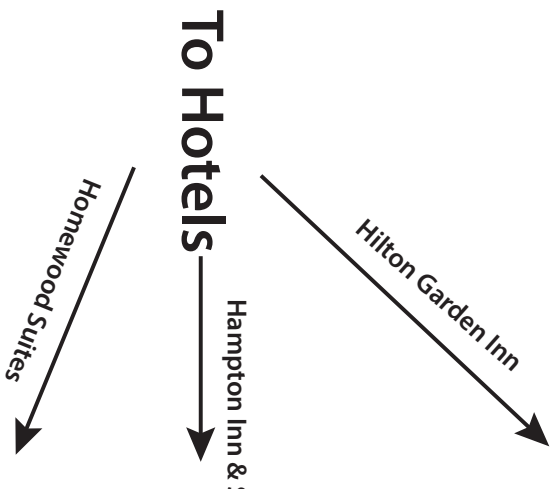
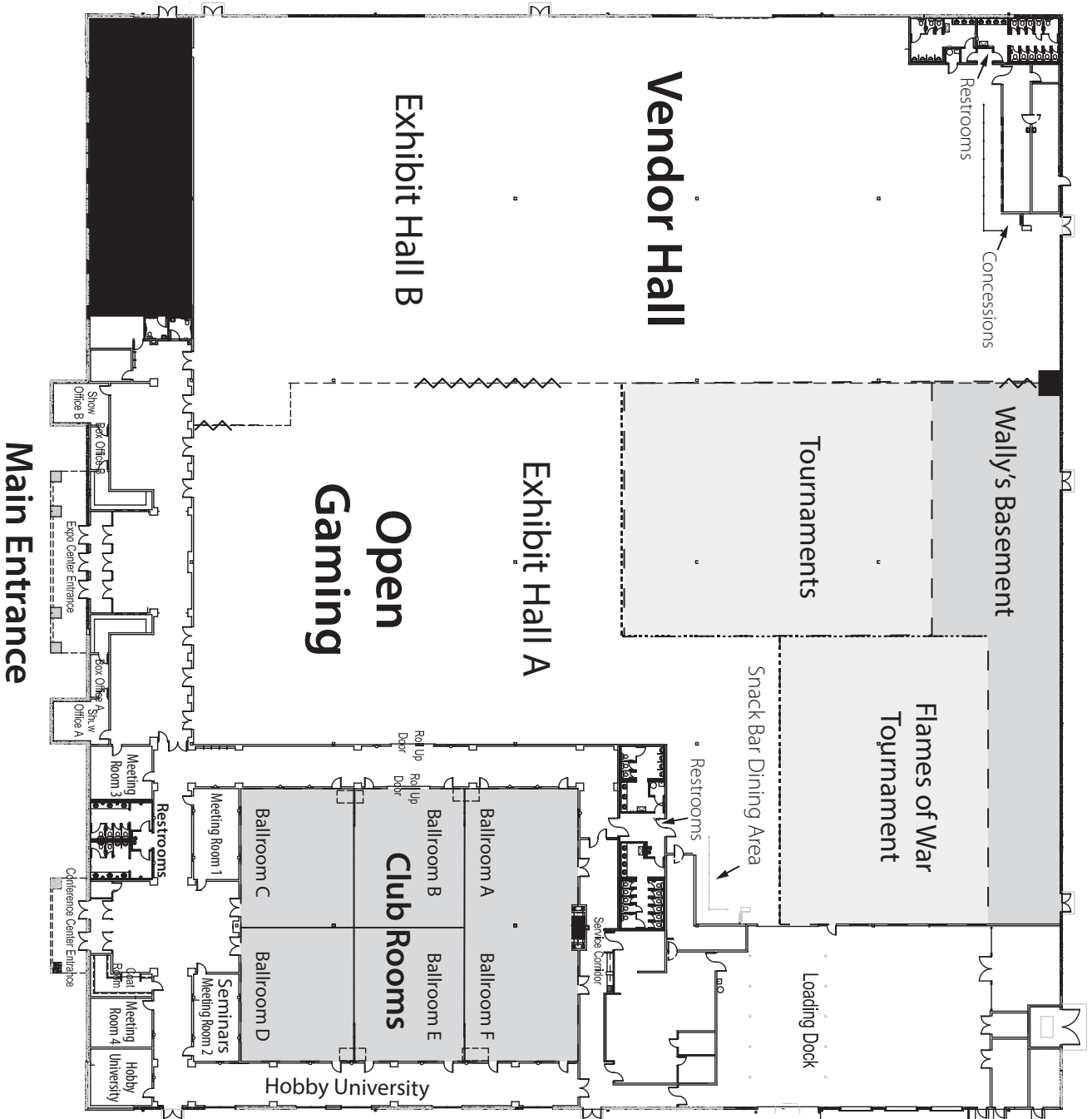
POC: David Fisher  
77 Monroe Street  
Martinsburg, VA 25404  
Phone: 304-267-3110  
Email: dave@yourhobbyplace.com  
Website: www.yourhobbyplace.com  
Cavalry Dollars Rewards Program: Y  
*Products/Services:* Historical miniatures & rules; board games; scenery; fantasy & scifi minis.

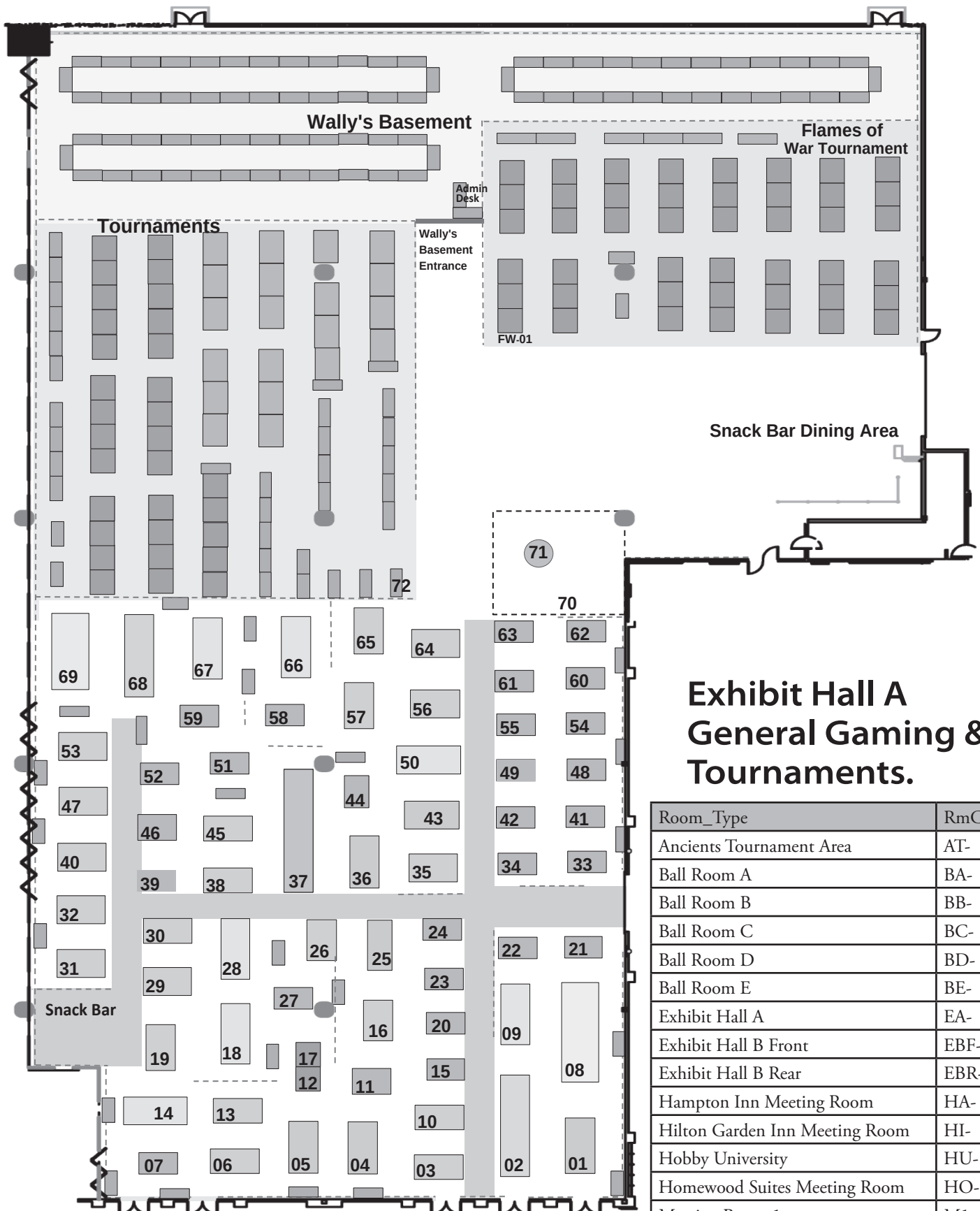




# CONVENTION CENTER MAPS

## FREDERICKSBURG EXPO & CONFERENCE CENTER





| Room_Type                      | RmCode |
|--------------------------------|--------|
| Ancients Tournament Area       | AT-    |
| Ball Room A                    | BA-    |
| Ball Room B                    | BB-    |
| Ball Room C                    | BC-    |
| Ball Room D                    | BD-    |
| Ball Room E                    | BE-    |
| Exhibit Hall A                 | EA-    |
| Exhibit Hall B Front           | EBF-   |
| Exhibit Hall B Rear            | EBR-   |
| Hampton Inn Meeting Room       | HA-    |
| Hilton Garden Inn Meeting Room | HI-    |
| Hobby University               | HU-    |
| Homewood Suites Meeting Room   | HO-    |
| Meeting Room 1                 | M1-    |
| Meeting Room 2                 | M2-    |
| Meeting Room 3                 | M3-    |
| Meeting Room 4                 | M4-    |
| Meeting Room 5                 | M5-    |



# Ballroom – Club Rooms



**HMGS Presents:**  
**FALL IN!® 2016 (Nov. 3 - 6)**

***Poland Through the Ages***

***From Duchy to Republic***

***Lancaster Host Resort & Conference Center***

***Lancaster, PA***





# NOTES

# 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  |
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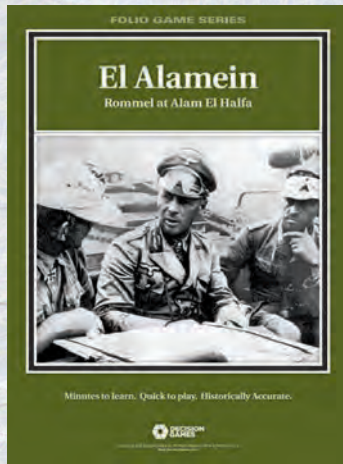
## Shuttle Route 2

| Expo     |          |          | Downtown Historic District |          |          | Expo    |          |          | Spotyslvania Towne Centre |          |          |
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In August 1942, Erwin Rommel, the "Desert Fox," had just completed his masterpiece of the desert war, breaking the British Eighth Army at Gazala, capturing Tobruk, and driving deep into Egypt. The British reformed near El Alamein, just 90 miles from Alexandria. After the repulse of a hasty attack in mid-July, Rommel orchestrated a more careful assault for the end of the month. His mobile troops were to swing wide into the desert to flank the British line and unhinge it. Eighth Army was waiting, forewarned by ULTRA intercepts. Its new commander, Bernard Montgomery, arrayed his armor along the ridge of Alam el Halfa. The German assault would pit the tactical finesse of *Afrika Korps* against greater numbers of tanks and guns. A German victory might complete the clearance of North Africa; a British victory could spell the end of *Afrika Korps*.

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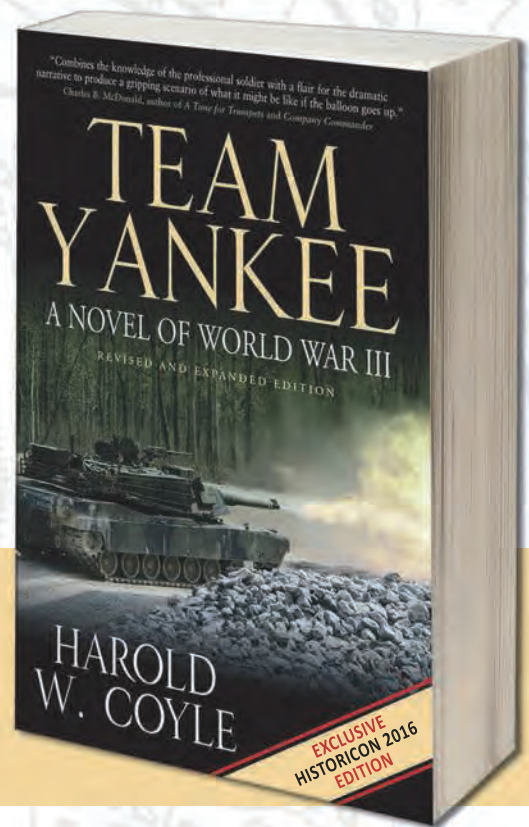
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