

HISTORICON® 2024 Preliminary Events List

Event numbers start with a 3-digit game start day/hour designation (24hr time) (T09 = Thursday 9am)

W17:230 Magic and Tech Demo

Wednesday 5:00:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-22

GM: Kevin Fischer

Sponsor: NONE, **Prize:** NONE

Period: Ultramodern Fantasy, **Scale:** 28mm, **Rules:** Magic and Tech

Description: A militant group has risen in the countryside of Narata. A Mechanized Cavalry Platoon has been dispatched to deal with them before they cause great harm and damage in the grasslands. Your feedback will be greatly appreciated. Two-player quick-starts will be available for those that want one.

W17:623 The Last Battle 1814 - Courtrai

Wednesday, 6:00:00 PM, 6 hrs, **Players:** 8, **Location:** Heritage: HR-72

GM: Stephen Umbrell & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 18mm, **Rules:** Carnage & Glory 2

Description: While the main Allied Armies are assaulting Paris, Saxon General Thielmann leads a motley force of Germans into Belgium where he is met by French General Maison with mix of conscripts and Young Guard. They meet in the farmlands just outside of the fortress of Courtrai.

W18:307 Dreadnaughts at War

Wednesday 6:00:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-12

GM: Kim Young

Sponsor: NONE, **Prize:** Copy of game rules

Period: World War I, **Scale:** 1:6000th, **Rules:** Fighting Battleships

Description: German Admiral Scheer shows his High Seas Fleet off the coast of Norway in hopes of catching a portion of the British Grand Fleet and defeating it. This is a multi-squadron level game involving over 30 battleships and battle cruisers. Players will each command a squadron of 3 to 5 Dreadnoughts. Ships will move and fight in squadron formation in this game with focus on guns, armor and speed and not minutia and endless detail. If you were a fan of the old Avalon Hill game Jutland and large fleet actions, then you will enjoy this.

W18:680 A&A D-DAY CAMPAIGN: CLASSIC-SCENARIO A — Theme Game

Wednesday 6:00:00 PM, 2 hrs, **Players:** 5, **Location:** Heritage: FA-1

GM: Peter Panzeri

Sponsor: MINIATURE BUILDING AUTHORITY (MBA), **Prize:** Free RULES available from MBA to all players @Game-End!

Period: World War II, **Scale:** 20mm, **Rules:** Modified Axis-&-Allies D-Day - WW2 CORPS-LEVEL expanded onto 8-foot Color Terrain Blanket

Description: Your BIG CHANCE to change the fate of D-Day in a small game of the strategic battle using the Modified Axis-&-Allies D-Day game with 20mm tanks & figures and played on a 6-foot Color Normandy Terrain-map (Blanket). Maneuver brigades and divisions of Infantry, Armor, Artillery and Air Support. Random events, music and mayhem. What's not to love? A war Game, A strategy game, a Survival game. Presented by members of the DUKE SEIFRIED FOUNDATION

W19:184 Hail, Emperor, those who are about to die salute you — Theme Game

Wednesday 7:00:00 PM, 3 hrs, **Players:** 8, **Location:** Heritage: HR-24

GM: Jim McWee

Sponsor: Miniature Building Authority, **Prize:** Gift Certificates

Period: Ancients, **Scale:** 28mm, **Rules:** Sons of Mars (modified)

Description: Start the convention hearing the roar of the crowd as gladiators entertain the masses while seeking glory, fame and riches!

Pick your gladiator from the stable and join a double elimination tournament. Ave, Imperator: Morituri te salutant! Rules will be taught. Must be 16 or older to play.

W19:143 Chippewa & Lundy's Lane July 1814

Wednesday 7:00:00 PM, 3 hrs, **Players:** 4, **Location:** Heritage: HR-44

GM: Robert Durst

Sponsor: NONE, **Prize:** NONE

Period: War of 1812, **Scale:** 12mm, **Rules:** Command and Colors

Description: The U.S. Army of the North is determined to wrest control of the Niagara River valley from the British. Winfield Scott's brigade spearheads the advance into Canada. Scott runs head-on into a small force attempting to delay the Americans long enough for the Canadian regulars and militia to set up a defensive line further north at Lundy's Lane. Both battles will be fought. Units that survive Chippewa will reappear at Lundy's Lane alongside other units of the opposing armies.

W19:564 The Battle of Isandlwana — Theme Game

Wednesday 7:00:00 PM, 3 hrs, **Players:** 9, **Location:** Commonwealth Foyer: CF-1

GM: Dave Waxtel & HMGS Next Gen

Sponsor: NONE, **Prize:** NONE

Period: Colonial, **Scale:** 28mm, **Rules:** The Men Who Would Be Kings

Description: The Battle of Isandlwana on January 22, 1879 was the first major encounter in the war between the British Empire and the Zulu Nation. Eleven days after the British invaded Zululand, a Zulu force of some 20,000 warriors attacked a portion of the British main column consisting of 1,800 British, colonial, and native troops. Children participation encouraged!

W19:674 The Battle of Edington, May 878 AD — Theme Game

Wednesday 7:00:00 PM, 3 hrs, **Players:** 8, **Location:** Commonwealth Foyer: CF-2

GM: John Spiess & HMGS Next Gen

Sponsor: NONE, **Prize:** NONE

Period: Dark Ages, **Scale:** 28mm, **Rules:** Halberd Mace and Great Sword - Dark Age Version

Description: The Last Kingdom, Alfred the Great Strikes back! Viking invaders have overrun most of England. Only Wessex, the "Last Kingdom", stands in the way of complete disaster. In May 878 AD, Alfred the Great rallied the peasants of his shires and faced down the Vikings at the Battle of Edington. The fate of England would be decided on this field.

W19:154 Tewkesbury, 1471

Wednesday 7:00:00 PM, 3 hrs, **Players:** 6, **Location:** Heritage: HR-21

GM: Peter Anderson

Sponsor: NONE, **Prize:** NONE

Period: Renaissance, **Scale:** 28mm, **Rules:** Test of Resolve - Wars of the Roses

Description: Queen Margaret and the Lancastrian army stole a march on the Yorkists. King Edward IV and his men have caught up with them at Tewkesbury, and have sought battle to prevent them from crossing the river Severn into Wales. Youth age 10 and up welcome with a playing adult, 13+ fine on their own

W20:496 Wars of Oz - Australians in Afghanistan 2011

Wednesday 8:00:00 PM, 3 hrs, **Players:** 4, **Location:** Heritage: HR-11

GM: Martyn Kelly & WAMP

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Sponsor: NONE, **Prize:** NONE

Period: Modern, **Scale:** 28mm, **Rules:** Force on Force

Description: A four-man "Australian SAS team" was inserted by helicopter overnight to recon a small village where high value Taliban leaders are meeting. Unfortunately, a local goat herder wandered close to their position, and they were compromised. What started out as a routine recon mission has developed into a firefight in which they are outgunned. A regular Aussie infantry unit in Bushmaster vehicles has been sent to extract the SAS team. This game is ideal for players who are new to the rules. Hold onto your didgeridoos and boomerangs, this game is going to be a fast way to start your convention. No food or drink at the table.

MISS IT! **ALSO DON'T MISS War College Presentation: "CRUCIAL KEYS to LITTLE BIGHORN & ROSEBUD" 5PM FRI at MONTGOMERY HOUSE.

W20:552 Into The Darkness: WORLD of TANKS-The Miniatures Game DEMO'S

Wednesday 5:00:00 PM, 3 hrs, **Players:** 12, **Location:** Heritage Foyer: HF-8

GM: James Nicholson & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** WORLD of TANKS-The Miniatures Game and House rules.

Description: Enemy Spotted!! Feind Entdeckt!! Vrag Zamechen!! The World of Tanks: Miniatures Game is an easy to learn, quick play, small scale tabletop game. You take command of a Tank Platoon, seeking to destroy your opponents tanks and secure victory.

W20:553 Into The Darkness: WORLD of TANKS-The Miniatures Game DEMO'S

Wednesday 8:00:00 PM, 3 hrs, **Players:** 12, **Location:** Heritage Foyer: HF-8

GM: James Nicholson & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** WORLD of TANKS-The Miniatures Game and House rules.

Description: Enemy Spotted!! Feind Entdeckt!! Vrag Zamechen!! The World of Tanks: Miniatures Game is an easy to learn, quick play, small scale tabletop game. You take command of a Tank Platoon, seeking to destroy your opponents tanks and secure victory.

W20:689 CROOK-&-CRAZY HORSE at ROSEBUD 1876 — Theme Game

Wednesday 8:00:00 PM, 3 hrs, **Players:** 18, **Location:** Freedom A: FA-2

GM: Peter Panzeri

Sponsor: BRIGADE GAMES PLAINS WARS FIGURE LINE, **Prize:** FREE COPY of GAME RULES & SCENARIO made available to ALL Participants after completion of the game -- PLUS Trophy for "Most-Feared-Enemy" & other prizes from our sponsors.

Period: PLAINS WARS - WILD WEST, **Scale:** 25mm, **Rules:** CRAZY HORSE RULES! by Pete Panzeri -- Available to all players FREE @Game-End.

Description: IF you think CUSTER faced a mess? Face this PRELUDE TO DISASTER a week before him; In this exciting re-fight of "the most amazing spoiling-attack of American military history." Crazy Horse's morning surprise attack on Crook's column nearly won the Great Sioux War within-in 30 minutes. And it proved to be "The height of Native American power during the 19th century" and is what "MADE LITTLE-BIGHORN POSSIBLE" ... A bloody fast-paced game of Random-events, hats, Cheers, music and mayhem. What's not to love? A WAR-Game, A SURVIVAL-Game. And a LESSON for all! HOSTED BY DUKE SEIFRIED FOUNDATION. A ONE-TIME-ONLY GAME at HISTORICON'24 *DON'T

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T09:417 Magic and Tech Demo

Thursday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-85

GM: Kevin Fischer & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Ultramodern Fantasy, **Scale:** 28mm, **Rules:** Magic and Tech

Description: A militant group has risen in the countryside of Narata. A Mechanized Cavalry Platoon has been dispatched to deal with them before they cause great harm and damage in the grasslands. Your feedback will be greatly appreciated. Two-player quick-starts will be available for those that want one.

T09:437 Battle of the Great Plains, 203 BC

Thursday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-83

GM: Kurt Schlegel & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 10mm, **Rules:** To The Strongest

Description: After the debacle at Utica, the Carthaginians have reformed their army to face Scipio in an area known as the Great Plains. Frustrated by the lack of progress with the siege of Utica, Scipio marches directly on the Carthaginians, confident in the superiority of his veteran Romans and new ally Masinissa. Refight this decisive battle, which led to the recall of Hannibal from Italy and the end of the Carthaginian Empire.

T09:447 The Russo Japanese War: A LWTV Campaign Game 1 — Theme Game

Thursday, 9:00 AM, 4 hrs, **Players:** 8, **Location:** : HR-37

GM: Miles Reidy & Little Wars TV

Sponsor: NONE, **Prize:** NONE

Period: Russo-Japanese War, **Scale:** 10mm, **Rules:** Altar of Empires

Description: Often described as World War Zero, the Russo Japanese War was a titanic struggle between a declining European power and an emerging Asian one which featured a terrifying glimpse of what WW1 had instore. Players will resolve battles that occur over the course of a campaign being played out over the convention. The outcome of the table top fighting directly influences the progress of the campaign.

T09:458 Ragnars Raid — Theme Game

Thursday, 9:00 AM, 3 hrs, **Players:** 6, **Location:** : HR-47

GM: Brad Schaive & Little Wars TV

Sponsor: NONE, **Prize:** NONE

Period: Dark Ages, **Scale:** 28mm, **Rules:** Battlelust

Description: Raiders from the North sweep into a Saxon village looking for gold and silver under the guise of a very harsh form of wealth redistribution. The game will be played on a custom table fit only for the finest of Jarls. Play will be fast paced and rewards will be in the form of miniature gold, silver and captives for ransom or a place at the table in Valhalla.

T09:469 Pea Soup, Normandy, France, 7 August 1944 Theme

Thursday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** : HR-57

GM: Alex Newhart & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** Fireball Forward

Description: The 1/117, 30th ID had moved into positions around the village of St. Barthlemy bringing with them the towed 3-inch anti-tank guns of the B/823rd Tank Destroyer Battalion. As daylight began to arrive there was a heavy fog that clung low to the ground and cut visibility to less than 30 yards. At 0600 hours the sound of German tanks could be heard coming down the road from the east. Hitler's next

attempt to stop the Allied invasion had begun. Can the Americans stop the Germans push to close off the breakout from Normandy?

T09:486 The Battle of Midway, 1942 — Theme Game

Thursday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** : HR-46

GM: Carl cardozo & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:600th, **Rules:** Fire in the Sky

Description: Trouble is, I want that fourth carrier! Take command of the fearsome Kido Butai or the valiant US Navy in the struggle for the Pacific! The IJN has its sights set on capturing a target called AF - and thanks to the codebreakers in Hawaii, they won't take Midway without a fight! Each player commands a carrier's complement of fighters and bombers. Play the strategic game using Avalon Hills classic Midway game, and the airstrikes using the new wargame rules Fire in the Sky!

T09:495 Wars of Oz - Danger Close, Battle of Long Tan, 1966 — Theme Game

Thursday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-11

GM: Patrick Devine & WAMP

Sponsor: NONE, **Prize:** NONE

Period: Vietnam, **Scale:** 15mm, **Rules:** Flames of War Modified

Description: Australian troops featured in the movie Danger Close. Historically the Battle of Long Tan in 1966. A company of Aussies go out on a routine patrol. They are besieged by a NVA regiment. Typical defensive action against overwhelming odds

T09:509 A Feast for Ravens — Theme Game

Thursday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-14

GM: Michael Hopper & DelVal

Sponsor: NONE, **Prize:** NONE

Period: Dark Ages, **Scale:** 28mm, **Rules:** Ravenfeast

Description: Ivar Forktongue learned that Svein Bloodsson left one of his longships behind in the village of Leifshheim, and has gone raiding across the sea. Ivar and his warriors set out by land to steal the longship and pillage Svein's village.

T09:535 JOE HACK Britian 43 AD British Bash

Thursday, 9:00 AM, 4 hrs, **Players:** 10, **Location:** Heritage: HR-55

GM: Joe Swartz & NOWS

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** JOE HACK

Description: In 43 AD Claudius Caesar invades Britain with an army that includes elephants. With battle hardened infantry that is every bit as tough as the British, the ancient world's best light cavalry, and elephants, the African wing of the army advances through the countryside, the British, who have patiently waited for the African column to advance down the path, charge forth from the woods, not to welcome the immigrants, but to show them their steel in a British vs African Tuetoberg Wald rules taught & minors welcome with adult

T09:541 Check Your Six! France 1940

Thursday, 9:00 AM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-43

GM: Paul Meyer & NOWS

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1/144th, **Rules:** Check Your Six! (Some House Rules)

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Description: Pilots of the Armée de l'Air make a desperate attempt to stop a powerful Luftwaffe attack against a vital bridge. House rules provide the slightly higher level of detail appropriate for scenarios with smaller numbers of larger-scale aircraft. Rules will be taught. Not well-suited for very young players

T09:615 Early Imperial Roman vs Germanic Tribes - 12 BC

Thursday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-16

GM: Erik Pulkka & LARD America

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** Infamy, Infamy!

Description: Tensions between the Germanic tribes and the Romans began as early as 17/16 BC with the Clades Lolliana, where the 5th Legion under Marcus Lollius was defeated by the tribes Sicambri, Usipetes, and Tencteri. Roman Emperor Augustus responded by rapidly developing military infrastructure across Gaul. His general, Nero Claudius Drusus, began building forts along the Rhine in 13 BC and launched a retaliatory campaign across the Rhine in 12 BC. It is now 12 BC and time for the Romans to strike back. Join us for a foray into the dangerous lands of the Germanic tribes to gain Glory or Infamy.

Infamy, Infamy! are Wargame rules for large skirmishes in the Ancient World.

T09:617 The Cinderella Army Operation WellHit

Thursday, 9:00 AM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-28

GM: Thomas Sero & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 20mm, **Rules:** Chain of Command

Description: Three months after D-Day with the German army on the run, the 1st Canadian Army is tasked with defeating Hitler's "Atlantic Wall". On the 17th of September 1st Canadian Army begins Operation "WellHit" with 2 infantry brigades plus supporting armour, artillery, and aircraft to liberate the port of Boulogne Sur-Mer. They are facing 10,000 well dug in German troops. It will take five days of heavy fighting to finally declare victory for the Allies. No experience necessary, 4 Platoon commanders needed.

T09:624 The Last Battle 1814 - Courtrai

Thursday, 9:00 AM, 6 hrs, **Players:** 8, **Location:** Heritage: HR-72

GM: Stephen Umbrell & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 18mm, **Rules:** Carnage & Glory 2

Description: While the main Allied Armies are assaulting Paris, Saxon General Thielmann leads a motley force of Germans into Belgium where he is met by French General Maison with mix of conscripts and Young Guard. They meet in the farmlands just outside of the fortress of Courtrai.

T09:156 Ctesiphon, 263

Thursday, 9:00 AM, 3 hrs, **Players:** 8, **Location:** Commonwealth: CW-43

GM: Peter Anderson

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** To the Strongest!

Description: King Odaenathus of Palmyra attacks the Sassanid Persian army under Shapur 1, in attempt to take the Persian capital. Rules are easily learned, use a gridded table and cards... no dice! Youth age 10 and up welcome with a playing adult, 13+ fine on their own

T09:226 WW2- Battle of Salerno — Theme Game

Thursday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-7

GM: Zaccai Given

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 3mm, **Rules:** Home rules

Description: Recreation of the Salerno invasion focused on the southern beaches. Players will choose Axis or Allied, and will be able to strategize deployment of troops. Game will be played on pre-made custom table top. My rule set has been played several times and I'm hoping to use feedback from the convention to get them published.

T09:144 Battle of Trent's Reach, 25 January 1865

Thursday, 9:00 AM, 3 hrs, **Players:** 4, **Location:** Commonwealth: CW-76

GM: Robert Durst

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 6mm, **Rules:** Portable Ironclads &

Dawn of Iron

Description: Based at Chaffin's Bluff on the James, the James River Squadron had the highest concentration of ironclads in the Confederacy. At the end of December 1864 the Union Navy reassigned some ships to the Ft. Fisher operation in N.C. The rebels saw an opportunity to disrupt the siege of Richmond, by attacking the Union Army's main supply depot at City Point. The Confederate ships start their run in the dark, hoping to navigate the sunken obstacles and minefield, pushing past the shore batteries, before being discovered. The James River Squadron has 3 ironclads and some armed gunboats in support. The Union has a double turret monitor and an armed ferryboat & double ender in support. There are also some reinforcements.

T09:228 Hold the Line

Thursday, 9:00 AM, 4 hrs, **Players:** 8, **Location:** Heritage Foyer: HF-2

GM: David Rothstein

Sponsor: NONE, **Prize:** MVP for each side wins a prize

Period: SciFi, **Scale:** 25mm, **Rules:** modified Warhammer 40K 10th Edition

Description: Brave tank crews provide a rearguard to protect the evacuation. Dread war machines advance to conquer. Players pick a side to command either tanks or robots in this futuristic battle. No experience necessary, modified rules will be taught. Ages: 10+ welcome

T09:231 FLYING MACHINE DOWN! — Theme Game

Thursday, 9:00 AM, 3 hrs, **Players:** 6, **Location:** Heritage: HR-51

GM: Donald Holly

Sponsor: NONE, **Prize:** NONE

Period: Early 20th Century, **Scale:** 15mm, **Rules:** All Quite On The Martian Front, 1st Edition

Description: An aeroplane of the Signal Corp's Aeronautical Division has crashed amongst dense wooded terrain on its way back from photographing Martian positions. Its crew is presumed dead. Both human and Martian forces race towards the wreckage to recover whatever secrets it holds. Beginners welcome. Gamers under the age of 14 are welcome with an adult.

T09:294 War on Terra Nova part 1

Thursday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-5

GM: James Faltum

Sponsor: NONE, **Prize:** free plastic mini

Period: SciFi, **Scale:** 12mm, **Rules:** Heavy Gear Blitz, ver 3.1

Description: In the distant future war rages on the planet known as Terra Nova. Piloted robots known as Heavy Gears have become the premiere fighting machine of choice. Join the fight for honor or just survival.

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Part 1: in TN 1909 (6115 AD), Northern Guard forces clash with Southern Milicia forces over an outpost in the Badland desert. Control of this location will be of great importance in future battles. Rules taught, and all models provided. HG Blitz uses alternating activation and reaction mechanics.

T09:355 Ages of Conflict - Battle of Tewkesbury

Thursday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: CW-75

GM: Michael Love

Sponsor: NONE, **Prize:** NONE

Period: Medieval, **Scale:** 18 mm, **Rules:** Ages of Conflict

Description: On May 4, 1471 the armies of the Houses of Lancaster and York met in a pivotal battle during the Wars of the Roses. King Edward IV, commander of the Yorkist army, forced the Lancastrians to engage in battle at Tewkesbury.

The York victory resulted in the end of the Lancaster cause, the death of the Lancastrian figurehead, Prince Edward of Wales, and the eventual death of the Lancastrian king, King Henry VI.

T09:383 StarForce Commander — Theme Game

Thursday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-3

GM: Patrick Doyle

Sponsor: Mariner Games, **Prize:** NONE

Period: SciFi, **Scale:** Other, **Rules:** StarForce Commander

Description: StarForce Commander is a thrilling game of tactical starship combat where every decision counts. Easy to learn, but with tactical depth. We'll have you in full command in 15 minutes. From arming weapons to maneuvering and sensor and shield management. Join us at our table for a quick demo or participate in a full battle. Come say hi even if the timeslot is full and we'll fit you in or set up an alternate time to play. Don't miss out on the chance to learn StarForce Commander from its designers. Ages 12+. For more info: www.mariner.games

T09:395 Advancing Thru The Fog Near Hill 325

Thursday, 9:00 AM, 4 hrs, **Players:** 4, **Location:** Commonwealth: CW-13

GM: Mark T.

Sponsor: NONE, **Prize:** NONE

Period: World War I, **Scale:** 28mm, **Rules:** To The Last Man (modified)

Description: Germany has invaded Belgium to attack France in 1914. It is the day after Lt. Irwin Rommel's 1st recon mission (yes, of WW2 fame, except this is WW1). The French are west of Hill 325 as Rommel's platoon advances toward Bleid. Morning fog restricts visibility, and players have hidden placement. (Rules taught, 12 & under ok w/parent, sign up only 1 person.)

T09:118 Jungle River Racing

Thursday, 9:00 AM, 3 hrs, **Players:** 12, **Location:** Commonwealth: CW-74

GM: Jon Lundberg

Sponsor: NONE, **Prize:** NONE

Period: Pulp, **Scale:** 28mm, **Rules:** VSF Races

Description: Quick starter game to open the convention. Weird racers head up and across the river, avoiding the local hazards. This is a young gamer friendly game. Children under 12 are welcome to play with an adult.

T09:127 Test of Resolve in Scotland

Thursday, 9:00 AM, 1 hrs, **Players:** 2, **Location:** :

GM: Tim Couper

Sponsor: NONE, **Prize:** NONE

Period: Hundred Years War, **Scale:** 28mm, **Rules:** Test of Resolve:

Hundred Years War

Description: Play a complete scenario from the newly released Test of Resolve: Hundred Years War rules, in a typical battle of the 2nd war of Scottish Independence.

T09:129 Test of Resolve in Scotland

Thursday, 9:00 AM, 1 hrs, **Players:** 2, **Location:** :

GM: Tim Couper

Sponsor: NONE, **Prize:** NONE

Period: Hundred Years War, **Scale:** 28mm, **Rules:** Test of Resolve:

Hundred Years War

Description: Play a complete scenario from the newly released Test of Resolve: Hundred Years War rules, in a typical battle of the 2nd war of Scottish Independence.

T09:260 Assault on the Pratzen Heights

Thursday, 9:00 AM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-23

GM: Larry Yakowneko

Sponsor: FrattSpiel Games, **Prize:** NONE

Period: Napoleonic, **Scale:** 10mm, **Rules:** FrattNap - Hexed

Description: FrattSpiel Games presents a hex version of The Victory Is Ours! [very similar to Small Deadly Space] 4" hexes = 200yds, beautiful WoFun acrylic flats by Peter Dennis. These rules will be published in the fall by On Military Matters. Staff officers aid maneuvers, rally, and push failed morale for Close Actions. Very few charts, very intuitive. Check out Battle of Austerlitz for fuller description. Hex version of The Victory Is Ours! 4" hexes = 200yds, beautiful WoFun acrylic flats by Peter Dennis. Staff Officers, Cohesion, 6,8,10,12,20 sided dice drive combat.

T10:400 Clash at Palmer's Island

Thursday, 10:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW86

GM: Duncan Adams & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Pike & Shot, **Scale:** 25mm, **Rules:** Combat Patrol

Description: When the first settlers of the Maryland colony arrived in the Chesapeake Bay in 1634 they found Virginians operating several trading posts within Maryland's grant. Maryland's new governor ordered the Virginians to submit to his rule (and taxes) or get out. When they refused to do either, he sent a force to eject them.

T10:467 First Battle of the Fords of Isen — Theme Game

Thursday, 10:00 AM, 3 hrs, **Players:** 4, **Location:** : HR-36

GM: David Danner & Little Wars TV

Sponsor: NONE, **Prize:** NONE

Period: Third Age of Man, **Scale:** 10mm, **Rules:** Home Brew

Description: It is the Third Age of Man and the War of the Ring has begun! The forces of Saruman march against Rohan. Will Theodred and the Rohirrim hold the Fords of Isen against the army of the White Hand? Will the hordes of Uruks, Orcs, and Dunlendings break through and ravage the lands of the Horse-lords? Join us and find out! The fate of Middle-Earth is in your hands.

T10:554 Saga: Age Of Invasion - Loot and Pillage

Thursday, 10:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-6

GM: Tony Spino & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: Dark Ages, **Scale:** 28mm, **Rules:** SAGA and House rules.

Description: Join us for modified Age of Invasions rules to introduce new players or we can play full rules if we get a table of veteran players.

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The goal is simple - Loot the Livestock or Defend Your Herds! All materials provided, beginners and children welcome.

T10:555 Into The Darkness: WORLD of TANKS-The Miniatures Game DEMO'S

Thursday, 10:00 AM, 3 hrs, **Players:** 12, **Location:** Heritage Foyer: HF-8
GM: James Nicholson 3rd & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1/100th, **Rules:** WORLD of TANKS-The Miniatures Game and House rules.

Description: Enemy Spotted!! Feind Entdeckt!! Vrag Zamechen!! The World of Tanks: Miniatures Game is an easy to learn, quick play, small scale tabletop game. You take command of a Tank Platoon, seeking to destroy your opponents tanks and secure victory.

T10:571 November 7-11, 1918 All Quiet on the Western Front — Theme Game

Thursday, 10:00 AM, 2 hrs, **Players:** 8, **Location:** Commonwealth Foyer: CF-3

GM: Mike Fatovic & HMGS Next Gen

Sponsor: NONE, **Prize:** NONE

Period: World War I, **Scale:** 54mm, **Rules:** Trench Wars - modified

Description: As the Great War drags on into its fourth year, there are ongoing talks with the Allied Great Powers. However, your regiment has been given orders for one final attack to take place on November 11, 1918 at 10:45am. Your regiment has been given the task to take the front line of enemy trenches in your sector. Will you be able to carry out your orders or will your regiment be found in the fields where the poppies grow... you decide ! Children ages 13 and up are welcome !

T10:582 Encounter Off Sworbe Peninsula, 21 Nov. 1944

Thursday, 10:00 AM, 3 hrs, **Players:** 7, **Location:** Federal Room: FD-1

GM: Patrick Hreachmack & Naval Wargamer's Group

Sponsor: Admiralty Trilogy Group, **Prize:** NONE

Period: World War II, **Scale:** 1:600th, **Rules:** Admiralty Trilogy Group's Command at Sea

Description: On November 20, 1944, a German task force comprised of a heavy cruiser, destroyers and torpedo boats sailed into the Gulf of Rega to cover the German defense of the Sworbe Peninsula and to retrieve German troops. That same evening at 2115, a small patrol force of four German vessels engaged a Soviet gunboat flotilla attempting to intercept and disrupt the rescue of the German troops. This is that action. This action is the third scenario from Clear the Coast! written by Patrick Hreachmack and published as part of the Admiralty Trilogy Group documentation.

T10:628 Coalition Clash 1793

Thursday, 10:00 AM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-75

GM: Peter Lowitt & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 25mm, **Rules:** Carnage and Glory 2 computer aided rules

Description: Dutch, British and Austrians clash with Revolutionary French on Belgian fields using Carnage and Glory 2 computer aided rules. Will the forces of Revolution triumph or will the ancient regimes stay there course a bit longer? Come find out!

T10:641 Quatre Bras Counterattack

Thursday, 10:00 AM, 5 hrs, **Players:** 8, **Location:** Heritage: HR-63

GM: Jeffrey Ball & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 28mm, **Rules:** Carnage & Glory

Description: Historically, the Dutch-Belgian Chief of Staff ignored Wellington's order to concentrate forces as planned and abandon Quatre Bras. In this scenario he acts on that order, delaying the flow of forces to the battlefield. If the Allies don't hurry, the French will hold the crossroads and turn the Prussian right flank at Ligny, causing immeasurable harm to the campaign.

T10:654 Into The Darkness: WARHAMMER 40K: DEMO'S: Combat Patrol

Thursday, 10:00 AM, 4 hrs, **Players:** 12, **Location:** Heritage Foyer: HF-7

GM: Lorenzo O'Branty & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** WARHAMMER 40K and House rules.

Description: A new edition makes planet fall. Ravening aliens strike at a desperate Imperium in the new edition of Warhammer 40,000. Discover one of the world's most popular miniatures games. Come join us in learning this new edition of Warhammer 40,000. All are welcome and all materials will be provided.

T10:110 3D PanzerBlitz - German Armored Counterattack on a Russian Armored Spearhead 1944

Thursday, 10:00 AM, 3 hrs, **Players:** 6, **Location:** : CW-12

GM: Gregory Johnson

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:600th, **Rules:** Avalon Hill PanzerBlitz

Description: German Armored Counterattack on a Russian Armored Spearhead 1944

Play Avalon Hill's classic PanzerBlitz in 3D using 3mm (1/600) Oddzial Osmy miniatures from picoarmor.com. Beginners welcome.

T10:116 Raid on Elliot's Farm

Thursday, 10:00 AM, 4 hrs, **Players:** 4, **Location:** Commonwealth: CW-11

GM: Graham Wilkinson

Sponsor: NONE, **Prize:** NONE

Period: Renaissance, **Scale:** 28mm, **Rules:** Muskets & Tomahawks 2nd Edition

Description: In May 1652, Simon Elliot's family farm is a peaceful place nestled near the Atlantic coast and the Massachusetts Bay Colony. The local militia are drilling in one of his fields and life seems so good. But rumours of unrest amongst the local Nipmuck Indians, reportedly fermented by French gold and weapons have cast a shadow as a new day dawns. This is the first of two games linked to the Raid on Elliot's Farm.

T10:280 Air Over Armageddon

Thursday, 10:00 AM, 3 hrs, **Players:** 6, **Location:** Heritage: HR-12

GM: Matthew Fridirici

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 6mm, **Rules:** Aeronautica Imperialis

Description: Ghazghkull Thraka has let loose upon the Imperial world of Armageddon, again. The Orks mean to take out the defenders for good this time. Planetary force must hold out until help can arrive!

T10:681 A&A D-DAY: ADVANCED SCENARIO B — Theme Game

Thursday, 10:00 AM, 2 hrs, **Players:** 5, **Location:** Freedom A: FA-1

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GM: Peter Panzeri

Sponsor: MINIATURE BUILDING AUTHORITY (MBA), **Prize:** Trophies for Most-Fear-Enemy & prizes from sponsor including 1 FREE COPY of GAME RULES & SCENARIO made available to ALL Participants after completion of the game.

Period: World War II, **Scale:** 20mm, **Rules:** Modified "Axis-&-Allies D-Day" CORPS-LEVEL game system expanded onto AN 8-foot Color Terrain Blanket

Description: Your BIG CHANCE to change the fate of D-Day in a small game of the strategic battle using modified "Axis-&-Allies D-Day" game system with 20mm figures/tanks/planes, & played on a 6-foot Color Normandy Terrain-map (Blanket). Maneuver brigades and divisions of Infantry, Armor, Artillery, naval & Air Support. Random events, music and mayhem. What's not to love? A war Game, A strategy game, a Survival game. Join GM Chris Beil & Patrick Frayne. HOSTED By the DUKE SEIFRIED AWARD FOUNDATION **ALSO** DON'T MISS the Historicon War College Presentation: "DISASTER at D-DAY" at 5pm Thursday in the "Montgomery House" Lecture Room.

T10:164 Action of 5 November 1813

Thursday, 10:00 AM, 4 hrs, **Players:** 7, **Location:** Commonwealth: CW-15& CW-25

GM: Doug Fisher

Sponsor: Waterloo Games, **Prize:** Waterloo Games Gift Certificate

Period: Age of Sail, **Scale:** 1:1200th, **Rules:** Far Distant Ships

Description: Eight days of strong gale force winds had driven the blockading British from their stations off Toulon. On the 5th of November, 1813 taking advantage of the absence of blockading forces and favorable winds elements of the French fleet had left the harbor of Toulon for exercises. When the wind direction suddenly changed the returning British saw their chance to cut off the French rear.

Fast easy to learn rules that emphasize Fighting Sail era tactics and command and control. A sudden shift of wind direction has put elements of the French fleet holding exercises in danger of being cut off from their home port of Toulon by the returning British blockade.

T10:132 Test of Resolve in France

Thursday, 10:00 AM, 1 hrs, **Players:** 2, **Location:** :

GM: David Knight

Sponsor: NONE, **Prize:** NONE

Period: Hundred Years War, **Scale:** 28mm, **Rules:** Test of Resolve: Hundred Years War

Description: Play a complete scenario of a typical continental battle of the Hundred Years War. Experience the fun of the the newly released Test of Resolve: Hundred Years War rules.

T10:185 Western Desert Tank Fight

Thursday, 10:00 AM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-14

GM: Joe Moore

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** What a Tanker

Description: Western Desert free-for-all combat between British cruisers and a mix of German panzers using iconic chibi-style miniatures and Too Fat Lardies "easy to understand -What a Tanker" Rules. More choices per activation than ability to accomplish them all. Get your tank into action quickly and use all your skills to survive the melee! Rules will be taught. Children 12 or younger welcome with a playing adult.

T10:245 Check Your 6

Thursday, 10:00 AM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-24

GM: George Paler

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:285 micro, **Rules:** Check Your 6

Description: Scenario from the Campaign Book Under Southern Skies, Don't Let Them Get Away 15 March, 1943 over Darwin Harbor Elements of No. Fighter Wing, RAAF intercepting Japanese bombing raid on Darwin, Australia. Presented by 2 of the authors of the campaign book for the Check Your 6 air combat rules

T10:368 Black Sheep Squadron — Theme Game

Thursday, 10:00 AM, 4 hrs, **Players:** 7, **Location:** Commonwealth: CW-31

GM: Mark Burdette

Sponsor: NONE, **Prize:** Prizes will be given

Period: World War II, **Scale:** 1/300, **Rules:** Bag the Hun

Description: Who doesn't have fond memories of watching Pappy and the rogues of VMF-214 take to the skies to do battle with Commander Harachi and his Imperial Japanese Navy squadron in BAA BAA BLACK SHEEP? It was Corsairs versus Zeroes over The Slot. Join Mark Burdette and the Asheville Historical Wargamers as they refight a battle from this classic 1970's television show but expect some twists on the standard television script!

T10:234 Saving England from Invasion, July 1805

Thursday, 10:00 AM, 4 hrs, **Players:** 7, **Location:** Commonwealth: CW-52

GM: Phil Johnston

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 1:1200th, **Rules:** Modified Kiss Me Hardy

Description: Forget Trafalgar. This is the real battle that saved England and scuppered Napoleon's plans for invasion. A Franco-Spanish fleet heads north to link up with other French ships and bring an invincible armada into the Channel, paving the way for the Grand Army. A patched together English squadron is positioned to head them off. Known ingloriously as Calder's Action, the closely balanced English and Allied fleets both stood a fair chance of winning. Can you do better than the original admirals? BYOG - Bring your own grog

T10:266 Battle of Austerlitz

Thursday, 10:00 AM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-37

GM: Steve Fratt

Sponsor: FrattSpiel Games, **Prize:** NONE

Period: Napoleonic, **Scale:** 6mm, **Rules:** FrattSpiel - The Victory Is Ours!

Description: FrattSpiel Games presents its Napoleonic game similar to Small Deadly Space [ACW] 1" = 50yds, 1 figure = 25 men, These rules will be published in the fall by On Military Matters. Staff Officers serve many functions for maneuver, rallying, pushing attacks. Artillery forces units to test morale. Close Action dominates combat, driven by Cohesion ratings requiring very few charts. Plays more like a War College event - atypical - players will feel like they actually watch the battle unfold. For the player looking for something innovative. Steve Fratt presents The Victory Is Ours! a companion game to his Small Deadly Space ACW game from last year. Plays like a War College Event than typical con game. For players seeking new approach.

T11:633 Prussian Assault at Elsasshausen-Battle of Froschwiller

Thursday, 11:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-73

GM: Thomas Garnett & Carnage and Glory

Sponsor: NONE, **Prize:** G&G Light Pen

Period: Franco-Prussian War, **Scale:** 28mm, **Rules:** Carnage and Glory

Description: On August 6, the French 1 Corps defended a series of hills near the border town of Froschwiller. Several advance guard brigades

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from the Prussian V Corps probed all along the line of contact. Near Elsasshausen, elements of the Prussian 9th, followed by the 10th Division sought to use their "pile-on" tactics to overwhelm the French 1st Division. Young folks 12+ plus adult sponsor (18+) are welcome

T11:647 Battletech - Grinder 1

Thursday, 11:00 AM, 2 hrs, **Players:** 10, **Location:** Heritage Foyer: HF-9

GM: Mark Yingling & Battletech

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 6mm, **Rules:** Battletech - Total Warfare

Description: 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.

T11:377 Aim small, Miss small — Theme Game

Thursday, 11:00 AM, 4 hrs, **Players:** 10, **Location:** Commonwealth: CW-38

GM: David Partak

Sponsor: NONE, **Prize:** NONE

Period: American War for Independence, **Scale:** 28mm, **Rules:** Live Free or Die

Description: Much like the final battle in the movie, The Patriot, which loosely recreates the battle of Cowpens, this game will do the same for Guilford Courthouse. Cornwallis and Tarleton are pursuing Greene's Patriots in North Carolina. The opposing sides are evenly matched, at least in numbers. Will they be so in spirit? There may even be a special appearance by Benjamin Martin to help bolster the Rebels' resolve.

T11:693 Test of Honour - Shogun and the Last Samurai — Theme Game

Thursday, 11:00 AM, 3 hrs, **Players:** 24, **Location:** Freedom Foyer: CW-39

GM: David Hill

Sponsor: Things from the Basement, Your Hobby Place Ltd. and the Metropolitan Wargamers., **Prize:** Vendor Discounts

Period: Samurai/Satsuma Rebellion, **Scale:** 28mm, **Rules:** Test of Honour - Quick Play

Description: For fans of the recent Shogun series and the less recent Last Samurai movie, this is the game for you. Test of Honour is a fun, fast-paced 28mm samurai skirmish game that I have further streamlined after dozens of convention games and hundreds of players. Don't be scared by the high player count, this is really six separate four-player scenarios played at the same time, with alternating activations (i.e. your turn is every other minute, not hour). With new scenarios, terrain and figures from the series and film, honor and glory await! Quick play rules (one piece of paper!) will be taught. Kids welcome with accompanying adult. All miniatures and materials provided, just bring a fun attitude.

T11:677 The Battle of Edfu

Thursday, 11:00 AM, 4 hrs, **Players:** 4, **Location:** Hickory: CW-40

GM: Richard Rodgers & East Texas Wargamers

Sponsor: NONE, **Prize:** NONE

Period: Aegyptus Mythology, **Scale:** 25mm, **Rules:** Of Gods & Mortals

Description: For over 350 years there has been peace in the land of the Nile. With Horus the son of Osiris ruling Lower Egypt and his uncle Set ruling Upper Egypt in the south. But eventually tensions began to mount again, as both Gods wanted to rule a unified realm. And has there was tension between the Gods, so too was their tension in the mortal world, as the people of each half of the kingdom rallied behind their ruling God and fought the followers of the other.

OGAM is a fun and fast game of when the Gods fought alongside their mortal worshippers. Will you stand with Horus or will you side with Set in this final battle for Egypt.

T11:389 Tekumel Treasures

Thursday, 11:00 AM, 4 hrs, **Players:** 4, **Location:** Hickory A: CW-41

GM: Steve Braun

Sponsor: Second Saturday Scrum Club, **Prize:** NONE

Period: Fantasy, **Scale:** 28mm, **Rules:** Silver Bayonet/Home Brew

Description: Take your warband and search the wilds of Tekumel for wonders of the past. But beware, most of Tekumel's flora and fauna wants you dead!

T11:121 The Plains of Abraham

Thursday, 11:00 AM, 3 hrs, **Players:** 8, **Location:** Commonwealth: CW-42

GM: Steven Caselli

Sponsor: NONE, **Prize:** NONE

Period: French & Indian War, **Scale:** 54mm, **Rules:** Home Brew Rules

Description: The final decisive battle of the French and Indian War. If you played in any of our games last year and enjoyed them you'll love this one. One of the few set piece field battles of the conflict both sides will need to think strategically and put themselves in the shoes of either Wolfe or Montcalm! Our rules are loosely similar to Rebels and Patriots so if you've played that system it will be very simple. Come play in the final decisive battle of the French and Indian War in glorious 54mm scale, the scale of HG Wells! A fun fast convention style game open to all, but with nuance for veteran gamers.

T12:514 Retreat from Orsha June 26th 1944

Thursday, 12:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-53

GM: Robert Schaible & Yellow Worm Gaming Society

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** Hail of Fire

Description: Requests to remove a Fester platz (fortress city) designation from Orsha has been denied by Hitler. Gen. von Tippelskirch, realizing the insanity of the situation lies to OKH while ordering his men to retreat back towards Minsk. Will they escape before the Soviet 2nd Guards Tank Corps tightens the noose? New players welcome, rules taught.

T12:644 Langeron vs. Lauriston 26 August 1813

Thursday, 12:00 PM, 8 hrs, **Players:** 8, **Location:** Heritage: HR-74

GM: John Snead & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 28mm, **Rules:** Carnage & Glory II

Description: On the Katzbach. The right flank of the French Army of the Bober attacks the left flank of the Allied Army of Silesia. Let's see what happens!

T12:213 Avalon Hill's War at Sea in Miniature

Thursday, 12:00 PM, 4 hrs, **Players:** 10, **Location:** : CW-35

GM: Bryan Leshinskie

Sponsor: NONE, **Prize:** THE PRIZE IS THE SUPRIZE

Period: World War II, **Scale:** Axis & Allies Ships, **Rules:** Avalon Hill's War at Sea rules Modified (Slightly)

Description: Battle of the Atlantic, W.W. II in miniature. The map has been enlarged and the miniatures have been painted. All are welcome to play with no one ever turned away.

T12:705 In the Jungles of Lustria

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*Thursday, 12:00 PM, 4 hrs, **Players:** 5, **Location:** : HK-3*

***GM:** Eugene Oliver*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** Fantasy, **Scale:** 10mm, **Rules:** Warmaster Revolution*

Description: Welcome to the jungle, noble knights and smelly peasants! vast stone cities filled with gold await you! just the matter of those pesky lizards to deal with. But I'm sure you'll be fine 5000 points in armies total, will be split depending on the number of players.

T13:478 Big Week! Showdown with the Luftwaffe, 1944

*Thursday, 1:00 PM, 4 hrs, **Players:** 6, **Location:** : HR-56*

***GM:** Mark Fastoso & Marks Game room*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** World War II, **Scale:** 1:600th, **Rules:** Fire in the Sky*

Description: The Eight Airforce is forcing a fight to the death with the Luftwaffe to pave the way to D-Day. Join us as we play a series of scenarios that follow Big Week. Can the USAAF break the Luftwaffe or will the German veterans bleed the B-17s to the point where their morale breaks. Fun, fast-paced large scale air battles over Germany!

T13:513 Frostgrave: Into the Deep Dungeon

*Thursday, 1:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-42*

***GM:** Patrick Morris & Yellow Worm Gaming Society*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** Fantasy, **Scale:** 28mm, **Rules:** Frostgrave 2nd Edition*

Description: A new discovery has been made in the frozen tundra surrounding Frostgrave. Word in town is that a new underground complex has been discovered, ripe for exploration (and looting). You and your companions race to the scene to gather whatever you can find, but you cant help but wonder who shared such a discovery, and why?

T13:648 Battletech - Grinder 2

*Thursday, 1:00 PM, 3 hrs, **Players:** 10, **Location:** Heritage Foyer: HF-9*

***GM:** Mark Yingling & Battletech*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** SciFi, **Scale:** 6mm, **Rules:** Battletech - Total Warfare*

Description: 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.

T13:317 The Battle of Granicus — Theme Game

*Thursday, 1:00 PM, 4 hrs, **Players:** 6, **Location:** Freedom A: FA-4*

***GM:** Brian Peruski*

***Sponsor:** Washington Grand Company, **Prize:** NONE*

***Period:** Ancients, **Scale:** 28mm, **Rules:** Triumph!*

Description: May 334 BC this was the first of three major battles fought between Alexander the Great of Macedon and the Persian Achaemenid Empire. In this battle Alexander forced a river crossing against a mostly mounted enemy supported by a large force of Greek mercenaries. This battle will be fought using Triumph! Rules for Tabletop Battles Ancient and Medieval. Experienced and new players are welcome. Rules will be taught!

T13:150 BTech - Fast Play Battletech

*Thursday, 1:00 PM, 4 hrs, **Players:** 6, **Location:** Hickory B: HK-4*

***GM:** Dennis Perlot*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** SciFi, **Scale:** 1:285 micro, **Rules:** Simplified Battletech Alpha Strike Rules*

Description: In the ongoing power struggle among the Clans, tensions between Clan Jade Falcon and Clan Wolf have escalated. Both Clans are vying for control over a resource-rich planet on the outskirts of their contested territories. The planet, named Tolland, is home to strategically vital research facilities. The battle will be fierce, can you help your Clan win?

The rules set is BTech, based on BattleTech Alpha Strike but simplified for convention play. All miniatures and terrain are provided.

T13:145 Skirmish at Grabon IV

*Thursday, 1:00 PM, 3 hrs, **Players:** 4, **Location:** Commonwealth: CW-76*

***GM:** Robert Durst*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** SciFi, **Scale:** 6mm, **Rules:** StarFighter!*

Description: Grabon IV is the outermost inhabited world of the Mardonian Empire. Beyond is unexplored space. Recently, an alien station has been detected, hidden within an orbiting asteroid cluster. A group of available ships in the sector has been assembled. The mission is to investigate and capture the station, destroy it if necessary. There are many human groups in space and they have been in conflict for centuries. This is the first contact with non-humans. No one knows what to expect. The Xylosians know they have been discovered and have sent for help. They've been watching the humans for years and now will let them know they aren't alone. We'll be using some great looking retro rockets on a nice looking star mat. Each race has unique movement adding interest to the game.

T13:176 Battle of Dennewitz, 1813

*Thursday, 1:00 PM, 5 hrs, **Players:** 6, **Location:** Commonwealth: CW-34*

***GM:** Chris Von Fahnstockk*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** Napoleonic, **Scale:** 20mm, **Rules:** Grande Armee Fast Play*

Description: 6 September, 1813: Ney and Bulow have stumbled around for days in the bad weather. Now elements of their armies have bungled into each other at Dennewitz. The race is on for each to bring ever more forces to the field. This 6 player game is intense and will guarantee to see-saw for the entire battle. We will teach the rules and will provide each player a free copy. 6 September, 1813: Ney and Bulow have stumbled around for days in the bad weather. Now elements of their armies have bungled into each other at Dennewitz. The race is on.

T13:310 The Battle of the Nile

*Thursday, 1:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-21*

***GM:** Keith Wyttenbach*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** Napoleonic, **Scale:** 1:1200th, **Rules:** Form on the Admiral's Wake*

Description: August 1798. After searching across the Mediterranean, Rear Admiral Horatio Nelson has finally found the French fleet anchored in a strong position in Aboukir Bay. To take advantage of the French unpreparedness, Nelson chose to attack immediately in the waning daylight. Can the British replicate their astounding victory or can the French win the race against time and prepare their ships for the fight! Rules are easy and will be taught. Kids under 12 welcome with accompanying adult.

T13:133 Test of Resolve in Scotland

*Thursday, 1:00 PM, 1 hrs, **Players:** 2, **Location:** :*

***GM:** David Knight*

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Sponsor: NONE, **Prize:** NONE

Period: Hundred Years War, **Scale:** 28mm, **Rules:** Test of Resolve:

Hundred Years War

Description: Play a complete scenario of a typical battle of the 2nd war of Scottish Independence. Experience the fun of the newly released Test of Resolve rules.

T13:316 The Battle of Nicaea

Thursday, 1:00 PM, 4 hrs, Players: 6, Location: Freedom A: FA-4

GM: Larry Weichel

Sponsor: Washington Grand Company, **Prize:** NONE

Period: Medieval, **Scale:** 28mm, **Rules:** Triumph!

Description: During the first crusade at siege of Nicaea, the Rum Turk Sultan attempted to rescue the city by sending a large mounted force. This resulted in a three day battle outside the city walls. Heavy mounted knights of the crusaders vs. the swift light cavalry of the Turks will face off in the first major battle of the first crusade. This battle will be fought using Triumph! Rules for Tabletop Battles Ancient and Medieval. Experienced and new players are welcome. Rules will be taught!

T13:684 ULTIMATE OVERLORD #1: AIRBORNE ASSAULT: D-DAY 80th ANNIVERSARY — Theme Game

Thursday, 1:00 PM, 3 hrs, Players: 18, Location: Freedom A: FA-2

GM: Peter Panzeri

Sponsor: MINIATURE BUILDING AUTHORITY (MBA), **Prize:** FREE COPY of GAME RULES & SCENARIO made available to ALL Participants after completion of the game -- PLUS Trophy for "Most-Feared-Enemy" & other prizes from our sponsors.

Period: World War II, **Scale:** 20mm, **Rules:** "D-DAY 80TH" DIVISION-LEVEL ROMMEL-RULES by Pete Panzeri: Available to all players FREE @Game-End!

Description: THREE AIRBORNE DIVISIONS PARACHUTE into NORMANDY behind SWORD to UTAH beaches. Can they capture all of their objectives to help secure the key beachheads? Can BRIT "Red Devils" take MERVILLE Battery, PEGASUS Bridge plus other key bridges? Can 82d & 101st AIRBORNE take SAINT-MERE-EGLISE, UTAH-Causeways, Barquette-Lock, & KEY Bridges? Can they all "HOLD UNTIL RELIEVED?" Will defenders wipe them out? Can Rommel's Panzers roll them over? Plan rapid & intense & Division-Level attacks in this exciting battle. Starts with RESPECTS RENDERED to our WW2 VETS. A ONE-TIME-ONLY SCENARIO" at HISTORICON'24: DON'T MISS IT! **ALSO** DON'T MISS the War College Presentation: "DISASTER at D-DAY" at 5pm Thursday in the "Montgomery House" Lecture Room.

T14:166 La Fiere Bridge, No better Place to Die - Normandy, 6-9 June 1944

Thursday, 2:00 PM, 4 hrs, Players: 6, Location: Commonwealth: CW-22 & CW-32

GM: Michael Burch

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** Rapid Fire Reloaded

Description: Can scattered elements of the 82nd Airborne hold the crossings on the Merderet River until U.S. forces from Utah Beach arrive, or will the grenadiers of the 91st Luftlande Division overrun the paratroopers and drive on to Ste. Mere-Eglise? Come what SLA Marshall called, one of the most hotly contested pieces of ground in WWII, pick your side and see who prevails. We will compress roughly three days of fighting into a four-hour game. Rules will be taught and casualties will the high.

T14:167 La Fiere Bridge, No better place to die - Normandy, 6-9 June 1944

Thursday, 2:00 PM, 4 hrs, Players: 6, Location: Commonwealth: CW-22 & CW-32

GM: John Rockne

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** Rapid Fire Reloaded

Description: Can scattered elements of the 82nd Airborne hold the crossings on the Merderet River until U.S. forces from Utah Beach arrive, or will the grenadiers of the 91st Luftlande Division overrun the paratroopers and drive on to Ste. Mere-Eglise? Come what SLA Marshall called, one of the most hotly contested pieces of ground in WWII, pick your side and see who prevails. We will compress roughly three days of fighting into a four-hour game. Rules will be taught and casualties will the high.

T14:438 Battle of the Great Plains, 203 BC

Thursday, 2:00 PM, 4 hrs, Players: 6, Location: Commonwealth: CW-83

GM: Kurt Schlegel & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 10mm, **Rules:** To The Strongest

Description: After the debacle at Utica, the Carthaginians have reformed their army to face Scipio in an area known as the Great Plains. Frustrated by the lack of progress with the siege of Utica, Scipio marches directly on the Carthaginians, confident in the superiority of his veteran Romans and new ally Masinissa. Refight this decisive battle, which led to the recall of Hannibal from Italy and the end of the Carthaginian Empire.

T14:468 First Battle of the Fords of Isen — Theme Game

Thursday, 2:00 PM, 3 hrs, Players: 4, Location: : HR-36

GM: David Danner & Little Wars TV

Sponsor: NONE, **Prize:** NONE

Period: Third Age of Man, **Scale:** 10mm, **Rules:** Home Brew

Description: It is the Third Age of Man and the War of the Ring has begun! The forces of Saruman march against Rohan. Will Theodred and the Rohirrim hold the Fords of Isen against the army of the White Hand? Will the hordes of Uruks, Orcs, and Dunlendings break through and ravage the lands of the Horse-lords? Join us and find out! The fate of Middle-Earth is in your hands.

T14:470 FIREBALL FORWARD - Easy Company — Theme Game

Thursday, 2:00 PM, 4 hrs, Players: 4, Location: : HR-57

GM: Michael DeCarlo & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 20mm, **Rules:** Fireball Forward

Description: 80th D-Day Anniversary Commemoration game. On the morning of the D-Day landings Lieutenant Dick Winters, commanding Easy Company, 506th Regiment, 101st Airborne, gathered the few men available and moved to silence the German artillery shelling Utah Beach. This action is depicted in Band of Brothers, Episode Two: Day of Days.

T14:510 The Bride — Theme Game

Thursday, 2:00 PM, 4 hrs, Players: 6, Location: Heritage: HR-14

GM: Michael Hopper & DeVal

Sponsor: NONE, **Prize:** NONE

Period: Dark Ages, **Scale:** 28mm, **Rules:** Ravenfeast

Description: Svein Bloodsson arranged an alliance with the Gaels across the sea. To seal the alliance Svein must marry a young Gaelic maiden named Thursmansdottir. Will Thursmansdottir become the bride or will

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Ivar Forktongue arrive in the longship he previously stole from Svein, and successfully stop the wedding?

T14:548 Mission for the Governer!!

Thursday, 2:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-44

GM: Rick Dunn & NOWS

Sponsor: NONE, **Prize:** NONE

Period: Age of Piracy, **Scale:** 28mm, **Rules:** Old Glory GGG and Foundry

Description: Sentence to Death for Piracy the Governor offers you a chance to redeem your self and your crew by killing those native's who has been attacking them for sometime and maybe some treasure as well. So what will it be Treasure or the Galley!!

T14:556 Into The Darkness: WORLD of TANKS-The Miniatures Game DEMO'S

Thursday, 2:00 PM, 3 hrs, **Players:** 12, **Location:** Heritage Foyer: HF-8

GM: James Nicholson 3rd & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1/100th, **Rules:** WORLD of TANKS-The Miniatures Game and House rules.

Description: Enemy Spotted!! Feind Entdeckt!! Vrag Zamechen!! The World of Tanks: Miniatures Game is an easy to learn, quick play, small scale tabletop game. You take command of a Tank Platoon, seeking to destroy your opponents tanks and secure victory.

T14:572 November 7-11, 1918 All Quiet on the Western Front — Theme Game

Thursday, 2:00 PM, 2 hrs, **Players:** 8, **Location:** Commonwealth Foyer: CF-3

GM: Mike Fatovic & HMGS Next Gen

Sponsor: NONE, **Prize:** NONE

Period: World War I, **Scale:** 54mm, **Rules:** Trench Wars - modified

Description: As the Great War drags on into its fourth year, there are ongoing talks with the Allied Great Powers. However, your regiment has been given orders for one final attack to take place on November 11, 1918 at 10:45am. Your regiment has been given the task to take the front line of enemy trenches in your sector. Will you be able to carry out your orders or will your regiment be found in the fields where the poppies grow... you decide ! Children ages 13 and up are welcome !

T14:584 The Battle of Tsushima — Theme Game

Thursday, 2:00 PM, 5 hrs, **Players:** 9, **Location:** Federal Room: FD-1

GM: Jay Wissman & Naval Wargamer's Group

Sponsor: Admiralty Trilogy Group, **Prize:** Gift Certificate

Period: Pre-WWI, **Scale:** 1:2400th, **Rules:** Dawn of the Battleship

Description: I am doing my dumbest to insure victory! was the poorly subtitled assertion of a naval commander during the movie Battle of the Japan Sea (1969) as the Japanese Navy engages the Russian Navy in the more commonly referred to Battle of Tsushima. For Historicon 2024, the Admiralty Trilogy version of this iconic battle allows the players more tactical freedom in deciding how to engage the enemy in order to ensure victory. Join the Admiralty Trilogy Group as we present a script change to the opening move of the Battle of Tsushima.

T14:616 Early Imperial Roman vs Germanic Tribes - 12 BC

Thursday, 2:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-16

GM: Erik Pulkka & LARD America

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** Infamy, Infamy!

Description: Tensions between the Germanic tribes and the Romans began as early as 17/16 BC with the Clades Lolliana, where the 5th Legion under Marcus Lollius was defeated by the tribes Sicambri, Usipetes, and Tencteri. Roman Emperor Augustus responded by rapidly developing military infrastructure across Gaul. His general, Nero Claudius Drusus, began building forts along the Rhine in 13 BC and launched a retaliatory campaign across the Rhine in 12 BC. It is now 12 BC, is time for the Romans to strike back? Join us for a foray into the dangerous lands of the Germanic tribes to gain Glory or Infamy. Infamy, Infamy! Wargames rules are for large skirmishes in the Ancient World.

T14:620 The Cinderella Army Operation WellHit

Thursday, 2:00 PM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-28

GM: Thomas Sero & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 20mm, **Rules:** Chain of Command

Description: Three months after D-Day with the German army on the run, the 1st Canadian Army is tasked with defeating Hitler's "Atlantic Wall". On the 17th of September 1st Canadian Army begins Operation "WellHit" with 2 infantry brigades plus supporting armour, artillery, and aircraft to liberate the port of Boulogne Sur-Mer. They are facing 10,000 well dug in German troops. It will take five days of heavy fighting to finally declare victory for the Allies. No experience necessary, 4 Platoon commanders needed.

T14:157 Ctesiphon, 263

Thursday, 2:00 PM, 3 hrs, **Players:** 8, **Location:** Commonwealth: CW-43

GM: Peter Anderson

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** To the Strongest!

Description: King Odaenathus of Palmyra attacks the Sassanid Persian army under Shapur 1, in attempt to take the Persian capital. Rules are easily learned, use a gridded table and cards... no dice! Youth age 10 and up welcome with a playing adult, 13+ fine on their own

T14:367 Battle for the Bridge--The Supplies Must Get Through

Thursday, 2:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-63

GM: Andrew Schultz

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 25mm, **Rules:** Sharp Practice--ACW

Description: The supply train is on the move!! The train moves towards a small, but important bridge that needs to be crossed so that the army can be resupplied. An enemy force has moved on the bridge determined to stop the supplies from getting through. Will your units be able to take the bridge? Find out!! Each player will command a unit of infantry, cavalry, or artillery in this game. I run the typical Sharp Practice units like regiments of infantry and cavalry, and a cannon will act like a battery.

T14:694 Test of Honour - Shogun and the Last Samurai — Theme Game

Thursday, 2:00 PM, 3 hrs, **Players:** 24, **Location:** Freedom Foyer: FP-1

GM: David Hill

Sponsor: Things from the Basement, Your Hobby Place Ltd. and the Metropolitan Wargamers., **Prize:** Vendor Discounts

Period: Samurai, **Scale:** 28mm, **Rules:** Test of Honour - Quick Play

Description: For fans of the recent Shogun series and the less recent Last Samurai movie, this is the game for you. Test of Honour is a fun, fast-paced 28mm samurai skirmish game that I have further streamlined after dozens of convention games and hundreds of players. Don't be scared by the high player count, this is really six separate four-player

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scenarios played at the same time, with alternating activations (i.e. your turn is every other minute, not hour). With new scenarios, terrain and figures from the series and film, honor and glory await! Quick play rules (one piece of paper!) will be taught. Kids welcome with accompanying adult. All miniatures and materials provided, just bring a fun attitude.

T14:111 3D PanzerBlitz - German Armored Counterattack on a Russian Armored Spearhead 1944

*Thursday, 2:00 PM, 3 hrs, **Players:** 6, **Location:** Commonwealth: CW-12*

***GM:** Gregory Johnson*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** World War II, **Scale:** 1:600th, **Rules:** Avalon Hill PanzerBlitz*

Description: German Armored Counterattack on a Russian Armored Spearhead 1944 Play Avalon Hill's classic PanzerBlitz in 3D using 3mm (1/600) Oddzial Osmy miniatures from picoarmor.com. Beginners welcome.

T14:232 THE OUTSKIRTS — Theme Game

*Thursday, 2:00 PM, 3 hrs, **Players:** 6, **Location:** Heritage: HR-51*

***GM:** Donald Holly*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** Early 20th Century, **Scale:** 15mm, **Rules:** All Quite On The Martian Front, 1st Edition*

Description: A roving band of Martian war machines is heading towards the ruined outskirts of a city occupied by human forces. The human troops deploy amongst the ruins, ready to meet and hopefully defeat the invaders. The Martians will attempt to drive away the humans and establish a foothold in the city. In this scenario, the Martians are the attackers, and the humans are the defenders. Gamers under the age of 14 are welcome with an adult.

T14:295 War on Terra Nova part 2

*Thursday, 2:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-5*

***GM:** James Faltum*

***Sponsor:** NONE, **Prize:** free plastic mini*

***Period:** SciFi, **Scale:** 12mm, **Rules:** Heavy Gear Blitz, ver 3.1*

Description: In the distant future war rages on the planet known as Terra Nova. Piloted robots known as Heavy Gears have become the premiere fighting machine of choice. Join the fight for honor or just survival.

Part 2: in TN 1914 (6118 AD), Earth invasion forces clash with Terra Novan forces over an outpost in the Badland desert. Control of this location will be of great importance in future battles. Rules taught, and all models provided. HG Blitz uses alternating activation and reaction mechanics.

T14:345 Trailer Park Warlords of the Apocalypse - Running of the Flamingos

*Thursday, 2:00 PM, 3 hrs, **Players:** 4, **Location:** Heritage Foyer: HF-1*

***GM:** Michael Stoneburner*

***Sponsor:** Bad Goblin Games, **Prize:** Drink Koozie*

***Period:** Future, **Scale:** 28mm, **Rules:** Trailer Park Warlords of the Apocalypse*

Description: There aren't too many sporting events within the Mega Trailer Parks, though one regular occurrence is the Running of the Flamingos. No one knows how this bizarre spectacle originated, though its popularity is unmatched. During this event, participants run through a street race in which vicious killer flamingos are let loose on the racers.

T14:396 A Surprise At Mussey-la-Ville

*Thursday, 2:00 PM, 4 hrs, **Players:** 4, **Location:** Commonwealth: CW-13*

***GM:** Mark T.*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** World War I, **Scale:** 28mm, **Rules:** To The Last Man (modified)*

Description: Lt. Irwin Rommel (yes, of WW2 fame, except this is WW1) rapidly advances with his scouting group, reaching Mussey-La-Ville ahead of his platoon. The fog limits vision, and the French are caught relaxing. Can the Germans attack fast enough, before the French stop them in their boots? (Rules taught, 12 & under ok with parent, sign up 1 person.)

T14:707 ESR Napoleonics - Learn to Play

*Thursday, 2:00 PM, 3.5 hrs, **Players:** 8, **Location:** Vendor Hall: The*

Wargaming Company Exhibitor Booth

***GM:** David Ensteness*

***Sponsor:** The Wargaming Company, LLC, **Prize:** Product discount for players at the Historicon 2024*

***Period:** Napoleonic, **Scale:** 10mm, **Rules:** Et sans résultat! Series 3 (ESR Napoleonics)*

Description: Players will be acting as one of Napoleon's marshals "or one of their opponents" commanding a corps-sized Force and coordinating it against their adversary. ESR emphasizes large scale events, not micromanagement. Game play focuses on maneuver and management of divisional-sized elements, not tactical decisions. We'll be playing at 1"=150 yards, 1' to the mile. Players will be grouped by experience level, Quick Reference Guide available for download: <https://thewargamingcompany.com/esr-players-guide/>

T14:128 Test of Resolve in France

*Thursday, 2:00 PM, 1 hrs, **Players:** 2, **Location:** :*

***GM:** Tim Couper*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** Hundred Years War, **Scale:** 28mm, **Rules:** Test of Resolve: Hundred Years War*

Description: Play a complete scenario of a typical continental battle of the Hundred Years War. Experience the fun of the the newly released Test of Resolve: Hundred Years War rules.

T14:186 Ruhr Forest Tank Battle

*Thursday, 2:00 PM, 4 hrs, **Players:** 4, **Location:** Commonwealth: CW-33*

***GM:** Robert Varga*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** World War II, **Scale:** 28mm, **Rules:** Beer and Pretzel Home rules*

Description: The Germans are retreating, Patton is advancing rapidly after them needing to capture the bridge. The road to that bridge has been cut off. Patton can't wait for grounded Air support he needs that crossing. He assigns his tanks the task via the Ruhr Forest bypassing the road and advancing to the bridge. Which is protected by an Anti-Tank Gun, and hidden Armor ready to ambush anything they encounter. The area has small hills, heavily wooded, which aids or hinders both sides.

T15:420 Jungle Patrol

*Thursday, 3:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-85*

***GM:** Kevin Fischer & HAWKS*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** SciFi, **Scale:** 10mm, **Rules:** Mobile Suit Gundam: The Gravity Front*

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Description: The Principality of Zeon have been active in the jungles. Can the Earth Federation deal with the feared mobile suits with their own? Who will survive?

T15:448 The Russo Japanese War: A LWTV Campaign Game 2 — Theme Game

*Thursday, 3:00 PM, 4 hrs, **Players:** 8, **Location:** : HR-37*

GM: Miles Reidy & Little Wars TV

Sponsor: NONE, **Prize:** NONE

Period: Russo-Japanese War, **Scale:** 10mm, **Rules:** Altar of Empires

Description: Often described as World War Zero, the Russo Japanese War was a titanic struggle between a declining European power and an emerging Asian one which featured a terrifying glimpse of what WW1 had instore. Players will be resolve battles that occur over the course of a campaign being played out over the convention. The outcome of the table top fighting directly influences the progress of the campaign.

T15:459 Ragnars Raid — Theme Game

*Thursday, 3:00 PM, 3 hrs, **Players:** 6, **Location:** : HR-47*

GM: Brad Schaive & Little Wars TV

Sponsor: NONE, **Prize:** NONE

Period: Dark Ages, **Scale:** 28mm, **Rules:** Battlelust

Description: Raiders from the North sweep into a Saxon village looking for gold and silver under the guise of a very harsh form of wealth redistribution. The game will be played on a custom table fit only for the finest of Jarls. Play will be fast paced and rewards will be in the form of miniature gold, silver and captives for ransom or a place at the table in Valhalla.

T15:607 Out of Ammunition: God Save the King — Theme Game

*Thursday, 3:00 PM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-24*

GM: John Emmett & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Chain of Command

Description: Arnhem, Netherlands, 1944: Although successful in repelling the early German probing attacks, John Frost's perimeter around the Arnhem road bridge's north end continued to shrink. German artillery firing over open sights and several Kampfgruppe attacks had reduced buildings to ruins with some catching fire. In this hypothetical scenario will the South Staffords break out of the Oosterbeek Perimeter to bolster Frost's defense, or will the German Kampfgruppen finally force the surrender of the British Airborne?

T15:609 Dunkirk: Duel in the skies over Operation Dynamo. — Theme Game

*Thursday, 3:00 PM, 3 hrs, **Players:** 4, **Location:** Heritage: HR-27*

GM: Eric Boyle & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:600th, **Rules:** Bag the Hun

Description: The Evacuation from Dunkirk across the channel is underway. The RAF has sortied to cover the evacuation fleet. The Luftwaffe has other ideas and is sending its infamous Stuka dive bombers to sink the motley collection of ships. Try out Bag the Hun® Two Fat Lardies rules for aerial combat in WWII. This game will use a hexless modification. Each player controls a flight of aircraft. A Lard America event.

T15:611 Hollywood Studios Shootout — Theme Game

*Thursday, 3:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-25*

GM: John Seitz & LARD America

Sponsor: NONE, **Prize:** NONE

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Period: Western, **Scale:** 28mm, **Rules:** What A Cowboy

Description: Return to those thrilling days of yesteryear on an iconic Hollywood backlot where famous Western movie and TV actors characters are searching to "resurrect their careers" and be the King of the Cowboys.

Is this the real life? Is this just fantasy? Boy have we got an adventure for you!

Quiet on the set. Roll cameras. ACTION!

T15:623 1st Bull Run

*Thursday, 3:00 PM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-15*

GM: Richard Jaekel & LARD America

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 15mm, **Rules:** Pickett's Charge

Description: The First Battle of Bull Run. The battle was fought on July 21, 1861. The Union Army was slow in positioning themselves, allowing Confederate reinforcements time to arrive by rail. Each side had about 18,000 poorly trained and poorly led troops.

T15:655 Into The Darkness: WARHAMMER 40K: DEMO'S: Combat Patrol

*Thursday, 3:00 PM, 4 hrs, **Players:** 12, **Location:** Heritage Foyer: HF-7*

GM: James Harvey & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** WARHAMMER 40K and House rules.

Description: A new edition makes planet fall. Ravening aliens strike at a desperate Imperium in the new edition of Warhammer 40,000. Discover one of the world's most popular miniatures games. Come join us in learning this new edition of Warhammer 40,000. All are welcome and all materials will be provided.

T15:281 Counter-attack at Hive Helsreach

*Thursday, 3:00 PM, 3 hrs, **Players:** 6, **Location:** Heritage: HR-12*

GM: Matthew Fridirici

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 6mm, **Rules:** Aeronautica Imperialis

Description: The Orks have maintained their foothold on Armageddon and the Imperium's forces have showed up en masse in a desperate hope to repel and take out the greenskin invaders.

T15:373 What would Nelson give to be here.

*Thursday, 3:00 PM, 4 hrs, **Players:** 5, **Location:** Commonwealth: CW-52*

GM: Les Benoodt

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 1:1200th, **Rules:** Kiss Me Hardy Modified

Description: Nelson gets all the glory, but the brunt of the Battle of Trafalgar fell on Rear Admiral Cuthbert Collingwood and his leeward squadron which first broke the Franco-Spanish line and fought unsupported until Nelson eventually showed up. This scenario pits Collingwood's ships against some of the best the Allies had to offer on that fateful day. Refight this marginally famous engagement and gain the glory for yourself. BYOG- Bring your own grog

T15:151 Battle of North Cape

*Thursday, 3:00 PM, 4 hrs, **Players:** 10, **Location:** Commonwealth: CW-53*

GM: Will Nesbitt

Sponsor: NONE, **Prize:** Flattops & Floating Fortresses

Period: World War II, **Scale:** Other, **Rules:** Flattops & Floating Fortresses

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Description: In icy waters north of Norway, the British Royal Navy and the Kriegsmarine face off. The German goal is to sink a convoy headed for Murmansk. But the British have a trap set to ensnare the powerful battleship Scharnhorst and her escorts. Fast-play WW2 naval game with hidden movement, submarines, and merchant vessels.

T16:401 A Bridge in Spain

*Thursday, 4:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-86*

***GM:** Duncan Adams & HAWKS*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** Napoleonic, **Scale:** 25mm, **Rules:** Combat Patrol*

Description: It's campaign season in Spain and the armies are on the move. Wellington needs to control a key bridge and has sent a company of Portuguese light infantry to clear the way. The French party guarding the bridge has other ideas. Under 12 welcome with a playing adult.

T16:601 Battle of Assunpink Creek

*Thursday, 4:00 PM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-17*

***GM:** Edward Bowen & LARD America*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** American War for Independence, **Scale:** 28mm, **Rules:** Sharp Practice 2*

Description: We've got the old fox safe now. We'll go over and bag him in the morning. - Gen Charles Cornwallis. But do they? Can you, like General Washington, fight a successful delaying action and keep the British from reaching Trenton before nightfall? Or, as Cornwallis will you be able to push aside the advance forces of the Continental Army and crush Washington at his position along Assunpink Creek. Will you bag the old fox? Join us for large skirmish action in wintry New Jersey using Sharp Practice rules. Beginners welcome.

T16:303 Pickett's Charge - The War Game — Theme Game

*Thursday, 4:00 PM, 4 hrs, **Players:** 12, **Location:** Commonwealth: CW-41,51,*

***GM:** Jim Purky*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** American Civil War, **Scale:** 54mm, **Rules:** Never Call Retreat*

Description: You've seen the movie Gettysburg and now is your chance to replay Pickett's Charge in epic 54mm scale with a cast of over 1,200 figures. Will you lead the Confederate charge up Cemetery Ridge or will you stand fast with Winnie Hancock and turn back the rebel tide? Victory Points allow for either side to win the game. Good ground and easy to learn rules lead to a fast paced game.

T16:117 Raid on Elliot's Farm - the aftermath

*Thursday, 4:00 PM, 4 hrs, **Players:** 4, **Location:** Commonwealth: CW-11*

***GM:** Graham Wilkinson*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** Renaissance, **Scale:** 28mm, **Rules:** Muskets & Tomahawks 2nd Edition*

Description: In May 1652, Simon Elliot's family farm is a peaceful place nestled near the Atlantic coast and the Massachusetts Bay Colony. But the farm has been raided by French forces from Nouvelle-France supported by local Nipmuck Indians. Have the farmers and Militia successfully defended the farm or will local farmers hurrying to the area be required to search for captives? This is a follow up game Raid On Elliot's Farm.

T16:219 Eutaw Springs

*Thursday, 4:00 PM, 3 hrs, **Players:** 8, **Location:** Heritagae: HR-13*

***GM:** David Paul Miller*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** American War for Independence, **Scale:** 54mm, **Rules:** Commands and Colors - Tricorne*

Description: The year is 1781, the Southern Campaign rages on at Eutaw Springs, just outside of Charleston. Nathaniel Greene faces off against Crown forces under Alexander Stewart. We'll play this using the Epic format.

T17:651 Battletech - Operation RIPOSTE - Kawich

*Thursday, 5:00 PM, 5 hrs, **Players:** 8, **Location:** Heritage Foyer: HF-9*

***GM:** Mark Yingling & Battletech*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** SciFi, **Scale:** 6mm, **Rules:** Battletech - Total Warfare*

Description: Operation RIPOSTE is the Capellan Confederation counterattacking during the 4th Succession War on Federated Suns for their attack. Warrior House Hiritu leads the attack on the planet of Kawich and are surprised by the Eridani Light Horse Striker Regiment and 1st Davion Guards. Capellan forces tried to speed to their target, but ended up having to fight for their lives to try and escape. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

T17:174 "Well Major, Looks Like You've Found a Real War" — Theme Game

*Thursday, 5:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-22*

***GM:** Roxanne Patton*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** American Civil War, **Scale:** 25mm, **Rules:** Brother Against Brother*

Description: Supposedly trapped at the river, Charlton Heston as Major Dundee leads his polyglot force in a charge against the Imperial Mexicans while the finest of Europe's cavalry gallop towards his rear. Children under 18 are welcomed with a playing adult.

T17:199 VSF: Two Dinos for Sister Sarah — Theme Game

*Thursday, 5:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-4*

***GM:** Gabriel Landowski*

***Sponsor:** MHWA, **Prize:** NONE*

***Period:** Victorian Science Fiction, **Scale:** 28mm, **Rules:** Damned Human Race*

Description: When debris from an ancient alien space fleet seeds the solar system in 1863, a lot of weird and wonderful things emerge! Take part as towering dinosaurs and thundering steam walkers struggle for ultimate control while the colonial powers of Europe play out the same old game but with a new twist! MHWA: Kid friendly

T17:119 A New Apocalypse — Theme Game

*Thursday, 5:00 PM, 4 hrs, **Players:** 10, **Location:** Commonwealth: CW-74*

***GM:** Jon Lundberg*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** Modern, **Scale:** 28mm, **Rules:** Fistful of Lead*

Description: Colonel Kurtz was insane and was dealt with. The Reports from Colonel Lang beggar belief. A Huey went down with sensitive papers and those must be retrieved before they fall into enemy hands. A SEAL team is off on separate mission to determine why so many brown water boats have gone missing. From the NVA side the Roundeyes are pushing in where they don't belong, but more concerning are the odd occurrences. Weird Vietnam

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T18:415 Dorothy (and allies) versus the Wicked Witch (and allies)

Thursday, 6:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-82

GM: David Wood & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Fantasy, **Scale:** 28mm, **Rules:** Feudal Patrol

Description: This time the Wicked Witch has brought flying Apes (and a few other allies). Will she get Dorothy's slippers this time or will Dorothy and her friends ensure she gets away again?

T18:529 The Patriot-Games: Hannah's Cowpens — Theme Game

Thursday, 6:00 PM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-61

GM: John Drye & Pittsburgh Band of Gamers

Sponsor: NONE, **Prize:** NONE

Period: American War for Independence, **Scale:** 15mm, **Rules:** ToB Volley and Bayonet

Description: Following the loss at Cowpens in January 1781 General Cornwallis decided to pursue the Continentals into North Carolina. The resulting battle at Guilford Court House was described as "the largest and most hotly contested action" in the south. The Colonial Army under General Greene was a mix of new recruits and continentals. Cornwallis force included the cream of the army including guards and grenadiers, supported by royal artillery, The Volley and Bayonet® rules allow for a recreation of this tide-turning engagement, that actually does bear some resemblance to the movie. The battle of Hannahs Cowpens was described as: "a battle, in which greater numbers were not engaged, which was so important in its consequences."®. The January 17, 1781 battle was fought in South Carolina

T18:536 JOE HACK Britian 43 AD African Tuetoburg Wald

Thursday, 6:00 PM, 4 hrs, **Players:** 10, **Location:** Heritage: HR-55

GM: Joe Swartz & NWS

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** JOE HACK

Description: As rumors flow through the British countryside of the fearsome Africans rampaging through their farms and villages, the British come together with infantry that is just as tough as the Africans, plenty of light cavalry, and chariots and race towards the Africans with the elephants who are destroying their homeland. Unbeknowst to the British, the Africans have prepared an ambush for the British column as it meanders through the woods. rules taught & minors welcome with adult

T18:543 FIGHTING STEAM TINCLAD RAIDERS

Thursday, 6:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-43

GM: Paul Meyer & NWS

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 1:1000th, **Rules:** FIGHTING STEAM - (Augmented)

Description: Federal gunboats attack a sleepy river port looking to seize contraband cotton. But the locals have seen all this before and they're turn tard of it. That's why they built that "watchdog" - and gave it some teeth! Fighting Steam is a fast-play game for ACW naval actions inspired by the SPI classic Fighting Sail. Rules will be taught. Young players welcome with a playing adult

T18:549 Car Wars - Death Race 2074

Thursday, 6:00 PM, 4 hrs, **Players:** 4, **Location:** Heritage Foyer: HF-6

GM: Frank Osborn & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: Future, **Scale:** 12mm, **Rules:** Car Wars 6th Edition and House rules.

Description: Hit and run driving is no longer a felony, it's the national sport! Score points for reaching checkpoints. Score even more points for "soft" targets. Who will win this year's race? Who cares as long as blood is spilled on the highway! Rules will be taught.

T18:625 Battle of Nyezane, Anglo-Zulu War, 1879

Thursday, 6:00 PM, 4 hrs, **Players:** 5, **Location:** Heritage: HR-64

GM: Gregory Starace & Carnage and Glory

Sponsor: NONE, **Prize:** Gift Certificates from ScaleTree and Scarlet Lancer Painting Services

Period: Colonial, **Scale:** 28mm, **Rules:** Carnage & Glory II

Description: Col Pearsons No 1 Coastal Column is beginning the laborious task of fording his wagons of his First Division across the waist deep Nyezane River. While some cavalry vedettes are posted for security the rest of the command is in a relaxed posture. At 8 am it is reported that a small party of Zulus is seen gathering in the hills to the North. Surely this is just another small group needing to be chased off so that the column can reach its objective, the outpost at Eshowe. Awards donated by ScaleTree - <https://www.scaletree.com/> - and Scarlet Lancer Painting Services - <https://www.facebook.com/groups/7532824256796018>

T18:642 Quatre Bras Counterattack

Thursday, 6:00 PM, 5 hrs, **Players:** 8, **Location:** Heritage: HR-63

GM: Bruce Taylor & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 28mm, **Rules:** Carnage & Glory

Description: Historically, the Dutch-Belgian Chief of Staff ignored Wellington's order to assemble as planned and abandon Quatre Bras. Here, he obeys the order and the Allies need to counterattack to take the crossroads back and prevent the French from sending large forces onto the Prussian right flank at Ligny, which would result in immeasurable harm to the allied campaign.

T18:275 Roman Circus III

Thursday, 6:00 PM, 4 hrs, **Players:** 16, **Location:** Freedom Foyer: FP-2

GM: Gordon Andrews

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 15mm, **Rules:** Roman Circus III

Description: Step into the arena and mount your chariot to compete in the spectacle that is Roman Circus III. Speed, agility, master of the whip or all out ramming are the tools of your trade! Roman chariot racing at its finest! 5 Guys and a Lawyer who brought you the ridiculously large Gangster game and 55 Days at Peking

T18:103 Crystallum: Assault on City 31

Thursday, 6:00 PM, 3 hrs, **Players:** 4, **Location:** Heritage Foyer: HF-2

GM: Christopher Masucci

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 15mm, **Rules:** GUARDS second edition (Crystallum Armies)

Description: The wasteland marauder gang known as the Heralds of the Apocalypse have amassed forces and seek to invade and loot the P.A.C.A corporate facilities at City 31. Take control of the marauders or the defenders of corporate interests and decide the fate of City 31. All participants will receive a free model.

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T18:370 Masters of the Air - Part 1 — Theme Game

Thursday, 6:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage Foyer: HF-1

GM: Martin Fenelon

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:285 micro, **Rules:** Fight for the Skies: Luftwaffe 1946

Description: The Bloody One-Hundredth is enroute to France for another bombing mission, with a fighter escort. The Luftwaffe is on hand once again to stop them. Fast-play WW II air-to-air combat with the Luftwaffe 1946 rules. No experience needed, rules will be taught.

T18:255 Sons of the Desert - French Foreign Legion

Thursday, 6:00 PM, 3 hrs, **Players:** 6, **Location:** Commonwealth: CW-14

GM: Bill Seaman

Sponsor: NONE, **Prize:** NONE

Period: Colonial, **Scale:** 28mm, **Rules:** The Men Who Would Be Kings

Description: French legionnaires defend a desert fort and nearby oasis along the Algerian-Moroccan border! Can they hold out until a relief column arrives?

T18:189 Aerodrome 2.0 Libya dogfight

Thursday, 6:00 PM, 3 hrs, **Players:** 12, **Location:** Heritage: HR-71

GM: Mark Wukas

Sponsor: NONE, **Prize:** Wings and medals for victory and valor.

Period: World War II, **Scale:** 1/144, **Rules:** Aerodrome - Aerial Combat Rules

Description: en. Rommel has directed the Luftwaffe to clear the skies of RAF fighters defending the British Eighth Army. You'll mix it up over the sands of western Egypt as Me109s clash with an RAF force of P-40s, Hurricanes and Spitfires. Which plane, or pilot, will prove better on the day? It's up to you. This simulated air combat will use the popular Aerodrome- Aerial Combat Rules. Easy to learn and fun to play. Rules taught; all equipment provided. Wings and medals for victory and valor.

T18:247 The Battle of Bunker Hill — Theme Game

Thursday, 6:00 PM, 5 hrs, **Players:** 6, **Location:** Commonwealth: CW-42

GM: James McGaughey

Sponsor: NONE, **Prize:** NONE

Period: American War for Independence, **Scale:** 15mm, **Rules:** British Grenadier

Description: Daybreak June 17, 1775. The British awaken to sounds of the Royal Navy firing at a Rebel redoubt built overnight that threatens Boston Harbor. British General Gage orders troops to dislodge the Rebels.

Come join Generals Howe, Pigot and Clinton as they set out to teach the Rebels a lesson. Or, stand fast with Colonels Prescott, Stark, and Dr. Warren to fight for independence. Whatever happens will have lasting effects for the rest of the war.

The Hollywood connection? The Battle of Bunker Hill, 1911 film starring produced by Thomas Edison's studios - the patent holder for motion pictures.

Quick food/drink break taken.

T18:261 Assault on the Pratzen Heights

Thursday, 6:00 PM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-23

GM: Larry Yakowneko

Sponsor: FrattSpiel Games, **Prize:** NONE

Period: Napoleonic, **Scale:** 10mm, **Rules:** FrattNap - Hexed

Description: FrattSpiel Games presents a hex version of The Victory Is Ours! [very similar to Small Deadly Space] 4" hexes = 200yds, beautiful WoFun acrylic flats by Peter Dennis. These rules will be published in the fall by On Military Matters. Staff officers aid maneuvers, rally, and push failed morale for Close Actions. Very few charts, very intuitive. Check out Battle of Austerlitz for fuller description. Hex version of The Victory Is Ours! 4" hexes = 200yds, beautiful WoFun acrylic flats by Peter Dennis. Staff Officers, Cohesion, 6,8,10,12,20 sided dice drive combat.

T19:403 Viking Blood Feud

Thursday, 7:00 PM, 3 hrs, **Players:** 6, **Location:** Commonwealth: CW-84

GM: Edward Watts & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Dark Ages, **Scale:** 25mm, **Rules:** Fistful of Lead - Might and Melee

Description: A mother leads her family against her sons' murderers condemned but unpunished at the last Fylkis-Thing. Some cousins might join in for less honorable motives. Rules taught at table.

T19:424 Lean to Play Wars of Eagles and Empires

Thursday, 7:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-71

GM: Buck Surdu & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 25mm, **Rules:** Wars of Eagles and Empires

Description: Players command French brigades attempting to force a river crossing at a Polish village or the Russian defenders in 1807. Based on the popular Wars of Ozz family of rules, Wars of Eagles and Empires provides an old-school feel with modern mechanics. The unique activation mechanism provides friction while allowing players to influence the battle. The reaction test mechanic provides the right level of unpredictability. Wars of Eagles and Empires sets out to prove the Napoleonic games can be fun. Rules will be taught. Younger players welcome with a participating adult. No booze, please.

T19:439 Vitoria, 21 June 1813

Thursday, 7:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-83

GM: Kurt Schlegel & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 10mm, **Rules:** SAF Napoleonics

Description: On 21 June 1813 a British, Portuguese and Spanish army under the Marquess of Wellington broke the French army under King Joseph Bonaparte and Marshal Jean-Baptiste Jourdan near Vitoria in Spain, eventually leading to victory in the Peninsular War. This is the 1st of 3 versions of the battle, each using a different rule set.

T19:471 Silver Swallows - Vietnam Dogfight

Thursday, 7:00 PM, 4 hrs, **Players:** 5, **Location:** : HR-57

GM: Tom Ballou & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: Vietnam, **Scale:** 1:200th, **Rules:** Check Your 6- Jet Age

Description: The first clash of the Vietnam War. The USS Hancock and USS Coral Sea launched a coordinated strike on a vital bridge in North Vietnam. The sky was hazy with limited visibility. The Coral Sea's strike group went in first followed by the Hancock's aircraft. As the last A-4s started to roll in, the escorting F-8s spread out as unseen MiG's slipped into the mix.

T19:479 I Rode with Custer — Theme Game

Thursday, 7:00 PM, 3 hrs, **Players:** 6, **Location:** : HR-56

GM: Benjamin Bentley & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: Western, **Scale:** 25mm, **Rules:** Ruthless

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Description: Ever since that fateful day when George Armstrong Custers battalion of the Seventh Cavalry met its fate on the Little Bighorn River, men made careers by selling their stories claiming to be the sole survivor. By the 1950s the last of these men, as well as the Sioux and Cheyenne participants, were in their twilight years. They all vied for a chance to tell the tallest tale and have their story become a bestselling book which would dominate the United States understanding of the battle. Weave your own exciting story of the battle and seek fame and fortune by fighting your way through the most dramatic moments of the Battle of the Little Bighorn!

T19:487 The Battle of Midway, 1942 — Theme Game

*Thursday, 7:00 PM, 4 hrs, **Players:** 6, **Location:** : HR-46*

GM: Carl cardozo & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:600th, **Rules:** Fire in the Sky

Description: Trouble is, I want that fourth carrier! Take command of the fearsome Kido Butai or the valiant US Navy in the struggle for the Pacific! The IJN has its sights set on capturing a target called AF - and thanks to the codebreakers in Hawaii, they won't take Midway without a fight! Each player commands a carrier's complement of fighters and bombers. Play the strategic game using Avalon Hills classic Midway game, and the airstrikes using the new wargame rules Fire in the Sky!

T19:517 DOOM: Knee Deep in the Dead

*Thursday, 7:00 PM, 4 hrs, **Players:** 5, **Location:** Heritage: HR-42*

GM: Larry Morris & Yellow Worm Gaming Society

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** DOOM

Description: A containment breach has been detected at the research facility on Phobos. A UAC fireteam has been dispatched to recover valuable assets and return them with minimal collateral damage or loss of resources. What could possibly go wrong?

T19:527 Defending Dumas " Squadron Action " Exploding Spaceships

*Thursday, 7:00 PM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-62*

GM: Jesse Scarborough & Pittsburgh Band of Gamers

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** Other, **Rules:** Exploding Spaceships mod of So Convenient for Hewing

Description: The Colonial Development Union (CDU) is intervening in the Musketeer System, after shipments of fusion metals have been disrupted by civil unrest. What would have stayed, a low-level pseudo conflict was escalated by ham-handed CDU peace-keeping. The wealth from the mining has allowed the Minervans access to high-quality military equipment. Now the CDU must clear Dumas near-space to allow the landing of an expeditionary force.

T19:565 The Battle of Isandlwana — Theme Game

*Thursday, 7:00 PM, 3 hrs, **Players:** 9, **Location:** Commonwealth Foyer: CF-1*

GM: Dave Waxtel & HMGS Next Gen

Sponsor: NONE, **Prize:** NONE

Period: Colonial, **Scale:** 28mm, **Rules:** The Men Who Would Be Kings

Description: The Battle of Isandlwana on January 22, 1879 was the first major encounter in the war between the British Empire and the Zulu Nation. Eleven days after the British invaded Zululand, a Zulu force of some 20,000 warriors attacked a portion of the British main column

consisting of 1,800 British, colonial, and native troops. Children participation encouraged!

T19:579 Big Truffle in a Little Village

*Thursday, 7:00 PM, 3 hrs, **Players:** 8, **Location:** Commonwealth Foyer: CF-2*

GM: Eric Jacobson & HMGS Next Gen

Sponsor: Brigade Games, **Prize:** NONE

Period: Fantasy, **Scale:** 28mm, **Rules:** Gnome Wars

Description: In the early days of the Wishing Well War, the only thing between the German Gnome war machine and the subjugation of all Gnome-Kind were small town militias... and a few friends. Any player bringing a painted 320 point unit from Brigade Games Gnomes at War line do not need to pre-register. No one under 12 without a playing adult.

T19:627 Wolverines: Airfield Strike — Theme Game

*Thursday, 7:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-72*

GM: Michael Pierce & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Modern, **Scale:** 20mm, **Rules:** Wolverines: Red Dawn (home)

Description: The Commie invasion continues. Although you have heard rumors of fighting by the US military, the Commies are in control of your region. In the town of Two Wells, Texas, the invaders have established a base, including a small air facility. They have used the airfield to keep the region pacified. Your group of Wolverines plan to assault the airfield, destroying infrastructure and aircraft. In addition, gather any supplies you can find.

T19:632 Prussian Assault at Elsasshausen-Battle of Froschwiller

*Thursday, 7:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-73*

GM: Thomas Garnett & Carnage and Glory

Sponsor: NONE, **Prize:** C&G Light to Computer-Identified Notable Command

Period: Franco-Prussian War, **Scale:** 28mm, **Rules:** Carnage and Glory

Description: On 6 August, the French I Corps defended the frontier region around the Alisse town of Froschwiller. At dawn several Prussian advance guard brigades probed the French defenses. Just east of Elsasshausen, the Prussian 9th Division followed by the 10th Division started their "pile-on" assault by using each brigade as it arrived to assault the French 1st Division. Young folks 12 and up with an adult sponsor (18+) are welcomed to join in.

T19:201 Kunoichi Hime - Strike the Gate! — Theme Game

*Thursday, 7:00 PM, 4 hrs, **Players:** 16, **Location:** Freedom Foyer: FP-1*

GM: Tom Vielott

Sponsor: NONE, **Prize:** NONE

Period: Renaissance, **Scale:** 28mm, **Rules:** Ninjutsu! (Home Rules)

Description: Rumors swirl as the army of Lord Murakami approaches Niseoka, a key border castle of Lord Hashimoto's domain. It is almost certain that Murakami has sent his daughter, the Princess of Ninjas, forward to open a way into the castle. In the castle town, guards watch suspiciously as many forces work unseen, trying to pull the result of the siege one way or another. When Murakami's army arrives at dawn, who can say what it will find... Come for easy rules and a bit of roleplaying and intrigue! Also check out the siege proper on Friday at 3pm and 7pm!

T19:194 Baltimores Over Africa

*Thursday, 7:00 PM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-13*

GM: DAVID WINFREE

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Sponsor: I-94 Enterprises, **Prize:** Aircraft minis (unpainted) to MVP of each side

Period: World War II, **Scale:** 1:285 micro, **Rules:** Check Your 6!

Description: Scenario playtest, North Africa 1943. Escorted Martin Baltimores intercepted by Axis fighters. Check Your 6! rules. 1st public playtest of this scenario.

T19:210 Otjihinamaparero: The Threatened Flank (German South West Africa, 1904)

Thursday, 7:00 PM, 4 hrs, Players: 6, **Location:** Commonwealth: CW-12
GM: Roy Jones

Sponsor: Recreational Conflict, **Prize:** NONE

Period: Colonial, **Scale:** 25mm, **Rules:** Sword and the Flame (Modified)

Description: 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. This game is paired with the HMGS War College lecture: Sea Soldiers, Sailors, and Schutztruppen: German Troop Types and Tactics in the Herero War.

T19:279 The Battle of Adwalton Moor

Thursday, 7:00 PM, 2.5 hrs, Players: 4, **Location:** Commonwealth: CW-21
GM: Scott Perry

Sponsor: Pictors Studio, **Prize:** All players will receive a painted and based ECW command stand.

Period: Pike & Shot, **Scale:** 12mm, **Rules:** Warmaster English Civil War

Description: In this pivotal battle of the English Civil War, the Royalist forces under the Earl of Newcastle were advancing against the forces of Lord Fairfax who were retreating. The latter found a patch of ground that seemed defensible and hoped their superior firepower would beat back the advantage in both numbers of men and horse that the Royalists held.

The results of the actual battle caused Parliament to call on the Scots for aid, ultimately bringing Scottish soldiers into England and turning the tide decisively in favour of the forces opposed to the King. This is a smaller battle and I anticipate it will go rather quickly. If it does go quickly and the players are interested we can switch sides and play it again.

T19:298 Heavy Gear RPG part 1

Thursday, 7:00 PM, 4 hrs, Players: 6, **Location:** Heritage Foyer: HF-5
GM: James Faltum

Sponsor: NONE, **Prize:** free plastic mini

Period: SciFi, **Scale:** Other, **Rules:** Heavy Gear 4th Edition Roleplaying Game

Description: In the distant future war rages on the planet known as Terra Nova. Piloted robots known as Heavy Gears have become the premiere fighting machine of choice. Join the fight for honor or just survival.

Part 1: in TN 1918 (6122 AD), a small band of misfits must fight to protect their new home, an oasis tower, in the badlands from marauding Rovers. Rules taught and all materials provided.

T19:326 The Battle of Sitka, Alaska, Russian-American Company vs Tlingit Tribe

Thursday, 7:00 PM, 3 hrs, Players: 4, **Location:** Commonwealth Foyer: CF-4

GM: Adam Sharp

Sponsor: Thomas Hill Wargamers Club & 20Sided Gamified LLC, **Prize:** yes

Period: 19th Century, **Scale:** 28mm, **Rules:** Blood & Steel, Firelock Games with House Rule Modifications

Description: When Russian fur traders entered Alaska in the 1700's, the fate of a continent was in question. Yet it wasn't Spain, France, Britain nor the fledgling United States who slowed Russian expansion, but the fierce and proud Tlingit tribes of coastal Alaska. The Battle of Sitka, 1804, is a little known, perhaps never before gamed conflict between unique wooden-armored Native Americans and Russian-American Company (RAC) fur traders, sailors and native allies. Join us to lead the Tlingits, "more frightful than the most hellish devils," as they were described by the Russians or take command of the RAC under Chief Manager Baronov. These two great powers fight to secure critical hunting grounds and the future of North America!

T19:267 Battle of Austerlitz

Thursday, 7:00 PM, 4 hrs, Players: 8, **Location:** Commonwealth: CW-23
GM: Steve Fratt

Sponsor: FrattSpiel Games, **Prize:** NONE

Period: Napoleonic, **Scale:** 6mm, **Rules:** FrattSpiel - The Victory Is Ours!

Description: FrattSpiel Games presents its Napoleonic game similar to Small Deadly Space [ACW] 1" = 50yds, 1 figure = 25 men, These rules will be published in the fall by On Military Matters. Staff Officers serve many functions for maneuver, rallying, pushing attacks. Artillery forces units to test morale. Close Action dominates combat, driven by Cohesion ratings requiring very few charts. Plays more like a War College event - atypical - players will feel like they actually watch the battle unfold. For the player looking for something innovative. Steve Fratt presents The Victory Is Ours! a companion game to his Small Deadly Space ACW game from last year. Plays like a War College Event than typical con game. For players seeking new approach.

T20:504 CHEYENNE DOWN! — Theme Game

Thursday, 8:00 PM, 2 hrs, Players: 8, **Location:** Heritage: HR-14
GM: Bob Edoo & Night Ravens

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** Alien vs Predator

Description: From Alien Xenomorphs skulking in the shadows, waiting for the moment of weakness to pounce on and capture new hosts for the brood, to the well-trained Colonial Marines who are geared up with state-of-the-art equipment and finally to a mysterious race of brutal extra-terrestrial Hunters that the humans call Predators, each Force offers a unique set of skills to provide their own diversity to the gameplay. There's no shortage of terror and excitement in Alien vs Predator!

T20:557 Into The Darkness: WOT-The Miniatures Game; Battles (What if the AXIS powers united?).

Thursday, 8:00 PM, 3 hrs, Players: 12, **Location:** Heritage Foyer: HF-8
GM: James Nicholson 3rd & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1/100th, **Rules:** WORLD of TANKS-The Miniatures Game and House rules.

Description: Enemy Spotted!! Feind Entdeckt!! Vrag Zamechen!! The World of Tanks: Miniatures Game is an easy to learn, quick play, small scale tabletop game. You take command of a Tank Platoon, seeking to destroy your opponents tanks and secure victory. WOT-The miniatures game; Battles. Is a test of your tank platoon's ability to accomplish its

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mission to secure victory for your forces!! What if the Axis powers united??

T20:656 Into The Darkness: WARHAMMER 40K: DEMO'S: Combat Patrol

*Thursday, 8:00 PM, 4 hrs, **Players:** 12, **Location:** Heritage Foyer: HF-7
GM: Buford Culver & LXG Gaming Club, THE MECHANICON and Gaming Garage*

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** WARHAMMER 40K and House rules.

Description: A new edition makes planet fall. Ravening aliens strike at a desperate Imperium in the new edition of Warhammer 40,000. Discover one of the world's most popular miniatures games. Come join us in learning this new edition of Warhammer 40,000. All are welcome and all materials will be provided.

T20:354 Liberating France - If We Can Get Off The Beach First — Theme Game

*Thursday, 8:00 PM, 4 hrs, **Players:** 7, **Location:** Commonwealth: CW-43
GM: Greg Whitaker*

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Simplified for Convention

Description: D-Day, June 6th '44 - Able Company, 116th Infantry, 29ID, can you get off of the beach Dog Green and start the liberation of France? Will some lucky Captain and his men be selected to go find a lost Private on June 9th?

Germans Soldiers of Wilderstandnest 72, can you and the "Atlantic Wall" push the "Blue & Grey" back into the sea?

Come roll lots of dice, push around lots of men, and kick the convention off to a rousing good start! No experience needed; the rules are simplified for convention play.

T20:323 Trench Wars: The Forgotten Fronts: Attu 1943--An HMGS War College Game

*Thursday, 8:00 PM, 2 hrs, **Players:** 10, **Location:** Heritage: HR-12
GM: Frank Luberti, Jr.*

Sponsor: New York Wargamers Association, **Prize:** NONE

Period: World War II, **Scale:** 25mm, **Rules:** Trench Wars (modified)

Description: May 1943. Units of the U.S. 7th Infantry Division landed on Attu island. Waiting for them: elements of the IJA's North Seas Garrison. 25mm skirmish game.

Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Kid friendly game. Parent/Child teams welcome. Rules will be taught. Game sponsored by the HMGS War College.

T20:384 StarForce Commander

*Thursday, 8:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-3
GM: Chandler Archibald*

Sponsor: Mariner Games, **Prize:** NONE

Period: SciFi, **Scale:** Other, **Rules:** StarForce Commander

Description: StarForce Commander is a thrilling game of tactical starship combat where every decision counts. Easy to learn, but with tactical depth. We'll have you in full command in 15 minutes. From arming weapons to maneuvering and sensor and shield management. Join us at our table for a quick demo or participate in a full battle. Come say hi even if the timeslot is full and we'll fit you in or set up an alternate time to play. Don't miss out on the chance to learn StarForce Commander from its designers. Ages 12+. For more info: www.mariner.games

T20:685 ULTIMATE OVERLORD #2: THE LONGEST DAY! -- D-DAY 80th Anniversary — Theme Game

*Thursday, 8:00 PM, 3 hrs, **Players:** 18, **Location:** Freedom A: FA-2
GM: Peter Panzeri*

Sponsor: MINIATURE BUILDING AUTHORITY (MBA), **Prize:** Many Prizes from Sponsors, & D-Day-Book to any players in "ALL-5 ULTIMATE OVERLORD" Events!

Period: World War II, **Scale:** 20mm, **Rules:** "D-DAY 80TH" DIVISION-LEVEL ROMMEL-RULES by Pete Panzeri: Available to all players FREE @Game-End!

Description: SIX ALLIED DIVISIONS "HIT-THE-BEACH" in NORMANDY at UTAH, OMAHA, GOLD, JUNO & SWORD Beaches. Can the 3 American 2 British & 1 Canadian Divisions survive, get ashore under Heavy Coastal battery fire, secure their beachheads and reach airborne forces trying to "HOLD UNTIL RELIEVED?" Or will any of the German "static/bodenstÃ¤ndi" defenders stay & fight until Rommel's PANZERS arrive & try to "Drive them into the Sea?" Plan rapid & intense & Division-Level attacks in exciting battles w/Inf, armor, arty, air & Naval Combat & essential logistics both sides. Starts with "RESPECTS RENDERED" to our WW2 VETS. ONE-TIME-ONLY SCENARIO at HISTORICON'24: DON'T MISS IT! *ALSO: DON'T MISS Historicon War College Presentation: "DISASTER at D-DAY" 5pm Thursday in Montgomery House. Hosted DUKE SEIFRIED FOUNDATION.

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F09:318 The Battle of Nicaea

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Freedom A: FA-4

GM: Rodney Cain

Sponsor: Washington Grand Company, **Prize:** NONE

Period: Medieval, **Scale:** 28mm, **Rules:** Triumph!

Description: During the first crusade at siege of Nicaea, the Rum Turk Sultan attempted to rescue the city by sending a large mounted force. This resulted in a three day battle outside the city walls. Heavy mounted knights of the crusaders vs. the swift light cavalry of the Turks will face off in the first major battle of the first crusade. This battle will be fought using Triumph! Rules for Tabletop Battles Ancient and Medieval. Experienced and new players are welcome. Rules will be taught!

F09:320 The Battle of Issus — Theme Game

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Freedom A: FA-4

GM: Brian Peruski

Sponsor: Washington Grand Company, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** Triumph!

Description: 333 BC Alexander the Great faces off against Darius III in his second and most decisive battle against the Persian Empire. Once again Alexander is facing off against a larger Persian force defending a river. The battle took place south of the ancient town Issus with the Pinarus river in between the armies. This battle will be fought using Triumph! Rules for Tabletop Battles Ancient and Medieval. Experienced and new players are welcome. Rules will be taught!

F09:112 3D PanzerBlitz - German Armored Counterattack on a Russian Armored Spearhead 1944

Friday, 9:00:00 AM, 3 hrs, **Players:** 6, **Location:** Commonwealth: CW-12

GM: Gregory Johnson

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:600th, **Rules:** Avalon Hill PanzerBlitz

Description: German Armored Counterattack on a Russian Armored Spearhead 1944
Play Avalon Hill's classic PanzerBlitz in 3D using 3mm (1/600) Oddzial Osm miniatures from picoarmor.com. Beginners welcome.

F09:147 Battle of Montgomery

Friday, 9:00:00 AM, 4 hrs, **Players:** 3, **Location:** Commonwealth: CW-76

GM: Jeffrey Lower

Sponsor: NONE, **Prize:** NONE

Period: English Civil War, **Scale:** 15mm, **Rules:** For King & Parliament

Description: In September 1644 Parliamentarians captured a Royalist ammunition convoy and stowed it at the recently seized Montgomery Castle. The recapturing of this powder and the castle drew a union of Royalist forces to the area. In response, Parliamentarians gathered in defense. On the morning of September 18th, Parliamentarians sent a third of their cavalry away to forage for food. Royalists, noting the depletion of the castle garrison, marched from their camp, ready to give battle. Will the Royalists recapture the castle and their purloined powder and ammunition? Not if the Parliamentarians have anything to say about it.

F09:195 VSF: Of T-Rex and Lizardmen — Theme Game

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-4

GM: Gabriel Landowski

Sponsor: MHWA, **Prize:** NONE

Period: Victorian Science Fiction, **Scale:** 28mm, **Rules:** Damned Human Race

May 25, 2024

Description: When debris from an ancient alien space fleet seeds the solar system in 1863, a lot of weird and wonderful things emerge! Take part as towering dinosaurs and thundering steam walkers struggle for ultimate control while the colonial powers of Europe play out the same old game but with a new twist! MHWA: Kid friendly

F09:227 Prelude to Zulu Dawn — Theme Game

Friday, 9:00:00 AM, 4 hrs, **Players:** 4, **Location:** : CW-13

GM: Edgar Pabon

Sponsor: Firelock Games, **Prize:** NONE

Period: Colonial, **Scale:** 28mm, **Rules:** Blood & Steel

Description: Before the fateful events at Isandlwana, a Zulu patrol runs into a British picket force. Will Lt. Harford get the chance to report the incursion?! Using Blood & Steel, this game will be fun, easy to learn, and tactically challenging for both sides.

F09:239 UN Peace Keeping in Chad

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-34

GM: Patrick McGarrity

Sponsor: NONE, **Prize:** 3D printed vehicle.

Period: Modern, **Scale:** 28mm, **Rules:** Force on Force

Description: In South Eastern Chad (2008), Irish Army Ranger Wing (ARW) troops are part of a UN Peacekeeping Mission tasked with guarding convoys carrying essential supplies, protecting refugee camps, and providing long range recon patrols in hostile territory. Frequent incursions by Sudanese rebels from Darfur heighten tensions that result in an attempt to ambush a convoy. Will the convoy cross the table? Sign up and find out. This is a 28 mm scale game.

F09:296 War on Terra Nova part 3

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-5

GM: James Faltum

Sponsor: NONE, **Prize:** free plastic mini

Period: SciFi, **Scale:** 12mm, **Rules:** Heavy Gear Blitz, ver 3.1

Description: In the distant future war rages on the planet known as Terra Nova. Piloted robots known as Heavy Gears have become the premiere fighting machine of choice. Join the fight for honor or just survival.

Part 3: in TN 1936 (6133 AD), The Interpolar war begins as the North invades the South. Rules taught, and all models provided. HG Blitz uses alternating activation and reaction mechanics.

F09:301 Tanks for the Apocalypse — Theme Game

Friday, 9:00:00 AM, 2 hrs, **Players:** 7, **Location:** : GF-4

GM: Christopher Jachimowicz

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Tanks for the Apocalypse (Snarling Badger Studios)

Description: July 16, 1945. The world's first nuclear explosion sets off a concussive wave of fission wiping out 98% of life on Earth. Survivors in Lima, Ohio commandeer Sherman tanks from the Lima Locomotive Works and use them to protect the town. But they aren't the only ones with tanks. Unsavory gangs of survivors have their own tanks, competing with each other for Earth's limited resources. Players will pilot one of these tanks, destroying opponents' tanks and taking resources for themselves. Pilot a Sherman tank competing for resources in 1945 post-apocalyptic Lima, Ohio. Fast play, easy-to-learn rules. Recommended for ages 10 and up.

F09:313 To Hunt the Hutt — Theme Game

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** : GF-3

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GM: Troy Nowak

Sponsor: Your Hobby Place, **Prize:** NONE

Period: SciFi, **Scale:** 25mm, **Rules:** West End Games Star Wars

Miniatures Battles

Description: A team of bounty hunters and Imperial troops have found Mennac the Hutt on the backwater world Trendivar. Help them capture her, or help Mennac and her entourage escape to their fortress on Nal Hutta. Learn basic game mechanics and the use of heroes and droids playing this official scenario from the 1996 West End Games supplement Imperial Entanglements with vintage lead and modern resin 25mm miniatures; kids under 14 welcome with a playing adult. No food at the table.

F09:356 Ages of Conflict - Battle of Camden

Friday, 9:00:00 AM, 4 hrs, Players: 4, Location: Commonwealth: CW-75

GM: Michael Love

Sponsor: NONE, **Prize:** NONE

Period: American War for Independence, **Scale:** 18 mm, **Rules:** Ages of Conflict

Description: In July 1780 Major General Horatio Gates of the Continental Army entered South Carolina intent on recapturing the state from the British. General Cornwallis learned of Gates's advance prompting Cornwallis to march his army out of Charleston to meet the enemy.

The two armies advanced eventually meeting just north of Camden on the morning of August 16, 1780.

F09:359 Battle of Cunaxa, 401 BC

Friday, 9:00:00 AM, 3 hrs, Players: 6, Location: Heritage: HR-12

GM: Bob Bryant

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 15mm, **Rules:** Might of Arms

Description: The old king of Persia has died. His sons Artaxerxes and Cyrus contend for the throne. Artaxerxes with a superior force of cavalry meet Cyrus near the town of Cunaxa, next to the Euphrates River. Cyrus has augmented his smaller force of Persians with 13,000 Greek mercenaries, the 10,000 of Xenophon fame.

F09:385 StarForce Commander — Theme Game

Friday, 9:00:00 AM, 4 hrs, Players: 6, Location: Cheritage Foyer: HF-3

GM: Patrick Doyle

Sponsor: Mariner Games, **Prize:** NONE

Period: SciFi, **Scale:** Other, **Rules:** StarForce Commander

Description: StarForce Commander is a thrilling game of tactical starship combat where every decision counts. Easy to learn, but with tactical depth. We'll have you in full command in 15 minutes. From arming weapons to maneuvering and sensor and shield management. Join us at our table for a quick demo or participate in a full battle. Come say hi even if the timeslot is full and we'll fit you in or set up an alternate time to play. Don't miss out on the chance to learn StarForce Commander from its designers. Ages 12+. For more info: www.mariner.games

F09:391 Dawn Patrol — Theme Game

Friday, 9:00:00 AM, 4 hrs, Players: 8, Location: : HR-22

GM: Martin Fenelon

Sponsor: NONE, **Prize:** NONE

Period: World War I, **Scale:** 1:285 micro, **Rules:** Fight for the Skies: Wood & Canvas

Description: Another dawn, another patrol to stop the German recon aircraft from getting photographs of British trenches. There are new

replacements to break in, with only a few veterans to lead them. But they have to go up, even if their average survival at the front is only 15 days. Fast-play air-to-air rules, no experience needed, rules will be taught.

F09:397 A New Interpretation for the Battle of Crecy

Friday, 9:00:00 AM, 4 hrs, Players: 4, Location: : HR-21

GM: Mark T.

Sponsor: NONE, **Prize:** NONE

Period: Medieval, **Scale:** 28mm, **Rules:** Lion Rampant (modified)

Description: King Edward III of England invades France with his army, and King Philippe of France forms a coalition to do battle. Recent research shows the Battle of Crecy was fought in a different location than tradition says. Players will face the new situation. (Rules taught, 12 and under ok with parent, sign up only one.)

F09:120 Up the Jungle River — Theme Game

Friday, 9:00:00 AM, 4 hrs, Players: 10, Location: Commonwealth: CW-74

GM: Jon Lundberg

Sponsor: NONE, **Prize:** NONE

Period: Pulp, **Scale:** 28mm, **Rules:** Fistful of Lead

Description: The trading post has sent curious reports of a tribe that trains giant beasts. A peculiar cult has found an artifact that appears to have otherworldly powers. The group that returns to civilization with proof of these mysteries will be richly rewarded

F09:126 Space Opera 1963 Gone to Ground

Friday, 9:00:00 AM, 3 hrs, Players: 4, Location: Independence: IN-4

GM: David Cashin

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** Other, **Rules:** Full Thrust Vector movement and home brew

Description: During the attack on the Trans-Martian Packet Swiftsure an intrepid agent of Triplanetary Insurance was able to place a tracker on the Corsairs. But now the bold pursuing crews of the Patrol have lost track of the pirates in the Palladian group of asteroids. Each player will command one ship. The rules will be taught, but more suitable for players familiar with vector and hidden movement. Children under 13 with parent.

F09:134 Test of Resolve in France

Friday, 9:00:00 AM, 1 hrs, Players: 2, Location: Commonwealth:

GM: David Knight

Sponsor: NONE, **Prize:** NONE

Period: Hundred Years War, **Scale:** 28mm, **Rules:** Test of Resolve: Hundred Years War

Description: Play a complete scenario of a typical continental battle of the Hundred Years War. Experience the fun of the the newly released Test of Resolve: Hundred Years War rules.

F09:172 Battletech: A Little Larceny with a side of Rescue

Friday, 9:00:00 AM, 4 hrs, Players: 8, Location: Hickory B: HK-3

GM: Harold Carfrey

Sponsor: Catalyst Demo Team, **Prize:** Battletech Swag

Period: SciFi, **Scale:** 1/275 scale, **Rules:** Battletech

Description: Hesperus II 3075 Operation Lockjaw
Troops from the Allied Mercenary Command are raiding a Word of Blake Industrial Facility. The mercenaries are here to not only acquire war material, but also to liberate the prisoners being used as slave labor...
An up to eight player game with each player controlling 2 combat units.

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F09:315 Rumble in the Jungle

Friday, 9:00:00 AM, 3 hrs, **Players:** 7, **Location:** Commonwealth: CW-14

GM: William Langville

Sponsor: NONE, **Prize:** NONE

Period: Colonial, **Scale:** 28mm, **Rules:** House rules

Description: Come to the Belgian Congo and be either the Force Publique or an Azande warrior in the struggle for control of the Congo. Which side will rescue its civilians and get off the table?

F09:262 Assault on the Pratzen Heights

Friday, 9:00:00 AM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-23

GM: Larry Yakowneko

Sponsor: FrattSpiel Games, **Prize:** NONE

Period: Napoleonic, **Scale:** 10mm, **Rules:** FrattNap - Hexed

Description: FrattSpiel Games presents a hex version of The Victory Is Ours! [very similar to Small Deadly Space] 4" hexes = 200yds, beautiful WoFun acrylic flats by Peter Dennis. These rules will be published in the fall by On Military Matters. Staff officers aid maneuvers, rally, and push failed morale for Close Actions. Very few charts, very intuitive. Check out Battle of Austerlitz for fuller description. Hex version of The Victory Is Ours! 4" hexes = 200yds, beautiful WoFun acrylic flats by Peter Dennis. Staff Officers, Cohesion, 6,8,10,12,20 sided dice drive combat.

F09:378 Eagles of Empire Demo Games

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Vendor Booth: Vendor Booth

GM: Matt Fisher

Sponsor: Your Hobby Place, **Prize:** NONE

Period: Franco-Prussian War, **Scale:** 28mm, **Rules:** Eagles of Empire

Description: Learn to play the hot skirmish scale, Franco-Prussian War miniatures game. Demos take 10 minutes and everything is provided! These are at the Your Hobby Place booth in the vendor hall.

F09:413 Wars of Ozz: Learn to Play & Bring and Battle

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-72

GM: Christopher Palmer & HAWKS

Sponsor: Old Glory, **Prize:** NONE

Period: Horse & Musket Fantasy, **Scale:** 28mm, **Rules:** Wars of Ozz

Description: Come take part in this battle set in the Horse & Musket fantasy world of Ozz. Various factions, including Munchkins, Winkies, and the new Ratavian Pie-Rats, fight for victory in this fast paced and fun game. Also, players are invited to bring their own painted 25-point brigades of Old Glory's official Wars of Ozz figures to command, any faction; or you can use one of our brigades. Beginners welcome. Rules taught. Players under 13 only with a playing adult.

F09:418 Magic and Tech Demo

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-85

GM: Kevin Fischer & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Ultramodern Fantasy, **Scale:** 28mm, **Rules:** Magic and Tech

Description: A militant group has risen in the countryside of Narata. A Mechanized Cavalry Platoon has been dispatched to deal with them before they cause great harm and damage in the grasslands. Your feedback will be greatly appreciated. Two-player quick-starts will be available for those that want one.

F09:425 Learn to Play Wars of Eagles and Empires

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-71

GM: Buck Surdu & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 25mm, **Rules:** Wars of Eagles and Empires

Description: Players command French brigades attempting to force a river crossing at a Polish village or the Russian defenders in 1807. Based on the popular Wars of Ozz family of rules, Wars of Eagles and Empires provides an old-school feel with modern mechanics. The unique activation mechanism provides friction while allowing players to influence the battle. The reaction test mechanic provides the right level of unpredictability. Wars of Eagles and Empires sets out to prove the Napoleonic games can be fun. Rules will be taught. Younger players welcome with a participating adult. No booze, please.

F09:429 Let's Play Combat Patrol TM - Operation Sea Lion

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-82

GM: Gregory Priebe & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Combat Patrol TM

Description: Learn this exciting WWII skirmish rules system by playing just a couple turns or a whole game. Rules will be taught by one of the supplement authors. Drop in during this session, take control of a squad and learn the streamlined mechanics that enable you to fight the battle, not the rules. Children are welcome with a participating adult.

F09:434 The Battle of Vitoria

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-83

GM: David Wood & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 10mm, **Rules:** Fate of Battle

Description: On 21 June 1813 a British, Portuguese and Spanish army under the Marquess of Wellington broke the French army under King Joseph Bonaparte and Marshal Jean-Baptiste Jourdan near Vitoria in Spain, eventually leading to victory in the Peninsular War. This is the 2nd of 3 versions of the battle, each using a different rule set. Players under 13 welcome with a playing adult.

F09:449 The Russo Japanese War: A LWTW Campaign Game 3 — Theme Game

Friday, 9:00:00 AM, 4 hrs, **Players:** 8, **Location:** : HR-37

GM: Miles Reidy & Little Wars TV

Sponsor: NONE, **Prize:** NONE

Period: Russo-Japanese War, **Scale:** 10mm, **Rules:** Altar of Empires

Description: Often described as World War Zero, the Russo Japanese War was a titanic struggle between a declining European power and an emerging Asian one which featured a terrifying glimpse of what WW1 had in store. Players will resolve battles that occur over the course of a campaign being played out over the convention. The outcome of the table top fighting directly influences the progress of the campaign.

F09:465 The Battle of Acre (1189)

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** : HR-47

GM: Christopher Grau & Little Wars TV

Sponsor: Pendraken, **Prize:** Yes

Period: Medieval, **Scale:** 10mm, **Rules:** Lion Rampant

Description: Join Guy de Lusignan and Salah ad-Din as we journey to the Battle of Acre in 1189. Almost two years before Richard the Lionheart arrived in the Holy Land, the Crusader States besieged the vital port city of Acre. Can Saladin lift the siege before more Frankish reinforcements arrive? Will King Guy escape the shame of Hattin? You will decide!

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F09:472 Dawn Raid 21 April 1940

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** : HR-57

GM: Tim Tilson & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** Fireball Forward

Description: The main German Army in Norway thrust northward was up the Gudbrandsdal Valley. To protect their western flank, the 69th Infantry Division was ordered to move northwest to secure the Valdres valley defended by the Norwegian 4th Infantry Division. The Germans occupied the town of Bagn. A company was detached to the hamlet of Bagnesbergene on the hills overlooking the town. Captain F. W. Rieber-Mohn, of the Norwegian 4th Division decided this was a good opportunity for a Norwegian counterattack on the isolated detachment. Will he be able to seize the village and capture the Germans?

F09:488 The Battle of Britain Campaign -1 — Theme Game

Friday, 9:00:00 AM, 3 hrs, **Players:** 4, **Location:** : HR-46

GM: Carl cardozo & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:600th, **Rules:** Fire in the Sky

Description: The Battle of France is over - the Battle of Britain is about to begin. In this epic 5 part campaign, climb inside the cockpit for massive air battles in the skies above Britain to decide the fate of Operation Sealion. Play as The Few of RAF Fighter Commands 11 Group, or the elite pilots of the Luftwaffe. The aircraft lost and targets bombed carry over from session to session, culminating in the finale, the September 15 attack on London!
Uses the new WW2 air combat rules Fire in the Sky!

F09:494 The Longest Day: Those Focackata Bells - The 505th Airborne at St.-Mere-Eglise — Theme Game

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-11

GM: Mark Zaslavsky & WAMP

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Bolt Action 2

Description: Sainte-Mere-Eglise was occupied in June 1944 by Germans of the 14th company, 3rd Battalion, Grenadier-Regiment 1058. Before the beach assault on D-Day, the 505th Infantry, 82nd Airborne Division, parachute into the area to secure the town and its vital road junction. Following the jump and Private Steele [Red Buttons] hangs from the church steeple while the church bells ring. Paratroopers and Grenadiers fight a battle to secure the town and roadway. Re-live the battle in the movie and see if the paratroopers can accomplish their mission.

F09:511 Harper's Ferry — Theme Game

Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage: HF-10

GM: Michael Hopper & DelVal

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 28mm, **Rules:** Sharpe's Practice

Description: Sergeant Harper is in command of some local Portuguese militia at a ferry crossing near the main road into Portugal. Major Doomass received orders from Marshal Massena to find fords along the river and probe the allied position. Will the Portuguese hold? Will Sharpe return in time to aid his friend before it's too late?

F09:537 JOE HACK Britian 43 AD African Loot the Farms

Friday, 9:00:00 AM, 4 hrs, **Players:** 10, **Location:** Heritage: HR-55

GM: Joe Swartz & NOWS

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** JOE HACK

Description: As the Africans devour the countryside, not only for their own provision, but to deny the same resources to the British as well as terrorize them, word of the next victims spreads forth and the British respond haphazardly from all directions towards the African stampeding juggernaut as they try to keep their farms and villages safe. Meanwhile, the Africans look to exploit the uncoordinated British response. rules taught & minors welcome with adult

F09:546 The Battle of Drewry s Bluff: Eastern Flank

Friday, 9:00:00 AM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-44

GM: Rick Dunn & NOWS

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 10mm, **Rules:** Divided Brothers

Description: After falling back to Bermuda Hundred, General Butler had to decide on his next move. He spent May 11th strengthening the defensive works across the peninsula, and preparing to move out tomorrow. He would advance the entire Army of the James north towards Richmond. His objective wasn't to necessarily capture the rebel capital, but to make a reconnaissance in force, distract the enemy so that Butler's cavalry could slip south and destroy the railroads around Petersburg, and to tied down Confederate units so they could not reinforce Lee. This a large and fascinating game. The heavy fog at the beginning adds a unique twist not often encountered in Civil War battles.

F09:581 You say Senkaku, We say Diaoyu

Friday, 9:00:00 AM, 4 hrs, **Players:** 4, **Location:** Federal Room: FD-1

GM: Martyn Kelly & Naval Wargamer's Group

Sponsor: NONE, **Prize:** NONE

Period: Modern, **Scale:** 1:2400th, **Rules:** Harpoon V

Description: A few weeks ago, Taiwanese fishermen landed and planted a flag on the Senkaku islands. The Chinese took the opportunity to take possession of the islands and start construction of a small military outpost. They set a 25nm exclusion zone enforced by two Coast Guard Type 56. The PLAN is supporting from a distance with a Type 52D and a Type 54A. JMSDF Escort Squadron 6 and the Osumi LST have left Sasebo enroute to the islands. Experienced players only. The results of the game will impact the amphibious assault of the islands that I will be running on Saturday in 20mm.

F09:592 Free State of Jones — Theme Game

Friday, 9:00:00 AM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-27

GM: Christian Ovsenik & LARD America

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 28mm, **Rules:** Sharp Practice 2

Description: Newton Knight leads his band of deserters and freed slaves against a Confederate force who aims to burn the town, kidnap women, and steal any forage they can find. Prior experience with Sharp Practice is appreciated by the Gamemaster.

F09:597 With Nothing Bigger Than a Bren Gun - The Defense of the Van Limburg Stirum School at the Arnhem Road bridge, September 18th/19th 1944

Friday, 9:00:00 AM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-28

GM: Edward Harding & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Chain of Command

Description: From author Naill Cherry- Perhaps one of the best examples of fighting against the odds amongst all those that happened at Arnhem in September 1944 is the defense of the school at the bridge by elements of the 1st Parachute Squadron Royal Engineers and C Company of the 3rd Parachute battalion. Refight some of that action in

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a Big Chain of Command game, as the British Paras can you hold on to the Northeast defense perimeter or as elements of Kampfgruppen Knaust or Kampfgruppen Brinkman can you force the British away from the bridge and open the road south.

F09:608 Out of Ammunition: God Save the King — Theme Game

*Friday, 9:00:00 AM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-24*

GM: John Emmett & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Chain of Command

Description: Arnhem, Netherlands, 1944: Although successful in repelling the early German probing attacks, John Frost's perimeter around the Arnhem road bridge's north end continued to shrink. German artillery firing over open sights and several Kampfgruppe attacks had reduced buildings to ruins with some catching fire. In this hypothetical scenario will the South Staffords break out of the Oosterbeek Perimeter to bolster Frost's defense, or will the German Kampfgruppen finally force the surrender of the British Airborne?

F09:610 The Battle of Bantry Bay 1796

*Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-17*

GM: Eric Boyle & LARD America

Sponsor: NONE, **Prize:** NONE

Period: Age of Sail, **Scale:** 1:1000th, **Rules:** Kiss Me Hardy

Description: What if the weather had not turned against the French-Irish expedition in December 1796? In this scenario the French fleet with transports has made it to Bantry Bay but Sir Edward Pellew is rushing to cut them off before they can land the troops. Will the Irish rebels have French support, or will the Royal Navy stop them yet again? Napoleonic naval battle using Too Fat Lardies Kiss Me Hardy rules (modified) and 1/1000 scale ships.

F09:612 Hollywood Studios Shootout — Theme Game

*Friday, 9:00:00 AM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-25*

GM: Joe Otto & LARD America

Sponsor: NONE, **Prize:** NONE

Period: Western, **Scale:** 28mm, **Rules:** What A Cowboy

Description: Return to those thrilling days of yesteryear on an iconic Hollywood backlot where famous Western movie and TV actors characters are searching to "resurrect their careers" and be the King of the Cowboys. Is this the real life? Is this just fantasy? Boy have we got an adventure for you! Quit on the set. Roll cameras. ACTION!

F09:624 1st Bull Run

*Friday, 9:00:00 AM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-15*

GM: Richard Jaekel & LARD America

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 15mm, **Rules:** Pickett's Charge

Description: The First Battle of Bull Run. The battle was fought on July 21, 1861. The Union Army was slow in positioning themselves, allowing Confederate reinforcements time to arrive by rail. Each side had about 18,000 poorly trained and poorly led troops.

F09:626 Battle of Nyezane, Anglo-Zulu War, 1879

*Friday, 9:00:00 AM, 4 hrs, **Players:** 5, **Location:** Heritage: HR-64*

GM: Gregory Starace & Carnage and Glory

Sponsor: NONE, **Prize:** Gift Certificates from ScaleTree and Scarlet Lancer Painting Services

Period: Colonial, **Scale:** 28mm, **Rules:** Carnage & Glory II

Description: Col Pearsons No 1 Coastal Column is beginning the laborious task of fording his wagons of his First Division across the waist deep Nyezane River. While some cavalry vedettes are posted for security the rest of the command is in a relaxed posture. At 8 am it is reported that a small party of Zulus is seen gathering in the hills to the North. Surely this is just another small group needing to be chased off so that the column can reach its objective, the outpost at Eshowe. Awards donated by ScaleTree - <https://www.scaletree.com/> - and Scarlet Lancer Painting Services - <https://www.facebook.com/groups/7532824256796018>

F09:639 Kennesaw Mountain, 1864 - The Assault on the Dead Angle

*Friday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-74*

GM: Nigel Marsh & Carnage and Glory

Sponsor: NONE, **Prize:** Promotional Gift

Period: American Civil War, **Scale:** 28mm, **Rules:** Carnage&GloryII American Civil War

Description: The assault on the Dead Angle at the battle of Kennesaw Mountain was fought on 27 June 1864 and was the site of perhaps the bloodiest and most chaotic fighting during the entire engagement. Will the Confederate defenses hold, or will the pressure of the Union assault prevail.

F10:404 Sally Against the Siege — Theme Game

*Friday, 10:00:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-86*

GM: Edward Watts & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Medieval, **Scale:** 25mm, **Rules:** Fistful of Lead - Might and Melee

Description: Brave knights and their retinues sally forth to disrupt their besiegers and resupply their castle while the besiegers attempt to rouse their sleeping camp. Rules taught at table.

F10:480 War of the Roses: The Battle of Wakefield

*Friday, 10:00:00 AM, 4 hrs, **Players:** 6, **Location:** : HR-56*

GM: Mark Fastoso & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: Medieval, **Scale:** 28mm, **Rules:** Test of Resolve

Description: Richard, The Duke of York, is hold up in his castle near Wakefield waiting reinforcements when one of his foraging parties is ambush by Lancastrians! Standing on the castle walls he sees them in peril and orders his men to sortie and save them. Little does he know that Lords Exeter, Somerset, Roos and Clifford are waiting for him! Fun, fast-paced mediaeval game! Come and join the guys from Mark's Game Room

F10:518 Damn The Politicians!

*Friday, 10:00:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-42*

GM: Larry Morris & Yellow Worm Gaming Society

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 15mm, **Rules:** Johnny Reb 3

Description: After an early snowfall both the Confederates and Union forces just want to go into winter camp. But the politicians want action! So a battle no general wants, is about to be fought for no good reason. New players welcome, Rules taught.

F10:526 Crossing the Sambre August 1914

*Friday, 10:00:00 AM, 6 hrs, **Players:** 4, **Location:** Heritage: HR-62*

GM: Jessee Scarborough & Pittsburgh Band of Gamers

Sponsor: NONE, **Prize:** NONE

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Period: World War I, **Scale:** 15mm, **Rules:** Breakthrough - Decision in Europe

Description: Leige has fallen, and the German offensive through Belgium is underway. The French Fifth Army moves north to the Sambre, just as the Germans approach Namur. Each player commands a Corps.

F10:528 The Patriot-Games: Guilford Courthouse — Theme Game

Friday, 10:00:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-51

GM: John Drye & Pittsburgh Band of Gamers

Sponsor: NONE, **Prize:** NONE

Period: American War for Independence, **Scale:** 15mm, **Rules:** ToB Volley and Bayonet

Description: Following the loss at Cowpens in January 1781 General Cornwallis decided to pursue the Continentals into North Carolina. The resulting battle at Guilford Court House was described as "the largest and most hotly contested action" in the south. The Colonial Army under General Greene was a mix of new recruits and continentals. Cornwallis force included the cream of the army including guards and grenadiers, supported by royal artillery, The Volley and Bayonet rules allow for a recreation of this tide-turning engagement, that actually does bear some resemblance to the movie.

F10:530 The Patriot-Games: Guilford Courthouse — Theme Game

Friday, 10:00:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-61

GM: John Drye & Pittsburgh Band of Gamers

Sponsor: NONE, **Prize:** NONE

Period: American War for Independence, **Scale:** 15mm, **Rules:** ToB Volley and Bayonet

Description: Following the loss at Cowpens in January 1781 General Cornwallis decided to pursue the Continentals into North Carolina. The resulting battle at Guilford Court House was described as "the largest and most hotly contested action" in the south. The Colonial Army under General Greene was a mix of new recruits and continentals. Cornwallis force included the cream of the army including guards and grenadiers, supported by royal artillery, The Volley and Bayonet rules allow for a recreation of this tide-turning engagement, that actually does bear some resemblance to the movie.

F10:558 Into The Darkness: CLASH OF STEEL (Tabletop Tank Battles): Operation Unthinkable: DEMOS

Friday, 10:00:00 AM, 3 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-8

GM: James Nicholson & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1/100th, **Rules:** CLASH OF STEEL rules and house rules.

Description: Welcome to Clash of Steel. Its 1948 and the war has started again. Based on an Alternative History where the war in Europe finishes in 1944 with the surrender of Germany, but restarts just four years later in the face of Soviet aggression. Come join us in Gale Force Nine's 'New' CLASH OF STEEL (Tabletop tank Battles)

F10:568 Waterloo in Two — Theme Game

Friday, 10:00:00 AM, 2 hrs, **Players:** 6, **Location:** Commonwealth Foyer: CF-2

GM: Peter Anderson & HMGS Next Gen

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 25mm, **Rules:** One Hour Wargames variant

Description: Arguably the most famous battle of history, it was celebrated in the 1970 film Waterloo as - The battle that changed the

face of the world. Can Napoleon defeat Wellington and his Anglo-Allied Army before the arrival of Blucher and his Prussians puts the damper on the party? Youth ages 11 and up welcome. Walk up, no preregistration, no experience needed. Simple, fast rules using a gridded table will be taught. Movie quotes will be used for event cards!

F10:573 November 7-11, 1918 All Quiet on the Western Front — Theme Game

Friday, 10:00:00 AM, 2 hrs, **Players:** 8, **Location:** Commonwealth Foyer: CF-3

GM: Mike Fatovic & HMGS Next Gen

Sponsor: NONE, **Prize:** NONE

Period: World War I, **Scale:** 54mm, **Rules:** Trench Wars - modified

Description: As the Great War drags on into its fourth year, there are ongoing talks with the Allied Great Powers. However, your regiment has been given orders for one final attack to take place on November 11, 1918 at 10:45am. Your regiment has been given the task to take the front line of enemy trenches in your sector. Will you be able to carry out your orders or will your regiment be found in the fields where the poppies grow... you decide ! Children ages 13 and up are welcome !

F10:587 Firebase Airborne - May 1969

Friday, 10:00:00 AM, 3 hrs, **Players:** 4, **Location:** Heritage: HR-16

GM: Liam Harding & LARD America

Sponsor: NONE, **Prize:** NONE

Period: Modern, **Scale:** 20mm, **Rules:** Chain of Command: DMZ (modified)

Description: Early morning of May 13th, 1969. The 6th NVA Regiment supported by units of the K-12 Sapper Battalion launched one of the Vietnam war's bloodiest assaults on an American firebase. Paratroopers of Alpha Co, 2/501st alongside the gunners of Battery C, 2/319th Artillery must fight tooth and nail to prevent their positions from being overrun and destroyed.

F10:629 Claverton Down, 3 July 1643

Friday, 10:00:00 AM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-75

GM: Richard Mentch & Carnage and Glory

Sponsor: NONE, **Prize:** C&GII Todd Kauderer Memorial Award

Period: Pike & Shot, **Scale:** 28mm, **Rules:** Carnage & GloryII

Description: In the early summer of 1643, the Parliamentary army of Sir William Waller has led his Royalist friend Sir Ralph Hopton about in a dance of positions as Sir William has attempted to defend Bath. This morning a sharp clash of horse led Sir William to withdraw from his positions guarding the crossings of the river Avon. He has decided to stand here at Claverton Down, but two miles from Bath, determined to hold till nightfall.

F10:631 Battle for Quebec 1759

Friday, 10:00:00 AM, 4 hrs, **Players:** 5, **Location:** Heritage: HR-72

GM: Tom David & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: French & Indian War, **Scale:** 15mm, **Rules:** Carnage & Glory

Description: Recreate the battle for Quebec on the Plains of Abraham in September 1759. Can General Wolfe lead the surrounded British army to another victory or will Montcalm gather his forces and force the British back into the sea.

F10:634 Prussian Assault on the French Left Flank-Battle of Froeschwiller

Friday, 10:00:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-73

GM: Thomas Garnett & Carnage and Glory

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Sponsor: NONE, **Prize:** G&G Light Pen

Period: Franco-Prussian War, **Scale:** 28mm, **Rules:** Carnage and Glory

Description: By noon on August 6th, the Prussian V Corps detected a weakness on the French right flank of their I Corps. Moving rapidly, the Prussian 21st Division supported by corps cavalry attacked the right of the French 2nd Division Young Folks 12+ with an adult 18+ are welcome

F10:636 Aspern Essling, May 21 1809

Friday, 10:00:00 AM, 8 hrs, Players: 15, **Location:** Heritage: HR-65

GM: David Bonk & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 28mm, **Rules:** Carnage and Glory Napoleonic Computer Moderated

Description: Join us for the recreation of Napoleon's desperate defense of the villages of Aspern and Essling in the face of overwhelming odds. French players will need to hold on to the villages and protect the bridges as the Austrian Army throws itself at the French defenders. The villages will occupy each end of a 15' table with hundreds of French and Austrian infantry and cavalry maneuvering across the fields.

F10:643 An Early Hastings September 1066

Friday, 10:00:00 AM, 4 hrs, Players: 8, **Location:** Heritage: HR-63

GM: jeff ball & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Medieval, **Scale:** 40mm, **Rules:** Carnage & Glory

Description: A break in the weather over the Channel results in Duke William landing in England before the harvest when the Saxon army is at its largest. But the Saxons hear of a Viking landing and must eliminate the Norman threat quickly, which means giving up some of their favorable terrain to force the issue. How will these factors change the Historical result?

F10:646 Battletech - For Future Considerations Part 3

Friday, 10:00:00 AM, 5 hrs, Players: 12, **Location:** Heritage Foyer: HF-9

GM: Bob Maine & Battletech

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 1:285 micro, **Rules:** Battletech - Total Warfare

Description: After the Clans lost the Great Refusal to the reborn Star League, several of the more aggressive clans including the Jade Falcons attacked the lightly defended Nova Cat holdings within a week indiscriminately destroying civilians and military forces alike. The battles were fierce with the Nova Cat capital overrun. As refugees poured toward the drop-port from all directions, the southern Falcon force pursued their assigned mission to capture key scientist caste personnel. All materials, miniatures and dice will be provided. Intermediate to experienced players. All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

F10:657 Into The Darkness: WARHAMMER 40K: Battles

Friday, 10:00:00 AM, 4 hrs, Players: 12, **Location:** Heritage Foyer: HF-7

GM: Lorenzo O'Branty & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** WARHAMMER 40K and House rules.

Description: A new edition makes planet fall. Ravening aliens strike at a desperate Imperium in the new edition of Warhammer 40,000. Discover one of the world's most popular miniatures games. Come join us in learning this new edition of Warhammer 40,000. All are welcome and all materials will be provided.

F10:667 Zombie Pirates

Friday, 10:00:00 AM, 4 hrs, Players: 8, **Location:** Heritage: HR-31

GM: Don Carter & ODGW

Sponsor: NONE, **Prize:** NONE

Period: Age of Piracy, **Scale:** 25mm, **Rules:** Mein Zombie

Description: You are on a small Caribbean isle, when word reaches you that the leader of the island needs your help. His daughter was on a tour of the island, when a strange illness broke out. He has received word that she is trapped in the village. Can you go and rescue her? After a long talk, you find out the illness is an outbreak of Zombies.

F10:669 Mein Zombie - The Underground

Friday, 10:00:00 AM, 4 hrs, Players: 8, **Location:** Heritage: HR-41

GM: Michael Moran & ODGW

Sponsor: NONE, **Prize:** NONE

Period: Modern, **Scale:** 28mm, **Rules:** Mein Zombie

Description: The last couple months living in a walled off community has brought about a feeling of normalcy. But suddenly... A huge group of zombies keep invading the community. Everyone is on edge and tempers are hot. Where are they coming from? What did we miss. There are currently no zombies outside the wall! Can you find and destroy the zombie and where they are coming from? Mein Zombie is a fast play, easy to learn zombie killing game. Come have fun and kill a ton of zombies. New players welcome, rules will be taught.

F10:114 Battle of Kosovo Polje 1389

Friday, 10:00:00 AM, 3 hrs, Players: 6, **Location:** Hickory B: HK-4

GM: Jim Mauro

Sponsor: NONE, **Prize:** NONE

Period: Medieval, **Scale:** 15mm, **Rules:** To The Strongest!

Description: Serbia fights for its independence as the Serbian Prince Lazar leads an allied army of heavy mounted knights against a mobile, more flexible Ottoman army led by Sultan Murad. A Serbian victory will halt the Ottoman advance into the heart of Central Europe. Failure will all but ensure the fall of Serbia and further Ottoman encroachment into the European heartland. The rules are fast paced, intuitive and easy to learn. An innovative mechanism is used to activate units, potentially multiple times to move or fight during the same turn

F10:695 Test of Honour - Shogun and the Last Samurai — Theme Game

Friday, 10:00:00 AM, 3 hrs, Players: 24, **Location:** Freedom Foyer: FP-1

GM: David Hill

Sponsor: Things from the Basement, Your Hobby Place Ltd. and the Metropolitan Wargamers., **Prize:** Vendor Discounts

Period: Samurai, **Scale:** 28mm, **Rules:** Test of Honour - Quick Play

Description: For fans of the recent Shogun series and the less recent Last Samurai movie, this is the game for you. Test of Honour is a fun, fast-paced 28mm samurai skirmish game that I have further streamlined after dozens of convention games and hundreds of players. Don't be scared by the high player count, this is really six separate four-player scenarios played at the same time, with alternating activations (i.e. your turn is every other minute, not hour). With new scenarios, terrain and figures from the series and film, honor and glory await! Quick play rules (one piece of paper!) will be taught. Kids welcome with accompanying adult. All miniatures and materials provided, just bring a fun attitude.

F10:104 Crystallum: Assault on City 31

Friday, 10:00:00 AM, 3 hrs, Players: 4, **Location:** Heritage Foyer: HF-2

GM: Christopher Masucci

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Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 15mm, **Rules:** GUARDS second edition (Crystallum Armies)

Description: The wasteland marauder gang known as the Heralds of the Apocalypse have amassed forces and seek to invade and loot the P.A.C.A corporate facilities at City 31. Take control of the marauders or the defenders of corporate interests and decide the fate of City 31. All participants will receive a free model.

F10:160 D-Day Assault: Les Forges — Theme Game

Friday, 10:00:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-24

GM: Robert Evans

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 25mm, **Rules:** One-Hour Skirmish Wargames (modified)

Description: Securing the town of Les Forges and its surrounding fields was critical for the glider reinforcements of the 82nd Airborne Division. You can lead a small squad of paratroopers as they clear the town or command a squad of German troops from the 91st Infantry Division who stubbornly resist. The game will use the One-Hour Skirmish Wargames ruleset with some modifications to accommodate six players. Quick, easy to learn card-driven rules with an opportunity for Hollywood action.

F10:206 Mission 3301

Friday, 10:00:00 AM, 4 hrs, **Players:** 8, **Location:** Grand Foyer: GF-1

GM: James Thompson

Sponsor: I-94, **Prize:** NONE

Period: Korean War, **Scale:** 1:285 micro, **Rules:** CY6JA

Description: On 30 April 1952 VMF-311 was sent to Sunch'on North Korea to cut a rail line. Just after dropping their bombs, they were jumped by MiG's. The Marines turned into the MiG threat. No one under 16 without a playing adult

F10:217 Ogre Miniatures - Ceasefire Collapse

Friday, 10:00:00 AM, 3 hrs, **Players:** 4, **Location:** : GF-2

GM: Joseph Bloch

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 1:285 micro, **Rules:** Ogre Miniatures

Description: A brief ceasefire between Combine and PanEuropean units has fallen apart, and you're in the soup. Using the award-winning Ogre Miniatures rules by Steve Jackson Games, two teams of two players each, forces will be determined by point buy.

F10:327 Ages of Conflict: Dacians vs. Celts!!!

Friday, 10:00:00 AM, 3 hrs, **Players:** 4, **Location:** Commonwealth Foyer: CF-4

GM: Gavine Larwson

Sponsor: Bad Goblin Games and 20Sided Gamified LLC, **Prize:** Coupon for the Age of Conflict rulebook and token sheet

Period: Ancients, **Scale:** 28mm, **Rules:** Ages of Conflict by Bad Goblin Games with house rules

Description: The Dacians were an ancient cultural group contemporaneous with the Romans that lived in the mountains of modern-day central Romania. Fearsome in battle, in addition to the typical weapons of the age, they carried the falx, a two-handed weapon with a curved blade that could cleave shields and limbs with ease. They suffered invasions from numerous groups including the Celts from central Europe and northern Italy. Will the Dacians and their Sarmatian allies repel the invaders? Will the Celts expand into Dacian lands? Join

us and find out! No experience with Ages of Conflict necessary, we'll teach you the game.

F10:328 The Battle of Great Notch- Co-Host of the 20 Sided Gamified Podcast

Friday, 10:00:00 AM, 3 hrs, **Players:** 6, **Location:** :

GM: Kelly McManus

Sponsor: 20Sided Gamified LLC, **Prize:** yes

Period: American War for Independence, **Scale:** 15mm, **Rules:** Live Free or Die by Little Wars TV with house rules

Description: October, 1780: British Major John Andre is dead and American turncoat Benedict Arnold's plot to hand over West Point is in shambles. Reeling from this treachery, General George Washington maneuvers his army back to his summer encampment at the Dey Mansion in what is now Wayne, New Jersey. Here he is shielded by the northern end of the Watchung Mountains and the mighty Passaic River. This serves as a means for the Commander in Chief to assess his position and weigh the options of a British reprisal. He fears that the British will do one of three things: Strike out towards Morristown, attack West Point, or strike him directly at his headquarters.

F10:353 Mysteries of the Ancients

Friday, 10:00:00 AM, 4 hrs, **Players:** 6, **Location:** Grand Foyer: GF-6

GM: Gary Ellett

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** Home brew - based on Traveller RPG rules

Description: Both the Imperium and the Zhodani have uncovered the location of a ship that may have important information concerning the Ancients. The ship is a Beowulf class Free Trader and is in a hanger built into an asteroid in the Victoria system's planetary belt. The information will be in a box somewhere on the ship. You have assembled a small team to go in and get the box. You will consider your mission a major success if you find the box and leave with your team intact. You know that finding anything of value will still be a success.

F10:361 Space Apes Must Die!

Friday, 10:00:00 AM, 4 hrs, **Players:** 6, **Location:** Grand Foyer: GF-5

GM: John Sears

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** Star Schlock

Description: The Galactic War rages! Striking back against the Space Ape invasion, a heroic force of Astroguards have made planetfall on the desolate moon Macaca-12. Orbital bombardment has already knocked out an ape artillery battery, but can the Astroguards secure the breach before Ape reinforcements arrive? A historically accurate simulation of Z-grade sci-fi using the new Star Schlock rules system. Ages 12+. Rules taught at the table.

F10:363 SKYNET IS FALLING — Theme Game

Friday, 10:00:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-1

GM: Kyle Schulze

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** Xenos Rampant

Description: The year is 2049, the machines have risen up against mankind lead by the AI known as Skynet. After the nuclear apocalypse of what was called Judgement Day, one man arrived and taught the human race how to fight back against the machines, that man is John Connor. Recently the Resistance has shot down a Hunter-Killer drone, and sent a team to recover vital information from its data core. There have been no

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communications from the recon team since, and command fears the worst. A rescue mission for the Resistance is led by John Connor himself, while Skynet sends its Terminators to recover the drone who will get there first?

F10:682 A&A D-DAY "WHAT IF?" SCENARIO C — Theme Game

*Friday, 10:00:00 AM, 2 hrs, **Players:** 6, **Location:** Freedom A: FA-1*

GM: Peter Panzeri

Sponsor: MINIATURE BUILDING AUTHORITY (MBA), **Prize:** FREE COPY of GAME RULES & SCENARIO made available to ALL Participants after completion of the game -- PLUS Trophy for "Most-Feared-Enemy" & other prizes from our sponsors.

Period: World War II, **Scale:** 20mm, **Rules:** Modified "Axis-&-Allies D-Day" CORPS-LEVEL game system (expanded onto 8-foot Color Terrain Blanket)

Description: WHAT IF" the ALLIES INVADED elsewhere? Or with a different plan? "WHAT" IF the GERMANS heeded ROMMEL? Your CHANCE to change the fate of D-Day in a small game of the strategic battle with 20mm figures/tanks/planes, & played on a 6-foot Color Normandy Terrain-map (Blanket). Maneuver brigades and divisions of Infantry, Armor, Artillery, naval & Air Support. Random events, music and mayhem. What's not to love? A war Game, a strategy game, a Survival game! HOSTED BY THE DUKE SEIFRIED FOUNDATION **ALSO** DON'T MISS the Historicon War College Presentation: "DISASTER at D-DAY" at 5pm Thursday in the "Montgomery House" Lecture Room.

F10:699 Rommel, you MB, I read your book! — Theme Game

*Friday, 10:00:00 AM, 3 hrs, **Players:** 5, **Location:** Commonwealth: CW-11*

GM: Vito Pandolfo

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 6mm, **Rules:** Battle Field Ops! World War II, by 5th Epoch Publishing

Description: A recreation from the movie 'Patton' with a bit of creative license, this will be the conflict as depicted in North Africa. George Patton and Erwin Rommel...what a pair! Beginners are welcome.

F10:708 ESR Napoleonics - Learn to Play

*Friday, 10:00:00 AM, 3.5 hrs, **Players:** 8, **Location:** Vendor Hall: The Wargaming Company Exhibitor Booth*

GM: David Ensteness

Sponsor: The Wargaming Company, LLC, **Prize:** Product discount for players at the Historicon 2024

Period: Napoleonic, **Scale:** 10mm, **Rules:** Et sans résultat! Series 3 (ESR Napoleonics)

Description: Players will be acting as one of Napoleon's marshals - or one of their opponents- commanding a corps-sized Force and coordinating it against their adversary. ESR emphasizes large scale events, not micromanagement. Game play focuses on maneuver and management of divisional-sized elements, not tactical decisions. We'll be playing at 1"=150 yards, 1' to the mile. Players will be grouped by experience level, Quick Reference Guide available for download: <https://thewargamingcompany.com/esr-players-guide/>

F10:165 Action of 5 November 1813

*Friday, 10:00:00 AM, 4 hrs, **Players:** 7, **Location:** Commonwealth: CW-15&CW-25*

GM: Doug Fisher

Sponsor: Waterloo Games, **Prize:** Waterloo Games Gift Certificate

Period: Age of Sail, **Scale:** 1:1200th, **Rules:** Far Distant Ships

Description: Eight days of strong gale force winds had driven the blockading British from their stations off Toulon. On the 5th of November, 1813 taking advantage of the absence of blockading forces and favorable winds elements of the French fleet had left the harbor of Toulon for exercises. When the wind direction suddenly changed the returning British saw their chance to cut off the French rear.

Fast easy to learn rules that emphasize Fighting Sail era tactics and command and control. A sudden shift of wind direction has put elements of the French fleet holding exercises in danger of being cut off from their home port of Toulon by the returning British blockade.

F10:130 Test of Resolve in Scotland

*Friday, 10:00:00 AM, 1 hrs, **Players:** 2, **Location:** :*

GM: Tim Couper

Sponsor: NONE, **Prize:** NONE

Period: Hundred Years War, **Scale:** 28mm, **Rules:** Test of Resolve: Hundred Years War

Description: Play a complete scenario of a typical battle of the 2nd war of Scottish Independence. Experience the fun of the newly released Test of Resolve rules.

F10:179 SAIPAN ASSAULT

*Friday, 10:00:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-33*

GM: Robert Varga

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Beer and Pretzel Home rules

Description: The Marines, have landed on Saipan, encountering serious Japanese resistance. The well-supplied and prepared estimated 4500 Jap troops are resigned to fighting to the last man. Marine squads have advanced off the beach moving inland meeting fierce opposition. They now face a well-fortified complex and requested immediate tank support; their M5 Stuarts are advanced rapidly to their aid. Easy and fun game, player flank action directed.

F10:243 Check Your 6 — Theme Game

*Friday, 10:00:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-21*

GM: Gary Archer

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:285 micro, **Rules:** Check Your 6

Description: Scenario from Scenario book PINING FOR THE FJORDS, Life and Death Struggles.

29th May 1940, Near Narvik Norway

Run by two of the authors from the book. Hurricanes from 46 squadron RAF get to grips with escorted German HE-111's and Bf 110's bombing their airfield

F10:244 Check Your 6

*Friday, 10:00:00 AM, 4 hrs, **Players:** 6, **Location:** :*

GM: George Paler

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:285 micro, **Rules:** Check Your 6

Description: Scenario from Scenario Book PINING FOR THE FJORDS Norway 1940

Run by two of the authors of the book Hurricanes of 46 Squadron RAF tackle HE-111s and BF110s bombing their airfield

F10:253 Aerodrome1.1(R) Aerial Combat Game

*Friday, 10:00:00 AM, 6 hrs, **Players:** 10, **Location:** Commonwealth: CW-31*

GM: Richard Heffner

Sponsor: Stanley F. Kubiak, **Prize:** Wings & Medals

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Period: World War I, **Scale:** 1/72nd, **Rules:** Aerodrome1.1(R)

Description: WW1 Aerial Combat - Fast, Fun, Colorful. Earn your Wings (Real Medal Wings) like over 570 HMGS gamers over 1000 nationally. You must out think your opponents & shoot them down, (Friends-Family or someone you don't like-FUN) Games last about 1 hour. Players shoot down yield seat to waiting gamers. Youth & Female friendly, Rules Easy & taught- Great for first time Gamers Youth 12 & under only with agreement between Parent & GM

F10:273 Munsterland Go Home! - Check Your 6!

Friday, 10:00:00 AM, 4 hrs, Players: 8, Location: Independence: IN-3
GM: Phil D'Amato

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1/300, **Rules:** Check Your 6!

Description: The RAF is tasked to destroy the German Blockade Runner Munsterland. 263 Squadron was assigned the mission. Can you send the Munsterland home to the depths or will Herman continue ride the high seas?

F10:369 Convoy PQ-17

Friday, 10:00:00 AM, 4 hrs, Players: 6, Location: Commonwealth: CW-43
GM: Mark Burdette

Sponsor: NONE, **Prize:** Prizes will be given

Period: World War II, **Scale:** other, **Rules:** Halsey

Description: Historically Convoy PQ-17 was a disaster for the Allies. In the face of a threat from the German battleship TIRPITZ they were ordered to scatter and were picked off individually by u-boats and aircraft. But what if the convoy isn't ordered to scatter? Join Mark Burdette and the Asheville Historical Wargamers for this 1942 Arctic Convoy battle what-if?

F10:375 Battle of Garigliano, 1503

Friday, 10:00:00 AM, 4 hrs, Players: 6, Location: Commonwealth: CW-52
GM: Philip Jones

Sponsor: NONE, **Prize:** NONE

Period: Renaissance, **Scale:** 15mm, **Rules:** Pike and Shotte (modified)

Description: An early battle from the Italian Wars: a major victory for the Spanish; and the first defeat for the Swiss. Played at Barrage, 2022, this was a crushing win for the French/Swiss! Can you repeat that feat, or will the Spanish triumph again?

F10:248 The Battle of Bunker Hill — Theme Game

Friday, 10:00:00 AM, 5 hrs, Players: 6, Location: Commonwealth: CW-42
GM: James McGaughey

Sponsor: NONE, **Prize:** NONE

Period: American War for Independence, **Scale:** 15mm, **Rules:** British Grenadier

Description: Daybreak June 17, 1775. The British awaken to sounds of the Royal Navy firing at a Rebel redoubt built overnight that threatens Boston Harbor. British General Gage orders troops to dislodge the Rebels. Come join Generals Howe, Pigot and Clinton as they set out to teach the Rebels a lesson. Or, stand fast with Colonels Prescott, Stark, and Dr. Warren to fight for independence. Whatever happens will have lasting effects for the rest of the war.

The Hollywood connection? The Battle of Bunker Hill, 1911 film starring produced by Thomas Edison's studios - the patent holder for motion pictures.

A quick food/drink break will be taken.

F10:285 A Last Resort of Sorts

Friday, 10:00:00 AM, 4 hrs, Players: 6, Location: Heritage: HR-13
GM: Bradley Pflugh

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Iron Ivan Modified

Description: French and allied forces try to hold a small town near the Atlantic Coast in late May of 1940 as an aggressive German force pushes closer and closer. Several key intersections and a depot must be kept from German hands and it will not be easy! Skirmish level combat in the WWII France 1940 period. Rules have been modified for ease of play and player count. No rules lawyers, disgruntled people or children please.

F10:268 Battle of Austerlitz

Friday, 10:00:00 AM, 4 hrs, Players: 8, Location: Commonwealth: CW-23
GM: Steve Fratt

Sponsor: FrattSpiel Games, **Prize:** NONE

Period: Napoleonic, **Scale:** 6mm, **Rules:** FrattSpiel - The Victory Is Ours!

Description: FrattSpiel Games presents its Napoleonic game similar to Small Deadly Space [ACW] 1" = 50yds, 1 figure = 25 men, These rules will be published in the fall by On Military Matters. Staff Officers serve many functions for maneuver, rallying, pushing attacks. Artillery forces units to test morale. Close Action dominates combat, driven by Cohesion ratings requiring very few charts. Plays more like a War College event - atypical - players will feel like they actually watch the battle unfold. For the player looking for something innovative. Steve Fratt presents The Victory Is Ours! a companion game to his Small Deadly Space ACW game from last year. Plays like a War College Event than typical con game. For players seeking new approach.

F10:311 Pickett's Charge - The War Game — Theme Game

Friday, 10:00:00 AM, 4 hrs, Players: 12, Location: Commonwealth: CW-41,51,61

GM: Jim Purky

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 54mm, **Rules:** Never Call Retreat

Description: You have seen the movie Gettysburg and now is your chance to replay Pickett's Charge in epic scale with 54mm figures and a cast of over 1,200 figures. Will you lead the Confederate charge up Cemetery Ridge or stand fast with Winnie Hancock and turn back the rebel tide? Victory points allow for either side to win the game. It's good ground with easy to learn rules and fast play. Game hosts: Jim Purky and Bill Molyneaux

F10:349 The Consortium: Fantasy Adventures in the New World

Friday, 10:00:00 AM, 3 hrs, Players: 5, Location: Vendor Hall: Vendor Booth

GM: Brandi Mullen

Sponsor: NONE, **Prize:** The MVP will receive a soft cover copy of our game book

Period: Fantasy, **Scale:** 28mm, **Rules:** The Consortium

Description: Attention Guild Agents! We are seeking able-bodied adventurers such as yourselves to investigate an abandoned homestead. It's too dangerous in the wilds of the New World for us, but that won't be a problem for you, will it? The Ministry of Founding will reward you handsomely for your time. Recommended age to play is 13+

F11:204 Phantoms Over Nam

Friday, 11:00:00 AM, 4 hrs, Players: 6, Location: Freedom A: FA-3
GM: Bernhard Rauch

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Sponsor: NONE, **Prize:** NONE

Period: Modern, **Scale:** 1:285 micro, **Rules:** Check Your 6 Jet Age

Description: July 13 1966 near the Con Trai Bridge, South of Hanoi. Two flights of USN F4s while covering the exit of the last group of A4 Skyhawk bombers are suddenly ambushed by several Migs.

F11:235 Zeus VS. Hera, Battle of Greek Gods

Friday, 11:00:00 AM, 2 hrs, **Players:** 6, **Location:** Walnut: WN-1

GM: Adam Hughes

Sponsor: NONE, **Prize:** NONE

Period: Fantasy, **Scale:** 28mm, **Rules:** Wargods of Olympus

Description: This is an introductory game for Wargods of Olympus rules by Crocodile games. Learn the rules by playing either for the side of Zeus through the embodiment of masculine Spartans or Amazons manipulated by the goddess Hera to seek revenge against his adultery. Rules and mechanics of the game will be taught.

F11:676 The Stelae of Destiny

Friday, 11:00:00 AM, 4 hrs, **Players:** 4, **Location:** Hickory A: HK-1

GM: Richard Rodgers & East Texas Wargamers

Sponsor: NONE, **Prize:** NONE

Period: Greek Mythology, **Scale:** 28mm, **Rules:** Of Gods & Mortals

Description: Might Zeus has scattered Stelae all over the Battlefield. Whichever Warband that collects the most shall rule the city of Corleus. Come out and play Mortal Gods, who will you lead the followers of Hera, Zeus or Hades. Might Zeus has scattered Stelae all over the Battlefield. Whichever Warband that collects the most shall rule the city of Corleus. Come out and play Mortal Gods.

F11:257 The Alamo 1836

Friday, 11:00:00 AM, 5 hrs, **Players:** 8, **Location:** Commonwealth: CW-62

GM: David Good

Sponsor: NONE, **Prize:** NONE

Period: 19th Century, **Scale:** 15mm, **Rules:** The Alamo Ruleser

Description: Join us the impressive final assault on the famous mission in 1:1 true 15mm scale. Join the Texians in their heroic defense or the Soldados in their equally heroic assault on the walls of the mission complex. Over 800 figures including David Crockett of Tennessee. This spectacular game is featured on Little Wars TV.

F11:346 They Came on Like Demons - Stones River 31 December 1862

Friday, 11:00:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-23

GM: Kaleb Dissinger

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 15mm, **Rules:** Fire & Fury Regimental

Description: Rosecrans and his Army of the Cumberland is finally advancing after much urging; this time towards Murfreesboro. But Braxton Bragg, having camped there for a month is once again ready to pitch in to the oncoming bluecoats.

F11:390 Tekumel

Friday, 11:00:00 AM, 4 hrs, **Players:** 6, **Location:** Hickory A:

GM: Steve Braun

Sponsor: Second Saturday Scrum Club, **Prize:** NONE

Period: Fantasy, **Scale:** 28mm, **Rules:** To the Strongest!

Description: Two of Tekumel's most powerful nations skirmish with each other to secure a recently uncovered site of the Ancients. Your opponent may not be the only danger to your troops!

F11:124 The Mummy — Theme Game

Friday, 11:00:00 AM, 3 hrs, **Players:** 6, **Location:** Commonwealth: CW-53

GM: Shelby Thompson

Sponsor: NONE, **Prize:** NONE

Period: Victorian Fantasy, **Scale:** 54mm, **Rules:** Men Who Would Be Kings Modified

Description: Re-fight the action packed battle scenes from the 1999 film, The Mummy. Playable factions will include the French Foreign Legion, Bedouin, and a skeleton army. Play in a cinematic recreation of Hollywood's The Mummy. Playing as the French Foreign Legion, Bedouin, and a skeleton army in 54mm.

F12:216 Sci-Fi engagement with Trilaterum

Friday, 12:00:00 PM, 4 hrs, **Players:** 10, **Location:** Walnut: WN-2

GM: Timothy Colonna

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 15mm, **Rules:** Trilaterum

Description: Come play in a meeting engagement on a distant world playing in cooperation with other players to recover the recon data that has crash-landed on Isitav iV. Armies will be provided or you can bring a 500 point Trilaterum army.

F12:214 Operation Crusader the Relief of Tobruk 18 Nov - 30 Dec 1941

Friday, 12:00:00 PM, 4 hrs, **Players:** 10, **Location:** Commonwealth: CW-35

GM: Bryan Leshinskie

Sponsor: NONE, **Prize:** THE PRIZE IS THE SUPRIZE

Period: World War II, **Scale:** 1:285 micro, **Rules:** Beer and Pretzels Easy Peasy Rules Taught in 5 mins.

Description: The 8th Army Launches an Attack on the dreaded Afrika Corp to lift the siege of Tobruk 18 November - 30 December 1941. All are welcomed to play with no one ever turned away.

F12:706 The Vermintide rises

Friday, 12:00:00 PM, 4 hrs, **Players:** 6, **Location:** :

GM: Eugene Oliver

Sponsor: NONE, **Prize:** NONE

Period: Fantasy, **Scale:** 10mm, **Rules:** Warmaster Revolution

Description: A massize army of ratmen swarm out to overrun the brave defenders of the city of Beuvais. victory is impossible. all you can do is hold the line to save as many people as you can. 2k points each high elves and Brettonians. 5-6k points of Skaven.

F12:516 Defense of Minsk July 1st 1944

Friday, 12:00:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-53

GM: Robert Schaible & Yellow Worm Gaming Society

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** Hail of Fire

Description: 5th Panzer Division, consisting of Panthers, Pz IVs, and the Tigers of sPz.Abt 505 engage in a fierce tank battle with the overwhelming onslaught of Soviet armor from the 29th Tank Corps to the North of Minsk, desperate to keep the vital rail lines open.

F13:445 Winter Along the Mohawk

Friday, 1:00:00 PM, 4 hrs, **Players:** 4, **Location:** Commonwealth: CW-73

GM: Don Hogge & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: French & Indian War, **Scale:** 28mm, **Rules:** Muskets and Tomahawks V2

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Description: In an effort to gain control of the Mohawk Valley before winter fully sets in, French forces have planned a daring raid. As the British forces are settling in their winter encampments, they plan to attack and destroy their supplies - hopefully forcing them to have to retreat. Will the French be successful, or will the British defend their position? Gamers under the age of 14 are welcome with an adult.

F13:489 The Battle of Britain Campaign - 2 — Theme Game

*Friday, 1:00:00 PM, 3 hrs, **Players:** 4, **Location:** : HR-46*

GM: Carl cardozo & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:600th, **Rules:** Fire in the Sky

Description: The Battle of France is over - the Battle of Britain is about to begin. In this epic 5 part campaign, climb inside the cockpit for massive air battles in the skies above Britain to decide the fate of Operation Sealion. Play as The Few of RAF Fighter Commands 11 Group, or the elite pilots of the Luftwaffe. The aircraft lost and targets bombed carry over from session to session, culminating in the finale, the September 15 attack on London!

Uses the new WW2 air combat rules Fire in the Sky!

F13:522 What a Tanker! Berlin

*Friday, 1:00:00 PM, 3 hrs, **Players:** 10, **Location:** Heritage: HR-52*

GM: Greg Pooler & Yellow Worm Gaming Society

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** What a Tanker

Description: The Battle of Berlin featured some of the biggest, baddest tanks involved in the war. If you ever wondered how they matched up, come join the fun! What a Tanker is fast to learn and easy to play. Players run individual tanks, fighting it out in a 12x5" ruined Berlin.

F13:531 BRAZEN CHARIOTS Let the tanks through! — Theme Game

*Friday, 1:00:00 PM, 3 hrs, **Players:** 8, **Location:** Heritage: HR-54*

GM: Adam Wine & NOWS

Sponsor: NONE, **Prize:** Certificates

Period: World War II, **Scale:** 15mm, **Rules:** BRAZEN CHARIOTS Tank Battle Game

Description: Based on the 1953 war movie The Desert Rats. It is April 1941 and Rommel has pushed the British forces all the way to the Egyptian border. Only the fortified city of Tobruk remains in British hands. On April 11, Rommel attempts to take Tobruk by storm. Standing against them is a green unit of the 9th Australian Infantry. They have been ordered to let the advancing panzer pass through and to stop the German and Italian infantry.

F13:569 Waterloo in Two — Theme Game

*Friday, 1:00:00 PM, 2 hrs, **Players:** 6, **Location:** Commonwealth Foyer: CF-2*

GM: Peter Anderson & HMGS Next Gen

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 25mm, **Rules:** One Hour Wargames variant

Description: Arguably the most famous battle of history, it was celebrated in the 1970 film Waterloo as - The battle that changed the face of the world. Can Napoleon defeat Wellington and his Anglo-Allied Army before the arrival of Blucher and his Prussians puts the damper on the party? Youth ages 11 and up welcome. Walk up, no preregistration, no experience needed. Simple, fast rules using a gridded table will be taught. Movie quotes will be used for event cards!

F13:575 Return to the Forbidden City

*Friday, 1:00:00 PM, 4 hrs, **Players:** 8, **Location:** Commonwealth Foyer: CF-1*

GM: Mike Lung & HMGS Next Gen

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** Fistful of Lead Wasteland Warriors

Description: For generations, the City of Ancients has been feared and taboo. No one would go near the place because those who did quickly sickened and died horrible deaths. But recently, a few foolhardy souls have gone there and survived. They have brought back tales of ancient wonders and incredible treasures waiting there for the taking. Are you willing to lead your brave band into this devastated post-apocalyptic city to gain fabulous riches and fame?

F13:284 Battle of Sajo River

*Friday, 1:00:00 PM, 5 hrs, **Players:** 4, **Location:** Walnut: WN-3*

GM: Mark Stone

Sponsor: NONE, **Prize:** NONE

Period: Medieval, **Scale:** 28mm, **Rules:** Banneret

Description: Hungarians versus Mongols in a battle that represents the high water mark of the Mongol incursion into Europe. Banneret is a stripped down variant of the WRG/Warrior style of rules for pre-gunpowder warfare.

F13:325 The Crystals of Connection

*Friday, 1:00:00 PM, 4 hrs, **Players:** 8, **Location:** Independence: IN-1*

GM: David DeWitt

Sponsor: NONE, **Prize:** NONE

Period: Fantasy, **Scale:** 25mm, **Rules:** Home

Description: The Crystals of Connection have remained a mystery for centuries. The legend is that more than one wizard suffered loss of limbs, or worse, in attempts to bring the crystals together. On the Misty Plateau there have been some strange disturbances. Bright flashes, dark spots, huge quantities of mist flowing down, more than even in the misty time of year. Perhaps the Red Wizard has succeeded in discovering the dark secrets of the Crystals.

F13:703 Basic Impetus - Punic Wars

*Friday, 1:00:00 PM, 3 hrs, **Players:** 6, **Location:** Independence: IN-2*

GM: Steven Holowienko

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 15mm, **Rules:** Basic Impetus

Description: Multi-Player participation game for the Punic Wars section of Basic Impetus. Battle between Carthage and the Seleucid Empire. Rules, dice and models will be provided. No experience necessary.

F13:170 The Battle of Bennington 1777

*Friday, 1:00:00 PM, 4 hrs, **Players:** 6, **Location:** Freedom A: FP-5*

GM: Michael Kelley

Sponsor: NONE, **Prize:** NONE

Period: American War for Independence, **Scale:** 28mm, **Rules:** Black Powder

Description: Brunswick Forces from Burgoyne's army try the defend themselves against a large force of New Hampshire militia Led by General John Stark. This Historical refight will challenge all players.

F13:293 Naval Battle of Pass Christian

*Friday, 1:00:00 PM, 4 hrs, **Players:** 6, **Location:** Freedom A: FP-6*

GM: Peter Hogan

Sponsor: NONE, **Prize:** NONE

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Period: American Civil War, **Scale:** 1:600th, **Rules:** Sail and Steam Navies

Description: The Ninth Connecticut Infantry is embarked on a punitive expedition to the Mississippi port city of Pass Christian on the Gulf coast. A Union transport escorted by three gunboats encounters three Rebel gunboats from the Pontchartrain flotilla and stuff happens. You determine what. Under 13 with playing adult.

F13:380 But wait, there's more

Friday, 1:00:00 PM, 2 hrs, Players: 4, Location: Independence: IN-5

GM: William Stec

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 30mm, **Rules:** Plasma Burns (A fanmade Halo game system)

Description: After crashlanding on a deserted world, survivors of a Human vs Covenant ship skirmish converge upon an apparently operational comm relay, looking to signal for help. But when they both arrive and prepare to fight over the comm relay, it appears that there are Banished forces already present. Can either side defeat the Banished forces and use the comm relay to call for help, or will they leave their bones for the scavengers to pick? This is a demonstration game of Plasma Burns, a fan-created Halo 30mm scale skirmish game, which is still under development. No children under 10 please. Children aged 10-12 with playing adult present for the whole game is fine.

F13:686 ULTIMATE OVERLORD #3: BREAKOUT -- D-DAY 80th Anniversary — Theme Game

Friday, 1:00:00 PM, 3 hrs, Players: 18, Location: Freedom A: FA-2

GM: Peter Panzeri

Sponsor: MINIATURE BUILDING AUTHORITY (MBA), **Prize:** Players who participate in "ALL FIVE Ultimate Overlord Events" will receive a Special Award & Free Copy of the Book: OPERATION OVERLORD: D-DAY 1944
Period: World War II, **Scale:** 20mm, **Rules:** "D-DAY 80TH" DIVISION-LEVEL ROMMEL-RULES by Pete Panzeri: Available to all players FREE @Game-End!

Description: CELEBRATE 80th ANNIVERSARY of D-DAY! Both Operations GOODWOOD & COBRA w/Monty's & Patton's Tank Divisions seek a break-out of the Normandy beach-heads to strike deep. The Germans must hold Caen, Cherbourg & St. Lo. But can the Germans endure the allied air superiority? Can their defenses continue to hold? Can Rommel's Panzers "drive them into the sea?" Can both sides manipulate their logistical troubles to avoid total disaster? Who'll break first? Execute rapid & intense & Division-Level attacks in this exciting battle. Game starts with RESPECTS RENDERED to our WW2 VETS. SCENARIO at HISTORICON'24: DON'T MISS IT! *ALSO: DON'T MISS Historicon War College Presentation: "DISASTER at D-DAY" 5pm Thursday in Montgomery House. Hosted by DUKE SEIFRIED FOUNDATION.

F14:105 Crystallum: Assault on City 31

Friday, 2:00:00 PM, 3 hrs, Players: 4, Location: Heritage Foyer: HF-2

GM: Christopher Masucci

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 15mm, **Rules:** GUARDS second edition (Crystallum Armies)

Description: The wasteland marauder gang known as the Heralds of the Apocalypse have amassed forces and seek to invade and loot the P.A.C.A corporate facilities at City 31. Take control of the marauders or the defenders of corporate interests and decide the fate of City 31. All participants will receive a free model.

F14:196 VSF: The Brotherhood of Intelligent Dinosaurs Unite! — Theme Game

Friday, 2:00:00 PM, 4 hrs, Players: 6, Location: : HF-4

GM: Gabriel Landowski

Sponsor: MHWA, **Prize:** NONE

Period: Victorian Science Fiction, **Scale:** 28mm, **Rules:** Damned Human Race

Description: When debris from an ancient alien space fleet seeds the solar system in 1863, a lot of weird and wonderful things emerge! Take part as towering dinosaurs and thundering steam walkers struggle for ultimate control while the colonial powers of Europe play out the same old game but with a new twist! MHWA: Kid friendly

F14:223 Battle at Ramelle — Theme Game

Friday, 2:00:00 PM, 3 hrs, Players: 6, Location: Commonwealth: CW-12

GM: Jon Moessner

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** Fireball Forward

Description: In the movie "Saving Private Ryan" a squad of US Army Rangers joins a group of the 101st Airborne in defense of the town of Ramelle against a superior force of German armor and infantry. Re-fight this classic movie battle and see if you can change the outcome!

F14:238 Fall Blau

Friday, 2:00:00 PM, 4 hrs, Players: 6, Location: Commonwealth: CW-11

GM: Friedrich Helisch

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1/72nd, **Rules:** Panzergrenadier (Avalanche Press) for Miniatures. An Unofficial, but Welcomed, Adaptation

Description: Having played the Panzergrenadier board game for a number of years, I have adapted it in a straightforward manner to come up with what I think is the best of both worlds. A playable, exciting, and halfway realistic, tactical level, miniatures game. In the Spring of 1942, the Germans launched their summer offensive, which carried them to Stalingrad. This scenario features the Russian and German forces on the platoon/battery level.

F14:299 Heavy Gear RPG part 2

Friday, 2:00:00 PM, 4 hrs, Players: 6, Location: Heritage Foyer: HF-5

GM: James Faltum

Sponsor: NONE, **Prize:** free plastic mini

Period: SciFi, **Scale:** Other, **Rules:** Heavy Gear 4th Edition Roleplaying Game

Description: In the distant future war rages on the planet known as Terra Nova. Piloted robots known as Heavy Gears have become the premiere fighting machine of choice. Join the fight for honor or just survival.

Part 2: in TN 1939 (6136 AD), after Peace River was devastated by an antimatter bomb the Interpol War ended. Now vengeful hunters are after a certain group of misfits defending a badlands oasis tower over accusations of treason and collusion. Rules taught and all materials provided.

F14:347 Trailer Park Warlords of the Apocalypse — Monster Truck Mishap

Friday, 2:00:00 PM, 3 hrs, Players: 4, Location: Heritage: HR-21

GM: Michael Stoneburner

Sponsor: Bad Goblin Games, **Prize:** Drink Koozie

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Period: Future, **Scale:** 28mm, **Rules:** Trailer Park Warlords of the Apocalypse

Description: A monster truck has been abandoned in the Mega Trailer Parks and is up for grabs! Unfortunately, the keys are on the collar of the former owner's pet, a greased-up pet pig that is now on the loose. The pig randomly speeds around the map, making it nearly impossible to get the keys from it. The first team to get the key and stick it in the ignition wins.

F14:376 Dastardly Dames of Deadwood — Theme Game

Friday, 2:00:00 PM, 4 hrs, **Players:** 12, **Location:** Commonwealth: CW-13
GM: David Partak

Sponsor: Knuckleduster Miniatures, **Prize:** Gunfighters Ball prizes
Period: Western, **Scale:** 28mm, **Rules:** Gunfighters Ball

Description: The women of Deadwood have had enough of the ruffians, cowboys, and ne'er-do-wells of the town and if the law won't handle them they will. Gunfighters Ball is a fast-paced easy-to-learn Wild West shootout game. Each player controls a character or two. Women are encouraged to play in this game and take up the roles of the femme fatale posse.

F14:709 ESR Napoleonics- Learn to Play

Friday, 2:00:00 PM, 3.5 hrs, **Players:** 8, **Location:** Vendor Hall: The Wargaming Company Exhibitor Booth

GM: David Ensteness

Sponsor: The Wargaming Company, LLC, **Prize:** Product discount for players at the Historicon 2024

Period: Napoleonic, **Scale:** 10mm, **Rules:** Et sans résultat! Series 3 (ESR Napoleonics)

Description: Players will be acting as one of Napoleon's marshals- or one of their opponents- commanding a corps-sized Force and coordinating it against their adversary. ESR emphasizes large scale events, not micromanagement. Game play focuses on maneuver and management of divisional-sized elements, not tactical decisions. We'll be playing at 1"=150 yards, 1' to the mile. Players will be grouped by experience level, Quick Reference Guide available for download: <https://thewargamingcompany.com/esr-players-guide/>

F14:152 Doggerland Hunt - Ice Age in Northern Europe

Friday, 3:00:00 PM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-74
GM: Will Nesbitt

Sponsor: Wargame World, **Prize:** NONE

Period: Prehistoric, **Scale:** 28mm, **Rules:** Doggerland Hunt

Description: Hunt formidable beasts and defend yourself from rival tribes in this exciting fast-play game. Some players play human hunters but others play predators: wolves and saber-toothed cats. Predators compete against predators to claim territory, while humans compete against humans to bring food back to camp. Exciting, simple prehistoric battle game with some interesting twists

F14:168 La Fiere Bridge, No better place to die - Normandy, 6-9 June 1944

Friday, 2:00:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-22, CW-32

GM: Michael Burch

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** Rapid Fire Reloaded

Description: Can scattered elements of the 82nd Airborne hold the crossings on the Merderet River until U.S. forces from Utah Beach arrive, or will the grenadiers of the 91st Luftlande Division overrun the

paratroopers and drive on to Ste. Mere-Eglise? Come to what SLA Marshall called, one of the most hotly contested pieces of ground in WWII, pick your side and see who prevails. We will compress roughly three days of fighting into a four-hour game. Rules will be taught and casualties will be high.

F14:169 La Fiere Bridge, No better place to die - Normandy, 6-9 June 1944

Friday, 2:00:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-22, CW-32

GM: John Rockne

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** Rapid Fire Reloaded

Description: Can scattered elements of the 82nd Airborne hold the crossings on the Merderet River until U.S. forces from Utah Beach arrive, or will the grenadiers of the 91st Luftlande Division overrun the paratroopers and drive on to Ste. Mere-Eglise? Come to what SLA Marshall called, one of the most hotly contested pieces of ground in WWII, pick your side and see who prevails. We will compress roughly three days of fighting into a four-hour game. Rules will be taught and casualties will be high.

F14:187 Aerodrome(R) 3.0 - Korean War Aerial Combat

Friday, 2:00:00 PM, 3 hrs, **Players:** 10, **Location:** Hickory B: HK-5

GM: Stanley Kubiak

Sponsor: Aerodrome(R) Aerial Combat Games, **Prize:** Wings & Medals

Period: Modern, **Scale:** 1/144, **Rules:** Aerodrome(R) 3.0 -Korean War-Era Aerial Combat Game

Description: U.S. jet aircraft, including F-86 Sabres, are up to counter the Mig-15s of North Korea. Fly these aircraft (and perhaps more) in simulated air combat using the new Korean War-era version of the popular Aerodrome(R) World War 1 and World War 2 aerial combat rulesets. 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, previous experience or GM permission.

F14:379 Bolt Action Demo Games

Friday, 2:00:00 PM, 4 hrs, **Players:** 6, **Location:** Vendor Hall: YHP

GM: Matt Fisher

Sponsor: Your Hobby Place, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Bolt Action

Description: Come learn the world's most popular World War 2 miniatures game! Quick, 10 minute demos and we will have you playing Bolt Action! This will be in the Your Hobby Place vendor booth.

F14:350 The Consortium: Fantasy Adventures in the New World

Friday, 2:00:00 PM, 3 hrs, **Players:** 5, **Location:** Vendor Hall: Consort

GM: Brandi Mullen

Sponsor: NONE, **Prize:** The MVP will receive a soft cover copy of our game book

Period: Fantasy, **Scale:** 28mm, **Rules:** The Consortium

Description: Calling all mighty champions! It is time for one of our young gentlemen to become a man! We are seeking hearty warriors to accompany him in battle and assist him in taking down the nastiest boss you can find. As Pursuants, we're sure our reputation precedes us and you can rest assured the reward will be worth your while. Recommended age to play is 13+

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F15:202 Siege Lord Hashimoto's Castle! — Theme Game

Friday, 3:00:00 PM, 4 hrs, **Players:** 12, **Location:** Freedom Foyer: FP-1

GM: Thomas Vielott

Sponsor: NONE, **Prize:** NONE

Period: Renaissance, **Scale:** 28mm, **Rules:** Siege Swein Forkbeard's Castle (Modified)

Description: The army of Lord Murakami has arrived at the gates of Niseoka, the lynchpin of Lord Hashimoto's western border fortresses. Murakami knows that Hashimoto will not be far away - the castle must be taken now or never. The Princess of Ninjas has prepared the way, now comes the butcher work of the assault. Heroes will brush their name in a calligraphy of blood this day. Easy rules, loud challenges, and battle poetry! The follow on to Thursday's cloak and dagger event.

F15:102 Four Musketeers: Return to the Fertile Puffin — Theme Game

Friday, 3:00:00 PM, 4 hrs, **Players:** 10, **Location:** Heritage: HR-22

GM: Bill Koff

Sponsor: NONE, **Prize:** Mousquetaires du Roy boardgame

Period: Age of Reason, **Scale:** 60mm, **Rules:** All For One (modified)

Description: Brawl with the Cardinal's Guards in a tavern somewhere in 17th century France. At stake are a small fortune, religious freedom, the fate of a nation, and of course, a woman's honor. Rules based on the classic Richard Lester Musketeers films. **Adult content: players must be at least 16 years of age.**

F15:236 Zeus VS. Hera, Battle of Greek Gods

Friday, 3:00:00 PM, 2 hrs, **Players:** 6, **Location:** Grand Foyer: GF-4

GM: Adam Hughes

Sponsor: NONE, **Prize:** NONE

Period: Fantasy, **Scale:** 28mm, **Rules:** Wargods of Olympus

Description: This is an introductory game for Wargods of Olympus rules by Crocodile games. Learn the rules by playing either for the side of Zeus through the embodiment of masculine Spartans or Amazons manipulated by the goddess Hera to seek revenge against his adultery. Rules and mechanics of the game will be taught.

F14:411 A Bad Day in Ozz — Theme Game

Friday, 2:00:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-72

GM: Mark Morin & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Black Powder Fantasy, **Scale:** 28mm, **Rules:** Wars of Ozz

Description: Outside of the lands of the Quadlings and the Munchkins, invading forces, led by Arella and her Gillikins have come together to threaten the peace. Several opposing allied brigades find themselves facing off on the plains of Ozz! Rules will be taught. All miniatures/brigades will be provided for play. Players under 13 only w/a playing adult. Gillikins & allies have come to threaten the peace of the Munchkins & Quadlings. Opposing allied brigades face off in Ozz! Rules will be taught. Players under 13 only w/a playing adult.

F14:433 The Battle of Vitoria

Friday, 2:00:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-83

GM: Eric Schlegel & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 15mm, **Rules:** Napoleon Takes Action!

Description: On 21 June 1813 a British, Portuguese and Spanish army under the Marquess of Wellington broke the French army under King Joseph Bonaparte and Marshal Jean-Baptiste Jourdan near Vitoria in Spain, eventually leading to victory in the Peninsular War. This is the 3rd

of 3 versions of the battle, each using a different rule set. Players under 13 welcome with a playing adult.

F14:473 Bitter Fight 28 April 1940

Friday, 2:00:00 PM, 4 hrs, **Players:** 8, **Location:** : HR-57

GM: Tim Tilson & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** Fireball Forward

Description: Kampfgruppe Pellengahr advanced north through central Norway pushing aside 148th Infantry Brigade around Lillehammer and continuing north through the Gubrandsdal Valley. They were delayed two days at Kvam. While that fight was going on, the 1st Bn. Green Howards were directed to defend the next choke point at Otta where the valley narrows. After an air reconnaissance and ineffective air attack at 10:30 a.m. the Germans launched an infantry-armor task force along the west side of the river Can the German break though the British road block?

F14:481 Defense of Plancenoit

Friday, 2:00:00 PM, 4 hrs, **Players:** 6, **Location:** : HR-56

GM: Douglas Austin & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 28mm, **Rules:** Rebels and Patriots (Modified)

Description: Some of the most intense fighting found at the Battle of Waterloo involved the Prussian assault on the village of Plancenoit. Can the French Young Guard hold back the Prussian onslaught or will they be swept aside? As Napoleon moves from Hollywood to Historicon, come join Mark's Game Room and find out!

F14:502 Casablanca meets the Mummy — Theme Game

Friday, 2:00:00 PM, 2 hrs, **Players:** 6, **Location:** Heritage: HR-14

GM: John Mitchell & TGS Productions

Sponsor: NONE, **Prize:** NONE

Period: 19th Century, **Scale:** 28mm, **Rules:** Fistful of Lead, Tales of Horror

Description: Eva and Rick, after unwittingly awakening the Mummy Imhotep, have fled Egypt to Morocco. But Imhotep has followed them. Now with the help of Rick Blaine, they have to get to the train station across town. Vichy police Captain Louie has letters of transit for them to take a train from Casablanca to Lisbon Portugal. With the help of some friends, they set out. Will the Mummy and his minions capture Eva? Will they make it to the train in time? Will any of them realize that you can't take a train from Casablanca to Lisbon. Find out, in what I call a Mixed up Movie Madness game.

F14:512 Sharp as, Attack! — Theme Game

Friday, 2:00:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HF-10

GM: Michael Hopper & DelVal

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 28mm, **Rules:** Sharpe's Practice

Description: French Major Doomass led his company to a remote Spanish village to forage for food and wine. After the major died suddenly, by accident according to his junior officers, the junior officers marched their men toward a nearby convent to relieve the priests of their church plate. Simultaneously Lieutenant Sharpe was tasked with rendezvousing with a Spanish informant at the convent, and escorting the agent back to Lord Wellesley's headquarters.

F14:550 Car Wars - Death Race 2074

Friday, 2:00:00 PM, 4 hrs, **Players:** 4, **Location:** Heritage Foyer: HF-6

GM: Frank Osborn & LXG Gaming Club, THE MECHANICON and Gaming Garage

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Sponsor: NONE, **Prize:** NONE

Period: Future, **Scale:** 12mm, **Rules:** Car Wars 6th Edition and House rules.

Description: Hit and run driving is no longer a felony, it's the national sport! Score points for reaching checkpoints. Score even more points for "soft" targets. Who will win this year's race? Who cares as long as blood is spilled on the highway! Rules will be taught.

F14:559 Into The Darkness: CLASH OF STEEL (Tabletop Tank Battles): Operation Unthinkable: DEMOS

Friday, 2:00:00 PM, 3 hrs, Players: 6, **Location:** Heritage Foyer: HF-8
GM: James Nicholson & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1/100th, **Rules:** CLASH OF STEEL rules and house rules.

Description: Welcome to Clash of Steel. Its 1948 and the war has started again. Based on an Alternative History where the war in Europe finishes in 1944 with the surrender of Germany, but restarts just four years later in the face of Soviet aggression. Come join us in Gale Force Nine's 'New' CLASH OF STEEL (Tabletop tank Battles)

F14:574 November 7-11, 1918 All Quiet on the Western Front — Theme Game

Friday, 2:00:00 PM, 2 hrs, Players: 8, **Location:** Commonwealth Foyer: CF-3

GM: Mike Fatovic & HMGS Next Gen

Sponsor: NONE, **Prize:** NONE

Period: World War I, **Scale:** 54mm, **Rules:** Trench Wars - modified

Description: As the Great War drags on into its fourth year, there are ongoing talks with the Allied Great Powers. However, your regiment has been given orders for one final attack to take place on November 11, 1918 at 10:45am. Your regiment has been given the task to take the front line of enemy trenches in your sector. Will you be able to carry out your orders or will your regiment be found in the fields where the poppies grow... you decide ! Children ages 13 and up are welcome !

F14:580 Pearl's Revenge: Task Force 1 in Action

Friday, 2:00:00 PM, 5 hrs, Players: 10, **Location:** Federal Room: FD-2
GM: Mitchell King & Naval Wargamer's Group

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:2400th, **Rules:** Seekrieg 5

Description: Task Force 1, including Pearl Harbor survivors Pennsylvania, Maryland and Tennessee (with more friends) intercepts the Attu Assault Force supported by four older Japanese battleships of the Combined Fleets Guard Force. The action takes place 3 June 1942 in heavy seas and poor and the variable visibility that makes the northern Pacific notorious. This action takes place concurrent with the Battle of Midway and the bombing of Dutch Harbor by the Japanese. Experienced players preferred but the rules will be taught as necessary. The hit results for gunfire and torpedoes will be moderated by computer, based on the Seekrieg 5 rules and tables.

F14:585 The Battle of Moon Sound — Theme Game

Friday, 2:00:00 PM, 5 hrs, Players: 13, **Location:** Federal Room: FD-1
GM: Chris Carlson & Naval Wargamer's Group

Sponsor: Admiralty Trilogy Group, **Prize:** Gift Certificate

Period: World War I, **Scale:** 1:2400th, **Rules:** Fear God and Dread Nought

Description: Using sites and period equipment from the actual battle, the movie Moonzund (1988) presents battle scenes reflecting the World

War I battle of Moon Sound which was the culmination of the German offensive Operation Albion. As the movie portrays, despite internal political upheaval and military churn from defeats on land, the Russian Navy puts up a valiant fight against the German Navy in the Baltic Sea. Join the Admiralty Trilogy as we present a re-run of the Battle of Moon Sound.

F14:588 Firebase Airborne - May 1969

Friday, 2:00:00 PM, 3 hrs, Players: 4, **Location:** Heritage: HR-16
GM: Liam Harding & LARD America

Sponsor: NONE, **Prize:** NONE

Period: Modern, **Scale:** 20mm, **Rules:** Chain of Command: DMZ (modified)

Description: Early morning of May 13th, 1969. The 6th NVA Regiment supported by units of the K-12 Sapper Battalion launched one of the Vietnam war's bloodiest assaults on an American firebase. Paratroopers of Alpha Co, 2/501st alongside the gunners of Battery C, 2/319th Artillery must fight tooth and nail to prevent their positions from being overrun and destroyed.

F14:598 With Nothing Bigger Than a Bren Gun - The Defense of the Van Limburg Stirum School at the Arnhem Road bridge, September 18th/19th 1944

Friday, 2:00:00 PM, 4 hrs, Players: 4, **Location:** Heritage: HR-28
GM: Edward Harding & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Chain of Command

Description: From author Naill Cherry- Perhaps one of the best examples of fighting against the odds amongst all those that happened at Arnhem in September 1944 is the defense of the school at the bridge by elements of the 1st Parachute Squadron Royal Engineers and C Company of the 3rd Parachute battalion. Refight some of that action in a Big Chain of Command game, as the British Paras can you hold on to the Northeast defense perimeter or as elements of Kampfgruppen Knaust or Kampfgruppen Brinkman can you force the British away from the bridge and open the road south.

F15:402 The Falcon Has Landed

Friday, 3:00:00 PM, 3 hrs, Players: 6, **Location:** Commonwealth: CW-82
GM: Duncan Adams & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Combat Patrol

Description: A Luftwaffe photo recon plane has been shot down over southern England and is hiding out near a small village. The intel they hold is invaluable, so their fate cannot be left to chance. To make sure that the Reich gets them home (or that the Allies do not get them) an elaborate plan has been devised to recover them. By coincidence, Princess Elizabeth, Auxiliary Territorial Service unit has just been transferred to the same village. Will young Bess be a hero or a target of opportunity?

F15:421 Jungle River Patrol

Friday, 3:00:00 PM, 4 hrs, Players: 6, **Location:** Commonwealth: CW-85
GM: Kevin Fischer & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 10mm, **Rules:** Mobile Suit Gundam: The Gravity Front

Description: The Principality of Zeon have been active near the large river in the jungle. Can the Earth Federation deal with the feared mobile suits with their own? Who will survive?

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F15:450 The Russo Japanese War: A LWTV Campaign Game 4 — Theme Game

Friday, 3:00:00 PM, 4 hrs, **Players:** 8, **Location:** : HR-37

GM: Miles Reidy & Little Wars TV

Sponsor: NONE, **Prize:** NONE

Period: Russo-Japanese War, **Scale:** 10mm, **Rules:** Altar of Empires

Description: Often described as World War Zero, the Russo Japanese War was a titanic struggle between a declining European power and an emerging Asian one which featured a terrifying glimpse of what WW1 had instore. Players will be resolve battles that occur over the course of a campaign being played out over the convention. The outcome of the table top fighting directly influences the progress of the campaign.

F15:464 The Battle of Actium — Theme Game

Friday, 3:00:00 PM, 3 hrs, **Players:** 4, **Location:** : HR-47

GM: Greg Wagman & Little Wars TV

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 1:1200th, **Rules:** Hail Agrippa

Description: Refight the most iconic, decisive naval battle in Roman history with colorful, beautifully painted 1/1200 fleets. The game is played with Hail Agrippa, a simplified naval version of the popular Hail Caesar rules. Rules will be taught! Players have the opportunity to make pre-game "what if" decisions that could reshape the battle.

F15:500 Zulu Dawn at Isandlwana — Theme Game

Friday, 3:00:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-11

GM: Walt Siko & WAMP

Sponsor: NONE, **Prize:** NONE

Period: Colonial, **Scale:** 15mm, **Rules:** Zulu Dawn - Home Rules

Description: South Africa, 22 January 1879. Lord Chelmsford is determined to strike a decisive blow against the force of Zulu King, Cetshwayo. Chelmsford has chosen to split his force as he sets out to engage the Zulu. After Chelmsfords departure Colonel Henry Pulleine and Colonel Anthony Dunford have been left in command of the base camp. Colonel Pulleine has received word that a large body of Zulu warriors have been sighted and are moving in force towards his position. He is confident that the men of the 24th Foot and their allies can easily deter any attack from poorly armed native tribesmen.

F15:547 The Wilderness: Saunders Field

Friday, 3:00:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-44

GM: Rick Dunn & NOWS

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 10mm, **Rules:** Divided Brothers

Description: The Overland Campaign of 1864 began on the evening of May 3rd when the Army of the Potomac left its winter camps and marched south towards Richmond. Grant s intentions in mind: If any opportunity presents itself of pitching into a part of Lee's army, do so without giving time for disposition. But General Lee wasn t going to allow him that luxury. This a large and fascinating game. The heavy fog at the beginning ads a unique twist not often encountered in Civil War battles.

F15:590 Poorly clothed, worse fed, and seldom paid - The Mexican War with Sharp Practice

Friday, 3:00:00 PM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-27

GM: Michael Ovsenik & LARD America

Sponsor: Goonhammer, **Prize:** NONE

Period: Mexican War, **Scale:** 28mm, **Rules:** Sharp Practice

Description: Often overlooked as just an education for Civil War officers, the Mexican - American War is a very interesting conflict to research and game. The Mexican army had soldiers who were devoted but ill led and poorly equipped. American regulars were well equipped and trained and able to take on forces many times their own size. This game will use Sharp Practice to showcase a small engagement in Mexico between US regulars and Mexican forces. Have a great time playing the period!

F15:594 Let No One Prefer Hunger to the Sword

Friday, 3:00:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-25

GM: Mark Huml & LARD America

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 1:600th, **Rules:** Strength and Honour

Description: October, 42 BCE: Brutus and Cassius, the assassins of Caesar, have consolidated their position in the East and are marching on Italy to restore the Republic. Antony and Octavian, successors to Caesar, have moved their forces to meet the Liberators at Philippi in Macedonia. 36 legions have been concentrated beside 30,000 horsemen and numerous auxiliaries; the auspices have been read, and the lustrations performed. From one camp the watchword is: Liberty! From the other: Avenge Caesar! The fate of Rome hangs in the balance.

F15:602 The Road to Ambleve — Theme Game

Friday, 3:00:00 PM, 3 hrs, **Players:** 6, **Location:** Heritage: HR-15

GM: Eric Turner & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:48th, **Rules:** What A Tanker

Description: We take that dog of a movie from 1965, "Battle of the Bulge", and plo p it down in the middle of Historicon using Too Fat Lardies rules. A game, based on a movie, based on a real battle. What could go wrong? Ability to sing the Panzerlied not required.

F15:613 Red Devils/Green Devils

Friday, 3:00:00 PM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-17

GM: Joseph McGrath & LARD America

Sponsor: NONE, **Prize:** Bragging Rights!

Period: World War II, **Scale:** 28mm, **Rules:** Chain of Command

Description: Sicily, 1943, Operation Fustian: the capture of Primosole Bridge. British paras "Red Devils" dropped onto the bridge overnight and wrested control from its Italian defenders. Now, a hastily-assembled kampfguppe of Falschirmjagers (Green Devils) and armor support has rushed onto the scene to take it back. Can the Paras hold out until their relief column arrives? Can the FJs close with the enemy before the royal Navy's guns come to bear? Only YOU can decide the outcome! New Chain of Command players welcome - rules will be taught. Kids can play with accompanying grown-up. Emphasis is on fun & camaraderie!

F15:658 Into The Darkness: WARHAMMER 40K: Battles

Friday, 3:00:00 PM, 4 hrs, **Players:** 12, **Location:** Heritage Foyer: HF-7

GM: James Harvey & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** WARHAMMER 40K and House rules.

Description: A new edition makes planet fall. Ravening aliens strike at a desperate Imperium in the new edition of Warhammer 40,000. Discover one of the world's most popular miniatures games. Come join us in

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learning this new edition of Warhammer 40,000. All are welcome and all materials will be provided.

F15:668 Zombie Pirates

Friday, 3:00:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-31

GM: Don Carter & ODGW

Sponsor: NONE, **Prize:** NONE

Period: Age of Piracy, **Scale:** 25mm, **Rules:** Mein Zombie

Description: You are on a small Caribbean isle, when word reaches you that the leader of the island needs your help. His daughter was on a tour of the island, when a strange illness broke out. He has received that she is trapped in the village. Can you go and save her? After a long talk, you find out that the illness is an outbreak of Zombies

F16:272 Waterloo: d'Erlon's Assault, June 18, 1815 — Theme Game

Friday, 4:00:00 PM, 5 hrs, **Players:** 6, **Location:** Commonwealth: CW-63

GM: Timothy Wilson

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 15mm, **Rules:** General de Brigade

Description: After allowing time for the ground to dry following torrential rains on the 17th, the French are attacking the Anglo-Allies at Mont Saint Jean. Napoleon has ordered General d'Erlon, commander of the French I Corps, to launch a sledgehammer attack against the Allied center left. The French reserve artillery have been bombarding the Allied center since 1pm -but most of them are on the reverse slope and cannot be seen.

General d'Erlon orders his divisions forward to sweep away Wellington's "infamous army" Can you do better than history and break the Allied position? Find out!

F16:191 Fritz vs Brits

Friday, 4:00:00 PM, 5 hrs, **Players:** 6, **Location:** Commonwealth: CW-75

GM: Tod Kershner

Sponsor: NONE, **Prize:** The right to take the next breath

Period: World War II, **Scale:** 1/72nd, **Rules:** Wargaming World War Two: 101

Description: A fast moving tank heavy 1944 battle in Normandy between the British and the Germans. Rules are a miniatures version of the Avalon Hill classic "Panzer Leader" on a hex grid. Easy to learn.

F16:308 The 13th Warrior — Theme Game

Friday, 4:00:00 PM, 3 hrs, **Players:** 6, **Location:** Commonwealth: CW-76

GM: Erik Johnson

Sponsor: NONE, **Prize:** NONE

Period: Dark Ages, **Scale:** 28mm, **Rules:** Ravenfeast by Littlewars

Description: Can the biggest box office bomb of 1999 make a great Historicon game? In this game of 28mm Viking adventure, follow explorer Ahmad ibn Fadlan (Antonio Banderas) as he joins forces with Rus Vikings to defeat the cannibal Wendol tribe. Based on the novel Eaters of the Dead (inspired by Ahmad's historical accounts and Beowulf), players control 13 heroes in this cooperative game. Uses Ravenfeast by LittleWars: fast-play rules are taught and all are welcome. Presented by the Union Gang gaming club.

F16:364 SKYNET IS FALLING — Theme Game

Friday, 4:00:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-1

GM: Kyle Schulze

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** Xenos Rampant

Description: The year is 2049, the machines have risen up against mankind lead by the AI known as Skynet. After the nuclear apocalypse of what was called Judgement Day, one man arrived and taught the human race how to fight back against the machines, that man is John Connor. Recently the Resistance has shot down a Hunter-Killer drone, and sent a team to recover vital information from its data core. There have been no communications from the recon team since, and command fears the worst. A rescue mission for the Resistance is led by John Connor himself, while Skynet sends its Terminators to recover the drone who will get there first?

F16:250 Waterloo: d'Erlon's Assault June 18, 1815 — Theme Game

Friday, 4:00:00 PM, 5 hrs, **Players:** 6, **Location:** Commonwealth: CW-63

GM: Timothy Wilson

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 15mm, **Rules:** General de Brigade

Description: After allowing time for the ground to dry following torrential rains on the 17th, the French are attacking the Anglo-Allies at Mont Saint Jean. Napoleon has ordered General d'Erlon, commander of the French I Corps, to launch a sledgehammer attack against the Allied center left. The French reserve artillery have been bombarding the Allied center since 1pm -but most of them are on the reverse slope and cannot be seen.

General d'Erlon orders his divisions forward to sweep away Wellington's "infamous army" Can you do better than history and break the Allied position? Find out!

Am planning to run this game Friday afternoon/evening and Saturday morning. Would like to keep the same table so I can leave the terrain set up.

F16:381 But wait, there's more

Friday, 4:00:00 PM, 2 hrs, **Players:** 4, **Location:** Independence: IN-5

GM: William Stec

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 30mm, **Rules:** Plasma Burns (A fanmade Halo game system)

Description: After crashlanding on a deserted world, survivors of a Human vs Covenant ship skirmish converge upon an apparently operational comm relay, looking to signal for help. But when they both arrive and prepare to fight over the comm relay, it appears that there are Banished forces already present. Can either side defeat the Banished forces and use the comm relay to call for help, or will they leave their bones for the scavengers to pick?

This is a demonstration game of Plasma Burns, a fan-created Halo 30mm scale skirmish game, which is still under development. No children under 10 please. Children aged 10-12 with playing adult present for the whole game is fine.

F16:222 Battle of Germantown

Friday, 4:00:00 PM, 3 hrs, **Players:** 8, **Location:** Commonwealth: CW-43

GM: Stan Oien

Sponsor: NONE, **Prize:** NONE

Period: American War for Independence, **Scale:** 54mm, **Rules:** Commands and Colors Tricorn

Description: Its October 4 1777, and Washington has a bold plan to surprise the British forces camped outside of Philadelphia. Epic 11x20 Hex format

F16:286 Welcome to Mos Vegas, now get out!

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*Friday, 4:00:00 PM, 5 hrs, **Players:** 8, **Location:** Indepedanc: IN-4*
GM: Sean Conlon

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 15mm, **Rules:** What a Tanker Modified

Description: Imperial forces are moving heavy armored units into Mos Vegas. The Rebel Alliance has mustered what they can in an attempt to counter the Empire. Fight for peace and order throughout the galaxy, or for freedom from tyranny, or scum and villainy. A furious space-tank battle in the streets of this scenic desert spaceport. No children under 16, rules lawyers, or grumps, please.

F16:570 Waterloo in Two — Theme Game

*Friday, 4:00:00 PM, 2 hrs, **Players:** 6, **Location:** Commonwealth Foyer: CF-2*

GM: Peter Anderson & HMGS Next Gen

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 25mm, **Rules:** One Hour Wargames variant

Description: Arguably the most famous battle of history, it was celebrated in the 1970 film Waterloo as - The battle that changed the face of the world. Can Napoleon defeat Wellington and his Anglo-Allied Army before the arrival of Blucher and his Prussians puts the damper on the party? Youth ages 11 and up welcome. Walk up, no preregistration, no experience needed. Simple, fast rules using a gridded table will be taught. Movie quotes will be used for event cards!

F16:640 Kennesaw Mountain, 1864 - The Assault on the Dead Angle

*Friday, 4:00:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-74*

GM: Nigel Marsh & Carnage and Glory

Sponsor: NONE, **Prize:** Promotional Gift

Period: American Civil War, **Scale:** 28mm, **Rules:** Carnage&GloryII

American Civil War

Description: The assault on the Dead Angle at the battle of Kennesaw Mountain was fought on 27 June 1864 and was the site of perhaps the bloodiest and most chaotic fighting during the entire engagement. Will the Confederate defenses hold, or will the pressure of the Union assault prevail.

F16:670 Mein Zombie - The Sewers

*Friday, 4:00:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-41*

GM: Michael Moran & ODGW

Sponsor: NONE, **Prize:** NONE

Period: Modern, **Scale:** 28mm, **Rules:** Mein Zombie

Description: The last couple months living in a walled off community has brought about a feeling of normalcy. But suddenly... A huge group of zombies keep invading the community. Everyone is on edge and tempers are hot. Where are they coming from? What did we miss. There are currently no zombies outside the wall! Can you find and destroy the zombie and where they are coming from? Mein Zombie is a fast play, easy to learn zombie killing game. Come have fun and kill a ton of zombies. New players welcome, rules will be taught.

F17:621 Le Mesnil Herman: George Wilson and Operation COBRA

*Friday, 5:00:00 PM, 5 hrs, **Players:** 6, **Location:** Heritage: HR-24*

GM: John Stapleton & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** (Big) Chain of Command

Description: On the morning of 26 July 1944, Combat Command A (CCA) of the 2nd Armored Division crossed the line of departure marking its employment in Operation COBRA. George Wilson, an infantry platoon

leader in CCA had very nearly reached CCA's final objective on the first day. Now on the morning of 27 July, Wilson and E Company 22nd Infantry are poised to seize their final day one objective, the crossroad town of Le Mesnil Herman. Can Wilson and CCA capture their objective?

F17:645 Invasion of France - 1814

*Friday, 5:00:00 PM, 5 hrs, **Players:** 6, **Location:** Heritage: HR-73*

GM: John Snead & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 28mm, **Rules:** Carnage & Glory II

Description: An ahistorical battle set in February, 1814. French and some allied troops against the Russians. Will the Guard show up? Let's see what happens!

F17:652 Battletech - Mystery at Wayside 531

*Friday, 5:00:00 PM, 5 hrs, **Players:** 12, **Location:** Heritage Foyer: HF-9*

GM: Jeremy Lopez & Battletech

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 6mm, **Rules:** Total Warfare

Description: It's June 3074 and Sakhan Connor Rood has arrived at Waypoint 531 to take charge of the supplies and relieve the clusters left there for defense. Instead they find intruders looting the Cache! All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

F17:663 Sword, Gold, Juno British D-Day — Theme Game

*Friday, 5:00:00 PM, 5 hrs, **Players:** 7, **Location:** Heritage: HR-71*

GM: Thomas Harris & Pittsburgh Band of Gamers

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** Breakthrough

Description: In the early hours of June 6, 1944 the vast allied armada approached the French coast. The British owned three beaches and an airborne drop zone. Will the Germans defending the beachhead be able to stop the overwealming Allied wave. 21st Panzer and the 12th SS division will be racing to plug any holes. Come play Frank Chadwick's soon to be publised WWII game Breakthrough.

F17:175 Bataan The Game — Theme Game

*Friday, 5:00:00 PM, 4 hrs, **Players:** 4, **Location:** Commonwealth: CW-21*

GM: Roxanne Patton

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 20mm, **Rules:** Disposable Heroes

Description: You've seen the movie! Now play the game! Staring Robert Taylor as Sgt. Bill Dane 31st Infantry, Thomas Mitchell as Cpl. Jake Feingold 4th Chemical Coy, Lloyd Nolan as Cpl Barney Todd 26th Cavalry, Robert Walker as Musician 2nd Leonard Purckett, and Desi Arnez as Pvt. Felix 194th Tank Bn. A mixed squad of U.S. and Filipinos is given the mission of holding back the Japanese 62nd Reg't advance over a viaduct bridge at the foot of a mountain on the Bataan peninsula. Not suitable for children under 18.

F17:258 The Alamo 1836

*Friday, 5:00:00 PM, 5 hrs, **Players:** 8, **Location:** Commonwealth: CW-62*

GM: David Good

Sponsor: NONE, **Prize:** NONE

Period: 19th Century, **Scale:** 15mm, **Rules:** The Alamo Ruleser

Description: Join us for this impressive final assault on the famous mission in1:1 true 15mm scale. Join the Texians in their heroic defense or thr Soldados in their equally heroic assault on the walls of the mission

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complex. Over 800 figures including David Crockett of Tennessee. This spectacular game is featured on Little Wars TV.

F17:100 Red Oktober Factory Assault

Friday, 5:00:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-24

GM: Kris Johnson

Sponsor: NONE, **Prize:** Yes, Warlord Games

Period: World War II, **Scale:** 28mm, **Rules:** Bolt Action v.2

Description: It's October 1942 and the German 6th Army is battling to complete their conquest of Stalingrad by capturing the Red Oktober Steel Plant. The Soviet 39th Guards Division has turned the enormous Martenovskii Shop into a veritable fortress. The Wehrmacht's 79th Infantry Division, supported by panzers and Jager troops, seek to wrest control from the outnumbered Soviet defenders. Bolt Action is fast-paced and easy to learn, fun for beginners and veterans. Players under 14 welcome with an adult.

F18:276 Roman Circus III

Friday, 6:00:00 PM, 4 hrs, **Players:** 16, **Location:** Freedom Foyer: FP-2

GM: Gordon Andrews

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 15mm, **Rules:** Roman Circus III

Description: Step into the arena and mount your chariot to compete in the spectacle that is Roman Circus III. Speed, agility, master of the whip or all out ramming are the tools of your trade! Roman chariot racing at its finest! 5 Guys and a Lawyer who brought you the ridiculously large Gangster game and 55 Days at Peking

F18:106 Crystallum: Assault on City 31

Friday, 6:00:00 PM, 3 hrs, **Players:** 4, **Location:** Heritage Foyer: HF-2

GM: Christopher Masucci

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 15mm, **Rules:** GUARDS second edition (Crystallum Armies)

Description: The wasteland marauder gang known as the Heralds of the Apocalypse have amassed forces and seek to invade and loot the P.A.C.A corporate facilities at City 31. Take control of the marauders or the defenders of corporate interests and decide the fate of City 31. All participants will receive a free model.

F18:372 Hell at RP#1 — Theme Game

Friday, 6:00:00 PM, 4 hrs, **Players:** 8, **Location:** Grand Foyer: GF-1

GM: Martin Fenelon

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:285 micro, **Rules:** Fight for the Skies: Kamikaze 1946

Description: The size and ferocity of Japanese kamikaze attacks off Okinawa came as a shock to the US Navy. USS Bush (DD-529) at Radar Picket Station #1 had been crippled. Aircraft have been rushed to the scene to save her from the next attack wave. Fast play air-to-air combat. No experience needed, rules will be taught.

F18:386 StarForce Commander

Friday, 6:00:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-3

GM: Chandler Archibald

Sponsor: Mariner Games, **Prize:** NONE

Period: SciFi, **Scale:** Other, **Rules:** StarForce Commander

Description: StarForce Commander is a thrilling game of tactical starship combat where every decision counts. Easy to learn, but with tactical depth. We'll have you in full command in 15 minutes. From arming weapons to maneuvering and sensor and shield management. Join us at our table for a quick demo or participate in a full battle. Come say hi even if the timeslot is full and we'll fit you in or set up an alternate time to play. Don't miss out on the chance to learn StarForce Commander from its designers. Ages 12+. For more info: www.mariner.games

F18:183 Action of 5 November 1813

Friday, 6:00:00 PM, 4 hrs, **Players:** 7, **Location:** Commonwealth: CW-15&CW-25

GM: Marie Alcock-Hubley

Sponsor: Waterloo Games, **Prize:** Waterloo Game Gift Certificate

Period: Age of Sail, **Scale:** 1:1200th, **Rules:** Far Distant Ships

Description: Eight days of strong gale force winds had driven the blockading British from their stations off Toulon. On the 5th of November, 1813 taking advantage of the absence of blockading forces and favorable winds elements of the French fleet had left the harbor of Toulon for exercises. When the wind direction suddenly changed the returning British saw their chance to cut off the French rear.

Fast easy to learn rules that emphasize Fighting Sail era tactics and command and control. A sudden shift of wind direction has put elements of the French fleet holding exercises in danger of being cut off from their home port of Toulon by the returning British blockade.

F18:256 Sons of the Desert - French Foreign Legion

Friday, 6:00:00 PM, 3 hrs, **Players:** 6, **Location:** Independence: IN-3

GM: Bill Seaman

Sponsor: NONE, **Prize:** NONE

Period: Colonial, **Scale:** 28mm, **Rules:** The Men Who Would Be Kings

Description: French legionnaires defend a desert fort and nearby oasis along the Algerian-Moroccan border! Can they hold out until a relief column arrives?

F18:190 Aerodrome- 2.0 "Desert Valkyries!

Friday, 6:00:00 PM, 3 hrs, **Players:** 12, **Location:** :

GM: Mark Wukas

Sponsor: NONE, **Prize:** Wings and medals for victory and valor.

Period: World War II, **Scale:** 1/144, **Rules:** Aerodrome- Aerial Combat Rules

Description: The battle in the desert is raging. Rommel has ordered the Luftwaffe to clear the way for his panzers by ordering waves of Ju87- Stuka dive bombers to destroy the British artillery positions. The RAF rises to the occasion by sending Hawker Hurricanes and P-40s to meet the attacking dive bombers. This game of simulated air combat uses the ever-popular Aerodrome- Aerial Combat Rules. Easy to learn and fun to play. Rules taught; all equipment provided. Wings and medals for victory and valor.

F18:263 Assault on the Pratzen Heights

Friday, 6:00:00 PM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-23

GM: Larry Yakowneko

Sponsor: FrattSpiel Games, **Prize:** NONE

Period: Napoleonic, **Scale:** 10mm, **Rules:** FrattNap - Hexed

Description: FrattSpiel Games presents a hex version of The Victory Is Ours! [very similar to Small Deadly Space] 4" hexes = 200yds, beautiful WoFun acrylic flats by Peter Dennis. These rules will be published in the

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fall by On Military Matters. Staff officers aid maneuvers, rally, and push failed morale for Close Actions. Very few charts, very intuitive. Check out Battle of Austerlitz for fuller description. Hex version of The Victory Is Ours! 4" hexes = 200yds, beautiful WoFun acrylic flats by Peter Dennis. Staff Officers, Cohesion, 6,8,10,12,20 sided dice drive combat.

F18:233 Waterloo

Friday, 6:00:00 PM, 4 hrs, **Players:** 18, **Location:** Commonwealth: CW-42

GM: Robert Koffman

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 15mm, **Rules:** Convention Napoleonics

Description: The 1815 battle in its entirety. Napoleon vs. Wellington and Blucher. Colorful game. Rules provide that the game will reach a conclusion in approximately 3 hours. Simple rules with the use of combined arms of cavalry, infantry, and artillery will decide the day.

F18:426 Ozzaganza

Friday, 6:00:00 PM, 4 hrs, **Players:** 12, **Location:** Commonwealth: CW-71 & CW-81

GM: Buck Surdu & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Fantasy, **Scale:** 25mm, **Rules:** Wars of Ozz

Description: Munchkinland is under attack! The Ozzaganza is a large game you can only play at a convention. All the various factions of Ozz will be represented, including Munchkins, Quadlings, Gillikins, and Winkies. Bring a 25-point brigade, or one will be provided. Wars of Ozz provides an old-school feel with modern mechanics. The unique activation mechanism provides friction while allowing players to influence the battle. The reaction test mechanic provides the right level of unpredictability. Rules will be taught. Younger players welcome with a participating adult. No booze, please.

F18:506 Arnhem Bridge: The Battles for the Bridge. "Grabner's Charge" - 18. Sept. 1944 — Theme Game

Friday, 6:00:00 PM, 4 hrs, **Players:** 5, **Location:** Heritage: HR-12 & HR 13

GM: Tom Uhl & DeVal

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Bolt Action 2

Description: Elements of British 2nd Parachute Battalion led by Lt. Col. Frost, desperately cling to their hold on the structures surrounding the approach to Arnhem Bridge. A series of hastily assembled German SS Kampfgruppen probe these defenses in hopes of denying further reinforcement of the tenuous allied perimeter just north of the bridge. Kids under 13 accompanied by Adult.

F18:520 Hail Of Fire - Stalingrad

Friday, 6:00:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-52

GM: Brandon Fraley & Yellow Worm Gaming Society

Sponsor: NONE, **Prize:** Raffle prizes

Period: World War II, **Scale:** 15mm, **Rules:** Hail of Fire

Description: Battle over 12 feet of city reduced to rubble! Teams of Soviet and German commanders deploy their forces to attempt to capture and hold key objectives throughout the bombed-out remains of Stalingrad. Players must balance offensive and defensive tactics to achieve their objectives, while their troops try to survive the chaos of artillery and airstrikes in the ruins of the once great city! 8 Players, 13+, participants eligible for raffle prizes!

F18:538 JOE HACK Britian 43 AD African Base Camp

Friday, 6:00:00 PM, 4 hrs, **Players:** 10, **Location:** Heritage: HR-55

GM: Joe Swartz & NOWS

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** JOE HACK

Description: As the African juggernaut rampages through the British countryside, word travels that the African "supply depot" is lightly guarded and the British decide to teach the Africans a lesson. As swarms of British combine to advance and overwhelm the African base, the Africans start to pull back from their devastation of the British countryside to counter the British column as it advances over the ground so recently trampled by the Africans. rules taught & minors welcome with adult

F18:544 FIGHTING STEAM! IRONCLADS II The Sequel — Theme Game

Friday, 6:00:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-43

GM: Paul Meyer & NOWS

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 1:1000th, **Rules:** FIGHTING STEAM - (Augmented)

Description: The second Battle of Hampton Roads (brought to you by Turner Pictures, and starring Virginia II not Virginia Madsen.) 1865 The James River squadron sorties against the Federal ships lying at Hampton Roads. This time they have three powerful ironclads, but they'll be met by the descendants of USS Monitor as well as an unexpected cohort. Fighting Steam is a fast-play game for ACW naval actions inspired by the SPI classic Fighting Sail. Rules will be taught. Young players welcome with a playing adult

F18:620 Claverton Down, 3 July 1643

Friday, 6:00:00 PM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-75

GM: Richard Mentch & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Pike & Shot, **Scale:** 28mm, **Rules:** Carnage & GloryII

Description: In the early summer of 1643, the Parliamentary army of Sir William Waller has led his Royalist friend Sir Ralph Hopton about in a dance of positions as Sir William has attempted to defend Bath. This morning a sharp clash of horse led Sir William to withdraw from his positions guarding the crossings of the river Avon. He has decided to stand here at Claverton Down, but two miles from Bath, determined to hold till nightfall.

F19:405 Asterix versus the Gladiators — Theme Game

Friday, 7:00:00 PM, 3 hrs, **Players:** 6, **Location:** Commonwealth: CW-86

GM: Edward Watts & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 25mm, **Rules:** Fistful of Lead - Might and Melee

Description: Caesar hopes gladiators can tame the Gauls that his legions can not, Asterix, Obelix and their Gallic village think not. Rules taught at table.

F19:409 Abbeville, 1940: The Great Allied Armored Counterattack (28-30 May)

Friday, 7:00:00 PM, 3 hrs, **Players:** 5, **Location:** Commonwealth: CW-84

GM: Bruce Weigle & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:600th, **Rules:** Gained By Battle (prototype)

Description: Enroute Dunkirk, a second-line Bavarian infantry division was dropped off at Abbeville, to act as an offensive bridgehead for further operations against France. Duly alarmed, the French high command ordered its immediate extinction, and, between 27 May - 7 June, four division-size attacks were made on the position; this game will

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feature the strongest French attack, led by the mighty 4th DCR. Will the Char B1's break through this time? Will the Bavarians' desperate defense hold? I have no idea.

F19:430 Doctor Who - Lock, Stock and 2 Smoking Daleks — Theme Game

*Friday, 7:00:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-82*
GM: Gregory Priebe & HAWKS
Sponsor: NONE, **Prize:** NONE
Period: SciFi, **Scale:** 28mm, **Rules:** The Doctor Who Miniatures Game (DWMG) 2nd edition - modified

Description: England, 2007AD. The Army of Ghosts and the Cult of Skaro are attacking. The streets are a warzone. How long can you survive? Join us for a laid-back evening of hijinks with the Doctor, Daleks, Cybermen and Torchwood in this revival of Karl Perrotton's classic Salute 2010 participation game scenario! Children are welcome with a participating adult.

F19:443 Eutaw Springs

*Friday, 7:00:00 PM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-72*
GM: Geoff Graff & HAWKS
Sponsor: NONE, **Prize:** NONE
Period: American War for Independence, **Scale:** 15mm, **Rules:** Simple Home Rules, well tested

Description: A most unusual battle in our Revolutionary War. The sides almost exactly even - the Continental army was the attacker - the British were surprised. In addition, the terrain played an important part. An interesting set of problems for each side.

F19:444 Inadvertent Crossing

*Friday, 7:00:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-73*
GM: Michael Byrne & HAWKS
Sponsor: Age of Glory, **Prize:** NONE
Period: Modern, **Scale:** 28mm, **Rules:** Force on Force modified

Description: Saboteurs destroyed Polish railroad equipment and tracks. As Polish forces search for the culprits a lost Russian platoon enters Poland. NATO forces react to the border crossing.

F19:474 FIREBALL FORWARD - TANK ATTACK AT LA FIERE — Theme Game

*Friday, 7:00:00 PM, 4 hrs, **Players:** 4, **Location:** : HR-57*
GM: Michael DeCarlo & Marks Game room
Sponsor: NONE, **Prize:** NONE
Period: World War II, **Scale:** 20mm, **Rules:** Fireball Forward

Description: 80th D-Day Anniversary Commemoration game. On D-Day, any German counterattack against Utah Beach had to move through the town of Sainte-Mere-Eglise. To get there from the East, German forces needed to cross the Merderet River bridge at the small farm known as La FiÃˆre Manor, held by the 82nd Airborne. The final scene in "Saving Private Ryan"™ was based on this action.

F19:482 MOBY-DICK or THE WHALE Game — Theme Game

*Friday, 7:00:00 PM, 4 hrs, **Players:** 6, **Location:** : HR-56*
GM: Tom Ballou & Marks Game room
Sponsor: NONE, **Prize:** NONE
Period: 1840 Whaling, **Scale:** 15mm, **Rules:** John Rigley's Moby Dick

Description: "Towards thee I roll, thou all-destroying but unconquering whale; to the last I grapple with thee; from hell's heart I

stab at thee; for hates sake I spit my last breath at thee." Cried Ahab, fouled in a running line vanishes beneath the waves. You my brave Nantucket whalers must avenge him! Fun and fast paced game to hunt down and harpoon Moby Dick! A unique game. dont miss it!

F19:490 The Battle of Midway, 1942 — Theme Game

*Friday, 7:00:00 PM, 4 hrs, **Players:** 6, **Location:** : HR-46*
GM: Carl cardozo & Marks Game room
Sponsor: NONE, **Prize:** NONE
Period: World War II, **Scale:** 1:600th, **Rules:** Fire in the Sky

Description: Trouble is, I want that fourth carrier! Take command of the fearsome Kido Butai or the valiant US Navy in the struggle for the Pacific! The IJN has its sights set on capturing a target called AF - and thanks to the codebreakers in Hawaii, they wont take Midway without a fight! Each player commands a carriers complement of fighters and bombers. Play the strategic game using Avalon Hills classic Midway game, and the airstrikes using the new wargame rules Fire in the Sky!

F19:524 Hold the Hill! / Take the Hill!

*Friday, 7:00:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-62*
GM: Daniel Erdman & Pittsburgh Band of Gamers
Sponsor: Test of Battle, **Prize:** NONE
Period: World War II, **Scale:** 1/72nd, **Rules:** Command Decision 4

Description: Italy, 1943: Princess Patricias Canadian Light Infantry (PPCLI) captured a small Italian village with hardly a shot fired. Elements of 200th Panzer Grenadier have regrouped and will attack with support from 26th Panzer Regiment. Meanwhile, 44th RTR is arriving on the scene. Plenty of terrain for surprise attacks and ambushes. Rules are Command Decision 4 (Test of Battle). Familiarity with the rules is not required. Players age 10-15 are welcome with an adult.

F19:532 BRAZEN CHARIOTS Call Fitzhugh! — Theme Game

*Friday, 7:00:00 PM, 3 hrs, **Players:** 8, **Location:** Heritage: HR-54*
GM: Adam Wine & Nows
Sponsor: NONE, **Prize:** Certificates
Period: World War II, **Scale:** 15mm, **Rules:** BRAZEN CHARIOTS Tank Battle Game

Description: Based on the 1953 war movie The Desert Rats. It is April 1941 and Rommel has pushed the British forces all the way to the Egyptian border. Only the fortified city of Tobruk remains in British hands. On April 11, Rommel attempts to take Tobruk by storm. A company of the 9th Australian Infantry and their Scottish Capt. MacRoberts have stopped the first wave, but are now threatened by a second assault, this one supported by tanks. MacRoberts calls his friend Capt. Fitzhugh for anti-tank support.

F19:566 The Battle of Isandlwana — Theme Game

*Friday, 7:00:00 PM, 3 hrs, **Players:** 9, **Location:** Commonwealth Foyer: CF-1*
GM: Dave Waxtel & HMGS Next Gen
Sponsor: NONE, **Prize:** NONE
Period: Colonial, **Scale:** 28mm, **Rules:** The Men Who Would Be Kings

Description: The Battle of Isandlwana on January 22, 1879 was the first major encounter in the war between the British Empire and the Zulu Nation. Eleven days after the British invaded Zululand, a Zulu force of some 20,000 warriors attacked a portion of the British main column

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consisting of 1,800 British, colonial, and native troops. Children participation encouraged!

F19:583 The April Fools

Friday, 7:00:00 PM, 4 hrs, **Players:** 10, **Location:** Federal Room: FD-2

GM: Don Carlucci & Naval Wargamer's Group

Sponsor: None, **Prize:** None

Period: World War II, **Scale:** 1:2400th, **Rules:** Command at Sea with Modifications

Description: In early 1940 the iron ore supply from Norway is uncertain. Germany decides to invade the country but, with intelligence indicating that the British and French intend to intervene, decide to use their naval forces to interdict the Allied reinforcements leaving the transport of troops for the assault landings to smaller surface vessels, transports and older warships. The Royal Navy will attempt to put ashore the 148th Infantry Brigade and the French 342nd tank company at Andalsnes near Trondheim. Some surprises will invariably occur, and a good time should be had by all. Some experience with Command at Sea is a plus but newbies are welcome. The damage rules will be modified somewhat and rules will be taught.

F19:605 The Road to Ambleve — Theme Game

Friday, 7:00:00 PM, 3 hrs, **Players:** 6, **Location:** Heritage: HR-15

GM: Eric Turner & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:48th, **Rules:** What A Tanker

Description: We take that dog of a movie from 1965, "Battle of the Bulge", and plop it down in the middle of Historicon using Too Fat Lardies rules. A game, based on a movie, based on a real battle. What could go wrong? Ability to sing the Panzerlied not required.

F19:628 Conflict at Kastornoe, 1919

Friday, 7:00:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-72

GM: Michael Pierce & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Inter-War, **Scale:** 15mm, **Rules:** Red Struggle (home)

Description: By 1919, the Russian Civil War had raged for 2 years. The White Army's offensive had gained great swaths of the Ukraine, but their momentum was waning. The Red Army struck back to capture the important railroad town of Kastornoe.

F19:203 Siege Lord Hashimoto's Castle! — Theme Game

Friday, 7:00:00 PM, 4 hrs, **Players:** 12, **Location:** Freedom Foyer: FP-1

GM: Thomas Vielott

Sponsor: NONE, **Prize:** NONE

Period: Renaissance, **Scale:** 28mm, **Rules:** Siege Swein Forkbeard's Castle (Modified)

Description: The army of Lord Murakami has arrived at the gates of Niseoka, the lynchpin of Lord Hashimoto's western border fortresses. Murakami knows that Hashimoto will not be far away - the castle must be taken now or never. The Princess of Ninjas has prepared the way, now comes the butcher work of the assault. Heroes will brush their name in a calligraphy of blood this day. Easy rules, loud challenges, and battle poetry! The follow on to Thursday's cloak and dagger event.

F19:139 Pride and Prejudice and Zombies — Theme Game

Friday, 7:00:00 PM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-34

GM: Richard Claydon

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 28mm, **Rules:** The Silver Bayonet

Description: 1813 and Britain is overrun with zombies! Characters from Jane Austin's novels battle the undead horde. Some have trained in ancient Chinese and Japanese martial arts while others are adept with firearms. Zombies hide everywhere they need to be identified and eliminated. Use clue markers to aid your work in putting the undead back in their graves. The Silver Bayonet rules modified.

F19:193 No Safe Place - scenario from Battles Above 4

Friday, 7:00:00 PM, 4 hrs, **Players:** 7, **Location:** Commonwealth: CW-13

GM: DAVID WINFREE

Sponsor: I-94 Enterprises, **Prize:** Aircraft minis (unpainted) to MVP of each side

Period: World War II, **Scale:** 1:285 micro, **Rules:** Check Your 6!

Description: From Battles Above 4! aftermarket scenario book. Battle between Finns and Russians, Jan'42. Scenario roster altered to permit each player to run 2 aircraft.

F19:211 Gunfight at Narudas Gorge (German South West Africa, 1905)

Friday, 7:00:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-12

GM: Roy Jones

Sponsor: Recreational Conflict, **Prize:** NONE

Period: Colonial, **Scale:** 25mm, **Rules:** Sword and the Flame (Modified)

Description: Jakobus Morenga leads a column of horse-mounted Nama troops racing south through the gorge at Narudas. The outnumbered German Fussabteilung (Foot Detachment) confronts Morenga and his men. The objective for both sides: the hill that dominates the right flank. Meanwhile on the left flank, the German horsemen of the berittene Abteilung (Mounted Detachment) assault the outnumbered Nama foot troops of the Morris Brothers. It's a Horse vs. Foot gunfight at Narudas! More at www.hererowars.com.

F19:309 Buccaneers of Bird Cay!

Friday, 7:00:00 PM, 3 hrs, **Players:** 10, **Location:** Commonwealth: CW-11

GM: Trevor Hawkins

Sponsor: NONE, **Prize:** NONE

Period: Age of Piracy, **Scale:** 15mm, **Rules:** Limeys & Slimeys

Description: Pirate Free for All! Its September 4, 1718, the last day to conduct acts of piracy before getting a Royal pardon tomorrow. Several crews decide to conduct one last day of piracy before obtaining a full pardon. Every player gets a ship and fights to gather as many Pieces of Eight as possible before the day ends! No teams, just a free for all naval battle.

Join in as a Pirate or Navy captain to settle old scores, start new scores, pad your resume, loot, fight and have fun! Bring your own Rum

F19:329 Surviving the Northwest Frontier- British vs Pathans 1878

Friday, 7:00:00 PM, 4 hrs, **Players:** 8, **Location:** Commonwealth Foyer: CF-4

GM: Jared fishman

Sponsor: 20Sided Gamified LLC, **Prize:** yes

Period: Colonial, **Scale:** 28mm, **Rules:** The Sword and the Flame

Description: The year is 1878. The setting is a small village located in a valley somewhere within the Northwest Frontier. Imagine yourself part of an escort protecting a member of Parliament during his travels through the region. All is quiet- that is, until the first jezzail shots ring out and the uprising starts! Play as a Pathan trying to eliminate all of the imperialist intruders from the region, or as the scattered, disjointed British troops trying to protect key figures and restore the village to order. Rules will be the classic "The Sword and the Flame" by Larry Brom. This game will be tongue in cheek, beer and pretzels, and fun!

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Prizes awarded and guest slots for the game recap will be available should you want to star on the 20 Sided Gamified Podcast!

F19:135 Crecy

Friday, 7:00:00 PM, 3 hrs, **Players:** 5, **Location:** :

GM: David Knight

Sponsor: NONE, **Prize:** NONE

Period: Hundred Years War, **Scale:** 28mm, **Rules:** Test of Resolve:

Hundred Years War

Description: Although the English seem to be well-set in a good defensive position, the many converging French troops could overwhelm them. Will the young Black Prince hold his nerve, or Edward have to save him? Will Blind King John have an eye to leaving a positive legacy written in the Chronicles?

F19:142 Dawn of the Dead — Theme Game

Friday, 7:00:00 PM, 4 hrs, **Players:** 6, **Location:** :

GM: John Currin

Sponsor: Monster Fight Club, **Prize:** miniatures

Period: Modern, **Scale:** 28mm, **Rules:** Zombie Apocalypse

Description: The world's largest zombie game meets the world's largest ship model. Come play an exciting game involving 1500 zombies played out on the amazing container ship (the ship itself fills an entire table) and dockyard setup from Monster Fight Club. Can the humans survive the huge zombie hordes and make their escape? This fast, fun and furiously paced game will provide non-stop action for players. Our goal is a game whose fun and excitement equals the sheer spectacle of the terrain it is played over. No players under the age of 14 due to minor adult themes.

F19:146 Circus Maximus

Friday, 7:00:00 PM, 5 hrs, **Players:** 19, **Location:** Commonwealth: CW-31

GM: Kenneth Cassady

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 15mm, **Rules:** Circus Maximus Home Brew

Description: Glory to Rome and its Circus Maximus. Race your chariot in the largest stadium in the Roman Empire. This is a league so if you are a returning driver you will have the chance to upgrade your chariot. Better horses, cart and driver. Drivers gain experience to increase 1 of six skills. I have everything you need to race. This is a Kid Friendly game. (note their will be some Monty Python names pulled from Life of Brian)

F19:171 The Battle of Bennington 1777

Friday, 7:00:00 PM, 4 hrs, **Players:** 6, **Location:** :

GM: Michael Kelley

Sponsor: NONE, **Prize:** NONE

Period: American War for Independence, **Scale:** 28mm, **Rules:** Black Powder

Description: Brunswick Forces from Burgoyne's army try the defend themselves against a large force of New Hampshire militia Led by General John Stark. This Historical refight will challenge all players.

F19:394 The Grand Redoubt, Borodino, 1812

Friday, 7:00:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-14

GM: Robert Lockley

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 15mm, **Rules:** Shako 2

Description: Napoleon orders Prince Eugene to launch a massive assault against the Russian center position The Grand Redoubt. The Russians are led by General Raevsky and they must hold there position against the French onslaught. Will history repeat itself or will the Russian center hold? You decide.

F19:136 Sevastapol 1942 Fort Maxim Gorky

Friday, 7:00:00 PM, 4 hrs, **Players:** 6, **Location:** Freedom A: FP-5,FP-6

GM: Jeff Whitlock

Sponsor: NONE, **Prize:** NONE

Period: WWII Eastern Front, **Scale:** 28mm, **Rules:** Bolt Action - Warlord Games

Description: Once the Germans had broken through the Perekop Isthmus in October 1941, they advanced on Sevastopol but were confronted by Maxim Gorky I. They deployed the 80 cm rail gun Schwerer Gustav to destroy it. On June 6, 1942, heavy guns and Karl-Gerat siege mortars. Can the Germans take the fort and follow history or will the Soviet Navy and RKKA hold out to give the germans a bloody nose? Come find out! Kids under 12 welcome with a adult.

F19:269 Battle of Austerlitz

Friday, 7:00:00 PM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-23

GM: Steve Fratt

Sponsor: FrattSpiel Games, **Prize:** NONE

Period: Napoleonic, **Scale:** 6mm, **Rules:** FrattSpiel - The Victory Is Ours!

Description: FrattSpiel Games presents its Napoleonic game similar to Small Deadly Space [ACW] 1" = 50yds, 1 figure = 25 men, These rules will be published in the fall by On Military Matters. Staff Officers serve many functions for maneuver, rallying, pushing attacks. Artillery forces units to test morale. Close Action dominates combat, driven by Cohesion ratings requiring very few charts. Plays more like a War College event - atypical - players will feel like they actually watch the battle unfold. For the player looking for something innovative. Steve Fratt presents The Victory Is Ours! a companion game to his Small Deadly Space ACW game from last year. Plays like a War College Event than typical con game. For players seeking new approach.

F19:304 Pickett's Charge - The War Game — Theme Game

Friday, 7:00:00 PM, 4 hrs, **Players:** 12, **Location:** Commonwealth: CW-41,51,

GM: Jim Purky

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 54mm, **Rules:** Never Call Retreat

Description: You've seen the movie Gettysburg and now is your chance to replay Pickett's Charge in epic 54mm scale with a cast of over 1,200 figures. Will you lead the Confederate charge up Cemetery Ridge or will you stand fast with Winnie Hancock and turn back the rebel tide? Victory Points allow for either side to win the game. Good ground and easy to learn rules lead to a fast paced game.

F19:305 Pickett's Charge - The War Game — Theme Game

Friday, 7:00:00 PM, 4 hrs, **Players:** 12, **Location:** :

GM: Jim Purky

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 54mm, **Rules:** Never Call Retreat

Description: You've seen the movie Gettysburg and now is your chance to replay Pickett's Charge in epic 54mm scale with a cast of over 1,200 figures. Will you lead the Confederate charge up Cemetery Ridge or will you stand fast with Winnie Hancock and turn back the rebel tide?

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Victory Points allow for either side to win the game. Good ground and easy to learn rules lead to a fast paced game.

F20:687 ULTIMATE OVERLORD #4: PANZER-COUNTER-STRIKE -- D-DAY 80th Anniversary — Theme Game

Friday, 8:00:00 PM, 3 hrs, Players: 18, Location: Freedom A: FA-2

GM: Peter Panzeri

Sponsor: MINIATURE BUILDING AUTHORITY (MBA), **Prize:** Players who participate in ALL FIVE "Ultimate Overlord Events" will receive a Special Award & Free Copy of the Book: OPERATION OVERLORD: D-DAY 1944

Period: World War II, **Scale:** 20mm, **Rules:** DIVISION-LEVEL ROMMEL-RULES by Pete Panzeri: Available to all players FREE @Game-End!

Description: Elite Panzer formations of "Operation Luttich" are sent to counter-strike past MORTAIN & cut-off Patton's tanks from their fuel & supplies. Can the Germans defeat the invasion despite allied air superiority? Can both sides manipulate their logistical troubles to avoid a total disaster? Who will risk all to succeed? Who will collapse & fail? Execute rapid & intense division-level attacks & counter-attacks in exciting battles with infantry, Armor, artillery, Special Forces, air & naval combat as well as essential logistics for both sides. Event starts with RESPECTS RENDERED to our WW2 VETS. *ONE-TIME-ONLY SCENARIO at HISTORICON'24: DON'T MISS IT! **ALSO DON'T MISS War College Presentation: "DISASTER at D-DAY" 5pm Thursday in Montgomery House. Hosted by DUKE SEIFRIED FOUNDATION.

F20:440 Sherlock Holmes Crime of the Century

Friday, 8:00:00 PM, 3 hrs, Players: 8, Location: Commonwealth: CW-83

GM: Sam Fuson & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: 19th Century, **Scale:** 28mm, **Rules:** G.A.S.L.I.G.H.T.

Description: Holmes tries to figure out and stop a crime spree happening in Southeast London. Holmes invites some interesting guests to join his investigation (example: Wild Bill Hickok and his newly formed & trained The Apache Police). Clues come from people or places and include scrabble tiles that spell key phrases, slips of paper, pictures, puzzles and more. If you like mystery and figuring things out, this contest is for you! Children are welcome, but will have a problem figuring out the advanced puzzles/clues without an adult. The approach to Clues is very similar to those used in Escape Rooms plus others.

F20:499 The Walking Dead All Out War

Friday, 8:00:00 PM, 4 hrs, Players: 6, Location: Heritage: HR-21

GM: Ryan Devine & WAMP

Sponsor: NONE, **Prize:** NONE

Period: SciFi-Zombies, **Scale:** 28mm, **Rules:** The Walking Dead All Out War

Description: Scenario to be determined. Blood, bullets, and brains guaranteed. Kids welcome with adult present. Please no food or drinks on the table.

F20:505 CHEYENNE DOWN! — Theme Game

Friday, 8:00:00 PM, 2 hrs, Players: 8, Location: Heritage: HR-14

GM: Bob Edoo & Night Ravens

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** Alien vs Predator

Description: From Alien Xenomorphs skulking in the shadows, waiting for the moment of weakness to pounce on and capture new hosts for the brood, to the well-trained Colonial Marines who are geared up with state-of-the-art equipment and finally to a mysterious race of brutal extra-terrestrial Hunters that the humans call Predators, each Force

offers a unique set of skills to provide their own diversity to the gameplay. There's no shortage of terror and excitement in Alien vs Predator!

F20:560 Into The Darkness: CLASH OF STEEL (Tabletop Tank Battles): Operation Unthinkable: BATTLES

Friday, 8:00:00 PM, 3 hrs, Players: 12, Location: Heritage Foyer: HF-8

GM: James Nicholson & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1/100th, **Rules:** CLASH OF STEEL rules and house rules.

Description: Welcome to Clash of Steel. Its 1948 and the war has started again. Based on an Alternative History where the war in Europe finishes in 1944 with the surrender of Germany, but restarts just four years later in the face of Soviet aggression. Come join us in Gale Force Nine's 'New' CLASH OF STEEL (Tabletop tank Battles)

F20:577 The Joust !

Friday, 8:00:00 PM, 2 hrs, Players: 24, Location: Commonwealth Foyer: CF-2

GM: Eric Jacobson & HMGS Next Gen

Sponsor: NONE, **Prize:** NONE

Period: Medieval, **Scale:** 28mm, **Rules:** To Cry a Joust

Description: Hear ye, hear ye! All are invited to participate in the grand return of the Joust at Fall-In! Rules taught. Quick, easy, fun, and prizes. No one under 10 without a playing adult.

F20:659 Into The Darkness: WARHAMMER 40K: Battles

Friday, 8:00:00 PM, 4 hrs, Players: 12, Location: Heritage Foyer: HF-7

GM: Buford Culver & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** WARHAMMER 40K and House rules.

Description: A new edition makes planet fall. Ravening aliens strike at a desperate Imperium in the new edition of Warhammer 40,000. Discover one of the world's most popular miniatures games. Come join us in learning this new edition of Warhammer 40,000. All are welcome and all materials will be provided.

F21:704 Arena Games - Gladiators

Friday, 9:00:00 PM, 4 hrs, Players: 12, Location: Heritage: HR-22

GM: Steve Robinson

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** Arena Games

Description: "Let there be games!" yelled the magistrate to thunder of the crowds as you wait in the dimness of the pen. There is nothing else in life than the immortality of the arena. Can your fighting skills bring appeasement of the gods as you climb to ultimate victory! Or, does fate bring you an early painful retirement. The victor's name will be immortalized on the great wall of fame. Beginners, soda/beer and pretzels are welcomed!

F21:374 Midnight Massacre - Prokhorovka/Kursk

Friday, 9:00:00 PM, 3 hrs, Players: 24, Location: : CW-52&CW-53

GM: Matt Fisher

Sponsor: Your Hobby Place, **Prize:** Prize for top Russian & German players

Period: World War II, **Scale:** 28mm, **Rules:** Bolt Action - Modified

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Description: Come take part in the social event of the convention and blow up some tanks in the largest tank battle of history! As part of the Battle of Kursk, the Soviet 5th Guards Tank Army attacked the German II SS-Panzer Corps. Over 900 tanks took part in the battle so take command of a squad and crush your opponents. Two drink minimum for players and lots of unique rules are in effect for some midnight madness! Adult Game.

S09:321 The Battle of Nicaea

*Saturday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Freedom A: FA-4*

GM: Aaron Cain

Sponsor: Washington Grand Company, **Prize:** NONE

Period: Medieval, **Scale:** 28mm, **Rules:** Triumph!

Description: During the first crusade at siege of Nicaea, the Rum Turk Sultan attempted to rescue the city by sending a large mounted force. This resulted in a three day battle outside the city walls. Heavy mounted knights of the crusaders vs. the swift light cavalry of the Turks will face off in the first major battle of the first crusade. This battle will be fought using Triumph! Rules for Tabletop Battles Ancient and Medieval. Experienced and new players are welcome. Rules will be taught!

S09:197 VSF: Airship Down! — Theme Game

*Saturday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-4*

GM: Gabriel Landowski

Sponsor: MHWA, **Prize:** NONE

Period: Victorian Science Fiction, **Scale:** 28mm, **Rules:** Damned Human Race

Description: When debris from an ancient alien space fleet seeds the solar system in 1863, a lot of weird and wonderful things emerge! Take part as towering dinosaurs and thundering steam walkers struggle for ultimate control while the colonial powers of Europe play out the same old game but with a new twist! MHWA: Kid friendly

S09:240 UN Peace Keeping in Chad

*Saturday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-12*

GM: Patrick McGarrity

Sponsor: NONE, **Prize:** 3D printed vehicle.

Period: Modern, **Scale:** 28mm, **Rules:** Force on Force

Description: In South Eastern Chad (2008), Irish Army Ranger Wing (ARW) troops are part of a UN Peacekeeping Mission tasked with guarding convoys carrying essential supplies, protecting refugee camps, and providing long range recon patrols in hostile territory. Frequent incursions by Sudanese rebels from Darfur heighten tensions that result in an attempt to ambush a convoy. Will the convoy cross the table? Sign up and find out. This is a 28 mm scale game.

S09:241 Tora! Tora! Tora! — Theme Game

*Saturday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-11*

GM: Patrick Woodard

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:1200th, **Rules:** Table Air Combat - Modified

Description: December 7, 1941...a date which will live in infamy... or will it? Take on the roles of the Japanese aerial strike force bound for Pearl Harbor! Take command of the 250+ aircraft present that morning over a stunning 1:2400 recreation of the harbor. Cripple the American Pacific Fleet, bag yourself a battlewagon, and earn the favor of the Emperor!

S09:297 War on Terra Nova part 4

*Saturday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-5*

GM: James Faltum

Sponsor: NONE, **Prize:** free plastic mini

Period: SciFi, **Scale:** 12mm, **Rules:** Heavy Gear Blitz, ver 3.1

Description: In the distant future war rages on the planet known as Terra Nova. Piloted robots known as Heavy Gears have become the premiere fighting machine of choice. Join the fight for honor or just survival.

Part 4: in TN 1950 (6143 AD), The War For Terra Nova begins as Earth returns. Join the final fight to as forces clash in defence of a Terra Novan city. Rules taught, and all models provided. HG Blitz uses alternating activation and reaction mechanics.

S09:306 Dreadnaughts at War

*Saturday, 9:00 AM, 4 hrs, **Players:** 8, **Location:** Walnut: WN-1*

GM: Kim Young

Sponsor: NONE, **Prize:** Copy of game rules

Period: World War I, **Scale:** 1:6000th, **Rules:** Fighting Battleships

Description: German Admiral Scheer shows his High Seas Fleet off the coast of Norway in hopes of catching a portion of the British Grand Fleet and defeating it. This is a multi-squadron level game involving over 30 battleships and battle cruisers. Players will each command a squadron of 3 to 5 Dreadnoughts. Ships will move and fight in squadron formation in this game with focus on guns, armor and speed and not minutia and endless detail. If you were a fan of the old Avalon Hill game Jutland and large fleet actions, then you will enjoy this.

S09:314 Acquiring the Asset — Theme Game

*Saturday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Grand Foyer: GF-6*

GM: Troy Nowak

Sponsor: Your Hobby Place, **Prize:** NONE

Period: SciFi, **Scale:** 25mm, **Rules:** West End Games Star Wars Miniatures Battles

Description: Imperials, hired guns, and bounty hunters collide in this new scenario for West End Games Star Wars Miniatures Battles by David O. Little from the pages of the Star Wars Adventurer's Journal. Learn basic game mechanics and the use of heroes and droids playing with vintage lead and modern resin 25mm miniatures; kids under 14 welcome with a playing adult. No food at the table.

S09:340 Surviving the Northwest Frontier- British vs Pathans 1878

*Saturday, 9:00 AM, 4 hrs, **Players:** 8, **Location:** Commonwealth Foyer: CF-4*

GM: Jared fishman

Sponsor: 20Sided Gamified LLC, **Prize:** yes

Period: Colonial, **Scale:** 28mm, **Rules:** The Sword and the Flame

Description: The year is 1878. The setting is a small village located in a valley somewhere within the Northwest Frontier. Imagine yourself part of an escort protecting a member of Parliament during his travels through the region. All is quiet- that is, until the first jezzail shots ring out and the uprising starts! Play as a Pathan trying to eliminate all of the imperialist intruders from the region, or as the scattered, disjointed British troops trying to protect key figures and restore the village to order. Rules will be the classic "The Sword and the Flame" by Larry Brom. This game will be tongue in cheek, beer and pretzels, and fun! If you're Prizes awarded and guest slots for the game recap will be available should you want to star on the 20 Sided Gamified Podcast!

S09:357 Ages of Conflict - Battle of Camlann

*Saturday, 9:00 AM, 4 hrs, **Players:** 4, **Location:** Commonwealth: CW-75*

GM: Michael Love

Sponsor: NONE, **Prize:** NONE

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Period: Dark Ages, **Scale:** 18 mm, **Rules:** Ages of Conflict

Description: The Battle of Camlann is said to have been the final battle between Arthur and his rebelling son (Or nephew.), Mordred. According to the Annales Cambriae, the battle took place in 537 or 539 CE with Mordred marshalling an army of mercenaries against Arthur's army of Welsh and Romano-British.

As a mild twist, we're throwing in a bit of low-level magic to include Merlin and Excalibur.

S09:360 Battle of Magnesia, 190 BC

Saturday, 9:00 AM, 3 hrs, Players: 6, **Location:** Walnut: WN-2

GM: Bob Bryant

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 15mm, **Rules:** Might of Arms

Description: The Romans are determined to stop the military adventures of the Seleucid king, Antiochus III. A battle of fearsome pikes against the formidable legions of Rome.

S09:387 StarForce Commander — Theme Game

Saturday, 9:00 AM, 4 hrs, Players: 6, **Location:** Heritage Foyer: HF-3

GM: Patrick Doyle

Sponsor: Mariner Games, **Prize:** NONE

Period: SciFi, **Scale:** Other, **Rules:** StarForce Commander

Description: StarForce Commander is a thrilling game of tactical starship combat where every decision counts. Easy to learn, but with tactical depth. We'll have you in full command in 15 minutes. From arming weapons to maneuvering and sensor and shield management. Join us at our table for a quick demo or participate in a full battle. Come say hi even if the timeslot is full and we'll fit you in or set up an alternate time to play. Don't miss out on the chance to learn StarForce Commander from its designers. Ages 12+. For more info: www.mariner.games

S09:392 We Strike at Dawn! — Theme Game

Saturday, 9:00 AM, 4 hrs, Players: 8, **Location:** Grand Foyer: GF-1

GM: Martin Fenelon

Sponsor: NONE, **Prize:** NONE

Period: World War I, **Scale:** 1:285 micro, **Rules:** Fight for the Skies: Wood & Canvas

Description: Hoping to gain more experience before the big push, an American squadron decides to strike a German airfield at dawn. They plan to catch the Huns napping, but the experienced aces of the Jagdwaffe may be ready for the 'cowboys'. Fast-play air-to-air rules, no experience necessary, rules will be taught.

S09:398 Gettysburg: 20th Maine vs. 15th & 47th Alabama — Theme Game

Saturday, 9:00 AM, 4 hrs, Players: 6, **Location:** Heritage: HR-22

GM: Mark T.

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 40mm, **Rules:** Rebels & Patriots (modified)

Description: July 2nd, 1863: The 20th Maine has arrived on the far left flank of the Union Army at Little Round Top, and just in time to meet the 15th and 47th Alabama Regiments assaulting the hill. (Rules taught, 12 and under ok with parent, sign up only one.) This is a theme game from the Gettysburg movie, and although using newer rules and scenery, it is in memoriam of James Hatch.

S09:177 Action of 5 November 1813

Saturday, 9:00 AM, 4 hrs, Players: 7, **Location:** Commonwealth: CW-15& CW-25

GM: Richard Greenaway

Sponsor: Waterloo Games, **Prize:** Waterloo Games Gift Certificate

Period: Age of Sail, **Scale:** 1:1200th, **Rules:** Far Distant Ships

Description: ight days of strong gale force winds had driven the blockading British from their stations off Toulon. On the 5th of November, 1813 taking advantage of the absence of blockading forces and favorable winds elements of the French fleet had left the harbor of Toulon for exercises. when the wind direction suddenly changed the returning British saw their chance to cut off the French rear. Fast easy to learn rules that emphasize Fighting Sail era tactics and command and control. A sudden shift of wind direction has put elements of the French fleet holding exercises in danger of being cut off from their home port of Toulon by the returning British blockade.

S09:282 Bavaria Ablaze: Anvil into Hammer

Saturday, 9:00 AM, 4 hrs, Players: 6, **Location:** Commonwealth: CW-14

GM: Richard McMahon

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 6mm, **Rules:** Soldats de l'Empire! (formerly Houserules Napoleonics by Brian Stokes)

Description: Napoleon has returned to correct Berthier's blunders. Crossing the Isar, he is driving the stunned Austrian army northwards. Davout, who had been put in peril, is now ordered to turn his III Corps about and attack the leading elements of the Hauptarmee, Rosenberg and Hohenzollern, to prevent the Austrians from reaching Regensburg to cross the Danube to safety. Soldats de l'Empire! attempts to answer the question of how, often outnumbered, French forces were still able to accomplish extraordinary feats. Command flexibility, tactical agility and skirmishing are key factors. The Austrians counter with numbers, firepower and dogged determination. This will be the first of 2 slots for this game.

With the agreement of all players, the 2nd slot may be a continuation of the first.

S09:125 StarDate 3018 Ambush at Elphac IIIa

Saturday, 9:00 AM, 3 hrs, Players: 6, **Location:** Heritage: HR-23

GM: David Cashin

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** Other, **Rules:** Full Thrust Continuum cinematic movement

Description: The Alien Confederation has discovered the location of the clandestine Tellurian base in the spinward trojans of Elphac III, used by the Tellurian CRUBATGRU ELEVEN raiding their convoys and refueling groups. Quickly mustering a strike group the Confederation drops out of jump space for a lightening ambush on the makeshift Tellurian base. Each player will command a small squadron of ships. Rules and game are designed for first time players or veterans. Walk ups welcome to take an empty seat. Children under 13 with accompanying Adult.

S09:173 Battletech: Counter-Attack and Lift Off

Saturday, 9:00 AM, 4 hrs, Players: 8, **Location:** Hickory B: HK-3

GM: Harold Carfrey

Sponsor: Catalyst Demo Team, **Prize:** Battletech Swag

Period: SciFi, **Scale:** 1/275 scale, **Rules:** Battletech

Description: Hesperus II, Operation LockjawThe Allied Mercenary Command units have hit, now it has become necessary to run. The Good news is you know where your pick-up is, the bad news its not here yet. An up to 8 player game with each player controlling 2 units each.

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S09:182 RUHR FOREST TANK BATTLE

Saturday, 9:00 AM, 4 hrs, **Players:** 4, **Location:** : CW-33

GM: Robert Varga

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Beer and Pretzel Home rules

Description: Battle of the Bulge has been decided the Germans have retreated into Germany with Gen. Patton advancing rapidly after them needing to capture the bridge. The approach to that bridge via the road has been temporarily halted by the Germans. Patton can't wait on air support that's grounded by weather conditions he needs that crossing. Patton assigns his tanks the task via the Ruhr Forest bypassing the road and advancing into map section 1 where the bridge is located, protected by an Anti-Tank Gun, and hidden Armor ready to ambush anything they encounter. The area has small hills, heavily wooded, that aid or hinders both sides. Easy fun game

S09:264 Assault on the Pratzen Heights

Saturday, 9:00 AM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-23

GM: Larry Yakowneko

Sponsor: FrattSpiel Games, **Prize:** NONE

Period: Napoleonic, **Scale:** 10mm, **Rules:** FrattNap - Hexed

Description: FrattSpiel Games presents a hex version of The Victory Is Ours! [very similar to Small Deadly Space] 4" hexes = 200yds, beautiful WoFun acrylic flats by Peter Dennis. These rules will be published in the fall by On Military Matters. Staff officers aid maneuvers, rally, and push failed morale for Close Actions. Very few charts, very intuitive. Check out Battle of Austerlitz for fuller description. Hex version of The Victory Is Ours! 4" hexes = 200yds, beautiful WoFun acrylic flats by Peter Dennis. Staff Officers, Cohesion, 6,8,10,12,20 sided dice drive combat.

S09:289 Strasbourg AD 357: The Battle for Gaul Sat AM

Saturday, 9:00 AM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-53

GM: Harry Voelkel

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** To The Strongest by Simon Miller

Description: Refight the battle of Strasbourg 357 AD in glorious 28mm with over a thousand miniatures using Simon Miller's "To The Strongest" ruleset. The fate of Rome hangs in the balance as Germanic hordes have crossed the Rhine and look to establish a permanent presence in the Empire. The young and untested Julian seeks to be worthy of the heroes of old and crush the German menace with his army of veteran legions. Meanwhile, the canny Chnodomar, high king of the Alamanni Tribe seeks to add to his wealth and power. The fate of Rome hangs in the balance, who will be victorious? The disciplined Romans or the wild Barbarians? Refight the battle of Strasbourg 357 AD in glorious 28mm with over a thousand miniatures using Simon Miller's "To The Strongest" ruleset. The fate of Rome hangs in the balance!

S09:410 Abbeville, 1940: The Great Allied Armored Counterattack (28-30 May)

Saturday, 9:00 AM, 3 hrs, **Players:** 5, **Location:** Commonwealth: CW-84

GM: Bruce Weigle & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:600th, **Rules:** Gained By Battle (prototype)

Description: Enroute Dunkirk, a second-line Bavarian infantry division was dropped off at Abbeville, to act as an offensive bridgehead for further operations against France. Duly alarmed, the French high command ordered its immediate extinction, and, between 27 May - 7 June, four division-size attacks were made on the position; this game will feature the strongest French attack, led by the mighty 4th DCR. Will the

Char B1's break through this time? Will the Bavarians' desperate defense hold? I have no idea.

S09:414 Wars of Ozz: Learn to Play & Bring and Battle

Saturday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-72

GM: Christopher Palmer & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Horse & Musket Fantasy, **Scale:** 28mm, **Rules:** Wars of Ozz

Description: Come take part in this battle set in the Horse & Musket fantasy world of Ozz. Various factions, including Munchkins, Winkies, and the new Ratavian Pie-Rats, fight for victory in this fast paced an fun game. Also, players are invited to bring their own painted 25-point brigades of Old Glory's official Wars of Ozz figures to command, any faction; or you can use one of our brigades. Beginners welcome. Rules taught. Players under 13 only with a playing adult.

S09:419 Magic and Tech Demo

Saturday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-85

GM: Kevin Fischer & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Ultramodern Fantasy, **Scale:** 28mm, **Rules:** Magic and Tech

Description: A militant group has risen in the countryside of the Penar Providence. A Mechanized Infantry Platoon has been dispatched to deal with them before they cause great harm and damage in the grasslands. Your feedback will be greatly appreciated. Two-player quick-starts will be available for those that want one.

S09:427 Grand Game of Eagles and Empires

Saturday, 9:00 AM, 4 hrs, **Players:** 12, **Location:** Commonwealth: CW-71 & CW-81

GM: Buck Surdu & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 25mm, **Rules:** Wars of Eagles and Empires

Description: This is a large game you can only play at a convention, like the ones I remember when I was new to miniatures gaming. Based on the popular Wars of Ozz family of rules, Wars of Eagles and Empires provides an old-school feel with modern mechanics. The unique activation mechanism provides friction while allowing players to influence the battle. The reaction test mechanic provides the right level of unpredictability. Wars of Eagles and Empires sets out to prove the Napoleonic games can be fun. Rules will be taught. Younger players welcome with a participating adult. No booze, please.

S09:431 Let's Play Combat Patrol TM - A Very British Civil War

Saturday, 9:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-82

GM: Gregory Priebe & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Inter-War, **Scale:** 28mm, **Rules:** Combat Patrol TM

Description: Learn this exciting WWII skirmish rules system by playing just a couple turns or a whole game. Rules will be taught by one of the supplement authors. Drop in during this session, take control of a squad and learn the streamlined mechanics that enable you to fight the battle, not the rules. Children are welcome with a participating adult.

S09:441 Sherlock Holmes Crime of the Century

Saturday, 9:00 AM, 3 hrs, **Players:** 8, **Location:** Commonwealth: CW-83

GM: Sam Fuson & HAWKS

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Sponsor: NONE, **Prize:** NONE

Period: 19th Century, **Scale:** 28mm, **Rules:** G.A.S.L.I.G.H.T.

Description: Holmes tries to figure out and stop a crime spree happening in Southeast London. Holmes invites some interesting guests to join his investigation (example: Wild Bill Hickok and his newly formed & trained The Apache Police). Clues come from people or places and include scrabble tiles that spell key phrases, slips of paper, pictures, puzzles and more. If you like mystery and figuring things out, this contest is for you! Children are welcome, but will have a problem figuring out the advanced puzzles/clues without an adult. The approach to Clues is very similar to those used in Escape Rooms plus others.

S09:451 The Russo Japanese War: A LWTV Campaign Game 5 — Theme Game

Saturday, 9:00 AM, 4 hrs, Players: 8, **Location:** Heritage: HR-37

GM: Miles Reidy & Little Wars TV

Sponsor: NONE, **Prize:** NONE

Period: Russo-Japanese War, **Scale:** 10mm, **Rules:** Altar of Empires

Description: Often described as World War Zero, the Russo Japanese War was a titanic struggle between a declining European power and an emerging Asian one which featured a terrifying glimpse of what WW1 had instore. Players will resolve battles that occur over the course of a campaign being played out over the convention. The outcome of the table top fighting directly influences the progress of the campaign.

S09:466 The Battle of Acre (1189)

Saturday, 9:00 AM, 4 hrs, Players: 6, **Location:** Heritage: HR-45

GM: Christopher Grau & Little Wars TV

Sponsor: Pendraken, **Prize:** Yes

Period: Medieval, **Scale:** 10mm, **Rules:** Lion Rampant

Description: Join Guy de Lusignan and Salah ad-Din as we journey to the Battle of Acre in 1189. Almost two years before Richard the Lionheart arrived in the Holy Land, the Crusader States besieged the vital port city of Acre. Can Saladin lift the siege before more Frankish reinforcements arrive? Will King Guy escape the shame of Hattin? You will decide!

S09:475 Into the Inferno, Stalingrad, Soviet Union, 15 September 1942

Saturday, 9:00 AM, 4 hrs, Players: 8, **Location:** Heritage: HR-57

GM: Alex Newhart & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** Fireball Forward

Description: The Wehrmacht's 71st Division continued battering their way through the center of Stalingrad, attempting to reach the Volga and stop Soviet reinforcements into the city. The green soldiers of the 13th Guards Division were ordered to cross the river on barges to help stop the German advance. The Germans, supported by a few of the available tanks, pushed hard to reach the Volga and stop the landings. Will they succeed?

S09:491 The Battle of Britain Campaign - 3 — Theme Game

Saturday, 9:00 AM, 3 hrs, Players: 4, **Location:** Heritage: HR-46

GM: Carl Cardozo & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:600th, **Rules:** Fire in the Sky

Description: The Battle of France is over - the Battle of Britain is about to begin. In this epic 5 part campaign, climb inside the cockpit for massive air battles in the skies above Britain to decide the fate of Operation Sealion. Play as The Few of RAF Fighter Commands 11 Group, or the elite pilots of the Luftwaffe. The aircraft lost and targets bombed

carry over from session to session, culminating in the finale, the September 15 attack on London!

Uses the new WW2 air combat rules Fire in the Sky!

S09:497 Amphibious assault on the Senkaku islands, 2024.

Saturday, 9:00 AM, 4 hrs, Players: 6, **Location:** Heritage: HR-11 & HR-21

GM: Martyn Kelly & WAMP

Sponsor: NONE, **Prize:** NONE

Period: Modern, **Scale:** 20mm, **Rules:** Force on Force

Description: The Chinese have landed a force on the contested Senkaku islands and are constructing a small military outpost. The Japanese have responded by sending an amphibious force to take the islands. There will be infantry, Su33MKK and V.22 Osprey aircraft, CH.47 Chinooks and AH64 Apache, LCAC hovercraft, amphibious vehicles, RIBs, mobile missile launchers, special operations teams, and naval gunfire support. Come and fight over imposing terrain with mountains, jungle and coastline. No food or drink at the table.

S09:507 Arnhem Bridge: The Battles for the Bridge. Kampfgroup Brinkmann - 19. Sept. 1944 — Theme Game

Saturday, 9:00 AM, 4 hrs, Players: 5, **Location:** Heritage: HR-12 & HR 13

GM: Tom Uhl & DeVal

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Chain of Command

Description: Elements of British 2nd Parachute Battalion led by Lt. Col. Frost, desperately cling to their hold on the structures surrounding the approach to Arnhem Bridge. A series of hastily assembled German SS Kampfgroups probe these defenses in hopes of denying further reinforcement of the tenuous allied perimeter just north of the bridge. Kids under 13 accompanied by Adult.

S09:539 JOE HACK Britian 43 AD African Pincer

Saturday, 9:00 AM, 4 hrs, Players: 10, **Location:** Heritage: HR-55

GM: Joe Swartz & NOWS

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** JOE HACK

Description: As the Africans rumble forwards, devouring every British farm and village in their path, the British field every able bodied man to stop them. The British decide to let the Africans advance into their semicircle of infantry and chariots, who are waiting for the signal to charge. However, The British have failed to account for the Nubian light cavalry, who have come from behind in a pincer movement. rules taught & minors welcome with adult

S09:542 Check Your Six! - Propping up Korea — Theme Game

Saturday, 9:00 AM, 4 hrs, Players: 6, **Location:** Heritage: HR-43

GM: Paul Meyer & NOWS

Sponsor: NONE, **Prize:** NONE

Period: Korean War, **Scale:** 1/144th, **Rules:** Check Your Six! (Some House Rules)

Description: An old Korean war movie mixes with a new one as Battle Hymn meets Devotion. Rock Hudson and his wingman spot a USN strike in trouble and decide to dive in. Mustangs and Corsairs and Spads and Laggs and Yaks Oh My! (Sorry, Dorothy) House rules provide the slightly higher level of detail appropriate for scenarios with smaller numbers of larger-scale aircraft. Rules will be taught. Not well-suited for very young players

S09:593 South of Coutances

Saturday, 9:00 AM, 4 hrs, Players: 4, **Location:** Heritage: HR-15

GM: Christian Ovsenik & LARD America

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Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 12mm, **Rules:** 'O' Group

Description: A US Army battalion with armored support must take a V-1 flying bomb installation in Normandy after landing at D-Day.

S09:595 Let No One Prefer Hunger to the Sword

Saturday, 9:00 AM, 4 hrs, Players: 8, **Location:** Heritage: HR-25

GM: Mark Huml & LARD America

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 1:600th, **Rules:** Strength and Honour

Description: October, 42 BCE: Brutus and Cassius, the assassins of Caesar, have consolidated their position in the East and are marching on Italy to restore the Republic. Antony and Octavian, successors to Caesar, have moved their forces to meet the Liberators at Philippi in Macedonia. 36 legions have been concentrated beside 30,000 horsemen and numerous auxiliaries; the auspices have been read, and the lustrations performed. From one camp the watchword is: Liberty! From the other: Avenge Caesar! The fate of Rome hangs in the balance.

S09:599 With Nothing Bigger Than a Bren Gun - The Defense of the Van Limburg Stirum School at the Arnhem Road bridge, September 18th/19th 1944

Saturday, 9:00 AM, 4 hrs, Players: 4, **Location:** Heritage: HR-28

GM: Edward Harding & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Chain of Command

Description: From author Naill Cherry- Perhaps one of the best examples of fighting against the odds amongst all those that happened at Arnhem in September 1944 is the defense of the school at the bridge by elements of the 1st Parachute Squadron Royal Engineers and C Company of the 3rd Parachute battalion. Refight some of that action in a Big Chain of Command game, as the British Paras can you hold on to the Northeast defense perimeter or as elements of Kampfgruppen Knaust or Kampfgruppen Brinkman can you force the British away from the bridge and open the road south.

S09:614 Red Devils/Green Devils

Saturday, 9:00 AM, 4 hrs, Players: 4, **Location:** Heritage: HR-17

GM: joe mcgrath & LARD America

Sponsor: NONE, **Prize:** Bragging rights!

Period: World War II, **Scale:** 28mm, **Rules:** Chain of Command

Description: Sicily, 1943, Operation Fustian: the capture of Primosole Bridge. British paras "Red Devils" dropped onto the bridge overnight and wrested control from its Italian defenders. Now, a hastily-assembled kampfguppe of Falschirmjagers (Green Devils) and armor support has rushed onto the scene to take it back. Can the Paras hold out until their relief column arrives? Can the FJs close with the enemy before the royal Navy's guns come to bear? Only YOU can decide the outcome! New CoC players welcome - rules will be taught. Kids can play with an accompanying grown up. Emphasis is on fun & camaraderie!

S09:619 1814 - Cattle Rustling on the Patuxent

Saturday, 9:00 AM, 4 hrs, Players: 4, **Location:** Heritage: HR-27

GM: Patrick Berkebille & LARD America

Sponsor: NONE, **Prize:** NONE

Period: War of 1812, **Scale:** 28mm, **Rules:** Sharp Practice 2

Description: While conducting a shore raid at Sneaky Point on the Patuxent River in Maryland, Capt Innes Cuppes, Royal Navy, has received

news USN Commodore Barney & his Balmer Brawlers might be in the vicinity. Cuppes is determined to bring in this ruffian and scourge of the Royal Navy, not to mention take hidden arms stores, tobacco, cattle, etc. This game features Sharp Practice, a skirmish level black powder era game.

This event is brought to you by Lard America.

S09:622 Le Mesnil Herman: George Wilson and Operation COBRA

Saturday, 9:00 AM, 5 hrs, Players: 6, **Location:** Heritage: HR-24

GM: John Stapleton & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** (Big) Chain of Command

Description: On the morning of 26 July 1944, Combat Command A (CCA) of the 2nd Armored Division crossed the line of departure marking its employment in Operation COBRA. George Wilson, an infantry platoon leader in CCA had very nearly reached CCA's final objective on the first day. Now on the morning of 27 July, Wilson and E Company 22nd Infantry are poised to seize their final day one objective, the crossroad town of Le Mesnil Herman. Can Wilson and CCA capture their objective?

S09:625 1st Bull Run

Saturday, 9:00 AM, 4 hrs, Players: 4, **Location:** Heritage: HR-16

GM: Richard Jaekel & LARD America

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 15mm, **Rules:** Pickett's Charge

Description: The First Battle of Bull Run. The battle was fought on July 21, 1861. The Union Army was slow in positioning themselves, allowing Confederate reinforcements time to arrive by rail. Each side had about 18,000 poorly trained and poorly led troops.

S09:621 Waterloo - French Attack on the Eastern Flank

Saturday, 9:00 AM, 5 hrs, Players: 6, **Location:** Heritage: HR-75

GM: David Mattson & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 28mm, **Rules:** Carnage & Glory

Description: French forces attack a strong British and allies line positioned on ridge east of the village of Waterloo. It has rained all night and Napoleon has delayed his attack until noon. Is there time to break the British line before the Prussians arrive?

S09:622 Battle of Peachtree Creek - Defense of the Union Center (July 1864)

Saturday, 9:00 AM, 6 hrs, Players: 6, **Location:** Heritage: HR-64

GM: Joseph Dupre & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 28mm, **Rules:** Carnage and Glory

Description: The Battle of Peachtree Creek was fought on 20 July 1864 as part of the Atlanta Campaign and fought on the doorsteps of the City. It was the first major attack by Lt Gen John Bell Hood since taking over the Confederate Army of Tennessee against Maj Gen George Thomas' Union Army of the Cumberland. This scenario will feature the fighting fought on the Union Center commanded by Maj Gen Hooker against Hardee's Confederate Corps. This battle will be fought in conjunction with the Peachtree Creek - Defense of the Union Right Scenario (same time, but adjacent game table). There will be a schedule break mid-game for lunch.

S09:638 Peach Tree Creek, 1864 - Defense of the Union Right

Saturday, 9:00 AM, 6 hrs, Players: 6, **Location:** Heritage: HR-74

GM: Nigel Marsh & Carnage and Glory

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Sponsor: NONE, **Prize:** Promotional Gift

Period: American Civil War, **Scale:** 28mm, **Rules:** Carnage&GloryII

American Civil War

Description: The battle of Peach Tree Creek was fought on 20 July 1864 as part of the Atlanta Campaign and fought on the doorsteps of the city. It was the first major attack by Lt Gen John Bell Hood since taking over the Confederate Army of the Tennessee against Maj Gen George Thomas' Union Army of the Cumberland. This scenario will feature the fighting on the Union right flank between Hooker's XXth Corps and Stewart's Confederate Corps. This scenario will be fought in conjunction with the Peach Tree Creek defense of the Union Center scenario (same time but adjacent table). There will be a scheduled break mid-game for lunch.

S09:664 Sword, Gold, Juno British D-Day — Theme Game

Saturday, 9:00 AM, 5 hrs, Players: 7, **Location:** Heritage: HR-71

GM: Thomas Harris & Pittsburgh Band of Gamers

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** Breakthrough

Description: In the early hours of June 6, 1944 the vast allied armada approached the French coast. The British owned three beaches and an airborne drop zone. Will the Germans defending the beachhead be able to stop the overwealming Allied wave. 21st Panzer and the 12th SS division will be racing to plug any holes. Come play Frank Chadwick's soon to be publised WWII game Breakthrough.

S10:115 Battle of Nicopolis 1396

Saturday, 10:00 AM, 3 hrs, Players: 6, **Location:** Hickory B: HK-4

GM: James Mauro

Sponsor: NONE, **Prize:** NONE

Period: Medieval, **Scale:** 15mm, **Rules:** To the Strongest!

Description: The defeat of the Serbs at Kosovo seven years earlier at the hands of the Ottomans has put all of Europe on high alert. Now, a crusade is declared and King Sigismund of Hungary oversees a large, yet undisciplined and rebellious, multi ethnic army to defeat the well-organized, disciplined Ottoman army now led by sultan Bayezid. A crusader defeat will all but ensure Ottoman hegemony in the Balkans and an even greater threat to all of Europe. The rules are fast paced, intuitive and easy to learn. An innovative mechanism is used to activate units, potentially multiple times to move or fight during the same turn.

S10:700 Civil War, 2024 — Theme Game

Saturday, 10:00 AM, 3 hrs, Players: 6, **Location:** Hickory A: HK-2

GM: Vito Pandolfo

Sponsor: NONE, **Prize:** NONE

Period: Modern, **Scale:** 6mm, **Rules:** Battle Field Ops! by 5th Epoch Publishing

Description: In line with the movie Civil War, released in Spring 2024, this game will be a clash of two opposing forces within the borders of the United States. A rather timely (and maybe controversial) game! Some modern details are classified. Beginners are welcome.

S10:696 Test of Honour - Shogun and the Last Samurai — Theme Game

Saturday, 10:00 AM, 3 hrs, Players: 24, **Location:** Freedom Foyer: FP-1

GM: David Hill

Sponsor: Things from the Basement, Your Hobby Place Ltd. and the Metropolitan Wargamers., **Prize:** Vendor Discounts

Period: Samurai, **Scale:** 28mm, **Rules:** Test of Honour - Quick Play

Description: For fans of the recent Shogun series and the less recent Last Samurai movie, this is the game for you. Test of Honour is a fun,

fast-paced 28mm samurai skirmish game that I have further streamlined after dozens of convention games and hundreds of players. Don't be scared by the high player count, this is really six separate four-player scenarios played at the same time, with alternating activations (i.e. your turn is every other minute, not hour). With new scenarios, terrain and figures from the series and film, honor and glory await! Quick play rules (one piece of paper!) will be taught. Kids welcome with accompanying adult. All miniatures and materials provided, just bring a fun attitude.

S10:148 Hell In A Very Small Place: The Battle of Dien Bien Phu-- The Day — Theme Game

Saturday, 10:00 AM, 4 hrs, Players: 6, **Location:** Freedom A: FA-3

GM: Greg McNa

Sponsor: Age of Glory, **Prize:** Hand painted Age of Glory miniature for all participants

Period: Post-WW2, **Scale:** 30mm, **Rules:** Modified Flames of War V3

Description: May, 1954. The epic siege in the valley of Dien Bien Phu is nearing an end. Legionnaires, Colonial Paras, Vietnamese and troops from around the French Union are desperately hoping for a miracle after 51 days of hell. This session will use daytime rules for a Vietminh assault to take the strongpoint of Eliane 2 and open up the heart of the base. Results of this day scenario will be used to set up later night time session. Rules are loosely based on Flames of War V3. Simple to learn. New to gaming? C'mon on down. This is easy. Kids welcome. Under 10 with adult supervision, please.

S10:252 Clan War-Open Play

Saturday, 10:00 AM, 6 hrs, Players: 8, **Location:** Hickory A: HK-1&HK-2

GM: Brian Sherry

Sponsor: NONE, **Prize:** NONE

Period: Fantasy, **Scale:** 28mm, **Rules:** AEG's Clan War Daimyo Edition

Description: Bring a 2000-point Clan War army for 2 rounds of open battles. We'll try to match people who haven't played before. Scenarios will be provided. Expect some surprises and magical mayhem.

S10:107 Empire's Fall: Blood and Diesel Clash in Wulfsburg

Saturday, 10:00 AM, 3 hrs, Players: 4, **Location:** Heritage Foyer: HF-2

GM: Christopher Masucci

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** GUARDS second edition (Blood and Diesel Armies)

Description: A daring US strike force is tasked with taking the remote village of Wulfsburg. Intelligence has spotted multiple weapons caches and heavy German resistance in the area. Command either the US OSS or German defenders and control a variety of historical and fantastical units. All participants will receive a free model.

S10:113 Last Kingdom, Battle of Cynuit — Theme Game

Saturday, 10:00 AM, 4 hrs, Players: 6, **Location:** Commonwealth: CW-13

GM: Jeffrey Hoffman

Sponsor: NONE, **Prize:** NONE

Period: Dark Ages, **Scale:** 28mm, **Rules:** Ravenfeast

Description: The year is 878 and Danish raiders have landed in Wessex. King Alfred is having none of it, and orders his lords to raise the fyrd to drive out the Danes. Will you earn arm rings or be carried to corpse-hall? Reputation is all.

S10:140 Hot Fuzz — Theme Game

Saturday, 10:00 AM, 4 hrs, Players: 8, **Location:** Commonwealth: CW-76

GM: RICHARD CLAYDON

Sponsor: NONE, **Prize:** NONE

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Period: Modern, **Scale:** 28mm, **Rules:** Bolt Action

Description: Nicholas Angel, a high-achieving Metropolitan Police officer is promoted to Sergeant, but his resentful colleagues arrange for him to be reassigned to the small rural town of Sandford, Gloucestershire, a regular "Village of the Year" winner. But he is soon frustrated by the mundanity of the village, his colleagues, the Sandford Police Service and Neighbourhood Watch Alliance (NWA) commitment to low crime statistics rather than law enforcement. Have you ever wondered why, why the crime rate in Sandford is so low, yet the accident rate is so high? Big city cop in a guns-blazing shoot out with the locals over control of the village.

S10:207 Taiwan Strait Encounter

Saturday, 10:00 AM, 4 hrs, Players: 6, **Location:** Commonwealth: CW-21

GM: James Thompson

Sponsor: I-94, **Prize:** NONE

Period: Cold War, **Scale:** 1:285 micro, **Rules:** CY6JA

Description: It's 1967 and tensions are running high between the Peoples Republic of China and the Republic of China, again. A flight of F-104's are on a combat air patrol, when a flight of MiG-19's is sent to intercept them, and an air engagement takes place. No one under 16 without a playing adult

S10:209 Heavy Gear Blitz Supply Raid

Saturday, 10:00 AM, 4 hrs, Players: 6, **Location:** Vendor Hall: Dave's

GM: Paul Campbell

Sponsor: Dream Pod 9 & Dave's Baggage Train, **Prize:** Free Mini

Period: SciFi, **Scale:** 1/144, **Rules:** Heavy Gear Blitz 3.1

Description: The Earth Administrative Zone has planned a mission to hit a Northern supply base. EAZ hopes is 2 fold. Destruction of the supply will help stalled an offensive push by Earth Forces. As well as driving a wedge into the Terra Nova defense forces with the illusion that Southern Block have attacked their Northern rivals. Combat drop is T minus 2 hours suit up & check your gears. Rules taught. Children with adult welcome.

S10:218 Ogre Miniatures - Raid on Frederikshavn

Saturday, 10:00 AM, 3 hrs, Players: 4, **Location:** Grand Foyer: GF-5

GM: Joseph Bloch

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 1:285 micro, **Rules:** Ogre Miniatures

Description: A force of Combine GEVs have crossed the North Sea to rendezvous with an Ogre to attack the PanEuropean spaceport at Frederikshavn. Can the PanEuropeans hold out long enough for reinforcements to arrive?

S10:224 The Battle of Ramelle — Theme Game

Saturday, 10:00 AM, 3 hrs, Players: 6, **Location:** Commonwealth: CW-34

GM: Jon Moessner

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** Fireball Forward

Description: In the movie "Saving Private Ryan" a squad of US Army Rangers joins a group of the 101st Airborne in defense of the town of Ramelle against a superior force of German armor and infantry. Re-fight this classic movie battle and see if you can change the outcome!

S10:362 Space Apes Must Die!

Saturday, 10:00 AM, 4 hrs, Players: 6, **Location:** Grand Foyer: GF-4

GM: John Sears

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** Star Schlock

Description: The Galactic War rages! Striking back against the Space Ape invasion, a heroic force of Astroguards have made planetfall on the desolate moon Macaca-12. Orbital bombardment has already knocked out an ape artillery battery, but can the Astroguards secure the breach before Ape reinforcements arrive? A historically accurate simulation of Z-grade sci-fi using the new Star Schlock rules system. Ages 12+. Rules taught at the table.

S10:365 SKYNET IS FALLING — Theme Game

Saturday, 10:00 AM, 4 hrs, Players: 6, **Location:** Heritage Foyer: HF-1

GM: Kyle Schulze

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** Xenos Rampant

Description: The year is 2049, the machines have risen up against mankind lead by the AI known as Skynet. After the nuclear apocalypse of what was called Judgement Day, one man arrived and taught the human race how to fight back against the machines, that man is John Connor. Recently the Resistance has shot down a Hunter-Killer drone, and sent a team to recover vital information from its data core. There have been no communications from the recon team since, and command fears the worst. A rescue mission for the Resistance is led by John Connor himself, while Skynet sends its Terminators to recover the drone who will get there first?

S10:678 Glory, Action On James Island — Theme Game

Saturday, 10:00 AM, 4 hrs, Players: 6, **Location:** Walnut: WN-2

GM: Roxanne Patton & NOVAG

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 25mm, **Rules:** By Company Into Line (Brother Against Brother)

Description: On July 16, 1863 near Grimbail's Landing, a three-company picket line of the 54th Massachusetts attempts to fend off BG Johnson Hagood's Confederates from encircling the 10th Connecticut. COL Robert Gould Shaw (Broderick Crawford) leads a company in support of the picket line. Children under 18 welcome with playing adult.

S10:679 Battle of Hanau

Saturday, 10:00 AM, 2 hrs, Players: 4, **Location:** Independence A: IN-1

GM: Timothy Tilson & NOVAG

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 15mm, **Rules:** Command and Colors Napoleonic

Description: 30 October 1813. After losing the battle of Leipzig, Napoleon retreats towards the French base in Frankfurt, pursued by the Allied Army of Bohemia. An Austro-Bavarian army under General Karl von Wrede takes up a position along the Kinzig River to try to stop him. Can Napoleon with his smaller force break the Allies and make good his escape. Or will the Allies hold him until the main Allied army arrives?

S10:701 Formosa Air Battle

Saturday, 10:00 AM, 4 hrs, Players: 6, **Location:** Independence A: IN-2

GM: Robb Carper

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1/200, **Rules:** Blood Red Skies

Description: Its October 12, 1944, a dogfight in the skies occurs over Formosa. This is one of the last stands for Japan as they deploy their last remaining forces to defend the skies. Can the T Attack Force, with greater numbers, overwhelm the more experienced American pilots, or will this be another crushing loss greatly

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dwindling their remaining forces? This is a beginner friendly game. Aces will not be used.

S10:710 ESR Napoleonics- Learn to Play

*Saturday, 10:00 AM, 3.5 hrs, **Players:** 8, **Location:** Vendor Hall: The Wargaming Company Exhibitor Booth*

GM: David Ensteness

Sponsor: The Wargaming Company, LLC, **Prize:** Product discount for players at the Historicon 2024

Period: Napoleonic, **Scale:** 10mm, **Rules:** Et sans résultat! Series 3 (ESR Napoleonics)

Description: Players will be acting as one of Napoleon's marshals- or one of their opponents- commanding a corps-sized Force and coordinating it against their adversary. ESR emphasizes large scale events, not micromanagement. Game play focuses on maneuver and management of divisional-sized elements, not tactical decisions. We'll be playing at 1"=150 yards, 1' to the mile. Players will be grouped by experience level, Quick Reference Guide available for download: <https://thewargamingcompany.com/esr-players-guide/>

S10:131 Crecy

*Saturday, 10:00 AM, 3 hrs, **Players:** 5, **Location:** :*

GM: Tim Couper

Sponsor: NONE, **Prize:** NONE

Period: Hundred Years War, **Scale:** 28mm, **Rules:** Test of Resolve: Hundred Years War

Description: Although the English seem to be well-set in a good defensive position, the many converging French troops could overwhelm them. Will the young Black Prince hold his nerve, or Edward have to save him? Will the French find their aristocracy can provide a fillip to them?

S10:251 Waterloo: d'Erlon's Assault June 18, 1815 — Theme Game

*Saturday, 10:00 AM, 5 hrs, **Players:** 6, **Location:** Commonwealth: CW-63*

GM: Timothy Wilson

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 15mm, **Rules:** General de Brigade

Description: After allowing time for the ground to dry following torrential rains on the 17th, the French are attacking the Anglo-Allies at Mont Saint Jean. Napoleon has ordered General d'Erlon, commander of the French I Corps, to launch a sledgehammer attack against the Allied center left. The French reserve artillery have been bombarding the Allied center since 1pm -but most of them are on the reverse slope and cannot be seen. General d'Erlon orders his divisions forward to sweep away Wellington's "infamous army" Can you do better than history and break the Allied position? Find out!

S10:254 Aerodrome1.1(R) Aerial Combat Game

*Saturday, 10:00 AM, 6 hrs, **Players:** 10, **Location:** Commonwealth: CW-31*

GM: Richard Heffner

Sponsor: Stanley F. Kubiak, **Prize:** Wings & Medals

Period: World War I, **Scale:** 1/72nd, **Rules:** Aerodrome1.1(R)

Description: WW1 Aerial Combat - Fast, Fun, Colorful. Earn your Wings (Real Medal Wings) like over 570 HMGS gamers over 1000 nationally. You must out think your opponents & shoot them down, (Friends-Family or someone you don't like-FUN) Games last about 1 hour. Players shoot down yield seat to waiting gamers. Youth & Female friendly, Rules Easy

& taught- Great for first time Gamers Youth 12 & under only with agreement between Parent & GM

S10:274 The Sword of Anubis - A Pennsylvania Pete Adventure — Theme Game

*Saturday, 10:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-22*

GM: Annemarie D'Amato

Sponsor: NONE, **Prize:** NONE

Period: Pulp, **Scale:** 28mm, **Rules:** Audacious Adventures - Home Brew

Description: Pennsylvania Pete is searching for the mystical Sword of Anubis. But Pete is not the sole person searching for this relic. A whole host of adversaries are in the tomb looking for their fortune. See who will possess the Sword of Anubis.

S10:344 Trident versus Spearhead - 2.Panzer.D vs US 3.Armored.D

*Saturday, 10:00 AM, 4 hrs, **Players:** 16, **Location:** Commonwealth: CW-34*

GM: Stefan Sheckells

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Warlord Games - Achtung Panzer

Description: August 1944. Armor for the 2nd Panzer Division attacks southwest toward Avranches in Operation Luttich (Mortain Counter-Offensive) running into tanks from the US 3rd Armored Division. A few platoons of Panzer IVs versus a few platoons Shermans. Who will prevail in the meeting engagement?

S10:393 Antietam - Burnside's Bridge, 17 September 1862

*Saturday, 10:00 AM, 4 hrs, **Players:** 9, **Location:** Commonwealth: CW-52*

GM: John McConnell

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 28mm, **Rules:** By Company Into Line (Unpublished)

Description: Maj. Gen. Ambrose Burnside's IX Corps was to demonstrate against the Confederate right as the Union main attack took place elsewhere. However, McClellan ordered Burnside to move forward later in the morning. Burnside first attempted to flank the Confederates with a movement south but they could not locate a suitable creek crossing. At the same time, two attempts to capture the bridge took place. The final assault began at around 1 pm. Please ensure that this game is scheduled on the same table as the same scenario to be submitted by John Wilk on Saturday at 4 pm.

S10:270 Battle of Austerlitz

*Saturday, 10:00 AM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-23*

GM: Steve Fratt

Sponsor: FrattSpiel Games, **Prize:** NONE

Period: Napoleonic, **Scale:** 6mm, **Rules:** FrattSpiel - The Victory Is Ours!

Description: FrattSpiel Games presents its Napoleonic game similar to Small Deadly Space [ACW] 1" = 50yds, 1 figure = 25 men, These rules will be published in the fall by On Military Matters. Staff Officers serve many functions for maneuver, rallying, pushing attacks. Artillery forces units to test morale. Close Action dominates combat, driven by Cohesion ratings requiring very few charts. Plays more like a War College event - atypical - players will feel like they actually watch the battle unfold. For the player looking for something innovative. Steve Fratt presents The Victory Is Ours! a companion game to his Small Deadly Space ACW game from last

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year. Plays like a War College Event than typical con game. For players seeking new approach.

S10:122 Defend the Stockade 1663!

Saturday, 10:00 AM, 3 hrs, Players: 8, Location: Commonwealth: CW-42

GM: Steven Caselli

Sponsor: NONE, **Prize:** NONE

Period: Esopus Wars, **Scale:** 54mm, **Rules:** Modified Pikeman's Lament

Description: The Year is 1663 and Dutch colonists have established a Fur Trading colony in upstate New York. Due to shady dealings and land swindles the local Esopus tribe has committed itself to driving them out! Play as the Dutch or the Esopus in this fast paced frontier game! Play as the Dutch settlers defending their Fur Trading stockade, or the Esopus tribe trying to drive them out! Fun fast paced rules in 54mm scale. Open to all.

S10:688 ULTIMATE OVERLORD #5: "ALL-IN!" CAMPAIGN CLIMAX -- D-DAY 80th Anniversary — Theme Game

Saturday, 10:00 AM, 3 hrs, Players: 18, Location: Freedom A: FA-2

GM: Peter Panzeri

Sponsor: MINIATURE BUILDING AUTHORITY (MBA), **Prize:** Players who participate in "ALL FIVE Ultimate Overlord Events" will receive a Special Award & Free Copy of the Book: OPERATION OVERLORD: D-DAY 1944

Period: World War II, **Scale:** 20mm, **Rules:** DIVISION-LEVEL ROMMEL-RULES by Pete Panzeri: Available to all players FREE @Game-End!

Description: FINAL-FIGHT for NORMANDY from CAEN to FALAISE. Monty & Patton's tank Divisions try to horde enough fuel to strike. Can they cut-off & catch ALL the Germans in NORMANDY? Or will the Germans (despite allied air suhold tough enough to redeploy defenses and bleed the allies dry? Can both sides manipulate logistical troubles & avoid total disaster? Who will prevail? Who will collapse? Execute rapid & intense division-level attacks & counter-attacks in this exciting battle. Event starts with RESPECTS RENDERED to our WW2 VETS. A ONE-TIME-ONLY SCENARIO at HISTORICON'24: DON'T MISS IT! ***ALSO DON'T MISS War College Presentation "DISASTER at D-DAY" 5pm Thur in Montgomery House. Hosted by DUKE SEIFRIED FOUNDATION.

S10:351 The Consortium: Fantasy Adventures in the New World

Saturday, 10:00 AM, 3 hrs, Players: 5, Location: Vendor Hall: Consortium

GM: Brandi Mullen

Sponsor: NONE, **Prize:** The MVP will receive a soft cover copy of our game book

Period: Fantasy, **Scale:** 28mm, **Rules:** The Consortium

Description: We Arcanites are seeking bold explorers to assist us in our Guild activities. We have discovered a portal that is interfering with our rituals. Will you take it upon yourselves to destroy it? We will offer a generous reward when you return to this Great City. Recommended age to play is 13+

S10:406 Questing Knights Ride Forth — Theme Game

Saturday, 10:00 AM, 4 hrs, Players: 6, Location: Commonwealth: CW-86

GM: Edward Watts & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Medieval, **Scale:** 25mm, **Rules:** Fistful of Lead - Might and Melee

Description: Knights venture out from Camelot to seek adventure and gain renown in Arthur's cinematic England. Rules taught at table.

S10:460 Viking Raid on Iona Abbey, 825 CE

Saturday, 10:00 AM, 3 hrs, Players: 6, Location: Heritage: HR-47

GM: Erik Johnson & Little Wars TV

Sponsor: NONE, **Prize:** NONE

Period: Dark Ages, **Scale:** 28mm, **Rules:** Ravenfest

Description: Ships on the horizon- to the walls! The peaceful Scots-Irish abbey of St. Columba is under attack; the monks must protect their divine treasures and make the pagans pay for this! The Vikings are doing what they do best- raiding and pillaging the British Isles! Players will control the Viking raiders or Scots-Irish defenders in this skirmish-level game. The Viking players will seek to extract as much livestock and loot as possible, and the Monks will seek to preserve their abbey and escape with their treasures. Can you survive Dark Age Britain? Uses Ravenfest by Little Wars: fast-play rules are taught and all are welcome. Dice, miniatures, and all materials provided.

S10:462 Assault on Kofta Village, 2003

Saturday, 10:00 AM, 3 hrs, Players: 4, Location: Heritage: HR-36

GM: Turhan Buckley & Little Wars TV

Sponsor: NONE, **Prize:** NONE

Period: Modern, **Scale:** 28mm, **Rules:** FUBAR

Description: A combined force of SAS and Iraqi SWAT assault the insurgent held village of Kofta, where a WMD-fabrication site is suspected of being located. Can they achieve their objective before being overwhelmed by insurgent fighters? What else will they find on their mission they weren't prepared for? Dice, miniatures, and all other materials provided - newbies welcome!

S10:483 War of the Roses: The Battle of Mortimer's Cross!

Saturday, 10:00 AM, 3 hrs, Players: 6, Location: Heritage: HR-56

GM: Mark Fastoso & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: Medieval, **Scale:** 28mm, **Rules:** Test of Resolve

Description: Richard, The Duke of York, is dead-cut down at the Battle of Towton. His son, Edward of March, assumes the title and raises and army in Wales and marches on London. A Lancastrian army led by Jasper Tudor takes a stand at Mortimers Cross to stop him. Edward saw three suns rising on the morning of the battle and rallied his men to fight! Victory or Death! Fun, fast-paced mediaeval game! Come and join the guys from Mark's Game Room!

S10:533 BRAZEN CHARIOTS Will be taking part in the coming festivities! — Theme Game

Saturday, 10:00 AM, 3 hrs, Players: 8, Location: Heritage: HR-54

GM: Adam Wine & NOWS

Sponsor: NONE, **Prize:** Certificates

Period: World War II, **Scale:** 15mm, **Rules:** BRAZEN CHARIOTS Tank Battle Game

Description: Based on the 1953 war movie The Desert Rats. It is Nov. 1941 and Rommel has been besieging Tobruk for 234 days. The British Operation Crusader is underway; its goal to destroy Rommel's armour and lift the siege of Tobruk. The newly promoted Lt. Col. MacRoberts and his brigade 9th Australian Infantry are ordered to hold Ed Duda ridge for two days. But Rommel wants Ed Duda as well and orders his besieging forces to destroy the relief force and retake the ridge.

S10:551 Car Wars - Death Race 2074

Saturday, 10:00 AM, 4 hrs, Players: 4, Location: Heritage Foyer: HF-6

GM: Frank Osborn & LXG Gaming Club, THE MECHANICON and Gaming Garage

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Sponsor: NONE, **Prize:** NONE

Period: Future, **Scale:** 12mm, **Rules:** Car Wars 6th Edition and House rules.

Description: Hit and run driving is no longer a felony, it's the national sport! Score points for reaching checkpoints. Score even more points for "soft" targets. Who will win this year's race? Who cares as long as blood is spilled on the highway! Rules will be taught.

S10:561 Into The Darkness: ADEPTUS IMPERIALIS: Battle of Gamma Decima

Saturday, 10:00 AM, 4 hrs, Players: 12, **Location:** Heritage Foyer: HF-8
GM: James Nicholson & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 10mm, **Rules:** SPACE MARINE, Adeptus Imperialis and House rules.

Description: Horus Lupercal, Warmaster of the Emperor's armies, has turned upon his gene-father and sent the Imperium spiralling into bloody civil war. Half of the great Space Marine Legions have sided with the traitorous Warmaster, and countless cohorts of the Solar Auxilia, Knight Households, and Titan Legions march at his side. Now brother fights brother as the Imperium's vast armies tear one another apart in a cataclysm of fire and blood. An age of darkness descends, the likes of which have never been witnessed before. Come join us in this custom game rules will be taught.

S10:567 The Battle of Isandlwana — Theme Game

Saturday, 10:00 AM, 3 hrs, Players: 9, **Location:** Commonwealth Foyer: CF-1

GM: Dave Waxtel & HMGS Next Gen

Sponsor: NONE, **Prize:** NONE

Period: Colonial, **Scale:** 28mm, **Rules:** The Men Who Would Be Kings

Description: The Battle of Isandlwana on January 22, 1879 was the first major encounter in the war between the British Empire and the Zulu Nation. Eleven days after the British invaded Zululand, a Zulu force of some 20,000 warriors attacked a portion of the British main column consisting of 1,800 British, colonial, and native troops. Children participation encouraged!

S10:626 Fire & Fury does World War I AGAIN, August 1914

Saturday, 10:00 AM, 5 hrs, Players: 8, **Location:** Heritage: HR-63

GM: Wilbur Gray & Carnage and Glory

Sponsor: NONE, **Prize:** Order of the Pink Pansy

Period: World War I, **Scale:** 12mm, **Rules:** Age of Valor Before the Leaves Fall

Description: The Belgians have held in Northern Flanders, so the Germans shift their main attack South. More Belgians and an entire French cavalry corps await them, ready to rumble. The Hun have machine guns, but the French have ELAN! Its Napoleonic Fire & Fury for the Great War, and you can check out images from our previous game at <https://tinyurl.com/AOV-Great-War-1914> . Rules taught, beginners welcome, experience with Age of Eagles II or Fire & Fury helpful, but not required.

S10:629 Conflict at Kastornoe, 1919

Saturday, 10:00 AM, 4 hrs, Players: 6, **Location:** Heritage: HR-72

GM: Michael Pierce & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Inter-War, **Scale:** 15mm, **Rules:** Red Struggle (home)

Description: By 1919, the Russian Civil War had raged for 2 years. The White Army's offensive had gained great swaths of the Ukraine, but their momentum was waning. The Red Army struck back to capture the important railroad town of Kasternoe.

S10:637 Aspern Essling, May 21 1809

Saturday, 10:00 AM, 8 hrs, Players: 15, **Location:** Heritage: HR-65

GM: David Bonk & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 28mm, **Rules:** Carnage and Glory Napoleonic Computer Moderated

Description: Join us for the recreation of Napoleon's desperate defense of the villages of Aspern and Essling in the face of overwhelming odds. French players will need to hold on to the villages and protect the bridges as the Austrian Army throws itself at the French defenders. The villages will occupy each end of a 15' table with hundreds of French and Austrian infantry and cavalry maneuvering across the fields.

S10:649 Battletech - Grinder 1

Saturday, 10:00 AM, 2 hrs, Players: 10, **Location:** Heritage Foyer: HF-9

GM: Mark Yingling & Battletech

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 6mm, **Rules:** Battletech - Total Warfare

Description: 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.

S10:660 Into The Darkness: WARHAMMER 40K: Battles

Saturday, 10:00 AM, 4 hrs, Players: 12, **Location:** Heritage Foyer: HF-7

GM: Lorenzo O'Branty & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** WARHAMMER 40K and House rules.

Description: A new edition makes planet fall. Ravening aliens strike at a desperate Imperium in the new edition of Warhammer 40,000. Discover one of the world's most popular miniatures games. Come join us in learning this new edition of Warhammer 40,000. All are welcome and all materials will be provided.

S10:671 Mein Twinkie

Saturday, 10:00 AM, 4 hrs, Players: 8, **Location:** Heritage: HR-31

GM: Tu Tran & ODGW

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** Mein Zombie

Description: The situation is dire! It's catastrophic! Someone has eaten the last Twinkie!!! Images of the golden sponge cake with its cream filling are swirling in your mind. Is it worth it to venture out and fight through the zombie hordes just for those spongy, yellow tastes of heaven? Absolutely!! It's time to gear up for a Twinkie supply run. Come join us for some lighthearted, cooperative fun as we venture out to search for these delicious treats. Rules Taught
Beginners Welcome
Children under 12 with an adult only.

S11:358 Yuletide in Ukraine

Saturday, 11:00 AM, 4 hrs, Players: 4, **Location:** Freedom A: FA-8

GM: Robert Franklin

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Sponsor: NONE, **Prize:** NONE

Period: Modern, **Scale:** 1:285 micro, **Rules:** ThunderBolt!

Description: The Russian 126th Separate Coastal Defense Brigade maintains a tenuous hold on the farms north of Kherson. A belt of mines and brand new conscripts in the 109th Donetsk's People's Republic (DPR) regiment serve as a first line of defense. The brigade's remaining infantry and armor are in position to halt the advance of the Ukrainian 17th Tank Brigade which is rapidly pushing south through the rural areas to liberate Kherson. This scenario examines the potential battle between these forces if the Russian High Command would not have abandoned Kherson and retreated west across the Dnipro river in late 2022. The rules will be taught.

S11:249 The Alamo 1836 — Theme Game

Saturday, 11:00 AM, 5 hrs, Players: 8, Location: Commonwealth: CW-62
GM: David Good

Sponsor: NONE, **Prize:** NONE

Period: 19th Century, **Scale:** 15mm, **Rules:** The Alamo Rules

Description: Join us for impressive final assault on the famous mission on in 1:1 true 15mm scale. Join the Texians in their heroic defence or the Soldados in their equally heroic assault on the walls of the mission complex.

Over 800 figures including David Crockett of course. This spectacular game is featured on Little Wars

S11:635 Prussian Assault on the French Left Flank-Battle of Froschwiller

Saturday, 11:00 AM, 4 hrs, Players: 6, Location: Heritage: HR-73
GM: Thomas Garnett & Carnage and Glory

Sponsor: NONE, **Prize:** G&G Light Pen

Period: Franco-Prussian War, **Scale:** 28mm, **Rules:** Carnage and Glory

Description: By noon on August 6th, the Prussian V Corps detected a weakness on the French right flank of their I Corps. Moving rapidly, the Prussian 21st Division supported by corps cavalry attacked the right of the French 2nd Division Young Folks 12+ with an adult 18+ are welcome

S12:158 Rapp 'n Raupenhelms, 1809

Saturday, 12:00 PM, 4 hrs, Players: 6, Location: Freedom A: FA-9
GM: Peter Anderson

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 28mm, **Rules:** Field of Battle, 3rd edition, by Brent Oman

Description: This fictional engagement imagines that, in the aftermath of the Battle of Eckmuhl, the Emperor creates an ad hoc Corps composed of troops from Bavaria, Wurttemberg, Baden, and Hessen-Darmstadt, and places his German speaking ADC, General Jean Rapp, in command, with orders to defeat Austrian General Hiller. Youth age 12 and up welcome with a playing adult, 15+ fine on their own

S12:302 Tanks for the Apocalypse — Theme Game

Saturday, 12:00 PM, 2 hrs, Players: 7, Location: Grand Foyer: GF-3
GM: Christopher Jachimowicz

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Tanks for the Apocalypse (Snarling Badger Studios)

Description: July 16, 1945. The world's first nuclear explosion sets off a concussive wave of fission wiping out 98% of life on Earth. Survivors in Lima, Ohio commandeer Sherman tanks from the Lima Locomotive Works and use them to protect the town. But they aren't the only ones with tanks. Unsavory gangs of survivors have their own tanks, competing

with each other for Earth's limited resources. Players will pilot one of these tanks, destroying opponents' tanks and taking resources for themselves. Pilot a Sherman tank competing for resources in 1945 post-apocalyptic Lima, Ohio. Fast play, easy-to-learn rules. Recommended for ages 10 and up.

S12:137 0200hrs and the Last Crusade — Theme Game

Saturday, 12:00 PM, 4 hrs, Players: 6, Location: Commonwealth: CW-32
GM: Jeff Whitlock

Sponsor: NONE, **Prize:** NONE

Period: Pulp, **Scale:** 28mm, **Rules:** 0200 hrs

Description: Can Indiana Jones and friends stop the Nazis from getting the Cup of Christ. Come play and see if Dr Jones and friends can achieve this mission. Kids 12 and under are welcome with an adult.

S12:215 D-Day, Day of Days June 6th 1944

Saturday, 12:00 PM, 4 hrs, Players: 10, Location: Commonwealth: CW-35
GM: Bryan Leshinskie

Sponsor: NONE, **Prize:** THE PRIZE IS THE SUPRIZE

Period: World War II, **Scale:** Axis & Allies Figures, **Rules:** Axis & Allies D-Day Game Modified (sort of)

Description: The Longest Day of Days June 6th 1944. The Allies launch a massive invasion to breach Hitler's Atlantic Wall and liberate Europe. All are welcome to play with no one ever turned away.

S12:101 Red Oktober Factory Assault

Saturday, 12:00 PM, 4 hrs, Players: 6, Location: Commonwealth: CW-24
GM: Kris Johnson

Sponsor: NONE, **Prize:** Yes, Warlord Games

Period: World War II, **Scale:** 28mm, **Rules:** Bolt Action v.2

Description: It's October 1942 and the German 6th Army is battling to complete their conquest of Stalingrad by capturing the Red Oktober Steel Plant. The Soviet 39th Guards Division has turned the enormous Martenovskii Shop into a veritable fortress. The Wehrmacht's 79th Infantry Division, supported by panzers and Jäger troops, seek to wrest control from the outnumbered Soviet defenders. Bolt Action is fast-paced and easy to learn, fun for beginners and veterans. Players under 14 welcome with an adult.

S12:515 Retreat from Orsha June 26th 1944

Saturday, 12:00 PM, 4 hrs, Players: 6, Location: Heritage: HR-53
GM: Robert Schaible & Yellow Worm Gaming Society

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** Hail of Fire

Description: Requests to remove a Fester platz (fortress city) designation from Orsha has been denied by Hitler. Gen. von Tippelskirch, realizing the insanity of the situation lies to OKH while ordering his men to retreat back towards Minsk. Will they escape before the Soviet 2nd Guards Tank Corps tightens the noose? New players welcome, rules taught.

S12:519 Into Castle Wolfenstein

Saturday, 12:00 PM, 4 hrs, Players: 5, Location: Heritage: HR-42
GM: Larry Morris & Yellow Worm Gaming Society

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** DOOM

Description: A motley squad of heroes and heroines invade the inner sanctum of the Third Reich in the attempt to end the Evil Plans of Adolf

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Hitler permanently. They just have the fight through the latest experimental technologies and fierce (and scantily clad) ZZs to end the threat once and for all.

S12:650 Battletech - Grinder 2

Saturday, 12:00 PM, 3 hrs, **Players:** 10, **Location:** Heritage Foyer: HF-9

GM: Mark Yingling & Battletech

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 6mm, **Rules:** Battletech - Total Warfare

Description: 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.

S13:319 The Battle of Hydaspes — Theme Game

Saturday, 1:00 PM, 4 hrs, **Players:** 6, **Location:** Freedom A: FA-4

GM: Rodney Cain

Sponsor: Washington Grand Company, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** Triumph!

Description: This is Alexander the Great's final battle in 326 BC against King Porus. It took place on the banks of the Hydaspes River in Punjab, as part of Alexander's Indian campaign. It was likely his most costly battle even though it was a decisive victory for the Macedonians where the phalanx met massed elephants for the first time in battle. This battle will be fought using Triumph! Rules for Tabletop Battles Ancient and Medieval. Experienced and new players are welcome. Rules will be taught!

S13:242 Tora! Tora! Tora! — Theme Game

Saturday, 1:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-11

GM: Patrick Woodard

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:1200th, **Rules:** Table Air Combat - Modified

Description: December 7, 1941...a date which will live in infamy... or will it? Take on the roles of the Japanese aerial strike force bound for Pearl Harbor! Take command of the 250+ aircraft present that morning over a stunning 1:2400 recreation of the harbor. Cripple the American Pacific Fleet, bag yourself a battlewagon, and earn the favor of the Emperor!

S13:702 Basic Impetus - Punic Wars

Saturday, 1:00 PM, 3 hrs, **Players:** 6, **Location:** Grand Foyer: GF-3

GM: Steven Holowienko

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 15mm, **Rules:** Basic Impetus

Description: Multi-Player participation game for the Punic Wars section of Basic Impetus. Battle between Carthage and the Seleucid Empire. Rules, dice and models will be provided. No experience necessary.

S13:192 Donnybrook in Outremer

Saturday, 1:00 PM, 5 hrs, **Players:** 6, **Location:** Commonwealth: CW23

GM: Tod Kershner

Sponsor: NONE, **Prize:** Your miserable skins

Period: Medieval, **Scale:** 54mm, **Rules:** Big Pig Wars.

Description: In the 12th century two Norman crusader kingdoms in the Levant go to war. Both have Saracen allies. A murderous blood fight will ensue in glorious 54mm, the scale of the gods! Easy rules.

S13:225 The Cursed Diamond of the Romanovs, Treasure-Hunting in the Russo-Polish War - Pripet Marshes, 1920

Saturday, 1:00 PM, 4 hrs, **Players:** 12, **Location:** Commonwealth: CW-74

GM: Jeffrey Wasileski

Sponsor: NONE, **Prize:** Discount Coupon

Period: Pulp, **Scale:** 28mm, **Rules:** When Nightmares Come, modified

Description: As Polish and Ukrainian armies advance on Kyiv, the Bolsheviks desperately evacuate the city, including a special train carrying a trove of the late Czarina's gems. Among the jewels was the famed Black Diamond of Astrakhan, looted from an ancient temple and said to have driven Ivan the Terrible Mad. It was hoped that the occult power of this jewel could be harnessed for Revolution. In the confused evacuation, the train was accidentally diverted to a minor line that skirted the dismal Pripet Marshes, where it disappeared. Various groups now search the area of its last sighting. But what forces have snatched it and what secrets does it hold?

S13:382 But wait, there's more

Saturday, 1:00 PM, 2 hrs, **Players:** 4, **Location:** Independence B: IN-4

GM: William Stec

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 30mm, **Rules:** Plasma Burns (A fanmade Halo game system)

Description: After crashlanding on a deserted world, survivors of a Human vs Covenant ship skirmish converge upon an apparently operational comm relay, looking to signal for help. But when they both arrive and prepare to fight over the comm relay, it appears that there are Banished forces already present. Can either side defeat the Banished forces and use the comm relay to call for help, or will they leave their bones for the scavengers to pick?

This is a demonstration game of Plasma Burns, a fan-created Halo 30mm scale skirmish game, which is still under development. No children under 10 please. Children aged 10-12 with playing adult present for the whole game is fine.

S13:188 Aerodrome(R) 2.0 - Masters of the Air: Bomber Combat Over Germany

Saturday, 1:00 PM, 4 hrs, **Players:** 12, **Location:** Independence: IN-5

GM: Stanley Kubiak

Sponsor: Aerodrome(R) Aerial Combat Games, **Prize:** Wings & Medals

Period: World War II, **Scale:** 1:144 & 1:200, **Rules:** Aerodrome(R) 2.0 - World War 2 Aerial Combat Game

Description: The German Luftwaffe takes on a stream of B-17 bombers over the Reich, using the easy-to-learn, easy-to-play Aerodrome(R) 2.0 WW2 Aerial Combat Game ruleset. Players fly Me109 and FW190 fighters in attack against GameMaster-controlled bombers that are defended by American P-51 Mustangs fighters. There *may* be Flak! Rules explained, charts and aircraft provided. As always, Wings and Medals for Victories and Valor. Spouse- and Female-Friendly Game. Under age 15 only with playing adult, previous experience or GM permission.

S13:123 French Florida

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*Saturday, 1:00 PM, 3 hrs, **Players:** 6, **Location:** Commonwealth: CW-42
GM: Shelby Thompson*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** Age of Piracy, **Scale:** 54mm, **Rules:** Pikeman's Lament Modified*

Description: Play either as French Huguenots or Spanish Conquistadors trying to get a foothold on the Florida Coast. Come join a fun & fast 54mm game playing either as the French or Spanish in Florida during the age of exploration!

S13:287 Close Action! - Saturday's Fleet Battle

*Saturday, 1:00 PM, 6 hrs, **Players:** 16, **Location:** Monty House: MH-2*

***GM:** Lee Girer*

***Sponsor:** NONE, **Prize:** Honor and Glory!!!*

***Period:** Age of Sail, **Scale:** 1:1200th, **Rules:** Close Action! by Mark Campbell*

Description: In 1781 the French navy was instrumental in helping the American rebels secure their independence. One of the key events leading up to victory at Yorktown occurred on 16 March 1781, when British and French squadrons fought a battle off Cape Henry, at the mouth of Chesapeake Bay. Luckily for America, the French Navy was at its peak in 1781, and the two sides were evenly matched. The result was a French tactical victory; it is also one of the most popular scenarios in the entire CA canon! Come play a realistic and fun Age of Sail battle! Beginners welcome, rules taught. Kid Friendly Game. All materials provided, please bring your own courage...

S13:312 Pickett's Charge - The War Game — Theme Game

*Saturday, 1:00 PM, 4 hrs, **Players:** 12, **Location:** Commonwealth: CW--41,51,61*

***GM:** Jim Purky*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** American Civil War, **Scale:** 54mm, **Rules:** Never Call Retreat*

Description: You have seen the movie Gettysburg and now is your chance to replay Pickett's Charge in epic scale with 54mm figures and a cast of over 1,200 figures. Will you lead the Confederate charge up Cemetery Ridge or stand fast with Winnie Hancock and turn back the rebel tide? Victory points allow for either side to win the game. It's good ground with easy to learn rules and fast play. Game Hosts: Jim Purky and Bill Molyneaux

S13:435 Armies for Kids - American Civil War

*Saturday, 1:00 PM, 2 hrs, **Players:** 6, **Location:** Commonwealth: CW-73*

***GM:** Eric Schlegel & HAWKS*

***Sponsor:** NONE, **Prize:** Two armies and materials to run a game*

***Period:** American Civil War, **Scale:** 15mm, **Rules:** Milk & Cookies*

Description: Yanks and Rebs battle for control of a vital crossroads somewhere in Virginia. At the conclusion of the game, all players get to take home 2 armies and various items to run their own games at home. Adult helpers welcome with a playing child.

S13:492 The Battle of Britain Campaign - 4 — Theme Game

*Saturday, 1:00 PM, 3 hrs, **Players:** 4, **Location:** Heritage: HR-46*

***GM:** Carl cardozo & Marks Game room*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** World War II, **Scale:** 1:600th, **Rules:** Fire in the Sky*

Description: The Battle of France is over - the Battle of Britain is about to begin. In this epic 5 part campaign, climb inside the cockpit for massive air battles in the skies above Britain to decide the fate of Operation Sealion. Play as The Few of RAF Fighter Commands 11 Group, or the elite pilots of the Luftwaffe. The aircraft lost and targets bombed

carry over from session to session, culminating in the finale, the September 15 attack on London!

Uses the new WW2 air combat rules Fire in the Sky!

S13:576 Return to the Forbidden City

*Saturday, 1:00 PM, 4 hrs, **Players:** 8, **Location:** Commonwealth Foyer: CF-2*

***GM:** Mike Lung & HMGS Next Gen*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** SciFi, **Scale:** 28mm, **Rules:** Fistful of Lead Wasteland Warriors*

Description: For generations, the City of Ancients has been feared and taboo. No one would go near the place because those who did quickly sickened and died horrible deaths. But recently, a few foolhardy souls have gone there and survived. They have brought back tales of ancient wonders and incredible treasures waiting there for the taking. Are you willing to lead your brave band into this devastated post-apocalyptic city to gain fabulous riches and fame?

S13:665 Battle of Sardis

*Saturday, 1:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-61*

***GM:** Frank Chadwick & Pittsburgh Band of Gamers*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** Ancients, **Scale:** 28mm, **Rules:** Epic Conquest*

Description: In 332 BCE, Alexander's generals in Asia Minor broke the last resistance of the Persian army threatening Alexander's communications with Greece and Macedonia. Actual details of the battles are not recorded but we know they revolved around control of Sardis. We have used circumstantial evidence to recreate the armies and will be refighting the most important of those battles. Come try out Franks Chadwick's new ancient rules. Epic Conquest.

S14:697 Test of Honour - Shogun and the Last Samurai — Theme Game

*Saturday, 2:00 PM, 3 hrs, **Players:** 24, **Location:** Freedom Foyer: FP-1*

***GM:** David Hill*

***Sponsor:** Things from the Basement, Your Hobby Place Ltd. and the Metropolitan Wargamers., **Prize:** Vendor Discounts*

***Period:** Samurai, **Scale:** 28mm, **Rules:** Test of Honour - Quick Play*

Description: For fans of the recent Shogun series and the less recent Last Samurai movie, this is the game for you. Test of Honour is a fun, fast-paced 28mm samurai skirmish game that I have further streamlined after dozens of convention games and hundreds of players. Don't be scared by the high player count, this is really six separate four-player scenarios played at the same time, with alternating activations (i.e. your turn is every other minute, not hour). With new scenarios, terrain and figures from the series and film, honor and glory await! Quick play rules (one piece of paper!) will be taught. Kids welcome with accompanying adult. All miniatures and materials provided, just bring a fun attitude.

S14:108 Empire's Fall: Blood and Diesel Clash in Wulfsburg

*Saturday, 2:00 PM, 3 hrs, **Players:** 4, **Location:** Heritage Foyer: HF-2*

***GM:** Christopher Masucci*

***Sponsor:** NONE, **Prize:** NONE*

***Period:** World War II, **Scale:** 28mm, **Rules:** GUARDS second edition (Blood and Diesel Armies)*

Description: A daring US strike force is tasked with taking the remote village of Wulfsburg. Intelligence has spotted multiple weapons caches and heavy German resistance in the area. Command either the US OSS

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or German defenders and control a variety of historical and fantastical units. All participants will receive a free model.

S14:198 VSF: Raiders of Claw and Steam — Theme Game

Saturday, 2:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-4

GM: Gabriel Landowski

Sponsor: MHWA, **Prize:** NONE

Period: Victorian Science Fiction, **Scale:** 28mm, **Rules:** Damned Human Race

Description: When debris from an ancient alien space fleet seeds the solar system in 1863, a lot of weird and wonderful things emerge! Take part as towering dinosaurs and thundering steam walkers struggle for ultimate control while the colonial powers of Europe play out the same old game but with a new twist! MHWA: Kid friendly

S14:229 In The Heart of The Sea — Theme Game

Saturday, 2:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-75

GM: Charles Morfin

Sponsor: NONE, **Prize:** Prizes awarded

Period: 19th Century Whaling, **Scale:** 15mm, **Rules:** Modified THAR SHE BLOWS

Description: Make sail from Nantucket, Massachusetts to the wide open ocean in search of valuable whale oil! Whaling was a multimillion-dollar business. Be at the helm of the USS Essex or the USS Pequod with your favorite characters from the movie "In The Heart Of The Sea", based on a true story, or your favorite characters from the literary work: Moby Dick! represented in 15mm with their ships and whaleboats! Venture through fog and icebergs to bring back barrels of whale oil! The stories are true! Beware of the white whale beast who brings peril to all whaling ships and its crews! All are welcome! Children are accompanied by adult. Movie memorabilia and souvenirs will be available. Prizes will be awarded for participation and for Best Whaling Captain.

S14:300 Heavy Gear RPG part 3

Saturday, 2:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-5

GM: James Faltum

Sponsor: NONE, **Prize:** free plastic mini

Period: SciFi, **Scale:** Other, **Rules:** Heavy Gear 4th Edition Roleplaying Game

Description: In the distant future war rages on the planet known as Terra Nova. Piloted robots known as Heavy Gears have become the premiere fighting machine of choice. Join the fight for honor or just survival.

Part 2: in TN 1950 (6145 AD), The War for Terra Nova has begun as Earth returns with a new invasion force. Can an old band of misfits defend their oasis tower home against Earth newest invasion until help and supplies come? Rules taught and all materials provided.

S14:348 Trailer Park Warlords of the Apocalypse - Roadhouse Rendezvous

Saturday, 2:00 PM, 3 hrs, **Players:** 4, **Location:** Grand Foyer: GF-2

GM: Michael Stoneburner

Sponsor: Bad Goblin Games, **Prize:** Drink Koozie

Period: Future, **Scale:** 28mm, **Rules:** Trailer Park Warlords of the Apocalypse

Description: Once per year, rival gangs set aside their differences and gather for the Roadhouse Rendezvous, one of the few "holidays" observed in the Mega Trailer Parks. More often than not, these

gatherings quickly degenerate into a scene of violence and mayhem. This particular gathering is no exception.

S14:711 ESR Napoleonics- Learn to Play

Saturday, 2:00 PM, 3.5 hrs, **Players:** 8, **Location:** Vendor Hall: The

Wargaming Company Exhibitor Booth

GM: David Ensteness

Sponsor: The Wargaming Company, LLC, **Prize:** Product discount for players at the Historicon 2024

Period: Napoleonic, **Scale:** 10mm, **Rules:** Et sans résultat! Series 3 (ESR Napoleonics)

Description: Players will be acting as one of Napoleon's marshals- or one of their opponents- commanding a corps-sized Force and coordinating it against their adversary. ESR emphasizes large scale events, not micromanagement. Game play focuses on maneuver and management of divisional-sized elements, not tactical decisions. We'll be playing at 1"=150 yards, 1' to the mile. Players will be grouped by experience level, Quick Reference Guide available for download: <https://thewargamingcompany.com/esr-players-guide/>

S14:283 Bavaria Ablaze: Anvil into Hammer

Saturday, 2:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-14

GM: Richard McMahon

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 6mm, **Rules:** Soldats de l'Empire! (formerly Houserules Napoleonics by Brian Stokes)

Description: Napoleon has returned to correct Berthier's blunders. Crossing the Isar, he is driving the stunned Austrian army northwards. Davout, who had been put in peril, is now ordered to turn his III Corps about and attack the leading elements of the Hauptarmee, Rosenberg and Hohenzollern, to prevent the Austrians from reaching Regensburg to cross the Danube to safety. Soldats de l'Empire! attempts to answer the question of how, often outnumbered, French forces were still able to accomplish extraordinary feats. Command flexibility, tactical agility and skirmishing are key factors. The Austrians counter with numbers, firepower and dogged determination. This will be the 2nd of 2 slots for this game. With the agreement of all players, the 2nd slot may be a continuation of the first.

New players will be taught the rules.

S14:208 Sands of the Sudan

Saturday, 2:00 PM, 4 hrs, **Players:** 5, **Location:** Commonwealth: CW-43

GM: Walter Leach

Sponsor: NONE, **Prize:** NONE

Period: Colonial, **Scale:** 28mm, **Rules:** Sands of the Sudan

Description: The Forces of the Mahdi have surrounded and cut off a Scottish Battalion defending a fortified outpost in the Sudan. Your orders are to lead a relief column and extricate the Highlanders. Your forces consist of the Camel Corps, British Battalion, Egyptian Battalion, Battery of artillery, several squadrons of cavalry and Gatling gun. Can you get there n time?

S14:290 Strasbourg AD 357: The Battle for Gaul

Saturday, 2:00 PM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-53

GM: Drake Wizza

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** To The Strongest by Simon Miller

Description: Refight the battle of Strasbourg 357 AD in glorious 28mm with over a thousand miniatures using Simon Miller's "To The Strongest" ruleset. The fate of Rome hangs in the balance as Germanic

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hordes have crossed the Rhine and look to establish a permanent presence in the Empire. The young and untested Julian seeks to be worthy of the heroes of old and crush the German menace with his army of veteran legions. Meanwhile, the canny Chnodomar, high king of the Alamanni Tribe seeks to add to his wealth and power. The fate of Rome hangs in the balance, who will be victorious? The disciplined Romans or the wild Barbarians? Refight the battle of Strasbourg 357 AD in glorious 28mm with over a thousand miniatures using Simon Miller's "To The Strongest" ruleset. The fate of Rome hangs in the balance!

S14:690 CUSTER & CRAZY HORSE at LITTLE BIG HORN 1876 — Theme Game

Saturday, 2:00 PM, 3 hrs, Players: 24, Location: Freedom A: FA-2

GM: Peter Panzeri

Sponsor: BRIGADE GAMES PLAINS WARS FIGURE LINE, **Prize:** FREE COPY of GAME RULES & SCENARIO made available to ALL Participants after completion of the game -- PLUS Trophy for "Most-Feared-Enemy" & other prizes from our sponsors.

Period: PLAINS WARS - WILD WEST, **Scale:** 25mm, **Rules:** CRAZY HORSE RULES! by Pete Panzeri -- Available to all players FREE @Game-End.

Description: Join Author of LITTLE BIGHORN books & CRAZY HORSE RULES Pete Panzeri for ~THE~ BATTLE OF ~THE~ LITTLE BIGHORN: aka "CUSTER'S LAST STAND. "Undeniably the most controversial battle in ALL of American military history, and the most well-known battle of the American West." Fight an intense, bloody & fast-paced game of Random-death & confusion! (Plus Hats, cheers, music and such mayhem.) What's not to love? A WAR-Game, A SURVIVAL-Game. And a LESSON for all! Hosted by the DUKE SEIFRIED FOUNDATION. A ONE-TIME-ONLY GAME at HISTORICON'24 *DON'T MISS IT! **ALSO DON'T MISS War College Presentation: "CRUCIAL KEYS to LITTLE BIGHORN & ROSEBUD" 5PM FRI at MONTGOMERY HOUSE.

S14:352 The Consortium: Fantasy Adventures in the New World

Saturday, 2:00 PM, 3 hrs, Players: 5, Location: Vendor Hall: Consortium

GM: Brandi Mullen

Sponsor: NONE, **Prize:** The MVP will receive a soft cover copy of our game book

Period: Fantasy, **Scale:** 28mm, **Rules:** The Consortium

Description: Dear oh dear! My oh my! Oh! Well, you look like just the kind of strong, adventurous ...adventurer we might be looking for! We have installed a new watchtower, but we don't have the skill or knowledge to defend it. Would you be so kind as to defend it until The Consortium sends proper resources? We are but the humble Artisans Circle. We will reward you with what we can, but some people might even do it out of the kindness of their hearts...for the good of The Consortium and The Great City! Recommended age to play is 13+

S14:412 We Have to Stop Bloody Meeting Like This... — Theme Game

Saturday, 2:00 PM, 4 hrs, Players: 6, Location: Commonwealth: CW-72

GM: Mark Morin & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Black Powder Fantasy, **Scale:** 28mm, **Rules:** Wars of Ozz

Description: The Quadlings and the Munchkins are still at war with the Winkies and Gillikins. This time, Zoraster the Wizard and Glenda the Witch face off against them - and like before - run into them on the field of battle. Several opposing allied brigades will maneuver and find themselves facing off again on the plains of Ozz! Beginners are very welcome. Rules will be taught. All miniatures/brigades will be provided for play. Players under 13 only with a playing adult. Quadlings & Munchkins fight the Winkies & Gillikins. Zoraster the Wizard & Glenda

the Witch lead on the battlefield! Rules will be taught. Players under 13 only w/ a playing adult.

S14:476 FIREBALL FORWARD - Choctaw Warrior

Saturday, 2:00 PM, 4 hrs, Players: 5, Location: Heritage: HR-57

GM: Michael DeCarlo & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 20mm, **Rules:** Fireball Forward

Description: 80th D-Day Anniversary Commemoration game. On D-Day, any German counterattack against Utah Beach had to move through the town of Sainte-Mere-Eglise. To get there from the North, German units had to come through the town of Neuville-au-Plain but by mid-morning, only one American platoon was in position. When a German column appeared, at first masquerading as American paratroopers waving orange recognition panels and leading German prisoners, the suspicious defending paratroopers fired a machine gun across the road. The large German column quickly dispersed and started an assault.

S14:484 Woricks and Warlords: Battle for the Realm!

Saturday, 2:00 PM, 2 hrs, Players: 6, Location: Heritage: HR-56

GM: Mark Fastoso & Marks Game room

Sponsor: NONE, **Prize:** Free rules given away

Period: Fantasy-Medieval, **Scale:** 28mm, **Rules:** Woricks and Warlords

Description: Two mighty Woricks (Kings) face off to fight for ultimate control of the realm! Their warlords will do glorious battle, gather supplies and fight off Orc invaders! This is a fun, fast-paced large skirmish mediaeval game! Free rules given away for playing at home. Perfect for kids and adults! Come and join Charlie from Marks Game Room!

S14:525 Last Hope for the Eagle

Saturday, 2:00 PM, 4 hrs, Players: 4, Location: Heritage: HR-62

GM: Daniel Erdman & Pittsburgh Band of Gamers

Sponsor: Combat Patrol, **Prize:** NONE

Period: World War II, **Scale:** 1/72nd, **Rules:** Combat Patrol

Description: Crete, 1941: The Fallschirmjager forces that have landed on Crete need to take the hill that overlooks Maleme Airfield, or the airborne invasion will become a total failure. The New Zealand infantry, supported by RAF personnel using scavenged firearms, face ammo shortages as they defend the hill and woods. Rules are Combat Patrol. Familiarity with the rules is not required. Players 10-15 are welcome with an adult.

S14:586 Battle of Pala Passage — Theme Game

Saturday, 2:00 PM, 5 hrs, Players: 13, Location: Federal Room: FD-1

GM: Mike Harris & Naval Wargamer's Group

Sponsor: Admiralty Trilogy Group, **Prize:** Gift Certificate

Period: World War II, **Scale:** 1:2400th, **Rules:** Command at Sea

Description: All guns fire at the turn! were the words of Admiral Rockwell Torrey as he led his composite American force into battle against a Japanese force led by the battleship Yamato. The battle of Pala Passage in the movie In Harm's Way (1965) is an epic David versus Goliath struggle and has been a player favorite at HMGS conventions. Join the Admiralty Trilogy as we bring this Hollywood classic to the gaming table once more.

S14:596 Let No One Prefer Hunger to the Sword

Saturday, 2:00 PM, 4 hrs, Players: 8, Location: Heritage: HR-25

GM: Mark Huml & LARD America

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 1:600th, **Rules:** Strength and Honour

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Description: October, 42 BCE: Brutus and Cassius, the assassins of Caesar, have consolidated their position in the East and are marching on Italy to restore the Republic. Antony and Octavian, successors to Caesar, have moved their forces to meet the Liberators at Philippi in Macedonia. 36 legions have been concentrated beside 30,000 horsemen and numerous auxiliaries; the auspices have been read, and the lustrations performed. From one camp the watchword is: Liberty! From the other: Avenge Caesar! The fate of Rome hangs in the balance.

S14:600 With Nothing Bigger Than a Bren Gun - The Defense of the Van Limburg Stirum School at the Arnhem Road bridge, September 18th/19th 1944

*Saturday, 2:00 PM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-28*

GM: Edward Harding & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Chain of Command

Description: From author Naill Cherry- Perhaps one of the best examples of fighting against the odds amongst all those that happened at Arnhem in September 1944 is the defense of the school at the bridge by elements of the 1st Parachute Squadron Royal Engineers and C Company of the 3rd Parachute battalion. Refight some of that action in a Big Chain of Command game, as the British Paras can you hold on to the Northeast defense perimeter or as elements of Kampfgruppen Knaust or Kampfgruppen Brinkman can you force the British away from the bridge and open the road south.

S14:673 Breaking Storm, U.S. v. Japan at sea, 1937

*Saturday, 2:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-23*

GM: Bill Cira & ODGW

Sponsor: NONE, **Prize:** NONE

Period: Inter-War, **Scale:** 1/3000th, **Rules:** General Quarters 3

Description: War with Japan has commenced much earlier than expected. The U.S has evacuated its civilians and a Marine Regiment through Shanghai. They are at sea aboard two hired ocean liners. The Japanese have a strong force at sea trying to intercept them before they reach the Philippines. U.S. naval forces have been rushed to the Western Pacific to support the evacuation. A major engagement in broad daylight seems likely. There is less to fear from carrier airpower, and it is an environment that predates the arrival of the Japan's Long Lance torpedo. Rules taught, beginners welcome

S15:205 Shanghai Incident 1932

*Saturday, 3:00 PM, 3 hrs, **Players:** 8, **Location:** Hickory B: HK-4*

GM: Ching Chin

Sponsor: NONE, **Prize:** NONE

Period: Inter-War, **Scale:** Operational, **Rules:** Hexblitz variant

Description: The 1932 Shanghai Incident was a pivotal battle between the newly re-united Nationalist China struggling for recognition and the established Imperial Japan itching for expansion. The battle is a forgotten turning point in the origins of World War II, pitting Japan's well-equipped Army and Navy against China's stubborn provincial forces and crack Central Government troops. Command coordination is a crucial element reflecting the politics of that time. This is a companion to the HMGS War College talk on the same battle and its impact on World War II.

S15:341 The Battle of Great Notch- Co-Host of the 20 Sided Gamified Podcast

*Saturday, 3:00 PM, 3 hrs, **Players:** 6, **Location:** Commonwealth Foyer: CF-4*

May 25, 2024

GM: Kelly McManus

Sponsor: 20Sided Gamified LLC, **Prize:** yes

Period: American War for Independence, **Scale:** 15mm, **Rules:** Live Free or Die by Little Wars TV with house rules

Description: October, 1780: British Major John Andre is dead and American turncoat Benedict Arnold's plot to hand over West Point is in shambles. Reeling from this treachery, General George Washington maneuvers his army back to his summer encampment at the Dey Mansion in what is now Wayne, New Jersey. Here he is shielded by the northern end of the Watchung Mountains and the mighty Passaic River. This serves as a means for the Commander in Chief to assess his position and weigh the options of a British reprisal. He fears that the British will do one of three things: Strike out towards Morristown, attack West Point, or strike him directly at his headquarters.

S15:178 Action of 5 November 1813

*Saturday, 3:00 PM, 4 hrs, **Players:** 7, **Location:** Commonwealth: CW-15& CW-25*

GM: Richard Greenaway

Sponsor: Waterloo Games, **Prize:** Waterloo Games Gift Certificate

Period: Age of Sail, **Scale:** 1:1200th, **Rules:** Far Distant Ships

Description: ight days of strong gale force winds had driven the blockading British from their stations off Toulon. On the 5th of November, 1813 taking advantage of the absence of blockading forces and favorable winds elements of the French fleet had left the harbor of Toulon for exercises. When the wind direction suddenly changed the returning British saw their chance to cut off the French rear. Fast easy to learn rules that emphasize Fighting Sail era tactics and command and control. A sudden shift of wind direction has put elements of the French fleet holding exercises in danger of being cut off from their home port of Toulon by the returning British blockade.

S15:422 Battle of New Earth

*Saturday, 3:00 PM, 5 hrs, **Players:** 6, **Location:** Commonwealth: CW-85*

GM: Kevin Fischer & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Victorian Science Fiction, **Scale:** 28mm, **Rules:** G.A.S.L.I.G.H.T.

Description: The combined New Jamestown Venusian Volunteers Militia and the Neue Prussian Fraulein Schutztruppen forces have gathered at a redoubt to fight off the bone eaters, a lizard men tribe who have been a constant threat to the colonies survival who now approach with a massive force. Can these brave women win against overwhelming odds or will the colonies be destroyed?

S15:442 Plastic Pirates are not Alone!

*Saturday, 3:00 PM, 2 hrs, **Players:** 9, **Location:** Commonwealth: CW-83*

GM: Geoffrey Graff & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Age of Piracy, **Scale:** LEGOs, **Rules:** Plastic Pirates

Description: The Little Lego Looters are trying to sneak through the jungle to surprise the town. But who will be surprised? A game for the young, but reading would be helpful.

S15:452 The Russo Japanese War: A LWTV Campaign Game 6 — Theme Game

*Saturday, 3:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-37*

GM: Miles Reidy & Little Wars TV

Sponsor: NONE, **Prize:** NONE

Period: Russo-Japanese War, **Scale:** 10mm, **Rules:** Altar of Empires

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Description: Often described as World War Zero, the Russo Japanese War was a titanic struggle between a declining European power and an emerging Asian one which featured a terrifying glimpse of what WW1 had instored. Players will resolve battles that occur over the course of a campaign being played out over the convention. The outcome of the table top fighting directly influences the progress of the campaign.

S15:498 Amphibious assault on the Senkaku islands, 2024.

*Saturday, 3:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-11 & HR-21*
GM: Martyn Kelly & WAMP

Sponsor: NONE, **Prize:** NONE

Period: Modern, **Scale:** 20mm, **Rules:** Force on Force

Description: The Chinese have landed a force on the contested Senkaku islands and are constructing a small military outpost. The Japanese have responded by sending an amphibious force to take the islands. There will be infantry, Su33MKK and V.22 Osprey aircraft, CH.47 Chinooks and AH64 Apache, LCAC hovercraft, amphibious vehicles, RIBs, mobile missile launchers, special operations teams, and naval gunfire support. Come and fight over imposing terrain with mountains, jungle and coastline. No food or drink at the table.

S15:508 Arnhem Bridge: The Battles for the Bridge. Kampfgruppen Brinkmann & Knaust - 20. Sept. 1944 — Theme Game

*Saturday, 3:00 PM, 4 hrs, **Players:** 5, **Location:** Heritage: HR-12 & HR 13*
GM: Tom Uhl & DelVal

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Bolt Action 2

Description: Elements of British 2nd Parachute Battalion led by Lt. Col. Frost, desperately cling to their hold on the structures surrounding the approach to Arnhem Bridge. A series of hastily assembled German SS Kampfgruppen probe these defenses in hopes of denying further reinforcement of the tenuous allied perimeter just north of the bridge. Kids under 13 accompanied by Adult.

S15:521 Hail Of Fire - Stalingrad

*Saturday, 3:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-52*
GM: Brandon Fraley & Yellow Worm Gaming Society

Sponsor: NONE, **Prize:** Raffle prizes

Period: World War II, **Scale:** 15mm, **Rules:** Hail of Fire

Description: Battle over 12 feet of city reduced to rubble! Teams of Soviet and German commanders deploy their forces to attempt to capture and hold key objectives throughout the bombed-out remains of Stalingrad. Players must balance offensive and defensive tactics to achieve their objectives, while their troops try to survive the chaos of artillery and airstrikes in the ruins of the once great city! 8 Players, 13+, participants eligible for raffle prizes!

S15:562 Into The Darkness: ADEPTUS IMPERIALIS: Battle of Gamma Decima

*Saturday, 3:00 PM, 4 hrs, **Players:** 12, **Location:** Heritage Foyer: HF-8*
GM: James Nicholson & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 10mm, **Rules:** Epic, SPACE MARINE, Adeptus Imperialis and House rules.

Description: Horus Lupercal, Warmaster of the Emperor's armies, has turned upon his gene-father and sent the Imperium spiralling into bloody civil war. Half of the great Space Marine Legions have sided with the traitorous Warmaster, and countless cohorts of the Solar Auxilia, Knight Households, and Titan Legions march at his side. Now brother

fight's brother as the Imperium's vast armies tear one another apart in a cataclysm of fire and blood. An age of darkness descends, the likes of which have never been witnessed before. Come join us in this custom game rules will be taught.

S15:591 Six Minutes That Changed History — Theme Game

*Saturday, 3:00 PM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-15*
GM: Michael Ovsenik & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:200th, **Rules:** Bag The Hun!

Description: Fly as either American F4F-4 Wildcat fighter pilots escorting an American bomber flight going for broke to down Japanese carriers at Midway, or Japanese Zero pilots dedicated to saving their own fleet.

S15:603 The Battle of El Guettar — Theme Game

*Saturday, 3:00 PM, 3 hrs, **Players:** 6, **Location:** Heritage: HR-27*
GM: Eric Turner & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:48th, **Rules:** What A Tanker

Description: We take that great North Africa tank battle scene from the movie "Patton" and give it the Too Fat Lardies treatment at Historicon. A game, based on a movie, based on a real battle. Ability to read Rommel's book that hadn't been published yet not required.

S15:661 Into The Darkness: WARHAMMER 40K: Battles

*Saturday, 3:00 PM, 4 hrs, **Players:** 12, **Location:** Heritage Foyer: HF-7*
GM: James Harvey & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** WARHAMMER 40K and House rules.

Description: A new edition makes planet fall. Ravening aliens strike at a desperate Imperium in the new edition of Warhammer 40,000. Discover one of the world's most popular miniatures games. Come join us in learning this new edition of Warhammer 40,000. All are welcome and all materials will be provided.

S15:672 Mein Twinkie

*Saturday, 3:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-31*
GM: Tu Tran & ODGW

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** Mein Zombie

Description: The situation is dire! It's catastrophic! Someone has eaten the last Twinkie!!! Images of the golden sponge cake with its cream filling are swirling in your mind. Is it worth it to venture out and fight through the zombie hordes just for those spongy, yellow tastes of heaven? Absolutely!! It's time to gear up for a Twinkie supply run. Come join us for some lighthearted, cooperative fun as we venture out to search for these delicious treats. Rules Taught
Beginners Welcome
Children under 12 with an adult only.

S16:149 Hell In A Very Small Place: The Battle of Dien Bien Phu-- The Night — Theme Game

*Saturday, 4:00 PM, 4 hrs, **Players:** 6, **Location:** Freedom A: FA-3*
GM: Greg McNa

Sponsor: Age of Glory, **Prize:** Hand painted Age of Glory miniature for all participants

Period: Post-WW2, **Scale:** 28mm, **Rules:** Modified Flames of War V3

Description: May, 1954. Night has fallen. The epic siege in the valley of Dien Bien Phu is nearing an end. Legionnaires, Colonial Paras,

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Vietnamese and troops from around the French Union are desperately hoping for a miracle after 51 days of hell. This session will use night rules. The morning daytime scenario will determine what this session is. Is it a continued Viet Minh assault as the French held? A desperate French counterattack to retake the most important strongpoint in the entire valley- Eliane 2? Join in and find out. (No, the Americans are not coming with nukes) Easy rules based on modified Flames of War V3. New to gaming? C'mon on by. Kids welcome. Under 12 with adult supervision, please. No rules lawyers.

S16:366 SKYNET IS FALLING — Theme Game

Saturday, 4:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage Foyer: HF-1

GM: Kyle Schulze

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** Xenos Rampant

Description: The year is 2049, the machines have risen up against mankind lead by the AI known as Skynet. After the nuclear apocalypse of what was called Judgement Day, one man arrived and taught the human race how to fight back against the machines, that man is John Connor. Recently the Resistance has shot down a Hunter-Killer drone, and sent a team to recover vital information from its data core. There have been no communications from the recon team since, and command fears the worst. A rescue mission for the Resistance is led by John Connor himself, while Skynet sends its Terminators to recover the drone who will get there first?

S16:220 Freeman's Farm - September 19

Saturday, 4:00 PM, 3 hrs, **Players:** 8, **Location:** Freedom A: FA-7

GM: David Paul Miller

Sponsor: NONE, **Prize:** NONE

Period: American War for Independence, **Scale:** 54mm, **Rules:** Commands and Colors - Tricorne

Description: The year is 1777, the Northern Campaign rages on at Freeman's Farm. We'll play this using the Epic format.

S16:399 Antietam - Burnside's Bridge, 17 September 1862

Saturday, 4:00 PM, 4 hrs, **Players:** 9, **Location:** Commonwealth: CW-52

GM: John Wilk

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 28mm, **Rules:** By Company Into Line (Unpublished)

Description: Maj. Gen. Ambrose Burnside's IX Corps was to demonstrate against the Confederate right as the Union main attack took place elsewhere. However, McClellan ordered Burnside to move forward later in the morning. Burnside first attempted to flank the Confederates with a movement south but they could not locate a suitable creek crossing. At the same time, two attempts to capture the bridge took place. The final assault began at around 1 pm. Please ensure that this game is scheduled on the same table as the same scenario to be submitted by John McConnell on Saturday at 10 Am.

S16:461 Viking Raid on Iona Abbey, 825 CE

Saturday, 4:00 PM, 3 hrs, **Players:** 6, **Location:** Heritage: HR-47

GM: Erik Johnson & Little Wars TV

Sponsor: NONE, **Prize:** NONE

Period: Dark Ages, **Scale:** 28mm, **Rules:** Ravenfest

Description: Ships on the horizon- to the walls! The peaceful Scots-Irish abbey of St. Columba is under attack; the monks must protect their divine treasures and make the pagans pay for this! The Vikings are doing

what they do best- raiding and pillaging the British Isles! Players will control the Viking raiders or Scots-Irish defenders in this skirmish-level game. The Viking players will seek to extract as much livestock and loot as possible, and the Monks will seek to preserve their abbey and escape with their treasures. Can you survive Dark Age Britain? Uses Ravenfest by Little Wars: fast-play rules are taught and all are welcome. Dice, miniatures, and all materials provided.

S16:463 Chaos Raid along the River Talabec

Saturday, 4:00 PM, 3 hrs, **Players:** 4, **Location:** Heritage: HR-36

GM: Turhan Buckley & Little Wars TV

Sponsor: NONE, **Prize:** NONE

Period: Fantasy, **Scale:** 10mm, **Rules:** Warmaster Revolution

Description: A Chaos raiding party brandishing the Mark of Nurgle has been spotted along the River Talabec in the northeast region of the Empire - its sole intent to pillage and enslave the villages far from imperial protection. Can the local garrison fight off the brutal onslaught long enough for their relief force to arrive and reclaim their lands? Newbies welcome, come learn the amazing fan-refurbished ruleset of Warmaster!

S16:501 Wars of Oz - Operation Compass, 1941

Saturday, 4:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-22

GM: Louis Valenti & WAMP

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** World At War

Description: Operation Compass was the first large British military operation of the Western Desert Campaign during the Second World War. British, Empire and Commonwealth (Australian {Oz}) forces attacked Italian forces of the 10th Army in Western Egypt and Cyrenaica, the eastern province of Libya, from December 1940 to February 1941. Hold on to your kangaroos 'cause we're bringing fast & fun back to WW2 gaming! This is a divisional level, fast play game. Beginner friendly & rules taught. No kids under 14 w/o parent. No food. Walk-ups welcome!

S16:618 Can You Stand? - Talavera 1809, Battle of the Redoubt — Theme Game

Saturday, 4:00 PM, 4 hrs, **Players:** 4, **Location:** Heritage: HR-17

GM: Jack Foster & LARD America

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 1:285 micro, **Rules:** General d' Armee 2

Description: A beginner friendly introduction to Napoleonics and the ruleset General d' Armee 2. Units are based at a grand 1:1 scale with figures and terrain in 2mm. Leval's German Division march to break the British line at the redoubt of Pajar de Vergara on the afternoon of July 28. If Leval does not shatter the line with elan, all hope for the French at Talavera is lost. The "roast beefs" of Campbell's division and shaky Spanish must stand. Perhaps, an enterprising troupe of rifleman will seize a French Eagle from the hands of a dying German of the Baden regiment...

S17:534 BRAZEN CHARIOTS We have been here for 9 days! — Theme Game

Saturday, 5:00 PM, 3 hrs, **Players:** 8, **Location:** Heritage: HR-54

GM: Adam Wine & NOWS

Sponsor: NONE, **Prize:** Certificates

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Period: World War II, **Scale:** 15mm, **Rules:** BRAZEN CHARIOTS Tank Battle Game

Description: Based on the 1953 war movie The Desert Rats. It is Nov. 1941 and Rommel has been besieging Tobruk for 242 days. The British Operation Crusader is underway; its goal to destroy Rommel's armour and lift the siege of Tobruk. Lt. Col. MacRoberts and his brigade of 9th Australian Infantry were ordered to hold Ed Duda for two days. They have held for nine; the brigade is down to company strength. Will the relief ever arrive?

S17:627 Fire & Fury does World War I AGAIN, August 1914

Saturday, 5:00 PM, 5 hrs, Players: 8, **Location:** Heritage: HR-63

GM: Wilbur Gray & Carnage and Glory

Sponsor: NONE, **Prize:** Order of the Pink Pansy

Period: World War I, **Scale:** 12mm, **Rules:** Age of Valor Before the Leaves Fall

Description: The Belgians have held in Northern Flanders, so the Germans shift their main attack South. More Belgians and an entire French cavalry corps await them, ready to rumble. The Hun have machine guns, but the French have ELAN! Its Napoleonic Fire & Fury for the Great War, and you can check out images from our previous game at <https://tinyurl.com/AOV-Great-War-1914>. Rules taught, beginners welcome, experience with Age of Eagles II or Fire & Fury helpful, but not required.

S17:653 Battletech - Battle of Gienah - 3152

Saturday, 5:00 PM, 5 hrs, Players: 10, **Location:** Heritage Foyer: HF-9

GM: Mark Yingling & Battletech

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 6mm, **Rules:** Battletech - Total Warfare

Description: The ilKhan's betrayal of the Wolf's Dragoon's in the battle of Terra has turned them into bitter enemies. The Dragoon's started to raid into the Wolf Empire and in 3152 they came to Gienah, the capital of the Wolf Empire. Here comes Zeta Battalion..... All materials, miniatures and dice will be provided. Intermediate to experienced players and no Players under 15 years old.

S14:161 War Rig Death Ride — Theme Game

Saturday, 6:00 PM, 4 hrs, Players: 6, **Location:** Hickory B: HK-5

GM: Robert Evans

Sponsor: NONE, **Prize:** NONE

Period: Post-Apocalypse, **Scale:** 20mm, **Rules:** Gaslands

Description: The Citadel has a delivery, and their War Rig is the vehicle to deliver it. But Lord Humungus and his wasteland Marauders want what's inside. Can you lead the War Rig to safety and become an Imperator, or will you be epic and bring the War Rig to a bloody heap of destruction. Witness me!

S18:159 Rapp 'n Raupenhelms, 1809

Saturday, 6:00 PM, 4 hrs, Players: 6, **Location:** Hickory A: HK-3

GM: Peter Anderson

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 28mm, **Rules:** Battle Command by Brent Oman

Description: This fictional engagement imagines that, in the aftermath of the Battle of Eckmuhl, the Emperor creates an ad hoc Corps composed of troops from Bavaria, Wurttemberg, Baden, and Hessen-Darmstadt, and places his German speaking ADC, General Jean Rapp, in

command, with orders to defeat Austrian General Hiller. Youth age 12 and up welcome with a playing adult, 15+ fine on their own

S18:277 Roman Circus III

Saturday, 6:00 PM, 4 hrs, Players: 16, **Location:** Freedom Foyer: FP-2

GM: Mike Konwinski

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 15mm, **Rules:** Roman Circus III

Description: Step into the arena and mount your chariot to compete in the spectacle that is Roman Circus III. Speed, agility, master of the whip or all out ramming are the tools of your trade! Roman chariot racing at its finest! 5 Guys and a Lawyer who brought you the ridiculously large Gangster game and 55 Days at Peking

S18:109 Empire's Fall: Blood and Diesel Clash in Wulfsburg

Saturday, 6:00 PM, 3 hrs, Players: 4, **Location:** Heritage Foyer: HF-2

GM: Christopher Masucci

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** GUARDS second edition (Blood and Diesel Armies)

Description: A daring US strike force is tasked with taking the remote village of Wulfsburg. Intelligence has spotted multiple weapons caches and heavy German resistance in the area. Command either the US OSS or German defenders and control a variety of historical and fantastical units. All participants will receive a free model.

S18:371 Masters of the Air - Part 2 — Theme Game

Saturday, 6:00 PM, 4 hrs, Players: 8, **Location:** Commonwealth: CW-13

GM: Martin Fenelon

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:285 micro, **Rules:** Fight for the Skies: Luftwaffe 1946

Description: The Bloody One-Hundreth is penetrating deep into Germany. The Luftwaffe is responding with its latest weapons, including jets. Will the Me-262s be able to penetrate the American fighter screen and to the bombers? Fast-play WW II air-to-air combat with the Luftwaffe 1946 rules. No experience needed, rules will be taught.

S18:388 StarForce Commander

Saturday, 6:00 PM, 4 hrs, Players: 6, **Location:** Heritage Foyer: HF-3

GM: Chandler Archibald

Sponsor: Mariner Games, **Prize:** NONE

Period: SciFi, **Scale:** Other, **Rules:** StarForce Commander

Description: StarForce Commander is a thrilling game of tactical starship combat where every decision counts. Easy to learn, but with tactical depth. We'll have you in full command in 15 minutes. From arming weapons to maneuvering and sensor and shield management. Join us at our table for a quick demo or participate in a full battle. Come say hi even if the timeslot is full and we'll fit you in or set up an alternate time to play. Don't miss out on the chance to learn StarForce Commander from its designers. Ages 12+. For more info: www.mariner.games

S18:181 RUHR FOREST TANK BATTLE

Saturday, 6:00 PM, 4 hrs, Players: 4, **Location:** Commonwealth: CW-33

GM: Robert Varga

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Beer and Pretzel Home rules

Description: Battle of the Bulge has been decided the Germans have retreated into Germany with Gen. Patton advancing rapidly after them needing to capture the bridge. The approach to that bridge via the road

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has been temporarily halted by the Germans. Patton can't wait on air support that's grounded by weather conditions he needs that crossing. Patton assigns his tanks the task via the Ruhr Forest bypassing the road and advancing into map section 1 where the bridge is located, protected by an Anti-Tank Gun, and hidden Armor ready to ambush anything they encounter. The area has small hills, heavily wooded, that aid or hinders both sides. Easy fun game

S18:265 Assault on the Pratzen Heights

Saturday, 6:00 PM, 4 hrs, Players: 8, Location: Commonwealth: CW-23
GM: Larry Yakowneko

Sponsor: FrattSpiel Games, **Prize:** NONE

Period: Napoleonic, **Scale:** 10mm, **Rules:** FrattNap - Hexed

Description: FrattSpiel Games presents a hex version of The Victory Is Ours! [very similar to Small Deadly Space] 4" hexes = 200yds, beautiful WoFun acrylic flats by Peter Dennis. These rules will be published in the fall by On Military Matters. Staff officers aid maneuvers, rally, and push failed morale for Close Actions. Very few charts, very intuitive. Check out Battle of Austerlitz for fuller description. Hex version of The Victory Is Ours! 4" hexes = 200yds, beautiful WoFun acrylic flats by Peter Dennis. Staff Officers, Cohesion, 6,8,10,12,20 sided dice drive combat.

S18:428 Learn to Play Wars of Ozz

Saturday, 6:00 PM, 4 hrs, Players: 5, Location: Commonwealth: CW-71
GM: Buck Surdu & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: Fantasy, **Scale:** 25mm, **Rules:** Wars of Ozz

Description: Learn to play Wars of Ozz with some of the newest factions. Wars of Ozz provides an old-school feel with modern mechanics. The unique activation mechanism provides friction while allowing players to influence the battle. The reaction test mechanic provides the right level of unpredictability. Rules will be taught. Younger players welcome with a participating adult. No booze, please.

S18:446 Defending the Point - September 1944

Saturday, 6:00 PM, 4 hrs, Players: 6, Location: Commonwealth: CW-73
GM: Don Hogge & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Battleground WW2

Description: It is 15 September 1944, D-Day on the island of Peleliu. The remnants of Captain Hunt's K Company have taken The Point after several hours of bitter fighting. Cut off from the rest of their battalion, running out of men and ammunition, they must hold until relieved. The Japanese want it back. Can they hold out against the relentless Japanese attacks long enough for the rest of 3rd Battalion, 1st Marines to come to their rescue; or will the Japanese retake this vital piece of terrain? Gamers under the age of 14 are welcome with an adult.

S18:540 JOE HACK Britian 43 AD African Finale

Saturday, 6:00 PM, 4 hrs, Players: 10, Location: Heritage: HR-55
GM: Joe Swartz & NOWS

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** JOE HACK

Description: As the Africans start to return towards the coast, the British are more than content to leave, but not without a parting gift of steel to say goodbye. British light cavalry race ahead and around the flanks of the Africans. As the British infantry catches up with the Africans, who

turn to their line to face the British. However, scouts from the British cavalry see that all the Africans are facing the infantry, unaware of the impending doom behind them. rules taught & minors welcome with adult

S18:545 FIGHTING STEAM! - Guadalcanal off Galveston

Saturday, 6:00 PM, 4 hrs, Players: 8, Location: Heritage: HR-43

GM: Paul Meyer & NOWS

Sponsor: NONE, **Prize:** NONE

Period: American Civil War, **Scale:** 1:1000th, **Rules:** FIGHTING STEAM - (Augmented)

Description: CSS Alabama vs USS Hatteras was a simple, brutal, mugging at sea. But if both sides had had consorts, it might have developed into the kind of knife-fight-in-a-dark-closet brawl that the US Navy would come to know all too well 80 years later. So... Let's bring on the consorts! Fighting Steam is a fast-play game for ACW naval actions inspired by SPI's Fighting Sail. Rules taught. Young players welcome with a playing adult

S18:666 Battle of Sardis

Saturday, 6:00 PM, 4 hrs, Players: 6, Location: Heritage: HR-61

GM: Frank Chadwick & Pittsburgh Band of Gamers

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** Epic Conquest

Description: In 332 BCE, Alexander's generals in Asia Minor broke the last resistance of the Persian army threatening Alexander's communications with Greece and Macedonia. Actual details of the battles are not recorded but we know they revolved around control of Sardis. We have used circumstantial evidence to recreate the armies and will be refighting the most important of those battles. Come try out Franks Chadwick's new ancient rules. Epic Conquest.

S14:163 Waterloo Maximus: Race for the Glory of Rome! — Theme Game

Saturday, 7:00 PM, 3 hrs, Players: 10, Location: Commonwealth: CW-53

GM: Ronald Bingham

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** Circus Maximus

Description: Race your 28mm chariot around the infamous Waterloo Maximus track. Just like Ben Hur; you can race and win all the Glories of Rome! Come race in the infamous Waterloo Maximus for the Glory of Rome. A fun-fast paced 28mm chariot game based on the Avalon Hill "Circus Maximus" board game.

S19:698 Test of Honour - Shogun and the Last Samurai — Theme Game

Saturday, 7:00 PM, 3 hrs, Players: 24, Location: Freedom Foyer: FP-1

GM: David Hill

Sponsor: Things from the Basement, Your Hobby Place Ltd. and the Metropolitan Wargamers., **Prize:** Vendor Discounts

Period: Samurai, **Scale:** 28mm, **Rules:** Test of Honour - Quick Play

Description: For fans of the recent Shogun series and the less recent Last Samurai movie, this is the game for you. Test of Honour is a fun, fast-paced 28mm samurai skirmish game that I have further streamlined after dozens of convention games and hundreds of players. Don't be scared by the high player count, this is really six separate four-player scenarios played at the same time, with alternating activations (i.e. your turn is every other minute, not hour). With new scenarios, terrain and figures from the series and film, honor and glory await! Quick play rules (one piece of paper!) will be taught. Kids welcome with accompanying adult. All miniatures and materials provided, just bring a fun attitude.

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S19:212 Assault At Liewenberg: Hitting The Main Line! (German South West Africa, 1904)

Saturday, 7:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-12
GM: Roy Jones

Sponsor: Recreational Conflict, **Prize:** NONE

Period: Colonial, **Scale:** 25mm, **Rules:** Sword and the Flame (Modified)

Description: German sailors took a beating in their first assault at Liewenberg. But now the sailors have more men, high morales and a Revolver cannon! Herero riflemen, however, still hold the high ground. And they fight concealed behind nearly impregnable rock. Somebody "German or Herero" is definitely going to get hurt at Liewenberg. From the scenario book The Herero War. More at: <https://www.hererowars.com>. This game is paired with the HMGS War College lecture: Sea Soldiers, Sailors, and Schutztruppen: German Troop Types and Tactics in the Herero War.

S19:342 The Battle of Sitka, Alaska, Russian-American Company vs Tlingit Tribe

Saturday, 7:00 PM, 3 hrs, **Players:** 4, **Location:** Commonwealth Foyer: CF-4

GM: Adam Sharp

Sponsor: Thomas Hill Wargamers Club & 20Sided Gamified LLC, **Prize:** yes

Period: 19th Century, **Scale:** 28mm, **Rules:** Blood & Steel, Firelock Games with House Rule Modifications

Description: When Russian fur traders entered Alaska in the 1700's, the fate of a continent was in question. Yet it wasn't Spain, France, Britain nor the fledgling United States who slowed Russian expansion, but the fierce and proud Tlingit tribes of coastal Alaska. The Battle of Sitka, 1804, is a little known, perhaps never before gamed conflict between unique wooden-armored Native Americans and Russian-American Company (RAC) fur traders, sailors and native allies. Join us to lead the Tlingits, "more frightful than the most hellish devils" as they were described by the Russians or take command of the RAC under Chief Manager Baronov. These two great powers fight to secure critical hunting grounds and the future of North America!

S19:153 Green Hell -- Sci Fi Tactical Battle

Saturday, 7:00 PM, 4 hrs, **Players:** 10, **Location:** Commonwealth: CW-63
GM: Will Nesbitt

Sponsor: Wargame World, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** Ion Strike

Description: The Freedom Coalition's Star Legion must secure the step-pyramid at Zanthron from Verdan rebels and their Collectivist Alliance advisors. Dinosaurs, lizardmen and ion carbines! Exciting, simple sci-fi tactical game on a jungle planet

S19:271 Battle of Austerlitz

Saturday, 7:00 PM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-23
GM: Steve Fratt

Sponsor: FrattSpiel Games, **Prize:** NONE

Period: Napoleonic, **Scale:** 6mm, **Rules:** FrattSpiel - The Victory Is Ours!

Description: FrattSpiel Games presents its Napoleonic game similar to Small Deadly Space [ACW] 1" = 50yds, 1 figure = 25 men, These rules will be published in the fall by On Military Matters. Staff Officers serve many functions for maneuver, rallying, pushing attacks. Artillery forces units to test morale. Close Action dominates combat, driven by Cohesion ratings requiring very few charts. Plays more like a War College event - atypical - players will feel like they actually watch the battle unfold. For the player

looking for something innovative. Steve Fratt presents The Victory Is Ours! a companion game to his Small Deadly Space ACW game from last year. Plays like a War College Event than typical con game. For players seeking new approach.

S19:407 Operation Blackout — Theme Game

Saturday, 7:00 PM, 3 hrs, **Players:** 6, **Location:** Commonwealth: CW-86
GM: Edward Watts & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 25mm, **Rules:** Fistful of Lead - Core Rules

Description: American troops attempt to overcome the fierce guards of a German radar and science installation before a big secret bombing raid. Rules taught at table.

S19:416 Hell's Highway 1944

Saturday, 7:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-83
GM: David Wood & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:285 micro, **Rules:** Look Sarge, No Charts

Description: WWII Can a regiment of the 101st keep Highway 69 (later nicknamed "Hell's Highway") open, or will one or more of the German Kampfgruppen sever the supply line?

S19:432 Doctor Who - Time Patrol — Theme Game

Saturday, 7:00 PM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-82
GM: Gregory Priebe & HAWKS

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** Combat Patrol TM

Description: Dr. Who and his companions arrive on Earth, only to discover that the planet has been invaded by multiple alien forces. Can the earth's defenders fend off the menace and win the day? Children are welcome with a participating adult.

S19:477 How the West Was Won — Theme Game

Saturday, 7:00 PM, 4 hrs, **Players:** 8, **Location:** Heritage: HR-57

GM: Sean Barnett & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: Western, **Scale:** 28mm, **Rules:** Ruthless

Description: Chinese railroad workers have gone on strike after some accidents on the Abilene & Rio Grande. But strike aint in their contract "why they aint even got contracts!" So the railroad has hired a few good men to go into town and get those ingrates back to work. If they scare some townspeople away in the process, that will be a bonus. However, the workers have gone and found themselves some help too. When the railroad men show up, lead is sure to fly!

S19:485 Defense of Plancenoit

Saturday, 7:00 PM, 4 hrs, **Players:** 6, **Location:** Heritage: HR-56

GM: Douglas Austin & Marks Game room

Sponsor: NONE, **Prize:** NONE

Period: Napoleonic, **Scale:** 28mm, **Rules:** Rebels and Patriots (Modified)

Description: Some of the most intense fighting found at the Battle of Waterloo involved the Prussian assault on the village of Plancenoit. Can the French Young Guard hold back the Prussian onslaught or will they be swept aside? As Napoleon moves from Hollywood to Historicon, come join Mark's Game Room and find out!

S19:493 The Battle of Britain Campaign- 5 — Theme Game

Saturday, 7:00 PM, 3 hrs, **Players:** 4, **Location:** Heritage: HR-46

GM: Carl cardozo & Marks Game room

Sponsor: NONE, **Prize:** NONE

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Period: World War II, **Scale:** 1:600th, **Rules:** Fire in the Sky

Description: The Battle of France is over - the Battle of Britain is about to begin. In this epic 5 part campaign, climb inside the cockpit for massive air battles in the skies above Britain to decide the fate of Operation Sealion. Play as The Few of RAF Fighter Commands 11 Group, or the elite pilots of the Luftwaffe. The aircraft lost and targets bombed carry over from session to session, culminating in the finale, the September 15 attack on London!

Uses the new WW2 air combat rules Fire in the Sky!

S19:503 Casablanca meets the Mummy — Theme Game

Saturday, 7:00 PM, 2 hrs, Players: 6, **Location:** Heritage: HR-14

GM: John Mitchell & TGS Productions

Sponsor: NONE, **Prize:** NONE

Period: Early 20th Century, **Scale:** 28mm, **Rules:** Fistful of Lead, Tales of Horror

Description: Eva and Rick, after unwittingly awakening the Mummy Imhotep, have fled Egypt to Morocco. But Imhotep has followed them. Now with the help of Rick Blaine, they have to get to the train station across town. Vichy police Captain Louie, has letters of transit for them to take a train from Casablanca to Lisbon Portugal. With the help of some friends, they set out. Will the Mummy and his minions capture Eva? Will they make it to the train in time? Will any of them realize that you can't take a train from Casablanca to Lisbon Find out, in what I call a Mixed up Movie Madness game

S19:578 Big Truffle in a Little Village

Saturday, 7:00 PM, 3 hrs, Players: 8, **Location:** Commonwealth Foyer: CF-2

GM: Eric Jacobson & HMGS Next Gen

Sponsor: Brigade Games, **Prize:** NONE

Period: Fantasy, **Scale:** 28mm, **Rules:** Gnome Wars

Description: In the early days of the Wishing Well War, the only thing between the German Gnome war machine and the subjugation of all Gnome-Kind were small town militias... and a few friends. Any player bringing a painted 320 point unit from Brigade Games Gnomes at War line do not need to pre-register. No one under 12 without a playing adult.

S19:604 The Battle of El Guettar — Theme Game

Saturday, 7:00 PM, 3 hrs, Players: 6, **Location:** Heritage: HR-27

GM: Eric Turner & LARD America

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 1:48th, **Rules:** What A Tanker

Description: We take that great North Africa tank battle scene from the movie "Patton" and give it the Too Fat Lardies treatment at Historicon. A game, based on a movie, based on a real battle. Ability to read Rommel's book that hadn't been published yet not required.

S19:606 Towards the Duna River

Saturday, 7:00 PM, 4 hrs, Players: 4, **Location:** Heritage: HR-24

GM: Michael Byrne & LARD America

Sponsor: Age of Glory, **Prize:** NONE

Period: World War II, **Scale:** 28mm, **Rules:** Chain of Command

Description: The Germans are driving towards Smolensk. They need to capture several river crossings to permit a rapid advance and resupply. Can the Germans hold the stream crossing from a Soviet counterattack?

S19:630 Wolverines: Airfield Strike — Theme Game

Saturday, 7:00 PM, 4 hrs, Players: 8, **Location:** Heritage: HR-72

GM: Michael Pierce & Carnage and Glory

Sponsor: NONE, **Prize:** NONE

Period: Modern, **Scale:** 20mm, **Rules:** Wolverines: Red Dawn (home)

Description: The Commie invasion continues. Although you have heard rumors of fighting by the US military, the Commies are in control of your region. In the town of Two Wells, Texas, the invaders have established a base, including a small air facility. They have used the airfield to keep the region pacified. Your group of Wolverines plan to assault the airfield, destroying infrastructure and aircraft. In addition, gather any supplies you can find.

S20:324 Trench Wars: The Forgotten Fronts: Attu 1943--An HMGS War College Game

Saturday, 8:00 PM, 2 hrs, Players: 10, **Location:** Commonwealth: CW-21

GM: Frank Luberti, Jr.

Sponsor: Connecticut Game Club, **Prize:** NONE

Period: World War II, **Scale:** 25mm, **Rules:** Trench Wars (modified)

Description: May 1943. Units of the U.S. 7th Infantry Division landed on Attu island. Waiting for them: elements of the IJA's North Seas Garrison. 25mm skirmish game. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Kid friendly game. Parent/Child teams welcome. Rules will be taught. Game sponsored by the HMGS War College.

S20:691 The BITE of the SILVER BAYONET

Saturday, 8:00 PM, 3 hrs, Players: 6, **Location:** Freedom A: FA-1

GM: Peter Panzeri

Sponsor: MINIATURE BUILDING AUTHORITY (MBA), **Prize:** Prize for "Most-Feared-Enemy" & other prizes from our sponsors

Period: Gothic Napoleonic Horror, **Scale:** 28mm, **Rules:** Silver Bayonet

Description: Enter the "Gothic-Napoleonic" realm of Super-Natural/Historical exploits. An "Exploring Officer" is tasked to recruit a specialist unit plus regular Napoleonic forces to capture and hold a strategically important town. "Veteran-Hunters" of evil must fight alongside Napoleonic infantrymen, cavalrymen, Gunners, Sappers and Leaders. This is a dangerous mission to find and destroy supernatural foes (From vampires to ghouls-goblins-monsters or ghosts. -- But hopefully not "ALL AT ONCE!") WHO will survive? WHO will die a ghastly death? WHO can kill the undead? and HOW? And mostly, WHO will earn the Silver Bayonet as a badge of honor? *GAME MASTER CHRIS BEIL* Introducing an amazing NEW GAME GENRE!*
*(Guaranteed 51% more "HISTORICAL" than Ridley Scott's NAPOLEON movie!)

ONE-TIME-ONLY EVENT at HISTORICON'24 *DON'T MISS IT!

S20:322 Roman Chariot Race — Theme Game

Saturday, 8:00 PM, 4 hrs, Players: 12, **Location:** Commonwealth: CW-42

GM: William Chappell

Sponsor: NONE, **Prize:** Medal for Winner, Scepter for Best Roman

Period: Roman Empire, **Scale:** 54mm, **Rules:** Roman Circus by Brian DeWitt

Description: Thrills, chills, and spills in the 1st Century equivalent of NASCAR, with attitude. Drive your chariot around a 12 foot track. Are you Ben Hur (Good)? Or Messala (Bad)? There are no laws in the Hippodrome! See if you have what it takes to be first across the finish line in your chariot. Only one person gets to wear the laurel wreath and walk away with the gold medal. The best "Roman" gets the scepter!

S20:523 What a Tanker! Berlin

Saturday, 8:00 PM, 3 hrs, Players: 10, **Location:** Heritage: HR-52

HISTORICON® 2024 Preliminary Events List

Event numbers start with a 3-digit game start day/hour designation (24hr time) (T09 = Thursday 9am)

GM: Adam Pooler & Yellow Worm Gaming Society

Sponsor: NONE, **Prize:** NONE

Period: World War II, **Scale:** 15mm, **Rules:** What a Tanker

Description: The Battle of Berlin featured some of the biggest, baddest tanks involved in the war. If you ever wondered how they matched up, come join the fun! What a Tanker is fast to learn and easy to play. Players run individual tanks, fighting it out in a 12x5" ruined Berlin.

S20:563 Into The Darkness: ADEPTUS IMPERIALIS: Battle of Gamma Decima

Saturday, 8:00 PM, 4 hrs, **Players:** 12, **Location:** Heritage Foyer: HF-8

GM: James Nicholson & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 10mm, **Rules:** EPIC, SPACE MARINE, Adeptus Imperialis and House rules.

Description: Horus Lupercal, Warmaster of the Emperor's armies, has turned upon his gene-father and sent the Imperium spiralling into bloody civil war. Half of the great Space Marine Legions have sided with the traitorous Warmaster, and countless cohorts of the Solar Auxilia, Knight Households, and Titan Legions march at his side. Now brother fights brother as the Imperium's vast armies tear one another apart in a cataclysm of fire and blood. An age of darkness descends, the likes of which have never been witnessed before. Come join us in this custom game rules will be taught.

S20:662 Into The Darkness: WARHAMMER 40K: Battles

Saturday, 8:00 PM, 4 hrs, **Players:** 12, **Location:** Heritage Foyer: HF-7

GM: Buford Culver & LXG Gaming Club, THE MECHANICON and Gaming Garage

Sponsor: NONE, **Prize:** NONE

Period: SciFi, **Scale:** 28mm, **Rules:** WARHAMMER 40K and House rules.

Description: A new edition makes planet fall. Ravening aliens strike at a desperate Imperium in the new edition of Warhammer 40,000. Discover one of the world's most popular miniatures games. Come join us in learning this new edition of Warhammer 40,000. All are welcome and all materials will be provided.

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Z09:155 Tewkesbury, 1471

Sunday, 9:00:00 AM, 3 hrs, **Players:** 6, **Location:** Commonwealth: CW-33
GM: Peter Anderson
Sponsor: NONE, **Prize:** NONE
Period: Renaissance, **Scale:** 28mm, **Rules:** Test of Resolve - Wars of the Roses

Description: Queen Margaret and the Lancastrian army stole a march on the Yorkists. King Edward IV and his men have caught up with them at Tewkesbury, and have sought battle to prevent them from crossing the river Severn into Wales. Youth age 10 and up welcome with a playing adult, 13+ fine on their own

Z09:200 VSF: Riders of the Storming Hens! — Theme Game

Sunday, 9:00:00 AM, 4 hrs, **Players:** 6, **Location:** Commonwealth: CW-75
GM: Gabriel Landowski
Sponsor: MHWA, **Prize:** NONE
Period: Victorian Science Fiction, **Scale:** 28mm, **Rules:** Damned Human Race

Description: When debris from an ancient alien space fleet seeds the solar system in 1863, a lot of weird and wonderful things emerge! Take part as towering dinosaurs and thundering steam walkers struggle for ultimate control while the colonial powers of Europe play out the same old game but with a new twist! MHWA: Kid friendly

Z09:291 Strasbourg AD 357: The Battle for Gaul

Sunday, 9:00:00 AM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-64
GM: Andy Hewitt
Sponsor: NONE, **Prize:** NONE
Period: Ancients, **Scale:** 28mm, **Rules:** To The Strongest by Simon Miller

Description: Refight the battle of Strasbourg 357 AD in glorious 28mm with over a thousand miniatures using Simon Miller's "To The Strongest" ruleset. The fate of Rome hangs in the balance as Germanic hordes have crossed the Rhine and look to establish a permanent presence in the Empire. The young and untested Julian seeks to be worthy of the heroes of old and crush the German menace with his army of veteran legions. Meanwhile, the canny Chnodomar, high king of the Alamanni Tribe seeks to add to his wealth and power. The fate of Rome hangs in the balance, who will be victorious? The disciplined Romans or the wild Barbarians? Refight the battle of Strasbourg 357 AD in glorious 28mm with over a thousand miniatures using Simon Miller's "To The Strongest" ruleset. The fate of Rome hangs in the balance!

Z09:288 Close Action! - Sunday's Fleet Battle

Sunday, 9:00:00 AM, 7 hrs, **Players:** 21, **Location:** Commonwealth: MH-2
GM: Mark Campbell
Sponsor: NONE, **Prize:** Honor and Glory!!!
Period: Age of Sail, **Scale:** 1:1200th, **Rules:** Close Action! by Mark Campbell

Description: In 1739 a great naval war of the Age of Fighting Sail began. The war saw the British navy rise from "first among equals" to be THE dominant naval power. One of the most important battles in the war was the 2nd Battle of Cape Finisterre in 1747. The battle was a disaster for France, but need not have been had the French Navy prepared better; this scenario assumes that it did so. The result is a balanced battle between 11 British & 10 French ships of the line, and this scenario is included in the new CA module "Jenkins' Ear and Austrian Succession". Join us for a fun and realistic age of sail naval battle! Beginners welcome, rules taught. New players will be paired with an experienced player to help you learn the rules. Kid Friendly Game. All materials provided, please bring your own courage...

Z09:423 Secure The Cargo

Sunday, 9:00:00 AM, 3 hrs, **Players:** 4, **Location:** Commonwealth: CW-85
GM: Kevin Fischer & HAWKS
Sponsor: NONE, **Prize:** NONE
Period: SciFi, **Scale:** 28mm, **Rules:** Relic Knights

Description: The Star Nebula Corsairs have control over the maglev terminal. Can the mercenaries of the Black Diamond Corps be successful in wresting control of the terminal from the pirates or will the pirates maintain their hold? Anyone who wants to participate can bring their own cadre of 50 points.

Z10:343 The Battle of Great Notch- Co-Host of the 20 Sided Gamified Podcast

Sunday, 10:00:00 AM, 3 hrs, **Players:** 6, **Location:** Commonwealth: CW-76
GM: Kelly McManus
Sponsor: 20Sided Gamified LLC, **Prize:** yes
Period: American War for Independence, **Scale:** 15mm, **Rules:** Live Free or Die by Little Wars TV with house rules

Description: October, 1780: British Major John Andre is dead and American turncoat Benedict Arnold's plot to hand over West Point is in shambles. Reeling from this treachery, General George Washington maneuvers his army back to his summer encampment at the Dey Mansion in what is now Wayne, New Jersey. Here he is shielded by the northern end of the Watchung Mountains and the mighty Passaic River. This serves as a means for the Commander in Chief to assess his position and weigh the options of a British reprisal. He fears that the British will do one of three things: Strike out towards Morristown, attack West Point, or strike him directly at his headquarters.

Z10:408 Howard Whitehouse's Eat Hitler! — Theme Game

Sunday, 10:00:00 AM, 2 hrs, **Players:** 12, **Location:** Commonwealth: CW-84
GM: Brendan Watts & HAWKS
Sponsor: NONE, **Prize:** NONE
Period: Pulp, **Scale:** 25mm, **Rules:** Eat Hitler!

Description: Nazis plan to time travel into the past and win WWII goes awry when they crash into a Jurassic jungle where gamers play dinosaur predators eating them for points. Sunday morning fun before heading home for kids, families, dino aficionados and burnt out gamers.

Z10:436 The Lair of the Ice Troll

Sunday, 10:00:00 AM, 2 hrs, **Players:** 8, **Location:** Commonwealth: CW-86
GM: Eric Schlegel & HAWKS
Sponsor: NONE, **Prize:** NONE
Period: Fantasy, **Scale:** 25mm, **Rules:** Blood & Swash (Fantasy Modification)

Description: Players take control of a band of adventurers and battle across difficult terrain to be the first to reach the Lair of the Ice Troll, loot the treasure within and make it out alive. Blood & Swash of an easy, fun system and a good way to wrap of a convention. Players under 13 welcome with a playing adult.

Z10:683 A&A D-DAY CAMPAIGN: "Last Chance" SCENARIO D — Theme Game

Sunday, 10:00:00 AM, 2 hrs, **Players:** 6, **Location:** Freedom A: FA-1
GM: Peter Panzeri

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Sponsor: MINIATURE BUILDING AUTHORITY (MBA), **Prize:** FREE COPY of GAME RULES & SCENARIO made available to ALL Participants after completion of the game -- PLUS Trophy for "Most-Feared-Enemy" & other prizes from our sponsors.

Period: World War II, **Scale:** 20mm, **Rules:** Modified Axis-&-Allies D-Day: CORPS-LEVEL game system (Expanded onto 8-foot Color photo-Map/Blanket]

Description: Your LAST CHANCE to change the fate of D-Day in a small game of the strategic battle using modified "Axis-&-Allies D-Day" game system with 20mm figures/tanks/planes, & played on a 6-foot Color Normandy Terrain-map (Blanket). Maneuver brigades and divisions of Infantry, Armor, Artillery, naval & Air Support. Random events, music and mayhem. What's not to love? A war Game, A strategy game, a Survival game. ****ALSO**** DON'T MISS the Historicon War College Presentation: "DISASTER at D-DAY" at 5pm Thursday in the "Montgomery House" Lecture Room.
HOSTED BY DUKE SEIFRIED FOUNDATION.

Z14:292 Strasbourg AD 357: The Battle for Gaul

Sunday, 2:00:00 PM, 4 hrs, **Players:** 8, **Location:** Commonwealth: CW-64
GM: Harry Voelkel

Sponsor: NONE, **Prize:** NONE

Period: Ancients, **Scale:** 28mm, **Rules:** To The Strongest by Simon Miller

Description: Refight the battle of Strasbourg 357 AD in glorious 28mm with over a thousand miniatures using Simon Miller's "To The Strongest" ruleset. The fate of Rome hangs in the balance as Germanic hordes have crossed the Rhine and look to establish a permanent presence in the Empire. The young and untested Julian seeks to be worthy of the heroes of old and crush the German menace with his army of veteran legions. Meanwhile, the canny Chnodomar, high king of the Alamanni Tribe seeks to add to his wealth and power. The fate of Rome hangs in the balance, who will be victorious? The disciplined Romans or the wild Barbarians? Refight the battle of Strasbourg 357 AD in glorious 28mm with over a thousand miniatures using Simon Miller's "To The Strongest" ruleset. The fate of Rome hangs in the balance!