

Fall In!® 2017 Event List

Event numbers now contain a 2-digit game start hour designation (24hr time) as the last 2 numbers

FRIDAY GAMES

F: 114:08 Battle Of The Jutland Wastes

Friday, 8:00:00 AM, 4 hrs, Players: 4

GM: Ryan Devine

Sponsor: Age of Eagles, Prize: None

Period: SciFi, Scale: 28mm, Rules: Homebrew

Our familiar hero's face the Empire once again. Leia leads a rebel band to get secret plans off of Tatooine. Search and battle Stormtroopers in a fun romp that is kid friendly. Please do not leave children unattended.

F: 105:09 Battle Of Hannut, Germans And French May 1940

Friday, 9:00:00 AM, 4 hrs, Players: 5

GM: Michael Sincavage

Sponsor: None, Prize: None

Period: World War II, Scale: 15mm, Rules: Battlefront

In a meeting engagement, motorized forces of France and Germany vie for control of the key transportation network. The Germans are veteran, but their Mark Is to IVs are actually outclassed by the French Hotchkiss and Somua tanks supported by Panhards and mechanized troops. Familiarity with Battlefront rules or concepts (Fire and Fury) are needed as the rules will only be covered in a cursory way. Please no children under

F: 120:09 Road To Caen

Friday, 9:00:00 AM, 4 hrs, Players: 8

GM: Matthew Fridirici

Sponsor: None, Prize: None

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

The Allies push from the beaches as they try to take the city of Caen from the clutches of the German defenders. Under 13 with Playing Adult Please.

F: 125:09 "And Then The Circus Commenced" - Salem Church, 4 May 1863

Friday, 9:00:00 AM, 4 hrs, Players: 6

GM: Kaleb Dissinger

Sponsor: None, Prize: None

Period: American Civil War, Scale: 15mm, Rules: Fire & Fury Regimental
The Army of the Potomac has been wholly beaten! And Sedgwick's "Fighting VI Corps" is ordered to relieve Hooker's encircled Army before its complete destruction. Yesterday, Uncle John's veterans brushed aside the Southern defenders with ease on the old Fredericksburg battlefield. Today promises more of the same, except that he's run into more fresh Confederates than he bargained for" ;'And then the circus commenced" ;'We fired as fast as we could and Johnny Reb done the same.

F: 133:09 Battle Of Crecy 1346 Revisited

Friday, 9:00:00 AM, 4 hrs, Players: 6

GM: Bob Bryant

Sponsor: None, Prize: None

Period: Medieval, Scale: 28mm, Rules: Might of Arms

The French arguably lost the battle of Crecy because of making some serious mistakes. Let us see what would happen if the Genoese crossbowmen were not run down by the French chivalry. What would happen if the French made coordinated attacks instead of with impetuous abandonment? What would happen if the French made use of their numerous, though unreliable, infantry?

F: 144:09 Quintessential Dogfight

Friday, 9:00:00 AM, 2 hrs, Players: 20

GM: Brian Dewitt

Sponsor: None, Prize: None

Period: World War I, Scale: 1/80, Rules: Colorful Skies - CY6! for WWI

April 6, 1918 - Richthofen had his airfields stationed close to the front lines

so they could respond quickly to reports of enemy plane sightings without having to spend a lot of time in the air patrolling. Here they have reports of British Sopwith Camels. No experience with rules required. Event will use 1/80 scale WWI planes.

F: 147:09 Lafayette Escadrille - Whisky And Soda - Theme

Friday, 9:00:00 AM, 3 hrs, Players: 11

GM: Roxanne Patton

Sponsor: None, Prize: None

Period: World War I, Scale: Other, Rules: Check Your Six

This scenario is taken from Brian DeWitt's Colorful Skies book. While station on the Flanders front in mid-July, 1917, Raoul Luftberry, leader of the Lafayette Escadrille found a flight of D.IIIs practicing formation flying over the German's airfield. This is the first of two scenarios to be run consecutively. Favor will be given to successful pilots in the second scenario. Children under 17 welcome with playing adult.

F: 150:09 Shatterlands Walk Up Demo

Friday, 9:00:00 AM, 1.5 hrs, Players: 10

GM: Ben Rubin

Sponsor: Age of Eagles, Prize: Prizes Awarded

Period: Fantasy, Scale: 25mm, Rules: Shatterlands

Come try Shatterlands, the new character driven woodland black powder skirmish game from Stonegate Forge. Take command 1-2 characters in this innovative new system that evokes the tactical challenges of French and Indian War skirmish games and the character development aspects of fantasy RPGs. Walk away with a free character card and a figure to start your own squad.

F: 182:09 Assault On Brecourt Manor - Theme

Friday, 9:00:00 AM, 4 hrs, Players: 6

GM: Donald McCalmon

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Bolt Action (modified)

June 6, 1944: In the early hours, the 101st Airborne dropped in the Cotentin peninsula. Their mission: to capture causeway exits from beaches and secure bridgeheads. The drops scattered and the paratroopers improvised to complete their mission. After linking up at the hamlet of Le Grand Chemin, Lt. Winters, with the minimal instruction of "There's fire along that hedgerow there, take care of it.", was given the task of destroying an artillery battery disrupting the 4th Inf Div on Utah beach. The players will assume the roles of the paratroopers.

F: 200:09 Streets Of Mandalay

Friday, 9:00:00 AM, 3 hrs, Players: 5

GM: Tim Tilson

Sponsor: None, Prize: None

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

10 March 1945, 1030 hours. Mandalay Burma. A company of the Berkshire Regt is ordered to clear a portion of the northern section of Mandalay. supporting them is a single M3 tank. Elements of the Japanese 60th Infantry Regiment are waiting. Will the Brits be able to clear their section before nightfall?

F: 235:09 Joe Hack : Sand Upon The Sea Shore

Friday, 9:00:00 AM, 4 hrs, Players: 10

GM: Joe Swartz & Del-Val

Sponsor: None, Prize: None

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

As the centurion Scipio looked over the rampart at the barbarian horde, the great multitude seemed even as sand upon the sea shore. Will the barbarians charge sweep the Romans from the walls or will the reserve cohorts plug the gaps ? rules taught. minors welcome with adult

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F: 257:09 Epic Conflicts Of The Ancient World: An Intro To Triumph! Fast Play Rules For Ancient And Medieval Battles

Friday, 9:00:00 AM, 2 hrs, Players: 8

GM: David Kuijt

Sponsor: None, Prize: None

Period: Medieval, Scale: 15mm, Rules: TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

Take on the role of Caesar, the Great Khan or Pharaoh of Egypt and lead your forces against your brutal enemies as you battle your way across four different matchups from Biblical, Classical, Dark Ages and Medieval times. This walk-up game opportunity FOR WHICH YOU DO NOT NEED TO BE REGISTERED (just walk-up if you see an opening) introduces players to the fast-play TRIUMPH! ancient and medieval rules. Play one game or play a dozen. TRIUMPH! tutors are on hand to help introduce you to the game, teach and answer questions. Rules are easy to learn and will be taught. Armies provide

F: 270:09 Wasteland 101

Friday, 9:00:00 AM, 3 hrs, Players: 6

GM: Greg Priebe & HAWKS

Sponsor: None, Prize: None

Period: Future, Scale: 28mm, Rules: This is Not a Test

Do you have what it takes to rule the wasteland? Rookie and Veteran warlords are invited to learn to play the popular post-apocalyptic skirmish rules as their minions battle over scarce resources. Children under 14 welcome with a participating adult.

F: 278:09 Congo - Exploring The Dark Continent

Friday, 9:00:00 AM, 3 hrs, Players: 6

GM: Don Hogge & HAWKS

Sponsor: None, Prize: None

Period: Colonial, Scale: 28mm, Rules: Congo

Africa, the dark and mysterious continent, what adventures await those bold enough to venture into the vast jungle? Come and lead a column in search of fame and fortune, or defend your homeland from bumbling European explorers. Gamers under the age of 1 are welcome with an adult

F: 283:09 Chatillon - The War Comes To Paris, 19 Sept 1870

Friday, 9:00:00 AM, 4 hrs, Players: 6

GM: Bruce Weigle & HAWKS

Sponsor: None, Prize: None

Period: 19th Century, Scale: 6mm, Rules: 1871

The German 3rd Army was just a half day's march from completing the circumvallation of Paris, the Prussian V Corps leading, followed by the II Bavarian Corps. Who could have thought that the French would object? But suddenly, unexpectedly, French soldiers were everywhere: the new 14th Corps - although mostly reservists and hastily-trained recruits - wasn't going to allow the Germans to pass.

F: 287:09 Saga Basics

Friday, 9:00:00 AM, 3 hrs, Players: 4

GM: James McWilliams & HAWKS

Sponsor: None, Prize: Saga Related Prize From Cotton Jim'S Flags

Period: Dark Ages, Scale: 28mm, Rules: Saga

Saga for beginners. Feel free to bring your own 4 point warband or use one provided. Gamers under 14 welcome with an adult.

F: 296:09 Last Of The Luftwaffe - Theme

Friday, 9:00:00 AM, 3 hrs, Players: 8

GM: Bruce Kohn & HAWKS

Sponsor: None, Prize: None

Period: World War II, Scale: 1/144, Rules: Mustangs!

Early 1945. US "rat catchers" are lurking over a CAP protected Me-262 highway emergency landing area. Germans must land their jets to win. S. Craig Taylor memorial event. Come to play or just chat

F: 320:09 The Investment Of Dendermonde

Friday, 9:00:00 AM, 5 hrs, Players: 8

GM: Robert McCaskill & Carnage and Glory

Sponsor: None, Prize: None

Period: Age of Reason, Scale: 15mm, Rules: Carnage & Glory II

After the defeat at Ramillies, the French abandoned most of Spanish Flanders except Dendermonde. In this modified scenario Dendermonde is smaller, Vallee has constructed earthen redoubts and collected a force of odd French remnants.

Charles has a small British contingent with a larger force of mostly Danish allies. Supporting the British are Dutch troops. A relief force of Bavarians is on its way.

F: 338:09 The Hsiku Arsenal 1900 - Theme

Friday, 9:00:00 AM, 4 hrs, Players: 4

GM: Cliff Brunken

Sponsor: None, Prize: None

Period: Colonial, Scale: 28mm, Rules: The Men who would be Kings

Admiral Seymors assault on the Chinese Arsenal. An International force of British, Americans, French and Germans attack the Imperial Chinese Army. kids under 14 must be accompanied by an adult

F: 341:09 Znaim 2Nd Day 1809

Friday, 9:00:00 AM, 4 hrs, Players: 6

GM: Tim Reiners

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 28mm, Rules: Shako II

The French were too spread out to crush the Austrians on the 10th. Archduke Charles wanted his army to withdraw but they couldn't because the Baggage stopped a few Kilometers north of Znaim due to traffic congestion. Charles tried to buy time for his troops to rest by proposing a ceasefire, which was refused. As the baggage sorted itself out both side prepared to renew the battle. A NEW Michael Hopper Scenario kids under 14 must be accompanied by an adult

F: 112:10 Aerosan Racing

Friday, 10:00:00 AM, 3 hrs, Players: 10

GM: Jon Lundberg

Sponsor: Age of Eagles, Prize: None

Period: Inter-War, Scale: 28mm, Rules: Angry Racing

Aerosans - swamp boats on skis. Evidence of advanced Soviet technology. What could go wrong screaming along at high speed in deep snow surrounded by natural and unnatural threats. At least you have a machine gun, but so do the other contestants. Children welcome under 12 with a playing adult

F: 137:10 Mongols Vs Ottomans - Theme

Friday, 10:00:00 AM, 4 hrs, Players: 8

GM: Steven Mehl

Sponsor: None, Prize: None

Period: Medieval, Scale: 28mm, Rules: KINGS OF WAR HISTORIC (NEW)

The Mongols want to expand to the MED. The Ottomans stand in their way. Use of movement trays, lots of dice, tactics, simple game. Using the KOW Historic Rules with changes. The Mongols want to move west to Europe and the Middle East, but the Ottoman Empire stands in their way. Very fast pace and fun game.

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F: 172:10 Tank Patrol

Friday, 10:00:00 AM, 3 hrs, Players: 4

GM: Robert Varga

Sponsor: None, Prize: None

Period: World War II, Scale: 1/72, Rules: Modified Bolt Action

Tank Patrol revolves around a platoon of Allied tanks advancing toward an industrial complex located near a minor river bridge in a wooded area, their job is to take control of the area. The complex is occupied by a contingent of German hidden Amour awaiting reinforcements to throwback the Allied advance. Neither side's task will be easy to accomplish.

F: 183:10 Wittmann'S Ride, Villers-Bocage, France, 13 June 1944

Friday, 10:00:00 AM, 4 hrs, Players: 7

GM: Sean Barnett

Sponsor: Age of Eagles, Prize: None

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

In one of the most daring feats of armored warfare, Obersturmfuehrer Michael Wittmann, in a single Tiger tank, attacks nearly 30 British armored vehicles in the town of Villers-Bocage. Historically, his attack disrupted an entire British armoured regiment and blunted the British envelopment of the Panzer Lehr Division. Come and see if you can match his score or save day for the British in this important Normandy battle. From the Fireball Forward Villers-Bocage scenario book. Younger gamers welcome with adult.

F: 185:10 First Battle Of Kernstown

Friday, 10:00:00 AM, 5 hrs, Players: 8

GM: Thomas Garnett

Sponsor: None, Prize: None

Period: American Civil War, Scale: 28mm, Rules: Regimental Fire & Fury

As a opening act of the 1st Shenandoah Valley campaign, CSA General Jackson's small division checked the larger Union force under Maj Gen Bank near the northern Valley town of Kernstown. This action caused the US government to keep General Banks in the Valley, denying this important reinforcement to General McClellan's army in the Peninsula Young folks 14+ welcome

F: 195:10 Battle Of Utica Road - Theme

Friday, 10:00:00 AM, 4 hrs, Players: 6

GM: Larry Morris

Sponsor: Age of Eagles, Prize: None

Period: American Civil War, Scale: 15mm, Rules: Johnny Reb III

The Yanks are Coming through Mississippi up the Utica Road. General Gregg has discovered a small marauding column that could be captured by swift action. The locals are so sure of success that the town is practically preparing a festival for the victors...

F: 196:10 Damn The Torpedoes!

Friday, 10:00:00 AM, 4 hrs, Players: 8

GM: Roland Young

Sponsor: Age of Eagles, Prize: None

Period: American Civil War, Scale: 1/600, Rules: Sail and Steam Navies

The battle of Mobile Bay, August 5, 1864: The Union forces are bearing down on Fort Morgan and the supporting Confederate naval forces whom are defending Mobile Bay. Will the Union navy brave the firepower of the fort head on, or will they take their chances in the torpedo minefield? Will the Confederate navy hold off the Union forces and keep them from taking the bay? Rules will be taught. Minors welcomed when accompanied by adult.

F: 216:10 Fubar: The Devil'S Dance Floor

Friday, 10:00:00 AM, 4 hrs, Players: 3

GM: Don Carter & ODGW

Sponsor: None, Prize: None

Period: World War II, Scale: 25mm, Rules: Mein Zombie Squad rules

North Africa 1943 A zombie plague has affected the Axis army in North Africa .British troops have fought against the horde, however without success.

Down to their last ammo, a small unit has decided to make a final stand.Come help the lads win one for Queen and country.

F: 223:10 Check Your Six! - Dunkirk

Friday, 10:00:00 AM, 4 hrs, Players: 8

GM: Paul Meyer & NOWS

Sponsor: None, Prize: None

Period: World War II, Scale: '1/144, Rules: Check Your Six! (Some house rules)

RAF Spits and Hurriboxes try to keep the Luftwaffe away from the target rich environment of the evacuation beaches. 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

F: 227:10 Sky Galleons Of Mars

Friday, 10:00:00 AM, 4 hrs, Players: 12

GM: David Kasper & NOWS

Sponsor: None, Prize: Trophy

Period: Victorian Science Fiction, Scale: 28mm, Rules: mod Sky Galleons of Mars

The wanted pirate Tor Tougot has been found and the British send a quick strike fleet to eliminate the pirate threat. The only problem is the Martian vanguard fleet has shown up to do some gun trading

F: 229:10 Brazen Chariots - The Battle Of Bir Beuid

Friday, 10:00:00 AM, 3 hrs, Players: 8

GM: Adam Wine & NOWS

Sponsor: None, Prize: Certificates

Period: World War II, Scale: 15mm, Rules: Brazen Chariot WWII Tank Battles

On May 26, 1942 Rommel launched Case Veneza, an offensive against Britians Gazala Line. On the night of May 26-27, he led his panzers in a sweeping flanking maneuver on the south of the British defenses. At dawn the panzers overran two British brigades. At 0900 the 8.Panzer-Regiment is racing north towards Bir Beuid, the British armour has been sighted and they have a new tank Lend-Lease M 3 Grant

F: 242:10 Bull In A Cotton Field, April 7,1862 - Theme

Friday, 10:00:00 AM, 5 hrs, Players: 8

GM: Steve Delucas & R.A.W.

Sponsor: None, Prize: None

Period: American Civil War, Scale: 15mm, Rules: Across a Deadly Field

Union attack across Sara Bell's cotton field led by Bull Nelson's division of the Army of the Ohio against exhausted confederate troops on the second day of Shiloh. From Brad Butkovich's "This Bloody Field" scenario book. No one under 14 years old please

F: 247:10 Basco Flight

Friday, 10:00:00 AM, 4 hrs, Players: 6

GM: Jim Thompson & R.A.W.

Sponsor: None, Prize: None

Period: Modern, Scale: 1:285 micro, Rules: CY6JA

Basco flight was ordered to rendezvous with a flight of B-52's. When the B-52's didn't show up, you decided to proceed to the target area and hunt migs. No players under 15 without a playing adult

F: 249:10 Its Those Highway Bandits Again!

Friday, 10:00:00 AM, 4 hrs, Players: 4

GM: Jim Casey

Sponsor: None, Prize: None

Period: Medieval, Scale: 28mm, Rules: Ronin (Osprey Publishing)

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Japanese monks are transporting a religious token to a local shrine. Bandits get word and plan a surprise in the farm district. Rules taught. Young adults and children accompanied by adult please.

F: 322:10 Operations In Louisiana - April 1864

Friday, 10:00:00 AM, 4 hrs, Players: 6

GM: Nigel Marsh & Carnage and Glory

Sponsor: None, Prize: None

Period: American Civil War, Scale: 28mm, Rules: Carnage&GloryII

The afternoon of April 8, 1864, The Red River campaign is underway, and Nathaniel Banks commanding the Union forces meets his adversary Richard Taylor at the battle of Mansfield. This scenario refights a portion of this classic meeting engagement.

F: 348:10 For The Motherland - Kursk, 1943

Friday, 10:00:00 AM, 3 hrs, Players: 6

GM: Mark Fastoso

Sponsor: None, Prize: None

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

The great Soviet counter-attack is under way and the 5th Guards Tank Army is suffering staggering losses. In an attempt to get into the rear-area of the 1SS Panzer Division a brigade of T-70s makes a flank march and launched a desperate assault. Can they breakthrough and overrun the German artillery positions?

F: 352:10 Battlefleet Gothic: The Dar-Sai Blockade.

Friday, 10:00:00 AM, 2 hrs, Players: 4

GM: Del Stover & Wednesday Night Gamers of Alexandria

Sponsor: None, Prize: None

Period: SciFi, Scale: '1:10,000, Rules: Battlefleet Gothic

The Tau invasion of Dar Sai is stalled by the sudden appearance of an Imperial Fleet. Tau naval assets, inspired by the Greater Good, challenge the Imperial Blockade. Easy to learn and fun rules. Check out our campaign at CORVUSCLUSTER.COM

F: 258:11 Epic Conflicts Of The Ancient World: An Intro To Triumph! Fast Play Rules For Ancient And Medieval Battles

Friday, 11:00:00 AM, 2 hrs, Players: 8

GM: David Kuijt

Sponsor: None, Prize: None

Period: Medieval, Scale: 15mm, Rules: TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

Take on the role of Caesar, the Great Khan or Pharaoh of Egypt and lead your forces against your brutal enemies as you battle your way across four different matchups from Biblical, Classical, Dark Ages and Medieval times. This walk-up game opportunity FOR WHICH YOU DO NOT NEED TO BE REGISTERED (just walk-up if you see an opening) introduces players to the fast-play TRIUMPH! ancient and medieval rules. Play one game or play a dozen. TRIUMPH! tutors are on hand to help introduce you to the game, teach and answer questions. Rules are easy to learn and will be taught. Armies provide

F: 354:11 Abrahams Flanque 1759 - Theme

Friday, 11:00:00 AM, 2 hrs, Players: 6

GM: Devon Start

Sponsor: Age of Eagles, Prize: Yes

Period: French & Indian War, Scale: 25mm, Rules: "FRONTIERS-in-FLAMES

The FINAL SHOWDOWN of the French & Indian War. The Last Chance for both Mont Calm and Wolfe to pull off a victory and end the war. Can the Flank elements change the outcome in an intense & exciting battle. Random events, hats, cheers and mayhem. What's not to love? 2 hours CHECK-OUT "FRONTIERS-in-FLAMES" from OLD GLORY, LOCATION: CORNWALL ROOM

F: 355:11 Braddock'S Happy Rear Guard 1755 - Theme

Friday, 11:00:00 AM, 2 hrs, Players: 6

GM: Peter Panzeri

Sponsor: Age of Eagles, Prize: Prizes!

Period: French & Indian War, Scale: 28mm, Rules: "FRONTIERS-in-FLAMES

Can the Yanks and Braddock's Regulars make it home to Virginia? The most perilous RETREAT of the French & Indian War. An amazing game system using Dr. Jim Birdseye's "Happy Rear Guard" scenario adapted for F&IW. Join Game Master Peter Panzeri III for a fast paced & bloody operation for all. 2 hours Players: 6 FIW 28mm. Rules: "FRONTIERS-in-FLAMES" By Pete Panzeri .

Sponsor: OLD GLORY CHECK-OUT "FRONTIERS-in-FLAMES" from OLD GLORY, LOCATION: CORNWALL ROOM

F: 148:12 Lafayette Escadrille - Should-Be-Dead-Club - Theme

Friday, 12:00:00 PM, 3 hrs, Players: 12

GM: Roxanne Patton

Sponsor: None, Prize: None

Period: World War I, Scale: '1/144, Rules: Check Your Six!

This scenario is taken from Brian DeWitt's Colorful Skies book. Transferred to the Verdun front the previous month, the squadron experienced its heaviest fighting here. On September 24th, the morning patrol lead by Luftberry wound up in a 'hot fight' with a large formation of D.III's. This is the second of two scenarios to be run consecutively. Favor will be given to successful pilots of the first scenario. Children under 17 are welcome with playing adult

F: 151:12 Shatterlands Walk Up Demo

Friday, 12:00:00 PM, 1.5 hrs, Players: 10

GM: Ben Rubin

Sponsor: Age of Eagles, Prize: Prizes Awarded

Period: Fantasy, Scale: 25mm, Rules: Shatterlands

Come try Shatterlands, the new character driven woodland black powder skirmish game from Stonegate Forge. Take command 1-2 characters in this innovative new system that evokes the tactical challenges of French and Indian War skirmish games and the character development aspects of fantasy RPGs. Walk away with a free character card and a figure to start your own squad. No ticket required.

F: 169:12 Adventures Of The Ladies Archeological Society In Egypt

Friday, 12:00:00 PM, 4 hrs, Players: 8

GM: Bob Liebl

Sponsor: None, Prize: Cookies

Period: Colonial, Scale: 28mm, Rules: Sword & the Flame (modified)

Save the ladies while they're saving Egyptian ruins. Yes, another ruinous round of puns and good adventure as Penelope and her archeological ladies march into Thebes in search of ruins while the locals are in search of, well, capturing some fresh meat for the slave market. The ladies have an Ace in the hole, a British brigade of Sepoys a day's march away. Can the ladies defend themselves? Will the Sepoys arrive on time?

F: 245:12 Battle Of Kulmbach

Friday, 12:00:00 PM, 4 hrs, Players: 6

GM: Joe Evans & R.A.W.

Sponsor: None, Prize: None

Period: Modern, Scale: 10mm, Rules: Cold War Commander

August, 1983. Two days ago, the Cold War turned very hot. Soviet and Warsaw Pact forces launched a massive assault all along the border between East and West Germany, achieving several breakthroughs. North of Bayruth, a US task force tries to plug one of the holes.

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F: 290:12 2/509 Pir In Avellino -14 September 1943

Friday, 12:00:00 PM, 3 hrs, Players: 6

GM: David Wood & HAWKS

Sponsor: None, Prize: None

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

The unit was immediately engaged upon landing by German Forces, and was badly decimated. What will happen this time? Players control sections of infantry in this short, sharp engagement. Combat Patrol uses cards to resolve not only activation but combat. This is a very fast, dice-less, and chart-less, but not simplistic, system.

F: 312:12 Battle At Buchhausen

Friday, 12:00:00 PM, 5 hrs, Players: 6

GM: Lyle Bickley & Carnage and Glory

Sponsor: None, Prize: None

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

1809, the French pushing the Austrians very hard up the highway near Buchhausen. The Austrians are attempting to get their trains across the river. Archduke Charles decides to place a blocking group along the highway near Buchhausen. The French will attempt to smash through this blocking force in order to destroy/capture the Austrian trains.

F: 111:13 The French Are Out

Friday, 1:00:00 PM, 5 hrs, Players: 7

GM: James Baker

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 1/1200, Rules: Fire as She Bears Version 2

A French squadron is attempting to break through an English blockade into the open ocean. The French have more and bigger ships, but the English are better at gunnery and crew quality. This scenario was fought to a draw at Historicon.

F: 113:13 Black Water Gulch

Friday, 1:00:00 PM, 4 hrs, Players: 4

GM: Patrick Devine

Sponsor: Age of Eagles, Prize: None

Period: Western, Scale: 15mm, Rules: Homebrew

Enter a political and violent town in the Old West. Rob s bank, hold hostages, and draw partner! Kid friendly, possibly more than four players. All figures and accoutrements are provided. All you need is a pleasant attitude and a sense of fun.

F: 127:13 Attack Into The Dzershinzky Tractor Factory

Friday, 1:00:00 PM, 4 hrs, Players: 6

GM: Michael Pierce

Sponsor: None, Prize: None

Period: World War II, Scale: 20mm, Rules: Battlegroup Kursk WW2

In mid-October 1942, the Germans mount an attack to clear the Dzershinzky Tractor Factory, a massive industrial complex on the Volga. Two divisions, 14 Panzer and 305 Infantry commit battle groups against stubborn Russian defenders. For the Germans, success meant Stalin's city would fall. For the Soviets, not one step back---there is no land beyond the Volga! Rules will be taught. No children under 12 please.

F: 164:13 Make Way For Sheridan

Friday, 1:00:00 PM, 4 hrs, Players: 20

GM: Marvin Veeder

Sponsor: None, Prize: None

Period: American Civil War, Scale: 28mm, Rules: Crucible of War (Goober Peas)

Jamie and Marvin Veeder are taking you to Vinyard Farm, Chickamauga Sept 19th 1863. Confederate brigades moved west to cut Roscrans off from Chattanooga. A violent and confused firefight breaks out and both Union and Confederate regiments with little or no direction throw themselves into the

malestrom. Grab a brigade and shout Huzzah or give the Rebel Yell and role some dice to win the day. Over 37 regiments on a 10'by5' table. Oh be Joyful. Crucible of War is providing the same action packe

F: 174:13 Assault On Hill 107, Crete 1941

Friday, 1:00:00 PM, 4 hrs, Players: 5

GM: Alex Newhart

Sponsor: None, Prize: None

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

Operation Mercury has begun! Key to the capture of the Maleme airfield is Hill 107 that is defended by elements of the 22nd New Zealand Battalion.

The first wave of the assault on Maleme brought a force of gliders and parachute troops tasked to capture this hill. Can these elite troops led by the hero of the attack on Eben-Emael defeat the understrength New Zealanders? Will you rewrite history?

F: 192:13 The Battered Bear Of Bear Island Arctic Ocean 1941

Friday, 1:00:00 PM, 4 hrs, Players: 10

GM: David Emdee

Sponsor: None, Prize: None

Period: World War II, Scale: 1/1200, Rules: victory at sea (1970)

HMS Edinburgh torpedoed in the stern off norway is slowly (3knots) being towed back to murmansk. off bear island escorted by 2 F class DD and 4 MS ships, 3 German DD's show up to challenge the towing operation. rules taught (3 minutes)

F: 261:13 Thapsus 46 Bc - Last Chance Against Caesar. A Grand Triumph! Scenario

Friday, 1:00:00 PM, 4 hrs, Players: 6

GM: David Kuijt

Sponsor: None, Prize: None

Period: Ancients, Scale: 15mm, Rules: TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

Caesar's Civil War was going very well - if you were Caesar or part of his Populares faction. For the Optimates, their backs were against the wall. Pompey had been defeated in Greece, fled to Egypt, and was assassinated there. Now Cato and Scipio mustered the last forces of the Optimates at Thapsus, strongly reinforced by forces of their ally King Juba of Numidia. Against them Caesar led his elite legions, outnumbered but vastly experienced and devoted to him. The battle of Thapsus was th Triumph is a set of fast play rules for ancient, medieval and fantasy battles. It is easy to learn and fun to play. Beginners are welcome to this event

F: 261:13 370 Ad - Death On The Volga. A Grand Triumph! Scenario

Friday, 1:00:00 PM, 4 hrs, Players: 6

GM: David Kuijt

Sponsor: None, Prize: None

Period: Ancients, Scale: 15mm, Rules: TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

The Ostrogoths of King Ermanarich were mighty; from their forested homelands in Germany they had mastered the hard-charging horse warfare of the Alan nobility and expanded across the Steppes; their empire extended from the Black Sea to the Baltic. They defeated the Alans, crossed the Don, and reached the great bend of the Volga. None could stand against them. Or so they thought. Who were these horsebowmen on the steppes east of the Volga, after all? And what kind of a name is "Hun"? That Triumph is a set of fast play rules for ancient, medieval and fantasy battles. It is easy to learn and fun to play. Beginners are welcome to this event

Fall In!® 2017 Event List

Event numbers now contain a 2-digit game start hour designation (24hr time) as the last 2 numbers

F: 264:13 326 Bc - Last Victory Of Alexander The Great. A Grand Triumph! Scenario

Friday, 1:00:00 PM, 4 hrs, Players: 6

GM: David Kuijt

Sponsor: None, Prize: None

Period: Ancients, Scale: 15mm, Rules: TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

In 326 B.C. Alexander of Macedonia fought his last major battle on the subcontinent of India, far from home. His opponent was King Purushattama (called Porus by the Greeks) ruler of Paurava, one of many kingdoms in India. Alexander had already conquered much of the known world and was pushing east with a force of Elite Veterans and subjugated allied troops. King Porus met him at the Hydaspes River with a large force including Elephants and Chariots. In this version of the battle players w Triumph is a set of fast play rules for ancient, medieval and fantasy battles. It is easy to learn and fun to play. Beginners are welcome to this event

F: 349:13 Melee At Derna

Friday, 1:00:00 PM, 4 hrs, Players: 8

GM: Curt Daniels

Sponsor: None, Prize: None

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

7 April 1941 Derna, Libya. Rommel ordered Kampfgruppe Ponath to drive north from Mechilli and cut the northern Road at Derna. Derna was a key position on the Australian retreat route to Tobruk. Whoever controlled Derna controlled access to the main Tobruk road above the coastal escarpments. Beginners welcome. Rules will be taught. Children under 16 must be accompanied by an adult.

F: 103:14 Rage On The Road: Panaszew, Poland, 7 September, 1939

Friday, 2:00:00 PM, 4 hrs, Players: 4

GM: Michael Decarlo

Sponsor: None, Prize: None

Period: World War II, Scale: 15mm, Rules: FIREBALL FORWARD!

The Germans invaded Poland on 1 September, 1939 and by 7 September the Polish border defense had fractured. The central Polish Army - Army Lodz - was reeling. The Germans were pushing forward quickly and conditions were fluid. While conducting a road security mission west of the city of Lodz, a Polish armored car platoon surprised the headquarters staff of a German Infantry Division in the village of Panaszew. Chaos ensued.

F: 130:14 Introduction To Esr Napoleonics With The Designer

Friday, 2:00:00 PM, 4 hrs, Players: 4

GM: David Ensteness

Sponsor: Age of Eagles, Prize: Players Will Receive T-Shirts And Discounts From The Wargaming Company, Llc!

Period: Napoleonic, Scale: 15mm, Rules: Et sans resultat! Second Edition (ESR) Historical or semi-historical scenario for 2-4 players with an expected run time of 3- 4 hours. Players will each run nominally a corps and direct the actions of subordinate divisions. Period knowledge is encouraged but not required. This is a non-competitive game where we'll be focused on teaching game concepts and mechanics. We'll be playing with 15mm figures using the 1"=75 yards ground scale. Great chance to try out ESR and find out what all the fuss is about! Quick Reference Guide and Overview of the rules are available online: <http://thewargamingcompany.com/downloads.html>.

F: 139:14 Going Upriver - The Relief Of Outpost Pk42

Friday, 2:00:00 PM, 4 hrs, Players: 5

GM: Timothy Wilson

Sponsor: Age of Eagles, Prize: None

Period: Modern, Scale: 28mm, Rules: Bolt Action, Modified for Indochina Post PK42 is threatened by a large force of Vietminh. 1re Flotille Amphibie

has been ordered to transport a quick reaction force of paras to PK42 to relieve and then engage and destroy any enemy forces encountered, wherever they may be! This outpost is critical as it is a well-used ferry and supply route. Platoons from 1st BEP and 5th BPVN have been tasked with the operation. Strength and location of enemy forces in the region are not known. Make haste! The garrison is counting on you! Players 16 and up or younger, if supervised by an appropriate Commissar.

F: 141:14 Full Thrust Free For All Battle

Friday, 2:00:00 PM, 3 hrs, Players: 4

GM: William Stec

Sponsor: None, Prize: None

Period: SciFi, Scale: Other, Rules: Full Thrust: Project Continuum

This is a free for all battle between 3 classic Full Thrust universe factions (NAC, ESU, UNSC), and a custom faction (Insectoid invaders) in a fight to the death.

F: 158:14 Picnic Panic Walk Up Demo (Kid Friendly)

Friday, 2:00:00 PM, 1.5 hrs, Players: 8

GM: Ben Rubin

Sponsor: Age of Eagles, Prize: Prizes Awarded

Period: Fantasy, Scale: 20/1, Rules: Picnic Panic

Come try Picnic Panic, the game of ant warfare. Command a tribe of ants, each with its own unique abilities and advantages, as you wage war over a treasure trove of candy left by careless humans. Play as the noble firstborn, the strong horned ants, the undead black ants, or the hard fighting, hard partying nomants. Eat the candy you capture and leave with a coupon for our booth. Fast-play, easy to learn introduction to the hobby. Adults welcome with playing child. No ticket required.

F: 162:14 Buccaneer Wars

Friday, 2:00:00 PM, 3 hrs, Players: 6

GM: Brian Whitaker

Sponsor: Age of Eagles, Prize: Ship Kit To The Best Player

Period: Age of Piracy, Scale: 28mm, Rules: Modified From Oars to Cannon Captain your ship in the Age of Piracy. Close, Board, Capture and sell for a profit. Ah, the good life. Cabin Boys and Girls welcome.

F: 252:14 Thunder Alley - Heroes Of Nascar

Friday, 2:00:00 PM, 3 hrs, Players: 7

GM: John Stoner

Sponsor: None, Prize: Trophy

Period: Modern, Scale: 1/64, Rules: Thunder Alley by GMT Games

Before you pushed lead on tabletops, you pushed diecast cars on floors. Push them again in this exciting racing game. This is a miniatures adaptation of GMT Games popular Thunder Alley which uses a unique card driven drafting movement during game play. Compete for first place and overall winning points for your team of cars. Play as Petty, Earnhardt, Gordon, Johnson, Wallace, Martin, Busch or one of many other popular Nascar drivers. Check out Thunder Alley on Boardgame Geek for details of game. Gamers 10 and older please.

F: 281:14 Congo - Exploring The Dark Continent

Friday, 2:00:00 PM, 3 hrs, Players: 6

GM: Don Hogge & HAWKS

Sponsor: None, Prize: None

Period: Colonial, Scale: 28mm, Rules: Congo

Africa, the dark and mysterious continent, what adventures await those bold enough to venture into the vast jungle? Come and lead a column in search of fame and fortune, or defend your homeland from bumbling European explorers. Gamers under the age of 1 are welcome with an adult

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F: 284:14 Battle Of Oithuz 8 August 1917 Attack On Romania

Friday, 2:00:00 PM, 4 hrs, Players: 6

GM: Steven Gelhard & HAWKS

Sponsor: None, Prize: None

Period: World War I, Scale: 10mm, Rules: Take Action:WW1

After the fall of Bucharest in December 1916, the Romanian Government fled to Iasi in Moldavia. The Germans attacked here at the Oithuz Valley to breakthrough and capture Iasi to knock Romania out of the war. The German 117th Division and an Austrian Regt drove back 7th Romanian Div reinforced by Russian 195th Regt and Cavalry. Beginners welcome.

F: 288:14 Storm The Fort

Friday, 2:00:00 PM, 3 hrs, Players: 4

GM: James McWilliams & HAWKS

Sponsor: None, Prize: Saga Related Prize From Cotton Jim'S Flags

Period: Dark Ages, Scale: 28mm, Rules: Saga

Can you remove the Vikings from their hilltop fort. Bring your own 4 point warband or use one provided. Gamers under 14 welcome with an adult.

F: 316:14 Carnage And Glory: Russia 1918--1920: The Polar Bears - Theme

Friday, 2:00:00 PM, 2 hrs, Players: 8

GM: Frank Luberti & Carnage and Glory

Sponsor: Age of Eagles, Prize: None

Period: Inter-War, Scale: 25mm, Rules: Carnage and Glory II (modified)

The Great War over, American doughboys fight on in unknown places like Bolshie Ozerki and Romanovka. They will be known as "The Polar Bears".

Inspired by actual events, using rules modified for the Russian Civil War.

Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Although for all players, game designed for those unfamiliar with rules or period. 1st of a campaign. Parent/Child teams welcome.

F: 356:14 Yank Tanks Are Coming! 1944 - Theme

Friday, 2:00:00 PM, 3 hrs, Players: 8

GM: Peter Panzeri

Sponsor: None, Prize: Prizes!

Period: World War II, Scale: 15mm, Rules: "ROMMEL RULES

RE-FIGHT the hardest fought tank battle of WW2 for the US 2nd Armored Division and the GERMAN PANZER KORPS. Both Attacking and Counter-Attacking in an intense & exciting battle with combined Armor, Infantry, Artillery and Close Air Support. Random events, hats, cheers and mayhem. What's not to love?

F: 102:15 Home Before The Leaves Fall Axis And Allies Wwi 1914

Friday, 3:00:00 PM, 5 hrs, Players: 20

GM: Bryan Leshinskie

Sponsor: None, Prize: None

Period: World War I, Scale: 20mm, Rules: Modified Axis and allies WWI

They said this will be the war to end all wars... They said the boys will be home by Christmas... And how WRONG they were.... Come join veteran game master Bryan W. Leshinskie as he guides you through WWI. You will experience what it was like to command large armies in pitched battles that raged across the map of Europe. The Axis and Allies WWI game was enlarged and expanded to make this happen. Not one poker chip will be used. And this game will have hundreds of figures to include cavalry. All are welcomed to play with no one ever turned away...

F: 119:15 Crescendo

Friday, 3:00:00 PM, 4 hrs, Players: 7

GM: Joseph Seliga

Sponsor: None, Prize: None

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

Throughout 20 August 1944, the Poles on Mount Ormel were attacked by German forces outside of the Falaise pocket. In the afternoon, 2nd SS Panzer

Division launched a final assault from the East. Its objective was to split the defenders and break into the Polish rear. The fighting was very intense and even senior officers were involved. LTC Stanislaw Koszutski, commander of the 2nd Armored Regiment wrote that at one time all of the weapons on his personal tank were firing and in two directions! Rules will be taught. Youngsters welcomed

F: 207:15 Vas Is Loss? The Germans Come Up Against Something Unexpected In France 1940

Friday, 3:00:00 PM, 4 hrs, Players: 4

GM: Peter Landry

Sponsor: None, Prize: None

Period: World War II, Scale: 15mm, Rules: Battlefield WW2

After the British evacuated from Dunkirk the Germans turned south to finish off the French. When the French line finally gave way, German columns swept through the gaps and into the French rear. Near the town of Meuse-sur-Meuse they ran into something they hadn't expected. Be the Germans trying to cut off the retreating French or stay defiant and fight on, with Char 2Cs! Germans everywhere behind the main French line. Case Rot was winding down, but some French units fought on to escape south as the Germans raced through the shattered lines trying to stop them.

F: 212:15 Over The Top!!! - Theme

Friday, 3:00:00 PM, 4 hrs, Players: 6

GM: John Mitchell

Sponsor: Age of Eagles, Prize: None

Period: World War I, Scale: 28mm, Rules: Raging Empires

France 1916. The French High Command is sure the three day barrage has opened a hole in the German lines. Its now time to find out. And there is only one way to find out. Over the Top!!! Viva La France!!!!

F: 213:15 Sommerville Vs Nagumo (Wwii Naval) - Theme

Friday, 3:00:00 PM, 4 hrs, Players: 10

GM: Stephen Berger & ODGW

Sponsor: None, Prize: None

Period: World War II, Scale: 1/3000, Rules: Task Force

April 5, 1942: Adm Nagumo's carriers have raided Colombo (Ceylon) and are looking for a freshly reinforced British Far Eastern Fleet. Sommerville plays 'cat and mouse' trying for one good blow as Nagumo hunts down everything afloat near Ceylon. Rules taught, beginners welcome

F: 305:15 Operation Mitten

Friday, 3:00:00 PM, 4 hrs, Players: 6

GM: Tim Broome & Pittsburgh Band of Gamers

Sponsor: None, Prize: None

Period: World War II, Scale: 15mm, Rules: Command Decision Test of Battle

On the 27th June, the day after Operation Epsom began to outflank and eventually capture the city of Caen, Operation Mitten was launched to eradicate a salient in the line to the North of Caen and capture the chateaux of La Londe. The area of the Châteaux was later called the "bloodiest square mile in Normandy".

F: 342:15 Battle Of Shiloh

Friday, 3:00:00 PM, 5 hrs, Players: 8

GM: Michael Pederson

Sponsor: None, Prize: None

Period: American Civil War, Scale: 15mm, Rules: Fire and Fury

This was a major battle in the American Civil War that was fought over two days on April 6-7, 1862, in southwestern Tennessee. The Union Army of the Tennessee under Major General Ulysses S. Grant had moved via the Tennessee River deep into the state of Tennessee and was encamped principally at Pittsburg Landing on the west bank of that river. General Grant seemed unconcerned with the possibility that he might be attacked, and thus

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his troops were spread out over in a wide bivouac, with most of kids under 14 must be accompanied by an adult

F: 357:15 Custer'S Yanks Are Coming! 1867 - Theme

Friday, 3:00:00 PM, 3 hrs, Players: 16

GM: Peter Panzeri

Sponsor: None, Prize: Prizes!

Period: Western, Scale: 28mm, Rules: "FRONTIERS-in-FLAMES

CUSTER at the LITTLE BIGHORN against Sitting Bull and Crazy Horse IN THE Great Sioux War of 1876. Will this be a "Last Stand?" Or can Custer hold on until Benteen arrives? An intense & exciting battle. Random events, hats, cheers and mayhem. What's not to love? CHECK-OUT "FRONTIERS-in-FLAMES" from OLD GLORY

F: 121:16 Bolt Action Z

Friday, 4:00:00 PM, 3 hrs, Players: 8

GM: Matthew Fridirici

Sponsor: None, Prize: Trophies!

Period: World War II, Scale: 28mm, Rules: Heavily Modified Bolt Action

In the waning days of World War II Nazis scientists have unleashed their most fearsome weapon. Can your crack squad find the cure and survive the horrors?

F: 152:16 Shatterlands Walk Up Demo

Friday, 4:00:00 PM, 1.5 hrs, Players: 10

GM: Ben Rubin

Sponsor: Age of Eagles, Prize: Prizes Awarded

Period: Fantasy, Scale: 25mm, Rules: Shatterlands

Come try Shatterlands, the new character driven woodland black powder skirmish game from Stonegate Forge. Take command 1-2 characters in this innovative new system that evokes the tactical challenges of French and Indian War skirmish games and the character development aspects of fantasy RPGs. Walk away with a free character card and a figure to start your own squad. No ticket required.

F: 218:16 First Conflict

Friday, 4:00:00 PM, 4 hrs, Players: 6

GM: Tu Tran & ODGW

Sponsor: None, Prize: None

Period: Modern, Scale: 12mm, Rules: Mein Panzer

In this hypothetical scenario, the Soviet Union is eager to show the world its strength and have launched a surprise invasion of Seattle, Washington. Soviet forces are in full mobilization and are pushing eastward. U.S. Forces have been dispatched to defend a small town to halt the movement of the Soviet forces. Can the green U.S. Forces halt the advancement of the seasoned Soviet forces?

F: 222:16 Mein Zombie - Can You Survive?!?

Friday, 4:00:00 PM, 4 hrs, Players: 8

GM: Kenny Noe & ODGW

Sponsor: None, Prize: None

Period: Future, Scale: 28mm, Rules: Mein Zombie

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

F: 250:16 Finding A Sniper

Friday, 4:00:00 PM, 4 hrs, Players: 4

GM: Jim Casey

Sponsor: None, Prize: None

Period: Modern, Scale: 28mm, Rules: Skirmish Sangin (Disdash)

A French Foreign Legion squad is tasked to patrol along an Afghan road for a sniper. Rules taught. Young adults and children accompanied by adult please.

F: 319:16 The Investment Of Dendermonde

Friday, 4:00:00 PM, 5 hrs, Players: 6

GM: James Brokaw & Carnage and Glory

Sponsor: None, Prize: None

Period: Age of Reason, Scale: 15mm, Rules: Will you go to Flanders 2nd edition

After the defeat at Ramillies, the French abandoned most of Spanish Flanders except Dendermonde. In this modified scenario Dendermonde is smaller, Vallee has constructed earthen redoubts and collected a force of odd French remnants. Charles has a small British contingent with a larger force of mostly Danish allies. Supporting the British are Dutch troops. A relief force of Bavarians is on its way.

F: 325:16 Operations In Louisiana - April 1864

Friday, 4:00:00 PM, 4 hrs, Players: 6

GM: Nigel Marsh & Carnage and Glory

Sponsor: None, Prize: None

Period: American Civil War, Scale: 28mm, Rules: Carnage&GloryII

The afternoon of April 8, 1864, The Red River campaign is underway, and Nathaniel Banks commanding the Union forces meets his adversary Richard Taylor at the battle of Mansfield. This scenario refights a portion of this classic meeting engagement.

F: 358:16 Tarleton'S Pursuit 1781 Aiw - Theme

Friday, 4:00:00 PM, 2 hrs, Players: 6

GM: Devon Start

Sponsor: None, Prize: Prizes!

Period: American War for Independence, Scale: 28mm, Rules: "FRONTIERS-in-FLAMES

Can the withdrawing American Continental Regulars and Militia turn and stop Bad Banastre's Legion? Or will this be their "Last Stand?" An intense & exciting battle. Random events, hats, cheers and mayhem. What's not to love? CHECK-OUT "FRONTIERS-in-FLAMES" from OLD GLORY

F: 359:16 Daniel Boon'S Rear Guard 1778 - Theme

Friday, 4:00:00 PM, 2 hrs, Players: 6

GM: Peter Panzeri

Sponsor: None, Prize: Prizes!

Period: American War for Independence, Scale: 25mm, Rules: "FRONTIERS-in-FLAMES

Can Daniel Boon's Yanks make it home to Boonsborough? A perilous RETREAT of the American Revolution. An amazing game system using Dr. Jim Birdseye's "Happy Rear Guard" scenario adapted for AWI. Join Game Master Peter Panzeri III for a fast paced & bloody operation for all.

F: 100:17 A Snowball'S Chance In Helmand

Friday, 5:00:00 PM, 3 hrs, Players: 4

GM: Joe McGrath

Sponsor: None, Prize: None

Period: Modern, Scale: 28mm, Rules: Skirmish Sangin

Another hot day, another routine patrol through another Afghan village for this US Army squad, until things start to REALLY heat up.. Experience Asymmetric warfare right out of today's headlines in this fast-paced and realistic yet fun game!

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F: 317:17 Carnage And Glory: Russia 1918--1920: The Polar Bears - Theme

Friday, 5:00:00 PM, 2 hrs, Players: 8
GM: John Spiess & Carnage and Glory
Sponsor: Age of Eagles, Prize: None
Period: Inter-War, Scale: 25mm, Rules: Carnage and Glory II (modified)
The Great War over, American doughboys fight on in unknown places like Bolshie Ozerki and Romanovka. They will be known as "The Polar Bears". Inspired by actual events, using rules modified for the Russian Civil War. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Although for all players, game designed for those unfamiliar with rules or period. 2nd of a campaign. Parent/Child teams welcome.

F: 117:18 WWI - Verdun

Friday, 6:00:00 PM, 4 hrs, Players: 6
GM: Troy Turner
Sponsor: None, Prize: None
Period: World War I, Scale: 15mm, Rules: Regimental Fire and Fury Variant
The Battle of Verdun epitomized the fighting on the Western Front. German and French armies bled each other white in an attempt to win the war by brute force alone. Le Mort Homme (Deadman's Hill) became the centerpiece in a battle of attrition. Come join in for a true slugging match that made participants wish this was indeed the war to end all wars.

F: 126:18 Battle Of East Cemetary Hill At Gettysburg

Friday, 6:00:00 PM, 4 hrs, Players: 8
GM: Michael Wedding
Sponsor: None, Prize: None
Period: American Civil War, Scale: 20mm, Rules: JRIII (Johnny Reb 3)
The Confederates attack Cemetary Hill to drive off the Union Army. If they succeed, Pickett's Charge the next day on July 3rd would have never happened and in all likelihood, the Union would have retreated.

F: 186:18 First Battle Of Kernstown

Friday, 6:00:00 PM, 5 hrs, Players: 8
GM: Thomas Garnett
Sponsor: None, Prize: None
Period: American Civil War, Scale: 28mm, Rules: Carnage & Glory
As a opening act of the 1st Shenandoah Valley campaign, CSA General Jackson's small division checked the larger Union force under Maj Gen Bank near the northern Valley town of Kernstown. This action caused the US government to keep General Banks in the Valley, denying this important reinforcement to General McClellan's army in the Peninsula Young folks 14+ welcome

F: 198:18 Dad'S Army V The Jerries - Theme

Friday, 6:00:00 PM, 4 hrs, Players: 8
GM: John Kerstetter
Sponsor: None, Prize: Trophy
Period: World War II, Scale: 28mm, Rules: Modified Trench Wars
A lighthearted skirmish game with various thrown together Brits defending the homefront. A lighthearted skirmish game with various thrown together Brits defending the home front.

F: 226:18 Sky Galleons Of Mars

Friday, 6:00:00 PM, 4 hrs, Players: 12
GM: David Kasper & NOWS
Sponsor: None, Prize: Trophy
Period: Victorian Science Fiction, Scale: 28mm, Rules: mod Sky Galleons of Mars
Tor Tougot a notorious pirate and gun runner is being pursued by a British gunboat fleet. Tor leads the Gunboats into a trap soon the British fleet is assailed by pirates from every direction can the gunboat fleet escape the trap. Lots of colorful ships lots of die what could be better

F: 234:18 Joe Hack : Some Trust In Horses And Chariots

Friday, 6:00:00 PM, 4 hrs, Players: 11
GM: Joe Swartz & NOWS
Sponsor: None, Prize: None
Period: Ancients, Scale: 28mm, Rules: JOE HACK
As the centurion Scipio saw the barbarian coalition before him, many were on foot, but some were on horses or in chariots. He knew that even if some of them were trusting in horses and chariots, we will trust in Mars, our god of war as he commanded his century to stand to receive the barbarian onslaught. rules taught, minors welcome with adult

F: 240:18 32 Guards Brigade'S Attack Toward Volkel 23 Sept 1944.

Friday, 6:00:00 PM, 4 hrs, Players: 6
GM: Van Osgood & R.A.W.
Sponsor: None, Prize: None
Period: World War II, Scale: 28mm, Rules: 'My 30 Yds'
During Operation Market Garden, Hells Hgwy had been cut N of Veghel. Shermans and Inf. of the Coldstream Grds. were tasked with clearing out part of Kampfgruppe Walther. 1 to 1 Skirmish, lots of Tanks and Troops Rules Quick and easy to learn. No children under 14 please.

F: 241:18 Fireball Forward The Retake Of Island #10

Friday, 6:00:00 PM, 4 hrs, Players: 6
GM: George Hunsicker & R.A.W.
Sponsor: None, Prize: None
Period: World War II, Scale: 15mm, Rules: Fire Ball Forward
It's late fall on Lake Ladoga. The Germans have taken possession of Island #10 which lies close to the infamous "ice road" which saved Leningrad last year. German artillery on the island will take care of that possibility! But through the early morning fog there is the sound landing craft filled with Soviet Marines and Sailors determined to retake the island.

F: 244:18 Target Lille - 1942 - Theme

Friday, 6:00:00 PM, 4 hrs, Players: 7
GM: Keith Eshelman & R.A.W.
Sponsor: Age of Eagles, Prize: Compete For Prizes Kindly Provided By I-94 Enterprises.
Period: World War II, Scale: 1:285 micro, Rules: Check Your 6
October 1942 - the 8th Air Force mounted its most ambitious raid to date, targeting the steel factories at Lille, France. The B-17's were escorted by P-38's, which was fortunate since they drew the attention of a squadron of Bf-109G's intent on stopping them. Scenario drawn from Brian DeWitt's Battles Above 1 book with prizes kindly supplied by I-94 Enterprises. Familiarity with the rules is very helpful, and no gamers under 12 please.

F: 256:18 By Fire And Sword Bring And Battle -The Deluge - Theme

Friday, 6:00:00 PM, 4 hrs, Players: 12
GM: Karl Shanstrom
Sponsor: Age of Eagles, Prize: Participation Prizes And Raffle Prizes Provided
Period: Pike & Shot, Scale: 15mm, Rules: By Fire and Sword
This is a no limit bring and battle event. Bring your painted skirmish force and battle it out with your friends and the By Fire and Sword team. The sides will be determined by points and nationalities of the forces brought by the participating players. This is a laid back game and event. The rules will be taught and new players are encouraged to attend and join in the fun. Loaner armies will be provided. We will have participation prizes as well as a raffle. Will the Polish Lithuanian Commonwealth win the day or will they be defeated by the Swedish Deluge!

F: 291:18 Look, Sarge, It'S A Tutorial

Friday, 6:00:00 PM, 2 hrs, Players: 4
GM: David Wood & HAWKS
Sponsor: None, Prize: None

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Period: Other, Scale: 10mm, Rules: Look Sarge, No Charts

Interested in learning about the Look, Sarge family of rules. Want to learn about the unique double random activation(TM) mechanism, rules without charts, and the streamlined mechanics? One of the author features a number of player-directed, two-hour tutorials of Look, Sarge, No Charts. The rules used in the tutorials will be first come, first served (and you can request rules ahead of time). Options: WWII, Fate of Battle (Napoleonic), A Union So Tested (ACW), and Bear Yourself Valiantly (Ancients, Fantasy, and Mediaeval).

F: 294:18 Zulu Morning Patrol

Friday, 6:00:00 PM, 3 hrs, Players: 6

GM: Bill Molyneaux & HAWKS

Sponsor: None, Prize: None

Period: Colonial, Scale: 15mm, Rules: Home Brew

The prince Imperial has assumed command of Lieutenant Jahel Carey's patrol, which included soldiers of the 17th Lancers and Natal Mounted police. With these men, he departed on a patrol towards the north, seeking a good site for the encampment of a portion of the army that evening, as well as to collect cartographic information about some deserted kralls.

F: 309:18 Race To Bastogne

Friday, 6:00:00 PM, 6 hrs, Players: 6

GM: John Drye & Pittsburgh Band of Gamers

Sponsor: None, Prize: None

Period: World War II, Scale: 15mm, Rules: Test of Battle: A War to be Won

The Battle of the Bulge centered on the road junction at Bastogne. The 47th Panzer Corps consisted of three divisions and was tasked to take the junction quickly. US forces from several divisions stand in their way. Test of Battle's innovative new rules allow players to command one of these divisions to determine whether Bastogne is captured and the offensive succeeds.

F: 313:18 Task Force Z

Friday, 6:00:00 PM, 4 hrs, Players: 6

GM: David Bonk & Carnage and Glory

Sponsor: None, Prize: None

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

16:45, July 11, 1944: Task Force Z, CCB 3rd Armored Division has been ordered to push through elements of Panzer Lehr towards Hauts-Vents.

F: 330:18 Japanese American War Of 1903.

Friday, 6:00:00 PM, 4 hrs, Players: 10

GM: Timothy (Tim) Niesen

Sponsor: None, Prize: None

Period: Other, Scale: 1/1200, Rules: Seekreig 5

In a dispute over the American rebuff of the Japanese purchase of the newly acquired Western Pacific colonies, Japan starts a war with the United States. Mitch King's ever improving software for the complex and variegated damage results will be used. Speeds play remarkably.

F: 334:18 Borkowo 1920

Friday, 6:00:00 PM, 4 hrs, Players: 6

GM: John Koprowski

Sponsor: None, Prize: None

Period: Inter-War, Scale: 20mm, Rules: TFL: If The Lord Spares Us (ITLSU)

This is a refight of a classic meeting engagement between Soviet forces moving west against a hodge-podge of Polish defenders. Mark Plant wrote this "Pygmy Wars" scenario now converted to ITLSU with some "extra" units. Always outnumbered, a Polish regiment meets a Soviet brigade heading west to expand the Worker's Paradise.

F: 335:18 The Sand Dunes Of Zwartfontein (German South-West Africa, 1905)

Friday, 6:00:00 PM, 4 hrs, Players: 6

GM: Roy Jones

Sponsor: Age of Eagles, Prize: German South-West Africa Figures

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

The Herero War is over - the Nama Wars have begun! The alliance between Nama leader Hendrik Witbooi and the Kaiser is shattered! A combined Nama force of Witbooi troops and those of Simon Kooper confront the Germans at Zwartfontein. The Germans have mobile mountain guns, but the Nama have some tricks of their own. From the forthcoming scenario book "The Nama Wars". More at: www.hererowars.com

F: 110:19 Battle Of The Sixth Deep Of Khazad-Dum T.A. 1980

Friday, 7:00:00 PM, 4 hrs, Players: 4

GM: Louis Valenti

Sponsor: Age of Eagles, Prize: None

Period: Fantasy, Scale: 15mm, Rules: Gods of War

For more than five millennia, the Balrog hibernated in its deep hiding place at the roots of the mountains in Khazad-dûm. It remained undisturbed until the mithril-miners of dwarf-king Durin VI awoke it. Now it is calling goblins and trolls to its cause. Can the Dwarves defeat this demon of the ancient world, or will they be forced to flee their ancestral halls forever? Refight this battle from Tolkien's Middle-Earth. May your beards never wither! This battle will cover the book and movie. Beginner friendly & Rules Taught. No Kids under 14 w/o parent. No food.

F: 128:19 Attack On The Dzershinzky Tractor Factory

Friday, 7:00:00 PM, 4 hrs, Players: 6

GM: Michael Pierce

Sponsor: None, Prize: None

Period: World War II, Scale: 20mm, Rules: Battlegroup Kursk WW2

In mid-October 1942, the Germans mount an attack to clear the Dzershinzky Tractor Factory, a massive industrial complex on the Volga. Two divisions, 14 Panzer and 305 Infantry commit battle groups against stubborn Russian defenders. For the Germans, success meant Stalin's city would fall. For the Soviets, not one step back---there is no land beyond the Volga! Rules will be taught. No children under 12 please.

F: 140:19 Battle For The Stasis Moon

Friday, 7:00:00 PM, 4 hrs, Players: 6

GM: William Stec

Sponsor: None, Prize: None

Period: SciFi, Scale: Other, Rules: Modified Full Thrust Lite

10 years after the Dominion War, the alliance between the Klingons and Federation has collapsed and war has broken out. In a recently surveyed star system on the Federation/Klingon border a moon-sized stasis bubble has been discovered. Eager to gain a technological advantage and exploit the contents of the bubble, the Federation and Klingons both send a major force to take control of the stasis bubble in a winner take all battle. Children 12 and older welcome with a playing adult who is present the entire game.

F: 145:19 Naval Battle Of Martinique - 17 April 1780

Friday, 7:00:00 PM, 3 hrs, Players: 10

GM: Brian Dewitt

Sponsor: None, Prize: None

Period: American War for Independence, Scale: 1/1200, Rules: Form of the Admiral's Wake

The Battle of Martinique (also called the Combat de la Dominique) took place in the West Indies during the American War of Independence.. The French fleet under Comte de Guichen with 3,000 troops intended to attack either St.

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Lucia or Barbados Sir George Rodney commanded the British fleet and immediately sailed to intercept. After attempting to close on the 16th the British fleet was still in close contact on the morning of the 17th and attacked. No experience with rules required.

F: 153:19 Shatterlands Walk Up Demo

Friday, 7:00:00 PM, 1.5 hrs, Players: 10

GM: Ben Rubin

Sponsor: Age of Eagles, Prize: Prizes Awarded

Period: Fantasy, Scale: 25mm, Rules: Shatterlands

Come try Shatterlands, the new character driven woodland black powder skirmish game from Stonegate Forge. Take command 1-2 characters in this innovative new system that evokes the tactical challenges of French and Indian War skirmish games and the character development aspects of fantasy RPGs. Walk away with a free character card and a figure to start your own squad. No ticket required.

F: 168:19 Look Sarge, What The? - Theme

Friday, 7:00:00 PM, 3 hrs, Players: 6

GM: Patrick McElveen

Sponsor: None, Prize: Prizes Awarded For Surviving With Style

Period: World War II, Scale: 28mm, Rules: Modified Flying Lead

"I thought they were with you." Late War, 1945, along the Rhine. What could possibly make the Germans and the Yanks work together? No, not the Russians. How about an extra-dimensional incursion of Orks? Orks with a more Wagnerian lean than your standard Tolkien types! Out for tasty humans, and who really cares if they are wearing gray or olive drab? Once you peel them they all taste the same. It's a three-way Waagh!-for-all in a lonely hamlet in the woods. Everyone has their own set of victory conditions, with prizes awarded for their accomplishment. Come ready to have fun!

F: 173:19 Tank Duel

Friday, 7:00:00 PM, 3 hrs, Players: 4

GM: Robert Varga

Sponsor: None, Prize: None

Period: World War II, Scale: 1/72, Rules: Modified Bolt Action

You are a contingent of German Panther G tanks (possibly 4) assigned the task of defending the Vire/les Carreaux crossroad, from the advancing Allied tank Brigade (28 tanks). Your hidden awaiting a kill opportunity. This is the 1st encounter with the improved Panther's, the Allies only hope is superior numbers. This reenactment of the actual encounter had the Germans hold off the Allies for a day and a half, can you do better?

F: 181:19 Starship Troopers - Invasion Of Mars

Friday, 7:00:00 PM, 4 hrs, Players: 6

GM: Bill White

Sponsor: Age of Eagles, Prize: None

Period: SciFi, Scale: 28mm, Rules: Starship Troopers

BUGS! Bugs have invaded a newly terraformed Mars! Will the Mobile Infantry successfully fight off the Arachnids before help arrives? You can take command of a Mobile Infantry squad fighting for the fate of mankind or lead the Arachnid invasion. Skinny intervention may occur! Can you convince the Skinnies to join your cause? Would you like to know more?

F: 201:19 Piats Forward

Friday, 7:00:00 PM, 3 hrs, Players: 5

GM: Tim Tilson

Sponsor: None, Prize: None

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

25 March 1945, 0100 hours. Kyigon Burma. A Japanese armor infantry task force has been ordered to break into the 9th Infantry Brigade "box". The "box" is defending an airfield that is the only source of supply for the isolated 17th Indian Division. The defending Punjabis have only PIATs and courage to stop the attackers. Will they hold or will Japanese break in?

F: 267:19 Assault On The Evil Temple

Friday, 7:00:00 PM, 4 hrs, Players: 6

GM: Robert Schaible

Sponsor: None, Prize: None

Period: Fantasy, Scale: 28mm, Rules: Frostgrave

Two teams of wizards race to an ancient temple complex that has recently begun summoning demons and other nefarious denizens of the lower planes. Magical spoils and fame await those brave enough to explore the temple and end the evil threat. However, a sinister presence may have something to say about any interlopers trespassing on the sacred grounds. Will you venture forth and claim your prizes and stop hellspawn, or will you end up a victim of the foul creatures or enemy warbands seeking the s Apprentice wizards under the age of 12 welcome with a playing adult.

F: 268:19 Tsushima

Friday, 7:00:00 PM, 4 hrs, Players: 10

GM: Don Smith & HAWKS

Sponsor: None, Prize: None

Period: Early 20th Century, Scale: 1/1800, Rules: General Quarters (modified) 1905 naval Battle Russo-Japanese Battleships and Armored Cruisers clash off Tsushima

F: 274:19 Hide And Sea(K) - Theme

Friday, 7:00:00 PM, 4 hrs, Players: 8

GM: Geoffrey Graff & HAWKS

Sponsor: None, Prize: None

Period: World War I, Scale: 1/2400, Rules: General Quarters II, modified

A World War 1 naval action on the South North Sea. British Code breaking frequently allowed them to react BEFORE the German fleet left harbor. We will portray a hypothetical (think balanced scenario) German raid on a British light ship patrol, with heavier ships adding in. And under foggy North Sea conditions. Simple rules with a 'navy' feel to the action.

F: 279:19 Action Near Serafimovich 1942

Friday, 7:00:00 PM, 3 hrs, Players: 6

GM: Don Hogge & HAWKS

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Battleground WWII

The Italians have been supporting the flanks of German Army as they drive towards Stalingrad. Near Serafimovich, along the Don River, the Italians fought off several counterattacks by Soviet forces. The Italians were hard pressed as they attempted to prevent a Soviet breakthrough. Gamers under the age of 1 are welcome with an adult

F: 297:19 Sharpe'S Dilemma

Friday, 7:00:00 PM, 3 hrs, Players: 8

GM: Eric Schlegel & HAWKS

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 25mm, Rules: Blood & Swash

Sharpe and Harper have been sent to a small town in Southern Spain to capture a French officer, who is of interest to British intelligence. However, the officer has recently killed Teresa's sister and she has vowed revenge. Will Sharpe follow his orders or his heart? Players under 13 welcome with a playing adult.

F: 302:19 Combat Patrol: Star Wars

Friday, 7:00:00 PM, 3 hrs, Players: 6

GM: Gregory Priebe & HAWKS

Sponsor: None, Prize: None

Period: SciFi, Scale: 28mm, Rules: Combat Patrol

Come learn the ways of the Force or embrace the power of the Dark Side as players battle for the fate of the galaxy with the new Combat Patrol Star Wars supplement. Rules will be taught. Padawans under 14 are welcome with the participation of a playing adult.

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F: 308:19 Look Sarge...What The? - Theme

Friday, 7:00:00 PM, 3 hrs, Players: 6

GM: Patrick McElveen & Pittsburgh Band of Gamers

Sponsor: None, Prize: Prizes Awarded For Surviving With Style

Period: World War II, Scale: 28mm, Rules: Modified Flying Lead

Late War, 1945, along the Rhine. What could possibly make the Germans and the Yanks work together? No, not the Russians. How about an extra-dimensional incursion of Orks? Out for tasty humans, and who really cares if they are wearing gray or olive drab? Three-way Waagh!-for-all in a lonely hamlet in the woods. Everyone has their own set of victory conditions, with prizes awarded.

F: 339:19 Battle Of Kasserine Pass - Theme

Friday, 7:00:00 PM, 5 hrs, Players: 6

GM: Dave Reiners

Sponsor: None, Prize: None

Period: World War II, Scale: 10mm, Rules: Kiss Rommel

Come and see if you can breakthrough the German lines with the inexperienced American troops. Lead Rommel's veterans and teach these Ami's what 4 years of battle experience has brought to the table. kids under 14 must be accompanied by an adult

F: 351:19 Chasing General Lee

Friday, 7:00:00 PM, 3 hrs, Players: 3

GM: Del Stover & Wednesday Night Gamers of Alexandria

Sponsor: None, Prize: None

Period: American Civil War, Scale: 10mm, Rules: 2d6 ACW (Home Rules)

Gettysburg is over, but the Army of Northern Virginia has a long way to go to reach safety. Lincoln prods Meade to give chase. Lee Orders a mauled division to fight a rear guard action buying the Confederates time to escape. With their sacrifice keep the Confederates in the war? A tactical nightmare on a nicely scenicked table.

F: 107:20 Floating Issues And Pushing Legalities (Lawyers Asso. Of The Western States)

Friday, 8:00:00 PM, 3 hrs, Players: 10

GM: Patrick Hreachmack

Sponsor: None, Prize: None

Period: Western, Scale: 25mm, Rules: Desperado

It is time for the bi-annual electoral meeting of the LAWS group. This year they are meeting on board the riverboat Keystone. Everyone covets the Presidential position because of the benefits (under table benefits and graft!!) This is a highly competitive position and the attorneys will stop at nothing to obtain the Presidency. Will you be the next President? Due to some adult themes, gamers must be 18 or older.

F: 203:20 A Hard Day'S Night

Friday, 8:00:00 PM, 3 hrs, Players: 12

GM: Peter Landry

Sponsor: None, Prize: None

Period: World War I, Scale: '1/144, Rules: Wings of Glory

After taking several serious losses on daylight bombing raids on London, the Germans decided it was too much. They then began a night time campaign against the British Isle. Come fly on a night time mission piloting a Gotha V bomber, or rally to the defense of London as part of the Home Defense force. Pilot a Gotha bomber on a night mission to London or fly with the Home Defense Force and defend your city from the night time intruders.

F: 230:20 Brazen Chariots - The Battle Of Trig El Abd

Friday, 8:00:00 PM, 3 hrs, Players: 8

GM: Adam Wine & NOWS

Sponsor: None, Prize: Certificates

Period: World War II, Scale: 15mm, Rules: Brazen Chariot WWII Tank Battles
On May 26, 1942 Rommel launched Case Veneza, an offensive against Britian's Gazala Line. During the night of May 26-27, the panzers swept around the southern flank of the British defenses. At 0900 the 8.Panzer-Regiment slammed into the 4th Armoured Brigade at Bir Beuid. The 5.Panzer-Regiment have been are ordered north to assist and the 2nd Royal Gloucestershire Hussars have been order south.

F: 318:20 Carnage And Glory: Russia 1918--1920: The Polar Bears - Theme

Friday, 8:00:00 PM, 2 hrs, Players: 8

GM: Tom Cusa & Carnage and Glory

Sponsor: Age of Eagles, Prize: None

Period: Inter-War, Scale: 25mm, Rules: Carnage and Glory II (modified)

The Great War over, American doughboys fight on in unknown places like Bolshie Ozerki and Romanovka. They will be known as "The Polar Bears". Inspired by actual events, using rules modified for the Russian Civil War. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Although for all players, game designed for those unfamiliar with rules or period. 3rd of a campaign. Parent/Child teams welcome.

F: 360:20 The Sand Pebbles - A Quest - Theme

Friday, 8:00:00 PM, 3 hrs, Players: 30

GM: Peter Panzeri

Sponsor: Age of Eagles, Prize: Prizes!

Period: Colonial, Scale: 28mm, Rules: "FRONTIERS-in-FLAMES

BASED ON THE FILM: THE SAND PEBBLES, Each Team of 3-Players get their own Combat Crew & US NAVY GUNBOAT the "San Pablo" on the Yangtze River in China and start out on a THREE TABLE QUEST across CHINA. A War Game, A strategy game, a Survival game. The goal is to face all challenges and make it to Shanghai alive. CAN YOU SURVIVE??? PRIZES for the Crew who does the best. DON'T MISS THIS RARE CHANCE TO PLAY IN ONE OF THE MOST REWARDING AND FUN GAMES EVER. Reviewed as "Highly entertaining, surp CHECK-OUT "FRONTIERS-in-FLAMES" from OLD GLORY

F: 343:22 Battle Of Castelcerino 1809

Friday, 10:00:00 PM, 4 hrs, Players: 4

GM: Cliff Brunken

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 15mm, Rules: Shako II

The Austrian commander Sorbier crossed the Tramigna River undetected and then crossed the ridge northwest of Soave pushing an Austrian detachment back. Johann was surprised when he learned the Italians were on his Flank. He hastily assembled his force to counterattack the threat to his line of retreat. A NEW Michael Hopper Scenario kids under 14 must be accompanied by an adult

F: 166:23 The Big Pig Hunt

Friday, 11:00:00 PM, 4 hrs, Players: 12

GM: Karl Strohmeyer

Sponsor: Age of Eagles, Prize: None

Period: World War II, Scale: 1/1200, Rules: General Quarters 3 Modified

It is dawn October 25th 1944. Nishimura's forces save for the DD SHIGURE have been wiped out so the USN believes... Suddenly on the radar screens there is a HUGE radar blip!! Only one thing can make that signature that big on a radar screen. A BATTLESHIP!! It is FUSO hurt and trying to limp to safety after taking two torpedoes aft. The USN pursuit group is now galvanized with getting to her and finishing her off. However Admiral Shima has not lost NACHI to a collision with MOGAMI and has side Mature kids 12 and up with an adult are ok. Rules are easy to learn. Experience with GQ helpful but not necessary.

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Saturday Games

S: 104:09 Hunting Fever, Normandy 30 July 1944

Saturday, 9:00:00 AM, 4 hrs, Players: 5

GM: Michael Decarlo

Sponsor: None, Prize: None

Period: World War II, Scale: 15mm, Rules: FIREBALL FORWARD!

The Scots Guards's Churchill tanks reached their objective, Hill 226, by the end of the first day of Operation Bluecoat. The crews were out of their tanks resting and having a smoke. Unfortunately their left rear flank was not secure. Three of the new German Jagdpanthers then made their Western Front debut. The Hunting Panthers rolled through the British position, shot up eleven Churchills, and exited the other side. Give it a try.

S: 136:09 Lardie Of Spain - Part II

Saturday, 9:00:00 AM, 4 hrs, Players: 6

GM: Joe Moore

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 28mm, Rules: Too Fat Lardies Sharp Practice II

The Corunna Campaign, Peninsula War, 1808 continues: The French dislodged the British rearguard at Historicon, now as Sir John Moore falls back on Corunna in late 1808, British light forces will cover the main body's continued retreat. Light detachments of both sides will clash in hilly terrain. Knowledge of rules preferred, but not essential. Children under 15 with a playing adult, please.

S: 142:09 Operation Battleaxe - June 1941 - Theme

Saturday, 9:00:00 AM, 4 hrs, Players: 4

GM: Mark Greenwald

Sponsor: Age of Eagles, Prize: None

Period: World War II, Scale: 15mm, Rules: BattleGroup - Tobruk

Tobruk is under siege. The 6th RTR is part of operation Battleaxe to defeat the axis forces on the Egyptian/Libyan border, relieve Tobruk, and capture Derna and Mechili. This game focuses on actions near Sidi Omar. Battlegroup: Tobruk rules will be used. New players preferred.

S: 146:09 Battle Of Iconium - 18 May 1190

Saturday, 9:00:00 AM, 3 hrs, Players: 10

GM: Brian Dewitt

Sponsor: None, Prize: None

Period: Medieval, Scale: 25mm, Rules: Age of Knights

The Battle of Iconium (sometimes referred as the Battle of Konya) took place during the Third Crusade, in the expedition of Frederick Barbarossa to the Holy Land. The Turks offered to let Barbarossa and his army pass through their territory for the price of 300 pounds of gold. No experience with rules required.

S: 190:09 Yanks In Normandy - Theme

Saturday, 9:00:00 AM, 4 hrs, Players: 6

GM: Edward Watts

Sponsor: None, Prize: None

Period: World War II, Scale: 15mm, Rules: Rapid Fire for Rookies

The D-Day invasion was successful but now the Americans must push forward through the farms and villages of Normandy before the Germans can counter attack and drive them back to the beaches. Kids who can read the 2 sided quick play reference sheet welcome.

S: 199:09 Hohenfriedeburg

Saturday, 9:00:00 AM, 3 hrs, Players: 5

GM: Timothy (Tim) Tilson

Sponsor: None, Prize: None

Period: Age of Reason, Scale: 15mm, Rules: Black Powder

4 June 1745. Prince Charles is leading a combined Austro-Saxon army into Silesia to drive out King Frederick the Prussians once and for all. They advance into the plains expecting to attack the Prussians. However Frederick decided to strike first. His dawn attack routed the Saxon contingent. Now he turns to face the Austrians. Can he finish off the allied army or will the Austrians hold out.

S: 225:09 Check Your Six! - The Cbi - 1942

Saturday, 9:00:00 AM, 4 hrs, Players: 8

GM: Paul Meyer & NOWS

Sponsor: None, Prize: None

Period: World War II, Scale: '1/144, Rules: Fighting Steam

Early aircraft of both the RAF and the JAAF are featured in this China - Burma -India theater clash. Who needs retractable landing gear anyway? House rules provide the slightly higher level of detail appropriate for scenarios with smaller numbers of larger-scale aircraft . Rules will be taught. Young players welcome with a playing adult

S: 233:09 Joe Hack : He Who Is Not With Us

Saturday, 9:00:00 AM, 4 hrs, Players: 11

GM: Joe Swartz & NOWS

Sponsor: None, Prize: None

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

As the barbarian warbands charged from ambush towards the Roman cohorts, the centurion Scipio knew his battle hardened veterans would live up to their reputation. Having remembered the treachery of Arminius at Tuetoberg Wald, he was grateful that there were no Germans in the Roman order of battle and shouted "He who is not with us is against us" as his century turned to face the oncoming horde. rules taught, minors welcome with adult

S: 236:09 Diversion At Glass Mills

Saturday, 9:00:00 AM, 4 hrs, Players: 6

GM: Joe Evans & R.A.W.

Sponsor: None, Prize: None

Period: American Civil War, Scale: 15mm, Rules: Modified Across a Deadly Field

Sep 19, 1863. The Union and Confederate Armies are fighting in the forests along the Chickamauga River. At 9:00 AM, CSA MG Breckinridge is ordered to withdraw from the far left and march North to attack along the other flank. His division did not arrive in position until nightfall, too late to do any good. What if he had attacked the Union southern flank instead? A hypothetical battle from Brad

S: 260:09 Epic Conflicts Of The Ancient World: An Intro To Triumph! Fast Play Rules For Ancient And Medieval Battles

Saturday, 9:00:00 AM, 2 hrs, Players: 8

GM: David Kuijt

Sponsor: None, Prize: None

Period: Medieval, Scale: 15mm, Rules: TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

Take on the role of Caesar, the Great Khan or Pharaoh of Egypt and lead your forces against your brutal enemies as you battle your way across four different matchups from Biblical, Classical, Dark Ages and Medieval times. This walk-up game opportunity FOR WHICH YOU DO NOT NEED TO BE REGISTERED (just walk-up if you see an opening) introduces players to the fast-play TRIUMPH! ancient and medieval rules. Play one game or play a dozen. TRIUMPH! tutors are on hand to help introduce you to the game, teach and answer questions. Rules are easy to learn and will be taught. Armies provide

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S: 272:09 Hold The Line

Saturday, 9:00:00 AM, 3 hrs, Players: 6

GM: Kevin Fischer & HAWKS

Sponsor: None, Prize: None

Period: SciFi, Scale: 12mm, Rules: Muv-Luv Alternative: Tactics

Set in an alternative timeline of July, 1998; the aliens known as BETA have broken through every defensive line established and are upon the ancient capital city of Kyoto. The combined Imperial Japanese, UN and US forces have failed so far and now must stop the BETA at all costs or else the capital will fall and millions will perish. This is a home brewed rule set using small, somewhat fragile models. If any child or young teen wishes to play, please have them accompanied by an adult.

S: 276:09 Chaos Wars Demonstration

Saturday, 9:00:00 AM, 3 hrs, Players: 6

GM: Robert Dean & HAWKS

Sponsor: None, Prize: None

Period: Fantasy, Scale: 25mm, Rules: Chaos Wars

The Governor of the northern provinces has had enough of orc raids! It's time to take the battle to them. But his army may have bitten off more than they can chew as they attempt to destroy an orc village. Fast play rules will be taught.

S: 282:09 Chatillon - The War Comes To Paris, 19 Sept 1870

Saturday, 9:00:00 AM, 4 hrs, Players: 6

GM: Bruce Weigle & HAWKS

Sponsor: None, Prize: None

Period: 19th Century, Scale: 6mm, Rules: 1871

The German 3rd Army was just a half day's march from completing the circumvallation of Paris, the Prussian V Corps leading, followed by the II Bavarian Corps. Who could have thought that the French would object? But suddenly, unexpectedly, French soldiers were everywhere: the new 14th Corps - although mostly reservists and hastily-trained recruits - wasn't going to allow the Germans to pass.

S: 295:09 Action On The Pratzen

Saturday, 9:00:00 AM, 4 hrs, Players: 6

GM: Eric Schlegel & HAWKS

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 15mm, Rules: Le Feu et Fureur (modified Regimental Fire & Fury)

December 2, 1805. Napoleon launches Soult's corps up the Pratzen Heights, in a masterstroke to cut off and surround half of the allied army at Austerlitz, while the Allies scramble to throw anything in their way in a desperate attempt to stave off defeat! We will be running this scenario all day, using different sets of rules for compare and contrast purposes. Players under 13 welcome with a playing adult.

S: 301:09 Doctor Who And The Pirates Of The Cyberiad Main

Saturday, 9:00:00 AM, 3 hrs, Players: 6

GM: Christopher Palmer & HAWKS

Sponsor: None, Prize: None

Period: SciFi, Scale: 28mm, Rules: GASLIGHT

Can the Doctor enjoy a nice restful trip to a sunny Caribbean island in the early 1700's without something going wrong? It seems that Pirates have arrived to plunder the town, and they've brought some unusual stowaways: a group of Cyberman have hitched a ride after their spacecraft crashed in the ocean; and they're looking for new recruits amongst the local population! Children under 14 welcome with a playing adult.

S: 326:09 Chassepot V Needle Gun Redux

Saturday, 9:00:00 AM, 5 hrs, Players: 8

GM: Wilbur Gray & Carnage and Glory

Sponsor: Age of Eagles, Prize: Order Of The Pink Pansy

Period: 19th Century, Scale: 15mm, Rules: Age of Valor Expansion to Age of Eagles II

A Historicon encore by demand. The French and Prussians clash at Saarbrücken and Forbach at the beginning of the Franco-Prussian War. An expanded battlefield adds lots of maneuver room, and optional reinforcements could well turn disaster into victory. Also known as Spichern, this is a new AOV Imperial expansion module scenario. Thick skins needed for caissons full of fun.

S: 340:09 The Battle Of Salzburg 1809

Saturday, 9:00:00 AM, 4 hrs, Players: 6

GM: Scott Landis

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 15mm, Rules: Shako II

Jellacio's force occupied the Salzburg region with orders to protect the right flank of Johann's army in Italy. Wrede's Bavarian's along the Salzburg river to do as much damage to the retreating Austrian Army. A New Michael Hopper Scenario kids under 14 must be accompanied by an adult

S: 344:09 The Streets Of Stalingrad

Saturday, 9:00:00 AM, 5 hrs, Players: 6

GM: Michael Fatovic

Sponsor: None, Prize: None

Period: World War II, Scale: 54mm, Rules: Modified Combat Patrol

What remains of the Soviet 62nd Army has been forced into an approximate 1,000 yard strip of land on the western bank of the Volga. The Germans are committed in one more major attack in an attempt to crush the remaining Soviets before winter. Who will be Triumphant in this Rattenkrieg come and see if you can change History! kids under 14 must be accompanied by an adult

S: 347:09 Malta 1942 - Air Force

Saturday, 9:00:00 AM, 4 hrs, Players: 8

GM: Dennis Wang

Sponsor: None, Prize: None

Period: World War II, Scale: 1/200, Rules: AH Air Force/Dauntless

Malta was one of most heavily attacked places of World War 2. The arrival of Spitfire V in March 1942 was the turning point in the air war over Malta. Play AH Air Force! with 1/200th scale planes, telescoping stands, altitude, speed indicators and 3" hexes. BYO WiFi laptop/tablet/smartphone. NO pencil, paper or die needed. Some loaner tablets available. Free rules and tutorial for novices. The arrival of Spitfire Vs was the turning point in air war Malta. 1/200th scale planes, stands with alt, spd displays 3" hexes. BYO WiFi tablet/smartphone. Some loaners. Free rules/tutorial.

S: 123:10 Scandinavian Showdown - Sweden, 2018?

Saturday, 10:00:00 AM, 2 hrs, Players: 4

GM: Robert Franklin

Sponsor: None, Prize: None

Period: Modern, Scale: 1:285 micro, Rules: ThunderBolt!

Russia uses its annual Baltic Fleet exercise as a cover for the 336th Guards Marine Brigade to assault Gotland Island. Securing Gotland will prevent the Nordic Battlegroup from reinforcing the NATO countries of the eastern Baltic. Russian airborne infantry must stand against Swedish Strv 122 MBTs and Strf 90 IFVs long enough for the arriving T-80s to clear the beachhead. Rules will be taught.

S: 129:10 Dead Run!

Saturday, 10:00:00 AM, 4 hrs, Players: 8

GM: Michael Pierce

Sponsor: None, Prize: None

Period: SciFi, Scale: 28mm, Rules: Dead Run (Home)

The good news is your group of survivors picked up a radio call announcing an evacuation from the local airport. The bad news is you're on the other side of

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town from the airport. And more bad news is the town is full of undead creatures hungering for your flesh. And the worst bad news is you are low on ammo and meds. Oh, and the zombies are mutating! No children under 12 without parent.

S: 154:10 Shatterlands Walk Up Demo

Saturday, 10:00:00 AM, 1.5 hrs, Players: 10

GM: Ben Rubin

Sponsor: Age of Eagles, Prize: Prizes Awarded

Period: Fantasy, Scale: 25mm, Rules: Shatterlands

Come try Shatterlands, the new character driven woodland black powder skirmish game from Stonegate Forge. Take command 1-2 characters in this innovative new system that evokes the tactical challenges of French and Indian War skirmish games and the character development aspects of fantasy RPGs. Walk away with a free character card and a figure to start your own squad. No ticket required.

S: 170:10 Escom - Graduation Escalation

Saturday, 10:00:00 AM, 4 hrs, Players: 6

GM: Mark Kochte

Sponsor: None, Prize: Starship Minis

Period: SciFi, Scale: 1/2500, Rules: Emerging Suns: Starship Combat Manual

Congratulations! You have just finished your final courses and exams of Command School. Now it is time to put your learning to the test. You are currently assigned command of a frigate, type which you may select according to your tactical proficiencies. You are to kill off all other ships on the board. If your frigate is destroyed, you will move up to a destroyer. Your goal remains the same. If your destroyer is destroyed, you will move up to a light cruiser with the same aforementioned goal. This is an escalation style game to illustrate the mechanics of the ESCOM rules set.

S: 175:10 Kings Of War Historical Romans

Saturday, 10:00:00 AM, 3 hrs, Players: 6

GM: Paul Trainor

Sponsor: None, Prize: None

Period: Ancients, Scale: 28mm, Rules: King of War Historical

15 BC, a young Tiberius must suppress invaders from the Alps for Emperor Augustus. Will he succeed or die for Rome?

S: 176:10 Tank Duel

Saturday, 10:00:00 AM, 3 hrs, Players: 4

GM: Robert Varga

Sponsor: None, Prize: None

Period: World War II, Scale: 1/72, Rules: Modified Bolt Action

You are a contingent of German Panther G tanks (possibly 4) assigned the task of defending the Vire/Les Carreaux crossroad, from the advancing Allied tank Brigade (28 tanks). Your hidden awaiting a kill opportunity. This is the 1st encounter with the improved Panther's, the Allies only hope is superior numbers. This reenactment of the actual encounter had the Germans hold off the Allies for a day and a half, can you do better?

S: 184:10 The Death Of Wittmann, Gaumesnil, France, 8 August 1944

Saturday, 10:00:00 AM, 5 hrs, Players: 8

GM: Sean Barnett

Sponsor: Age of Eagles, Prize: None

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

Panzer ace Michael Wittmann leads the counterattack of 101st SS Heavy Panzer Battalion against British and Canadian armor driving toward Falaise during Operation Totalize. The Germans are outnumbered but they have always been able to rely on their powerful Tiger tanks to overcome long odds. This time, however, the British Fireflies may be a match even for the Tigers. Join in the game and determine Wittmann's fate! From the Fireball Forward Villers-Bocage scenario book. Younger gamers welcome with adult.

S: 187:10 Battle For The Adda River Line - Action At Vaprio

Saturday, 10:00:00 AM, 5 hrs, Players: 8

GM: Thomas Garnett

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 28mm, Rules: Regimental Fire and Fury

Following the French defeat near Verona in March 1799 (War of the 2nd Coalition), the French retreated to the Adda River line, a naturally strong position. Unfortunately for the French, they did not have sufficient troops for its defense. Taking advantage of the gaps, the Austrians established several bridge points, with the one at Trezzo used to turn French General Grenier's division at Vaprio Young folks 14+ welcome

S: 209:10 Pegasus Bridge In 28Mm

Saturday, 10:00:00 AM, 3 hrs, Players: 12

GM: Lee Sowers

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Skirmish Action

Try the popular new Skirmish Action Rules playing Pegasus Bridge, the 1st battle on D-Day. Use historical weapons and tactics in an easy to play and fast moving game. If you're tired of unrealistic rules, try Skirmish Action where real differences in your troops reward real differences in your tactics. Experience the look and feel of WWII squad level combat and see if you can change history! Rules Taught. Minis Provided. Adults Only.

S: 211:10 Rommel! The Yanks Are Coming To Tunisia! - Theme

Saturday, 10:00:00 AM, 2 hrs, Players: 18

GM: Chris King

Sponsor: Age of Eagles, Prize: From Old Glory

Period: World War II, Scale: 15mm, Rules: ROMMEL RULES!

Amazing Fun game with GMs Chris King & Pete Panzeri for a MASSIVE TANK BATTLE in the mountains of NORTH AFRICA! As US Armored Forces invade Tunisia and face the Germans and Italians in their first major Armored Warfare campaign of WW2. As Patton said: "ROMMEL!! I read your book! You magnificent SOB! I read your BOOK!" A FUN & FACED-PACED battle! LOOK FOR US ALL WEEKEND IN THE CORNWALL ROOM! And don't miss our "YANKS ARE COMMING SEMINARS!"

S: 214:10 Encouter Off Jaluit (1937 Naval Action) - Theme

Saturday, 10:00:00 AM, 4 hrs, Players: 10

GM: Stephen Berger & ODGW

Sponsor: None, Prize: None

Period: World War II, Scale: 1/3000, Rules: General Quarters 3

July 5, 1937: Amelia Earhart is down in the Marshall Is. The USS Penguin sent near Jaluit to search has been seized by the IJN. A battle group has been dispatched from Oahu to demand it's release. The IJN has responded with it's own battle group. Rules taught, beginners welcome.

S: 217:10 On To Tobruk

Saturday, 10:00:00 AM, 4 hrs, Players: 8

GM: Don Carter & Pittsburgh Band of Gamers

Sponsor: None, Prize: None

Period: World War II, Scale: 25mm, Rules: Mein Zombie Squad rules

North Africa 1942. While the Axis and Allied forces fight back and forth in the desert, A zombie plague breaks out in the Axis ranks. British forces have fallen back to Tobruk, sending out messages to scattered units to make for rally points around the city. come join the fight of desert zombies.

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Event numbers now contain a 2-digit game start hour designation (24hr time) as the last 2 numbers

S: 219:10 First Conflict

Saturday, 10:00:00 AM, 4 hrs, Players: 6

GM: Tu Tran & ODGW

Sponsor: None, Prize: None

Period: Modern, Scale: 12mm, Rules: Mein Panzer

In this hypothetical scenario, the Soviet Union is eager to show the world its strength and have launched a surprise invasion of Seattle, Washington. Soviet forces are in full mobilization and are pushing eastward. U.S. Forces have been dispatched to defend a small town to halt the movement of the Soviet forces. Can the green U.S. Forces halt the advancement of the seasoned Soviet forces?

S: 231:10 Brazen Chariots - The Battle Of Bir El Tammar

Saturday, 10:00:00 AM, 3 hrs, Players: 8

GM: Adam Wine & NOWS

Sponsor: None, Prize: Certificates

Period: World War II, Scale: 15mm, Rules: Brazen Chariot WWII Tank Battles

On May 26, 1942 Rommel launched Case Veneza, an offensive against the British's Gazala Line. During the night of May 26-27, the panzers swept around the southern flank of the British defenses. During the morning the panzers overran three British brigades. It is now 1400 and the panzers need to be stopped. The 2nd Armoured Brigade have been ordered south to Bir el Tammar to hold the line!

S: 246:10 A Legendary Encounter

Saturday, 10:00:00 AM, 4 hrs, Players: 6

GM: Jim Thompson & R.A.W.

Sponsor: None, Prize: None

Period: Modern, Scale: 1:285 micro, Rules: CY6JA

While on a TARCAP for a strike mission you alerted to MiGs in the area when you arrive in the target area you a lone VF-111 F-8 tangling with MiG-17' No one under 15 unless accompanied by a playing adult.

S: 251:10 The Troubled Fishing Hole

Saturday, 10:00:00 AM, 4 hrs, Players: 4

GM: Jim Casey

Sponsor: None, Prize: None

Period: Modern, Scale: 1/600, Rules: Bulldogs Away (AandAGames)

South Korean patrol vessels are dispatched due to N. Korean fisherman in the wrong area. Should be an easy task... Rules taught. Young adults and children accompanied by adult please.

S: 254:10 Thunder Alley - Heroes Of Nascar

Saturday, 10:00:00 AM, 3 hrs, Players: 7

GM: John Stoner

Sponsor: None, Prize: Trophy

Period: Modern, Scale: 1/64, Rules: Thunder Alley by GMT Games

Before you pushed lead on tabletops, you pushed diecast cars on floors. Push them again in this exciting racing game. This is a miniatures adaptation of GMT Games popular Thunder Alley which uses a unique card driven drafting movement during game play. Compete for first place and overall winning points for your team of cars. Play as Petty, Earnhardt, Gordon, Johnson, Wallace, Martin, Busch or one of many other popular Nascar drivers. Check out Thunder Alley on Boardgame Geek for details of game. Gamers 10 and older please.

S: 307:10 Race To Bastogne

Saturday, 10:00:00 AM, 4 hrs, Players: 6

GM: Jake Strangeway & Pittsburgh Band of Gamers

Sponsor: Age of Eagles, Prize: Gift Certificates To Cdtob

Period: World War II, Scale: 15mm, Rules: Victory Road - Test of Battle Games

The Battle of the Bulge centered on the road junction at Bastogne. The 47th Panzer Corps consisted of three divisions and was tasked to take the junction

quickly. US forces from several divisions stand in their way. Test of Battle's innovative new rules allow players to command one of these divisions to determine whether Bastogne is captured and the offensive succeeds.

S: 310:10 Kalisch - 13 February 1813

Saturday, 10:00:00 AM, 5 hrs, Players: 8

GM: John Snead & Carnage and Glory

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 25mm, Rules: Carnage & Glory II

A new year brings more problems to the remnants of the VII Corps of the Grand Armee. Can they keep it together in the face of an strong Russian attack? Can the Russians finally eliminate this pesky little force?

S: 324:10 Operations In Louisiana - April 1864

Saturday, 10:00:00 AM, 4 hrs, Players: 6

GM: Nigel Marsh & Carnage and Glory

Sponsor: None, Prize: None

Period: American Civil War, Scale: 28mm, Rules: Carnage&GloryII

The morning of April 9, 1864, The Red River campaign is underway, and Nathaniel Banks commanding the Union forces meets his adversary Richard Taylor at the battle of Pleasant Hill. This scenario refights a portion of this classic Confederate assault against a defending Union force.

S: 329:10 Battle Of Kursk July 1943

Saturday, 10:00:00 AM, 6 hrs, Players: 8

GM: Dave Mattison

Sponsor: None, Prize: None

Period: World War II, Scale: 15mm, Rules: Axis and Allies Expansion

Kursk, July 1943. The German and Russian armed forces meet in a barrel to barrel battle that has important effects on the outcome of the war. Will the new German Panther be able to defeat the Soviet T-34's and KV tanks? Or will superior Russian numbers win the day? 8 players battle for 6 hours.

Everything is supplied by GM. Age 12 and up as a guideline. Some house rules may apply. A&A minis with some 3-D terrain

S: 331:10 Sickles' Salient At Gettysburg, July 2, 1863 - Theme

Saturday, 10:00:00 AM, 6 hrs, Players: 6

GM: Paul Olszanski

Sponsor: None, Prize: None

Period: American Civil War, Scale: 28mm, Rules: Fire and Fury second edition

Join us in the battle for Little Round Top, Devil's Den, The Wheatfield and Peach Orchard in this redo of the classic Fire and Fury scenario on the 2nd day of Gettysburg. This time, we will be playing the newly released 2nd edition rules with an introduction from the author, Rich Hasenauer

S: 337:10 Fury At Dusk

Saturday, 10:00:00 AM, 4 hrs, Players: 8

GM: Curt Daniels

Sponsor: Age of Eagles, Prize: Gift Certificate

Period: American Civil War, Scale: 15mm, Rules: Johnny Reb III

September 19, 1863 Chickamauga, GA. Near dusk the CSA divisions of Chetham and Cleburne attack the USA divisions of Baird and Johnson in light woods west of Jay's Mill. This scenario allows players to recreate a rare night attack. Five Confederate brigades assault five Union brigades in close proximity in the dark. It will be a short and violent encounter. Familiarity with the rules preferred but beginners are welcome. No children under 16 without an accompanying adult.

S: 350:10 Mclemore'S Cove

Saturday, 10:00:00 AM, 4 hrs, Players: 5

GM: Pj O'Neill & Wednesday Night Gamers of Alexandria

Sponsor: None, Prize: None

Period: American Civil War, Scale: 15mm, Rules: 2d6 ACW (Home Rules)

September 10, 1863: A week before Chickamauga. The Union XIV Corps winds

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its way through passes of Lookout Mountain. James Negley's Division is to force a retreating Confederate division back through Dug's Gap while other Confederates attack the pursuing Federals. Fast play rules that reward good tactics.

S: 353:10 Battlestar Galactica: Frak Those Toasters

Saturday, 10:00:00 AM, 2 hrs, Players: 6

GM: Kon Gojnycz & Wednesday Night Gamers of Alexandria

Sponsor: Age of Eagles, Prize: Trophy

Period: SciFi, Scale: 1/1200, Rules: Full Thrust - Lite (FT-L)

The Cylon War ended in a draw but the fighting continues. On the edge of the Red Line (and beyond), the "Ghost Fleet" probes Cylon controlled space for treaty violations. Never mind that the Colonials violate the treaty to do so. That's why it's called the "Ghost Fleet." Rules designed for first time players, and veterans always welcome. Walk ups welcome to take an empty seat or a few ships

S: 238:11 Search For General Black - Theme

Saturday, 11:00:00 AM, 4 hrs, Players: 8

GM: Chad Zerbe & R.A.W.

Sponsor: None, Prize: None

Period: Modern, Scale: 6mm, Rules: Challenger 21

While testing the ERCW System over war torn Serbia, Gen. Blacks test bed CH-47 was shot down near ta known warlords stronghold. A US Army Striker Battalion is tasked with going in and searching for the sensitive gear and the very valuable General Black before the Russians get involved. Be prepared for Roll Playing Descision Making elements to the game. No Children under 14. Rules Taught

S: 259:11 Epic Conflicts Of The Ancient World: An Intro To Triumph! Fast Play Rules For Ancient And Medieval Battles

Saturday, 11:00:00 AM, 2 hrs, Players: 8

GM: David Kuijt

Sponsor: None, Prize: None

Period: Medieval, Scale: 15mm, Rules: TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

Take on the role of Caesar, the Great Khan or Pharaoh of Egypt and lead your forces against your brutal enemies as you battle your way across four different matchups from Biblical, Classical, Dark Ages and Medieval times. This walk-up game opportunity FOR WHICH YOU DO NOT NEED TO BE REGISTERED (just walk-up if you see an opening) introduces players to the fast-play TRIUMPH! ancient and medieval rules. Play one game or play a dozen. TRIUMPH! tutors are on hand to help introduce you to the game, teach and answer questions. Rules are easy to learn and will be taught. Armies provide

S: 315:11 Prelude To Dresden, Morning, August 24, 1813

Saturday, 11:00:00 AM, 4 hrs, Players: 6

GM: David Bonk & Carnage and Glory

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 40mm, Rules: Carnage and Glory Napoleonic

As Napoleon brings together his army to defend the city of Dresden he orders the capture of the village of Torna to allow his army room to deploy. A mixed force of Russians and Prussians have been ordered to defend Torna to the death. The results of the morning battle will be carried forward into the afternoon battle.

S: 361:11 Mad Anthony Wayne 1794 - Theme

Saturday, 11:00:00 AM, 2 hrs, Players: 6

GM: Devon Start

Sponsor: None, Prize: Prizes!

Period: War of 1812, Scale: 28mm, Rules: "FRONTIERS-in-FLAMES

The FINAL SHOWDOWN between Wayne's Legion and the Brit-Allied Indians.

The Last Chance for both sides to prevail and pull off a victory. Can you change the outcome of this intense & exciting battle. Random events, hats, cheers and mayhem. What's not to love? CHECK-OUT "FRONTIERS-in-FLAMES" from OLD GLORY

S: 362:11 Custer'S Little Rear Guard 1876

Saturday, 11:00:00 AM, 2 hrs, Players: 6

GM: Peter Panzeri

Sponsor: None, Prize: None

Period: Western, Scale: 28mm, Rules: "FRONTIERS-in-FLAMES

Can survivors of Custer/s Last Stand make it to Terry and the far West Steamer? A perilous RETREAT of the Great Sioux War. An amazing game system using Dr. Jim Birdseye's "Happy Rear Guard" scenario adapted for 1876. Join Game Master Peter Panzeri III for a fast paced & bloody operation for all. 2 hours Players: 6 FIW 28mm. CHECK-OUT "FRONTIERS-in-FLAMES" from OLD GLORY

S: 101:12 A Splendid Little War... The Spanish American War

Saturday, 12:00:00 PM, 5 hrs, Players: 10

GM: Bryan Leshinskie

Sponsor: None, Prize: None

Period: Early 20th Century, Scale: 15mm, Rules: The Sword and The Flame Expanded and Revised

1898 the American V Corp under the command of Gen. Shafter will invade Cuba with the objective of taking Santiago. Veteran Game Master Bryan W. Leshinskie Will simulate what it was like to invade and fight through the tropics of Cuba. This will be the first major war fought with large scale units such as Corps and Divisions since the Civil War. Can you lead the Rough Riders up San Juan Hill just like Teddy Roosevelt???? All welcome to play with no one ever turned away...

S: 159:12 Picnic Panic Walk Up Demo (Kid Friendly)

Saturday, 12:00:00 PM, 1.5 hrs, Players: 8

GM: Ben Rubin

Sponsor: Age of Eagles, Prize: Prizes Awarded

Period: Fantasy, Scale: 20:1, Rules: Picnic Panic

Come try Picnic Panic, the game of ant warfare. Command a tribe of ants, each with its own unique abilities and advantages, as you wage war over a treasure trove of candy left by careless humans. Play as the noble firstborn, the strong horned ants, the undead black ants, or the hard fighting, hard partying nomants. Eat the candy you capture and leave with a coupon for our booth. Fast-play, easy to learn introduction to the hobby. Adults welcome with playing child. No ticket required.

S: 197:12 A Charming Field For An Encounter: The Battle Of Fort Necessity, July 3Rd 1754

Saturday, 12:00:00 PM, 3 hrs, Players: 4

GM: Kimber Vanry

Sponsor: Age of Eagles, Prize: None

Period: French & Indian War, Scale: 28mm, Rules: Muskets & Tomahawks

By the summer of 1754, French and British troops were in open conflict in the Ohio Country of Western Pennsylvania. Fearing an attack by approaching French, Canadian and Indian allies commanded by Louis Coulon de Villiers, George Washington ordered a hastily-built "Fort of Necessity" at the Great Meadows. In the ensuing fight, Washington would be tested for the first time on the field of battle. Nearly 200 French, Indian and British 28mm figures will clash on custom built terrain.

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S: 204:12 Escorting Trouble

Saturday, 12:00:00 PM, 3 hrs, Players: 12

GM: Peter Landry

Sponsor: None, Prize: None

Period: World War I, Scale: '1/144, Rules: Wings of Glory WWI

A British submarine in the North Sea has had some technical malfunction and now cannot dive. A German observation plane has spotted it and radios back to the mainland. A juicy target if an attack can be made before nightfall. The submarine also radios for help after seeing the German plane. Soon the sky will be filled with planes. Germans and British fight it out over the North Sea with a submarine and RN gunboats below. The submarine is the prize the Germans are after, will they get it?

S: 336:12 Panzer Kids Battle

Saturday, 12:00:00 PM, 2 hrs, Players: 6

GM: Will Reynolds

Sponsor: Age of Eagles, Prize: Dice

Period: World War II, Scale: 28mm, Rules: Panzer Kids

Kids tank battle on the eastern front between the Germans and the Soviet Union. A kids game run by a kid for kids. "Panzer Kids introduces wargaming newcomers to the miniature wargaming hobby through basic rules simulating World War II tank battles. " Kids Game.

S: 124:13 Kaliningrad Kampfpanzers - Vistytis, 2019?

Saturday, 1:00:00 PM, 2 hrs, Players: 4

GM: Robert Franklin

Sponsor: None, Prize: None

Period: Modern, Scale: 1:285 micro, Rules: ThunderBolt!

The Russians are setting up conditions for a repeat of events in eastern Ukraine. The Poles are not going to follow in the Ukrainian footsteps and allow the Russians the initiative. Using their recently acquired Leopard 2A5s, they conduct a spoiling attack and engage Russian forces under advantageous conditions. US armor supports the operation. Rules will be taught.

S: 161:13 East Of Blenheim

Saturday, 1:00:00 PM, 4 hrs, Players: 8

GM: Joseph Alexander

Sponsor: None, Prize: None

Period: Age of Reason, Scale: 28mm, Rules: Home Rules: Forward the Grenadiers

Join us for a fast moving, action filled battle loosely based on the Battle of Blenheim. Over 1500 28mm figures will fight it out to determine the fate of Europe once again. French, Bavarians, British, Austrians, Prussians, Dutch, and Germans will have at it. Rules are easy to learn and ensure everyone is in the action. Children under 16 with a supervising adult only please. No rules lawyers, we are here for fun.

S: 180:13 Task Force 1 In The Aleutians

Saturday, 1:00:00 PM, 4 hrs, Players: 12

GM: John Gordon

Sponsor: None, Prize: None

Period: World War II, Scale: 1/2400, Rules: Seekrieg V

June 1942. While the Battle of Midway is underway, another engagement is taking place near the Aleutians. US Task Force 1, built around battleships that survived Pearl Harbor, is moving toward the Japanese landings on Attu and Kiska. A Japanese force, including battleships, is standing in their way. Players under 12 welcome with accompanying adult

S: 191:13 The Forlorn Hope- Pearl Harbor 8 Dec 1941

Saturday, 1:00:00 PM, 5 hrs, Players: 20

GM: David Emdee

Sponsor: None, Prize: None

Period: World War II, Scale: 1/1200, Rules: victory at sea (1970)

japanese plan B if the us fleet is eliminated and air superiority obtained, a

bombardment fleet will shell pearl harbor and finish the job. Working through the night the us navy gets every ship that can fight ready to stop the Japanese force. rules taught (3 minutes)

S: 253:13 Chickamauga - Longstreet Attacks!

Saturday, 1:00:00 PM, 5 hrs, Players: 6

GM: Nemo Lionikis

Sponsor: None, Prize: None

Period: American Civil War, Scale: 15mm, Rules: Battle Cry of Freedom

What if Wood's division hadn't pulled out of the Union line at Chickamauga creating a fatal gap? Could the Confederates still have broken the Union line, routing half of the Army of the Cumberland? Come see if the sturdy Union forces can beat back the rebel onslaught. Or will they break again? New, detailed, brigade-level rules system will be taught. Ages 15 and up

S: 263:13 A New Alliance -- A Fantasy Grand Triumph! Scenario

Saturday, 1:00:00 PM, 4 hrs, Players: 6

GM: David Kuijt

Sponsor: None, Prize: None

Period: Fantasy, Scale: 15mm, Rules: TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

After centuries of peace in the land it was the Wood Elves that first noticed the threat rising in the East as the enemy scouting parties reached the outskirts of the great forest. The Orcs were back and moving west in a massive horde. Not since the time of the great war had such a horde been seen. Now it will take a new alliance of Men and Elves to stop them. Take on the role of general and lead your forces to Victory. Elves, Men, Orcs and Trolls fight in this epic battle and you decide w Triumph is a set of fast play rules for ancient, medieval and fantasy battles. It is easy to learn and fun to play. Beginners are welcome to this event.

S: 275:13 Hold The Fort

Saturday, 1:00:00 PM, 4 hrs, Players: 5

GM: Patrick Byrne & HAWKS

Sponsor: None, Prize: None

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

A protest outside a civilian compound in Al Kut quickly turned violent when the Mahdi Militia arrive. The Militia attempted to storm the compound protected by private military contractors and Ukrainian Army peacekeepers. Simultaneously, a team of contractors got cut off while out in the town. Will the contractors be able to hold the compound and rescue their team?

S: 277:13 Chaos Wars Demonstration

Saturday, 1:00:00 PM, 3 hrs, Players: 6

GM: Robert Dean & HAWKS

Sponsor: None, Prize: None

Period: Fantasy, Scale: 25mm, Rules: Chaos Wars

The Governor of the northern provinces has had enough of orc raids! It's time to take the battle to them. But his army may have bitten off more than they can chew as they attempt to destroy an orc village. Fast play rules will be taught.

S: 333:13 Borkowo 1920

Saturday, 1:00:00 PM, 4 hrs, Players: 6

GM: John Koprowski

Sponsor: None, Prize: None

Period: Inter-War, Scale: 20mm, Rules: TFL: If The Lord Spares Us (ITLSU)

This is a refight of a classic meeting engagement between Soviet forces moving west against a hodge-podge of Polish defenders. Mark Plant wrote this "Pygmy Wars" scenario now converted to ITLSU with some "extra" units. Always outnumbered, a Polish regiment meets a Soviet brigade heading west to expand the Worker's Paradise.

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S: 108:14 Floating Issues And Pushing Legalities (Lawyers Asso. Of The Western States)

Saturday, 2:00:00 PM, 3 hrs, Players: 10

GM: Patrick Hreachmack

Sponsor: None, Prize: None

Period: Western, Scale: 25mm, Rules: Desperado

It is time for the bi-annual electoral meeting of the LAWS group. This year they are meeting on board the riverboat Keystone. Everyone covets the Presidential position because of the benefits (under table benefits and graft!!) This is a highly competitive position and the attorneys will stop at nothing to obtain the Presidency. Will you be the next President? Due to possible adult language, minimum gamer age is 18 or older.

S: 109:14 Blockade Runner

Saturday, 2:00:00 PM, 4 hrs, Players: 10

GM: Gary Coyle

Sponsor: None, Prize: None

Period: American Civil War, Scale: 1/600, Rules: Hammerin' Iron modified Blockade running in the early years was easy. The Yankee Navy was small and slow, the pay was good and the danger minimal. But now it's 1864. Charleston is still open, but the run is not so easy. The 5th of May is a New Moon and a flooding tide just before dawn. Both Confederate and Union sailors expect the runners to arrive tonight. Both are prepared to fight to ensure the success of their cause. But will they come?

S: 131:14 Introduction To Esr Napoleonics With The Designer

Saturday, 2:00:00 PM, 4 hrs, Players: 4

GM: David Ensteness

Sponsor: Age of Eagles, Prize: Players Will Receive T-Shirts And Discounts From The Wargaming Company, Llc!

Period: Napoleonic, Scale: 15mm, Rules: Et sans resultat! Second Edition (ESR) Historical or semi-historical scenario for 2-4 players with an expected run time of 3- 4 hours. Players will each run nominally a corps and direct the actions of subordinate divisions. Period knowledge is encouraged but not required. This is a non-competitive game where we'll be focused on teaching game concepts and mechanics. We'll be playing with 15mm figures using the 1"=75 yards ground scale. Great chance to try out ESR and find out what all the fuss is about! Quick Reference Guide and Overview of the rules are available online: <http://thewargamingcompany.com/downloads.html>.

S: 134:14 Viking Booty, 885 Ad

Saturday, 2:00:00 PM, 4 hrs, Players: 6

GM: Bob Bryant

Sponsor: None, Prize: None

Period: Dark Ages, Scale: 28mm, Rules: Clans & Companies

Alfred, King in Wessex, sends a Saxon force to stop a Viking raid. The Saxons find the raiders, laden with booty, trekking through a woods. It's ambush time. Except the Saxons are not particularly united in their mission.

S: 138:14 Zombies Anonymous

Saturday, 2:00:00 PM, 4 hrs, Players: 8

GM: Alfred Crane

Sponsor: None, Prize: None

Period: Modern, Scale: 28mm, Rules: Zombies Anonymous

Wow, over the summer, survivors managed to find many supplies and rescued survivors. Getting to the convoy in time, they made it out of New Cat City alive. Before heading into the wasteland to winter away from the zombie hordes, the convoy needs water, some fuel for generators and last minute supplies. However, the town ahead is full of zombies. Scouts have reported a horde to the west and a radioactive zone to the east. With no other alternative, the convoy must go through the town.

S: 143:14 Chotusitz

Saturday, 2:00:00 PM, 3 hrs, Players: 5

GM: Timothy (Tim) Tilson

Sponsor: None, Prize: None

Period: Age of Reason, Scale: 15mm, Rules: Black Powder

17 May 1742. Chotusitz Bohemia. To clear Bohemia, Prince Charles of Lorraine plans to attack and destroy King Frederick and then deal with the French. However Frederick has other ideas and marches in two columns to meet the Austrians. At dawn Prince Charles orders an attack on the first column under Prince Leopold of Dessau. Can the Austrians win before Frederick arrives with the second column?

S: 155:14 Shatterlands Walk Up Demo

Saturday, 2:00:00 PM, 1.5 hrs, Players: 10

GM: Ben Rubin

Sponsor: Age of Eagles, Prize: Prizes Awarded

Period: Fantasy, Scale: 25mm, Rules: Shatterlands

Come try Shatterlands, the new character driven woodland black powder skirmish game from Stonegate Forge. Take command 1-2 characters in this innovative new system that evokes the tactical challenges of French and Indian War skirmish games and the character development aspects of fantasy RPGs. Walk away with a free character card and a figure to start your own squad. No ticket required.

S: 163:14 Cog Wars

Saturday, 2:00:00 PM, 3 hrs, Players: 8

GM: Brian Whitaker

Sponsor: Age of Eagles, Prize: Ship Kit To The Best Player

Period: Medieval, Scale: 28mm, Rules: Modified From Oars to Cannon

Men in armor fighting on ships that sink, those were the days. Captain your own ship, board, and capture with hack and slash tactics. Cabin Boys and Girls welcome.

S: 179:14 A Snowball'S Chance In Helmand

Saturday, 2:00:00 PM, 3 hrs, Players: 4

GM: Joe McGrath

Sponsor: None, Prize: None

Period: Modern, Scale: 28mm, Rules: Skirmish Sangin

Another hot day, another routine patrol through another Afghan village for this US Army platoon, until things start to REALLY heat up... Experience asymmetric warfare right out of today's headlines in this fast-paced. Realistic, fast-paced fun!

S: 189:14 O, Morocco! Oh, No, Morocco --

Saturday, 2:00:00 PM, 4 hrs, Players: 12

GM: Howard Whitehouse

Sponsor: None, Prize: None

Period: Colonial, Scale: 40mm, Rules: A Gentleman's War

Morocco at the turn of the last century. As the Sultan plays with mechanical toys the western powers fight for influence as bandits raid, marines land, the Foreign legion invades. Beautiful American women and dodgy businessmen seek exotic adventures. Camels spit. It won't end well. Shiny 42mm toy soldiers and a whimsical game in the spirit of H.G. Wells.

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S: 208:14 Pegasus Bridge In 28Mm

Saturday, 2:00:00 PM, 3 hrs, Players: 12

GM: Lee Sowers

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Skirmish Action

Try the popular new Skirmish Action Rules playing Pegasus Bridge, the 1st battle on D-Day. Use historical weapons and tactics in an easy to play and fast moving game. If you're tired of unrealistic rules, try Skirmish Action where real differences in your troops reward real differences in your tactics. Experience the look and feel of WWII squad level combat and see if you can change history! Rules Taught. Minis Provided. Adults Only.

S: 271:14 Gettysburg Day 2: Longstreet'S Assault - Theme

Saturday, 2:00:00 PM, 4 hrs, Players: 6

GM: Steven Gelhard & HAWKS

Sponsor: None, Prize: None

Period: American Civil War, Scale: 10mm, Rules: Take Action:Civil War

On the second day, Longstreet attacked to turn the Union left flank. This battle covers the whole area of the battle from The Wheatfield, Devil's Den and the fight for Little Round Top on Regimental level. New rules based on "Take Action:WW1".

S: 273:14 Welcome To The Jungle

Saturday, 2:00:00 PM, 4 hrs, Players: 6

GM: Michael Fischer & HAWKS

Sponsor: None, Prize: None

Period: SciFi, Scale: 12mm, Rules: Mobile Suit Gundam: The Gravity Front

The Principality of Zeon are a tough but to crack. All of our attempts to drive them from the jungle has failed. They continue to harass our supply lines and bases. Intel suggests they have a relay base not to far from a river. The mission: destroy all Zakus and the base. That Is all.

S: 285:14 Plastic Pirates Plunder Port

Saturday, 2:00:00 PM, 2 hrs, Players: 8

GM: Geoffrey Graff & HAWKS

Sponsor: None, Prize: None

Period: Age of Piracy, Scale: 40mm, Rules: Plastic Pirates

The port city on the French island of Plastique' is the target of a pirate raid by those Little Lego Looters. Come to defend against those dastardly pirates, or come to gather a little local loot. This is a game for young attendees. Reading would be useful, but an adult may help. Adults acceptable with a playing child.

S: 292:14 Action On The Pratzten

Saturday, 2:00:00 PM, 4 hrs, Players: 6

GM: David Wood & HAWKS

Sponsor: None, Prize: None

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

December 2, 1805. Napoleon launches Soult's corps up the Pratzten Heights, in a masterstroke to cut off and surround half of the allied army at Austerlitz, while the Allies scramble to throw anything in their way in a desperate attempt to stave off defeat! We will be running this scenario all day, using different sets of rules for compare and contrast purposes.

S: 299:14 Raid On Puerto Katarina

Saturday, 2:00:00 PM, 3 hrs, Players: 6

GM: Duncan Adams & HAWKS

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 28mm, Rules: Combat Patrol: Napoleonic Supplement

The War of 1812 has just begun and the US Navy is flexing its young muscles

by harassing the British in their West Indian bases. Puerto Katarina is a small base and vulnerable to quick strike attacks. Join the American sailors and Marines as they twist the lion's tail, or stand with the king and send Jonathan packing.

S: 363:14 U.S. Grant'S Yanks Are Coming! 1864 Acw - Theme

Saturday, 2:00:00 PM, 3 hrs, Players: 16

GM: Peter Panzeri

Sponsor: Age of Eagles, Prize: Prizes!

Period: American Civil War, Scale: 25mm, Rules: "FRONTIERS-in-FLAMES Can Lee's depleted Army of veterans stop and defeat General GRANTS reinforced US forces? Or will history repeat itself at this Northern Virginia scenario? A very FAST & FUN mega-version of this battle! Random events, hats, cheers and mayhem. What's not to love? Email PETERPANZERI@YAHOO.com for free PDF of Rules

S: 118:15 Awi - Guilford Courthouse

Saturday, 3:00:00 PM, 4 hrs, Players: 4

GM: Troy Turner

Sponsor: None, Prize: None

Period: American War for Independence, Scale: 15mm, Rules: Regimental Fire and Fury Variant

Guilford Courthouse was one the most important battles of the war.

Nathaniel Greene rebuilt the Southern Army and planned to defeat the British force under Cornwallis. Cornwallis was outnumbered but had a crack force and narrowly won a victory, but the cost was dear. The British army was gutted and now was forced to make for the coast at Yorktown. The hope of aid from the fleet never happened and an American victory was achieved. This is a bloody and balanced game that could go either way.

S: 210:15 Yankee Go Home 1917 - Theme

Saturday, 3:00:00 PM, 16 hrs, Players: 16

GM: Peter Panzeri

Sponsor: None, Prize: None

Period: World War I, Scale: 25mm, Rules: "Black Jack Rules

AT the height of this Russian Civil War, US troops are deployed into North West Russia. Can't the yanks survive the Red's onslaught? It ever they help the Whites?

S: 228:15 Sky Galleons Of Mars

Saturday, 3:00:00 PM, 4 hrs, Players: 12

GM: David Kasper & Nows

Sponsor: None, Prize: Trophy

Period: Victorian Science Fiction, Scale: 28mm, Rules: mod Sky Galleons of Mars

Tor The now famous pirate gun smuggler trapped a small British gunboat fleet but they managed to fight there way out and with some new reinforcements are heading right into the pirate fleet. Lucky for Tor he was doing some gun trading with a Martian prince when the British fleet arrives Lots of colorful ships lots of die what could be better

S: 306:15 Operation Mitten

Saturday, 3:00:00 PM, 4 hrs, Players: 6

GM: Tim Broome & Pittsburgh Band of Gamers

Sponsor: None, Prize: None

Period: World War II, Scale: 15mm, Rules: Command Decision Test of Battle On the 27th June, the day after Operation Epsom began to outflank and eventually capture the city of Caen, Operation Mitten was launched to eradicate a salient in the line to the North of Caen and capture the chateaux of La Londe. The area of the ChÃcateurs was later called the "bloodiest square mile in Normandy".

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S: 345:15 Battle Of Quatra Bras 1815

Saturday, 3:00:00 PM, 5 hrs, Players: 8

GM: Dino Diakolis

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 15mm, Rules: Shako II

The Battle of Quatre Bras was fought on 16 June 1815, two days before the Battle of Waterloo. The battle was contested between Wellington's Anglo-allied army and the left wing of the Armée du Nord under Marshal Michel Ney. It took place near the strategic crossroads of Quatre Bras. Napoleon's strategy had been to cross the border into what is now Belgium, but was then part of the United Kingdom of the Netherlands, without alerting the Allies and drive a wedge between their forces. He would then kids under 14 must be accompied by an adult

S: 364:15 Patton'S Yanks Are Coming! 1943 - Theme

Saturday, 3:00:00 PM, 3 hrs, Players: 10

GM: Peter Panzeri

Sponsor: Age of Eagles, Prize: Prizes!

Period: World War II, Scale: 15mm, Rules: "ROMMEL RULES

REVENGE ON ROMMEL -- AMERICANS COUNTER ATTACK in a MASSIVE TANK BATTLE in the mountain passes of TUNISIA, NORTH AFRICA! As US Armored Forces invade Tunisia and face the Germans and Italians in their first major Armored Warfare campaign of WW2. As Patton said: "ROMMEL!! I read your book! You magnificent SOB! I read your BOOK!" A FUN & FACED-PACED battle! CHECK-OUT "FRONTIERS-in-FLAMES" from OLD GLORY

S: 160:16 Picnic Panic Walk Up Demo (Kid Friendly)

Saturday, 4:00:00 PM, 1.5 hrs, Players: 8

GM: Ben Rubin

Sponsor: Age of Eagles, Prize: Prizes Awarded

Period: Fantasy, Scale: 20/1, Rules: Picnic Panic

Come try Picnic Panic, the game of ant warfare. Command a tribe of ants, each with its own unique abilities and advantages, as you wage war over a treasure trove of candy left by careless humans. Play as the noble firstborn, the strong horned ants, the undead black ants, or the hard fighting, hard partying nomants. Eat the candy you capture and leave with a coupon for our booth. Fast-play, easy to learn introduction to the hobby. Adults welcome with playing child. No ticket required.

S: 205:16 Stukas Over The Channel

Saturday, 4:00:00 PM, 3 hrs, Players: 12

GM: Peter Landry

Sponsor: None, Prize: None

Period: World War II, Scale: '1/200, Rules: Wings of Glory WW2

Early in the Battle of Britain there was still lots of activity on the English Channel. The RAF hoped they could protect the convoys and the Germans kept attacking to the dismay of the Royal Navy. Fly with the vaunted Luftwaffe, Me 109s escorting the deadly Stuka dive bombers, or one of the few and fly RAF Spitfires and Hurricanes to save the day. Kanalkampf. The early stages of the Battle of Britain saw lots of action over the Channel. The mission, Germans Stukas escorted by Me 109s attack a convoy in the Channel. The RAF send up Spitfires and Hurricanes to intercept.

S: 215:16 Third Battle Of Heligoland, November 1917

Saturday, 4:00:00 PM, 4 hrs, Players: 6

GM: Bill Cira & ODGW

Sponsor: Age of Eagles, Prize: None

Period: World War I, Scale: '1 3000, Rules: Fleet Action Imminent

The German High Seas Fleet has been frustrated in their attempts to sweep the mines that impede the transit of their U-boats across the North Sea. They will make another attempt with support from a much larger force of capital ships. The Royal Navy plans to frustrate them once again. This is a hypothetical scenario that will feature more large ships on each side than previous runnings. Rules taught, beginners welcome.

S: 220:16 Zombie Apocalypse Is Here!!!

Saturday, 4:00:00 PM, 4 hrs, Players: 8

GM: Tu Tran & ODGW

Sponsor: None, Prize: None

Period: Future, Scale: 28mm, Rules: Mein Zombie

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

S: 221:16 Tank Fight At The Chinese Farm, Oct. 1973

Saturday, 4:00:00 PM, 4 hrs, Players: 6

GM: Kenny Noe & ODGW

Sponsor: None, Prize: None

Period: Modern, Scale: 10mm, Rules: Mein Panzer Core Rules

The Sharon Division has crossed the Suez and taken the fight to Egypt itself! The problem is a heavily defended area known as the Chinese Farm. Come play Mein Panzer Core Rules with a little modern twist. Command Units of Israel bent on revenge to the surprise attacks or lead the Egyptian forces that are threatened to be surrounded and cut off from the homeland. Rules Taught, beginners Welcome

S: 265:16 Viking Fury! A Triumph! Campaign Theme

Saturday, 4:00:00 PM, 7 hrs, Players: 8

GM: David Kuijt

Sponsor: None, Prize: None

Period: Dark Ages, Scale: 15mm, Rules: TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

It is 846 AD, and scattered Viking raiding has become a flood of pagans; the North Sea is a highway for Viking Fury as raiders contest to see who can bring home the most loot, slaughter the most priests, defile the holiest places, or conquer the most English, Scots, Picts, Irish, Welsh, Frisians, or Franks! It's a great time to have a bushy beard, long braids, and an axe! For everyone else, of course, things are turning to crap. 8 loaner armies available for players with tickets; if you b Triumph is a set of fast play rules for ancient, medieval and fantasy battles. It is easy to learn and fun to play. Beginners are welcome to this event.

S: 323:16 Operations In Louisiana - April 1864

Saturday, 4:00:00 PM, 4 hrs, Players: 6

GM: Nigel Marsh & Carnage and Glory

Sponsor: None, Prize: None

Period: American Civil War, Scale: 28mm, Rules: Carnage&GloryII

The morning of April 9, 1864, The Red River campaign is underway, and Nathaniel Banks commanding the Union forces meets his adversary Richard Taylor at the battle of Pleasant Hill. This scenario refights a portion of this classic Confederate assault against a defending Union force.

S: 365:16 Relief Of Fort Wayne 1812 - Theme

Saturday, 4:00:00 PM, 2 hrs, Players: 6

GM: Peter Panzeri

Sponsor: Age of Eagles, Prize: Prizes!

Period: War of 1812, Scale: 28mm, Rules: "FRONTIERS-in-FLAMES

The LAST CHANCE for the US Army to Save "THE LAST AMERICAN FORT" between the American East and West at the Continental divide. American Regulars, Mounted Rifles face the Brits and allied Indians. The Last Chance for both sides to prevail and pull off a victory. Can you change the outcome of this intense & exciting battle. Random events, hats, cheers and mayhem. What's not to love? CHECK-OUT "FRONTIERS-in-FLAMES" from OLD GLORY

Fall In!® 2017 Event List

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S: 366:16 Sam Houston'S Rear Guard 1836 - Theme

Saturday, 4:00:00 PM, 2 hrs, Players: 6

GM: Peter Panzeri

Sponsor: Age of Eagles, Prize: Prizes!

Period: TEXAS WAR FOR INDEPENDENCE, Scale: 28mm, Rules: "FRONTIERS-in-FLAMES

Can Sam Huston's Texans make it back across the San Jacinto Bridge? A perilous RETREAT of the Texas Revolution. An amazing game system using Dr. Jim Birdseye's "Happy Rear Guard" scenario adapted for TWI. Join Game Master Peter Panzeri III for a fast paced & bloody operation for all CHECK-OUT "FRONTIERS-in-FLAMES" from OLD GLORY

S: 132:17 What A Lovely Day! (Dying Historic On The Fury Road)

Saturday, 5:00:00 PM, 4 hrs, Players: 10

GM: Peter Megginson

Sponsor: None, Prize: T-Shirt

Period: Future, Scale: 28mm, Rules: Gorka-Morka and additional homebrew rules

Max and Furiosa are trying to escape Immortan Joe and his Warboys in their stolen War Rig. Furiosa has stolen the five wives of Immortan Joe, and he wants his property back! Will you live to tell the tale, or will you die historic on the Fury Road? All players welcome, but if you are 13 or under please have your parent or guardian with you to help you play.

S: 202:17 1777 The Battle Of Brandywine - Attack On Birmingham Hill

Saturday, 5:00:00 PM, 4 hrs, Players: 4

GM: James McGaughey

Sponsor: None, Prize: None

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

Washington expects a full out assault by the Royal army to take the rebel capital of Philadelphia. Receiving conflicting reports of a British flanking column, Washington rapidly sends brigades to his vulnerable flank. Can General Howe and Lord Cornwallis destroy the rebel army, or can General Sullivan protect the Continental forces flank? Adults must be present with children under 16 years of age.

S: 239:17 The Motherland'S Revenge

Saturday, 5:00:00 PM, 5 hrs, Players: 6

GM: Casey Fritz & R.A.W.

Sponsor: None, Prize: None

Period: World War II, Scale: 10mm, Rules: Challenger 21

With Soviet Troops inside the gates of Berlin the 3rd Shock Army is tasked with the final glory for Russia, and spit in the eye of the fascist reich.... Mounting a flag on the roof of the Reichstag. No players under 14 with out playing adult. Rules Taught

S: 106:18 Commando Raid: Do Or Die

Saturday, 6:00:00 PM, 4 hrs, Players: 4

GM: Michael Bowker

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Pulp Alley

Pulp Alley, journeys to World War 2. Using this exciting, interactive, card-driven rules set players will be either the German defenders or the British raiders, trying to set Europe ablaze. The goal, to destroy a German radar installation located on the Channel coast. Not only must the attack happen, but escaping in one piece will also be important. Pulp Alley allows a lot of excitement and interaction between players as cards are played to help yourself or hinder the enemy. Can you succeed? Reading of cards necessary for play. No players under 12 without playing adult. Rules will be taught.

S: 115:18 G.I. Joe Vs Cobra Battle Of Springfield - Theme

Saturday, 6:00:00 PM, 3 hrs, Players: 6

GM: Ronald Stalter

Sponsor: None, Prize: None

Period: Pulp, Scale: 28mm, Rules: Where Hero's dare pulp rules

The G.I. Joe team, Americas covert special missions force deploys it's forces against Cobra, a ruthless terrorist organization who stated mission is to take over the world. Cobra has set up a base of operations in Springfield USA circa the 1980s. Join this silly pulp game based on the comic book series "GI Joe a real American Hero"

S: 116:18 G.I. Joe Vs Cobra Battle Of Springfield

Saturday, 6:00:00 PM, 3 hrs, Players: 6

GM: Jayson Gardner

Sponsor: None, Prize: None

Period: Pulp, Scale: 28mm, Rules: Where Hero's dare pulp rules

The GI Joe team, Americas covert special missions force moves against Cobra, a ruthless terrorist organization who stated mission is to take over the world. Who have set up a base of operations in Springfield USA circa the 1980s. Join this silly pulp game based on the comic book series GI Joe a real American Hero

S: 171:18 Escom - 3Rd Battle Of Dazhbog

Saturday, 6:00:00 PM, 4 hrs, Players: 6

GM: Mark Kochte

Sponsor: None, Prize: Starship Minis

Period: SciFi, Scale: 1/2500, Rules: Emerging Suns: Starship Combat Manual

The Noviya Rossiya system of Dazhbog had been a hotly contested one during the course of the Second Interstellar War. And once again it found itself center stage in a major fleet action as the North American Confederation roared in with a cruiser task force. Only this time the NR had battlecruisers to back up their combat line.

S: 177:18 Bounce The Rhine! - Operation Varsity / Plunder

Saturday, 6:00:00 PM, 6 hrs, Players: 8

GM: Thomas Sessler

Sponsor: Age of Eagles, Prize: None

Period: World War II, Scale: 15mm, Rules: Axis & Allies: Miniatures Expanded Rules w/errata

It's March 1945 and Field Marshal Montgomery is planning another airborne assault to cross the Rhine River. This one will be even bigger than D-Day or Market-Garden! Will Monty fair better this time or will it be another bridge too far? Can the German Army hold the river line long enough for reinforcements to make a difference? Come find out. Now you are in command! All ages welcomed. GM willing to explain game rules to newcomers.

S: 188:18 Battle For The Adda River Line - Action At Vaprio

Saturday, 6:00:00 PM, 5 hrs, Players: 8

GM: Thomas Garnett

Sponsor: None, Prize: None

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

Following the French defeat near Verona in March 1799 (War of the 2nd Coalition), the French retreated to the Adda River line, a naturally strong position. Unfortunately for the French, they did not have sufficient troops for its defense. Taking advantage of the gaps, the Austrians established several bridge points, with the one at Trezzo used to turn French General Grenier's division at Vaprio Young folks 14+ welcome

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S: 224:18 Fighting Steam - C.S.S. Albemarle - The Sounds Of Battle

Saturday, 6:00:00 PM, 4 hrs, Players: 8

GM: Paul Meyer & NOWS

Sponsor: None, Prize: None

Period: American Civil War, Scale: 1/1000, Rules: Fighting Steam

C.S.S. Albemarle fought the Federal navy to a standstill on the Carolina sounds, causing the Union sailors to try some very unconventional weapons and tactics. In this mash-up of all her battles, both sides will get some of the reinforcements they hoped for, but historically never received. 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

S: 237:18 Rescue General Black - Theme

Saturday, 6:00:00 PM, 4 hrs, Players: 8

GM: Anthony Mazzo & R.A.W.

Sponsor: None, Prize: None

Period: Modern, Scale: 6mm, Rules: Challenger 21

Part-2 While testing the ERCW System over war torn Serbia, Gen. Blacks test bed CH-47 was shot down near ta known warlords stronghold. A US Army Striker Battalion was tasked with going in and searching for the sensitive gear and the very valuable General Black before the Russians get involved. Know they have to get him out! Be prepared for Roll Playing Descision Making elements to the game. No children under 14. Rules Taught

S: 243:18 Millionaires Under Attack - 1940

Saturday, 6:00:00 PM, 4 hrs, Players: 7

GM: Keith Eshelman & R.A.W.

Sponsor: Age of Eagles, Prize: Compete For Prizes Kindly Provided By I-94 Enterprises.

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

RAF 601 Squadron, known as the Millionaires due to their lavish lifestyles, are called upon to defend their base at Middle Wallop from a Luftwaffe attack in August of 1940. Fly Hurricanes as the defenders, or Bf-110's and Ju-88's as the attackers in this scenario drawn from Brian DeWitt's Battles Above 1 book. Compete for prizes kindly provided by I-94 Enterprises. Familiarity with the rules is very helpful, and no gamers under 12 please.

S: 269:18 Gorilla My Dreams, I Need You

Saturday, 6:00:00 PM, 3 hrs, Players: 42831

GM: Christopher Johnson & HAWKS

Sponsor: None, Prize: None

Period: Pulp, Scale: 54mm, Rules: VALLEY OF THE APE

Word has spread that a fortune lies hidden deep in the jungle, waiting for someone to simply pick it up! There are only a few of problems: (1) it is located in an abandoned temple which is dangerous to get to; (2) many others are after it the same as you, and they are not likely to be very friendly; (3) rumor has it a giant, ferocious beast of some kind stands guard over the treasure.

S: 293:18 Zulu Morning Patrol

Saturday, 6:00:00 PM, 3 hrs, Players: 6

GM: Bill Molyneaux & HAWKS

Sponsor: None, Prize: None

Period: Colonial, Scale: 15mm, Rules: Home Brew

The prince Imperial has assumed command of Lieutenant Jahel Carey's patrol, which included soldiers of the 17th Lancers and Natal Mounted police. With these men, he departed on a patrol towards the north, seeking a good site for the encampment of a portion of the army that evening, as well as to collect cartographic information about some deserted kralls.

S: 304:18 Sicily 1943 - Priolo Contested

Saturday, 6:00:00 PM, 5 hrs, Players: 6

GM: Daniel Erdman & Pittsburgh Band of Gamers

Sponsor: Age of Eagles, Prize: Gift Cetificate

Period: World War II, Scale: 20mm, Rules: Command Decision 4 Test of Battle US infantry, paratroopers, armor and artillery against the Hermann Goering Division to hold on to the outpost at Priolo, Sicily, on the third day of the invasion. The Americans have finally been able to offload their armor and heavy equipment. Children 12+ are welcome with adult and/or if familiar with the CD4 rules.

S: 311:18 Kalisch - 13 February 1813

Saturday, 6:00:00 PM, 5 hrs, Players: 8

GM: John Snead & Carnage and Glory

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 25mm, Rules: Carnage & Glory II

A new year brings more problems to the remnants of the VII Corps of the Grand Armee. Can they keep it together in the face of an strong Russian attack? Can the Russians finally eliminate this pesky little force?

S: 314:18 Prelude To Dresden, Afternoon August 24, 1813

Saturday, 6:00:00 PM, 4 hrs, Players: 6

GM: David Bonk & Carnage and Glory

Sponsor: Age of Eagles, Prize: None

Period: Napoleonic, Scale: 40mm, Rules: Carnage and Glory Napoleonic

As Napoleon gathered his army to defend Dresden he ordered the capture of the village of Torna to allow his army room to deploy. On the morning of August 24th the French attacked a mixed force of Russians and Prussians. As the struggle raged into the afternoon, both sides ordered reinforcements thrown into the battle. Results from morning fighting will be used in the afternoon game.

S: 321:18 Still In The Woods

Saturday, 6:00:00 PM, 4 hrs, Players: 6

GM: Richard Mentch & Carnage and Glory

Sponsor: None, Prize: None

Period: American War for Independence, Scale: 28mm, Rules: Carnage & GloryII

Following the British repulse at Freeman's Farm , October 1777,(Historicon) the Crown forces pulled back to regroup until a few nights later....

S: 332:18 Assault At Liewenberg: Hitting The Main Line! (German South-West Africa, 1904)

Saturday, 6:00:00 PM, 4 hrs, Players: 6

GM: Roy Jones

Sponsor: Age of Eagles, Prize: German And Herero Figures

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

German sailors took a beating in their first assault at Liewenberg. But now the sailors have more men, high morale...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: www.hererowars.com.

S: 368:18 Steaming Up The Big Muddy

Saturday, 6:00:00 PM, 5 hrs, Players: 8

GM: James Brokaw & Carnage and Glory

Sponsor: None, Prize: None

Period: American Civil War, Scale: 10mm, Rules: Iron and Glory

A Union fleet has arrived at the mouth of the Big Muddy river. It is carrying supplies for Union troops further up river. To accomplish its mission the Union fleet must pass the Confederate forts, defeat the rebel fleet, and survive the enemy's other infernal devices. Simple rules.

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S: 122:19 The Crypts Of Avalon

Saturday, 7:00:00 PM, 3 hrs, Players: 8

GM: Stefan Sheckells

Sponsor: None, Prize: None

Period: Fantasy, Scale: 28mm, Rules: D&D Adventure System

Do you dare venture into the darkness to rid the village of Avalon of the evil plaguing it? Are you brave enough to team with others and cooperatively defeat what dwells in the depths? Experience D&D using the streamlined Adventure System mechanics featuring fast paced and deadly play, pre-generated characters, dynamic dungeon generation and classic D&D monsters! Everyone is welcome but minors (12 years old or less) need to be accompanied by an adult.

S: 135:19 Last Stand At Badmash Kotal, Afghanistan, 1879

Saturday, 7:00:00 PM, 4 hrs, Players: 6

GM: Bob Bryant

Sponsor: None, Prize: None

Period: Colonial, Scale: 28mm, Rules: Clans & Companies

An Anglo-Indian supply train has been ambushed by an overwhelming number of Pathans. The Anglo-Indians have retreated to a defensible position, and the Afghan tribesmen have gathered to attack. A troop of cavalry managed to cut through the Pathans to gallop for help. It's a race between cavalry to the rescue and overrunning the Anglo-Indians.

S: 156:19 Battle Of Brandywine 1777 - Cornwallis' Flank Attack

Saturday, 7:00:00 PM, 4 hrs, Players: 6

GM: Thomas Uhl

Sponsor: Age of Eagles, Prize: None

Period: American War for Independence, Scale: 28mm, Rules: British Grenadier

On September 11th, 1777, Washington's army was deployed in a defensive position behind Brandywine Creek guarding all the known crossing points. All morning Washington receives conflicting intelligence regarding mass troop movements farther up the Brandywine. Washington sees an opportunity to defeat Knyphausen just to his front in detail, but he reacts too slowly. Cornwallis' force has arrived on Washington's right flank just north of Birmingham Meeting House. Will the Americans fight or flee?

S: 157:19 Shatterlands: Dawn Attack Near The Drahina River

Saturday, 7:00:00 PM, 3 hrs, Players: 8

GM: Ben Rubin

Sponsor: Age of Eagles, Prize: Prizes Awarded

Period: Fantasy, Scale: 25mm, Rules: Shatterlands

A Dumah Ranger party plans a daring dawn raid on a Rapani camp. Though outnumbered they will have the element of surprise...assuming they can slip by the sentries. This is a full size multi-player Shatterlands scenario with each player commanding 3-4 characters. Experience in our earlier demos is recommend but certainly not required. Leave with your character cards and a coupon for our booth.

S: 178:19 The Battle For Benning

Saturday, 7:00:00 PM, 3 hrs, Players: 6

GM: Robert Varga

Sponsor: None, Prize: None

Period: World War II, Scale: 1/72, Rules: Modified Bolt Action

Bining was one of the towns the German army would use in their withdrawal from France. It was expected to be the main defensive position, as it had three bridges across the Elbe River, which needed to be taken. The Germans held these bridges as strategic, for they will be needed if the Allies are to be pushed back to Normandy. Col. Abrams was ordered to take Bining, but had to stop and wait while he replenished his Division after taking Singling. This let the German force prepare for them.

S: 193:19 Pulp By Crom!

Saturday, 7:00:00 PM, 4 hrs, Players: 6

GM: Edward Watts

Sponsor: None, Prize: None

Period: Pulp, Scale: 25mm, Rules: Crom, a skirmish game adapted for Pulp Adventure.

Return to the thrilling days of 1930s adventure and venture forth to battle for treasure and glory or laugh maniacally as you direct your minions and super science weapons to swat down the foolish adventurers who seek to invade your lair.

S: 206:19 B-24S Over Rabaul

Saturday, 7:00:00 PM, 3 hrs, Players: 14

GM: Peter Landry

Sponsor: None, Prize: None

Period: World War II, Scale: 1/200, Rules: Wings of Glory WW2

Fortress Rabaul was under constant attack from early raids of a few planes to massive raids. The Japanese defenses were strong and determined. As the months moved on more planes kept shuttling in and ground air defenses grew in numbers. This raid represents a high level bombing mission of the 5th Air Force 90th Heavy Bomb Group. Fortress Rabaul was the center of attention for both the Allies and Japan in the area of operations. Come fly the unfriendly sky over Rabaul either in a B-24 or Japanese fighter. Determine the fate of the South Pacific.

S: 255:19 By Fire And Sword- The Battle Of Khotyn 1673 - Theme

Saturday, 7:00:00 PM, 4 hrs, Players: 10

GM: Karl Shanstrom

Sponsor: Age of Eagles, Prize: Participation Prizes

Period: Pike & Shot, Scale: 15mm, Rules: By Fire and Sword

The Battle of Khotyn happened on November 11, 1673. The Polish-Lithuanian Commonwealth forces under Hetman Jan Sobieski defeated the Ottoman Empire forces under Hussain Pasha at the fortress at Khotyn which protected the crossing over the river Dnister. This game was showcased at Historicon 2016 and was featured in Wargames Illustrated. Will the Ottoman Empire hold the fortress and be able to withdraw and retreat or will the PLC win the day?

S: 280:19 Its All Or Nothing

Saturday, 7:00:00 PM, 3 hrs, Players: 6

GM: Don Hogge & HAWKS

Sponsor: None, Prize: None

Period: World War II, Scale: 28mm, Rules: Battleground WWII

February 1941 - the Greek Army has pushed the Italians back into Albania. Elements of the elite Kreta Division attempt to crack the Italian line before their position is reinforced. One more push should do it. The fighting was fierce with heavy casualties on both sides. Who will prevail? Gamers under the age of 14 are welcome with an adult

S: 286:19 Action On The Pratzen

Saturday, 7:00:00 PM, 4 hrs, Players: 6

GM: Kurt Schlegel & HAWKS

Sponsor: None, Prize: None

Period: Napoleonic, Scale: 10mm, Rules: SAFNapoleonic

December 2, 1805. Napoleon launches Soult's corps up the Pratzen Heights, in a masterstroke to surround and cut off half of the allied army at Austerlitz, while the Allies scramble to throw anything in their way in a desperate attempt to stave off defeat! We will be running this scenario all day, using different sets of rules for compare and contrast purposes. Players under 13 welcome with a playing adult.

Fall In!® 2017 Event List

Event numbers now contain a 2-digit game start hour designation (24hr time) as the last 2 numbers

S: 289:19 Saga Of Lower Uncton Continues

Saturday, 7:00:00 PM, 3 hrs, Players: 6

GM: James McWilliams & HAWKS

Sponsor: None, Prize: Saga Related Prize From Cotton Jim'S Flags

Period: Dark Ages, Scale: 28mm, Rules: Saga

Lower Uncton continues to rebuild after endless raids. Will Lower Uncton survive as word spreads of their renewal of wealth and tradegoods to be had. Bring your own 4 point warband or use one provided. Gamers under 14 welcome with an adult.

S: 303:19 Doctor Who: Dead Men'S Chests

Saturday, 7:00:00 PM, 3 hrs, Players: 6

GM: Gregory Priebe & HAWKS

Sponsor: None, Prize: None

Period: SciFi, Scale: 28mm, Rules: The Doctor Who Miniatures Game 2nd edition (modified)

Pirates and Cybermen have already plundered the town and been dealt with, and the Doctor's tropical vacation has gone horribly awry. He can finally relax; or can he? As now, a cache of mysterious crates have washed ashore. Do they bring untold riches or unknown peril? Rules will be taught. Children under 14 welcome with a participating adult.

S: 167:20 These Americans Are Becoming Very Annoying!

Saturday, 8:00:00 PM, 4 hrs, Players: 10

GM: Karl Strohmeyer

Sponsor: Age of Eagles, Prize: None

Period: World War II, Scale: 1/1200, Rules: General Quarters 3.3 modified Game 1 of the Derail the Tokyo Express Campaign and part of the Across the Pacific Series. Each game is historically based but is driven by a small what if. In this campaign we are exploring what may of happened had Admiral William Halsey not gotten shingles and had taken command in early September 1942. In this scenario an energized South West Pacific fleet is out to try to beat the IJN at it's own game after TF 64 has been training hard these last few weeks in constant night exercises. This is Mature Kids 10 and up with an adult are ok. Experience with GQ helpful but this is a very easy to learn version of the rules.

S: 232:20 Brazen Chariots - The Battle Of Sidra Ridge

Saturday, 8:00:00 PM, 3 hrs, Players: 8

GM: Adam Wine & NOWS

Sponsor: None, Prize: Certificates

Period: World War II, Scale: 15mm, Rules: Brazen Chariot WWII Tank Battles On May 26, 1942 Rommel launched Case Veneza, an offensive against Britian's Gazala Line. During the night of May 26-27, the panzers swept around the southern flank of the British defenses. During the day the panzers overran four British brigades. As evening approaches it is crucial that they capture the Trig Capuzzo. The British 1st Army Tank Brigade is ordered south to Sidra Ridge.

S: 367:20 Lewis & Clark'S Quest 1804 - Theme

Saturday, 8:00:00 PM, 3 hrs, Players: 30

GM: Peter Panzeri

Sponsor: Age of Eagles, Prize: Prizes!

Period: War of 1812, Scale: 28mm, Rules: "FRONTIERS-in-FLAMES Each Team of 3 Players will start out in Louisville, Kentucky for a FOUR TABLE QUEST across NORTH AMERICA. A War Game, A strategy game, a Survival game. The goal is to simply make it to the Pacific and come back alive. CAN YOU SURVIVE??? DON'T MISS THIS RARE CHANCE TO PLAY IN ONE OF THE MOST REWARDING AND FUN GAMES EVER. Reviewed as "Highly entertaining, surprisingly educational and thought provoking."

S: 346:22 Kong- The 8Th Wonder Of The World

Saturday, 10:00:00 PM, 2 hrs, Players: 5

GM: Cliff Brunken

Sponsor: None, Prize: None

Period: Pulp, Scale: '1/144th, Rules: Wings of Glory

As Fighter Command orders your Long Island squadron to New York City with a randevu point of the Empire State Building, you wonder what is going on? When you check with Flight Control about your target, they respond with "You will know it when you see it"

Fall In!® 2017 Event List

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Sunday Games

Z: 165:09 Close Action - Sunday'S Fleet Battle

Sunday, 9:00:00 AM, 6 hrs, Players: 18

GM: Lee Girer

Sponsor: None, Prize: None

Period: Age of Sale, Scale: 1/600, Rules: Close Action by Mark Campbell
Captains! Come refight a dramatic naval battle from the Age of Fighting Sail, when fleets of ships of the line dueled to determine who would rule the seas. Realistic movement, combat, and limited communications rules assure that you'll get as close to real combat as possible. Will YOU win Honor and Glory, or be disgraced in dishonorable defeat? Beginners Welcome. Rules taught, Kid Friendly Game. All materials provided, Please bring your own courage...

Z: 266:09 Battle Of The Pelennor Field: A Middle Earth Triumph! Scenaro Battle

Sunday, 9:00:00 AM, 4 hrs, Players: 8

GM: David Kuijt

Sponsor: None, Prize: None

Period: Fantasy, Scale: 28mm, Rules: TRIUMPH! Fast Play Rules for Ancient and Medieval Battles

The Gate of Minas Tirith was broken; in rode the Witch King of Angmar. None could stand against him; none save Gandalf the White, who alone barred his way. The Black Rider lifted high his sword and flames ran up the blade. And at that moment, far away, sounded horns, horns wildly blowing. Rohan had come at last. The battle of Pelennor Field had begun. Take an army of Mordor, huge beyond counting, or one of the West, fighting beyond hope with spears shining in the morning. New players are encouraged to attend one of our Epic Conflicts walk-up teaching sessions running 9-11 and 11-1 both Friday and Saturday to learn the r

Z: 149:10 Jerusalem! 1948

Sunday, 10:00:00 AM, 4 hrs, Players: 6

GM: Roxanne Patton

Sponsor: None, Prize: None

Period: World War II, Scale: 1:285 micro, Rules: Jerusalem Miniatures

The tension between Palestinian Arabs and Palestinian Jews has been rising since December of 1947. The Grand Mufti fears that the U.N. partition of Palestine and especially Jerusalem will greatly hamper the future of the Palestinian state. To thwart the Palestinian Jews from having any part of the Holy City, the Grand Mufti calls for a Jihad and the blockade of the City. Not suitable for children under 17

Z: 194:10 Eat Hitler The Nazi Taste Treat.

Sunday, 10:00:00 AM, 2 hrs, Players: 12

GM: Brendan Watts

Sponsor: None, Prize: None

Period: Pulp, Scale: 25mm, Rules: Howard Whitehouse's Eat Hitler, the Nazi Taste Treat.

Hitler and his cronies jump aboard their time machine to run back and refight and win WWII but accidentally land in the time of player controlled dinosaurs who will be competing for points by consuming Nazis. Dino fans, families and burnt out gamers are welcome to a last game before hitting the road to home.

Z: 298:10 Into The Doowder Forest

Sunday, 10:00:00 AM, 3 hrs, Players: 10

GM: Eric Schlegel & HAWKS

Sponsor: None, Prize: None

Period: Fantasy, Scale: 25mm, Rules: Blood & Swash (Fantasy)

Groups of adventures are heading off into the Doowder Forest seeking fame

and fortune. Will they succeed? Will they even make it back? And what will they encounter? Orcs? Trolls? Dragons? Players under 13 welcome with a playing adult.

Z: 300:10 Zorro And The Nefarious Deception

Sunday, 10:00:00 AM, 2 hrs, Players: 8

GM: Duncan Adams & HAWKS

Sponsor: None, Prize: None

Period: 19th Century, Scale: 28mm, Rules: Blood and Swash

In 1820 southern California is on the fringe of Spain's imperial authority. Here, greedy and ambitious men plot to plunder peasants and rancheros alike to fund their plans for their personal empire. Tonight in the small pueblo of Los Angeles the local posada is the scene of the fruition of one of those plans. Will the outlaw Zorro be able to discover and defeat the nefarious deception in time?