FRIDAY GAMES

F: 114:08 Battle Of The Jutland Wastes
Friday, 9:00:00 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 Disinger
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.”

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: 10
GM: Brian Dewitt
Sponsor: None, Prize: None
Period: World War I, Scale: 1/80, Rules: Colorful Skies - CY6! for WWI
April 6, 1918 - Richthothen 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.IIs 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.
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.

Arminies provide  

F: 270:09 Wasteland 101  
Friday, 9:00:00 AM, 3 hrs, Players: 6  
GM: Greg Pribe & 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 11 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: Shako II  
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 Kohrn & 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: 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. Armour 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

F: 227:10 Sky Galleons Of Mars
Friday, 10:00:00 AM, 4 hrs, Players: 12
GM: David Kasper & NOWS
Sponsor: None, Prize: Certificates
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 Britains 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)
Japanese monks are transporting a religious token to a local shrine. Bandits get word and plan a surprise in the farm district. 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 Nathanael 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?

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 Abrahms 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
but not simplistic, system.

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, 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, 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 Dzerzhinsky 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 Dzerzhinsky 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: 10
GM: Marvin Veeder
Sponsor: None, Prize: None
Period: American Civil War, Scale: 28mm, Rules: Crucible of War (Goobers)

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 Artic Ocean 1941
Friday, 1:00:00 PM, 4 hrs, Players: 10
GM: David Emdee
Sponsor: None, Prize: None

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)

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
The fuss is about! Quick Reference Guide and Overview of the rules are game concepts and mechanics. We'll be playing with 15mm figures using the available online: http://thewargamingcompany.com/downloads.html.

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
July 4 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 Napoleonic With The Designer
Friday, 2:00:00 PM, 4 hrs, Players: 4
GM: David Ensteness
Sponsor: Age of Eagles, Prize: Prizes Awarded
Period: Napoleonic, Scale: 15mm, Rules: Et sans resultat! Second Edition (ESR)
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: None
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: 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
German forces outside of the Falaise pocket. In the afternoon, 2nd SS Panzer
Novices, children with adults, rules lawyers and GMs looking for revenge
Inspired by actual events, using rules modified for the Russian Civil War.
Bolshie Ozerki and Romanovka. They will be known as "The Polar Bears".
The Great War over, American doughboys fight on in unknown places like
Throughout 20 August 1917, the Poles on Mount Ormel were attacked by
117th Division and an Austrian Regt drove back 7th Romanian Div reinforced
by Russian 195th Regt and Cavalry. Beginners welcome.
F: 288:14 Strom 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: Fireball Forward
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: 10
GM: Bryan Leshinski
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. Leshinski 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.
Youthsters 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: Battlefront WW2
After the British evacuated from Dunkirk the Germans turned south to finish
off the French. When the French line final gave way, German columns swept
through the gaps and into the French rear. Neat 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 ChÃ¢teaux 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
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 Fridricri
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&Glory!!
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!
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 Bolshevik 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 Cemetery 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 Cemetery 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

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 Hgw had been cut N of Veghel. Shermans and Inf. of the Coldstream Grds. were tasked with clearing out part of Kampgruppe 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 Lenningrad 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
Along the底线 of the Normandy Landing Area, the Germans have dug in on the line at Lille. The 8th Air Force has conducted 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. Loner 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
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 Yourselves 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 krrals.

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.

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 Spires 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

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/parent. No food.

F: 128:19 Attack On The Dzershinzy 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 Dzershinzy 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: 20mm, 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.
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 they peel them all taste the same. It's a three-way Waagh!-for-all in a stop the attackers. Will they hold or will Japanese break in?

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 a team of Buggers. Sharpe follow his orders or his heart? Players under 13 welcome with a playing adult.

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: 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: Zd6 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 go 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 Hreichmack
Sponsor: None, Prize: None
Period: Western, Scale: 25mm, Rules: Desperado

It it time for the bi-annual electoral meeting of the LAWS group. This yearthemes, 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 Britain’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 Bolshe 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... 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 Shimha 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.
**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 Hstoricon, 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
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 & Carnegie 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 Saarbrucken 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 Spicheren, this is a new AOV Imperial expansion module scenario. Thick skins needed for caissons full of fun.
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 SEMINAR!!"

S: 214:10 Encounter 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 ans Allied forces fight back and forth in the desert, A zombie plaque 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.
On May 26, 1942 Rommel launched Case Veneza, an offensive against the Tammar to hold the line! The 2nd Armoured Brigade have been ordered south to Bir el Tammar. Panzers overran three British brigades. It is now 1400 and the panzers need one under 15 unless accompanied by a playing adult.

Period: World War II, Scale: 15mm, Rules: Brazen Chariot WWII Tank Battles
GM: Tu Tran & ODGW
Saturday, 10:00:00 AM, 4 hrs, Players: 6
Sponsor: None, Prize: None

The Battle of the Bulge centered on the road junction at Bastogne. The 47th Infantry Division comes to the aid of the beleaguered Gls. The 47th Division is full mobilized 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 Sneed & Carnage and Glory
Sponsor: None, Prize: None
Period: Napoleonic, Scale: 25mm, Rules: Carnage & Glory II
An innovative new rules allow players to command one of these divisions to determine whether Bastogne is captured and the offensive succeeds.

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.

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

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 many ships and veterans always welcome. Walk up welcome to take an empty seat or a few ships.

**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
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 up welcome to take an empty seat or a few ships.

**S: 354:10 S: 101:12 A Splendid Little War... The Spanish American War**
Saturday, 12:00:00 PM, 5 hrs, Players: 10
GM: Bryan Leshinskje
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. Leshinskje 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 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: 351:10 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.
Fall In!® 2017
Event List

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

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 radioed 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 Kampfpzpanzers - 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 2As, 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
japanese plan B if the us fleet is eliminated ans air superiority obtained, a bombandment 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 Kuitj
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 Kprowski
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.
**Event List**

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

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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 Breachmack  
Sponsor: None, Prize: None  
Period: Western, Scale: 25mm, Rules: Desperado  
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: 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 focusing 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 Chotositz*  
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. Chotositz 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, Morroco! Oh, No, Morroco --*  
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.
**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 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: 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 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 Pratzen**  
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 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.

**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 Awl - 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  
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 Châteaux was later called the “bloodiest square mile in Normandy”.

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**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 Châteaux was later called the “bloodiest square mile in Normandy”.

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**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 Châteaux was later called the “bloodiest square mile in Normandy”.

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**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
A hypothetical scenario that will feature more large ships on each side than ships. The Royal Navy plans to frustrate them once again. This is a will make another attempt with support from a much larger force of capital the mines that impede the transit of their U-boats across the North Sea. They The German High Seas Fleet has been frustrated in their attempts to sweep Period: World War I, Scale: '1 3000, Rules: Fleet Action Imminent Sponsor: Age of Eagles, Prize: None GM: Bill Cira & ODGW Saturday, 4:00:00 PM, Players: 6
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 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.
Period: Modern, Scale: 10mm, Rules: Mein Panzer Core Rules 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 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
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-FAMES"
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-FAMES" 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 Immortal Joe and his Warboys in their stolen War Rig. Furiosa has stolen the five wives of Immortal 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 McGaughy
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 Kuchte
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
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 standoff on the Carolina sounds, causing the Union sailers 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: The Sword and the Flame (Modified)
Word has spread that a fortune lies hidden deep in the jungle, waiting for others are after it the same as you, and they are not likely to be very friendly; 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 Certificate
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 Sneed & 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 Steamng 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.
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.

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 togallop for help. It’s a race between cavalry to the rescue and overrunning the Anglo-Indians.

Period: World War II, Scale: 1/72, Rules: Modified Bolt Action
Sponsor: None, Prize: None
GM: Robert Varga
Saturday, 7:00:00 PM, 4 hrs, Players: 6

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?

Period: American War for Independence, Scale: 28mm, Rules: British Grenadier
Sponsor: None, Prize: None
GM: Thomas Uhl
Saturday, 7:00:00 PM, 4 hrs, Players: 6

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?

Period: Pike & Shot, Scale: 15mm, Rules: By Fire and Sword
Sponsor: None, Prize: Participation Prizes
GM: Karl Shanstrom
Saturday, 7:00:00 PM, 4 hrs, Players: 10

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 a playing adult.

Period: World War II, Scale: '1/200, Rules: Wings of Glory WW2
Sponsor: None, Prize: None
GM: Kurt Schlegel & HAWKS
Saturday, 7:00:00 PM, 4 hrs, Players: 14

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 Singing. This let the German force prepare for them.

Period: World War II, Scale: 1/72, Rules: Modified Bolt Action
Sponsor: None, Prize: None
GM: Robert Varga
Saturday, 7:00:00 PM, 3 hrs, Players: 6

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.

Period: Fantasy, Scale: 28mm, Rules: D&D Adventure System
Sponsor: None, Prize: None
GM: Ben Rubin
Saturday, 7:00:00 PM, 3 hrs, Players: 8

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.

Period: Fantasy, Scale: 28mm, Rules: Clans & Companies
Sponsor: None, Prize: None
GM: Bob Bryant
Saturday, 7:00:00 PM, 4 hrs, Players: 6

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.

Period: Fantasy, Scale: 28mm, Rules: Clans & Companies
Sponsor: None, Prize: None
GM: Bob Bryant
Saturday, 7:00:00 PM, 4 hrs, Players: 6

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.

Period: Fantasy, Scale: 28mm, Rules: Clans & Companies
Sponsor: None, Prize: None
GM: Bob Bryant
Saturday, 7:00:00 PM, 4 hrs, Players: 6
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-FAMES  
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.”
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
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)

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?