

# Fall-In 2015

## Event List

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### **F: 172 Joe Hack 1500 Years Before The 100 Days Part 1**

Fri 9:00:00 AM, 4 Hrs, 10 Players

GM: Joe Swartz and NOWS

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

Rules: JOE HACK

In the 4th century Ad Ceasar is on the throne after a civil war and is sending the legions to the land of the Belgae, who have been invaded by a coalition of Germanic tribes. The Romans have consolidated into a fort. Will the Romans hold or will the barbarians start with the upper hand?

### **F: 204 Sailors On The Starless Sea**

Fri 9:00:00 AM, 4 Hrs, 6 Players

GM: Eric Betts

Period: Fantasy, Scale: 25mm, Rules: Dungeon Crawl Classics (0-Level Rules; One Page)

Local villagers have been disappearing - could it have something to do with the old ruined keep overlooking the town? A heroic peasant mob intends to find out! Game uses the combat mechanics from a role playing game for miniature combat.

### **F: 213 Ww2 Waterloo In 1940 - Theme**

Fri 9:00:00 AM, 2 Hrs, 12 Players

GM: Chris King and MBA Sponsor: Zvezda-Usa.ComPrize: From Zvezda

Period: World War II, Scale: 15mm, Rules: Art Of Tactic - Zvezda

Brits & French again ... But both vs. Germans on same 1815 battlefield in an intense & exciting battle. Random events, hats, cheers and mayhem. What's not to love? Email peterpanzeri@yahoo.Com for a free pdf of rules & scenario & info on ~the~ "limited edition" Waterloo 200th Anniversary Prints T-shirt

### **F: 226 Sacre Bleu, Le Bosh Are Coming!**

Fri 9:00:00 AM, 3 Hrs, 8 Players

GM: Leo Walsh

Period: World War II, Scale: 25mm, Rules: Under Fire

As advance elements of an attacking german infantry company move up to take an important intersection french troops move in to hold till the cavalry arrives. A steadfast set of skirmish rules (the basis for "high noon")

is fast paced and you will get right into action to get your objective.

### **F: 230 Punishing The Sons Of Nippon**

Fri 9:00:00 AM, 6 Hrs, 10 Players

GM: Jay Wissmann

Period: Victorian Science Fiction, Scale: '1:1200, Rules: Dystopian Wars

The various powers just cannot seem to understand where the line the Antarciticans will not allow them to cross is, until they cross it. This time it is the empire of the burning sun who has attracted their wrath. Join GM Jay Wissmann for a land-based donnybrook of the first order in the dystopian wars universe. New players welcome.

### **F: 253 Green Devils, Red Devils - Primasole Bridge**

**"Double Blind**

Fri 9:00:00 AM, 5 Hrs, 6 Players

GM: Marc Raiff and Pittsburgh Band of Gamers Sponsor: CDTOBPrize: Gift certificate to CDTOB

Period: Period: World War II, Scale: Scale: 20mm, Rules: Rules: Command Decision - Test of Battle

In July, 1943 Montgomery's 8th Army was advancing through Sicily toward Messina along the coast road. One of the major obstacles to its advance was the bridge over the River Simeto south of Catania. To attempt to secure a crossing over this waterway, Operation Fustian was conceived and launched. This plan called for 1st Parachute Brigade to land on both sides of the Primasole Bridge and secure it

### **F: 276 Reichenbach, May 1813**

Fri 9:00:00 AM, 4 Hrs, 6 Players

GM: John Surdu and HAWKS

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

After their defeat at Bautzen (20-21 may, 1813) the Allies retreated towards the SE in two columns in order to cross the Neisse River. The Russian II Corps remained in Reichenbach and was caught by Reynier's VII Corps and the Latour-Mauburg I Cavalry Corps. Napoleon himself arrived on the battlefield mid morning to lead the Guard

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light cavalry. Can the Russians hold long enough to save the army?

### **F: 293 Wwi - Bombardment Of Ancona**

Fri 9:00:00 AM, 3 Hrs, 7 Players

GM: Brian Dewitt and NOVA

Period: World War I, Scale: '1:2400, Rules: When Dreadnoughts Ruled The Seas

On May 24, 1915 the bulk of the Austro-Hungarian sailed for the Italian Adriatic to bombard in response to Italy declaring war on Austria-Hungary the day before. Here italian fleet sails in response. Historically, the Austro-Hungarian fleet bombarded several cities around the province of ancona, especially damaging the port town of Ancona while the italian fleet stayed in port. 100 Years ago

### **F: 311 Battle Of Trebia River, 218 Bc**

Fri 9:00:00 AM, 4 Hrs, 6 Players

GM: Bob Bryant

Period: Ancients, Scale: 15mm, Rules: Might Of Arms

This encounter in the second punic war was the first pitched battle on italian soil between the Carthaginian forces of Hannibal and the legions of Rome. The scenario represents the chief factors in the historical battle, which were superior numbers of romans, their physical exhaustion due to a cold river crossing without breakfast, and the flanking stratagem of hannibal. Child must be accompanied by adult

### **F: 318 Ambush: Road To Romagny, Normandy 1944**

Fri 9:00:00 AM, 4 Hrs, 4 Players

GM: Alex Newhart

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

Three companies of the 2/120 battalion were surrounded on hill 314 just west of Mortain following the initial advance of ss panzer troops earlier in the day in the opening hours of operation Luttich. To relieve the surrounded units, a reinforced company from 2/117 was ordered to recapture romagny just east of mortain. This task proved harder that they anticipated.

### **F: 328 Murdered By Incompetency Or Worse**

Fri 9:00:00 AM, 4 Hrs, 6 Players

GM: Kaleb Dissinger and Refuse the Flank Wargamers

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

Washington city is saved, and Early's Army of the valley is retreating. Mg Crook's army of West Virginia, supported by elements of the VI Corps is following him up. Thinking early was less concentrated, crook orders a forced crossing of the shenandoah at island Ford. But early is much closer and ready for a fight. Now's their chance to "reenact Ball's Bluff."

### **F: 333 Attack On Fort Edmonton**

Fri 9:00:00 AM, 4 Hrs, 4 Players

GM: Phil Gardocki

Period: Victorian Science Fiction, Scale: 15mm, Rules: All Quiet On The Martian Front

It is 1914, and the Martian expansion has been held in check by the Canadian forces stationed at Fort Edmonton in the far West. But with the arrival of the new human war machine, the collective hive mind has deemed that it is necessary to attack on the main human base in the area and eliminate the threat before it can be effectively used against them.

### **F: 388 The Glorious 29Th Of May**

Fri 9:00:00 AM, 4 Hrs, 9 Players

GM: Theodore Hehemann Prize: Ohio

Period: Napoleonic, Scale: 1/900, Rules: Age Of Fighting Sail

The chase leading up the big battle

### **F: 399 Lightning Out Of Israel**

Fri 9:00:00 AM, 4 Hrs, 6 Players

GM: Stephen Wagner and Del-Val

Period: Period: Modern, Scale: Scale: 15mm, Rules: Rules: FoW-AIW

In the Sinai: A task force under Gen. Sharon moved out of Negev and attacked the Arab stronghold at Abu Arish. The battle, complex on paper and even more so in the field, went more or less according to plan. Can you stop the initial Israeli onslaught? Soviet/Egyptian doctrine called for absorbing the initial assault then counter

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attacking in force. With the main battles fought during the night an

### **F: 400 A Tussle On Genosia**

Fri 9:00:00 AM, 5 Hrs, 6 Players

GM: Dave Reiners and Rogues

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

Rules: Spearhead

Rommel and the 21st Panzer Division try to breakthrough the British 22nd and 4th armoured brigades at the airfield. See if you can breakthrough to the garrison at Tobruk or break the British and spur on the advance to the Egyptian frontier.

### **F: 416 Tarawa, The Day The Beaches Turned Red**

Fri 9:00:00 AM, 3 Hrs, 6 Players

GM: Scott Landis and Rogues

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

Rules: Battlefront

One of the deadliest WWII battles in the Pacific theater, Tarawa was the first time the Marines met a well prepared dug in force. There were a number of tragedies that befell both sides during this deadly fight over 4 days, before the island was secured. This engagement will focus on a small section of the overall battle that has earned an honored place in the Marine Corps legacy.

### **F: 431 Battlestar Galactica: Encounter Beyond The Redline**

Fri 9:00:00 AM, 2 Hrs, 4 Players

GM: Konstantin Gojnycz and WNGoA

Period: SciFi, Scale: '1:1200, Rules: Full Thrust Lite

While on an exploration mission across the red line, scanners detect an unusual phenomenon, possibly cylon.

This is 'neutral' territory but your next action could trigger a new war. Fortunately the 'ghost fleet' is the right force for this mission. Capture enemy technology, destroy military bases and return to friendly space. Walk Ups Welcome. (Ravenstar gave us lots of ships.)

### **F: 104 Vsf Racing In The Woods**

Fri 10:00:00 AM, 2 Hrs, 10+ Players

GM: Jon Lundberg Sponsor: Brigade And West Wind

Period: Victorian Science Fiction, Scale: 25mm, Rules: Vsf

### **Racing**

The quiet forest is disturbed by the sound of steam and pistons as vsf contraptions weave their way through the forest. Are they headed to grandma's house? Lots of space - drop by for a quick game before the dealer's hall opens Children should be at least 10 to play independently

### **F: 131 Sollum, 1942: The Last Days Of Operation Crusader - Theme**

Fri 10:00:00 AM, 4 Hrs, 6 Players

GM: Stephen Carey and Tactical Gaming Society (TGS)

Period: World War II, Scale: 25mm, Rules: Bolt Action (Modified)

Command a platoon from the 6th Infantry Brigade (South Africa) or a squad from the 300th Desert Oasis Reserve Battalion (Afrika Korps) as the commonwealth forces attempt to storm one of the last of Rommel's garrisons holding out on the frontier. Modified rules allow hidden setup and hidden movement for exiting and confusing urban combat. Beautiful terrain and models courtesy of the TGS.

### **F: 151 Marines In The Jersey Woods**

Fri 10:00:00 AM, 6 Hrs, 4 Players

GM: Don Carter and ODGW Sponsor: ODGW

Period: American War for Independence, Scale: 15mm, Rules: American Battlelines

Forces under command of Gen. Washington advancing on Princeton meet a British detachment marching to support Cornwallis. Among Washington's forces is a battalion of Continental Marines.

### **F: 153 Armored Cavalry**

Fri 10:00:00 AM, 4 Hrs, 6 Players

GM: Tom Garnett and Carnage and Glory

Period: Modern, Scale: 15mm, Rules: Fireball Forward

In the chaos of the opening battle for Bad Hersfeld, West Germany in September 1981, India Troop/3rd Squadron/201st Armored Cavalry Regiment encountered the advance guard motor rifle battalion of the 1st echelon of the Soviet 8th Guards Army

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### **F: 164 The Battle Of El Adem Road, Rommel'S 1St Assault On Tobruk**

Fri 10:00:00 AM, 3 Hrs, 8 Players

GM: Adam Wine and NOWS Prize: Certificate

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

Rules: Brazen Chariots

On April 11, 1941, Rommel begins his first assault against Tobruk. His spearhead was aimed at the point where the El Adam-Tobruk road crosses the outer defenses. The initial attack will be led by the 5.Panzer-Regiment.

Assigned to stop the panzers are the cruiser tanks of the 1st Royal Tank Regiment.

### **F: 168 Check Your Six! The Tables Turned On The Eastern Front**

Fri 10:00:00 AM, 4 Hrs, 8 Players

GM: Paul Meyer and NOWS

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

Rules: Check Your Six! (Some home rules)

The Luftwaffe as underdogs?!? It's 1944 and the VVS has veteran pilots flying advanced fighters. The Germans still have an ace or two up their sleeves, and the HS-129s they're escorting are tough, but will their rookies keep it together when they're bounced by flights of LAGG-5s and YAK-9s? Rules will be taught. Not well-suited for very young players

### **F: 236 Brandywine, September 11, 1777: Cornwallis' Assault**

Fri 10:00:00 AM, 4 Hrs, 6 Players

GM: David Bonk and Carnage and Glory Prize: Sash and Saber Gift Certificate

Period: American War for Independence, Scale: 40mm, Rules: Carnage and Glory American Revolution Computer Moderated Rules

After a grueling pre dawn march the cream of the British Army prepares to assault Sullivan's, Stephen's and Sterling's hastily deployed American forces and roll up the American Army defending the Brandywine River crossings.

### **F: 254 Four In One Day**

Fri 10:00:00 AM, 4 Hrs, 6 Players

GM: Roxanne Patton and NOVAG

Period: Modern, Scale: 1:285 Micro, Rules: Check Your Six: Jet Age

May 19, 1967 was CVW-21 best day for hunting MIGS with four confirmed kills. SI crusaders, three apiece from VF-24 and 211, escorted and iron hand mission to the Hanoi suburbs. VF-24's Lt. Phil Wood chased a MIG-17 off the tail of an a-6 then found himself tailed by another MIG-17 Wood banked hard and the fire a sidewinder that hit the MIG. Not suitable for children

### **F: 272 Zombie Apocalypse**

Fri 10:00:00 AM, 4 Hrs, 6 Players

GM: Kenny Noe and ODGW

Period: SciFi, Scale: 28mm, Rules:

Mein Zombie

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

### **F: 274 Paw Of The Tiger**

Fri 10:00:00 AM, 4 Hrs, 6 Players

GM: Tu Tran and ODGW

Period: World War II, Scale: 12mm, Rules:

Rules: Mein Panzer

Throughout the winter of '42-'43, the Soviets launched repeated attacks to relieve the siege of Leningrad. The hard pressed Germans had to develop a trip wire defense of light local forces, backed by a "fire brigade" mobile force, which was quickly dispatched to the inevitable breakthrough sector. Such a fire brigade was the 1st Company, SS Panzer Battalion

### **F: 279 June 16, 1815, The Advance From Marchienne - Theme**

Fri 10:00:00 AM, 4 Hrs, 6 Players

GM: Nigel Marsh and Carnage and Glory

Period: Napoleonic, Scale: 28mm, Rules:

Rules: Carnage and Glory II

A fictional engagement based upon the forces engaged in the historical Waterloo campaign of 1815. Having crossed

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the Sambre, the advance guard of Reille's corps encounters the first Allied defensive positions.

### **F: 305 Torching North Africa, Nov. 1942**

Fri 10:00:00 AM, 4 Hrs, 6 Players

GM: Peter Landry

Period: World War II, Scale: 15mm, Rules: Battlefront Ww2

Operation torch, North Africa. The Allies had hoped the French would not fight and join them against Nazi Germany. French pride made them put on a show to defend their territory. Some of the fighting was fierce, giving the americans a taste of reality of what was to come. Americans vs French in one of the November actions.

### **F: 316 Battle At Lauffer Bridge**

Fri 10:00:00 AM, 4 Hrs, 5 Players

GM: Larry Morris

Period: American Civil War, Scale: 15mm, Rules: Johnny Reb 3

The main armies are traveling up each side of the unfordable Lauffer river. Except with the drought the river is very fordable near Youngstown. Not that it would matter since old man withers recently built a bridge... So forces are hurrying to the area from all directions to protect the crossings. There will be some hidden movement involved. Rules will be taught if needed

### **F: 360 The Plow Factory**

Fri 10:00:00 AM, 4 Hrs, 5 Players

GM: Steve DeLucas and R.A.W.

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

27 June, 1941 outside of Dubno, Ukraine Soviet 34th Tank division is driving to cut off 11th Panzer division. 111th Infantry div has advanced in support of the panzers. The first Soviet attack on the Plow Factory had no infantry support and failed. Another attack is being organized with infantry and tanks. Landsers from the 111th must stop them.

### **F: 362 Mission 3301**

Fri 10:00:00 AM, 4 Hrs, 7 Players

GM: James Thompson and R.A.W.

Period: Other, Scale: 1:285 micro, Rules:

Rules: Check Your Six Jet's

On 30 April 1952 Navy F9F's were tasked to attack a rail line. After releasing there bombs they were attacked by MiG's. The Navy pilots turned and engaged the MiG's in a dogfight that lasted several minutes.

### **F: 393 Raiders Of Dol Guldur**

Fri 10:00:00 AM, 2 Hrs, 4 Players

GM: Del Stover and Wednesday Night Gamers of Alexandria

Period: Fantasy, Scale: 28mm, Rules: Lord of the Rings Battle System

An evil darkness has settled over Dol Guldur, the source of orc raiding forces that increasingly plague the villages of the East-Mark. But one raiding party lingers too long, giving time for Lord Eomer to race to the scene and bring vengeance upon the invaders.

### **F: 208 Bolt Action Z!**

Fri 11:00:00 AM, 3 Hrs, 6 Players

GM: Matthew Fridirici

Period: World War II, Scale: 25mm, Rules: Heavily Modified Bolt Action

It's the closing days of World War II and German scientists let loose their most horrible creations. Can you lead your squad through the mess while horrors lurk around every corner? Under 12 with playing Adult please.

### **F: 239 Battle Of Hanging Rock**

Fri 11:00:00 AM, 4 Hrs, 6 Players

GM: Robert Mccaskill and Carnage and Glory

Period: American War for Independence, Scale: 40mm, Rules: Carnage & Glory

Colonel Thomas Sumter leads the North Carolina and South Carolina militia in an attack on the British forces at Hanging Rock, South Carolina. Will Major Cardin with the Prince of Wales Volunteers, the Royal North Carolina Loyalist, the British Legion and the North Carolina Volunteers beat back the Americans? Or will the run for the safety of the stockade at Camden.



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### **F: 248 Teutonic Light In The Prussian Darkness**

Fri 11:00:00 AM, 4 Hrs, 5 Players

GM: Steve Boley and Pittsburgh Band of Gamers

Period: Period: Medieval, Scale: Scale: 28mm, Rules:

Rules: Modified Lord of the Rings

Deep in the Prussian wilderness the Teutonic knights are building a wooden fortress to call their home. But they are not alone. Watching them from the shadows the pagans have grown enraged at the Teutonic's audacity. The fort MUST fall!!!! And the fight will be to the last man. Come and refight one of the countless battles that dotted the northeast Europe landscape.

### **F: 423 Battletech - Grinder 1**

Fri 11:00:00 AM, 4 Hrs, 10 Players

GM: Mark Yingling and Battletech

Period: Period: SciFi, Scale: Scale: 1:285 micro, Rules:

Rules: TotalWarfare

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class.

### **F: 135 Rescue In Maan**

Fri 12:00:00 PM, 4 Hrs, 6 Players

GM: Jim Mcwee

Period: Modern, Scale: 25mm, Rules: Ambush Alley 2.0

Striking out of nowhere the Militant Islamic Liberation Front (MILF) drove the Bab al-shayol Arab Regional Force (BARF) out of the city of Maan taking western students and oil executives hostage. MILF has announced its intentions to make an example of these infidels. Coalition forces move into action free the hostages before it's too late! Using Ambush Alley 2.0 Being released this winter! Can I have a table in the Distlefink? Prefer near the loading dock.

### **F: 189 A Battle During The Year Of The Four Emperors**

Fri 12:00:00 PM, 4 Hrs, 6 Players

GM: David Wood and HAWKS

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

Rules: Bear Yourselves Valiantly

It's AD 69, Galba had replaced Nero, Otho replaced Galba, and now Vitellius is marching from Germany, with

overwhelming forces to replace Galba. But Galba's allies have taken all but one of the bridges and fords in their path. Can Vitellius' forces take the last bridge, or will Galba's take it (and also any change of Vitellius marching on Rome before Galba reinforcement's arrive from the east?)

### **F: 235 Le Mesnil-Herman, 27 July 1944**

Fri 12:00:00 PM, 4 Hrs, 6 Players

GM: John Stapleton and Carnage and Glory

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

Rules: Modified "Nuts

Tasked with defending the left flank of Operation COBRA, BG Maurice Rose's CCA 2nd Armored Division advanced through German lines toward its objectives, Le Mesnil-Herman and Hill 183. At 0900 on 27 July, 2/66 Armored Regiment and its attached infantry launched its assault. Can your tank-infantry teams seize this key road junction from its desperate defenders from II Fallschirm-Korps?

### **F: 321 So You Want To Be An Ace**

Fri 12:00:00 PM, 4 Hrs, 8 Players

GM: Robert Varga

Period: World War I, Scale: 1/48, Rules: Home Rules

You're in command of a squadron of WWI fighter planes. You along with your allies face the enemy squadrons over no mans land in a large dogfight. Each plane within the squadron is positioned individually on a chess board like game table. With altitude, location and gunnery determined via a dice roll. Ammo is limited and luck required to become an ace. Kids welcome 12 years or younger with adult.

### **F: 432 Liberation Of St Pierre And Miquelon**

Fri 12:00:00 PM, 2 Hrs, 5 Players

GM: Konstantin Gojnycz and WNGoA

Period: Pulp, Scale: 28mm, Rules: Dr Who Miniatures Game

The island of St Pierre, remnant of the French Colonial Empire in Canada, has a Vichy governor. Degaul sends a free-french cruiser and submarine to 'liberate' the islands and capture the German trade delegation. But will the Vichy 'loyalists' give up without a fight? Will the American

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team led by Duke Cannon, under the cover of diplomatic immunity, collect information before it is destroyed?

### **F: 205 Friday'S Close Action Fleet Battle**

Fri 1:00:00 PM, 6 Hrs, 23 Players

GM: Lee Girer

Period: Other: Age of Sail, Scale: '1:600, Rules: Close Action

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.

### **F: 221 Fantz: Fantasy Ants**

Fri 1:00:00 PM, 2 Hrs, 12 Players

GM: Marc Rubin Sponsor: Stonegate ForgePrize: Prizes To Be Awarded

Period: Fantasy, Scale: 10,000:1, Rules: Fantz

Lunch is coming... Command an army of ants in a war-torn picnic table as you fight other ant races for the sacred candy. Choose between elves, dwarves, zombies or the candy guardians in this fast-paced miniature game. Easy to learn but fun for everyone. Individual games run about 30-45 minutes. Walk ups and children welcome.

### **F: 232 Sergeants D-Day**

Fri 1:00:00 PM, 3 Hrs, 8 Players

GM: August Thiesing

Period: World War II, Scale: 15mm, Rules: Sergeants D-Day

Scenario 1 patrol the roads: June 6 1944 - Noon - keeping the roads clear of enemy forces requires patrols. Squad on squad 4 leaders and 36vp beginner action. Scenario 2 take out those mortars. Germans counter attack to destroy dug in us mortars. 4 Leaders and 50vp per side.

### **F: 240 Skirmish At Summa**

Fri 1:00:00 PM, 4 Hrs, 6 Players

GM: David Cook and HAWKS

Period: World War II, Scale: 25mm, Rules: Rules: BAPS

The Winter War, Dec. 1939. The Finns are dug in on the Mannerhiem Line and so far all Soviet attacks have failed to dislodge them. Now, in preparation for another offensive, the Russians have sent out a reinforced patrol to find a weak point in the Summa sector. Till now the outnumbered Finns have held the line. Can they do it again?

### **F: 273 Wwii Naval: Climb Mount Nitaka**

Fri 1:00:00 PM, 4 Hrs, 8 Players

GM: Stephen Berger and ODGW Sponsor: ODGW

Period: World War II, Scale: 1/4800, Rules: Rules: Task Force

Plan and run a complete attack on Pearl Harbor: waves, sections, targets, using historical IJN assets, and execute your attack. There is no U.S. player. GM will roll AA and any fighters you permit to become airborne. You are playing against Nagumo's historical results with victory points assigned to every target. Game includes a complete diorama of Pearl Harbor.

### **F: 307 Giant Stompy Robots - Rumble In The Rubble**

Fri 1:00:00 PM, 4 Hrs, 8 Players

GM: Allen Hayden

Period: SciFi, Scale: 6mm, Rules: Mekatac "Gsre, 2" Hexless

A combined AFN and PFSUD task force races to the abandoned city of Autumn Vale, but so is the OASF. Yes, it's a full-on, giant, stompy robot city battle. Players will each command a medium and heavy mech. Mission decks, action cards, pilot skills, and strategic support cards will be available. Beginners welcome, rules will be taught. Due to subject matter, no players under 18, please.

### **F: 337 Air War Over The Trenches - Colorful Skies, 1917 (Cy6 Wwi Variant)**

Fri 1:00:00 PM, 3 Hrs, 8 Players

GM: Ed Bolla

Period: World War I, Scale: '1/72, Rules: Check Your 6 Modified For Wwi

Check Your 6 Enthusiasts, come try your hand in the skies

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over the western front in 1917. Albatris, Pfalzes, Nieuports, Pups, Triplanes and more in a swirling close range dogfight. Rules will be taught - experience with CY6 helpful but not required. Minor changes from the basic CY6 rules. Players under 15 accompanied by an adult please

### **F: 346 Buccaneer Wars**

Fri 1:00:00 PM, 3 Hrs, 8 Players

GM: Brian Whitaker Prize: Old Glory Is Offering A Prize  
Period: Age of Piracy, Scale: 25mm, Rules: Buccaneer Wars Oars To Cannon Extension

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

### **F: 351 Rivoli - 1797**

Fri 1:00:00 PM, 5 Hrs, 8 Players

GM: Alan Isabelle

Period: Napoleonic, Scale: 10mm, Rules:

Re-fight the battle that crushed the first coalition and set Napoleon on a trajectory toward consulate and empire. Will 23,000 French repeat their historical victory over Alvinczi's 28,000 Austrians? Or will Napoleon's rise end in the fields of Piedmont? A follow up to the award-winning Marengo battle at Historicon, on a custom-built terrain board. See the board at <http://www.Eaglesatwar.Com>.

### **F: 381 Above Flanders Fields - 1916 - 1918**

Fri 1:00:00 PM, 4 Hrs, 12 Players

GM: Stanley Sunderwirth

Period: World War I, Scale: '1/144, Rules: Between The Crosses

World War I aerial combat. Players will execute designated missions with fighters and bombers. Newly-revised mechanics let players realistically fly their planes with minimal bookkeeping. Each player will have a control stand to record speed and altitude. Card-driven maneuvers depend on pilot skill. Drop-ins welcome. [This is not your grandpa's aerodrome!] rules will be taught.

### **F: 120 Laufeldt**

Fri 2:00:00 PM, 3 Hrs, 6 Players

GM: Timothy (Tim) Tilson and NOVAG

Period: Age of Reason, Scale: 15mm, Rules: Black Powder 2 July 1747. Laufeldt, Netherlands. An allied army hovers outside Maastricht trying to prevent a French army from besieging the city. Marshal DeSaxe orders the french army forward to attack the outnumbered allies. After repeated attacks, the allies begin to crumble. Just as they are breaking, LtG Lignoner orders 60 allied squadrons forward against 140 French. Can he save the allied army??

### **F: 173 The Saga Of Lower Uncton**

Fri 2:00:00 PM, 3 Hrs, 6 Players

GM: Jim McWilliams and HAWKS

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

Normans, Saxons, Vikings, and others battle it out in Britain. Oaths are sworn, alliances are made and broken, fame and fortune are won and lost - Whether you are a veteran Saga player or a novice, come join the action.

### **F: 216 Prelude To Waterloo - Theme**

Fri 2:00:00 PM, 3 Hrs, 24 Players

GM: Bob Kerstetter and MBA Sponsor: Zvezda-

Usa.ComPrize: From Zvezda

Period: Napoleonic, Scale: 25mm, Rules: Art Of Tactic - Zvezda

Join GM Pete Panzeri for one of the hardest fought engagements of 1815 with all sides attacking & counter-attacking in an intense & exciting battle of napoleon's final campaign fully joined. Random events, hats, cheers and mayhem. What's not to love? Email [peterpanzeri@yahoo.Com](mailto:peterpanzeri@yahoo.Com) for a free pdf of rules & scenario & info on ~the~ "limited edition" Waterloo 200th Anniversay T-shirt

### **F: 246 The Ride Of The Wielkopolska Brigade**

Fri 2:00:00 PM, 4 Hrs, 6 Players

GM: Duncan Adams and HAWKS

Period: World War II, Scale: 1:285 micro,

Rules: Command Decision: Test of Battle

By Sept 9th, the Polish Army Lodz had taken heavy losses



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and was being pushed back by the Germans.

Commander of Army Poznan launched his counterattack, striking the flank of the German 24th and 30th Divisions. On the 14th of Sept the Wielkopolska Brigade continued to drive southward when they crashed into elements of the Liebstrandarte Adolf Hitler and the 4th Panzer Division.

### **F: 260 Freeman'S Farm**

Fri 2:00:00 PM, 4 Hrs, 8 Players

GM: Peter Rice

Period: American War for Independence, Scale: 15mm, Rules: The Devil To Pay - Awi

The British push has been blocked by those pesky rebels. Can the British break through?

### **F: 289 Outpost At Stoney Creek**

Fri 2:00:00 PM, 4 Hrs, 6 Players

GM: Bradley Pflugh

Period: French & Indian War, Scale: 25mm, Rules: This Very Ground Modified

Historical fiction scenario along the Forbes Road. British and PA colonials attempt to reinforce a blockhouse, but a local indian chief with French support have other ideas. Rules have been modified for ease of play and will be taught. No children, rules lawyers or disgruntled people please.

### **F: 291 Brooke Clears The Wheatfield**

Fri 2:00:00 PM, 4 Hrs, 6 Players

GM: Robert Kerstetter Sponsor: Carpe Diem GamesPrize: Trophy For Most Feared Opponent

Period: American Civil War, Scale: 15mm, Rules: Devil To Pay

Gettysburg 2nd day. Brooke brigade clears the wheatfield but winds up in dire circumstances.

### **F: 378 Gnome Wars: The Station At The End Of The Line**

Fri 2:00:00 PM, 4 Hrs, 7 Players

GM: James Stanton and The Stout Gnomes Sponsor: Brigade GamesPrize: Gnomes!

Period: Other: Gnomes, Scale: 28mm, Rules: Gnome Wars  
The US Cavalry needs to protect a station just inside Yellowstone National Park. The Yellowstone special,

carrying visiting dignitaries, gold for the payroll, and various "beverages," is inbound and several interested parties are headed for the station. Who will be in control when the train pulls in? Players bringing a painted unit of gnomes from Brigade Games do not have to preregister. No special or heavy weapons for this game. No one under 14 without a playing adult.

### **F: 406 The Battle Of Alesia**

Fri 2:00:00 PM, 4 Hrs, 12 Players

GM: Dave Waxtel and Del-Val

Period: Period: Ancients, Scale: Scale: 28mm, Rules: Rules: Tactica

September, 52 BC. It was fought by an army of the Roman Republic commanded by Julius Ceasar, against a confederation of Gallic tribes united under the leadership of Vercingetorix of the Arverni. It was the last major engagement between Gauls and Romans, marking the turning point of the Gallic Wars in favor of Rome. The Siege of Alesia is considered one of Caesar's greatest military achievements a

### **F: 425 Ukraine Invaded**

Fri 2:00:00 PM, 3 Hrs, 6 Players

GM: Jeff Wiltrout

Period: Renaissance, Scale: 15mm, Rules: By Fire And Sword

Once again a force from Crimea attacks Ukraine. However this is a Tatar force with Cossack allies fighting against the Polish Lithuanian commonwealth. Come see if Khemilnitsky can throw off the evil domination of his country, or will the commonwealth defeat the ragtag rebels.

### **F: 428 Sihayo Kraal 1879**

Fri 2:00:00 PM, 4 Hrs, 4 Players

GM: Cliff Brunken and Del-Val

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

After the crossing, the column made camp on the left or Zulu bank of the Mzinyathiand on the 12th January, Chelmsford ordered a large force forward under ColonelGlyn to assault Sihayo's homestead, which was nearby. Come and join the first Battle of the Zulu War

# Fall-In 2015

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### **F: 125 The Siege Of Of Louisbourg 1758**

Fri 3:00:00 PM, 3 Hrs, 6 Players

GM: Billy Molyneaux and Gettysburg area gamers Prize: Yes

Period: French & Indian War, Scale: 25mm, Rules: Matt Fritz

The French are defending the fortress city of Louisbourg out numbered by the British but they have the protection of the walls. This is a light beer and pretzel game based on junior generals scenario.

### **F: 194 The Battle Of La Souffel, 28 June 1815**

Fri 3:00:00 PM, 4 Hrs, 6 Players

GM: Eric Schlegel and HAWKS

Period: Period: Napoleonic, Scale: Scale: 15mm, Rules: Rules: The Continental System

It's time for a repeat my last 200th anniversary Napoleonic game. Following Napoleon's defeat at Waterloo, General Rapp, who was covering the approaches to central France, withdrew from the Rhine and took up positions along the Souffel River. Crown Prince Eugene eagerly followed with the vanguard of the Allied army and on the 28th mounted an attack against the heavily outnumbered French.

### **F: 257 Battle Of Waterloo 200Th Anniversary - Theme**

Fri 3:00:00 PM, 5 Hrs, 8 Players

GM: Graydon Vanry

Period: Napoleonic, Scale: 15mm, Rules: Home Rules Play one of the greatest battles in history on the 200th anniversary. Napoleon's French attack the Anglo-Dutch army led by the Duke of Wellington. Time tested home rules perfect for anyone new to Napoleonics or for experienced players. Fast play for convention yet with all the detail and pageantry of the era.

### **F: 365 Athenian Expedition Into Sicily**

Fri 3:00:00 PM, 4 Hrs, 6 Players

GM: Joshua Osgood and R.A.W.

Period: Period: Ancients, Scale: Scale: 28mm, Rules: Rules: Ancients V2

414 B.C. Conflict between the forces of Strategos Nicias of Athens and General Gylippus of Sparta both with Sicilian allies after the Winter quartering near Syracuse.

### **F: 389 Sink The Stonewall**

Fri 3:00:00 PM, 4 Hrs, 8 Players

GM: Roland Young and Yellow Worm Sponsor: Thoroughbred Miniatures Prize: Prize Provided By Thoroughbred Miniatures

Period: American Civil War, Scale: '1:600, Rules: Sail And Steam Navies

CSS Stonewall, one of the most powerful Confederate ships not to be deployed during the war, is making way to be supplied for action. Can the union ships intercept her before she makes port and is re-supplied? Or will she be ready to receive her pursuers?

### **F: 391 Battle Of Lobositz 1756**

Fri 3:00:00 PM, 4 Hrs, 8 Players

GM: Benjamin Swett and Your Hobby Place

Period: Seven Years War, Scale: 2mm, Rules: Black Powder

Austrians are ready to ambush the Prussians under Frederick the Great. Be ready to refight the opening battle of the seven years war. The battle will be played at the battalion level thanks to the use of 2mm miniatures, allowing a large proper battle to be fought. All dice, rules, and other materials are provided. Players of all skill welcome, all players must be at least 15 years of age.

### **F: 395 Ambush At Abbeyville**

Fri 3:00:00 PM, 3 Hrs, 4 Players

GM: Del Stover and Wednesday Night Gamers of Alexandria

Period: Period: French & Indian War, Scale: Scale: 28mm, Rules: Rules: Fire & Fury Variant

A British force is advancing on Fort Duquesne when it is ambushed by the French and their Indian allies. At a previous convention, the British dominated the battle easily until their victories spread their line too thin. Then the French launched a devastating counterattack that swept up the British force in two turns. A small but fun battle where the fortunes of war can turn on a dime.

### **F: 419 Battletech - Grinder 2**

Fri 3:00:00 PM, 3 Hrs, 10 Players

GM: Dave Yingling and Battletech

Period: Period: Other, Scale: Scale: 1:285 micro, Rules:

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Rules: Total Warfare

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class.

### **F: 146 The Horror At Wolfenberg**

Fri 4:00:00 PM, 4 Hrs, 9 Players

GM: Guy Gormley and ODGW

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

Rules: Mein Zombie Squad Rules

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

### **F: 157 June 16, 1815, The Advance From Marchienne - Theme**

Fri 4:00:00 PM, 5 Hrs, 6 Players

GM: John Snead and Carnage and Glory

Period: Napoleonic, Scale: 28mm, Rules:

Rules: Carnage & Glory II

A fictional engagement based upon the forces engaged in the historical Waterloo campaign of 1815. Having crossed the Sambre, the advance guard of Reille's corps encounters the first Allied defensive positions.

### **F: 207 A Walk In The Park**

Fri 4:00:00 PM, 4 Hrs, 8 Players

GM: Pete English

Period: Future, Scale: 25mm, Rules: Outbreak

The "Lazarus" virus is sweeping across the population. The government, or what is left of it, has ordered that all living be moved to internment centers to limit the number of people exposed to the zombie dead. Fewer people bitten means less zombies created, that's the theory. Army patrols have been sent out to "sweep and escort" survivors in hot zones to evac centers. Easy walk in the park, right

### **F: 209 Bolt Action Z!**

Fri 4:00:00 PM, 4 Hrs, 6 Players

GM: Matthew Fridirici

Period: World War II, Scale: 25mm, Rules: Heavily Modified Bolt Action

It's the closing days of World War II and German scientists let loose their most horrible creations. Can you lead your squad through the mess while horrors lurk around every corner? Under 12 with playing Adult please.

### **F: 302 Battletech: Federated Suns Vs Galactic Empire #1**

Fri 4:00:00 PM, 4 Hrs, 6 Players

GM: Bob Swett Sponsor: Your Hobby Shop (Martinsburg, Wv)

Period: SciFi, Scale: 1:285 Micro, Rules: AlphaStrike (Advanced)

"Battletech grows up" this is not your normal battletech conflict, but is a more realistic tactical game that employs infantry and vehicles as supplemented by mechs. This is Battletech vs. Star Wars with everything to scale. All materials, miniatures, dice, and rulers will be provided. Intermediate to experienced players and no players under 15 years old.

### **F: 355 Tables Turned, Normandy 1944**

Fri 4:00:00 PM, 4 Hrs, 4 Players

GM: Alex Newhart and NOVAG

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

After the unexpected attack by SS Panzer troops on the morning of August 7th on the town of St Barthlemy, the 1/117 Regiment is determined to regain the town. On the morning of August 8th, with support from two tank destroyer companies, the battle weary GIs attack dug in Germans of the 2nd Panzer Division determined to drive them back.

### **F: 374 Barkmann'S Corner - July 17, 1944**

Fri 4:00:00 PM, 2 Hrs, 3 Players

GM: Kimber Vanry and Metropolitan Wargamers

Period: World War II, Scale: 15mm, Rules: Flames Of War  
It's the summer of 1944. Famed german tank ace Ernst Barkmann is rolling through Normandy commanding his Panther and looking to halt the Allied advance. Amid the

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bocage of the French countryside, a US armored column encounters Barkmann in a showdown at a crossroads which will become legend. A great learning game for people new to FOW (including kids with adults).

### **F: 144 Stalingrad 1942 The Opening Stages We'Re All In**

Fri 5:00:00 PM, 5 Hrs, 4 Players

GM: Michael Sincavage

Period: World War II, Scale: 15mm, Rules: Battlefront  
As the Germans swing toward Stalingrad and make their initial attacks on the city, the Russians throw everything they have into the fray. There are naval troops, paratroopers, raw conscripts, etc. It is a desperate fight as snipers have appeared and Russian political officers shoot at anybody who runs. The urban fighting is brutal, and both sides throw in armor as well.

### **F: 285 Escape From Hunt'S Gap, Tunisia 1943**

Fri 5:00:00 PM, 4 Hrs, 6 Players

GM: Daniel Erdman and Pittsburgh Band of Gamers

Sponsor: Test of Battle Games

Period: World War II, Scale: 20mm, Rules: Rules: Command Decision 4 - Test of Battle  
Operation Ochsenkopf (Oxhead) was a German plan to take the town of Beja in Tunisia. To get to the Beja Plain they had to pass through a valley the British named Hunt's Gap. This was blocked by the 2nd/4th Battalion the Hampshire Regiment, defending against a regimental strength Panzer Kampfgruppe.

### **F: 339 Check Your 6! - Pips And The Longest Flight**

Fri 5:00:00 PM, 4 Hrs, 5 Players

GM: Phil D'Amato and Refuse The Flank Wargamers

Period: World War II, Scale: 1/300, Rules: Check Your 6!  
The allied invasion of France has begun. The Luftwaffe is ordered to make its presence felt over the invasion beaches. Josef "Pips" Priller heads to Normandy. This is a loose representation of the famous scene in the movie "the longest day." See if the German ace can survive the longest day.

### **F: 411 Battle Of Five Armies T.A. 2941**

Fri 5:00:00 PM, 4 Hrs, 5 Players

GM: Lou Valenti and Del-Val

Period: Fantasy, Scale: 15mm, Rules: LOTR

"To me! To me! Elves and Men! To me! O my kinsfolk!"  
The Dragon Smaug is dead. Now, the unlikely allies of Men, Elves, Dwarves and Eagles must battle a Goblin horde bent on revenge and destruction. Will the Kingdom Under the Mountain be Restored? Or will the forces of Darkness plunge Eastern Middle-Earth into an age of shadow? Grab your pocket handkerchief and refight the climactic battle from

### **F: 100 Battle Of Lake Bourgne, 1814**

Fri 6:00:00 PM, 4 Hrs, 10 Players

GM: Victor Hiris

Period: War of 1812, Scale: 15mm, Rules: Gunboat Squadron Commander

Can 42 British longboats capture 5 American gunboats?

### **F: 103 Captain Beers To The Rescue**

Fri 6:00:00 PM, 4 Hrs, 8 Players

GM: Jon Lundberg Sponsor: Brigade

Period: French & Indian War, Scale: 25mm, Rules: Modified Matchlocks On The Warpath  
Northfield Massachusetts asked for help and Captain Beers was dispatched with 38 troopers to ride to their rescue. They were ambushed and took fearful casualties. Northfield was deemed untenable and abandoned. This what if scenario assumes that Captain Beers took some friendly Indians. Now can the reinforced and better prepared force get through? Children should be at least 12 to play independently

### **F: 123 Tridents Over Erbil**

Fri 6:00:00 PM, 4 Hrs, 8 Players

GM: Charles Wendt

Period: Modern, Scale: 30mm, Rules: House  
A US Marine sniper team deep in ISIS territory has been compromised and has wounded. Join a quick reaction force of special operations personnel to extract them from the angry mobs and leave no man or dog behind. Not suitable for kids, and NOT "Beer and Pretzel"

### **F: 129 To The Rescue**

Fri 6:00:00 PM, 4 Hrs, 6 Players

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GM: Michael Pierce

Period: Modern, Scale: 15mm, Rules: Force Of Force

An insurgent force has ambushed a State Dept team guarded by contractor security in an Iraqi village. Their SUV has been damaged and they have taken refuge in a small building. The SUV contains several bags of money and important documents. A Marine QRF is responding as the mob builds and the insurgents grow more bold. Beginners OK. Children 12 or older OK.

### **F: 138 Second Bull Run**

Fri 6:00:00 PM, 4 Hrs, 8 Players

GM: Michael Wedding

Period: American Civil War, Scale: 20mm, Rules:

The Union army has been hammering at Jackson's line in the railroad bed all day. The Union Commander, Pope, has had warnings all day about Longstreet on his left flank but falsely believes Jackson is ready to break and is retreating. Then Longstreet attacks and Pope has to try and save his army. Historically, the fight for Chinn Ridge saved the day. The Union Army safely retreated.

### **F: 152 Lobau'S Left Hook, Hundred Days Campaign - Theme**

Fri 6:00:00 PM, 4 Hrs, 6 Players

GM: Jeffrey Ball and Carnage and Glory

Period: Period: Napoleonic, Scale: Scale: 28mm, Rules: Rules: Carnage and Glory II

In this Hundred Days Campaign historical variant, Lobau and his 6th Corps are given a different assignment: start Waterloo with an attack against the British flank west of Hougomont to draw off reserves and starve Hougomont of support and reinforcement.

### **F: 156 Mobile Defense**

Fri 6:00:00 PM, 4 Hrs, 6 Players

GM: Tom Garnett and Carnage and Glory

Period: Period: Modern, Scale: Scale: 15mm, Rules: Rules: Fireball Forward

Team Bravo (1st Bn/93rd Mech Infantry) was deployed within the Covering Force Area to attrite and delay the leading motor rifle battalion in the Soviet attack to encircle Bad Hersfeld West Germany in September 1981.

### **F: 160 The Fort.**

Fri 6:00:00 PM, 4 Hrs, 6 Players

GM: Rick Dunn and NOWS

Period: Period: French & Indian War, Scale: Scale: 25mm, Rules: Rules: Iron Ivans This Very Ground Modified Your Orders are to Reinforce and camp for the coming Winter but due to delays and Bad weather things are not what they seems to be ? Only You can find out why and Change the Situation!!!

### **F: 183 The Polish Hill**

Fri 6:00:00 PM, 5 Hrs, 8 Players

GM: Kurt Schlegel and HAWKS

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

July,4 1916. As part of the Brusilov Offensive, the Russian 46th Corps runs into the untested Polish Legion at Kostiuchnowka, led by General Pilsudski.

### **F: 225 The Fort**

Fri 6:00:00 PM, 4 Hrs, 8 Players

GM: Rick Dunn

Period: French & Indian War, Scale: 25mm, Rules: This Very Ground Modified

You been order to the fort to resupply and make camp for the winter but due to delays and bad weather thinks are not what they seem to be? Only you can find out why??????????

### **F: 227 To Catch A Rat**

Fri 6:00:00 PM, 3 Hrs, 8 Players

GM: Leo Walsh

Period: SciFi, Scale: '1:1200, Rules: Age Of Iron

Cromwell is cornered and Keane pulls out all of the stops to stop him from helping the hoard to destroy the new Republic before it can really get going. The rules are easy to learn and fast playing. From the pages of William Forstien's Lost Regiment alternate sci/fy history book series. It's a night time battle with ACW and other technology. The rules are easy to learn and fast playing.

### **F: 237 Brandywine, September 11, 1777: Cornwallis' Assault**

Fri 6:00:00 PM, 4 Hrs, 6 Players



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GM: David Bonk and Carnage and Glory Prize: Sash and Saber Gift Certificate

Period: American War for Independence, Scale: Scale: 40mm, Rules: Rules: Carnage and Glory American Revolution Computer Moderated Rules

After a grueling pre dawn march the cream of the British Army prepares to assault Sullivan's, Stephen's and Sterling's hastily deployed American forces and roll up the American Army defending the Brandywine River crossings.

### **F: 255 July 1918 - Make The Kaiser Dance**

Fri 6:00:00 PM, 4 Hrs, 8 Players

GM: Alan Crane

Period: World War I, Scale: 28mm, Rules: Trench Wars  
The German offensive has been stopped on the banks of the Marne river! now a combined force of Americans, French and Senegalese with the help of some French tanks are launching a counter-attack to drive the Huns back. Will they drive the Germans from the trenches or will they die a glorious death in no mans land? Beginners welcome. Children under 14 with a playing adult.

### **F: 284 Green Devils, Red Devils - Primasole Bridge**

**\*Double Blind\***

Fri 6:00:00 PM, 5 Hrs, 6 Players

GM: Jake Strangeway and Pittsburgh Band of Gamers

Sponsor: CDTOPPrize: Gift Certificates to CDTOP

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

Rules: Command Decision Test of Battle

In July, 1943 Montgomery's 8th Army was advancing through Sicily toward Messina along the coast road. One of the major obstacles to their advance was the bridge over the River Simeto south of Catania. To attempt to secure this waterway, Operation Fustian was conceived and launched. This plan called for 1st Parachute Brigade to land on both sides of Primasole Bridge and secure it

### **F: 299 Frostgrave**

Fri 6:00:00 PM, 4 Hrs, 8 Players

GM: Jeffrey Hiley

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

Amidst the frozen ruins of the ancient city Frostgrave, wizards battle in the hopes of discovering the lost magics

and treasures of a fallen empire. Each player will take the role of a wizard from one of the 10 schools of magic.

Leading an apprentice and hired soldiers into frostgrave you will compete with other wizards also trying to find lost secrets. Kids under 12 accompanied by an adult.

### **F: 317 Second Bull Run**

Fri 6:00:00 PM, 4 Hrs, 8 Players

GM: Michael Wedding

Period: American Civil War, Scale: 20mm, Rules: Jriii

Pope has been attacking Jackson in his unfinished railroad bed all day. Pope has ignored warnings of Longstreet's division on the Union Army's left flank. There are only a few troops in the way of the Rebs juggernaut that could cut off Pope and his army. Will they hold and will Pope get the reinforcements in place soon enough. Focuses on the battle for Chinn Ridge.

### **F: 366 Alexander'S Army Returns To India!**

Fri 6:00:00 PM, 4 Hrs, 8 Players

GM: George Hunsicker and R.A.W.

Period: Ancients, Scale: Scale: 15mm, Rules:

Rules: Ancient Warfare

Alexander's Army returns to India! Without Alex of course, he has died of plague and his successors have yet to divide up his empire. One last chance for the Greeks to triumph!

### **F: 370 Engagment In Sector 997**

Fri 6:00:00 PM, 4 Hrs, 6 Players

GM: Chad Zerbe and R.A.W.

Period: SciFi, Scale: Scale: 1/6000, Rules: Rules:

Full Thrust

The Confederation is pressing the Attack against the Terran Empire come make one side victorious with ships, carriers and fighters in space.

### **F: 377 A Peaceful Exchange Of Prisoners...Hopefully. Wheeling Virginia, 1777.**

Fri 6:00:00 PM, 4 Hrs, 13 Players

GM: Ben Rubin and Metropolitan Wargamers

Period: American War for Independence, Scale: 25mm,

Rules: Muskets And Tomahawks

A British/indian delegation has arrived in wheeling to

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discuss a prisoner exchange. Both commanders hope the exchange goes off everything might go off without a hitch, and everyone might go home happy. But this is a wargaming convention, so don't count on it. Winning will require negotiation, flexibility, deceit, and the element of surprise. Each player has his her own victory conditions.

### **F: 387 The Battle Of Ligny: The Eagle'S Last Triumph - Theme**

Fri 6:00:00 PM, 4 Hrs, 4 Players

GM: Thomas Mckinney and Army Group York

Period: Napoleonic, Scale: 6mm, Rules: Blucher

The battle of ligny (16 june 1815) was the last victory of the military career of Napoleon I. In this battle, French troops of the Arme du Nord under Napoleon's command face the Prussian army of the lower rhine under Field Marshal Blucher. The battle takes place along the narrow ligny river and among its bordering villages. Blucher is a large-battle, fast playing system.

### **F: 128 Walk Softly And Carry A Bigger Stick.**

Fri 7:00:00 PM, 6 Hrs, 16+ Players

GM: Michael Konwinski and 5 guys and a lawyer Sponsor:

Old GloryPrize: Gift Certificates

Period: Pulp, Scale: 25mm, Rules: Nad Dogs With Guns  
Back by popular demand! Friday night in the big city! lines are forming for the big fight featuring Jimmy Braddock. The Night Hawks are playing at the Metropol and there's plenty of thirsty mouths. Sounds like any other Friday night, right? Did we mention that it's 1928? Welcome to the age of prohibition where guns, booze, fast women and fast cars rule the day and night. Kids welcome but with adult supervision Running with Gordon Andrews Friday and Saturday nights

### **F: 133 The Siege Of Meaux - 1421**

Fri 7:00:00 PM, 4 Hrs, 6 Players

GM: John Spiess and NYWA

Period: Medieval, Scale: 25mm, Rules: Tactica Siege  
In 1421 Henry V sailed back to France for what would be his last campaign. Henry's forces lay siege to Meaux in October. Mining and bombardment soon brought down the walls but the French defenders continued to hold. The siege continued for months and the many of the

English including Henry became sick. There is enough strength for one final assault.

### **F: 136 Market Day In Ma-An**

Fri 7:00:00 PM, 4 Hrs, 6 Players

GM: Jim Mcwee

Period: Modern, Scale: 25mm, Rules: Ambush Alley 2.0  
Militant Islamic Liberation Front (MILF) currently holds the ma'an market collecting taxes but the president needs a new ferrari so needs it back. The pressure is on, will the Bab al-shayol Arab Regional Forces (BARF) and their coalition partners retake the stalls in time? Using the new ambush alley rules being released this winter!

### **F: 139 North Africa 1940. Kidney Pie Vs Pasta Primavera**

Fri 7:00:00 PM, 6 Hrs, 6 Players

GM: Joe Richards

Period: World War II, Scale: 15mm, Rules: Rapid Fire  
The British 7th Armored Division was born in Northern Africa, 1940. The British, with a meager supply of tanks and 1924 pattern armored cars fought extremely aggressively against the Italian army which heavily outnumbered them. After 6 months of fighting, the British had wiped out 10 divisions and captured 130,000 men. Try your hand in desert warfare. Can your Italian gun crews hold off the Brits?

### **F: 159 Le Mesnil Herman, 27 July 1944**

Fri 7:00:00 PM, 4 Hrs, 6 Players

GM: Steve Waddell and Carnage and Glory

Period: World War II, Scale: Scale: 28mm, Rules:  
Rules: NUTS! Skirmish Rules

Tasked with defending the left flank of Operation COBRA, BG Maurice Rose's CCA, 2nd Armored Division advanced through German Lines toward its objectives, Le Mesnil Herman and Hill 183. At 0900 27 July, 2/66 Armored Regiment and its attached infantry launched its assault. Can your tank-infantry teams seize this key road junction from its desperate defenders of the II Falchirm-Korps?

### **F: 178 Concord To Lexington**

Fri 7:00:00 PM, 4 Hrs, 8 Players

GM: Geoff Graff and HAWKS

Period: American War for Independence, Scale:

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Scale: 15mm, Rules: Rules: By Company! - AWI  
After marching 18 miles, fighting two skirmishes and looting (OR) destroying contraband in Concord, The British head back to Boston. They are afflicted by the many small militia forces swarming around them. Here is your change to confirm (OR) re-write history. Can you lead this force to (OR) stop this force from reaching Boston? A difficult Command and Control situation.

### **F: 191 The Hunger Games Iv**

Fri 7:00:00 PM, 4 Hrs, 12 Players  
GM: David Schlegel and HAWKS  
Period: Period: Future, Scale: Scale: 25mm, Rules: Rules: Blood & Swash  
Alliances will be formed and broken, but there can be only one winner. Sean from District 8 won at Historicon. Who will triumph at Fall In.

### **F: 200 To The Rescue**

Fri 7:00:00 PM, 4 Hrs, 6 Players  
GM: Michael Pierce and Pittsburgh Band of Gamers  
Period: Period: Modern, Scale: Scale: 15mm, Rules: Rules: Force on Force  
Iraq in 2007. A State Department team traveling to meet with a regional council has been ambushed! Their contract security guards have hustled them to cover and called for help, but couldn't retrieve the bag of dinars, dollars and incriminating documents from the SUV. A Marine QRF is on the way, but the insurgents and mobs are growing bolder.

### **F: 210 1780 , Awi 54Mm Slugfest**

Fri 7:00:00 PM, 4 Hrs, 6 Players  
GM: Robert Lehman  
Period: American War for Independence, Scale: 54mm, Rules: Atkm  
Large scale meeting engagement. Time to breakout the big boys again. Come and command Hessians, Loyalists, Red Coats , Continental's, French and maybe even a few Indians! easy to learn and fun to play. Using ATM modified big game rules. 12 And up unless with parent please.

### **F: 223 Adriatic Aces**

Fri 7:00:00 PM, 3 Hrs, 10 Players  
GM: Bill Koff  
Period: World War I, Scale: '1/144, Rules: Wings Of Glory / Wings Of War  
Italian piloti attempt to escort a bombing run over trieste, opposed by austro-hungarian fighters and flying boats in this wwi air action. Wings of glory / wings of war experience preferred; no players under 15 years old.

### **F: 241 Breaking The British Blockade**

Fri 7:00:00 PM, 4 Hrs, 12 Players  
GM: Donald Smith and HAWKS  
Period: Period: Napoleonic, Scale: Scale: 1/1000, Rules: Rules: Modified Trafalgar and Sails of Glory  
The Allied Fleet of French and Spanish Ships (including the Spanish 136 gun Ship of the Line Santisima Trinidad) escaped from port during poor visibility with the intent of Breaking a British Blockade.

### **F: 242 Battle For The Island Of The Lizardmen**

Fri 7:00:00 PM, 4 Hrs, 6 Players  
GM: Christopher Palmer and HAWKS  
Period: Period: Fantasy, Scale: Scale: 10mm, Rules: Rules: Bear Yourselfs Valiantly  
The Dwarves have made a deal with the Lizardmen to use the power of their volcanic island to construct a secret super-weapon. Elf spies have found out, and an Elven expeditionary force has now arrived on the Lizard's shores to put a stop to the alliance, and the Dwarven plans. Gamers under 14 with a participating adult only.

### **F: 263 A Walk In The Sun**

Fri 7:00:00 PM, 4 Hrs, 10 Players  
GM: Peter Rice  
Period: World War II, Scale: 15mm, Rules: Behind Enemy Lines  
June 7, 1944. The 16th Infantry landed yesterday at Omaha Beach. Now they send out a westward patrol to link with the rangers at Pont du Hoc!

### **F: 277 The Ride Of The Wielkopolska Brigade**

Fri 7:00:00 PM, 4 Hrs, 6 Players  
GM: John Surdu and HAWKS

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Period: World War II, Scale: 10mm, Rules: Look, Sarge, No Charts: WWII  
By Sept 9th, the Polish Army Lodz had taken heavy losses and was being pushed back by the Germans. Gen'l Kurtzeba, commander of Army Poznan launched his counterattack, striking the flank of the German 24th and 30th Divisions. On the 14th of Sept the Wielkopolska Brigade continued to drive southward when they crashed into elements of the Liebstrandarte Adolf Hitler and the 4th Panzer Division.

### **F: 294 Naval Battle Of Camperdown**

Fri 7:00:00 PM, 3 Hrs, 10 Players

GM: Brian Dewitt and NOVAG

Period: Napoleonic, Scale: '1:1200, Rules: Form On The Admiral'S Wake

In Summer 1795 the Dutch fleet under De Winter were blockaded within their harbor in the Texel by the British North Sea fleet under Duncan. In October, Duncan return to Yarmouth for supplies and De Winter used the opportunity to conduct a brief raid into the North Sea. When the Dutch fleet returned to the Dutch coast on 11 October, Duncan was waiting, and intercepted De Winter off the coast.

### **F: 313 Spanish Civil Warriors, Pat Condray Remembered.**

Fri 7:00:00 PM, 4 Hrs, 8 Players

GM: Edward Watts

Period: Inter-War, Scale: 20mm, Rules: Rapid Fire For Rookies (Spanish Civil War Variant)

The Republican Army bolstered by the steady international brigades, asaltos and the enthusiastic but inexperienced anarchist unions battle for control of a vital village crossroads versus the nationalist coalition of Spanish Foreign Legionnaires, Carlists, Falange and Italian "volunteers", both sides bolstered by early primitive tanks and home made armor. Family friendly, kids old enough to read the numbers on the charts welcome.

### **F: 330 Bad Day At Guyang Ri**

Fri 7:00:00 PM, 4 Hrs, 8 Players

GM: Martin Fenelon and Niantic Gamers Sponsor: Msd

GamesPrize: Luftwaffe 1946 Rule Set

Period: Modern, Scale: '1:285 Micro, Rules: Sabres Over

The Yalue

USAF fighters and fighter bombers are conducting a precision strike against a key power plant in North Korea. Local air defense and Soviet 'volunteers' plan to stop the attack. It's going to be a bad day for someone! fast play air-to-air combat - no experience needed - rules will be taught.

### **F: 341 The Temple Of The Snake Goddess**

Fri 7:00:00 PM, 4 Hrs, 12 Players

GM: Howard Whitehouse Prize: Your Worthless Lives, Perhaps

Period: Fantasy, Scale: 25mm, Rules: Chainmail Bikini

When the astrologer kings foretold that the double eclipse of the moons demanded sacrifices, seers declared that gory ceremonies must occur in the ruined pyramid city of Chepe-Tequila. So they went, with gilded retinues, to the jungled south. They failed to consult the Snake Priestesses of that city, thinking their power waned to nothing - a mistake, as survivors would later admit

### **F: 354 Star Crush Starfighter Miniatures Game**

Fri 7:00:00 PM, 4 Hrs, 8 Players

GM: Lee Vanschaik

Period: SciFi, Scale: 1:250, Rules: Star Crush Starfighter Miniatures Game

Join us to playtest our new rules for the Star Crush starfighter game. This game simulates starfighter combat in space between the commorium and the Xothic. The commorium thought they were alone in the commorium quadrant of the federated republic empire of planets, but that didn't account for the Xothic. Who is the new race and why are they so aggressive? Join us to find out.

### **F: 372 French Surprise! Ww2 Air Combat, Check Your 6!**

Fri 7:00:00 PM, 4 Hrs, 8 Players

GM: Dave Winfree Sponsor: I-94 EnterprisesPrize: None

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

Actions of 8 Nov 1942, USN vs Vichy French aircraft - an opposed torch landing scenario Rules will be taught.

Good introductory CY6 scenario. 'Flight school' examples provided for newbies.

# Fall-In 2015

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### **F: 373 The Battle Of Tofrik**

Fri 7:00:00 PM, 4 Hrs, 8 Players

GM: James Lombardi

Period: Colonial, Scale: 25mm, Rules: Sword And The Flame

As the British column moves toward Suakim, the column is attacked by the Mahdi's forces. The battle rages in the open desert. Will the column survive, or will the dervishes and fuzzy wuzzies be victorious.

### **F: 385 Wings Of Glory Bombers: Operation Turkenkreuz**

Fri 7:00:00 PM, 3 Hrs, 12 Players

GM: Arthur Defilippo

Period: World War I, Scale: '1/144, Rules: Wings Of Glory May 19th, 1918. As German Gotha bombers of the Bogohl 3 squadron return from the largest bomber raid on London, they encounter Allied fighters over Belgium.

As German fighters scramble to escort the huge bombers, Allied fighters sweep in for the kill. Play a German pilot and escort your bombers to safety, or fly an Allied fighter and seek vengeance for the londoners lost in the raid.

### **F: 394 The Pyramids Of Stigmata**

Fri 7:00:00 PM, 2.5 Hrs, 4 Players

GM: Del Stover and Wednesday Night Gamers of Alexandria

Period: Period: SciFi, Scale: Scale: 28mm, Rules: Rules: Warhammer 40K (skirmish version)

An archaeologist will pay big money for a chance to explore the planet Stigmata's xeno pyramids. The pay is good, but Adeon Drake, our dashing space smuggler, should've known this job wouldn't be easy. As the dig begins, Imperial authorities arrive and the inhabitants awake. Learn why Stigmata is off limits! Join us for a swashbuckling adventure set in the Corvus Cluster ([www.thecorvuscluster.com](http://www.thecorvuscluster.com))

### **F: 405 Boer War - Battle Of Spion Kop 1900**

Fri 7:00:00 PM, 3 Hrs, 4 Players

GM: Troy Turner and Del-Val

Period: Period: Colonial, Scale: Scale: 15mm, Rules: Rules: RF&F modified

The Boers of South Africa proved to be a capable & stalwart British opponent. They had held up twice their

number of British regulars for weeks. The British sought to crack the Boer center by seizing the ridge of Spion Kop in a night time advance. The morning found them attacked by an angry swarm of Boers. Confusion, hand to hand fighting, & close quarter rifle fire ensured it would be bloody.

### **F: 422 Battletech - Solaris Championship 3090**

Fri 7:00:00 PM, 4 Hrs, 10 Players

GM: Mark Yingling and Battletech

Period: Period: SciFi, Scale: Scale: 1:285 micro, Rules: Rules: TotalWarfare

The Jihad is over and Solaris is open once again. The Championship fight for 3090 is a open race. Join the fight and become the next Champion. This is a free for all event.

### **F: 424 Friday Night Futbol**

Fri 7:00:00 PM, 3 Hrs, 6 Players

GM: Jeff Wiltrout

Period: Modern, Scale: 25mm, Rules: Corner Kick

We are giving one more go for the Europa champions league final. Barcelona won over the summer both in the real live game and more importantly at Historicon. Come play soccer to see if Juventus can pull it out and win or does Barca get the trifecta. A good fun game of soccer using corner kick. Children 10-14 with an assisting adult. Knowledge of soccer recommended but not required

### **F: 430 Napoleon At War, Final Conflict - Theme**

Fri 7:00:00 PM, 4 Hrs, 6 Players

GM: Phillip Spera Sponsor: Dave'S Baggage Train

Period: Napoleonic, Scale: 15mm, Rules: Napoleon At War

French and British clash under the sunny skies of Belgium, 1815. Beginners welcome to play Napoleon at war.

### **F: 433 Battlestar Galactica: Encounter Beyond The Redline**

Fri 7:00:00 PM, 2 Hrs, 4 Players

GM: Konstantin Gojnycz and WNGoA

Period: SciFi, Scale: '1:1200, Rules: Full Thrust Lite

While on an exploration mission across the red line, scanners detect an unusual phenomenon, possibly cylon.



# Fall-In 2015

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This is 'neutral' territory but your next action could trigger a new war. Fortunately the 'ghost fleet' is the right force for this mission. Capture enemy technology, destroy military bases and return to friendly space. Walk Ups Welcome. (Ravenstar gave us lots of ships.)

### **F: 166 The Battle Of Bir El Meteghsa, Rommel'S 3Rd Assault On Tobruk**

Fri 8:00:00 PM, 3 Hrs, 8 Players

GM: Adam Wine and NOWS Prize: Certificate

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

Rules: Brazen Chariots

On April 14, 1941, Rommel launched his second assault against Tobruk. His spearhead is again aimed at the point where the El Adam road crosses the outer defenses.

The attack will be led by the 5.Panzer-Regiment.

Assigned to stop the invading panzers are the cruiser tanks of the 1st Royal Tank Regiment.

### **F: 217 Desperate Measures -- 1815 Campaign -- Phase II - Theme**

Fri 8:00:00 PM, 3 Hrs, 30 Players

GM: Pete Panzeri and MBA Sponsor: Zvezda-

Usa.ComPrize: From Zvezda

Period: Napoleonic, Scale: 25mm, Rules: Napoleon Rules!

By Small-Wars.Org

Join GM Pete Panzeri for an epic battle with all sides attacking & counter-attacking in an intense & exciting fight of Napoleon's final campaign. Random events, hats, cheers and mayhem. What's not to love? Email peterpanzeri@yahoo.Com for a free pdf of rules & scenario & info on ~the~ "limited edition" Waterloo 200th Anniversary prints T-shirt

### **F: 375 Gnome Wars: The Joust**

Fri 8:00:00 PM, 2 Hrs, 30 Players

GM: Steven Stanton and The Stout Gnomes Sponsor:

Brigade GamesPrize: Gnomes!

Period: Other: Gnomes, Scale: 28mm, Rules: Gnome Wars

Hear ye, hear ye - you are invited to the annual Fall-In!

Gnome Wars jousting tournament. Rules taught - quick, easy, fun! prizes!! No one under 10 without a playing adult.

### **F: 417 Partisan Raid On The Eastern Front 1944**

Fri 8:00:00 PM, 4 Hrs, 5 Players

GM: Jeff Kimmel and Rogues

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

Rules: Chain of Command

A mixed force of Russian partisans and soldiers have attacked a lightly defended supply depot. The Germans scrape together whatever troops they can find and must try to retake the depot before the partisans can steal or destroy everything.

### **F: 228 Down To The Sea**

Fri 9:00:00 PM, 3 Hrs, 8 Players

GM: Leo Walsh

Period: SciFi, Scale: '1:1200, Rules: Age Of Dreadnought From the pages of William Forstien's Lost Regiment"

alternate history sci/fy series. A new horde comes at the yankees and the other humans. This time it is by sea and the technology is more advanced. A night time battle in rough seas in a last effort to stop an invasion. The rules are easy to learn and fast playing.

### **S: 105 Yumpin Yimminy, There'S Vikings In The Woods**

Sat 9:00:00 AM, 4 Hrs, 8 Players

GM: Jon Lundberg Sponsor: Architects Of War

Period: Dark Ages, Scale: 25mm, Rules: Saga

Vikings and other raiders have worked their way up the river and are taking paths through the woods. Stop them before they get to the village. Hidden movement until units sight each other.

### **S: 121 Outflanked!**

Sat 9:00:00 AM, 3 Hrs, 4 Players

GM: Timothy (Tim) Tilson and NOVAG

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

7 June 1944. Ningthoukhong Manipur, India. The Japanese 33rd Division is trying to advance to Imphal. In their way is the Indian 17th Division. The 67th Infantry Regiment tries an outflank night attack with a type 95 Ha Go tank. In their way is 1st BN. W. Yorkshire regiment, a piat team and Sgt. Hanson Turner, who won a VC for his actions that night. Will the Japanese break through?

# Fall-In 2015

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### **S: 126 The Irony Of War - The Invasion Of France 11 May 1940**

Sat 9:00:00 AM, 4 Hrs, 5 Players

GM: Peter Charles

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

The XIX corps was the spearhead of the German drive through the Ardennes and 1st Panzer Division was the point of that spear. The Belgian resistance at Bodange was unexpected and several German forces had been repulsed earlier in the day. 3rd Battalion of the 1st Infantry Regiment moved into position to start their assault late in the afternoon. Can you cross the river and roust the Belgians?

### **S: 185 Assault On Santa'S Village**

Sat 9:00:00 AM, 4 Hrs, 7 Players

GM: Kurt Schlegel and HAWKS

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

A horde of goblins and orcs and other baddies are descending on Santa's Village and trying to steal all the presents. Will Rudolph, Yukon Cornelius and Hermie the Dentist save the day or will Christmas be ruined.

### **S: 196 Battle Of Pydna 22 June 168 Bc**

Sat 9:00:00 AM, 3 Hrs, 6 Players

GM: James Nickle and HAWKS

Period: Ancients, Scale: 10mm, Rules: Bear Yourselves Valiantly

King Perseus is trying to once again unite Greece under his rule. This will not make the Romans happy. The two sides will decide their fate at Pydna. The once great Phalanx vs. the more flexible Roman Legion.

### **S: 214 Ww2 On Waterloo Battlefield - Theme**

Sat 9:00:00 AM, 2 Hrs, 12 Players

GM: Jamie Hensley and MBA Sponsor: Zvezda-Usa.Com Prize: From Zvezda

Period: World War II, Scale: 15mm, Rules: Art Of Tactics - Zvezda

Allies again ... But now vs. Germans on same 1815 battlefield in an intense & exciting battle. Random events, hats, cheers and mayhem. What's not to love?

Email peterpanzeri@yahoo.Com for a free pdf of rules & scenario & info on the "limited edition" Waterloo 200th Anniversary prints T-shirt

### **S: 233 Sergeants D-Day**

Sat 9:00:00 AM, 3 Hrs, 8 Players

GM: August Thiesing

Period: World War II, Scale: 15mm, Rules: Sergeants D-Day

Scenario 1 Patrol the Roads: June 6 1944 - Noon - keeping the roads clear of enemy forces requires patrols. Squad on squad 4 leaders and 36VP beginner action. Scenario 2 take out those mortars. Germans counter attack to destroy dug in us mortars. 4 Leaders and 50VP per side.

### **S: 244 Relief Of Bastogne (Double Blind)**

Sat 9:00:00 AM, 4 Hrs, 6 Players

GM: John Surdu and HAWKS

Period: World War II, Scale: 1:285 micro, Rules: Look, Sarge, No Charts: WWII

Bastogne is besieged! The 37th Tank Bn, the 53d Armored Infantry Bn, the self-propelled 94th Armored Field Arty Bn, and a battery of 155-mm. howitzers from the 177th Field Arty Bn lead the relief force. The tank and rifle companies of the two bn's had teamed together in many battles. Col Blanchard, the overall commander, had selected his own route, but little was known of the enemy in his path.

### **S: 247 Clash At The River.**

Sat 9:00:00 AM, 3 Hrs, 6 Players

GM: Kevin Fischer and HAWKS

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

The principality of Zeon are on the run. Can they hold off the might of the Earth Federation at a key bridge long enough to allow friendly forces to get through or loose yet another battle?

### **S: 269 Into The Darkness: Star Wars X-Wing Miniatures Game: The Contract**

Sat 9:00:00 AM, 4 Hrs, 12 Players

GM: Lisa O'Branty and LXG Sponsor: The Mechanicon 2015

# Fall-In 2015

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Period: SciFi, Scale: 15mm, Rules:

There is more than one way to stop a rebellion. A large contract has been put out on certain rebels heads by an unknown source. The syndicate wants those credits!!!! come join us in this fast paced space combat game set in the star wars universe. All materials will be provided. Some knowledge of the x wing is recommended but not necessary.

### **S: 295 Naval Battle Of Artemisium 249 Bc**

Sat 9:00:00 AM, 3 Hrs, 8 Players

GM: Brian Dewitt and NOVAG

Period: Ancients, Scale: 15mm, Rules: Greeks At Sea

The battle of Artemisium was a series of naval engagements over three days during the second Persian invasion of Greece. The battle took place simultaneously with the more famous land battle at Thermopylae, in August or September 480 BC, off the coast of Euboea and was fought between an alliance of Greek city-states, including Sparta, Athens, Corinth and others, and the Persian empire of Xerxes I.

### **S: 312 Battle Of Moncontour, 3 Oct 1567**

Sat 9:00:00 AM, 4 Hrs, 6 Players

GM: Bob Bryant

Period: Pike & Shot, Scale: 15mm, Rules: Might Of Arms

For once in the French religious wars, the royalists are equal in cavalry to the Huguenots. And once again, the Huguenots lost because of bad dice and Swiss enemies. Check out your dice in this free-wheeling battle. Child must be accompanied by adult

### **S: 325 Battle Of Montebello, 9 June 1800**

Sat 9:00:00 AM, 4 Hrs, 6 Players

GM: Eric Betts

Period: Napoleonic, Scale: 15mm, Rules: If We Could All Be Napoleon (Home Brew Rules)

Lannes launches an attack on an Austrian army in Lombardy based on bad intelligence from Napoleon. Can Lannes still win facing twice his strength? Can field marshall ott gain a second victory after capturing Genoa? Try these fast play rules and find out! Adult must be present with child.

### **S: 335 Avranches**

Sat 9:00:00 AM, 4 Hrs, 4 Players

GM: Roxanne Patton

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

The 4th Armored Division was reassigned from flank guard to taking avranches after the 6th AD became hung up on the coast road. The 704th TD BN was given the task to lead CCA into the city. As the tank destroyers entered the outskirts, a platoon of PZ IVS waited in ambush. Not suitable for children under 17

### **S: 345 Joe Hack 1500 Years Before The 100 Days Part 3**

Sat 9:00:00 AM, 4 Hrs, 11 Players

GM: Joe Swartz and NOWS

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

The final showdown between a coalition of Germanic tribes and the Roman legions, where an isolated farmhouse is at the center of the action.

### **S: 353 Schlacht Bei Tratenau, 1866**

Sat 9:00:00 AM, 5 Hrs, 10 Players

GM: Wilbur Gray Sponsor: Age Of EaglesPrize: Order Of The Pink Pansey With Cd

Period: 19th Century, Scale: 15mm, Rules: Age Of Valor - European Age Of Rifles Fire & Fury

The first major of the 7 weeks war was a costly Austrian victory over the Prussians on 27 June at Tratenau. The upcoming age of valor rules, based on Fire & Fury, recreates this slug-fest in all its glory, alongside Krupps, needle guns and Austrian bayonet charges. Fun - not winning - is key, so thick skinned players only

### **S: 371 Mers El Kebir**

Sat 9:00:00 AM, 4 Hrs, 8 Players

GM: Michael Bell

Period: World War II, Scale: '1:2400, Rules: Beer And Pretzel Naval Adaption House Rules

The French fleet lies at anchor near oran, Algeria. The British demand that the French neutralize their ships. Diplomacy fails as forch h opens fire. A battle that was historically balanced, as each side had 4 capital ships.

# Fall-In 2015

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### **S: 382 Above Flanders Fields - 1916 - 1918**

Sat 9:00:00 AM, 4 Hrs, 12 Players

GM: Stanley Sunderwirth

Period: World War I, Scale: '1/144, Rules: Between The Crosses

World War I aerial combat. Players will execute designated missions with fighters and bombers. Newly-revised mechanics let players realistically fly their planes with minimal bookkeeping. Each player will have a control stand to record speed and altitude. Card-driven maneuvers depend on pilot skill. Drop-ins welcome. [This is not your grandpa's aerodrome!] rules will be taught.

### **S: 402 A Tussle On Genosia**

Sat 9:00:00 AM, 4 Hrs, 4 Players

GM: Ryan Devine and Del-Val

Period: Period: SciFi, Scale: Scale: 15mm, Rules: Rules: Home-Kids

General Kenobi has been tasked with ridding the planet of the last resistance put up by the Clankers. Count Dooku will put up a spirited defense

### **S: 407 Battle Of The Sambre**

Sat 9:00:00 AM, 4 Hrs, 12 Players

GM: Andy Waxtel and Del-Val

Period: Period: Ancients, Scale: Scale: 28mm, Rules: Rules: Tactica

Was fought in 57 BC in Northern France, between the Julius Caesars Legions against the Belgic tribes, principally the Roman forces, was surprised and nearly defeated. According to Caesar's report, a combination of determined defence, skilled generalship, and the timely arrival of reinforcements allowed the Romans to turn a strategic defeat into a tactical victory.

### **S: 413 In The Jungles Of Burma.**

Sat 9:00:00 AM, 4 Hrs, 6 Players

GM: Tim Reiners and Rogues

Period: Period: World War II, Scale: Scale: 10mm, Rules: Rules: Spearhead

Japanese and British forces clash in the jungles of Burma. Each trying to gain control of an important village to launch a spring offensive at the other side's bases.

### **S: 111 Casa De Campo - Madrid 1936**

Sat 10:00:00 AM, 4 Hrs, 6 Players

GM: Donald Manser Sponsor: Age Of Glory

Period: Inter-War, Scale: 25mm, Rules: Bolt Action  
Nationalist General Mola wanted to attack through the outskirts of Madrid and establish a bridgehead over the Manzanares river aimed at the heart of the city. To avoid the high casualties associated with urban war, his plan was to attack on a narrow but relatively open front through Casa de Campo park. The republican forces had other ideas. Gamers under 16 welcome with a participating adult.

### **S: 132 Sollum, 1942: The Last Days Of Operation Crusader - Theme**

Sat 10:00:00 AM, 4 Hrs, 6 Players

GM: Stephen Carey and Tactical Gaming Society (TGS)

Period: World War II, Scale: 25mm, Rules: Bolt Action (Modified)

Command a platoon from the 6th Infantry Brigade (South Africa) or a squad from the 300th Desert Oasis reserve battalion (Afrika Korps) as the commonwealth forces attempt to storm one of the last of Rommel's Garrisons holding out on the frontier. Modified rules allow hidden setup and hidden movement for exiting and confusing urban combat. Beautiful terrain and models courtesy of the TGS. This is the second of two iterations of this scenario

### **S: 134 Red Beans And Rice**

Sat 10:00:00 AM, 3 Hrs, 10 Players

GM: Gary Coyle

Period: American Civil War, Scale: '1:600, Rules: Smoke On The Water

What if the confederates at Fort Jackson and Fort St Phillips had been more effective in contenting the Mississippi with Farragut? What if CSS Louisiana and CSS Mississippi had been ready? What if an aggressive commander in New Orleans determined not to let the city fall? Was Farragut's success a forgone conclusion or could the confederates have defended the crescent city and its cuisine?

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### **S: 145 Wwii Naval: Raid On Rabaul**

Sat 10:00:00 AM, 4 Hrs, 10 Players

GM: Stephen Berger and ODGW Sponsor: ODGW

Period: World War II, Scale: 1/4800, Rules:

Rules: Task Force

November 5, 1943: Simpson Harbor (Rabaul) is full of IJN warships as TF 38 approaches for a raid (part of Operation Cartwheel). TF 38 must do heavy damage to shipping, to protect the landings at Empress Augusta Bay. Rabaul's airfields are crowded with aircraft capable of striking back. Game includes a 1/4800 scale diorama of Simpson Harbor, Rabaul, and the Lakunai airfield. Rules taught, be

### **S: 149 The Horror At Wolfenberg**

Sat 10:00:00 AM, 4 Hrs, 9 Players

GM: Guy Gormley and ODGW

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

Rules: Mein Zombie Squad Rules

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

### **S: 155 Counterattack**

Sat 10:00:00 AM, 4 Hrs, 6 Players

GM: Tom Garnett and Carnage and Glory

Period: Modern, Scale: 15mm, Rules:

Rules: Fireball Forward

A Soviet tank battalion penetration into the Main Defensive area just to the southeast of Bad Hersfeld West Germany in September 1981 activated the US 3rd Brigade/23rd Armored Division to initiate a counterattack using a tank-heavy team - Team Alpha (A Co/13th Armor)

### **S: 167 The Battle Ras El Mdauar, Rommel'S 4Th Assault On Tobruk**

Sat 10:00:00 AM, 3 Hrs, 8 Players

GM: Adam Wine and Nows Prize: Certificate

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

Rules: Brazen Chariots

On May 1, 1941, Rommel begins his fourth assault against Tobruk. This time his spearhead is aimed at the western end of the perimeter defenses, specifically for piece the high ground at Ras el Mdauar. The attack will again be led by the 5.Panzer-Regiment. Assigned to stop the invading panzers are the cruiser tanks of DOAN-C Squadron, 1st Royal Tank Regiment.

### **S: 169 Fighting Steam - Head 'Em Off At The Head Of The Passes!**

Sat 10:00:00 AM, 4 Hrs, 8 Players

GM: Paul Meyer and Nows

Period: American Civil War, Scale: 1/1000,

Rules: Fighting Steam - Advanced

Seizing an opportunity, Confederate raiders & runners attempt to drive through a weak spot in the Federal blockade and break out into the Gulf. Blue water warships of all shapes and sizes clash in a fog-shrouded free-for-all at the mouth of Pass a l'Outre. At HISTORICON, the Union navy won a clear victory. Now the CSN has a chance to reverse that outcome. Fighting Steam is a fast-play game

### **S: 199 A Savage Encounter**

Sat 10:00:00 AM, 4 Hrs, 5 Players

GM: Mike Pierce and Pittsburgh Band of Gamers

Period: World War II, Scale: 20mm, Rules:

Rules: BattleGroup WW2

The German thrust towards Kursk continues as a battlegroup pursues the retreating Russians. But the Russian counterattack is brewing. Can the German attack break through the Red defense, or will they break their teeth on the Workers and Peasants Red Army's counterattack!

### **S: 238 Fire In The Steppe: Relief Of Lvov, August 1675-First Contact**

Sat 10:00:00 AM, 4 Hrs, 6 Players

GM: David Bonk and Carnage and Glory

Period: Pike & Shot, Scale: 28mm, Rules:

Rules: Carnage and Glory Pike and Shot Computer Moderated Rules

In response to the Turkish thrust towards Lvov a Polish strike force is dispatched to destroy the Turkish siege



# Fall-In 2015

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train marching slowly across the Steppe. Results from the morning game will be used in the evening game.

### **S: 270 September 1776**

Sat 10:00:00 AM, 4 Hrs, 6 Players

GM: Don Carter and ODGW Sponsor: ODGW

Period: American War for Independence, Scale:

Scale: 15mm, Rules: American Battlegrounds

After British capture Philadelphia, Continental Congress moves to York PA. In an attempt to destroy the fledgling government British troops head to York. Continental and Militia troops quickly move to intercept the Redcoats

### **S: 280 The Advance From Frasnes, June 16 1815 - Theme**

Sat 10:00:00 AM, 4 Hrs, 6 Players

GM: Nigel Marsh and Carnage and Glory

Period: Napoleonic, Scale: 28mm, Rules:

Rules: Carnage and Glory II

A fictional engagement based upon the forces engaged in the historical Waterloo campaign of 1815. The morning has seen scattered allied resistance, but the pressure on the French forces is beginning to increase, can the French maintain their earlier momentum, or will they falter?

### **S: 310 Beau Geste On The March.**

Sat 10:00:00 AM, 4 Hrs, 8 Players

GM: Edward Watts

Period: Colonial, Scale: 25mm, Rules: The Sword In North Africa (The Sword & The Flame Variant)

The foreign legion has orders to capture the leader of a rebellion before it spreads, more insurgents keep appearing to join struggle. The rebel leader must pick his spot and stand firm for if he retreats the spirit of jihad could be broken and his followers will begin to melt away. It's a race against time for both sides. Family friendly, kids old enough to read the numbers on the charts welcome.

### **S: 322 The Brick Works**

Sat 10:00:00 AM, 4 Hrs, 4 Players

GM: Robert Varga

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

The British are advancing the Germans are resisting. The

British objective is the bridge across the river at the abandoned brick works while the Germans try their best to prevent them from taking it.

### **S: 329 Drums Along The Mohawk.**

Sat 10:00:00 AM, 4 Hrs, 6 Players

GM: Glenn Kidd Prize: Gift Certificates.

Period: French & Indian War, Scale: 25mm, Rules:

The frontier is in flames, the Colonist are in terror, and their English protectors are almost as terrified. Can the French and their savage allies be stopped?

### **S: 340 Battle Of Brandywine - Attack On Birmingham Hill**

Sat 10:00:00 AM, 4 Hrs, 4 Players

GM: James Mcgaughey

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

September 11, 1777. Aligning his forces along the Brandywine creek, Washington expects a full out attack by the British to take the capital. Conflicting reports of a flanking column on the left force Washington to shift some brigades to his open right flank, just as the cream of the British army appears. Can General Sullivan save the army or will General Cornwallis finally end the rebellion? Adult must be present with children under 16. One hour set up (starting at 0900) and one hour pick up. Planning on walk ups (two/four more).

### **S: 343 Battle Of Brandywine Creek - Knyphausen'S Assault**

Sat 10:00:00 AM, 4 Hrs, 4 Players

GM: Timothy Wilson

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

September 11, 1777. The British army is finally on the move, heading toward the rebel capital of Philadelphia. Washington has deployed along Brandywine creek, expecting a frontal attack. The morning has been quiet, but now the British are massing to attack! Can General Green hold them? Or will General Knyphausen drive all before him? Sign up and find out!

### **S: 358 Race For The Corinth Canal, April 26, 1941**

Sat 10:00:00 AM, 3 Hrs, 6 Players

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GM: Ed Leland

Period: World War II, Scale: 25mm, Rules: Big Chain Of Command

As the British retreat down the length of Greece, German FJ drop in an attempt to seize the vital bridge over the Corinth canal. This game simulates the fight by elements of B Co, 19 NZ BN under Major Gordon as they rush to secure the north end of the bridge before the German paratroopers can cut them off. Some familiarity with the rules helpful, but not required.

### **S: 363 Malta - After The Kites**

Sat 10:00:00 AM, 4 Hrs, 10 Players

GM: Keith Eshelman and R.A.W.

Period: World War II, Scale: 1:285 micro, Rules: Check your Six WW2

Malta - January 16, 1941: The HMS Illustrious has been ferrying planes to reinforce the Mediterranean air bases and the Luftwaffe has grown tired of her interference in their plans. They decide to send waves of bombers to finish her shuttle duties once and for all. Come fly with the determined RAF defenders or the aggressive Axis attackers as the issue is decided.

### **S: 380 The Devil To Pay**

Sat 10:00:00 AM, 4 Hrs, 6 Players

GM: Curt Daniels Sponsor: Battlefield Terrain ConceptsPrize: Yes Tbd

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

Gettysburg July 1, 1863 8 am - 11 am. The initial rebel advance of Davis and Archer's brigades against Buford's federal cavalry on the ridges NW of Gettysburg. The battle continues as Cutler and Meredith's brigades arrive to fight for control of McPherson's ridge.

### **S: 396 Arrr! Thar Be Gnomes!**

Sat 10:00:00 AM, 3 Hrs, 6 Players

GM: James F. Reynolds and WNPG Sponsor: Brigade GamesPrize: Miniatures

Period: Age of Piracy, Scale: 28mm, Rules: Gnome Wats

Rumors have spread about the location of the treasure of the famous pirate Flowerpot Jack. Many a hearty Gnome

Pirate crew has joined the race to find it. Come join a crew or bring your own crew of gnomes to the party. Bringing your own crew of Gnomes and ship will get you in even if the game is full.

### **S: 426 Siege Of Tobruk: 8Th Indian Army Vs. Italian Bersaglieri In Force**

Sat 10:00:00 AM, 4 Hrs, 4 Players

GM: Zachariah Bingham

Period: World War II, Scale: 28mm, Rules: Bolt Action August 1941 Commonwealth forces have been besieged in Tobruk. A defensive line of trenches and minefields litter the terrain, protecting the vital harbor and town of Tobruk. Rommel has ordered a force made up of Bersaglieri infantry and armor to attack a small garrison defended by Indian troops. Will the Italians break through? Or will the Indians deal another blow to Rommel's attack? 16 years or older, Bolt Action experience a Plus, but not required.

### **S: 427 The Naval Battle Of Memphis, June 6, 1862**

Sat 10:00:00 AM, 3 Hrs, 8 Players

GM: Patrick Hreachmack Sponsor: Bay Area YardsPrize: May Be Awarded

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

The closest thing to a fleet size demolition derby to come out of the ACW, seven federal vessels under joint command of Captain Charles Davis and Co. Charles Ellet, Jr., were met in front of Memphis, by eight vessels of the confederate river defense fleet under Captain James Montgomery. The action took place in front of record crowds lining the riverbanks of Memphis. Come see if you can do better Please, no gamers under 18.

### **S: 435 Battle Of Jacob'S Tavern**

Sat 10:00:00 AM, 3 Hrs, 4 Players

GM: Del Stover and WNGoA

Period: French & Indian War, Scale: 28mm, Rules: Fire & Fury Variant

Not long after the fall of Fort Henry, a detachment of French troops head south to explore the feasibility of General Montcalm continuing his advance south. The French run into a British reconnaissance force sent out by

# Fall-In 2015

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the skittish Gen. Webb. The outcome of this encounter will determine whether the French advance will stop (as it did historically) or is emboldened to continue to Albany.

### **S: 348 Lafayette Gets His Chance!**

Sat 11:00:00 AM, 4 Hrs, 6 Players

GM: Richard Mentch and Carnage and Glory

Period: American War for Independence, Scale:

Scale: 28mm, Rules: Carnage & GloryII

In this "What If?" scenario, we propose that LaFayette remained in command of the American advance guard as June came to a close in the early summer of 1778. He will lead the strike against the rear of the British column as they move across the Jerseys heading for Sandy Hook and New York City.

### **S: 368 Belgium What If '93 Part 1**

Sat 11:00:00 AM, 4 Hrs, 6 Players

GM: Chad Zerbe and R.A.W.

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

Rules: Challenger XXI Classic

Europe '92 is still born and NATO is weak and France and Germany take stronger roles in Europe the Walloons of Southern Belgium disalusioned by the central Government. City Fight- A mixed force of mutinous wallon mech infantry supported by a few tanks attempts to move down N17 toward Huey which is procted by Elements of a loyal Belgian Army Company- Come play in the 1st Part of this Scenario

### **S: 421 Battletech - Grinder 1**

Sat 11:00:00 AM, 4 Hrs, 10 Players

GM: Dave Yingling and Battletech

Period: Other, Scale: 1:285 micro, Rules:

Rules: Total Warfare

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class.

### **S: 119 Sickles Salient, 2 July 1863**

Sat 12:00:00 PM, 4 Hrs, 5 Players

GM: Ronald Bingham and Battle Barn

Period: American Civil War, Scale: 15mm, Rules: Black Powder

Noon, 2 July 1863, MG Sickles disobeyed orders and commanded his III corps to advance 1 mile in front of the union lines. Unbeknownst to him, General Lee had ordered Longstreet's corps to attack the union center. Ltg Longstreet's divisions were now poised to hit Sickles salient on three sides. Longstreet's last command to BG Barksdale and his Mississippi brigade, was "take out those damn guns!" Black Powder or Hail Caesar experience preferred & no gamers under 15 years old.

### **S: 245 The Battle Before The Battle**

Sat 12:00:00 PM, 4 Hrs, 6 Players

GM: Duncan Adams and HAWKS

Period: Napoleonic, Scale: 25mm, Rules:

Rules: G.A.M.E.R.

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

### **S: 303 Battletech: Federated Suns Vs Galactic Empire #2**

Sat 12:00:00 PM, 4 Hrs, 6 Players

GM: Bob Swett and Your Hobby Shop (Martinsburg, WV)

Period: SciFi, Scale: 1:285 Micro, Rules: AlphaStrike (Advanced)

"Battletech grows up" this is not your normal battletech conflict, but is a more realistic tactical game that employs infantry and vehicles as supplemented by mechs. This is Battletech vs. Star Wars with everything to scale. All materials, miniatures, dice, and rulers will be provided. Intermediate to experienced players and no players under 15 years old.

### **S: 386 Battle Of Rivoli - 1797**

Sat 12:00:00 PM, 5 Hrs, 8 Players

GM: Robert Andriola

Period: Napoleonic, Scale: 10mm, Rules: Eagles At War

Re-fight the battle that crushed the First Coalition and set Napoleon on a trajectory toward Consulate and Empire.

# Fall-In 2015

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Will 23,000 French repeat their historical victory over Alvinczi's 28,000 Austrians? Or will Napoleon's rise end in the fields of Piedmont? A follow up to the award-winning Marengo battle at Historicon, on a custom-built terrain board. See the board at <http://www.eaglesatwar.com>.

### **S: 429 The Battle Of Wavre, Belgium, 1815 - Theme**

Sat 12:00:00 PM, 4 Hrs, 6 Players

GM: Robert Lockley

Period: Napoleonic, Scale: 15mm, Rules: Shako li  
After Napoleon's victory at Ligny, Grouchy has been ordered to pursue the Prussians to prevent them from consolidating forces with Wellington. Blucher has ordered Theilemann's III corps to send up a rearguard at Wavre to stop the pursuit. The Dyle river separates the two forces and the French must secure the 3 bridges over the Dyle as quickly as possible and defeat the Prussian rearguard. Will you

### **S: 137 Naval Battle Of Salerno**

Sat 1:00:00 PM, 4 Hrs, 12 Players

GM: John Gordon

Period: World War II, Scale: '1:1200, Rules: Seekrieg V  
10 September, 1943. The Allies have landed at Salerno, south of Naples. The Italian government decides it must resist - no surrender despite the peace offers from the Americans and British. Mustering most of its remaining major ships, the Italian fleet is heading south from Genoa to attack the landing site. Standing in their path is a British royal navy covering force. Seekrieg beginners welcome.

### **S: 140 Solomon Kane And The Legions Of The Unrighteous**

Sat 1:00:00 PM, 4 Hrs, 6 Players

GM: Jeffrey Wasileski Sponsor: Brigade Games

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

Can Solomon Kane and his companions save a kidnapped English girl from pirates, brigands, cultists, strange beasts, mad sorcerers, and forces far darker. Join Robert Howard's brooding puritan hero on a rousing pulp-style three-reeler swashbuckler. It has fallen upon me, now and again in my sojourns through the world, to ease various evil men of their lives.

### **S: 143 Arctic Convoys: Pq-18 And Qp-14, September 1942**

Sat 1:00:00 PM, 5 Hrs, 8 Players

GM: Bruce Potter

Period: World War II, Scale: '1:1200, Rules: A & A War At Sea - Modified

Convoy PQ-18 is eastbound and convoy QP-14 is westbound traversing the tabletop at 75 degrees north latitude. There is a fighting destroyer escort group, cruiser covering forces and a home fleet heavy cover force. German forces arrayed are 12 U-boats of the "ice palace" group, Luftwaffe FW 200, B&V 138, HE 111, JU 88 and HE 115 bombers and a surface attack group which may include the Tirpitz!

### **S: 177 Tarnopol 19 July 1917**

Sat 1:00:00 PM, 4 Hrs, 8 Players

GM: Steve Gelhard and HAWKS

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

After the failure of the Kerensky Offensive, the Germans decided to take Tarnopol to cripple the SW Front and advance into the Ukraine to capture food supplies and possibly topple the Provisional Govt. An entrenched Provisional Govt Division with Kornilov Shock Bns are attacked by a German Division with planes and balloons, Assault Bns, gas, flamethrowers and more.

### **S: 197 Battle Of Cynoscephalae 197 Bc**

Sat 1:00:00 PM, 3 Hrs, 6 Players

GM: James Nickle and HAWKS

Period: Ancients, Scale: Scale: 10mm, Rules:

Rules: Bear Yourself Valiantly

Phillip the V has over stepped his bounds and now Rome wants to make him pay. Can the great Phalanx win one more time or will the flexibility of the Legion win the day?

### **S: 201 Twilight Of The Battlecruisers**

Sat 1:00:00 PM, 5 Hrs, 20 Players

GM: David Emdee

Period: World War I, Scale: '1:1200, Rules: Victory At Sea  
November 1918, Hipper gathers the remaining loyal navy men to sail the battlecruiser fleet to fight the British battlecruisers rather than surrender the ships to them.

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Germans have completed the mackensens and graf spee ships while britain has completed the 4 hoods. Hipper says better to die in glory than surrender in shame. rules taught (3 minutes)

### **S: 203 Mech Combat - Raid On Herringer'S World**

Sat 1:00:00 PM, 3 Hrs, 6 Players

GM: Rick Wynn

Period: SciFi, Scale: 6mm, Rules: Lance Leader

A strike force of mechs from House Kurita seeks to destroy a key research facility on Herringer's world - but not if House Steiner has anything to say about it! The rules are simple to learn and fast to play. Younger players welcome with adult sidekick.

### **S: 251 Bussaco-Sept 27, 1810**

Sat 1:00:00 PM, 4 Hrs, 8 Players

GM: Thomas Harris and Pittsburgh Band of Gamers

Sponsor: Test of Battle Games Prize: Gift Certificate

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

Rules: Volley and Bayonet Road to Glory

In 1810 the French concentrated a large army for what they hoped would be the crushing blow to the Anglo/Portuguese cause. Three French corps were concentrated under Massena and advanced via Ciudad Rodrigo into Portugal. With the construction of the Lines of Torres Verdes well underway, the Allied strategy was delay. Wellington with his eye for a position decided to defend the ridge at Bu

### **S: 267 Crete- May 20,1941**

Sat 1:00:00 PM, 5 Hrs, 12 Players

GM: Andy Niven

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

May 20, 1941- Hitler wants the island to control the eastern mediterranean, and to finalize his invasion of Greece. To do so he must crush the resisting allied force comprised of Brits, Greeks, Cretens, Indians, Gurka, Mauri, etc. As Germans, you must successfully secure the crossroads west of maleme airfield with Fallschirmjager and Sturm Truppen der Luft. The New Zealand 22nd Battalion stands in

### **S: 290 A Very British Civil War**

Sat 1:00:00 PM, 3 Hrs, 10 Players

GM: Robert Kerstetter Prize: Trophy For Most Feared Opponent

Period: Inter-War, Scale: 25mm, Rules: Trench Wars Modified

Edward VIII does not relinquish the throne in 1938 and the country breaks down into squabbling faction. Join the Fascists, Commies, Anglicans or one of the other groups in a light hearted romp through the British countryside.

### **S: 347 Cog Wars**

Sat 1:00:00 PM, 3 Hrs, 12 Players

GM: Brian Whitaker Prize: Old Glory Is Providing A Prize Period: Medieval, Scale: 25mm, Rules: Cog Wars Oars To Cannon Variant

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

### **S: 356 Flint And Feather**

Sat 1:00:00 PM, 4 Hrs, 8 Players

GM: Lee Vanschaik

Period: French & Indian War, Scale: 25mm, Rules: Flint And Feather

Join us to learn the rules for this exciting new game. Flint and Feather is a set of rules that portrays the skirmishes that occurred between the Huron and Iroquois in North America prior to European contact. These rules are written by Howard Whitehouse for miniatures sculpted by Bob Murch and are available thru Crucible Crush Productions. See us online at [cruciblecrush.com](http://cruciblecrush.com) or come by the booth.

### **S: 102 English Civil War - Battle Of Adwalton Moor, 30Th June, 1643**

Sat 2:00:00 PM, 4 Hrs, 6 Players

GM: Glenn Gibson and Richmond Leisure Society

Period: Pike & Shot, Scale: 28mm, Rules: Warlord Games' Pike & Shotte

At the Battle of Adwalton Moor the dogged resistance of



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Parliament's heavily outnumbered Northern Association Army was finally broken. But lord fairfax's small force had come close to a stunning victory. This scenario includes 12 regiments of Horse and 11 Regiments of Foot. Although the historic battle featured uneven forces, army lists have been balanced for this scenario, run at Historicon 2015.

### **S: 114 Prelude To Monmouth Courthouse 1778**

Sat 2:00:00 PM, 3 Hrs, 6 Players

GM: Chris Parker Sponsor: Day Of Battle Games

Period: American War for Independence, Scale: 40mm,

Rules: Light Bobs

General Lee's advance force of militia and "picked men" move towards Monmouth courthouse to determine if the British have begun to leave or not. As they come up to the great ravine and start to cross the only bridge they encounter british troops and attack. Light Bobs is a battalion level game where maneuver units are companies. Fast and furious action is the rule. This game is kid friendly with those 14 or under playing with a legal adult on the same game ticket.

### **S: 122 Tank Killer**

Sat 2:00:00 PM, 3 Hrs, 5 Players

GM: Timothy (Tim) Tilson and NOVAG

Period: Future, Scale: 15mm, Rules: Fireball Forward

12 June 1945. Ningthoukhong, Manipur, India. The Japanese 33rd Division launches one final desperate assault to open the road to Imphal. Supported by five tanks of the 14th tank rgt, the 67th Inf. Regt. Charges forward. Blocking their advance is 2nd bn. 5Th Royal Gurkha rifles and two 2# at guns. Will the Japanese open the road or will the Gurkhas stop them cold?

### **S: 130 A Savage Encounter**

Sat 2:00:00 PM, 4 Hrs, 6 Players

GM: Michael Pierce

Period: World War II, Scale: 20mm, Rules: Battlegroup Ww2

This scenario represents a fictional meeting engagement near a russian village at a vital stream crossing south of Oboyan during the Kursk battle. The Germans were continuing their attacks to penetrate the Soviet defensive

belts, while Soviet reserve forces were arriving to counterattack. Beginners OK. Children accompanied by adult.

### **S: 195 Cold Crocodiles**

Sat 2:00:00 PM, 4 Hrs, 7 Players

GM: Eric Schlegel and HAWKS

Period: World War II, Scale: 28mm, Rules: GAMER

St. Joost, Holland, 20 Jan 1945. Elements of the 8th Hussars were giving the task of taking the village of St. Joost, which was reportedly held by 2nd line German reservists. It was 'a bit of a shock' when it turned out the defenders were anything but old men and boys.

### **S: 211 Courage And Futility: The Battle Of Fredericksburg**

Sat 2:00:00 PM, 7 Hrs, 8 Players

GM: William Moreno Sponsor: Fire & Fury Games & Good Ground, LlcPrize: Tba

Period: American Civil War, Scale: 10mm, Rules: Fire & Fury

Come join us as we playtest the new brigade Fire & Fury by Rich Hasenauer. We will use the new rules to play our Fredericksburg scenario over a beautiful terrain board featuring plenty of 10mm plank road and cracker line miniatures from good ground. You will have a chance to give valuable feedback leading up to the planned launch of the new Brigade Fire & Fury at Historicon 2016.

### **S: 215 Collision Course - Theme**

Sat 2:00:00 PM, 3 Hrs, 30 Players

GM: Pete Panzeri and MBA Sponsor: Zvezda-Usa.ComPrize: From Zvezda

Period: Napoleonic, Scale: 25mm, Rules: Art Of Tactic - Zvezda

Join GM Pete Panzeri & fight the hardest fought fight of 1815 with all sides attacking & counter-attacking in an intense & exciting battle of Napoleon's final campaign fully joined. Random events, hats, cheers and mayhem. What's not to love? Email peterpanzeri@yahoo.Com for a free pdf of rules & scenario & info on ~the~ "limited edition" Waterloo 200th Anniversary prints T-shirt

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### **S: 224 North Sea Stew**

Sat 2:00:00 PM, 3 Hrs, 9 Players

GM: Bill Koff

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

Take one large British flying boat, add in a torpedo plane, a French cannon-armed seaplane and one fairey hamble baby, mix with a variety of German floatplane fighters and two-seaters, swirl over a couple of surface ships, and you've got a north sea stew. Tasty fun for up to 9 players. Wings of Glory / Wings of War experience preferred; no players under 15 years old.

### **S: 229 Acw Naval Action Like You've Never Seen!**

Sat 2:00:00 PM, 3 Hrs, 8 Players

GM: Leo Walsh

Period: Other: ACW Fantasy, Scale: '1:600, Rules: Age Of Iron

The rebels have put together a real fleet to bring Washington to it's knees. Ironclads, gunboats, mortar boats, and maybe some special weapons. The yankees get the word from their spies and are waiting with what they can put together. They might have some surprises too. Easy to learn fast playing game.

### **S: 234 Gold Rush**

Sat 2:00:00 PM, 3 Hrs, 16 Players

GM: Joe Moore and I-95 Gamers Prize: Something Appropriate

Period: Western, Scale: 25mm, Rules: The Rules With No Name

Bring a team of four players (or we'll arrange one out of who shows up) and take a shot (ha!) at grabbing the goodies. Four teams rush for the stash and must grab it and then get it off the tabletop. Ideally, we'd like to get three 1-hour heats in on differing terrain - waterhole, town and hill. Play one round or more. No age requirements. Kids under 14 bring a parent to play along with you.

### **S: 275 Take The Hill!**

Sat 2:00:00 PM, 3 Hrs, 6 Players

GM: Kevin Fischer and HAWKS

Period: World War II, Scale: Scale: 20mm, Rules:

Rules: Rifles To The Front

The germans have dug in along a line of hedges and the american want the hills that lay behind them. The germans are in good spirit and well equipped but so are the americans. Who will win this battle?

### **S: 292 Mini Mech - Hold The Line**

Sat 2:00:00 PM, 4 Hrs, 8 Players

GM: Sean Conlon Sponsor: Ground Zero GamePrize: 6Mm Combat Walkers

Period: SciFi, Scale: 6mm, Rules: Mini Mech  
Eastern socialist republic forces launch a massive counterattack, after the bold sneak attack, and withdrawal, by western alliance forces. The ESR has decided this is the perfect opportunity to test some of their advanced mech technology. Mini mech is a fun, fast paced, set of rules designed for simulated combat between companies of tiny mechs and combat walkers.

### **S: 306 The Naval Battle Of Memphis, June 6, 1862**

Sat 2:00:00 PM, 3 Hrs, 8 Players

GM: Norm Lunde Sponsor: Bay Area YardsPrize: May Be Awarded

Period: American Civil War, Scale: '1:600, Rules: Sail And Steam Navies

The closest thing to a fleet size demolition derby to come out of the ACW, seven federal vessels under joint command of Captain Charles Davis and Co. Charles Ellet, Jr., Were met in front of Memphis, by eight vessels of the confederate river defense fleet under Captain James Montgomery. The action took place in front of record crowds lining the riverbanks of Memphis. Come see if you can do better Please, no gamers under 18.

### **S: 319 Yalu River - The Cruisers**

Sat 2:00:00 PM, 6 Hrs, 10 Players

GM: Jay Wissmann

Period: 19th Century, Scale: 28mm, Rules: Dawn Of The Battleship (Fg&Dn)

Showcasing the admiralty trilogy's new release, dawn of the battleship, join GM Jay Wissmann as he takes us back to 1894 and the Sino-Japanese war. The major naval engagement of the war occurred off the mouth of the Yalu river. Before the day of the rangefinder and director

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fire control, the system takes a decided abrupt turn into the Twilight Zone. Be ready for it!

### **S: 323 A Gentle Stroll Through No Man'S Land- Western Europe 1916**

Sat 2:00:00 PM, 5 Hrs, 5 Players

GM: Jared Fishman

Period: World War I, Scale: 15mm, Rules:

Allied troops stride across no man's land hoping to crush the Germans and take their trenches. Game will be played on a home-made, modular 3d trench board in the scale of 15mm. Rules are designed to create the kind of tension that will leave you on the edge of your seat waiting for your turn to act. Will you test your luck in the attack, or defend your trenches outnumbered and shell shocked?

### **S: 376 St. Oedenrode - September 17-24, 1944**

Sat 2:00:00 PM, 4 Hrs, 3 Players

GM: Kimber Vanry

Period: World War II, Scale: 15mm, Rules: Flames Of War

It's the autumn of 1944. As part of Operation Market Garden, the US 502nd Parachute Infantry regiment has parachuted into Holland and seized an important bridge on the Dommel river at St. Oedenrode. Rushing to counter attack are German Fallschirmjäger regiments supported by artillery and armor. Can the allies hold the bridge until reserves arrive or will the axis rush to retake the objective? A great learning game for people new to FOW (including kids with adults).

### **S: 392 Dwarf Vs. Goblin: An Ancient Feud**

Sat 2:00:00 PM, 2.5 Hrs, 4 Players

GM: Del Stover and Wednesday Night Gamers of Alexandria

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

GW Lord of the Rings Battle System

A dwarven caravan heads north toward the restored Kingdom under the Mountain (Erebor) when they stumble upon a goblin raiding party looting a burnt-out village. It is an opportunity that even gold-hungry dwarves cannot resist, and the horns of battle echo over the countryside as the dwarves form a battle line.

### **S: 403 First " Gergovia**

Sat 2:00:00 PM, 3 Hrs, 6 Players

GM: Pat Devine and Del-Val

Period: Ancients, Scale: 15mm, Rules:

Rules: Gods of War

Caesar conquered Gaul in six years. In 52 B.C. the tribes of Gaul rise in revolt. Vercingetorix will be elected Gallic war chief. Gergovia is Vercingetorix' home. Caesar assaults Gergovia.

### **S: 409 Battle Of Five Armies**

Sat 2:00:00 PM, 4 Hrs, 6 Players

GM: Dino Diakolis and Del-Val

Period: Fantasy, Scale: 15mm, Rules: Rules:

Home Brew

Smog is dead, you know the rest. 300 stands of Orcs vs one stand of Dwarves. Sounds like an exciting game!!! Thorin will get some reinforcements, but can they stop the Orc juggernaut? The game will be played with a simple combat system that does not require more than Troll intelligence, for those of you who want to play a big battle and not have to think a lot.

### **S: 436 The Bloody Crossroads - 1862**

Sat 2:00:00 PM, 4 Hrs, 4 Players

GM: Richard Horner and WNGoA

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

The Army of the Potomac is on the move, but terrain makes reconnaissance a challenge and it's not always clear where friendly and enemy lines. A Union division on the spots Confederate regiment astride a nearby crossroads. But is that all that's there? There's only one way to find out, and the stage is set for an ACW fight where the players are as much in the dark as the commanders on the real bat

### **S: 117 Distress Signal**

Sat 3:00:00 PM, 4 Hrs, 6 Players

GM: Nathan Bentley Prize: Virginia

Period: SciFi, Scale: 1:1200, Rules: Silent Fury

This is an automated distress signal from the JHIS Cyclops request immediate assistance at sector 65.342-090.74-33.272 Reserve power: 18% hull integrity: 86% crew

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status: 48 remaining. This is an automated distress signal from the JHIS Cyclops request immediate assistance at sector 65.342-090.74-33.272 Reserve power: 16% hull integrity: 86% crew status: 39 remaining. This is an automa...

### **S: 150 Battle Of Dogger Bank, 1915**

Sat 3:00:00 PM, 4 Hrs, 6 Players

GM: Bill Cira and ODGW

Period: Period: World War I, Scale: Scale: 1/3000, Rules:

Rules: Fleet Action Imminent

January 24th, 1915 and the Imperial German Navy's battlecruiser squadron has embarked on a mission to sweep the Dogger Bank area of the North Sea. The Royal Navy's battlecruisers have been alerted well by British code breakers and have managed to intercept the Germans. This game will include a minor modification to make things more even, and it will also feature light cruisers, destroyers,

### **S: 278 The French Village 1944 (Part 1)**

Sat 3:00:00 PM, 3 Hrs, 6 Players

GM: John Surdu and HAWKS

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

Rules: G.A.M.E.R. World War Two

An American patrol runs up against a local German attack consisting of a few vehicles and supporting infantry. The Germans try to punch through the impromptu American defense. Using the under-development G.A.M.E.R. system, players control squads of infantry or armored vehicles in this short, sharp engagement. The system uses cards to resolve not only activation but combat.

### **S: 332 The Battle For Rome**

Sat 3:00:00 PM, 7 Hrs, 8 Players

GM: Michael Graziano

Period: 19th Century, Scale: 15mm, Rules: Brigade Fire And Fury

It is 1861 and there is a civil war brewing in Italy, the kingdom of Sardinia under Garibaldi are taking on the combined forces of the papal states and loyal allies the kingdom of Naples, will be using brigade fire and fury-this is in memory of Pat Condray, a good friend and loss to the historical gaming community

### **S: 397 Crying Sun**

Sat 3:00:00 PM, 4 Hrs, 6 Players

GM: Sam Emo and WNPG Prize: Dice

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

Your unit of Navy Seals has been sent into the heart of war-torn Africa on a hazardous mission to retrieve valuable assets. Now you must protect the assets, cross the border, and leave no man behind. Any proof of your involvement would be an act of war.

### **S: 408 Thirty Years War - Battle Of Wimpfen 1622**

Sat 3:00:00 PM, 4 Hrs, 6 Players

GM: Troy Turner and Del-Val

Period: Period: Colonial, Scale: Scale: 15mm, Rules: Rules: RF&F modified

Outnumbered Protestant forces under Christian have been brought to bay along a low ridge after their junction with a reinforcing army was disrupted. The Catholics under Tilly have been reinforced by the renowned Spanish Tercios. Headlong Spanish assaults against the bristling wagon lager may prove fruitless and allow the enemy to escape. Bring the heretical rebels to an end or live to fight on!

### **S: 420 Battletech - Grinder 2**

Sat 3:00:00 PM, 3 Hrs, 10 Players

GM: Dave Yingling and Battletech

Period: Period: Other, Scale: Scale: 1:285 micro, Rules: Rules: Total Warfare

The Grinder is a free for all Battletech Demo game where new (or returning) players will be taught using the Introductory Rules. You start out with a Light Mech and as you die, you advance up to the next weight class.

### **S: 147 The Great Escape**

Sat 4:00:00 PM, 4 Hrs, 8 Players

GM: Michael Moran and ODGW

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

Come play, learn and survive Mein Zombie!! Join a band of survivors as they face a hoard of Zombies. However not all these zombies are your standard zombie. Our heroic band must survive against the hoard and a handful

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of special zombies with unique abilities. Rules taught, beginners welcome. Great game if you love to kill lotsa zombies!' Play with the new Automatic Weapons Rules :)

### **S: 271 American Civil War Redux**

Sat 4:00:00 PM, 4 Hrs, 6 Players

GM: Kenny Noe and ODGW Sponsor: ODGW

Period: Period: Modern, Scale: Scale: 10mm, Rules: Rules: MeinÂ PanzerÂ CoreÂ Rules

The South has risen again! The Nationalist Government of the United States has sent forces to Texas to secure the Strategic Petroleum Reserve. However the newly formed Confederate States Government has other plans. Units of the former Texas National Guard are dispatched to intercept the invading National Forces. Fight M1A1 vs M1A2 as the North and South duke it out again after 150 years!

### **S: 281 The Advance From Frasnes, June 16 1815 - Theme**

Sat 4:00:00 PM, 4 Hrs, 6 Players

GM: Nigel Marsh and Carnage and Glory

Period: Period: Napoleonic, Scale: Scale: 28mm, Rules: Rules: Carnage and Glory II

A fictional engagement based upon the forces engaged in the historical Waterloo campaign of 1815. The morning has seen scattered allied resistance, but the pressure on the French forces is beginning to increase, can the French maintain their earlier momentum, or will they falter?

### **S: 287 Into The Darkness: Warhammer 40K: Total War**

Sat 4:00:00 PM, 6 Hrs, 12 Players

GM: Lorenzo O'Branty and LXG Sponsor: The Mechanicon 2015

Period: SciFi, Scale: 25mm, Rules:

In the 40K Universe "there is only war". The warmaster is back mustering his forces again to bring death and destruction to the false emperor's minions!!! total war is an apocalypse level game focusing on a smaller battle zone, with just as much mayhem and destruction. Come join us for a great game of Warhammer 40K in a enjoyable and fun way. (Chaos vs Imperial). All materials will be provided.

### **S: 106 A Dark And Stormy Night In The Woods**

Sat 5:00:00 PM, 4 Hrs, 8 Players

GM: Jon Lundberg Sponsor: Brigade And West Wind  
Period: Victorian Science Fiction, Scale: 25mm, Rules: Empire Of The Dead

Word has leaked to international collectors of powerful objects secreted in the romanian woods. Your team has set out to acquire that knowledge and keep it out of the hands of your opponents. As always dark forces gather in the night. Bring your own faction or use one of ours. Results of empire of the dead games will be woven into a campaign across conventions.

### **S: 170 Starblazers - The Idsn Vs. The Comet Empire**

Sat 5:00:00 PM, 5 Hrs, 8 Players

GM: Paul Meyer and NOWS

Period: Period: SciFi, Scale: Scale: 1/2000, Rules: Rules: NOWS STARBLAZERS (Modified Knighthawks)

The Iscandar Diasporan Space Navy is a new Earth Defense Force ally that uses familiar ships, but very different weapons and tactics. This battle will be their first real test against an all C.E. squadron. Experienced players especially welcome for this scenario, but rules will be taught and young players are welcome with a playing adult. AND (as always) âœœBig ships, big explosions, big fun

### **S: 252 Operation Starlite**

Sat 5:00:00 PM, 5 Hrs, 6 Players

GM: John Drye and Pittsburgh Band of Gamers Sponsor: Test of Battle GamesPrize: TOB Gift Certificate

Period: Period: Modern, Scale: Scale: 15mm, Rules: Rules: Commnad Decision TOB: Vietnam

Operation Starlite in August 1965 was one of the first large-scale actions of the Vietnam War. USMC LGEN Walt devised a plan to launch a pre-emptive strike to secure the USMC base at Chu Lai. Four battalions of Marines launched airmobile and seaborne assaults on the North Vietnamese 1st VC Regiment. As often was the case in the war, both sides claimed victory.



# Fall-In 2015

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### **S: 342 Escape From Two-Ton Kommen'S Tomb - A Pennsylvania Pete Adventure**

Sat 5:00:00 PM, 4 Hrs, 4 Players

GM: Annemarie D'Amato

Period: Pulp, Scale: 25mm, Rules: Audacious Adventures  
Pennsy and his team are at it again. This time they have acquired the artifacts from King Two-ton's tomb and must now find their way out. Many obstacles will be ahead of them. Will they be able to figure out the clues in order to escape or will they be destined to be doomed in the tomb.

### **S: 364 `Caumont, France 15June44'**

Sat 5:00:00 PM, 4 Hrs, 6 Players

GM: Van Osgood and R.A.W.

Period: World War II, Scale: 28mm, Rules: Rules: `My 30 Yards'  
Caumont 2nd day, Baker Co. 26 RCT, 1st US Inf. Div. with tanks of Able Co. 745th Tank Btn. continue to try to drive out German 352nd Infantry and tanks of 2nd SS Panzer. Full scale skirmish.

### **S: 412 Battle Of Five Armies T.A. 2941**

Sat 5:00:00 PM, 4 Hrs, 5 Players

GM: Jason Sweeny and Del-Val

Period: Fantasy, Scale: 15mm, Rules: LOTR

"To me! To me! Elves and Men! To me! O my kinsfolk!"  
The Dragon Smaug is dead. Now, the unlikely allies of Men, Elves, Dwarves and Eagles must battle a Goblin horde bent on revenge and destruction. Will the Kingdom Under the Mountain be Restored? Or will the forces of Darkness plunge Eastern Middle-Earth into an age of shadow? Grab your pocket handkerchief and refight the climactic battle fro

### **S: 101 Seige Of Jerusalem**

Sat 6:00:00 PM, 4 Hrs, 9 Players

GM: Victor Hiris

Period: Medieval, Scale: 25mm, Rules: Home Rules  
Can the crusaders capture Jerusalem from the Saracens?

### **S: 107 Mary Jemson Raid**

Sat 6:00:00 PM, 3 Hrs, 6 Players

GM: Billy Molyneaux and Gettysburg area gamers Prize: French And Indian War Battle Collection Game

Period: French & Indian War, Scale: 25mm, Rules: Simple Home Brew

French and Indian war skirmish game of the Shawnee and French raid thru Gettysburg, PA yes Mary Jemson and her family lived outside of what is now Gettysburg.

### **S: 112 Oh, What A Lovely Day!**

Sat 6:00:00 PM, 3 Hrs, 8 Players

GM: Peter Megginson and Rockville Rat Pie Irregulars

Sponsor: Rat Pie Irregulars Prize: None

Period: Future: Post Apocalyptic Wasteland, Scale: 25mm, Rules: Homebrew Rules (Oh, What A Lovely Day!) By Peter Megginson And Jeff Hoffman

Max and Furiosa are driving the war-rig madly away from Immortan Joe and his war boys. You can play a war boy (crazed and all chromed up). You could conversely play Max or Furiosa escaping Immortan Joe with his escaped wives. In addition, their will be hedgehogs, motorcycles, vulvalini tribes-women, and many other deadly attractions. Can you survive on the Fury Road, or will you die? This game is for 14 and older. Or you may play if you are 14 or below with an adult who stays and plays the entire game with you.

### **S: 161 Spanish Gold And Drinks For All!!!**

Sat 6:00:00 PM, 4 Hrs, 6 Players

GM: Rick Dunn and Nows

Period: Age of Piracy, Scale: 25mm, Rules: Rules: Old Glory BBB Modified

Rival Crews Compete for Gold and much More in this Fun and Gun Adventure in the Dark Jungle Are you That Captain or just a Cabin Boy!!!

### **S: 184 1915: The Black-Yellow Offensive**

Sat 6:00:00 PM, 5 Hrs, 7 Players

GM: Kurt Schlegel and HAWKS

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

August 26, 1915. A combined Austrian and German force attempt to assault the outer Russian defenses surrounding the city of Lutsk.

# Fall-In 2015

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### **S: 222 Fantz: Fantasy Ants**

Sat 6:00:00 PM, 2 Hrs, 12 Players

GM: Marc Rubin Sponsor: Stonegate Forge Prize: Prizes Awarded

Period: Fantasy, Scale: 10,000:1, Rules: Fantz

Lunch is coming... Command an army of ants in a war-torn picnic table as you fight other ant races for the sacred candy. Choose between elves, dwarves, zombies or the candy guardians in this fast-paced miniature game. Easy to learn but fun for everyone individual games last about 30-45 minutes. Children and walk ups welcome.

### **S: 230 The Destroyermen First Encounter**

Sat 6:00:00 PM, 3 Hrs, 8 Players

GM: Leo Walsh

Period: SciFi, Scale: '1:1200, Rules: Age Of The Dreadnought

From Into the Storm, the first book in Taylor Anderson's exciting alternate history/sci/fy series. A naval/boarding party game with some twists. "Cats", "griks" and the destroyermen fight for their lives. Lots of action and desperate situations.

### **S: 243 Happy Birthday General Grant By Gaslight**

Sat 6:00:00 PM, 4 Hrs, 6 Players

GM: Christopher Palmer and HAWKS

Period: Period: Victorian Science Fiction, Scale: Scale: 25mm, Rules: Rules: GASLIGHT

The Union Army cooks have whipped up a special birthday present for General Grant, but will half-baked Rebel plans prove to be a fly in the batter? See which side takes the cake in this Civil War battle with a generous portion of GASLIGHT flavor. Gamers under 14 welcome with a participating adult only.

### **S: 283 Fire In The Steppe: Relief Of Lvov- Afternoon Battle**

Sat 6:00:00 PM, 4 Hrs, 6 Players

GM: David Bonk and Battletech

Period: Period: Pike & Shot, Scale: Scale: 28mm, Rules: Rules: Carnage and Glory Computer Moderated Pike and Shot

August, 1675- Polish cavalry and infantry have ambushed

a Turkish siege train bound for Lvov. Results of the morning battle will be used for deployment.

### **S: 304 And The Sky Was Darkened, London 1917**

Sat 6:00:00 PM, 3 Hrs, 20 Players

GM: Peter Landry

Period: World War I, Scale: '1/144, Rules: Wings Of Glory German bombers filled the sky over London! come to the defense of old blighty flying your fast nimble scout, or come to drop your bombs on the enemy's capitol! gothas and hopefully the newly released zeppelin staakens will cross the channel and terrorize London!

### **S: 308 Lafayette Gets His Chance!**

Sat 6:00:00 PM, 4 Hrs, 6 Players

GM: Richard Mentch and Carnage and Glory

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

In this "What If?" scenario, we propose that LaFayette remained in command of the American advance guard as June came to a close in the early summer of 1778. He will lead the strike against the rear of the British column as they move across the Jerseys heading for Sandy Hook and New York City.

### **S: 367 Red Plague**

Sat 6:00:00 PM, 4 Hrs, 6 Players

GM: Casey Fritz and R.A.W.

Period: Period: Modern, Scale: Scale: 20mm, Rules: Rules: Custom Wars

1950, The red plague has been consuming the world for years now. With the recent spread to China, Korea is on the verge of being overrun by the infection. Use tactics and politics in this decision making game to "Spread the Red" or fight to keep Korea Free.

### **S: 369 Belgium What If '93 Part 2**

Sat 6:00:00 PM, 4 Hrs, 6 Players

GM: Anthony Mazzo and R.A.W.

Period: Period: Modern, Scale: Scale: 1:285 micro, Rules: Rules: Challenger XXI Classic

Europe '92 is Still born and NATO is weekend and France and Germany take stronger roles in Europe the Walloons of Southern Belgium disalusioned by the central

# Fall-In 2015

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Government Rear Guard- As leading elements of the French FAR pour across the Belgium border scattered elements of the 1st Belgian Div. withdraw hastily north while elements of the 10th Reserve Brigade fight a delaying Action.

### **S: 115 The March To Guilford Courthouse**

Sat 7:00:00 PM, 3 Hrs, 6 Players

GM: Chris Parker Sponsor: Day Of Battle Games

Period: American War for Independence, Scale: 40mm,

Rules: Light Bobs

Tarleton advances towards Guilford courthouse with Cornwallis's close behind. Suddenly shots ring out as the lead trooper's run into to American pickets. Soon the advance guard is in a death fight with Lee's Legion who is watching the road and advance to Guilford. Will Lee hold Tarleton long enough for Greene to prepare? Light Bobs is a battalion level game where maneuver units are cos. This game is kid friendly with those 14 or under playing with a legal adult on the same game ticket.

### **S: 116 Nemesis Day**

Sat 7:00:00 PM, 4 Hrs, 6 Players

GM: Benjamin Bentley

Period: SciFi, Scale: '1:1200, Rules:

This is the Captain speaking. The contacts have been identified as a terminus class bombardment vessel and three escorts. They are on an orbital approach to Wuxung IV. We are the only squadron that can intercept before they are in range of the colony. I know some of you have family down there. Don't let them down.

### **S: 176 Trouble On Highway 10**

Sat 7:00:00 PM, 4 Hrs, 5 Players

GM: Patrick Byrne and HAWKS Prize: Maryland

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

Force on Force

Black Water operators have been contracted to protect an American diplomat on his treacherous journey through Ramadi to buy off a local Warlord. The insurgents will risk anything to stop the convoy and steal the money before the contractors can reach the drop point.

### **S: 181 Encounter At St Joost - January 1945**

Sat 7:00:00 PM, 4 Hrs, 6 Players

GM: Don Hogge and HAWKS

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

Rules: Battleground WWII

It is 20 January 1945. The British 8th Hussars had the task of breaking out towards the River Roer. In their path, lay the village of St. Joost with an unfordable stream and one bridge. St. Joost was thought to be held by a unit of second-line Germans reservists. Looks like a cake walk. Can the Germans prevent the British from breaking out towards the Roer River?

### **S: 182 Panic In Pan Chaka**

Sat 7:00:00 PM, 4 Hrs, 8 Players

GM: Bill Acheson and HAWKS

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

GASLIGHT

Something is amiss out in the forest of Pan Chaka, strange sounds and lights have been reported by the local villagers, and now villagers have gone missing. The clan elders have partitioned to the Palace of the Realm for assistance, and the Palace has sent you. You must solve this riddle and restore the Emperor's peace. But be wary, not everyone is following the Emperor's wishes.

### **S: 187 Dungeon Hack: One Level Lower**

Sat 7:00:00 PM, 4 Hrs, 6 Players

GM: Noah Guilbault and HAWKS

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

Dungeon Hack+

The upper levels of the dungeon have been stripped bare but a few dare to delve deeper. Players control an adventuring party on an interactive terrain while they try to get in, get the loot, and get out alive. The winner is the party that escapes with the most cash but competition is fierce. Power-up with magical items, battle fell beasts, opposing players, and unravel the dungeon's mysteries.

### **S: 190 Davout's Breakout From Hamburg, 1814**

Sat 7:00:00 PM, 4 Hrs, 4 Players

GM: David Wood and HAWKS

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

Rules: Fate of Battle

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As Napoleon attempted to defend France from the allies in 1814, Davout held Hamburg, only surrendering after Napoleon's abdication and under the direct order of the king Louis XVIII. But if he had tried to break out and reinforce Napoleon, would he have succeeded or merely decimated his command in the attempt?

### **S: 261 Bemis Heights**

Sat 7:00:00 PM, 4 Hrs, 8 Players

GM: Peter Rice

Period: American War for Independence, Scale: 15mm,

Rules: The Devil To Pay - Awi

The Americans are on the attack to trap and destroy the British at saratoga.

### **S: 286 Battle Of The Argonne Forest - 1918**

Sat 7:00:00 PM, 4 Hrs, 6 Players

GM: Erin Spiess

Period: World War I, Scale: 25mm, Rules:

On september 26, 1918 the aef took part in the final allied offensive on the western front. In one tiny forgotten sector of forest, Sgt Alfred Spiess and a small platoon had advanced a bit too far. They found themselves being counter attacked on three sides. To make matters worse, both German and American artillery started to target the area. There was only one option left. Fight their way out.

### **S: 296 Haitian Slave Revolt**

Sat 7:00:00 PM, 3 Hrs, 8 Players

GM: Brian Dewitt

Period: Colonial, Scale: 15mm, Rules: The Sword And The Flame Modified

The haitian slave revolt started in 1791 with its central organizer voodoo priest Boukman. French forces loyal to the crown and colonists battled back and forth with the slaves. In 1793 many french units were called back to europe and the slave army took to the offense. Toussaint l'ouverture became leader some time after Boukman was killed in battle.

### **S: 301 The Struggle For Omaruru (German South-West Africa, 1904)**

Sat 7:00:00 PM, 4 Hrs, 6 Players

GM: Roy Jones Sponsor: Recreational ConflictPrize:

Herero And German Miniatures

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

The Hereros hold the German garrison town of Omaruru; the Kaiser wants it back! But Herero riflemen are defending in depth from stone fieldworks and strong points, with their usual courage and skill. A tough job awaits Hauptmann Franke's elite 2nd Feldkompagnie. From the scenario book "The Herero War". More at [www.hererowars.com](http://www.hererowars.com).

### **S: 309 The French Village 1944 (Part 2)**

Sat 7:00:00 PM, 3 Hrs, 6 Players

GM: John Surdu and HAWKS

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

Rules: G.A.M.E.R. World War Two

Reeling from the unexpected arrival of German armor in part 1, the American platoon leader calls for support. He is surprised to see a small number of American armored vehicles come to his aid. Using the under-development G.A.M.E.R. system, players control squads of infantry or armored vehicles in this short, sharp engagement. The system uses cards to resolve not only activation but combat.

### **S: 314 Game Over, Man!**

Sat 7:00:00 PM, 3 Hrs, 8 Players

GM: Brendan Watts

Period: SciFi, Scale: 25mm, Rules: Brawl Factory'S Beer & Pretzels Space Marines.

It's Colonial Marines versus Alien Xenomorphs on a rescue mission at yet another Weylan - Yutani colony station. Put down the bugs with extreme prejudice or show the Marines who the new dominant species is in this quadrant of space. Family friendly, kids old enough to read the one sided reference chart welcome.

### **S: 331 The Divine Wind Will Save Nippon**

Sat 7:00:00 PM, 4 Hrs, 8 Players

GM: Martin Fenelon and Niantic Games Sponsor: Msd GamesPrize: Kamikaze 1946 Rule Set

Period: World War II, Scale: '1:285 Micro, Rules: Kamikaze 1946: Divine Wind

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Due to severe weather and mistaken orders, a Japanese Kamikaze Raid has penetrated the outer screen and is headed towards one of the transport fleets. Navy and Marine flyers must stop the Kamikazes before the transports filled with US troops and supplies are sunk. Fast play air-to-air rules, no experience needed - rules will be taught.

### **S: 390 The Airy Scheme**

Sat 7:00:00 PM, 4 Hrs, 8 Players

GM: Marvin Veeder

Period: American War for Independence, Scale: 25mm, Rules: Crucible Of War

Bemis Heights dominated the Hudson River and moving south against Gate's fortress would result in the slaughter of Burgoyne's force. Burgoyne threw the dice! He moved away from the river to overwhelm Gates left flank. A grand twelve foot long table with spectacular figures at a 1to10 ratio gives you the command at Freeman's Farm. Will the flank maneuver drive out Gates?

### **S: 404 The Carl Sciscio Memorial Game-Vietnam**

Sat 7:00:00 PM, 4 Hrs, 6 Players

GM: Cliff Brunken and Del-Val

Period: Period: Modern, Scale: Scale: 15mm, Rules: Rules: FoW-Vietnam

In Memory of a Friend. Since we purchased most of our figures from Uncle Carl we felt compelled to run something from the Vietnam era. US LARP unit reports back to base of a large VC builded up near the Michelin rubber plantation. Elements of US Air Cav and ARVN para are sent in to clear the forest and Plantation.

### **S: 410 The Carl Sciscio Memorial Game Tb2**

Sat 7:00:00 PM, 4 Hrs, 6 Players

GM: John Sileo and Del-Val

Period: Period: Fantasy, Scale: Scale: 15mm, Rules: Rules: FoW-Vietnam

In Memory of a Friend. Since we purchased most of our figures from Uncle Carl we felt compelled to run something from the Vietnam error. US Marines engage VC in Search and Destroy mission.

### **S: 415 Modern Afghanistan Small Unit Actions**

Sat 7:00:00 PM, 4 Hrs, 4 Players

GM: Tom Uhl and Del-Val

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

U.S. Marines on patrol seek out high value targets and a weapons cache in a known Taliban village with Intel provided by a local informant.

### **S: 418 Battletech - Pokerrun**

Sat 7:00:00 PM, 4 Hrs, 10 Players

GM: Scott Davis and Battletech

Period: Period: SciFi, Scale: Scale: 1:285 micro, Rules: Rules: Total Warfare

Poker Run is Battletech meets Poker with a bit of a twist. Each player will select a Mech and depending on the BV2, it will determine their G/P Skill. Players can earn and lose cards based on events each turn. Whoever has the best hand at the end of the game will win.

### **S: 437 Sir, The Situation Is Confused 1862**

Sat 7:00:00 PM, 4 Hrs, 3 Players

GM: Richard Horner and WNGoA

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

Amidst the forests and hills of an ACW battlefield, it's not always easy to discern what the enemy is up to. As the Union general, you have orders to attack the Confederate line; as the Rebel general, you have your own orders. You both have your challenges: Logistical problems, exhausted men, perhaps some troops still marching to the front. In this fight, you have only limited information yet you

### **S: 171 The Battle Of Fort Cappuzo - Operation Brevity**

Sat 8:00:00 PM, 3 Hrs, 8 Players

GM: Adam Wine and Nows

Period: Period: World War II, Scale: Scale: 15mm, Rules: Rules: Brazen Chariots

Through the stubborn defense at Tobruk, the British gained the initiative. Urged to action by political pressure. General Wavell, on May 15, 1941, scratching together whatever mobile forces were available, launched an attack to regain control of the border and possibly relieve



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the siege of Tobruk. Spearheading the attack are the tanks of the 4th Royal Tank Regiment and the 2nd Royal tank Regiment

### **S: 218 Crashing Climax - Theme**

Sat 8:00:00 PM, 3 Hrs, 30 Players

GM: Pete Panzeri and MBA Sponsor: Zvezda-

Usa.ComPrize: From Zvezda

Period: Napoleonic, Scale: 25mm, Rules: Napoleon Rules! By Small-Wars.Org

"WHAT IF...?" AFTER WINNING AT WATERLOO -- NAPOLEON TAKES ON ALL OF THE ALLIED ARMIES n an an EPIC BATTLE of his FINAL CAMPAIGN. JOIN GM Pete Panzeri for Random events, hats, cheers and mayhem. Email PETERPANZERI@YAHOO.com for a free PDF of Rules & Scenario & info on ~THE~ "Limited Edition" WATERLOO 200th Anniversary T-Shirt

### **S: 327 Carnage And Glory: Crossroads Counterattack 1862 - Theme**

Sat 8:00:00 PM, 2 Hrs, 8 Players

GM: Tom Cusa and Connecticut Game Club Sponsor: Brigade Games

Period: American Civil War, Scale: 25mm, Rules: Carnage And Glory li (Modified)

Union and Confederate forces clash over a strategic crossroads. Division level game based on actual events using the Carnage and Glory computer moderated rules system, modified for this scenario. WARNING: there will be dice in this game! Find out why an ACW game is listed as a "100 Days Campaign" theme game. Novices, children with adults, rules lawyers and GMs looking for revenge welcome. Kid friendly game. Parent/Child teams welcome.

### **S: 352 Battle Of Mortadella**

Sat 8:00:00 PM, 3 Hrs, 8 Players

GM: Otto Schmidt

Period: Renaissance, Scale: 25mm, Rules: Oh God! Anything But A Six For The Renaissance.

The Last Great Battle of the Elvish Civil Wars. An Army of Swinnish Landsknechts revolts in the Elvish Land O'Goshen and begins to make war on both the Varnoline and Valvoline factions. Normally this would be a simple

massacre but the factions of Elves have hired some very mercenary Swish Pikemen to fight on their side. But the problem is they have no money.

### **S: 231 The Destroyermen: To Catch A Grik**

Sat 9:00:00 PM, 3 Hrs, 8 Players

GM: Leo Walsh

Period: SciFi, Scale: '1:1200, Rules: Age Of The Dreadnought

Another naval/boarding party game from the pages of Taylor Anderson's "Destroyermen" book series. Crazy and fierce close combat to the death.

### **S: 256 Late Night Fantz Adults Only**

Sat 11:00:00 PM, 2 Hrs, 12+ Players

GM: Marc Rubin Sponsor: Stonegate ForgePrize: Adult Beverages

Period: Fantasy, Scale: 10,000:1, Rules: Fantz

A replay of Fantz game from earlier. This time the ants are fighting over the remnants of a night of revelry in the local bar. Participants will drink what they take back to their ant hill. Adults only.

### **Z: 384 Above Flanders Fields - 1916 - 1918**

Sun 9:00:00 AM, 4 Hrs, 12 Players

GM: Stanley Sunderwirth

Period: World War I, Scale: '1/144, Rules: Between The Crosses

World War I aerial combat. Players will execute designated missions with fighters and bombers. Newly-revised mechanics let players realistically fly their planes with minimal bookkeeping. Each player will have a control stand to record speed and altitude. Card-driven maneuvers depend on pilot skill. Drop-ins welcome. [This is NOT your grandpa's Aerodrome!] Rules will be taught.

### **Z: 175 Roman Circus**

Sun 10:00:00 AM, 2 Hrs, 9 Players

GM: John Surdu and HAWKS

Period: Period: Ancients, Scale: Scale: 10mm, Rules: Rules: Roman Circus

Players race individual chariots around a track for fame and glory employing skill (and perhaps dirty tricks), to gain victory.

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### **Z: 193 Assault On The Witch'S Castle**

Sun 10:00:00 AM, 3 Hrs, 12 Players

GM: Eric Schlegel and HAWKS

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

The Wicked Witch of the West and her minions have occupied a nearby castle and the locals have hired groups of adventurers to deal with the menace. All the elements of a typical Blood & Swash barroom brawl will be present, plus Elves, Dwarves, Orcs, magic, and maybe a dragon.

### **Z: 259 Fury In The West - Chicamauga**

Sun 10:00:00 AM, 4 Hrs, 10 Players

GM: Andy Alley

Period: American Civil War, Scale: 15mm, Rules: The Devil To Pay

The Rebs have punched a hole in Rosecrance's army. Now to fill the hole!

### **Z: 315 Eat Hitler, The Nazi Taste Treat!**

Sun 10:00:00 AM, 2 Hrs, 12 Players

GM: Brendan Watts

Period: Pulp, Scale: 25mm, Rules: Howard Whitehouse'S Eat Hitler !

Hitler and his cronies board their time machine to travel to the past, refight and win WWII but accidentally land in Age of the Dinosaurs where players acting as the antedeluvian nightmares chase and eat Nazis worth variable points to see who will be king of the prehistoric world. What a lovely way to end the convention! Dino fans, kid & family friendly.