

1st Gaming Session: 9:00am to 1:00pm

Event Type:	Event Category:	Event Name:	Location (table number):	Event Description:	Game Master:	Scale:	Rule System:
Miniature	American Civil War	Attack on Fort Stedman - Lee's		Siege of Petersburg. Lee's last chance to break out of Grant's strangle hold. If not, the end is near.	Michael Wedding	20-22mm	JRIII
Miniature	World War I Air Combat	The First World War in the Air		Re-live the age of Knights of the Air, see if you can make ace before being shot from the skies. Wings of War rules and model aircraft will be used. Much like chess, these rules are easy to learn but difficult to master and are very fun to play. With several machines on each side it becomes increasingly difficult to plot your moves while dodging the enemy. You rarely see the one that gets you! A continuous Leader Board will track each player's victories in the race to make Ace!	John Thull	1/144	Wings of War
Miniature	World War II Air Combat	Check Your Six!		This will be a three game chronological series I created, set around the Solomons and Santa Cruz in '42-'43. Game 1: Sept '42. Jap escorted bombers raid the Cactus Air Force at Henderson field on Guadalcanal. A mixed bag of US "fighters" tries to ward them off. Game 2: Oct '42. A meeting engagement of opposing forces en route between the Jap and USN carrier strike missions squares off during the battle of Santa Cruz. Game 3: Feb '43. Newly arrived Corsairs team up with Lightnings and remaining Wildcats to catch a Jap raid out over The Slot. Each game will have four players on each side. Player Pilots will gain skill levels through aerial kills and successful bombing attacks. These "plus pilots" can be carried over into the next games to enhance their player's chances for mission success and for winning the prizes. Prizes will be awarded at the end of the third game.	Tom Michael	1/285	Check Your Six!
Miniature	Napoleonic	Napoleonic Wargame		Brigade size battle set during the Napoleonic wars 1809 of France and allies against the Austrians, gamer will have 4-6 battalions of infantry, battery of artillery and a regiment of cavalry. Battalions are 20 to 30 figs, artillery are one gun and 8 figs, cavalry can be 16 to 24 figs. Gamer will face opponent across the table, and attempt to force him/her to either flee or give up the battlefield. Good game for one on one. Game master will talk you through the game, and you should be able to grasp the Rules within two or three turns. Basically, high roll moves first, high roll shoots first! Best part . . . no order writing! A lot of dice rolling for morale resulting from casualties sustained from musket/artillery fire and/or melees. . . may your dice roll high!	Frank Kailik	15mm	Based on GDW's Fire & Steel
Miniature	Age of Steam	Iron Fleet		This game is my interpretation of what naval combat would be like if Ironclads could actually maneuver. Easy movement and shooting rules keeps the action on the table rolling. Quick and Deadly in the Colby tradition! Sponsored by the Colby Street Irregulars.	Douglas Johnson	1/600	Home Grown
Miniature	Napoleonic	The Battle of Eylau		Its February 8 1807 and the Russian army wants to destroy Napoleons army but Napoleon has other ideas.	Ted Bender	15mm	Volley & Bayonet
Miniature	Dark Age	Wolves of the Irish Sea		A skirmish level game of Dark Age Viking combat. Between the years 600 and 1163, there were 309 known attacks on monastic settlements in Ireland. Of these, 140 were attributed to Norse Vikings, 139 to Irish raiders, and 19 where both were involved. So this time, anything could happen.	Glen Cooley	25mm	Warfare in the Heroic Age
Miniature	World War I Air Combat	Dawn Patrol		In the late days of WWI air to air combat was still in the early stages of evolution, but it was already deadly. In Blue Max you and your opponents each select a plane, and then head out on patrol to shoot down enemy aircraft. Try to shoot down the enemy while avoiding the same fate. Movement is plotted simultaneously using simple aircraft displays. Play will continue through out time slot. This game is definitely suitable for beginners.	Rod Cain	1/144	Blue Max / Canvas Eagles

2nd Gaming Session: 2:00pm to 6:00pm

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Miniature	Feudal Japanese	Samaria Knight Fever		Two 16th Century Japanese feudaul armies go at each other for control of all Japan..... Ashagaru prove them selves? Will the artillery score any hits before it blows-up? Will savage leader on leader combat decide the conflict?	Tod Kershner	22mm	Home Grown - Easy and Fun
Miniature	World War II Air Combat	Check Your Six!		This will be a three game chronological series I created, set around the Solomons and Santa Cruz in '42-'43. Game 1: Sept '42. Jap escorted bombers raid the Cactus Air Force at Henderson field on Guadalcanal . A mixed bag of US "fighters" tries to ward them off. Game 2: Oct '42. A meeting engagement of opposing forces en route between the Jap and USN carrier strike missions squares off during the battle of Santa Cruz . Game 3: Feb '43. Newly arrived Corsairs team up with Lightnings and remaining Wildcats to catch a Jap raid out over The Slot. Each game will have four players on each side. Player Pilots will gain skill levels through aerial kills and successful bombing attacks. These "plus pilots" can be carried over into the next games to enhance their player's chances for mission success and for winning the prizes. Prizes will be awarded at the end of the third game.	Tom Michael	1/285	Check Your Six!
Miniature	Ancient - Medieval	DBA Challenge		DBA Bring and Battle - 15mm DBA - Fast-play ancients. Rules taught; newbies welcome; loaner armies available.	John Lawitzke	15mm	DBA
Miniature	Medieval	Viking Battles		Two groups attack a small outpost from opposite sides. The defenders must use the modest dwellings as best they can. Since this is a Viking clan war, it really doesn't matter who starts where. The real fighting will begin when the two factions meet. We will be using our own close combat rules. Easy, Fast, Deadly.	Steve Johnson	25mm	Johnson Brothers / Homegrown
Miniature	Ancient	Raid into Caledonia		Roman raid north of the Wall. Can the Romans destroy the Caledonian chief who has threatened to raise the North against them?	Jeff Lowry	25mm	Hadrian's Wall
Miniature	Pre-Dreadnought Naval	The Battle of Tsushima		The most decisive naval clash of the Russo/ Japanese War. Will the Russians be doomed to a watery grave or can their big battlewagons prevail. An easy to learn and fast set of rules that captures the essence of the Pre-Dreadnought era. No experience necessary.	Daniel Joyce	1/6000th	Damm Battleships Again (modified)
Miniature	Napoleonic	Napoleonic Wargame		Brigade size battle set during the Napoleonic wars 1809 of France and allies against the Austrians , gamer will have 4-6 battalions of infantry, battery of artillery and a regiment of cavalry. Battalions are 20 to 30 figs, artillery are one gun and 8 figs, cavalry can be 16 to 24 figs. Gamer will face opponent across the table, and attempt to force him/her to either flee or give up the battlefield. Good game for one on one. Game master will talk you through the game, and you should be able to grasp the Rules within two or three turns. Basically, high roll moves first, high roll shoots first! Best part . . . no order writing! Lot of dice rolling for morale resulting from casualties sustained from musket/artillery fire and/or melees. . . may your dice roll high!	Frank Kailik	15mm	Based on GDW's Fire & Steel
Miniature	American Revolution	Battle of Freeman's Farm 1777		Refight the Battle of Freeman's Farm (1st Saratoga) in 1777. Can you be General Burgoyne and sweep the upstart rebels aside, or can you play General Arnold, and stop the British in their tracks? Play and find out!	Jim Wonacott	20mm	Home Grown (Rebels & Redcoats very modified)
Miniature	Prehistoric	Who Be Og?		Who be new Og? Players fight prehistoric animals and each other to earn the right to be named clan leader.	Chuck Scholti	28mm	Homebrew
Miniature	Medieval	Battle of Lincoln		Stephen the Usurper attempts to hold the crown of England while Maude and friends attempt to take it back.	Tom Dziegielewski	15mm	Broadsword

2nd Gaming Session (contd): 2:00pm to 6:00pm

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Miniature	World War II	Battle of Dinant, France 1940		With Rommel leading the 7th Panzer Division, German forces attempt to cross the Meuse River into France. The French 39th Infantry Division is all that stands in his way. Can the French Army halt the Nazi Blitzkrieg before it breaks through the stout defences? Will a French counterattack be needed to drive the Fascists back to their police state in Germany? Each command will include up to 30 platoon sized stands of combat units per player. Game will last 8-10 turns, if Rommel can't breakthrough the French resistance by then, the Republic will be saved!! Vive la France.	Larry Finazzo	10mm	Spearhead
Miniature	Sci-Fi	OGRE		Clean out an area of enemy forces without doing (too much) damage to the nearby cities. OGRES on both side, one side with more troops and armor, one with more OGRES.	Herb Diehr	1/285	OGRE GEV Shockwave OGRE Miniatures
Miniature	Sci-Fi	Auful Infected Things form the Lab		Based on that great space ship game of the 1980's, this event is set in a Research Lab in the present day. Something has gone awry and some subjects are infected with M-virus that turns them into killers. Anyone bit by an infected one is turned into one too. Can the Lab staff destroy these creatures before they are all infected, or before the Lab self-destruct mechanism goes off. You have seen the movie. Game played with 75mm pre-painted German plastic figures.	Bob Beattie	75mm	The Awful Green Things from Outer Space.
Miniature	World War I	WWI The Trenches			Ray Bramer	25mm	
Miniature	Vietnam	Vietnam			Larry Campbell	20mm	

3rd Gaming Session: 7:00pm to 11:00pm

Event Type:	Event Category:	Event Name:	Location (table number):	Event Description:	Game Master:	Scale:	Rule System:
Miniature	World War I	Battle of Mons		Can the Germans destroy the British Expeditionary Force?	Vic Hiris	25mm	Trench Wars