

Table 1

10:00 – 1:00

**Title: Sharpe's Emperor**

- GM: Eric Schlegel  
Description: Sharpe and Harper attempt to capture Napoleon, who is on an inspection tour of Spain.
- Rules: Blood & Swash
- Period: Napoleonics
- Scale: 25mm
- Players: 4-12

Table 1

1:00 – 3:00

**Title: Showdown at Schlegel's Gulch**

- GM: David Schlegel
- Description: Welcome to the town where even Granny Schlegel carries a gun and the deputies are afraid to cross the street. It's Saturday night, so there's trouble at every corner.
- Rules: Blood & Swash
- Period: Old West
- Scale: 25mm
- Players: 4-8

Table 2

11:00 – 2:00

**Title: The BAPS of August**

- GM: Duncan Adams
- Description: In the early days of the Great War, as vast armies grappled, every village, farm and field became the object of small unit battles. In this scenario French and German squads get up close and personal for control of a nameless spec on the map.
- Rules: Beer and Pretzels Skirmish
- Period: WW1
- Scale: 25mm
- Number of players: 6

Table 2

2:00 – 6:00

**Title: Attack on a Treasure Town**

- GM: Peter Hess
- Description: A Buccaneer army a la Henry Morgan's Reivers seeks to capture a mule train laden with silver from the Spanish Main before it can reach a Caribbean port in steamy Panama.
- Rules: Renaissance variant of DBA
- Period: Age of Sail
- Scale: 28mm
- Number of players: 6

Table 3

2:00 – 6:00

**Title: Look Sarge, It's Patton's Best!**

- GM: Tank Nickles
- Description: Hitler's factory fresh Panthers of the 111<sup>th</sup> Panzer Brigade are looking to smash Patton's push into Lorraine. As the German spearheads push toward Lezey in the fog the 37<sup>th</sup> Tank Battalion under Lt. Col. Creighton Abrams prepares to counterattack. Can Patton's Best overcome the technological edge of the Panthers?
- Period: WWII, 22<sup>nd</sup> Sept, 1944
- Rules: Look Sarge! No Charts
- Scale: 1/285 Micro-armor
- Number of players: 6

Table 4

11:00 – 2:00

**Title: Spanish Verdun**

- GM: Benjamin Pecson
- Description: Madrid 1936
- Rules: Modified TSATF
- Period: Spanish Civil War
- Scale: 20mm Skirmish
- Players: 4-6

Table 4

3:00 – 6:00

**Title: Lego Pirates**

- GM: Geoff Graff
- Description: The little Lego looters are coming to town again. Who will be there to meet them? Suitable for children 8+, or adults who still believe they are children.
- Rules: Home
- Period: Pirates
- Scale: Lego
- Players: 6

Table 5

1:00 – 5:00

**Title: Washington's Fury: Storm the Redoubts!**

- GM: Joe Alexander
- Description: The British are planning a mount a surprise attack on the Continental redoubts around the village of Lower Gywnedd. The redoubts are defended by a weak force of local militia supplemented with one NJ State regiment. As the British commander you need to take the redoubts and gain control over the surrounding area quickly, before the main Continental force arrives. As the Continental commander, you will need to hold the British off and rush reinforcements to the battle. Sounds simple?
- Miniatures: Over 1100 25mm AWI representing British, American, French, and German troops. Miniatures are all from my collection and are predominantly Old Glory, with a strong contingent of Perry and Foundry.
- Rules: Washington's Fury, a set of home rules developed by the Ambler Gamers and found at their yahoo site. Rules were developed to be fun, fast, and exciting. They are very easy to learn and ensure all commanders will be moving figures and firing at the enemy from the start. The rules are not designed for those who want the ultimate historical simulation or enjoy being a rules lawyer. All decisions by the umpire (me) will be quick and final. Please note that rules are being constantly revised as additional playtesting continues. All participants will receive a printed copy of the rules at the game. I will supply all dice, chits, tape measures, etc.
- Time: 4 hours
- Rules: Washington's Fury
- Scale: 25mm
- Number of players: 6

Table 6

10:00 – 1:00

**Title: Coastal Actions in the Mediterranean**

- GM: John R. "Buck" Surdu
- DESCRIPTION: Inspired by Kurt Schlegel's unpublished Fire at Will system, this unique, new card-based game is quick and hectic. There are no turns and few charts. Players take actions with their PT's, MTB's, MGB's, S-boats, and/or MAS boats as quickly as possible. The session is only a half-hour, and at the end of a session, players often feel as if they've been run through the ringer. If you take hours to plan your thirty-second move, this game is not for you. If you see yourself on the bridge of a coastal craft, lining up a torpedo shot while dodging enemy fire, come and experience perhaps the most stressful game you've ever played.
- Rules: Quick and the Dead: Coastal Actions in WWII
- Period: WWII Naval
- Scale: 1:600
- Players: 4-8

Table 7

10:00 – 1:00

**Title: The Battle of Aboukir, 25 July 1799**

- GM: Kurt Schlegel
- Description: Napoleon's army in Egypt attacks a much larger Turkish force in a classic battle of quality vs. quantity.
- Rules: ??
- Period: Napoleonic
- Scale: 15mm
- Players: 6

Table 8

9:30 – 12:30

**Title: A Night at the Spyglass Tavern**

- GM: Jennifer Palmer
- Description: Sharpen ye blade and load ye musket for there be the usual trouble brewing at the ol' Spyglass Tavern. Pirate mayhem and merriment guaranteed in another one of Jennifer Palmer's swashbuckling adventures.  
Rules: Blood and Swash
- Period: Pirates
- Scale: 25mm
- Players: 8

**Title: Look, Sarge, More Russians than We've Ever Seen Before**

- GM: John R. "Buck" Surdu, Christopher Palmer, Kurt and Eric Schlegel
- Description: Troyanka, 3 August 1941. Elements of 9th Panzer Division attempt to complete the encirclement of the Russian 12th Army by linking with elements of the 1st Mountain Division at Troyanka. Meanwhile the Russians attempt to hold open a corridor to the Southwest. We tripled the size of a normal convention table (6 feet x 30 feet) but only doubled the number of players we typically host in a LSNC convention game. As a result, there will be lots of maneuver. LSNC are simple, but not simplistic, rules for World War II in which each player controls a battalion. There are no chart cards. Fight the battle, not the rules. Younger gamers welcome with a playing adult.
- Rules: Look, Sarge, No Charts: World War II
- Period: World War II, Operational
- Scale: 12mm
- Number of players: 12

Table 9

10:00 – 1:00

**Title: Belgian Wafflers**

- GM: Bruce Kohn
- Description: June 1940. What if a small force of Belgian aircraft
- escaped to the south of France? On route to Africa, they are unlucky enough to be caught up in a surprise Italian air raid. Like-meets-like as confused forces join in.
- Rules: Little Friends (home rules)
- Period: WW2
- Scale: 1:300
- Number of players: 4

Table 9

2:00 – 5:00

**Title: Camerone**

- GM: George Callinan
- Description: It is Indochina game - Camerone all over again. The Paras have to hold out against Les Viets. No experience needed.
- Rules: Home Grown
- Period: WW2
- Scale: 20mm
- Players: 4

Table 10

10:00 – 2:00

**Title: Clearing the Rat's Nest – Battle of Fallujah**

- GM: Mike Byrne
- Description: Lima Company of 3d Battalion, 1<sup>st</sup> Marine Regiment leads the assault on Fallujah. They will meet a prepared enemy in the Jolon district of the city. In a fight more reminiscent of Stalingrad than modern warfare, both sides fight it out in the close quarters of Fallujah. Join in a hard fought battle between the Marine and Al Qaeda in Iraq and their allies.
- Rules: Seek Out, Close With, and Destroy
- Period: Modern
- Scale: 28mm
- Number of players: 6

Table 10

3:00 – 6:00

**Title: Incident at the Greedy Goblin**

- GM: Eric Schlegel
- Description: A typical barroom brawl with the addition of elves, dwarves, halflings and MAGIC!
- Rules: Blood & Swash
- Period: Fantasy
- Scale: 25mm
- Number of players: 10

Table 11

12:00 – 6:00

**Title: Battle of the Chesapeake**

- GM: Stan Sunderwirth
- Description: 5 September, 1781. Rear Admiral Graves with 19 battleships tries to relieve Cornwallis' army at Yorktown but the Comte de Grasse has 24 ships in Chesapeake Bay to stop him. Refight the battle that won the Revolution for America. Lots of dice and few charts.
- Rules: Victory Under Sail
- Period: War of American Independence
- Scale: 1:2400
- Number of players: 12

Table 12

11:00 – 1:00

**Title: Eastern Renaissance**

- GM: Scott
- Description: It was still very cold on this late April morning in 1648. Bohdan Krychevsky and his men were saddling their horses and packing up their camp. They were on the way to join the forces of revolt under Khmelnytsky. The smoke over the next ridge had indicated that a village may be nearby and Krychevsky had sent some riders out first thing to see what was there. They were riding back now and gesticulating wildly. A smirk came across Krychevsky's face. While the revolt was going to force the Poles to respect the Cossacks, it wasn't so important that a little pillaging couldn't get in the way. With a more immediate goal in mind, the breaking of camp went a lot faster.
  - o Marching into the hours of darkness had not been a good idea. Władysław was afraid that he wasn't a competent commander and he had lain awake all night thinking about it. They had been lost and were just lucky to stumble across this village. The villagers were happy to put them up for the night and said a man from there would take them partway in the right direction tomorrow. They were supposed to have met up with Stefan

Potocki's forces yesterday and now it would take them another day to travel back in the right direction.

- Władysław welcomed the grey light of dawn as it meant he didn't have to lie in bed anymore pretending to sleep. Soon though his self doubting thoughts were brought to a complete halt as a yell went up from the somewhere in the village that there were a few riders spotted on the next hill. When followed they turned and rode towards a larger group of men not far away. Władysław started to pull his boots on and started yelling himself, his men needed to be ready to protect this village if need be.

- Rules: ??
- Period: Renaissance
- Scale: 15mm
- Players: 4

Table 12

2:00 – 4:00

### **Title: The King and the Cause!**

- GM: Steve, Age of Glory
- Description: 1642 - (Hypothetical) His hopes for a quick victory thwarted at Edgehill, Prince Rupert prevails upon the King to place a mixed force of all arms under his command to pursue the Earl of Essex and make one last attempt to destroy his army before it reaches the safety of London. Essex, determined to preserve his reputation, decides to turn with a portion of his army and teach the impetuous young prince a lesson.
- Learn to play 1644 using early war armies of 500 points each. Sponsored by Age of Glory.
- Rules: 1644
- Period: ECW
- Scale: 28mm
- Players: 4