



Preliminary Events List - Sunday

★ 9:00 AM ★

Z-142 - Close Action Fleet Battle: Sunday

Sun. 9 AM, 6 hrs, 30 players

GM: Lee Girer with Mark Campbell and M.A.N.O.F.W.A.R.

Age of Reason 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 which nation would rule the seas. Realistic movement, combat, and limited communications rules assure that you'll get as close to real combat in this battle as possible. Will you win Honor and Glory for King and Country, or be disgraced in dishonorable defeat? *Rules taught; Kid friendly and welcome if accompanied by a parent*

Z-477 - Battle for the Gulag Archipelago

Sun. 9 AM, 4 hrs, 6 players

GM: Otto Schmidt, Sponsor: Society of Daisy, Inter-War 20mm, Rules: The Shattered Century

Battle in a darkly humorous, but strangely familiar world. Fahrvergnuggen is driving on the capital of the Gulag Archipelago (Gullaggin's Island) to take it from the Workers Winter Wonderland of Freeland. You have the chance to affix Nozi glori over this bleak, black, frozen rock for a thousand years! Or you can wipe the stain of the fish-faced enemy of the people from the icy motherland.

Z-737 - The Wadi of No Return, 1943

Sun. 9 AM, 4 hrs, 6 players

GM: Chuck Cothran and The Cape Historical Gaming Society

WWII 28mm, Rules: Warhammer 40K for WWII

Specially trained British SAS Commandos Paratroop at night to capture German 88 positions. The must turn the guns on their owners to stave off vicious counter-attacks while waiting for the relief of Monty's armoured columns. *Under age 16 only w/adult.*

Z-646 - Vampire Wars

Sun. 9 AM, 3 hrs, 10 players

GM: Dennis Layson, Sponsor: Miniature Building Authority, Prize: TBA, Fantasy 28mm, Rules: Vampire Wars

Based on Bram Stoker's novel set in the 1800s where each player can run a group of classic monsters or monster hunters.

Z-147 - Battle of Cape Spartel, 20 Oct 1782

Sat. 9 AM, 7 hrs, 14 players

GM: Stanley Sunderwirth

AWI 1:2400, Rules: Victory Under Sail

Having saved Gibraltar, Admiral Lord Howe with 35 battleships is caught on his return to England by don Luis de Cordoba with 46 Spanish and French battleships off Cape Spartel. In a moonlit battle, the Bourbons gave as good as they got. Players will control entire squadrons or divisions. Lots of dice, few charts. *Rules taught.*

★ 10:00 AM ★

Z-224 - Incident at the Ruptured Swordfish

Sun. 10 AM, 2 hrs, 8 players

GM: Buck Surdu and the HAWKs, Age of Piracy 28mm, Rules: Blood & Swash

It's another quiet evening at the Ruptured Swordfish. Crews for numerous pirate ships gather with intentions of relieving the tavern keeper of his evenings receipts. Tensions are high until the bar wench bends a tray over a pirate's head in response to unwanted attentions. In moments all is flying beer mugs, flailing blades, flipping tables, pulled rugs, a fusillade of musketry, and fisticuffs. *Rules taught; simple/fast. Players under 13 welcome w/playing adult.*

Z-700 - Drawing Blood on the Frontier: The French and Indian War

Sun. 10 AM, 4 hrs, 6 players

GM: Andy Kling and Refuse the Flank Wargamers

French & Indian War 25mm, Rules: Brother Against Brother

French and British forces, along with their colonial and native allies, clash in the backwoods of the North American Frontier. Action will be fast and bloody, as you command some of the best troops of the conflict; Rangers, Marines, Native Warriors, and even Highlanders. So grab your musket and don your war paint, because this will be a bloodletting.

Z-164 - "All the King's Men" Demo Games

Sun. 10 AM, 1 hrs, 2 players

GM: Ken Cliffe with Dave Hoyt, AWI 54mm, Rules: "All the King's Men"

Go to war as a true gentleman... with 54mm miniatures! Join All the King's Men as we demo our own toy soldier rules. This is not skirmish gaming! Everything is provided. Just bring your memory of what got you into wargaming in the first place. Demos run all convention long at the ATKM booth in the dealer area. Max four players per game. www.allthekingsmentoysoldiers.com *Children must be accompanied by adult.*

Z-414 - Pursuit of the Goeben

Sun. 10 AM, 5 hrs, 12 players

GM: Dave Emdee

Early 20th Century 1:1200, Rules: Victory at Sea!

Another run of the SMS Goeben for Turkey. See if you can get past the British 1st Armored Cruiser Sqdr. Meanwhile looking over your shoulder for those British BC's chasing you. A cool head and nerves of Krupp steel required. *Rules taught in about 3 minutes!*

Z-192 - The Boys Are Hungry! 18 June 1920

Sun. 10 AM, 2 hrs, 8 players

GM: James (Tank) Nickle and the HAWKS

Inter-War 28mm, Rules: Blood & Swash

The Irish War of Independence has torn the countryside for a year and a half. Both IRA men and the local British forces are finding it harder to get sufficient food from the Irish population. Word has come to Auxie HQ of a still prosperous farm near the town of Ross on the River Barrow. Perhaps some quick action would allow for a refill of the larder by foraging, legitimate or otherwise.

Z-669 - Broken Spearhead: Second Day at Sidi Rezegh, 22 Nov 1941

Sun. 10 AM, 4 hrs, 8 players

GM: Thomas Harris and Test of Battle Games, Sponsor: Test of Battle Games, Prize: Gift Certificate

WWII 20mm, Rules: Command Decision Test of Battle

November 22, 1941, Yesterday as the British attacked North to relieve Tobruk they met the DAK. After a see-saw battle the British held but lost most of their armor. During the night, 21st Panzer Division, organized in two battle groups (Knabe for the infantry and Stephan for the tanks), shifted to the north, to launch a renewed attack from that direction. In the morning, the somewhat battered 22nd Brigade races north to reinforce the defenders, but 21st Panzer's attack starts first.

Z-190 - J. Patrick's Grand Prix Racing

Sun. 10 AM, 3 hrs, 6 players

GM: J. Patrick Chambers and the HAWKS

Modern 28mm, Rules: J. Patrick's Grand Prix Racing

Faster and more challenging than ever, plus, new tracks! Get ready for fast, bring your racing gloves and your need for speed. *Under age 10 only w/supervising adult.*

★ 11:00 AM ★

Z-679 - Sunday Morning Cool Down: WWII Air

Sun. 11 AM, 3 hrs, 6 players

GM: Jeff Kimmel and The Rogues

WWII 1:285 micro, Rules: Blue Sky

Everyone needs a little cool down after an intense weekend of gaming, how about some casual WWII air warfare? A simple scenario in a relaxed atmosphere to give you time to talk about all your wargame triumphs before you are shot out of the sky by a crazed maniac who has not slept all night (probably one of us after the Massacre).