

Schedule of Events

Note: Open Gaming happens all day long – just find a table and play a game!

10:00 AM

The Home of the Brave: North Point, September 1812 | 10:00 AM | 4 hours

Era: War of 1812

Description: In the predawn hours, 4500 British veterans disembark at North Point while the bombardment fleet moves in on Fort McHenry. Major General Robert Ross expects to cover the 15 miles to Baltimore today "if it rains militia." General John Stricker leads the 3rd Brigade, Maryland Militia, Baltimoreans all, down the peninsula to defend their homes. His orders are to delay the British advance and give them a bloody nose. Refight this key battle that left the British controlling the field, but with a dead General and no stomach for challenging Baltimore's main defensive works.

GM: Duncan Adams, **Rules Used:** Wellington Rules, **Scale:** 25mm, **Max. Players:** 5

In and Out | 10:00 AM | 3 hours

Era: Modern

Description: A routine patrol has gone wrong and several of your fellow Marines have been injured. It's your job to go in and get them out before they are wiped out.

GM: Jim McWee, **Rules Used:** Ambush Alley, **Scale:** 25mm, **Max. Players:** 6

Siege Fort William Henry, 10:00 AM | 3 hours

Era: French and Indian War

Description: French and Indian war the siege with a few twist on history. The French army while traveling down lake George lost many of it's heavy seige guns and powder. The French are forced to launch a infantry assault obn the fort.

Fun, Fast and Simple played at Historicon, Cold Wars and Fall in.

GM: Bill Molyneaux, **Rules Used:** Home rules, **Scale:** 28mm, **Max. Players:** 12

Battle of Chiari, 1 Sept 1701 | 10:00 AM | 6 hours

Era: Pike and Shot

Description: The Imperial army of Prince Eugene v. a Franco-Savoy army commanded by Victor Amadeus; northern Italy at the beginning of the WSS, with a modified historical OB.

Units are battalions.

familiarity with F&F a plus, but not required, rules easily learned

GM: Michael Montemarano, **Rules Used:** modified Fire&Fury Regimental, **Scale:** 15mm, **Max. Players:** 8

Karbala Pass, Iraq 2003 | 10:00 AM | 3 hours

Era: Modern

Description: Operation Iraqi Freedom - The US First Team Armored Column drives between Karbala City and Lake to take key bridges from the Iraqi Republican Guards. Tanks and more Tanks .The best Tank Battle of OIF!

GM: Pete Panzeri, **Rules Used:** Saddam Rules!, **Scale:** 20mm, **Max. Players:** 20

Little Big Horn - Variant | 10:00 AM | 3 hours

Era: Post American Civil War

Description: Synopsis: With the hind sight of history, can the pl;ayers change the outcome of the Custer disaster ? Along with the 7th Cavalry are added the troops of the 2nd Cavalry and artillery. Will this affect the alternative outcome ?

GM: Benjamin Pecson, **Rules Used:** Volley and Fire, **Scale:** 25mm, **Max. Players:** 8

The Bloody Angle at Spotsylvania | 10:00 AM | 3 hours

Era: American Civil War

Description: May 12, 1864 - Grant hurls his might against the entrenched Army of Northern Virginia.

rules taught. Walk-ups welcome. No children under 14 w/o a parent in attendance.

GM: John Michael Priest, **Rules Used:** Fix Bayonets!, **Scale:** 54mm, **Max. Players:** 10

Patton to the rescue, 10:00 AM | 3 hours

Era: WWII

Description: Patton's Third Army attempts to relieve the forces in Bastogne by making a hasty attack on the German forces.

Rules will be taught

GM: Frank Sciulli, **Rules Used:** Kampfgruppe Commander II, **Scale:** 10mm, **Max. Players:** 6

Battle of the Chesapeake – 5 Sept 1781 | 10:00 AM | 7 hours

Era: Age of Sail

Description: RADM Thomas Graves' British fleet of 19 ships of the line sails to the relief of the besieged General Cornwallis at Yorktown. Off the mouth of the Chesapeake, they were met by a French blockading fleet of 24 battleships under the Comte deGrasse. This battle decided the fate of Cornwallis and won the Revolution for America.

Players control squadrons in a game with few charts and lots of dice. Rules will be taught

GM: Stanley Sunderwirth, **Rules Used:** Victory Under Sail, **Scale:** other, **Max. Players:** 10

Look, Sarge, No Charts: World War II | 10:00 AM | 4 hours

Era: World War II, Operational

Description: Troyanka, 3 August 1941. Elements of 11th 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 20 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."

GM: John "Buck" Surdu, **Rules Used:** Look, Sarge, No Charts!, **Scale:** 12mm, **Max. Players:**

7

11:00 AM

Painter's Tools & Supplies | 11:00 AM | 1 hour

Description: This class will cover discussions on paints, inks, brushes, paint additives and other tips and tricks for better painting. You'll get important information on where and how to

purchase great supplies inexpensively and as a bonus, we'll demo how to make an inexpensive "wet" palette at home. Sat. 10-12 pm, 2 hrs;

Instructor: Heather Blush

GM: Heather Blush, Master Painter

Battle of North Point September 12, 1814. | 11:00 AM | 3 hours

Era: War of 1812

Description: Can the embattled Americans hold off the British veterans and save Baltimore?

GM: Robert Kerstetter, **Rules Used:** Home rules, **Scale:** 28mm, **Max. Players:** 8

Maryland's "other" Civil War battle - Monocacy July 1864 | 11:00 AM | 4 hours

Era: American Civil War

Description: Lesser known than Antietam, the Battle of Monocacy near Frederick MD may have saved the Union. The day's delay of Jubal Early's army allowed the Union to reinforce Washington DC before Early arrived there. Familiarity with the rules is preferred, but not necessary

GM: Scott Mingus, **Rules Used:** Johnny Reb 3, **Scale:** 15mm, **Max. Players:** 6

Napoleon On Ice | 11:00 AM | 3 hours

Era: Napoleonic

Description: 1808 Napoleon's first huge ICE BATTLE with Russia and Prussia.

GM: Pete Panzeri and Chris King, **Rules Used:** Napoleon Rules!, **Scale:** 28mm, **Max. Players:** 20

1:00 PM

Civil War Ship Game | 1:00 PM | 3 hours

Era: American Civil War

Description: Ironclads vs. Wooden Ships

GM: Scott Landis, **Rules Used:** Home Rules,

Spearhead Division At Ghazlani, 1991 | 1:00 PM | 3 hours

Era: Modern

Description: Operation Desert Storm -- The 2nd Armored Division against a the Tawalkalna Iraqi Republican Guards Division. Tanks and more Tanks. The best Tank Battle of Operation Desert Storm!

GM: Pete Panzeri and James Curtis, **Rules Used:** Saddam Rules!, **Scale:** 20mm, **Max. Players:** 20

2:00 PM

Painting Skin Tones | 2:00 PM | hours

Era:

Description: Are those naked celts giving you are hard time, do es you Amazon army need help. Come learn how to paint skin tones – proper color choices will be covered. Sat. 1-2 pm, 2 hrs; Instructor: Heather Blush.

GM: Heather Blush, Master Painter

Retreat | 2:00 PM | 3 hours

Era: French and Indian War

Description: French and Indian war the siege with a few twist on history. The French army while traveling down lake George lost many of it's heavy seige guns and powder. The French are forced to launch a infantry assault obn the fort.

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GM: Bill Molyneaux, **Rules Used:** Home rules, **Scale:** 28mm, **Max. Players:** 12

Little Big Horn - Variant | 2:00 PM | 3 hours

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GM: Benjamin Pecson, **Rules Used:** Volley and Fire, **Scale:** 25mm, **Max. Players:** 8

3:00 PM

Battle of North Point September 12, 1814 | 3:00 PM | 3 hours

Era: War of 1812

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GM: Robert Kerstetter, **Rules Used:** Home rules, **Scale:** 28mm, **Max. Players:** 8

Balls to the Wall | 3:00 PM | 3 hours

Era: Modern

Description: Do you have what it takes to get your employer out of here? No friends, and a mile to go before you hit the safety zone. OR, are tired of these infidels in your part of the woods? Then smoke them out, and cleanse the earth of their repugnant odor!!! Fast, furious, and never ending action...

GM: Kevin Lepley, **Rules Used:** Ambush Alley, **Scale:** 25mm, **Max. Players:** 6

Defense Of Berezina Bridge | 3:00 PM | 3 hours

Era: Napoleonic

Description: Winter of 1812 and Napoleon's remnants try to get the army out of Russia -- with Russian Cossacks at their heels.

GM: Pete Panzeri and Chris King, **Rules Used:** Napoleon Rules!, **Scale:** 28mm, **Max. Players:** 20

Patton to the rescue | 3:00 PM | 3 hours

Era: WWII

Description: Patton's Third Army attempts to relieve the forces in Bastogne by making a hasty attack on the German forces.

Rules will be taught

GM: Frank Sculi, **Rules Used:** Kampfgruppe Commander II, **Scale:** 10mm, **Max. Players:** 6

4:00 PM

Battle of Holowczyn (1708) | 4:00 PM | 4 hours

Era: Pike and Shot

Description: In 1708 Charles XII launched an invasion of Russia, determined to capture Moscow and force the Tsar to accept a peace treaty that favored Sweden. The Russians dug in behind the River Vabitch to try and block the invasion. Charles surprised the Russians by crossing the river and marshland at night and appearing suddenly on the right flank of the trench line. The disorganized Russians were forced out of their prepared positions and fought in the open and in the woods. The Swedes suffered heavy casualties but were able to succeed in opening the door to an invasion of Russia.

GM: Thomas Black, **Rules Used:** Using my own Vodka and Herrin Rules (a very simple and fast set), **Scale:** 15mm, **Max. Players:** 12

Working with Mediums | 4:00 PM | hours

Era:

Description: No, there is no crystal ball and we're not going to join hands with Madame Kartuski! This class will discuss what various acrylic mediums can do for you in working with paint and then let you experiment with what several types and mixes of mediums actually do.

There will be brushes and paint you can use, and you can bring your own prepped mini or we'll have some available. A handout will also be provided covering many of the most-popular mediums in use by the miniatures painting hobby. Sat. 2-4 PM; 2 hrs; Instructor: Heather Blush

GM: Heather Blush, Master Painter

5:00 PM

The Bloody Angle at Spotsylvania | 5:00 PM | 3 hours

Era: American Civil War

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GM: John Michael Priest, **Rules Used:** Fix Bayonets!, **Scale:** 54mm, **Max. Players:** 10

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73 Easting, 1991 | 6:00 PM | 3 hours

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GM: Pete Panzeri and James Curtis, **Rules Used:** Saddam Rules!, **Scale:** 20mm, **Max. Players:** 20

Breakout | 6:00 PM | 3 hours

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GM: Bill Molyneaux, **Rules Used:** Home rules, **Scale:** 28mm, **Max. Players:** 12

7:00 PM

Russian Winter Breakout | 7:00 PM | 3 hours

Era: Napoleonic

Description: Winter of 1812 and Napoleon's moving out of Moscow to fight his way out of Russia -- with Russian Guns and Cossacks to overcome.

GM: Pete Panzeri and Chris King, **Rules Used:** Napoleon Rules!, **Scale:** 28mm, **Max. Players:** 20

Patton to the rescue | 7:00 PM | 3 hours

Era: WWII

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Rules will be taught

GM: Frank Scული, **Rules Used:** Kampfgruppe Commander II, **Scale:** 10mm, **Max. Players:** 6

Don't forget to visit the flea market throughout the day!



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