

Tbl	EVENT	ERA	# of PLAYERS	RULES	NAME	DESCRIPTION
	<b>SESSION 1</b>	<b>FRIDAY AFTERNOON EVENTS:</b>		<b>2:00 NOON TO 6:00 P.M.</b>		
1	RETURN TO THE PENINSULA	Napoleonic War 25mm	2-8	<i>BONAPARTE</i> by Mark Johnson	Mark Johnson	The British and their Portuguese allies plan to land a force to either establish a beach head for the liberation of the Iberian Peninsula, or (if things go badly) conduct a raid to harass the French, and destroy shipping and cordage. The French are just trying to keep things quiet in the occupied territories, and repel the unwelcome attentions of Perfidious Albion. Command the forces of Republican Enlightenment, or restore the natural order of heavenly ordained Royalist hegemony. (Yes, Steve, there will be some Rifles present, but these Chosen Men are hard to come by, so husband them wisely).
2	STRUGGLE FOR THE GORE RIVER BRIDGES	American Civil War 15mm	2-8	<i>JOHNNY REB III</i> by Johnny Reb Game Company	Norris Darrall	A game to introduce and familiarize players to the Johnny Reb III game system. Players will be taught the rules as they move Union and Confederate regiments to control bridge crossings over the Gore River in Tennessee.
3	STRUGGLE BETWEEN EMPIRES: BATTLES IN THE HONOR HARRINGTON UNIVERSE.	Sci-Fi space combat 1/12000 scale	2-6	<i>Full Thrust</i> (modified) by Ground Zero Games	Adam H. Jones III	The two major space empires' The Republic of Haven and The Star Kingdom of Manticore have been clashing on and off for centuries as each struggle to expand their respective territories at the expense of the other. Major conflicts have been unable to tip the balance to either side and leave them both exhausted. Sparing continues to occur during these lulls as the empires maneuver for strategic position and attempt to hurt the other. Join in and play in a unique take on space combat where spaceships fire broadsides similar to Napoleonic naval vessels of the 1700s.

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4	STRIKE FOR THE SEA	WW II Ground Combat 1/285 scale	2-6	<i>Command Decision II</i> by Games Designers Workshop	David Harrison	June 6th, 1944. When informed of the Normandy landings, the commander of the <i>84. Armeekorps</i> , General Erich Marcks wanted <i>21. Panzerdivision</i> to attack east of the Orne River against the British airborne landings. But as the strategic picture became clearer, stopping the amphibious assault that was quickly gaining a beachhead became the priority.
8	BATTLES OF THE ENGLISH CIVIL WAR	English Civil War Miniature/Board Game	2-4	<i>Home Rules</i> by George Knapp	George Knapp	Hex bases miniature/board game highlighting combat in the period of the Cavaliers and Roundheads. The game usually takes only 2 hours to finish so multiple games will be run for the session.
9	CLEARING THE COTENTIN	WW II Miniature/Board Game 1/285 scale	2	<i>War vs the Axis</i> by Gio Games	David Schaffner	Battalion level engagement bases on the battle to seize the Norman city of Montebourg and secure the road northward towards the port of Cherbourg. Game System in "miniaturized" version of an Italian-designed board game.
SESSION 2		FRIDAY EVENINGS EVENTS:		7:00 P.M. TO 11:00 P.M.		
1	RETURN TO THE PENINSULA	Napoleonic War 25mm	2-8	<i>BONAPARTE</i> by Mark Johnson	Mark Johnson	The British and their Portuguese allies plan to land a force to either establish a beach head for the liberation of the Iberian Peninsula, or (if things go badly) conduct a raid to harass the French, and destroy shipping and cordage. The French are just trying to keep things quiet in the occupied territories, and repel the unwelcome attentions of Perfidious Albion. Command the forces of Republican Enlightenment, or restore the natural order of heavenly ordained Royalist hegemony. (Yes, Steve, there will be some Rifles present, but these Chosen Men are hard to come by, so husband them wisely)

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2	A HANGING AT BIG MUDDY CREEK	WILD WEST mm 25	2-8	<i>House Rules</i> by Will Hodgen	Will Hodgen	You will have a "gang" (i.e. lawmen, outlaws, soldiers, ranch hands, etc) that have an objective during the day a hanging of a desperate criminal is scheduled. Of course, the first objective is always to survive. There are no points for dead heroes.
3	<i>PING!</i> DEMONSTRATION GAME	WW II Armor scale 1/100	1-10	<i>PING!</i> by Mark Lueckenhoff	Mark Lueckenhoff	<i>Ping!</i> Is an open-ended gaming system for realistic simulation of WWII era tactical armored warfare. It can be used with almost any scale (6mm to 54mm) to replicate actual historical actions or hypothetical scenarios. We will be playing a hypothetical Eastern Front 1/100th scale scenario designed to demonstrate the system and give participants the experience to run their own games independently. The game designer will e-mail rules and basic chart set to all participants for free.
4	NAVAL BATTLE OF WAKE ISLAND	WW II Naval scale 1/2400	2-12	<i>Victory at Sea</i> (heavily modified air combat rules) by Mongoose Publishing	David Ackerman	U.S. and Japanese pilots duel for control of the air near Wake Island in a classic "might have been" scenario. Can Paul Ramsey, John Thach, and the brave pilots of Lexington and Saratoga hold off the Japanese long enough to evacuate Wake? Can Kido Butai's second carrier division finish what Nagumo started bare weeks ago?

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5	WW III-LAST STAND IN NORMANDY	WW III Armor 1/87 scale	2-10	<i>Quickfire</i> (modified <i>Rapid Fire rules</i> ) by Scott Davis	Scott Davis	The Soviet army surprise attacked the caught-off guard NATO forces with their numerous tank divisions consisting of T34/85s, Stalin II and IIIs New Year's Day 1946. The latter was pushed back to the edge of the beaches of Normandy. The only forces surviving consisted of the 8th British and 7th Germany armies with Comets, Fireflies, Churchills, Panthers, Tiger Is, and Tiger IIs. Stalin himself took personal command to try and destroy the remaining Allied forces because he knew once the American reserves came in six months, all will be lost. It is now Spring 1947 and the massive attack from the Russian military is underway.
6	GET THE KIEV!	Modern Naval scale 1/6000	2-6	<i>Shipwreck!</i> By Vandering Publications	Terry Callahan	In 1990 WWIIIIII erupted across Europe. The naval battles were crucial in determining the victor in the war between NATO and the Warsaw Pack. This scenario depicts NATO's attempt to find and sink the Soviet carrier Kiev. Finding the Kiev is not easy in the large ocean. If additional time allows, a submarine scenario "Lone Wolf" will be played out using a US submarine and a Soviet ASW task force.

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7	THE ZULU WAR-1879	Victorian Colonial War 28mm	3-8	<i>The Sword and the Flame(modified)</i> by Sergeants 3	Blake Walker	The British Empire declared war on the Zulu kingdom in January 1879. The British, who were expecting an easy victory over their native opponents, got decimated early on with a massive defeat at Isandlwana and other routs at Meyer's Drift and Hlobane. But the Zulus were never able to master the small arms they'd captured from their European opponents. And their impis were smashed to pieces at battles such as Khambula and finally Ulundi. However, this scenario pits several companies of British infantry against the raw courage and military discipline of a large Zulu impi which is bent on washing their spears in the blood of the hated white man. Come and fight for Queen and Country or help defend the old Zulu order in this exciting game...
8	BATTLES OF THE ENGLISH CIVIL WAR	English Civil War Miniature/Board Game	2-4	<i>Home Rules</i> by George Knapp	George Knapp	Hex bases miniature/boaed game highlighting combat in the period of the Cavaliers and Roundheads. The game usually takes only 2 hours to finish so multiple games will be run for the session.
<b>SESSION 3</b>		<b>SATURDAY MORNING EVENTS:</b>		<b>9:00 A.M. TO 1:00 P.M.</b>		
1	RETURN TO THE PENINSULA	Napoleonic War 25mm	2-8	<i>BONAPARTE</i> by Mark Johnson	Mark Johnson	The British and their Portuguese allies plan to land a force to either establish a beach head for the liberation of the Iberian Peninsula, or (if things go badly) conduct a raid to harass the French, and destroy shipping and cordage. The French are just trying to keep things quiet in the occupied territories, and repel the unwelcome attentions of Perfidious Albion. Command the forces of Republican Enlightenment, or restore the natural order of heavenly ordained Royalist hegemony. (Yes, Steve, there will be some Rifles present, but these Chosen Men are hard to come by, so husband them wisely).

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2	D'AR BE GOLD IN T'EM DARE HILLS	Fantasy 15mm	4-10	<i>Fantasy Conquest</i> by Ray Runge	Ray Runge	The hill dwarves of Stoney Ridge Are bringing a Wagon Train of Gold down from the mountains to village of Iron Forge. Some how the the evil Mage Jazrel found out about the shipment and has plans to see it never makes it to Iron Forge.
3	BATTLE OF FRONT ROYAL	American Civil War 22mm	4-6	<i>JOHNNY REB III</i> ; Johnny Reb Game Company	Jerry Merrell & Ed Meneffee	This slot will be used by the GMs to set up the game. The goal is to start the game by 1:00 p.m and will continue through Session 4 and maybe Session 5 depending on table availability and time.
4	ROSSELSPRUNG	WW II Naval 1/2400 scale	2-10	<i>Victory At Sea(modified)</i> by Mongoose Publishing	David Ackerman	<i>Tirpitz</i> and her escorts attack Convoy PQ 19
5	THE OPENING GAMBIT	WW II Air Combat 1/300 scale	2-12	<i>Red Sun/Blue Sky</i> (heavily modified) by John Stanoch	Adam H. Jones III	Luftwaffe commanders, laying the groundwork for Alder Tag or Eagle Day, have been targeting the radar stations along the British coast with mixed results. This is the final day for taking down the radar stations as elements of KG 52 have been tasked to hit the radar stations at Ventnor.
6	OPERATION NORDWIND	WW II: 6mm	2-4+	<i>Blitzkrieg Commander</i> by Specialist Military Publishing	Todd Reed	The US 12 <sup>th</sup> Armored Division is faced with their first true test of the war in this January 1945 battle. The Germans have undertaken a post Bulge offensive to hurt the Allies perceived weaker Southern flank. They've made few gains, but in this part of Eastern France they've been able to establish a bridgehead in the cities of Herrlisheim , Offendorf, and Gambsheim. The recently reformed 553rd Volksgrenadier Division is the main force holding the bridgehead. Allied intel says the defense should be about 500 men, old and young and inexperienced. Unfortunately, it was instead 1,500 or more. In addition, the more elite 10th SS Panzer Division has recently arrived to aid in the battle.

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7	MISSISSIPPI MAYHEM	American Civil War Naval 1/1200 scale	1-8	<i>Raiders and Blockaders(modified)</i> by Titan Military Miniature Products	Mark Lueckenhoff	Join in the mayhem as Union ironclads and timberclads raid a Confederate chokepoint and its makeshift defenses on the Mississippi River. Randomized movement and fire as well as the river's own treacheries will keep you guessing the entire time.
8	BATTLES OF THE ENGLISH CIVIL WAR	English Civil War Miniature/Board Game	2-4	<i>Home Rules</i> by George Knapp	George Knapp	Hex bases miniature/boaed game highlighting combat in the period of the Cavaliers and Roundheads. The game usually takes only 2 hours to finish so multiple games will be run for the session.
9	FURBALL OVER FRANCE	WW I Air Combat 1/144 scale	2-12	<i>Wings of War</i> by Nexus Games	Stephen Hood	Wings of War [now Glory] WW1 Air combat game: fast, furious and easy to learn! Come by and shoot down the enemy or your friends! Are you Snoopy or the Baron?!?
<b>SESSION 4 SATURDAY AFTERNOON EVENTS 2:00 P.M. TO 6:00 P.M.</b>						
1	RETURN TO THE PENINSULA	Napoleonic War 25mm	2-8	<i>BONAPARTE</i> by Mark Johnson	Mark Johnson	The British and their Portuguese allies plan to land a force to either establish a beach head for the liberation of the Iberian Peninsula, or (if things go badly) conduct a raid to harass the French, and destroy shipping and cordage. The French are just trying to keep things quiet in the occupied territories, and repel the unwelcome attentions of Perfidious Albion. Command the forces of Republican Enlightenment, or restore the natural order of heavenly ordained Royalist hegemony. (Yes, Steve, there will be some Rifles present, but these Chosen Men are hard to come by, so husband them wisely).

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2	OVER THE WESTERN FRONT	WW I Air Combat 1/72nd scale	2-12	<i>Canvas Eagles</i> by Eric Hotz & Phil Hall	Terry Callahan	Its late summer of 1918. German and British flyers duel over the trenches of the Western Front for control of the skies. They fly some of the best aircraft of the War against each other, Spad XIII, Fokker DVII, Sopwith Camel and a few of the newest aircraft, Fokker Razor and Sopwith Snipe. It has become a desperate fight for control of the skies by both sides.
3	BATTLE OF FRONT ROYAL	American Civil War 22mm	4-6	<i>JOHNNY REB III</i> ; Johnny Reb Game Company	Jerry Merrell & Ed Meneffee	Its May 1862 in the Shenandoah Valley. Advance elements of Stonewall Jackson's Valley Army are converging on a small Union garrison protecting bridges over the Shenandoah River which the Confederates must capture intact in order to trap the main Union force. The Federals have orders to defend the bridges and burn them if necessary. Two simultaneous games, with identical terrain and troops, will be played, with the players switching commands and playing a 2d, or even a 3d game, time permitting."
4	IRONHAND IN SIX-ALPHA	Vietnam Era Air Combat 1/300 scale	4-14	<i>Airwar-C21</i> by Wessex Games	Raymond Runge	Air Force mission to North Vietnam to take out SA-2 sites that are used to knock down bombers on their way to Hanoi.
5	BATTLE OF CHAMPIONS HILL- MAY 16, 1863	American Civil War 15mm	2-4	<i>Volley, Bayonet and Glory</i> by Test of Battle Games	William Gaynor & Harry Borchardt	Replay the pivotal battle of the Vicksburg Campaign and see if, as Confederate General Pemberton, you can stop the advance of General Grant toward the rebel "Gibraltar"

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6	WW III-LAST STAND IN NORMANDY	WW III Armor scale 1/87	2-10	<i>Quickfire</i> (modified <i>Rapid Fire rules</i> ) by Scott Davis	Scott Davis	The Soviet army surprise attacked the caught-off guard NATO forces with their numerous tank divisions consisting of T34/85s, Stalin II and IIIs New Year's Day 1946. The latter was pushed back to the edge of the beaches of Normandy. The only forces surviving consisted of the 8th British and 7th Germany armies with Comets, Fireflies, Churchills, Panthers, Tiger Is, and Tiger IIs. Stalin himself took personal command to try and destroy the remaining Allied forces because he knew once the American reserves came in six months, all will be lost. It is now Spring 1947 and the massive attack from the Russian military is underway.
7	BLACK HAWK DOWN/RETRIEVING A PERSON OF INTEREST	Modern 28mm	2-4	<i>Ambush Alley</i> by Ambush Alley Games	Blake Walker	The first scenario pits a squad of USMC Marines against Taliban insurgents in a race to rescue a downed USMC helicopter crew in the southern Afghanistan using the basic Ambush Alley rules. The second scenario is the USMC Marines retrieving a person of interest and getting them off the table without losing the squad to enemy fire. Each scenario takes approximately one hour to play. Ambush Alley is a scenario based game that is easy to learn with a squad's combat abilities are based a quality dice system.
8	BATTLES OF THE ENGLISH CIVIL WAR	English Civil War Miniature/Board Game	2-4	<i>Home Rules</i> by George Knapp	George Knapp	Hex bases minature/boaed game highlighting combat in the period of the Cavaliers and Roundheads. The game usually takes only 2 hours to finish so multiple games will be run for the session.
9	THE INVASION OF IWO JIMA	WW II Land/Air Combat Board/Miiniature Game	2-8	<i>Memoir 44 with Air Pack Module(Modified)</i> by Days of Wonder	Ron Howard	Recreating the most famous island invasion of World War II using the popular Memoir 44 game system.

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10	LAST STAND OF THE TIN CAN ARMY: RUSSIA 1941	WW II Ground Combat 15mm	2-4	<i>I Ain't Been Shot Mum 3</i> by Too Fat Lardies	Stephen Hood	German invasion of the Soviet Union June 1941: The Soviet Army on paper is a steel hammer, on the field a tin can. Using the rules unique approach to 'friction on the battlefield' will the Russian players overcome their weakness or canl the German players take full advantage of their strengths?
<b>SESSION 5</b>		<b>SATURDAY EVENING EVENTS:</b>		<b>7:00 P.M. TO 11:00 P.M.</b>		
1	RETURN TO THE PENINSULA	Napoleonic War 25mm	2-8	<i>BONAPARTE</i> by Mark Johnson	Mark Johnson	The British and their Portuguese allies plan to land a force to either establish a beach head for the liberation of the Iberian Peninsula, or (if things go badly) conduct a raid to harass the French, and destroy shipping and cordage. The French are just trying to keep things quiet in the occupied territories, and repel the unwelcome attentions of Perfidious Albion. Command the forces of Republican Enlightenment, or restore the natural order of heavenly ordained Royalist hegemony. (Yes, Steve, there will be some Rifles present, but these Chosen Men are hard to come by, so husband them wisely).

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2	2ND ANNUAL BIG MUDDY NAPOLEONIC NAVAL PAIRS COMPETITION-THE CAPTURE OF THE SANTISSIMA TRINIDAD	Napoleonic Naval-1/1200 scale	4 or 8	<i>Action Under Sail</i> by Table Top Games	Steve King	<p>The capture of <i>Santissima Trinidad</i> by <i>HMS Terpiscore</i>. This scenario is based on a real action. Captain Richard Bowen of <i>HMS Terpiscore</i>, after inflicting several casualties, decided to abandon the attack. <i>Santissima Trinidad</i>; a 1st rate Spanish ship of the line mounting 136 guns, is badly damaged after the battle of Cape St Vincent in 1797, <i>HMS Terpiscore</i>; a frigate of 32 guns is sent to capture her. Each team of two players will each command the Spanish 1st rate on one table and the British Frigate on the other table. The same game is played on two tables at the same time with both teams playing both sides of the scenario, hence the term Pairs Competition.</p>
3	BATTLE OF FRONT ROYAL	American Civil War 22mm	4-6	<i>JOHNNY REB III</i> ; Johnny Reb Game Company	Jerry Merrell & Ed Meneffee	<p>Its May 1862 in the Shenandoah Valley. Advance elements of Stonewall Jackson's Valley Army are converging on a small Union garrison protecting bridges over the Shenandoah River which the Confederates must capture intact in order to trap the main Union force. The Federals have orders to defend the bridges and burn them if necessary.</p> <p>Two simultaneous games, with identical terrain and troops, will be played, with the players switching commands and playing a 2d, or even a 3d game, time permitting."</p>

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4	2ND ANNUAL BIG MUDDY NAPOLEONIC NAVAL PAIRS COMPETITION-THE CAPTURE OF THE SANTISSIMA TRINIDAD	Napoleonic Naval-1/1200 scale	4 or 8	<i>Action Under Sail</i> by Table Top Games	Steve King	The capture of <i>Santissima Trinidad</i> by <i>HMS Terpsicore</i> . This scenario is based on a real action. Captain Richard Bowen of <i>HMS Terpsicore</i> , after inflicting several casualties, decided to abandon the attack. <i>Santissima Trinidad</i> ; a 1st rate Spanish ship of the line mounting 136 guns, is badly damaged after the battle of Cape St Vincent in 1797, <i>HMS Terpsicore</i> ; a frigate of 32 guns is sent to capture her. Each team of two players will each command the Spanish 1st rate on one table and the British Frigate on the other table. The same game is played on two tables at the same time with both teams playing both sides of the scenario, hence the term Pairs Competition.
5	SAINTE-MERE-EGLISE DOUBLE BLIND EVENT	WWII Board Game	2-6	<i>Tide of Iron</i> by Fantasy Flight Games	Brian Gill	A very rarely run Double Blind event complicated by a uniquely designed "Chain of Command" player rules. Paratroopers drop in the middle of a German division, in the middle of the night. Our sponsor has \$60.00 in cash for the top winning team!
6	WW III-LAST STAND IN NORMANDY	WW III Armor scale 1/87	2-10	<i>Quickfire</i> (modified <i>Rapid Fire</i> rules) by Scott Davis	Scott Davis	The Soviet army surprise attacked the caught-off guard NATO forces with their numerous tank divisions consisting of T34/85s, Stalin II and IIIs New Year's Day 1946. The latter was pushed back to the edge of the beaches of Normandy. The only forces surviving consisted of the 8th British and 7th Germany armies with Comets, Fireflies, Churchills, Panthers, Tiger Is, and Tiger IIs. Stalin himself took personal command to try and destroy the remaining Allied forces because he knew once the American reserves came in six months, all will be lost. It is now Spring 1947 and the massive attack from the Russian military is underway.

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7	BATTLE OF SAN MIGUEL	Mexican-American War 25mm	6-12	<i>Give the' Steel Boys</i> by William Doelling	William Doelling	The US must take San Miguel due to the fact that it has the only water for sixty miles. Mexican must hold onto it, for them to make any advance back into Texas.
8	BATTLES OF THE ENGLISH CIVIL WAR	English Civil War Miniature/Board Game	2-4	<i>Home Rules</i> by George Knapp	George Knapp	Hex bases miniature/boaed game highlighting combat in the period of the Cavaliers and Roundheads. The game usually takes only 2 hours to finish so multiple games will be run for the session.
<b>SESSION 6      SUNDAY MORNING EVENTS:      10:00 A.M. TO 2:00 P.M.</b>						
1	RETURN TO THE PENINSULA	Napoleonic War 25mm	2-8	<i>BONAPARTE</i> by Mark Johnson	Mark Johnson	The British and their Portuguese allies plan to land a force to either establish a beach head for the liberation of the Iberian Peninsula, or (if things go badly) conduct a raid to harass the French, and destroy shipping and cordage. The French are just trying to keep things quiet in the occupied territories, and repel the unwelcome attentions of Perfidious Albion. Command the forces of Republican Enlightenment, or restore the natural order of heavenly ordained Royalist hegemony. (Yes, Steve, there will be some Rifles present, but these Chosen Men are hard to come by, so husband them wisely).
2	STRUGGLE FOR THE GORE RIVER BRIDGES	American Civil War 15mm	2 - 8	<i>JOHNNY REB III</i> by Johnny Reb Game Company	Norris Darrall	A game to introduce and familiarize players to the Johnny Reb III game system. Players will be taught the rules as they move Union and Confederate regiments to control bridge crossings over the Gore River in Tennessee.

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3	RECOVERING THE ARROW	WW II- Ground Combat 15mm	2-8	<i>Home Rules</i> by Doug Hedley and Kevin Mayden	Doug Hedley & Kevin Mayden	A new German rocket fighter is forced to land in a lightly held section of the front, just behind German lines. Your commander has volunteered your platoon to make a reconnaissance to search for the downed fighter and destroy it before it can be recovered. The trouble is, the Germans want the new fighter recovered and are sending troops to protect it until then. Can the Brits find it and destroy it and still get away?
4	DEFENDING HOME	Sci-Fi Land Miniatures 1/285 scale	2-8	Classic <i>Battletech</i> by FASA	James Kantor	It has been 4 days since the unknown ships jumped into the system. Yesterday, dropships made planetfall outside radar range. Planetary Militia has been on alert waiting to see what shows up and where. Scouts are out looking for the invaders. An hour ago, one of the scouts made a brief call before going off the air. Your force is now scouting the area he was in, hoping to find the invaders.
7	OPERATION EXODUS	WW II Naval Combat 1/6000 scale	2-8	<i>General Quarters 3</i> by Old Dominion Games	WW II Naval Combat 1/6000 scale	in 1937, the US and Japan almost went to war over the "China Incident" where Japanese aircraft bombed the US river gunboat <i>Panay</i> . Historically, the Japanese managed the "incident" and defused the situation to prevent a war. This scenario supposes that the US and Japan did not avoid the move toward war. As tensions have risen, the US Navy dispatched a naval squadron to cover the evacuation of American civilian personnel from Shanghai by civilian transports. The US ships are tasked to keep an eye on the Japanese naval task force based in the port and prevent any interference in the evacuation. With tensions high, any incorrect move or misinterpreted action could spark the shooting to begin.

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8	BATTLES OF THE ENGLISH CIVIL WAR	English Civil War Miniature/Board Game	2-4	<i>Home Rules</i> by George Knapp	George Knapp	Hex bases miniature/boaed game highlighting combat in the period of the Cavaliers and Roundheads. The game usually takes only 2 hours to finish so multiple games will be run for the session.
9	CLEARING THE COTENTIN	WW II Miniature/Board Game 1/285 scale	2	<i>War vs the Axis</i> by Gio Games	David Schaffner	Battalion level engagement bases on the battle to seize the Norman city of Montebourg and secure the road northward towards the port of Cherbourg. Game System in "miniaturized" version of an Italian-designed board game.
<b>SESSION 7</b>		<b>SUNDAY AFTERNOON EVENTS:</b>		<b>3:00 P.M. TO 7:00 P.M.</b>		
BIG MUDDY FLEA MARKET-TABLES THROUGHOUT AREA						
1	RETURN TO THE PENINSULA	Napoleonic War 25mm	2-8	<i>BONAPARTE</i> by Mark Johnson	Mark Johnson	The British and their Portuguese allies plan to land a force to either establish a beach head for the liberation of the Iberian Peninsula, or (if things go badly) conduct a raid to harass the French, and destroy shipping and cordage. The French are just trying to keep things quiet in the occupied territories, and repel the unwelcome attentions of Perfidious Albion. Command the forces of Republican Enlightenment, or restore the natural order of heavenly ordained Royalist hegemony. (Yes, Steve, there will be some Rifles present, but these Chosen Men are hard to come by, so husband them wisely).
2	SAINTE-MERE EGLISE OPEN FREE FOR ALL	WWII Board Game	2-6	<i>Tide of Iron</i> by Fantasy Flight Games	Brian Gill	A rarely run FFA event. Sign up, roll random squad, drop in, fight and survive as long as possible. Sign up again. If you have a slow moment during the day, sign in and play!. This round robin event offers a \$40.00 cash prize for the player with the most points.

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3	HUNTERS OR HUNTED	Napoleonic Naval Miniatures	2-8	<i>Letter s of Marque</i> by James Kantor	James Kantor	The British fleet has been scattered by a storm. Ships are slowly finding each other and forming small squadrons. A handful of British ships of the line have been found by a group of French and American ships and the chase is on.
8	BATTLES OF THE ENGLISH CIVIL WAR	English Civil War Miniature/Board Game	2-4	<i>Home Rules</i> by George Knapp	George Knapp	Hex bases minature/boaed game highlighting combat in the period of the Cavaliers and Roundheads. The game usually takes only 2 hours to finish so multiple games will be run for the session.