

Luther Con 2010: Preliminary Events List (for use with pre-registration)

at Luther North High School, Chicago, IL

Sat, 9:00am-10:30am - CANCELED

Event ID E001: Big Figs for Little Hands

54mm American Civil War.. Hex Command Gunpowder are easy-to-use rules and free, so you can download them and keep them for all your toy soldier battles! There's no measuring because the game uses a hexagon grid for fast and furious action! Hosted by Cabak, Terry; 54mm Hex Command Gunpowder; 10 players. Sponsored by [Imagine Image Multimedia](#).

Sat, 9:00am-12:00pm

Event ID E007: Nazi's Vs. Dinosaurs: Mission One

In July, 1943 a Platoon from the Totenkopf SS Division marched in the early morning toward the River Psel through an odd greenish fog. When the fog lifted, the Grenadiers were not in Kursk anymore. The Platoon was transported into the Cretaceous Period sixty five million years into the past. The troops carried what they had for weapons, ammo, food, and medical supply. First Squad has been given the assignment to recon the ground ahead. Strange floral abounds. No Russians to be seen. Large piles of dung encountered alert the SS men that a terrible new foe is afoot. Hosted by Zalanka, John; 28mm Adventures in the Lost Lands; 6 players.

Sat, 9:00am-12:00pm

Event ID E014: Lawrence and the Turks

WWI Aerial Combat - Turkish gunner/commanders with their German pilots have been bombing rail depots and munitions supplies intended for General Allenby's Mesopotamia campaign. If they hope to reach Palestine in time to deal the Turks a decisive blow while the war in Europe drags on, these raiders must be stopped and Allenby must get his supplies. On this morning, Both Allenby and Lawrence have sent up pilots to deal with the problem. The Turks, of course are well equipped to deal with the usual B.E. 2s and FEs that the Brits have been sending up. But today there will be a few new twists to the plot. Do the pilots follow their orders, or do they come up with a new plan 'on the fly'? Hosted by Aguilu, J Peter; 1/285 Goblin Tooth - Hostile Aircraft; 8 players. Sponsored by [Dragon Direct Distributors](#).

Sat, 9:00am-12:30pm

Event ID E018: Holding the Russians in Poland!

German forces face the Russian onslaught at the Polish - Russian border. Hosted by Bobek, John; 25mm The Games of War by John Bobek; 14 players. Sponsored by [The Games of War](#).

Sat, 9:00am-5:00pm

Event ID E021: Flames of War Tournament

1,500 pts Late War Tournament, 3 Rounds. Hosted by Misuinas, Jason; 15mm Flames of War; 12 players. Sponsored by [Black Sun Games](#).

Sat, 9:00am-1:00pm

Event ID E024: Master of the Fallen Fortress

This dungeon-based adventure for 1st level characters is an introduction to the Pathfinder Society organized play. The ruined siege castles outside Absalom have long beckoned adventurers looking to make a name for themselves. Now an earthquake has cracked open one of these fabled ruins, and its lost mysteries and fantastic treasures lie exposed for the first time in centuries. But the tower's empty halls once more echo with living footfalls, and a new master has claimed the Fallen Fortress as his own. Can the PCs find a way to get inside its shattered walls? What ancient dangers and fresh threats will they encounter inside its crumbling chambers? And will the PCs be able to defeat the current Master of the Fallen Fortress? Pre-generated Pathfinder Society characters available, or make a 1st level character with the rules available at www.paizo.com/pathfindersociety Hosted by Lundeen, Ron; RPG Pathfinder; 7 players.

Sat, 9:00am-1:00pm

Event ID E027: Master of the Fallen Fortress

See E024 on Saturday at 9:00am for description. Hosted by Hanigan, Gregory; RPG Pathfinder; 7 players.

Sat, 9:30am-1:00pm

Event ID E005: Field of Glory Tournament

Three Round Tournament using a single Army list from any of the Field of Glory companion books. Please submit an army list including date prior to the event at the e-mail address (pnzr@yahoo.com). Kindly specify if you are playing with a 800 point 15mm or a 650 point 25/28mm. Round 1 starts at 9:30, Round 2 at 2pm, and Round 3 at 6:30. Hosted by Contos, Peter; 15mm/28mm Field of Glory; 18 players. Sponsored by [Slitherine Press / Black Sun](#).

Sat, 10:00am-1:30pm

Event ID E006: The Total Annihilation of the Rebel Fleet by the Federal Fleet Under Commodore Davis

Memphis, Tennessee--June 6, 1862: A Union fleet of five ironclads and two rams descends upon the eight rams of the Confederate Mississippi River Defense Fleet. Turns represent three minutes of real time. Movement is point to point, so leave your rulers at home. Hosted by Fry, John; 1/600 The Ironclads; 8 players.

Sat, 10:00am-6:00pm

Event ID E009: Hordes Genesis Tournament. Warmachine acceptable but no prizes available to Warmachine players.

Bring your favorite faction to the HORDES: Primal Mk II Genesis event and take to the battlefield as armies grow and evolve heading into a final confrontation.

Defeat all who stand before you to be named the Genesis Champion. Or crush all beneath your faction to gain a tournament coin for Trollblood, Circle Orboros, Skorne, or Legion of Everblight.

We will use the 25-35-50-50 point format as outlined in <http://privateerpress.com/files/HORDES%20Genesis%20Rules.pdf> Hosted by Flauta Jr., Felix; 28mm Hordes MKII; 16 players. Sponsored by [Black Sun Games](#).

Sat, 10:00am-4:00pm

Event ID E011: All You Can Eat

Open Monsterpocalypse play to earn tickets that can be exchanged for Monsterpocalypse promotional Glass unit pieces or entered into drawings for promotional Mega monster figures.

Players can play standard single-monster games but can also play scenario formats to earn bonus tickets. Hosted by Miltner, Terrence; N/A Monsterpocalypse; 12 players. Sponsored by [Privateer Press](#).

Sat, 10:00am-4:00pm

Event ID E013: Monsterpocalypse Demo

Come learn how to play Monsterpocalypse, a fast-moving, action-packed strategy game played with high-quality collectible miniatures portraying the most fearsome giant monsters on Earth! Each battle takes place in a city that you and your opponent construct by placing buildings on a city map. Players choose their forces from their respective collections of figures and then battle one another with giant monsters and supporting units such as tanks, flying vehicles, and all manner of creatures. Charge your monster into the city to fight for supremacy, and be the last monster standing! Hosted by Portillo, Robert; N/A Monsterpocalypse; 4 players. Sponsored by [Privateer Press](#).

Sat, 10:00am-2:00pm

Event ID E019: Orc's Drift

Fresh from their victory at Isengardwala, a blood thirsty host of Uruk Hai, turn their eyes on an overlooked enemy supply depot. Based at this remote site are a small unit of the 24 Regiment-South Wales Borderers. Armed with only their Martini-Henry's, they await the onslaught of the dark storm. The sun is rising; Gogdush, the Orc Shaman, has blessed the warrior's shields; the impi's are in position; at the end of today the world will know of the exploits that occurred at Orc's Drift Hosted by Cabai, Kevin; 25mm TSR Chainmail (Original); 12 players.

Sat, 10:00am-6:00pm

Event ID E022: Axis & Allies (Revised) Tournament

Axis & Allies (2004) aka Axis & Allies Revised Edition is the first Avalon Hill version of the classic light weight war game Axis & Allies. The game simulates the entire scope of World War II. The game is nominally designed for five players, representing

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the Allies: United States of America, United Kingdom and Russia vs. the Axis: Germany and Japan. However, it is most often played as a two-player game. Axis & Allies features a simple dice-based combat system; a small number of types of naval, air and land units; territory control; and technology research to improve unit capabilities. Major new features of Axis & Allies (2004) include new units (e.g. destroyers, artillery), revised unit capabilities (e.g. armor defend at 3, fighters cost 10 IPCs), directed technology research, and totally new victory conditions (key territories must be controlled to win the game). This tournament can accommodate 15 players every 2 hours-sign up accordingly. Victory conditions will be determined by victory cities and their will be first through third place as well as individual prizes for best player by country, determined by cumulative IPCs. Players can sign up for and play as many games or countries as they wish but only their highest IPC score by game will be counted and a single player can only be best player for one country. Hosted by Bucciarelli, Alex; Board Axis & Allies; 15 players. Sponsored by [Wizards of the Coast](#).

Sat, 11:00am-1:00pm

Event ID E030: BlackDwarf Down - an "Uncharted Seas" scenario

The Dwarf airship has run out of gas- literally - and been forced to land on the island. The cargo and passengers must be rescued. The Orcs and Shadow Mages want what that ship carries! The Dwarf fleet and their Elven allies race to the rescue. Can they reach and recharge the airship in time? Or will their enemies defeat the rescuers and capture a rich prize? Uncharted seas -easy to learn - rules will be taught. Some maturity preferred. Hosted by Moone, Jim; 1/600 Uncharted Seas v.1; 4 players.

Sat, 11:00am-1:00pm

Event ID E031: Tron

Parents could you explain to your 28 year olds and under what a Light Cycle is and how innovative that movie was? I'm busy ordering my cane through the Sears catalog. It's depressing but Tron has gone the way of the Walkman (that's our generations analog MP3 player) but the fun of Light Cycles is still alive and well. Fast & easy to learn game. (Kid friendly event) Hosted by Domingo, Glen; 15mm OOTOMH; 8 players.

Sat, 12:00pm-1:30pm

Event ID E002: Big Figs for Little Hands - CANCELED

See E001 on Saturday at 9:00am for description. Hosted by Cabak, Terry; 54mm Hex Command Gunpowder; 10 players. Sponsored by [Imagine Image Multimedia](#).

Sat, 12:00pm-6:00pm

Event ID E012: Defend the Universe

The evil Drule Empire threatens to enslave the entire galaxy. Against this evil stands the Galaxy Alliance, led by the legendary Voltron, Defender of the Universe! Now in the darkness of space, the fate of untold galaxies is about to be decided. Which side will you choose?

This will be a two monster constructed event. Each player will bring one list with two monsters (alpha and hyper form) 2-12 buildings, and 4-15 units. Each player's list must include either Voltron or Lo-Tron as one of their monsters and the second must adhere to faction restrictions according to the Monsterpocalypse rules.

Prizes: The top Voltron player and top Lo-Tron player will each receive a Mega Voltron promotional figure. Hosted by Miltner, Terrence; N/A Monsterpocalypse; 12 players. Sponsored by [Privateer Press](#).

Sat, 12:00pm-4:00pm

Event ID E017: A Good Day for a Hanging

The Law has finally caught up with Little Ned Pepper. He has been tried and found guilty of crimes against humanity and livestock, and will be hung at high noon in the Dung Flats commons. Local law enforcement is expecting trouble as Pepper's kin flock into town today for the event. Will Ned get his neck stretched? Or has Judge Smiley reaped the whirlwind? Join the Peppers for some payback, with maybe a little bank robbery, whore rustling, cattle stealing and rotgut swilling thrown in for good measure. Or try and Keep the Peace with the sheriff, town vigilantes or the Texas Rangers ... and a little hot lead. Hosted by Wimiscus, Bill; 28mm Deadlands; 8 players.

Sat, 1:00pm-4:00pm

Event ID E008: Nazi's Vs. Dinosaurs: Mission Two

In July, 1943 a Platoon from the Totenkopf SS Division marched into the Cretaceous Period instead of Kursk coming through a strange early morning fog. Instead of Russians, the Grenadiers engaged in a tooth and claw, desperate battle with...Dinosaurs! After the initial shock, the scouts spot smoke in the distance. Could it be the group of Propoganda Fraulein that had been marching with them with a film crew, now separated and lost? The LT has dispatched two of his three Squads to find the source of the smoke. Who knows...these could be the only women for 65 million years? Hosted by Zalanka, John; 28mm Adventures in the Lost Lands; 6 players.

Sat, 1:00pm-4:00pm

Event ID E015: Hostile Aircraft Masters Tournament

WWI Aerial Combat - Players square off in one-on-one duels. This is a single elimination tournament... Consolation "mass dogfight" in last round, as well as 2 on 2 dogfight for the Top Four Semi-finalists. Final one-on-one duel If the semi-final round is not decisive. Some experience with air combat games is recommended for participants in the first two rounds. Hosted by Aguilu, J Peter; 1/285 Goblin Tooth - Hostile Aircraft; 8 players. Sponsored by [Dragon Direct Distributors](#).

Sat, 1:30pm-5:30pm

Event ID E025: Before the Dawn 1: The Bloodcove Disguise

You are sent to Aspis Consortium-infested Bloodcove to gather supplies for a nearly doomed Pathfinder mission nearby. Disguised as ordinary merchants, you have little time to gather what you need and get out before the Consortium discovers and destroys you. The Bloodcove Disguise is the first scenario in the two-part Before the Dawn campaign arc. Pregenerated Pathfinder Society characters available, or make a 1st level character with the rules available at www.paizo.com/pathfindersociety Hosted by Lundeen, Ron; RPG Pathfinder; 7 players.

Sat, 1:30pm-5:30pm

Event ID E028: Before the Dawn 1: The Bloodcove Disguise

See E025 on Saturday at 1:30pm for description. Hosted by Hanigan, Gregory; RPG Pathfinder; 7 players.

Sat, 2:00pm-6:00pm

Event ID E032: Battlstar Galactica

Adama: "It's been 33 minutes maybe that's the end?"

Ensign: "Captain Adama, Basestar just appeared"

Adama: "Spool up FTL drives. Contact the C.A.G. Alert the fleet to jump to the pre-set coordinates..."

--- You're a Mark I Viper pilot and haven't slept in over 5 days. You're somehow surviving on Stims and fear. 32 minutes after your fleet jumps to secret positions, robots find the fleet and attack, and there's just enough time to jump, hopefully not losing any defending fighters. This is jump 235, this is sorte 235, when will the Cylons finally stop coming? Will you survive to get a night's sleep? Is the "long sleep" preferable to running forever? Hosted by Domingo, Glen; 15mm OOTOMH; 8 players.

Sat, 2:30pm-6:30pm

Event ID E020: Somali Pirate Takedown

Muhammed Farah Hasayn Aydid, former US Marine and now leader of his deceased fathers Habr Gedr clan, has begun pirate operations against ships in the Gulf of Aden from the port of Berbera. Yesterday, they attacked the US Flagged Tank Esso America and took its captain prisoner. He is being held somewhere in Berbera and a ransom of 5 million dollars has been demanded or he will be beheaded live on the Internet tomorrow. Elements of the 15th Marine Expeditionary Unit (Special Operations Capable) along with two Delta Force Teams have been ordered to enter the port city of Berbera and..... Hosted by Konczal, Tom; 20mm Ambush Alley; 8 players. Sponsored by [Mid-America Wargamers](#).

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Sat, 3:00pm-4:30pm - CANCELED

Event ID E003: Big Figs for Little Hands

See E001 on Satday at 9:00am for description. Hosted by Cabak, Terry; 54mm Hex Command Gunpowder; 10 players. Sponsored by [Imagine Image Multimedia](#).

Sat, 3:00pm-6:00pm

Event ID E033: A Frankish Revolt

In the late 300's 8 players fight a final battle as Roman allies against the game master's army with help from their own

co-game master. Victory based on players performance. Hosted by Burba, Dave; 25mm Fistful Of Miniatures (modified); 8 players.

Sat, 3:30pm-7:30pm

Event ID E023: Thin Green Line - 80's Armored Cavalry Squadron vs.

Soviet Motor Rifle Division

The classic Cold War scenario - The Soviet 57th MRD attacks with little warning, and the 11th ACR has to buy time at the border for NATO to react and deploy. The Cavalry must trade space for time, and must keep the Soviets at arm's length.

Victory is determined not only by casualties, but by the time that is afforded. Hosted by Siewenie, John; 3mm Cold War Commander (Modified); 10 players. Sponsored by [PicoArmor](#).

Sat, 4:00pm-7:00pm

Event ID E010: Nazi's Vs. Dinosaurs: Mission Three

SS Totenkopf troops and a Platoon of their avowed enemies, NKVD Troops, find themselves hurled into the Cretaceous Period instead of the Battle for Kursk. The humans hate each other with an unquenchable fire, but the local fauna find all of them very tasty. Work out your battle tactics when your foes include Dinosaurs. The survivors of earlier encounters are faced with important decisions such as: "Who or What Do I Shoot First, Sarge, Those Guys or Those Things?" Dinosaurs range from Small to Gigantic. Dinos arrive on Random roll charts. You never know where they'll turn up. Hosted by Zalanka, John; 28mm Adventures in the Lost Lands; 6 players.

Sat, 5:00pm-8:00pm

Event ID E016: Star Wars Episode 1 - Boonta Eve Race

Star Wars Podracing. Miniatures futuristic chariot race, driving the podracers from Star Wars [TM] Episode I in an 'anything goes' style race! Hidden tricks, weapons, cheating, 'the FORCE', and even the Tusken raiders are all in this fast paced miniatures game where the pods are moving at scale speeds of nearly 700MPH. Think: Airbus 320 engines strapped to hover-craft... with radar guidance, repulsor-lift ability and, acceleration that would cause most humans to black out Hosted by Aquilu, J Peter; 1/144 DDD; 8 players. Sponsored by [Dragon Direct Distributors](#).

Sat, 6:00pm-7:30pm - CANCELED

Event ID E004: Big Figs for Little Hands

See E001 on Satday at 9:00am for description. Hosted by Cabak, Terry; 54mm Hex Command Gunpowder; 10 players. Sponsored by [Imagine Image Multimedia](#).

Sat, 6:00pm-10:00pm

Event ID E026: Before the Dawn 2: Rescue at Azlant Ridge

With supplies in hand, you rush from Bloodcove to the Pathfinder expedition site at Azlant Ridge only to find it under siege. You must brave the newly discovered halls beneath the ridge in order to find the key that might save everyone. Rescue at Azlant Ridge is the second and final scenario in the Before the Dawn campaign arc.

Pregenerated Pathfinder Society characters available, or make a 1st level character with the rules available at www.paizo.com/pathfindersociety Hosted by Lundeen, Ron; RPG Pathfinder; 7 players.

Sat, 6:00pm-10:00pm

Event ID E029: Before the Dawn 2: Rescue at Azlant Ridge

See E026 on Satday at 6:00pm for description. Hosted by Hanigan, Gregory; RPG Pathfinder; 7 players.