**Little Wars 2011: Preliminary Events List (for use with pre-registration)**

at Pheasant Run Resort, DuPage Expo Center, St. Charles, IL

**Fri, 9:00am-1:00pm**
**Event ID E026: Retreat To Corunna**

It is January 16th, 1809 and the English army under Sir John Moore is desperately trying to escape back to England. But while other board ships for home, your job is quite different. You have been tasked to keep the French at bay while also - somehow - rescuing yourself and your men from the fast approaching French under Marshal Soult! Join us and embrace the British cause to see if you can make it back to Old Bightly or take up the cry of Vive L'Empereur and give the Rosbifs their comeuppance! No experience necessary, the rules are easy to learn and fast to play. Hosted by Larry Freeman, Michael Cooper, Kevin Long; 28mm Legends of the Old West; 10 players.

Fri, 9:00am-1:00pm
**Event ID E043: Nazi's Versus Dinosaurs, Part One: Rescuing the Frauleinen SS Truppen**

A Platoon of Totenkopf SS marching into the Kursk battle, emerged through a greenish early fog to find they are no longer in Russia. Observing large dung piles and scattered, huge bones staggered their belief: somehow the Platoon emerged into the Cretaceous period. The evidence suggests they now march through the land of very large, very hungry, and very angry top predators. An ammo Check reveals they only have what they brought with them. The LT assigned Two Squads with radios to investigate distant smoke. Who else is out here? A female propaganda unit trailing behind them seemed to have disappeared. Horrific bellows of some very large animals in the distance prompted the LT to tell the sergeants, “Bring everyone back”. The Sergeants told their Landers, “Let's kill something big...We eat tonight!” Hosted by John Zalanka; 26mm Adventures in the Lost Sands; 8 players.

Fri, 9:00am-11:30am
**Event ID E047: Roma Victim**

Carthage v. Rome. The elephants are back but Rome thinks it has a lock on victory until it becomes the victim of it's own doing, and is now going to face the Carthaginian music... if “screaming” is music. Hosted by Terry Cabak, Jeff Cabak; 1/72 Hex Command Ancients; 8 players. Sponsored by Imagine Image Multimedia.

Fri, 9:00am-11:00am
**Event ID E106: TRON Deadly Disks**

A game I designed a long time ago inspired by Tron original, Legacy has finally given me the impetus to bring it to the Little Wars. You’re a program and you must fight with other programs, pitted to fight against each other against your will. It’s kill or be killed as your disk arcs through the air. Played in BLACKLIGHT. We will teach the easy to learn rules. Hosted by Glen Domingo, Justin Gramm; 1/25 Home Brewed; 8 players. Sponsored by Shellshock and OTTOMH Games.

Fri, 10:00am-2:00pm
**Event ID E003: Breaking Storm**

At the beginning of the 1937 Naval war between Japan and the US, the UN and USN run afoul of each other off the coast of Luzon, during a storm. Uses the newest campaign rules from ODGW. A copy of the “Sudden Storm” game will be given away. Hosted by Gregory Kuntz; 1:6000 General Quarters III; 6 players. Sponsored by Old Dominion GameWorks.

Fri, 10:00am-2:00pm
**Event ID E065: Brinkmann's Assault**

The Battle for the Arnhem Bridge has begun. John Frost's Para Bn has secured one end of the Arnhem Bridge. An SS Kampfgruppe of recon troops has been organized and sent towards the bridge to determine the size of the para force and to secure the bridge. The paras must establish a defensive perimeter and hold off the expected German Counterattacks. No children, experience recommended in the rules. Hosted by Jeff Cohen; 15mm FOW - exp med to high; 4 players.

Fri, 10:00am-2:00pm
**Event ID E091: We found Him! In a cave in the mountains!**

It seems like a brilliant idea - Having located the terrorist leader in his cave in the mountains, drop paratroops on the location and capture him. As though ripped from today's headlines, the drop occurred in 1944 in Divar, Blosnia. Tito escaped, and the remnants of the paratroop battalion were forced to take up a hedgereg position around the graveyard to await the arrival of the ground relief forces. Hosted by Kevin MacDonald; 15mm Broadsword / Crossfire Modified; 6 players. Sponsored by Saint Paul Irregulars Press.

Fri, 10:00am-2:00pm
**Event ID E093: Have you seen the cost of French Lingerie?**

It was of critical importance to the war effort for the blockade runners to run goods in and out of the Confederacy. With cotton at four pence a pound in Wilmington and two shillings a pound in England, the backers of these ships were usually English and, Rhett Butler Aside, were RN officered (on leave of absence). Running out Cotton and running in high value, low weight items such as Lingerie and Rum were much more common than cannon or powder, except on the Government-Owned ships. Can you make a profit for your side? Hosted by Neil Stokes; 1/600 Steam and Black Powder; 8 players. Sponsored by Saint Paul Irregulars Press.

Fri, 10:00am-3:00pm
**Event ID E095: Impetus!**

Learning a rule set at a convention is sometimes a problem. Our approach is to run a learning game and then a more in depth game. Impetus is a rule set that handles well the moral and physical aspects of pre-gunpowder combat while preserving the fun of gaming. The game is a series of battles, starting with small one-on-one games and ending with a group battle. Beginners and experienced players are welcome. Players will gain experience with Impetus by playing a number of games against different opponents. Grab your mace and have a bash at this fun game! Hosted by Brent Olson, Bruce Henderson; 28mm Impetus; 4 players. Sponsored by Dadi and Pombo /Saint Paul Irregulars Press.

Fri, 10:00am-1:00pm
**Event ID E123: Into the Trenches at "Wipers", Ypres 1914**

The first serious taste of trench warfare came at Ypres. Lead the decimated German attackers across the last few yards of no-mans-land or the outnumbered British trench defenders in this easy skirmish game. GDW's trench foot rules modified for NO written orders for fast, easy play. Hosted by Dave Hermann; 25mm Trenchfoot, modified (GDW); 7 players.

Fri, 11:00am-2:00pm
**Event ID E097: Birth of the Afrika Korps**

Refight the early battles of the Afrika Korps as Rommel sweeps across the Western desert. The 5th Leichte Division and the British 2nd Armored Division have a meeting engagement south of Mechili, Libya. The panzers of the Afrika Korps breakthrough the Tobruk perimeter and try to over run a gun line of Royal Horse Artillery. Fight tank battles the way they were meant to be fought with the Advanced Tobruk System in 15mm. ATs uses an impulse system with opportunity fire. You will not fall asleep waiting for your opponent to move, because you will be firing at him. Scenarios are designed to introduce newcomers to the game system. Hosted by John Fry; 15mm Advanced Tobruk System; 6 players.

Fri, 12:00pm-5:00pm
**Event ID E022: Aerodrome® 2.0 – WW2 Aerial Combat**

The new WW2 adaptation of the popular Aerodrome® 1.1 WW1 rule set. The rules remain easy to learn, easy to play, lots of fun, but take into account faster speeds and greater weapons lethality of WW2 aircraft; rules will be explained, charts provided. Up to 10 players per round, rounds last about one hour, running continuously through allotted time. Spouse & Female Friendly Game. Under age 15 only with playing adult. Hosted by Stan Kubia; 1/144 Aerodrome® 2.0 – WW2 Aerial Combat Game; 10 players. Sponsored by Aerodrome Aerial Combat Games.

Fri, 12:00pm-4:00pm
**Event ID E045: Saving the Private**

This is a take on Saving Private Ryan's last stand. The US units are trying to hold out until they are relieved and save the Private's life. The Germans are making every effort to eliminate the enemy. Small unit action using Major Objective: World War 2 rules. Fast action and easy to learn and play. Come join us and have a lot of fun! Hosted by William Hanson, Jeff Walsh; 25mm Major Objective: World War 2; 10 players. Sponsored by Major Objective Games.

Fri, 12:00pm-3:30pm
**Event ID E087: Battle Over the Somme, Part One**

It's early June, 1940. The remains of the 1eme D.L.M. and the fresh 29e D.I.A. are contesting the 4th Panzer Division crossing of the River Somme. The weary French must slow the German advance. Hosted by Jim Harms; 15mm Platoon/Stand Blitzkrieg Commander II Modified; 6 players.
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Fri, 12:00pm-2:00pm
Event ID E108: Tron Light Cycles
  Ok so Legacy came out and I admit, the ramps are cool, the jumping is neat, but
  Justin and I will argue making a 90 degree turn is more advanced than making
curves. Besides, in both movies they have scenes where you drive in the "maze."
The sharp, sudden half-blind turns of the original Tron were way more intimidating
than the lazy curves in Legacy… Tron original wins its place to be played in
BLACKLIGHT. Kid friendly game, but must be able to pay attention during the
game. Hosted by Glen Domingo, Justin Gramm; 10mm Home Brewed; 8 players.
Sponsored by Shellshock and OTTOPH Games.

Fri, 1:00pm-5:00pm
Event ID E099: Battle of Bayou Bourbeau Louisiana, November 3rd 1863.
  General Nathaniel P. Banks’ second attempt to invade Texas from New Orleans
has ended in failure. West of New Orleans water levels are too low to float supply
boats and the land is too poor for forage. Hunger not Rebel bullets has forced
Bank’s army to give up invading Texas. On the retreat, the rearguard of the column
is Brigadier General Stephen G. Burbridge’s Brigade. The tired brigade has
managed to camp 3 miles away from the nearest friendly Federal unit. Relatively
alone and isolated Burbridge’s brigade becomes the perfect target for a Rebel
opportunity attack. Hosted by Jerry Stefek; 15mm Johnny Reb III; 5 players.

Fri, 1:00pm-3:30pm
Event ID E040: SHOGUN
  Ishida Mitsunari Tries to hold up Tokugawa Ieyasu's victorious Eastern army giving
Mori Terumoto time to rally what is left from the Western army after losing
Seikihara. If he holds, his lord may fight again. If he loses, Tokugawa will become
Shogun and Ishida will lose his head. Hosted by Dave Bosses; 28mm Sengoku Jidai;
6 players.

Fri, 1:00pm-3:30pm
Event ID E041: Out of This World Game
  Somewhere in Arkansas/Missouri, Confederate and Union forces clash over hill and
valley to claim the hearts and minds of citizenry. But Blue and Grey doesn't exactly
designate friend or foe. New 28mm collection. Mountain passes, gaps and fairly
open terrain. Hosted by Terry Cabak, Jeff Cabak; 28mm Hex Command
Gunpowder; 8 players. Sponsored by Imagine Image Multimedia.

Fri, 1:00pm-3:00pm
Event ID E042: Not Your Father's Waterloo Game
  This is a tabletop version of the old SPI game "Napoleon at Waterloo" to which I've
added all the what-ifs I can think of. Ten turns. Two hours. Two to four players.
Game decided by geographical objectives. Hosted by George Knapp; 15mm
George Knapp's Rules; 4 players.

Fri, 1:00pm-4:00pm
Event ID E078: Secret of the Sphinx
  High on a mountaintop in Egypt, Nazi scientists work to uncover the secret of the
Sphinx. Does it promise to unleash super solders or a way to make Chinese food
without MSG? Meanwhile, cultists, merchant sailors, the Fourth Reich, the
mysterious Sandmanistas and a British Lost Patrol either want the secret for their
own use or to keep if from falling into the wrong hands. Joining the fray will be
various agent provocateurs. Hosted by Matthew Cappellini; 28mm .45 Adventure;
6 players.

Fri, 1:00pm-3:00pm
Event ID E121: Learn to Play Flames of War (FoW)
  You've probably heard/seen much about Flames of War over the past few years,
but never had the chance (nerve) to jump in and start playing. Now you have one!
This 2 hour event will go over all the basics of the game, let you actually move
some pieces around and roll some battle results. After this session, you should
have a basic working knowledge of the core game components and can even
consider attending an FoW event at Little Wars (or any other upcoming convention).
All necessary supplies will be provided. Hosted by Harlow Stevens; 15mm Flames of
War; 6 players. Sponsored by Games Plus.

Fri, 2:00pm-5:00pm
Event ID E116: Fight With What You've Got
  On 12 December, 1941, the Imperial Japanese Navy Launched an air raid against
Batangas Field in the Philippines. The Raid - 54 Japanese aircraft in total - Nell
Bombers and their Zero escorts - were met over the field by a handful of P-26
Fighters of the Philippines Air Force's 6th Pursuit Squadron. Hosted by Michael
Penneck; 1/300 Check Your 6!; 8 players.

Fri, 3:00pm-7:00pm
Event ID E032: Battleariel Galactica
  Man vs. Machine in the fight to save humanity. Come take command on either side
of this epic struggle based in the Battleariel Galactica Universe. Rules will be
taught. Prizes awarded to all players. Younger players welcome with an adult if
possible. Hosted by Rob Smethurst; 1:3000 Picon Military Academy; 8 players.
Sponsored by Iron Wind Metals.

Fri, 3:00pm-5:00pm
Event ID E102: Tron Tanks
  (Movie Spoiler alert!) Legacy didn't have a tank battle? I was really looking forward
to that; ( I was hoping to have a cool scenario to bring to Little Wars. Well if
Disney won't give us one, we'll make up our own :) We will take the track laid
down by the Light Cycles and make that our "Battle Zone." Tron Legacy aircraft will be
flying over head also. Played in BLACKLIGHT. Kid friendly game, but must be able
to pay attention during the game. We will teach the easy to learn rules. You
did not have to play the Light Cycles game to participate. Hosted by Glen
Domingo, Justin Gramm; 10mm Home Brewed; 8 players. Sponsored by
Shellshock and OTTOPH Games.

Fri, 3:00pm-5:00pm
Event ID E124; Clone Wars - First Battle of Geonosis
  Clone forces attack Separatist droid forces in the first major battle of the Clone
Wars. Clone AT-TEs, Juggernauts and Gunships are hurled at droid ATTs,
MMTs and Hailfires. Clone and droid infantry fight it out among the vehicles. Easy
child/parent rules capturing the sweeping excitement of major Star Wars Clone
Wars battles. Hosted by Dave Hermann; 1/285 Clone Wars Battles; 8 players.

Fri, 3:30pm-4:30pm
Event ID E134: Floating Forlorn Hopes of World War I
  War College Event:No Ticket Required! Before the start of World War I, Germany
had deployed several cruiser squadrons to various parts of its far-flung African and
Asian empire. Not much thought or consideration was given to the commanders of
these naval groups; in fact, they were considered to be insignificant and as good as
lost, along with Germany’s colonies, by the military planners in Berlin. In the event,
they acquitted themselves well and indeed quite effectively raid British
Commonwealth and French commerce for many months in both the Indian and
Pacific oceans. They tied down many times their number of Allied warships and,
before they met their ends, disrupted troop movements, destroyed a number of vital
installations, and caused general havoc. Their stories today are largely forgotten,
but we’ll try to amend that situation. Our discussion will of course include detailed
notes, and plenty of maps and charts, as usual. Hosted by Robert Fulton; 0 players.

Fri, 4:00pm-10:00pm
Event ID E017: A Bridge too Dead
  It's 1949, and WWII is still going on ever since the Germans used their Zombie gas
at D-Day. The Allies have located a German Bio-Research facility in NW Europe.
They are launching an Airborne/Ground operation to capture it. Hosted by Mark
Feldman; 28mm Secrets of the Third Reich/Operation Overlord; 8 players.
Sponsored by Mike Clarkens Productions.

Fri, 4:00pm-8:00pm
Event ID E042: Nazi's Versus Dinosaurs, Part Two - the Most Dangerous
  Game
  An SS Platoon from Totenkopf SS Division emerged through a fog to find
themselves not at the Battle of Kursk any longer, but marooned into the Cretaceous
Period, full of dinosaurs. After hours of disbelief, the LT dispatched a pair of squads
to investigate smoke. They found a hysterical group of SS Propaganda females and
a film crew as well as more than a few very large, very scary dinosaurs. They
expended large amounts of ammo, and to their horror have found their mortal foes,
an NKVD Platoon, equally puzzled at the dinosaurs, stand between them and their
base and Headquarters squads. A surviving Sergeant radioed the news to the LT.
Fri, 4:00pm-6:30pm
Event ID E051: Revenge of Kubelwagen
The Russian army has pursued retreating German forces to this battlefield, split in half by a river and dominated by a fortification-status unknown. Mountain gorge bridges confront the Russians, and the river must be crossed under cover of artillery using amphibious vehicles and the pontoon bridge. This scene embodies features from the PC game "Battlefield 1942," including a town, cemetery, factory and mine, and scientists held in a prisoner of war camp. Small hamlets, farms and military bunkers dot the region. The Germans are likely prepared, but in this sector the size of their force remains unknown. Hosted by Terry Cabak, Jeff Cabak; 1/72 Hex Command Mechanized; 8 players. Sponsored by Imagine Image Multimedia.

Fri, 4:00pm-6:00pm
Event ID E059: Not Your Father's Waterloo Game
See E058 on Friday at 1:00pm for description. Hosted by George Knapp; 15mm George Knapp's Rules; 4 players.

Fri, 4:00pm-8:00pm
Event ID E066: Graebner's Assault
The Battle for the Arnhem Bridge continues. John Frost's Para Bn has driven off the first German attack but more will follow. It looks like the Germans are preparing to launch an assault from the southern edge of the bridge. SS Hauptsturmfluter Viktor Graebner is about to rush the bridge with his SS Recon troops. No children, experience recommended in the rules. Hosted by Jeff Cohen; 15mm FOW - exp med to high; 4 players.

Fri, 4:00pm-7:30pm
Event ID E088: Battle Over the Somme, Part Two
A continuation from Part One using ending fields positions from Part 1. Some short term losses will be replaced to allow a decent game. Hosted by Jim Harms; 15mm Platoon/Stand Blitzkrieg Commander II Modified; 6 players.

Fri, 4:00pm-6:00pm
Event ID E122: Learn to Play Flames of War (FoW)
See E121 on Friday at 5:00pm for description. Hosted by Harlow Stevens; 15mm Flames of War; 6 players. Sponsored by Games Plus.

Fri, 6:00pm-10:00pm
Event ID E118: Siege of Castle Phourlourne
Siege of a castle circa 12th Century. Siege Towers, Trebuchets, Rams, Boiling Oil, and much more. See it here: http://farm5.static.flickr.com/4136/4891039077_edc6d1ffb2_b.jpg Come have fun storming the castle or if you prefer making a last stand against the odds. Hosted by Scot Gore; 25mm TSR's BattleSystem; 6 players.

Fri, 6:00pm-8:00pm
Event ID E072: First Bull Run (150th Anniversary)
BattleCry in 54mm. Parent child game. 2011 is the 150th Anniversary of the start of the Civil War. First Bull Run, July 1861, features 2 brand new armies slugging it out in the hills of Northern Virginia in the first big battle of the war. Can you do better than McDowell and Beauregard and Johnston did with these raw troops? We will use BattleCry (Command and Colors) rules and 54mm ACW armies to fight this important first battle of the Civil War. This is a great system to start children on. Hosted by Bill Hupp; 54mm Battle Cry (Command and Colors); 6 players.

Fri, 6:00pm-10:00pm
Event ID E076: K hartoum: Too little, to late?
In this "what if" scenario, a small British relief force manages to reach Khartoum just before the final Mahdist assault. Will the extra fire power of two gunboats full of veteran troops prevent the massacre? Can "Chinese" Gordon and his beleaguered band of Egyptians, Sudanese, Bash Bazouks and Bazingers hold out until help arrives? Or will the Mahdist guns at Omdurman stymie the rescue attempt while the endless waves of Dervish carry the walls and make off with Gordon's head on a pine? Hosted by Bill Wimbiscus; 20mm The Sword and the Flame; 8 players.

Fri, 6:00pm-11:00pm
Event ID E085: Maloryolasovets - Oct 1812
Prince Eugene, in the Vanguard of Napoleon's retreat from Moscow finds his path blocked at the Lutza River. His orders are to expand the bridgehead and open the retreat route. Can he force a passage and save the remnants or doom them to retreat over the old route? Hosted by Mark Pawelski; 15mm Age of Eagles; 4 players.

Fri, 6:00pm-8:00pm
Event ID E104: Battle Star Galactica (New series)
You're a Mark I Viper pilot and haven't slept in 5 days. You're surviving on stim and fear. 32 minutes after your fleet jumps to secret positions, Cylons find the fleet and attack. Is the "long sleep" preferable to running forever?
You're a Cyclon Raider. The 1's, 3's and 8's have you attacking the humans because they do not believe in the one God. You must hunt down the Galactica so it can no longer defend the polytheists. You hunt by coordinated instinct.
Played in BLACKLIGHT. This is a parent child event, but only one child per adult.
The Humans can be played by a child and the Cylons have to be played by an adult. We will teach the rules. Hosted by Glen Domingo, Justin Gramm; 6mm OTTOMH War in a Vacuum; 8 players. Sponsored by Shellshock and OTTOMH Games.

Fri, 6:00pm-10:00pm
Event ID E118: Zulus at the Door Step: Battle of Isandlwana
Stand too! Zulus at the door step. Can the British's 24th stand against the mighty Zulu army? It's the Battle of Isandlwana. Hosted by Brent Knoll; 28mm Fields of Honor; 6 players.

Fri, 6:00pm-8:00pm
Event ID E125: Clone Wars - Second Battle of Jabii
Droid forces have routed the original clone attack. The surviving clone forces fight to protect their final holding position against the hard-driving droid counter-attack. Droid ATTS, MTTs and Halflings press home attacks against clone AT-TEs, Juggernauts and Gunships. Easy child/parent rules capturing the sweeping excitement of major Star Wars Clone Wars battles. Hosted by Dave Herrmann; 1/285 Clone Wars Battles; 8 players.

Fri, 7:00pm-12:00am
Event ID E001: Siege of Castle Phourlourne
Siege of a castle circa 12th Century. Siege Towers, Trebuchets, Rams, Boiling Oil, and much more. See it here: http://farm5.static.flickr.com/4136/4891039077_edc6d1ffb2_b.jpg Come have fun storming the castle or if you prefer making a last stand against the odds. Hosted by Scot Gore; 25mm TSR's BattleSystem; 6 players.
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Fri, 7:00pm-9:30pm
Event ID E054: Ceti Alpha 6
Hex Command NOVA 28mm is Hex Command Mechanized tweaked for futurist weaponry using Games Workshop miniatures. Long after Khan faced Kirk, the Tau, Space Marines, Kroot and just about anything else drifting into the system is snarled in a fight for a jungle planet. Definitely not a retirement community. Hosted by Terry Cabak; Jeff Cabak; 28mm Hex Command NOVA; 8 players. Sponsored by Imagine Image Multimedia.

Fri, 7:00pm-10:00pm
Event ID E119: 1940:First Naval Battle of Narvik
Knife fight in a phone booth. German and British destroyers duking it out in the confines of a Norwegian fjord. 1/1200 scale ships on a table top. Low visibility and tight confines make for a quick knock out for the side that gets in the first punch. Hosted by Randy Hardin; 1/1200 Very Modified Seikrieg IV; 10 players. Sponsored by Thoroughbred Figures.

Fri, 7:00pm-11:00pm
Event ID E129: Operation Avalanche
Has landed American forces on the Italian island of Sicily. May 27, 1905 - The Russo-Japanese war is nearing its conclusion. The Russian Baltic Fleet has sailed over 18,000 miles in an effort to relieve the embattled forces at Port Arthur. However by the time they arrive, their land forces have already been overrun. Admiral Rozhestvensky must try to lead his fleet to their nearest safe harbor, Vladivostock. **NOTE** This is the cruiser action during the Battle of Tsushima. The main battle line fight will be run on Saturday in the AM slot. Hosted by Dave Himm; 1/1000 Naval Thunder; Clash of Dreadnoughts; 7 players. Sponsored by Battlefield Hobbies.

Sat, 9:00am-1:00pm
Event ID E073: First Bull Run (150th Anniversary)
See E072 on Friday at 6:00pm for description. Hosted by Bill Hupp; 54mm Battle Cry (Command and Colors); 6 players.

Sat, 9:00am-11:00am
Event ID E089: The Knuckleduster 40mm Gunfight
US Marshals launch a full-scale assault on the mining town of Knuckleduster to rid it of a gang of fearsome outlaws Hosted by Forest Harris; 40mm Classic Desperado; 12 players. Sponsored by Knuckleduster Miniatures.

Sat, 9:00am-12:00am
Event ID E101: To the Yellow Line
Operation Avalanche has landed American forces on the Italian island of Sicily. The Hermann Goering Division is attempting to withdraw to the east coast in order to consolidate their front against the Allied invaders. Highway 124 is the primary movement route for these elements and it is being threatened by American infantry forces. Hosted by Jeff Gullion; 10mm Jadgpanzer 2nd Edition; 8 players.

Sat, 9:00am-3:00pm
Event ID E017: 1756: Somewhere along the St. Lawrence river (New France)
This new French & Indian game will play in two parts. Players are encouraged to play both, but it is not necessary. The outcome is very different, with one side falling back and the other side advancing. Hosted by Michael Harris; 25mm This Very Ground by Iron Ivan; 6 players. Sponsored by West Michigan Wargamers.

Sat, 9:00am-11:00am
Event ID E048: Roma Victim
See E047 on Friday at 9:00am for description. Hosted by Terry Cabak; Jeff Cabak; 1/72 Hex Command Ancients; 8 players. Sponsored by Imagine Image Multimedia.

Sat, 9:00am-11:00am
Event ID E060: Not Your Father's Waterloo Game
See E058 on Friday at 1:00pm for description. Hosted by George Knapp; 15mm George Knapp's Rules; 4 players.

Sat, 9:00am-1:00pm
Event ID E077: Kartoum: Too little, to late?
See E076 on Friday at 6:00pm for description. Hosted by Bill Wimbiscus; 20mm The Sword and the Flame; 8 players.
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Sat, 9:00am-6:00pm
Event ID E064: Warmachine and Hordes 50 point Steamroller
A Steamroller 2011 event! Players participating in a SR2011 event must bring all their own models, stat, cards, dice, measuring devices, tokens, markers, and templates they require for play. Bring two lists. Email felix@felixnation.com to qualify for candy registration. Hosted by Felix Flauta Jr.; 28mm Warmachine and Hordes Mk2; 9 players. Sponsored by Black Sun Games.

Sat, 9:00am-11:00am
Event ID E107: TRON Deadly Disks
See E106 on Friday at 9:00am for description. Hosted by Glen Domingo, Justin Gramm; 1/25 Home Brewed; 8 players. Sponsored by Shellshock and OTTOMH Games.

Sat, 9:00am-8:00pm
Event ID E128: 15mm Open Field of Glory Tournament
Ancients tournament using the Field of Glory rule set. Bring your painted 15mm army (800 ap maximum) from any Field of Glory army book and don't forget some terrain and dice (ground cloths also appreciated!) Three 3.5 hour rounds (plus 3-18 minutes random time) will be played; rounds will begin at approximately 9:00, 2:00 & 7:00; a single order of march must be used for all three rounds. Hosted by Chuck Hines; 15mm Field of Glory; 16 players.

Sat, 9:00am-1:00pm
Event ID E130: Battle of Tsushima
May 27, 1905 - The Russo-Japanese war is nearing its conclusion. The Russian Baltic Fleet has sailed over 18,000 miles in an effort to relieve the embattled forces at Port Arthur. However by the time they arrive, their land forces have already been overrun. Now Admiral Rozhestvensky must try to lead his fleet to the only safe harbor, Vladivostok. Admiral Togo and the Imperial Navy lies in wait. Can the exhausted Soviet fleet avoid falling into the Japanese trap? Hosted by Dave Himm; 1/1000 Naval Thunder; Clash of Dreadnoughts; 11 players. Sponsored by Battlefield Hobbies.

Sat, 9:00am-1:00pm
Event ID E131: Kampgruppe Peiper - Next Stop The Meuse!
See E131 on Friday at 7:00pm for description. Hosted by Jeffrey Henn; 20mm Rapid Fire; 8 players. Sponsored by Battlefield Hobbies.

Sat, 10:00am-2:00pm
Event ID E004: Houston We Have a Problem
The Alamo in 54mm. Davy Crockett, Jim Bowie, and William Travis and 180 others are surrounded by thousands of Mexicans. They are determined to die to the last man. The Mexicans are equally determined to see that the defenders die to the last man. Easy to learn rules and the game is balanced. The entire Alamo compound will be represented with nearly 1000 54mm figures. Hosted by Tim Deichl; 54mm Houston We have a Problem; 20 players. Sponsored by 2nd City Gamers.

Sat, 10:00am-1:00pm
Event ID E006: Command & Colors Gettyburg
Refight the epic encounter using Glenn Drover's Civil War version of Command & Colors: Ancients rules. Command & Colors allows the players to refight an entire battle in about 2 hours. Command & Colors is a game where players take turns playing an action card from their hand and moving/ fighting activated units. Each stand represents roughly 2 brigades. Figures are professionally painted and based 28mm figures. Hosted by Glen Drover; 28mm Command & Colors: ACW (Homebrew); 6 players.

Sat, 10:00am-12:00pm
Event ID E016: Aces Tangle... Werner Voss vs. the Aces of 56 Squadron
WWI Air combat. Please note that players may walk-on and jump right into the action, flying either an SE 5a for the British team, or one of several Albatros D.Vs which were lurking in the immediate vicinity of the dogfight, but elected not to get into the fray when so heavily outnumbered. Brits are limited to six SE 5a fighters, and Germans to the single Fokker F.V (Dr.I) and two Albatros fighters. First player to arrive and check in gets to play either Voss or McCudden. Max players = 8, FitS is a card based air combat simulation, with many variations, including cards only, various altitude marking systems, miniatures in 1/285 or 1/144 scale, and a set of newly designed bases designed for use with the card movement system. FitS is easy to learn, so we will be using the cards only, introductory version of the rules for this demo. Player experience level: beginner to intermediate Hosted by J. Peter Aguila; 1/285 Hostile Aircraft / Fires in the Sky; 8 players.

Sat, 10:00am-2:00pm
Event ID E020: Albuera 1811: “Another Such Battle Shall Ruin Us!”
A powerful French force, bent on the relief of Badajoz, attacks a hill position held by a small Spanish division who await the arrival of the their British allies. Can the Spanish hold? Will the British save the day? A vicious little fight with all arms and quick, fun and bloody rules. Hosted by Tod Kershner; 22mm Warfare in the Age of Napoleon; 8 players. Sponsored by On Military Matters.

Sat, 10:00am-6:00pm
The Imperial Japanese Navy musters it's remaining ships for a major assault on the American landings on Leyte in October 1944. They have already suffered serious losses during the approach and the main group is debouching from the San Bernardino Strait. Will they meet light or heavy opposition? Taffy Three or Task Force 34? Ships on the floor, Knee Pads Optional. Hosted by Roger Reynolds; 1/1200 Modified Pratt; 18 players. Sponsored by Joliet Area Gamers Corps/ [JAG Corps].

Sat, 10:00am-2:00pm
Event ID E033: Battlesstar Galactica
See E032 on Friday at 3:00pm for description. Hosted by Rob Smethurst; 1:3000 Picon Military Academy; 8 players. Sponsored by Iron Wind Metals.

Sat, 10:00am-2:00pm
Event ID E034: Last Train to Clarkesville
In March of 1865 several groups gathered at the sleepy Georgia Hamlet of Clarkesville in a last minute attempt to escape the impending fall of Confederacy. Join with the Widow Sharpe and a cast of individuals as they wait for the last boat out. But is that really Jefferson Davis here in town - and did I see Zeb Cooper playing cards with *Bones* McCoy? Why is there a group of British subjects in town - and it's rumored that there are Yankees in the area. Join in the fun and chaos as events unfold. Hosted by Greg Novak; 54mm Red Badge of Courage - House Rules; 12 players.

Sat, 10:00am-1:00pm
Event ID E039: Vilcaconga Pass, Peru, 1533
Hernando de Soto, leading a handful of invading Conquistadors, has been surrounded by the Inca army in the mountains approaching Cuzco. After failing to force their way through, the Spanish have spent a cold night huddled on the mountainside. Now the Incas are closing in to destroy de Soto's men. De Soto has sent one rider to summon assistance from Pizarro's main army. Can Pizarro's horsemen reach de Soto before it is too late? Hosted by Nick Stock; 28mm Black Powder; 6 players.

Sat, 10:00am-2:00pm
Event ID E046: Saving the Private
See E045 on Friday at 12:00pm for description. Hosted by William Hanson, Jeff Welsh; 25mm Major Objective: World War 2; 10 players. Sponsored by Major Objective Games.

Sat, 10:00am-2:00pm
Event ID E057: Battle of Empress Augusta Bay
Following the US Marine landing on Bougainville, the Japanese attempt to disrupt the continuing landing operations. It is the night of 2 November 1943. Hosted by Gregory Kuntz; 1:6000 General Quarters III; 6 players. Sponsored by Old Dominion GameWorks.

Sat, 10:00am-2:00pm
Event ID E067: Knau's Assault
The Battle for the Arnhem Bridge continues. John Frost's Para Bn has driven off the first two German attacks but more will follow. The Red Devils continue to offer stiff resistance to all German efforts to drive them away from the bridge. The Germans have finally assembled a reasonably large Kampfgruppe capable of taking on the Red Devils. Knau's Kampfgruppe has been ordered to make a direct assault on the enemy positions at the Bridge. No children, experience recommended in the rules. Hosted by Jeff Cohen; 15mm FOW - exp med to high; 4 players.

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Little Wars 2011: Preliminary Events List (for use with pre-registration)

Pheasant Run Resort, DuPage Expo Center, St. Charles, IL

Sat, 10:00am-4:00pm
Event ID E080: Lee’s Last Stand - The Battle of Saylor's Creek, April 6, 1865
A battle famous for its ferocious hand-to-hand fighting. Saylor’s Creek (aka Hillsman Farm) was the last pitched battle fought by the Army of Northern Virginia in an attempt to halt its encirclement by overwhelming Union forces under General Ulysses S. Grant. Hopeless? Or can the battered and bloody, but still dangerous and determined, Army of Northern Virginia achieve one last battlefield victory?
Hosted by Edward Pauley; 28mm regimental Stonewall; 10 players.

Sat, 10:00am-3:00pm
Event ID E081: Panzer’s West:1940
It is Spring in 1940, the German army has launched its spearhead against the French. Can they be stopped? Hosted by Mark Anderson, Pete Elmer, Brian Porter; 15mm Command Decision IV Test of Battle; 8 players. Sponsored by The Last Square.

Sat, 10:00am-5:00pm
Event ID E083: Axis & Allies on Steroids 1939 Scenario
Refight WW2 starting in 1939 with expanded unit setup. You do not have to start by attacking Poland. There are 3 Axes (Germany, Italy, Japan) powers and 5 Allied (Britain, France, Russia, China, USA) powers. This is a complex game. Requires some intelligence. No kids! Hosted by Dennis Bulawa; 20mm www.thewargame.com; 8 players.

Sat, 10:00am-2:00pm
Event ID E094: Have you seen the cost of French Lingerie?
See E093 on Friday at 10:00am for description. Hosted by Neil Stokes; 1/600 Steam and Black Powder; 8 players. Sponsored by Saint Paul Irregulars Press.

Sat, 10:00am-3:00pm
Event ID E095: Impetus!
See E095 on Friday at 10:00am for description. Hosted by Brent Olson, Bruce Henderson; 28mm Impetus; 4 players. Sponsored by Dadi and Pombo /Saint Paul Irregulars Press.

Sat, 10:00am-10:00pm
Event ID E114: Battletech: The Grinder
"Interested in learning to play Battletech? Looking for some fun, fast paced, giant robot, action? Then The Battletech Grinder is for you! Come learn and play at your convenience and enjoy Battletech." Please note: this event runs all day, walk-ups are welcome anytime during the event, and a typical game runs between 1 and 2 hours. Hosted by Alex Kaempfen; 1/285 Battletech; 20 players. Sponsored by Catalyst Game Labs.

Sat, 11:00am-3:00pm
Event ID E012: On the road to Prague
A Prussian rear guard attempt to hold up Austrian troops during the Seven Years War and buy time for the main army to disengage from besieging Prague. Hosted by Tom Hoff, Scott Stensland; 15mm Black Powder; 8 players.

Sat, 12:00pm-5:00pm
Event ID E023: Aerodrome® 2.0 – WW2 Aerial Attack in the Pacific
Late World War 2 in the Pacific! Torpedoes in the water! Bombs! Flaming Betty's! Kamikazes? Attack or defend a USN invasion fleet using Aerodrome® 2.0 and its Naval Air Combat rules. Players control Japanese torpedo bombers, dive bombers or fighters, fighting to sink the task force or USN fighters fighting to defend it. Rules will be taught. Spouse & Female Friendly Game. Under 15 only with playing adult. Hosted by Stan Kubiak; 1/144 Aerodrome® 2.0 – WW2 Aerial Combat Game; 15 players. Sponsored by Aerodrome Aerial Combat Games.

Sat, 12:00pm-4:00pm
Event ID E036: Saving Private Ryan
See E035 on Friday at 6:00pm for description. Hosted by Steve Fratt; 54mm House Rules; 8 players.

Sat, 12:00pm-2:00pm
Event ID E051: Not Your Father's Waterloo Game
See E050 on Friday at 1:00pm for description. Hosted by George Knapp; 15mm George Knapp's Rules; 4 players.

Sat, 12:00pm-2:00pm
Event ID E109: Tron Light Cycles
See E108 on Friday at 12:00pm for description. Hosted by Glen Domingo, Justin Gramm; 10mm Home Brewed; 8 players. Sponsored by Shellshock and OTTOMH Games.

Sat, 1:00pm-4:30pm
A small carni with a note on it is an American balloon company based near Souilly, France, on his way over the front to the German balloon lines. On that note he had written "Watch three Hun balloons on the Meuse. Luke!". After having lost both of his wingmen over the last two weeks, due to enemy action, He was despondent and determined to seek revenge, with or without the support or approval of his commanders. In fact he was on the edge of being grounded for being uncontrollable as a pilot of the 27th aero squadron. Reputedly the best American flyer and marksman on the front at the time, his balloon busting rampage was about to end later that afternoon on Sept 29, 1918, but on the ground in a gun battle with German infantry! Can you beat Frank Luke in aerial combat? Can He shoot down all three balloons and escape? Scenario is run two times, With GM as Frank Luke in the first and the winner of the first event playing the Luke character in the second event. HA and FitS rules taught… Hosted by J. Peter Aguilu; 1/285 Hostile Aircraft / Fires in the Sky; 6 players.

Sat, 1:00pm-3:30pm
Event ID E050: Got'em Just Where they Wana Us
See E049 on Friday at 1:00pm for description. Hosted by Terry Cabak, Jeff Cabak; 28mm Hex Command Gunpowder; 8 players. Sponsored by Imagine Image Multimedia.

Sat, 1:00pm-3:00pm
Event ID E074: Wilson’s Creek (150th Anniversary)
BattleCry in 54mm. Parent child game. 2011 is the 150th Anniversary of the start of the Civil War. Wilson's Creek, August 10, 1861, features 2 brand new armies fighting a bloody battle outside of Springfield, Missouri. Can you do better than Lyon and McCulloch and Price did with these raw troops? We will use BattleCry (Command and Colors) rules and 54mm ACW armies to fight this important early battle of the Civil War. This is a great system to start children on. Hosted by Bill Hupp; 54mm Battle Cry (Command and Colors); 6 players.

Sat, 1:00pm-5:00pm
Event ID E099: Battle for Hannut Belgium, 1940
The French 1st Cavalry Corps is driving into Belgium as the Germans begin their attack through Belgium. The Cavalry Corps has been tasked with moving forward to engage and delay the German armor. Elements of the 3rd DLM have moved up to the town of Hannut and taken positions north of Hannut. Hosted by Jeff Gullion; Micro Jardpanzer 2nd Edition; 8 players.

Sat, 1:30pm-4:30pm
Event ID E007: Command & Colors Gettyburg
See E006 on Saturday at 10:00am for description. Hosted by Glen Drover; 28mm Command & Colors: ACW (Homebrew); 6 players.

Sat, 2:00pm-5:30pm
Event ID E031: 1756: Somewhere along the St. Lawrence river (New France)
See E030 on Saturday at 9:00am for description. Hosted by Michael Harris; 25mm French. Can they be stopped! Hosted by Mark Anderson, Pete Elmer, Brian Porter; 15mm Command Decision IV Test of Battle; 8 players. Sponsored by Saint Paul Irregulars Press.

Sat, 2:00pm-6:00pm
Event ID E092: We found Him! In a cave in the mountains!
See E091 on Friday at 10:00am for description. Hosted by Kevin MacDonald; 15mm Broadsword / Crossfire Modified; 6 players. Sponsored by Saint Paul Irregulars Press.
Sat, 2:00pm-5:00pm
Event ID E117: Jagevingen over Oslo fjord
The Gloriet gladiators of the Royal Norwegian Air Force's only Fighter Wing - A total of seven operational fighters - took to the skies in the early morning of 9 April, 1940, in an attempt to intercept the aerial portion of the German Invasion. Five aircraft found the Luftwaffe's bombers, Fallschirmjäger Transports and the BF-110 escort fighters in the fog over Oslo fjord. Hosted by Michael Pennock; 1/300 Check Your 6t; 8 players.

Sat, 3:00pm-7:00pm
Event ID E005: Houston We Have a Problem
See E004 on Saturday at 10:00am for description. Hosted by Tim Deich; 54mm Houston We Have A Problem; 20 players. Sponsored by 2nd City Gamers.

Sat, 3:00pm-7:00pm
Event ID E010: Battle of Bayou Bourbeau Louisiana, November 3rd 1863.
See E009 on Friday at 1:00pm for description. Hosted by Janny Stefek; 15mm Johnny Reb III; 5 players.

Sat, 3:00pm-5:00pm
Event ID E062: Not Your Father's Waterloo Game
See E058 on Friday at 1:00pm for description. Hosted by George Knapp; 15mm George Knapp's Rules; 4 players.

Sat, 3:00pm-5:00pm
Event ID E075: Wilson's Creek (150th Anniversary)
See E074 on Saturday at 1:00pm for description. Hosted by Bill Hupp; 54mm Battle Cry (Command and Colors); 6 players.

Sat, 3:00pm-6:00pm
Event ID E079: Secret of the Sphinx
See E078 on Friday at 1:00pm for description. Hosted by Matthew Cappellini; 28mm .45 Adventure; 6 players.

Sat, 3:00pm-5:00pm
Event ID E103: Tron Tanks
See E102 on Friday at 3:00pm for description. Hosted by Glen Domingo, Justin Gramm; 10mm Home Brewed; 8 players. Sponsored by Shellshock and OTTOMH Games.

Sat, 4:00pm-6:30pm
Event ID E052: Revenge of Kubelwagen
See E051 on Friday at 4:00pm for description. Hosted by Terry Cabak, Jeff Cabak; 1/72 Hex Command Mechanized; 8 players. Sponsored by Imagine Image Multimedia.

Sat, 4:00pm-8:00pm
Event ID E068: Hummel's Assault
The Battle for the Arnhem Bridge continues. John Frost's Para Bn continues to hold the bridge, but will this final attack be more than they can handle. After a pause to rebuild their strength the Germans are about to launch a massive assault on the bridge. With the addition of Tiger I tanks to the German forces the renewed attacks aim to crush the British defenders. No children, experience recommended in the rules. Hosted by Jeff Cohen; 15mm FOW - exp med to high; 4 players.

Sat, 4:00pm-7:00pm
Event ID E071: Nightfall in the Darkwoods
Several groups of adventurers are returning from a wilderness expedition, laden with treasure, artifacts and loot. As the sun dips lower on the horizon, they plunge into a dense, dim forest where — unbeknownst to them — sly bands of bestial creatures lie in wait, eager to spill the blood of the adventurers and seize the treasure for themselves. This scenario uses Song of Blades & Heroes (SoBH), a fast-playing fantasy skirmish game. All materials will be provided. If you are already familiar with SoBH, bring a painted 300 point warband drawn from the original rulebook and record sheet. Younger and novice gamers are welcome to participate, though experienced gamers will find a challenge as well. Hosted by Patrick Rollens; 28mm Song of Blades & Heroes; 6 players. Sponsored by Chicago Skirmish Wargames Club, http://games.groups.yahoo.com/group/chicagoskirmish/

Sat, 5:30pm-8:30pm
Event ID E008: Command & Colors Gettysburg
See E006 on Saturday at 10:00am for description. Hosted by Glen Drover; 28mm Command & Colors: ACW (Homebrew); 6 players.

Sat, 6:00pm-10:00pm
Event ID E029: 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 impl's are in position; at the end of today the world will know of the exploits that occurred at Orc's Drift Hosted by Kevin Cabai; 28mm TSR Chainrail (original); 12 players.

Sat, 6:00pm-10:00pm
Event ID E037: Saving Private Ryan
See E035 on Friday at 6:00pm for description. Hosted by Steve Fratt; 54mm House Rules; 8 players.

Sat, 6:00pm-10:00pm
Event ID E070: Where is Mullah Omar???
An American task group enters Taliban territory to search the compounds and capture Mullah Omar. Hosted by Tom Konczal; 20mm Force on Force; 8 players. Sponsored by Mid-America Wargamers.

Sat, 6:00pm-10:00pm
Event ID E082: To the gates of Hell: Bunker Hill 1775
"...to his men, I cannot answer for them, but Col. Prescott will fight you to the gates of Hell" Abijah Willard, Boston Loyalist. when asked by Gen. Gage of Prescott's intentions. Generals Howe, Pigot and Clinton face down William Prescott and Israel Putnam on that fateful day in June. Featuring the fast-playing Wilderness Wars rules; no experience necessary. Hosted by Todd Olson; 15mm Wilderness Wars; 6 players.

Sat, 6:00pm-8:00pm
Event ID E105: Battle Star Galactica (New series)
See E104 on Friday at 6:00pm for description. Hosted by Glen Domingo, Justin Gramm; 6mm OTTOMH War in a Vacuum; 8 players. Sponsored by Shellshock and OTTOMH Games.

Sat, 7:00pm-10:30pm
See E014 on Saturday at 1:00pm for description. Hosted by J. Peter Aguilu; 1/285 Hostile Aircraft / Fires in the Sky; 6 players.

Sat, 7:00pm-9:30pm
Event ID E055: Ceti Alpha 6
See E054 on Friday at 7:00pm for description. Hosted by Terry Cabak, Jeff Cabak; 28mm Hex Command NOVA; 8 players. Sponsored by Imagine Image Multimedia.

Sat, 7:00pm-10:00pm
Event ID E127: French Foreign Legion
Pvt Stolz was startled by the grappling hook caught followed by the hawkish face of Abdul the village merchant appearing over the wall. Abdul was not smiling, and the hot desert sun glinted off the dagger in his hand. Stolz suddenly found himself in a death struggle deciding not only his fate, but that of his comrades in... The French Foreign Legion! The classic Yaquinto album game brought faithfully into miniatures. Hosted by Dave Hermann; 54mm French Foreign Legion (Yaquinto); 5 players.

Sat, 7:00pm-11:00pm
Event ID E133: Raid On KG200
Allied Intelligence suspects they have identified the location of a secret Luftwaffe airfield. This airfield could be the base of operations for any number of advanced experimental aircraft. German defenses are unknown - but expected to be just old men and children. It has been decided that an elite group of British paratroopers will be dropped in the vicinity. Their mission will be to gather intelligence and sabotage what they can before they are driven away. Only the brave and the foolish need sign up for this mission. Hosted by Gary Paul; 20mm Easy Eight Battleground WWII; 8 players. Sponsored by Battlefield Hobbies.

Sat, 8:00pm-11:00pm
Event ID E090: The Knuckleduster 40mm Gunfight
See E089 on Friday at 8:00pm for description. Hosted by Forest Harris; 40mm Classic Desperado; 12 players. Sponsored by Knuckleduster Miniatures.

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Sat, 8:00pm-12:00am
Event ID E100: Kampfgruppe Counter Attack
Russia, 1943. A Russian tank brigade has broken through the German defenses. An armored fire brigade kampfgruppe is moving to blunt the advance and restore the lines. Hosted by Jeff Gullion; 10mm Jagdpanzer 2nd Edition; 8 players.

Sat, 8:00pm-12:00am
Event ID E120: Battle in the Bayou
Union forces are gathering to assault New Orleans. The Confederate Flotilla is preparing to dash down the big river to eliminate the Federal mortar vessels before they can reduce the fort's guarding the Queen City. Hosted by Randy Hardin; 1/600 Ironclads!; 8 players. Sponsored by Thoroughbred Figures.

Sat, 9:00am-12:00am
Event ID E112: Shellshock Pocket Armies
See E108 on Friday at 12:00pm for description. Hosted by Glen Domingo, Justin Gramm; 6mm Shellshock; 8 players. Sponsored by Shellshock and OTTOMH Games.

Sun, 9:00am-1:00pm
See E009 on Friday at 1:00pm for description. Hosted by Jerry Stefek; 15mm Johnny Reb III; 5 players.

Sun, 9:00am-2:00pm
Event ID E044: The Chinese Warlord's Island
Chinese Warlord Chun-King is trying to hold off at his South China Sea island gangs of criminals, mercenaries, adventurers, US Treasury men from spy-missioned armed-trawlers, Nazi's and rogue thugs, and his own nephew bent on grabbing Chun-King's title. The Prize for success will be fabulous wealth from the high bidder for the mysterious and odd Prometheus Death Ray device. The strange and erratic Dr. Malo Prometheus has developed under King's aegis (and with Nazi money) a device he labeled a "death ray" and some enigmatic Robots. But the "death" machine does not quite work right. Yet. Grab a faction to either invade or defend the Warlord's island in 1935. Find helpful equipment ashore, money to bribe other factions to your side, or overthrow the Warlord as his ambitious nephew. Weird invidious machines such as the Mind Transfer Device, chaotic German madmen led by a rogue (Der Stehl Mask), and careless, heartless inventions such a Flying Fish Piranha's present threats to everyone's mission. The Mission: kidnap Dr. Prometheus, or Capture his Death Ray, or uncover his schematics oddly scattered around the island. Hosted by John Zalanka; 28mm Rugged Adventures; 8 players.

Sun, 9:00am-11:00am
Event ID E053: Not Your Father's Waterloo Game
See E058 on Friday at 1:00pm for description. Hosted by George Knapp; 15mm George Knapp's Rules; 4 players.

Sun, 9:00am-1:00pm
Event ID E069: Orc's Drift
See E029 on Saturday at 6:00pm for description. Hosted by Kevin Cabai; 28mm TSR Chainmail (original); 12 players.

Sun, 9:00am-12:00pm
Event ID E113: Shellshock Pocket Armies
See E108 on Friday at 12:00pm for description. Hosted by Glen Domingo, Justin Gramm; 6mm Shellshock; 8 players. Sponsored by Shellshock and OTTOMH Games.

Sun, 9:00am-11:00am
Event ID E126: Clone Wars - Fighter Dogfight at Kamino
Command a flight of clone heavy ARC-170 star fighters or an entire squadron of smaller droid Vulture star fighters in fierce combat at the first Battle of Kamino. Which will win out - the heavier armor and weapons of the clone ARC-170s or the greater numbers of droid Vultures? Easy child/parent rules. Hosted by Dave Hermann; 15mm Clone Wars Star fighters; 8 players.

Sun, 10:00am-2:00pm
Event ID E038: Saving Private Ryan
See E035 on Friday at 6:00pm for description. Hosted by Steve Fratt; 54mm House Rules; 8 players.