

Little Wars 2018 Preliminary Event Listing (Revised March 18 2018)

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
1TH301	7:00:00 PM	11:00:00 PM	Battle of Britain 1940	The Luftwaffe have their sites set on destroying Britain's RAF as part of Germany's invasion plans. Only the squadrons of Hurricanes and Spitfires stand in their way. Victory will be determined by the amount of damage points inflicted by the Luftwaffe on radar, AA positions or downed fighters. 1/100 scale aircraft and a very large playing area!	World War 2	Legends in the Sky	1/100	6	Peterson
1TH302	7:00:00 PM	12:00:00 AM	Operation Hammer: Sir Adib/Qala, Golan Heights June 9 1967	At 0600 Dado Elazar got the call. Moshe Dayan finally decided to hit the Syrians to secure the Golan before the cease fire drops. The planned night attack kicked off - just before noon - into the teeth of massed Syrian artillery. Surviving elements of the 129th Tank Bn and Golani 12th Barak Bn have made a wrong turn, and instead of bypassing the Syrian 11th Infantry Bde dug in at Sir Adib and Qala, must fight through them.	Cold War	Team Yankee/FoW 4ed modified	15mm	9	Hartsig
1TH303	7:00:00 PM	10:00:00 PM	Aria Macchina: Battling DaVinci Blimps	'Preparare catapulte e Balliste! C'e una dritta dirigibile. Uomini pedale. PEDALE!' - Prepare catapults and ballistas! There is a blimp starboard. Pedal men, PEDAL!' Take to the skies in your DaVinci-inspired air machine. Wage war as the master dreamed. Use your spring trebuchet and crossbows and set the enemy aerostat crashing.	Fantasy	Vitruvian	6mm	8	Domingo
1TH304	7:00:00 PM	12:00:00 AM	Team Test of Honor	3 vs. 3 Samurai and retinue vs. Oni Ogres with supporting troops.	Feudal Fantasy	Test of Honor	28mm	6	Plosch
1TH305	7:00:00 PM	8:00:00 PM	The Sword and the Bot	Will your bots take the unobtainium or will someone else? You decide.	Science Fiction	Home	28mm	4	Kincaid
1TH307	7:00:00 PM	11:00:00 PM	Waterloo	Take command of one of the classic battles of all time. As Wellington, can you hold out until the Prussians arrive and win a decisive victory? As Napoleon, can you crack the British and Allied line before you are overwhelmed, and reshape the map of Europe as Emperor once again? Featuring stunning, professionally painted AB 18mm armies and a new fast-play ruleset with card-driven activation and hex-based movement. Rules are easy to teach and intuitive.	Napoleonic	Miniature Battles: Napoleon (publishing in	18mm	6	Drover

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
1TH308	7:00:00 PM	11:00:00 PM	Ambush at the Ruins in the Meadow	A white Russian relief column is marching to reinforce a major push against a Red Russian offensive. Can the Revolutionaries stop them? Using the 'Red Actions!' free rules system.		Red Actions	15mm	8	Michal
1TH309	8:00:00 PM	11:00:00 PM	Perdition Showdown Minigame	Pick a faction and fight for control of Perdition, a Wild West town featuring more than three dozen buildings, each complete with its own interior vignette. Saloons? We got five, and an opium parlor. Hotels? We got two, and a cathouse. Plus an uptown, a downtown and a Chinatown. Time to slap leather and let the lead fly! For photos, check out 'Perdition' on The Miniatures Page under the Old West board.	Wild West	Fistfull of Lead Reloaded	28mm	6	Wimbiscus
1TH310	8:30:00 PM	9:30:00 PM	The Sword and the Bot	Will your bots take the unobtainium or will someone else? You decide.	Science Fiction	Home	28mm	4	Kincaid
1TH311	9:00:00 PM	12:00:00 PM	Frozen Winds	The Earth is normal again. But humans have found a way to cope. Our descendants survive on ships, some huge, that glide on the surface of the ice and are propelled by 25-75+ mile per hour winds. Maybe the rest of the human race won't make it, but you'll make sure your city-ark lives. Fight for your clan yacht. Kill for warmth!	Fantasy	Vitruvian	6mm	8	Domingo
1TH312	7:00:00 PM	11:00:00 PM	Komorn	Komorn, Hungary, January 8, 1945	World War 2	Panzer/Combined Arms	1/285	8	Deckys
1TH313	7:00:00 PM	11:00:00 PM	A Present for von Richtofen - 100 Year Anniversary	One hundred years ago. It is April 21, 1918. The great Red Baron is off flying what will turn out to be his last mission. You choose: are you a boisterous Brit pilot, aiming to shoot down planes from the Flying Circus or are you one of the tough German pilots, hand-picked for this important mission? Special victory conditions for both sides!	World War One - Air	Fires in the Sky	1/285	12	Aguilu
1TH314	7:45:00 PM	9:30:00 PM	Badger Air Brush Seminar	Learn the 'how to' of airbrushing to take your games to the next level from one of the premier airbrush manufacturers.					Schlotfeldt
1TH315	7:00:00 PM	11:00:00 PM	Piracy on the High Seas	English shipping lines have been plagued by pirate attacks. Merchantmen are refusing to transport goods from the Caribbean to England without escort. The Royal Navy has now begun shadowing merchant ships in an effort to catch the pirates in the act!	Age of Piracy	Post Captain	1/1000	6	Runge

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
1TH316	7:00:00 PM	11:00:00 PM	Red Storm Rising	World War 3 has begun. Soviet forces have stormed over the West German border. A NATO force made up of British and US forces are defending a river village near the border. Can the NATO forces hold the line long enough for reinforcements to be brought up or will the 'endless' Soviet forces overwhelm NATO and take the village?	Modern	Team Yankee	15mm	8	Klemic
2FR101	9:00:00 AM	1:00:00 PM	To the Strongest: Mongols v. Sung Chinese	Try your luck commanding either the terrifying Mongol horde or their most unwilling victims, the Sung Chinese who held off the Mongols for 40 years. The game plays fast and furious, easy to learn rules but ones that give the players lots of choices to make each turn. Wide open terrain, lots of cavalry, and very specific victory conditions. No hours of playing to a draw in this one.	Medieval	To the Strongest	12mm	5	Huskey
2FR102	9:00:00 AM	1:00:00 PM	Axis & Allies Global - Session 1	Germany needs just a little more space! Italy wants the Roman Empire restored! Japan wants it Sphere of Co-Prosperity to cover the Pacific! The Tri-Parte is ready to strike! Can the Allies hold out until the arsenal of democracy is ready? Pick your side! Game runs continuously from session to session until victory conditions are met. All materials provided. Play 1 or all sessions!	WW2	Axis & Allies	N/A	5	Roby
2FR103	9:00:00 AM	1:00:00 PM	Fury of the Northmen	Take command of the crew of a longship...or stand against the raiders as a Saxon thegn. This game depicts a Viking raid on a walled Saxon Burh. Each player will command 20-30 stalwarts in a game that allows for skirmishing, formations and fog of war. Rules will be taught	Dark Ages	Lothar's Fury (unpublished as yet)	28mm	8	Roots
2FR104	9:00:00 AM	1:00:00 PM	His Most Sanguine Expectation	8 September 1781 along the Santee River, South Carolina. Major General Nathaniel Greene and his Continentals locate the main body of Lt. Colonel Alexander Stewart's Crown forces on the grounds of the Burdell Plantation at Eutaw Springs. What follows is his last major engagement in the South during the American Revolution. This game is fast playing and easy-to-learn, while featuring the color and detail for the period enthusiast.	American Revolutionary War	Wilderness Wars	15mm	6	Olson

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR105	9:00:00 AM	12:00:00 PM	Battle of Tendra, September 8, 1790	After the Russian Baltic Fleet decimated the Turkish Mediterranean Fleet at Chesma earlier in July, the Russian Black Sea Fleet saw the opportunity to defeat the remnants of the demoralized Turkish Navy and gain dominance of the Black Sea. Admiral Ushakiv sailed from Sevastopol in search of Hussein Pasha's much larger and faster fleet. The Russians caught the Turks at anchor near Tendra. Watch out for splinters! Parent-child event with Beer & Pretzels rules.	18th Century Naval	Home Rules	.875	8	Schapals
2FR106	9:00:00 AM	1:00:00 PM	Battle of Britain 1940	The Luftwaffe have their sites set on destroying Britain's RAF as part of Germany's invasion plans. Only the squadrons of Hurricanes and Spitfires stand in their way. Victory will be determined by the amount of damage points inflicted by the Luftwaffe on radar, AA positions or downed fighters. 1/100 scale aircraft and a very large playing area!	World War 2	Legends in the Sky	1/100	6	Peterson
2FR107	9:00:00 AM	12:00:00 PM	Ambush in the Sand	Late February 1991, Coalition Forces enter Iraq. Intelligence reports only light resistance around the nearby village. But not all of the Iraqi forces have been accounted for. Command a platoon in this everyone is welcome, children included, skirmish game.	Modern	Home	15mm	5	McBride-Schmars
2FR108	9:00:00 AM	1:00:00 PM	Waterloo	Take command of one of the classic battles of all time. As Wellington, can you hold out until the Prussians arrive and win a decisive victory? As Napoleon, can you crack the British and Allied line before you are overwhelmed, and reshape the map of Europe as Emperor once again? Featuring stunning, professionally painted AB 18mm armies and a new fast-play ruleset with card-driven activation and hex-based movement. Rules are easy to teach and intuitive.	Napoleonic	Miniature Battles: Napoleon (publishing in	18mm	6	Drover
2FR109	9:00:00 AM	1:00:00 PM	Anglo Saxons Invade Roman-Britain 473 AD	A taste of Two Fat Lardies' game, scenario and campaign system set in Dark Age Britain. A Saxon war band raids Linnius, a post-imperial kingdom on the east coast. The local defense force and levies arrive to drive them out. The players will generate the terrain and scenario and lead their warriors in close	Dark Ages	Dux Britanniarum	28mm	6	Grossman

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR110	9:00:00 AM	11:00:00 AM	A Pirate's Life For Me	SHIVER ME TIMBERS! AVAST, ME HEARTY'S! Do you dare to take on the challenge of leading a band of pirates to plunder a wreck full of booty & treasure. A fast paced, easy to learn, easy to play game of sailing ships and high adventure! A continuous feed game, so as players are eliminated, they will return with a new ship on the map edge should they wish to do so. Onlookers/Players that come in the middle of the session are free to join in starting out at the table edge and playing as long as they choose.1/300 scale Age of Pirates Naval Combat 2-12 players	Age of Sail	Limeys & Slimeys (modified)	1/300	12	Fitzpatrick
2FR111	9:00:00 AM	3:00:00 PM	The Battle of Raab	After uniting with remnants of Jellicic's command, Archduke John planned to reterat into Hungary to join with an additional 20,000 troops. Before he could move far, Eugene's French and Italian army appeared and the Austrians were forced to fight.	Napoleonics	Napoleon's Battles 1st edition	15mm	6	Wilson
2FR112	9:00:00 AM	10:00:00 AM	The Sword and the Bot	Will your bots take the unobtainium or will someone else? You decide.	Science Fiction	Home	28mm	4	Kincaid
2FR113	9:00:00 AM	10:00:00 PM	Paint and Take	Show your skills or get some pointers! Paints and figures provided. Open to all ages and skill levels.					Wellner
2FR114	9:00:00 AM	12:00:00 PM	Shellshock: WarPaint	Wargaming can be complicated and expensive. WarPaint is trying to change that for the next generation. The mini's in this game ARE the record sheet and firing template. You need little more than rulers and dice to play. Easy for novices, challenging for experienced players. Rules will be taught.	World War 2	Shellshock	10mm	8	Domingo
2FR115	9:00:00 AM	9:00:00 PM	X-Wing Tournament		Science Fiction	Fantasy Flight X-Wing	1:150	16	UNKNOWN
2FR116	9:00:00 AM	2:00:00 PM	Operation Hammer: Sir Adib/Qala, Golan Heights June 9 1967	At 0600 Dado Elazar got the call. Moshe Dayan finally decided to hit the Syrians to secure the Golan before the cease fire drops. The planned night attack kicked off - just before noon - into the teeth of massed Syrian artillery. Surviving elements of the 129th Tank Bn and Golani 12th Barak Bn have made a wrong turn, and instead of bypassing the Syrian 11th Infantry Bde dug in at Sir Adib and Qala, must fight through them.	Cold War	Team Yankee/FoW 4ed modified	15mm	9	Hartsig

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR117	9:30:00 AM	1:30:00 PM	A Quiet Village	Grad-Leez, Belgium, May 14, 1940. The 4th Panzer Division pioneers cleared a breach in the anti-tank obstacles around Cointnet for 36th Panzer Regt. As the tanks poured through and began to fan out in the open plain toward Gembloux, retreating elements of the 2nd Div Legere Mechanique refused to give up. The French were exhausted but not beaten.	World War 2	Panzer/Combined Arms	1/285	8	Deckys
2FR118	10:00:00 AM	1:00:00 PM	Aliens in Siberia!	Unidentified objects have penetrated our airspace and the forces of the motherland have been mobilized. Creatures from the Japanese Home Islands have also been spotted on an intercept course, and these men from the Kremlin know something about them. We'll be using Monster Island rules for an alien versus the Earth rumble in far-off Siberia. Kids encouraged to play, adults also, the rules will be taught. Godzilla monsters, UFOs and microarmor are all in play.	Science Fiction	Monster Island	1/300	6	Beck
2FR119	10:00:00 AM	2:00:00 PM	Battle of Providien	April 12, 1782. British and French fleets fight for dominance of the Bay of Bengal. Will Admiral Hughes or Admiral Suffren win?	American Revolution	Fire as She Goes		8	Nelson
2FR120	10:00:00 AM	2:00:00 PM	The Way the West was Run	Welcome to Perditiion, friendliest town west of the Pecos. Now in some locales it's hard to tell the Good Guys from the Bad Guys. No such problem here, pardner. In this game, you get to play both sides of the law - at the same time. Shoot outlaws while robbing banks, save distressed damsels while abusing the gentry, collect protection money while hunting bounties - in this game you earn points by doing both. Our Wild West town features more than three dozen buildings, each complete with its own interior vignette	Wild West	Fistfull of Lead Reloaded	28mm	9	Wimbiscus
2FR121	10:00:00 AM	2:00:00 PM	Smokin' Some Cubans	The Angolans and Cubans are retreating, repulsed at the Lomba River by the South African army and UNITA guerrillas. The South Africans and Jonas Savimbi's UNITA are in pursuit, keeping up the pressue and hping to capture abandoned vehicles and equipment. They close in on an Angolan village, where their enemies have decided to fight a rearguard action.	Modern	Wars of Insurgency	20mm	6	Demana
2FR122	10:00:00 AM	2:00:00 PM	The Battle of Molwitz - April 10 1741	It's the War of the Austrian Succession and this is Frederick's firt battle, setting him on the road to his 'Great' title. Come try out this new expansion for 'For King or Empress' for the War of Austrian Succession.	Horse & Musket	For King or Empress	10mm	9	Verdoliva

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR123	10:00:00 AM	1:00:00 PM	Frontier Skirmish in Early America	Experience early frontier warfare in America, from Jamestown through the Pequot War. Four interconnected scenarios pit players head-to-head, as each attempts to achieve his objective and contribute to his side's overall victory. Fast-paced skirmish action.	Black Powder	Song of Drums and Tomahawks	28mm	8	Finn
2FR124	10:00:00 AM	2:00:00 PM	Haarlem Heights	Congress has ordered the fledgling Continental Army to defend New York City. The Royal forces landed and defeated the army at Brooklyn, and Washington managed to escape onto York Island (Manhattan). The Royal forces leisurely followed the Rebels, seeing a quick end to the rebellion in the destruction of the Continental Army.	American War of Independence (AWI)	Carnage & Glory (computer-moderated)	28mm	6	MacDonald
2FR125	10:00:00 AM	2:00:00 PM	Perfidious Albion Encore un Fois! Marechale nous voila!	A meeting engagement in Madagascar between Allied and Axis troops. The twist is that the Axis forces are Vichy. They are defending the island for Petain, Travail, Famille et Patrie!, as the key to French rebirth as a great power are her colonies. Britain on the other hand was not interested in a German/Japanese naval base at Diego Suarez on Madagascar. The forces include tanks, MG's, colonial and European troops. The fighting, starting with a seaborne landing, lasted from May to November. It offers a glimpse of what would have happened had Vichy sided more closely with the Axis powers.	World War 2		28mm	6	MacDonald
2FR126	10:00:00 AM	2:00:00 PM	Team Test of Honor	3 vs. 3 Samurai and retinue vs. Oni Ogres with supporting troops.	Feudal Fantasy	Test of Honor	28mm	6	Plosch
2FR127	10:30:00 AM	11:30:00 AM	The Sword and the Bot	Will your bots take the unobtainium or will someone else? You decide.	Science Fiction	Home	28mm	4	Kincaid
2FR128	11:00:00 AM	4:00:00 PM	James River Ironclads	Union and Confederate ironclads face off in Trent's Reach on the approaches to Richmond. One ship per player. Can the Union force their way into gunnery range of Richmond? Can the Confederates break past the Union to ravage Union supply lines?	Civil War Naval	Modified Ironclads	1/600	10	Valentine
2FR129	10:00:00 AM	2:00:00 PM	Lost in the Snow, Hungary 1945	Chaos hits the Hungarian Plain as German and Russian battle groups get disorganized by a midnight blizzard that suddenly appears, and then, just as suddenly, lifts. 1945 Eastern Front, tank-heavy scenario using 12mm miniatures. Fast playing, easy and fun Kameraden rules in a beer and pretzels bashfest.	World War 2	Kameraden	12mm	8	Guido

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR130	9:00:00 AM	12:30:00 PM	Bolt Action Tournament - Registration and Round 1	<p>WELCOME to a very intense but fun packed three round (2.5 hour each) tournament! We will start on Friday April 27th with registration at 0930 and round one starting at 1000 and end at 1230. We will break for lunch and be back ready to go at 1400. This round will end at 1630 and the final round will go from 1700 to 1930.</p> <p>This tournament has been designed to test your Generalship in an intense three round struggle to achieve what few leaders can, a spot in the Nationals. We know you are all great leaders in your own right but there can only be one victor! The overall winner will receive a Golden Dog Tag which entitles them to free admission to Adepticon 2019 and qualifies them for entry into the Bolt Action Nationals to be held there. The winner is still responsible for tournament entry fees for the event (required by Adepticon to facilitate event tracking). In addition to this overall winner there will be awards for top Axis and Allied Generals, Sportsman and Players Choice Army.</p>	World War 2	Bolt Action 2e	28mm	20	Russell
2FR132	9:00:00 AM	1:00:00 PM	A Present for von Richtofen - 100 Year Anniversary	<p>One hundred years ago. It is April 21, 1918. The great Red Baron is off flying what will turn out to be his last mission. You choose: are you a boisterous Brit pilot, aiming to shoot down planes from the Flying Circus or are you one of the tough German pilots, hand-picked for this important mission? Special victory conditions for both sides!</p>	World War One - Air	Fires in the Sky	1/285	12	Aguilu
2FR134	10:00:00 AM	12:00:00 PM	Dust 1947: Mechs vs. Monsters	<p>Will you fight the blutkreuz apes and hordes of zombies? Can you stop the Cthulhu mythos and their cultists before it's too late? Thankfully, alien technology has changed the face of war. Mighty walking tanks and devastating new weapons will hopefully turn any tide. You'll decide! Dust 1947 grid play, everything is provided. Four different armies and four monster groups to play as or against. Rules taught, new players welcome!</p>	Weird WW2	Dust 1947	28mm	8	Rakow
2FR135	9:00:00 AM	1:00:00 PM	Red Storm Rising	<p>World War 3 has begun. Soviet forces have stormed over the West German border. A NATO force made up of British and US forces are defending a river village near the border. Can the NATO forces hold the line long enough for reinforcements to be brought up or will the 'endless' Soviet forces overwhelm NATO and take the village?</p>	Modern	Team Yankee	15mm	8	Klemic

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR136	10:00:00 AM	12:00:00 PM	Misteries in Misdeed's Peril Harbor: The Guilty Party Part 1	Middle Kingdom 1521. Sailors unlike any seen before have come from a distant land to trade and worse. It seems the rumors are true now because they have stolen your children. Is your wealth and influence enough to track down the malefactors before they start eating them? One thing is certain, you will need a crack team. Misteries in Misdeeds is the game of swashbuckling and strategy against the worst villains of history on an immersive game table. If you play in multiple Peril Harbor chapters, you can advance your character. Savage Worlds rules taught.	Ming Dynasty	Savage Worlds	28mm	6	MacDonald
2FR201	11:45:00 AM	12:45:00 PM	The Sword and the Bot	Will your bots take the unobtainium or will someone else? You decide.	Science Fiction	Home	28mm	4	Kincaid
2FR202	1:00:00 PM	5:00:00 PM	Axis & Allies Global - Session 2	Germany needs just a little more space! Italy wants the Roman Empire restored! Japan wants it Sphere of Co-Prosperity to cover the Pacific! The Tri-Parte is ready to strike! Can the Allies hold out until the arsenal of democracy is ready? Pick your side! Game runs continuously from session to session until victory conditions are met. All materials provided. Play 1 or all sessions!	WW2	Axis & Allies	N/A	5	Roby
2FR203	1:00:00 PM	5:00:00 PM	Ambush at the Ruins in the Meadow	A white Russian relief column is marching to reinforce a major push against a Red Russian offensive. Can the Revolutionaries stop them? Using the 'Red Actions!' free rules system.	Russian Civil War	Red Actions	15mm	8	Michal
2FR204	1:00:00 PM	3:00:00 PM	A Pirate's Life For Me	SHIVER ME TIMBERS! AVAST, ME HEARTY'S! Do you dare to take on the challenge of leading a band of pirates to plunder a wreck full of booty & treasure. A fast paced, easy to learn, easy to play game of sailing ships and high adventure! A continuous feed game, so as players are eliminated, they will return with a new ship on the map edge should they wish to do so. Onlookers/Players that come in the middle of the session are free to join in starting out at the table edge and playing as long as they choose.1/300 scale Age of Pirates Naval Combat 2-12 players	Age of Sail	Limeys & Slimeys (modified)	1/300	12	Fitzpatrick
2FR205	1:00:00 PM	4:00:00 PM	Not Your Grandfather's Waterloo	One of history's most famous battles played in three hours or less. Will the Prussians arrive early or late? Will Grouchy arrive in time to tipe the scale in favor of the French? Can the allies hold out for ten turns? All paper figures. George Knapp's home rules.	Napoleonic	Home Rules	25mm	4	Knapp

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR206	1:00:00 PM	4:00:00 PM	The Akallabeth: The Downfall of Numenor and Sinking of Elenna	The Numenoreans, 'Kings of Men', had grown arrogant and were envious of Elven immortality. In 3319 SA, Sauron convinced the King, AR-Parazon, to build a great armada and invade the dying lands. The Valar, forbidden from killing men, broke the land, destroying the invaders and sinking their home island of Elenna. As one of the six Lords of Numenor, can you avoid sharks, sea monsters and other perils to escape the downfall of Numenor? Parent-child friendly.	Fantasy	Home Rules	28mm	6	Schapals
2FR207	1:00:00 PM	5:00:00 PM	The Monastery at Inis Cathaig, 816 AD	From 795 the Danish seafaring raids began on the coast of Ireland. The Danes were seeking additional lands for settlement and monstaries to plunder. Inis Cathaig, on the west coast of Ireland, was one such monastery, where the Irish forces arose to counter the Danes as they raided toward the monastery.	Dark Ages	Shieldwall Rampant	28mm	6	Mikucki
2FR208	2:00:00 PM	5:00:00 PM	1812, Invasion of Canada	This is similar to the big hit from two years ago...1775! Five players vie for control of the Canadian border in 1812. The 2 player Americans take on the team of Canadians, Brits and Indians. Easy to learn and play with lots of decisions!	War of 1812	Academy Games	6mm	5	Lewis
2FR209	2:00:00 PM	5:00:00 PM	Korean War Aerial Combat: Early Days	US Mustangs and Corsairs, hotshots of WW2, are up against the newly-introduced Mig-15s of North Korea. Fly these aircraft (and perhaps more) in simulated air combat using the new Korean War version of the popular Aerodrome WW1 and WW2 aerial combat rulesets. Still easy to learn and play, lots of fun. Rules taught, equipment provided. Up to 10 players per round, rounds run through the allotted time As always, Wings and Medals for Victories and Valor!	Korean War	Aerodrome 3.0 - Korean War	1/200	10	Kubiak
2FR210	2:30:00 PM	6:30:00 PM	Chetequera	Chetequera, Angola. May 4, 1978. South Africa felt it needed to take stronger measures against incursions of the South West Africa Peoples Organisation (SWAPO) into the territory known as Southwest Africa. SWAPO was launching attacks from neutral Angola. The South African plan called Operation Reindeer was to assault and destroy several SWAPO forward bases - one of which was located at Chetequera.	Modern	Panzer/Combined Arms	1/285	6	Deckys

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR211	3:00:00 PM	7:00:00 PM	The Battle of Molwitz - April 10 1741	It's the War of the Austrian Succession and this is Frederick's first battle, setting him on the road to his 'Great' title. Come try out this new expansion for 'For King or Empress' for the War of Austrian Succession.	Horse & Musket	For King or Empress	10mm	9	Verdoliva
2FR212	3:00:00 PM	6:00:00 PM	Ambush - Part 1	Special Forces are providing escort for a CIA officer to meet with a local warlord. As the group pulls up to the warlord's compound and exits their vehicles, three command-detonated IEDs blow up their vehicles! With no help from the warlord or his men, and with radio contact non-existent in this area, you must move on foot to a secure location. This is Part 1 of a 2-part scenario. Can you assault out of the ambush and get to the secure location? Can you call for a QRF? Come try the new Rules for Covert Intervention's Defcon Zero (soon to be released).	Modern	Defcon Zero (beta)	20mm	4	Rysemus
2FR213	3:00:00 PM	7:00:00 PM	Operation Market Garden - Race for the Goal	Will the Airborne Carpet allow XXX Corps to cross the Rhine at Arnhem. This game covers the 82nd Airborne's and 1st Parachute's area of Market Garden. We are covering the first five days of the campaign Sept 17-21st. We will be doing a game with almost eight divisions of troops. Come play Frank Chadwick's new battalion-level WWII game.	World War 2	Breakthrough	15mm	6	Harris
2FR214	3:00:00 PM	6:00:00 PM	Ambush in the Sand	Late February 1991, Coalition Forces enter Iraq. Intelligence reports only light resistance around the nearby village. But not all of the Iraqi forces have been accounted for. Command a platoon in this everyone is welcome, children included, skirmish game.	Modern	Home	15mm	5	McBride-Schmars
2FR215	3:00:00 PM	7:00:00 PM	Dan Morgan's Triumph	17 January 1781, Cherokee County, South Carolina. The dreaded Banastre Tarleton has cornered Dan Morgan's Continental forces at a bend in the Broad River and prepares to strike the final blow against Patriot hopes in the South. This critical battle of the American Revolution is fast playing and easy-to-learn, but includes enough color and detail for the period enthusiast.	American Revolutionary War	Wilderness Wars	15mm	6	Olson
2FR216	3:00:00 PM	7:00:00 PM	Battle of Providien	April 12, 1782. British and French fleets fight for dominance of the Bay of Bengal. Will Admiral Hughes or Admiral Suffren win?	American Revolution	Fire as She Goes		8	Nelson

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR217	3:00:00 PM	7:00:00 PM	Lost in the Snow, Hungary 1945	Chaos hits the Hungarian Plain as German and Russian battle groups get disorganized by a midnight blizzard that suddenly appears, and then, just as suddenly, lifts. 1945 Eastern Front, tank-heavy scenario using 12mm miniatures. Fast playing, easy and fun Kameraden rules in a beer and pretzels bashfest.	World War 2	Kameraden	12mm	8	Guido
2FR218	4:00:00 PM	8:00:00 PM	Team Test of Honor	3 vs. 3 Samurai and retinue vs. Oni Ogres with supporting troops.	Feudal Fantasy	Test of Honor	28mm	6	Plosch
2FR219	4:00:00 PM	8:00:00 PM	Fort Desespere	Can you help 33 desperate Legionnaires hold out against an overwhelming Arab force from the safety of Fort Desespere? Will you be part of the Arab force that crushes these infidels and drives them from your homeland? This is a bloody fight to the death (with a little humor thrown in) for Fort Desespere (Fort Hopeless).	Colonial	Home Rules	28mm	8	Harness
2FR220	4:00:00 PM	8:00:00 PM	'E Wasn't Very Fuzzy, Was He?	In the Sudan in 1885 the Anglo-Egyptian desert column is on its way to rescue Chuck Heston at Khartoum. A large Dervish army has other ideas. Can Martini-Henry's, rockets, machine guns and lancers defeat the army of the Mahdi?	Colonial	Home	1/72	8	Kershner
2FR221	2:00:00 PM	4:30:00 PM	Bolt Action Tournament - Round 2	WELCOME to a very intense but fun packed three round (2.5 hour each) tournament! We will start on Friday April 27th with registration at 0930 and round one starting at 1000 and end at 1230. We will break for lunch and be back ready to go at 1400. This round will end at 1630 and the final round will go from 1700 to 1930. This tournament has been designed to test your Generalship in an intense three round struggle to achieve what few leaders can, a spot in the Nationals. We know you are all great leaders in your own right but there can only be one victor! The overall winner will receive a Golden Dog Tag which entitles them to free admission to Adepticon 2019 and qualifies them for entry into the Bolt Action Nationals to be held there. The winner is still responsible for tournament entry fees for the event (required by Adepticon to facilitate event tracking). In addition to this overall winner there will be awards for top Axis and Allied Generals, Sportsman and Players Choice Army.	World War 2	Bolt Action 2e	28mm	20	Russell

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR225	2:00:00 PM	7:00:00 PM	Battle of Kolin: June 18, 1757 - Frederick's First Defeat	Frederick the Great attacks superior Austrian forces under Field Marshall Daun sent to relieve the siege of Prague	Seven Years War	Carnage & Glory (computer-based rules)	28mm	8	Harding
2FR226	2:00:00 PM	6:00:00 PM	A Present for von Richtofen - 100 Year Anniversary	One hundred years ago. It is April 21, 1918. The great Red Baron is off flying what will turn out to be his last mission. You choose: are you a boisterous Brit pilot, aiming to shoot down planes from the Flying Circus or are you one of the tough German pilots, hand-picked for this important mission? Special victory conditions for both sides!	World War One - Air	Fires in the Sky	1/285	12	Aguilu
2FR228	1:00:00 PM	3:00:00 PM	Dust 1947: Mechs vs. Monsters	Will you fight the blutkreuz apes and hordes of zombies? Can you stop the Cthulhu mythos and their cultists before it's too late? Thankfully, alien technology has changed the face of war. Mighty walking tanks and devastating new weapons will hopefully turn any tide. You'll decide! Dust 1947 grid play, everything is provided. Four different armies and four monster groups to play as or against. Rules taught, new players welcome!	Weird WW2	Dust 1947	28mm	8	Rakow
2FR229	12:00:00 PM	5:00:00 PM	Struggle for Consthum Village	Elements of the 39 VlkGren Rgt are pressing against the thin lines of the 3/110th US. The Germans are trying to force their way through the American defenses to allow the 2 PzDiv armor following up the infantry to drive to Bastogne. They are several hours behind schedule...	World War 2	Chain of Command	28mm	6	Harms
2FR230	2:00:00 PM	5:00:00 PM	Further Adventures on the Half-Continent	Skirmish action using rules that are combination of Dragon Rampant and Pikeman's Lament. Players will control 4-5 units. Scenario inspired by the Monster Blood Tattoo trilogy.	Fantasy	Dragon's Lament (hybrid)	25mm	6	Vizek
2FR231	1:00:00 PM	5:00:00 PM	Battle of Midway	The Battle of the Coral Sea was the first aircraft carrier-on-carrier battle in history. It set the stage for the most famous aircraft carrier battle in history, the Battle of Midway. Midway Atoll was a small Pacific island marking the midway point across the Pacific. Strategically important as an aircraft base in the center of the Pacific, it was to become a target of the Imperial Japanese Navy in June 1942. Presented as a double-blind game where players command the US or Japanese forces.	World War 2	Axis and Allies (modified)		8	Cain

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR232	12:00:00 PM	2:00:00 PM	Misteries in Misdeed's Peril Harbor: The Guilty Party Part 2	Middle Kingdom 1521. Sailors unlike any seen before have come from a distant land to trade and worse. It seems the rumors are true now because they have stolen your children. Is your wealth and influence enough to track down the malefactors before they start eating them? One thing is certain, you will need a crack team. Misteries in Misdeeds is the game of swashbuckling and strategy against the worst villains of history on an immersive game table. If you play in multiple Peril Harbor chapters, you can advance your character. Savage Worlds rules taught.	Ming Dynasty	Savage Worlds	28mm	6	MacDonald
2FR233	2:00:00 PM	4:00:00 PM	Misteries in Misdeed's Peril Harbor: The Guilty Party Part 3	Middle Kingdom 1521. Sailors unlike any seen before have come from a distant land to trade and worse. It seems the rumors are true now because they have stolen your children. Is your wealth and influence enough to track down the malefactors before they start eating them? One thing is certain, you will need a crack team. Misteries in Misdeeds is the game of swashbuckling and strategy against the worst villains of history on an immersive game table. If you play in multiple Peril Harbor chapters, you can advance your character. Savage Worlds rules taught.	Ming Dynasty	Savage Worlds	28mm	6	MacDonald
2FR301	5:00:00 PM	9:00:00 PM	Close Action - Golden Chance	In 1781, British and French squadrons meet off the Indian Coromandel Coast in a sea control action as the French try to stop the British from supporting the East India Company Army trapped at Cuddalore. Only 11 ships total to decide the issue.	Age of Sail	Close Action	1/1200	9	Reynolds
2FR302	5:00:00 PM	12:00:00 AM	Battle of Aboukir Bay	The battle was fought on Aug 1, 1798 between the British and French fleets in Aboukir Bay, near Alexandria. The French Revolutionary general Napoleon Bonaparte in 1798 made plans for an invasion of Egypt in order to constrict Britain's trade routes and threaten its possession of India. The British government heard that a large French naval expedition was to sail from a French Mediterranean port under command of Napoleon. British admiral Horatio Nelson is sent to track down and intercept and destroy said fleet.	French Revolution	Post Captain	1/1000	11	Runge

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR303	5:00:00 PM	8:00:00 PM	Star Wars X-Wing: Death Star Trench Run	The famous 1977 film moment returns, but will the Rebels be able to destroy the dreaded Death Star weapon? The Emperor has sent his apprentice, Lord Vader, to defend the base against the Rebel attack. Luke Skywalker joins as Red 5, with friends and allies. Parent/Child friendly and open to new players, using Fantasy Flight's Star Wars X-Wing rules with Dagobag Dave's Death Star Trench Run ruleset.	Science Fiction	Fantasy Flight X-Wing	1:150	4	Schapals
2FR304	6:00:00 PM	10:00:00 PM	Thanh Hoa Bridge Strike - North Vietnam 1965	Date: November 13, 1965. Location: Dragon's Jaw Bridge at Thanh Hoa, Route Package 4, North Vietnam. History: The Thanh Hoa Bridge, spanning the Song Ma River, is situated 3 miles northeast of Thanh Hoa, the capital of Thanh Hoa province in Vietnam. The Vietnamese gave it the nickname Ham Rong (Dragon's Jaw). In 1965 it was the objective of many attacks by the US Air Force and US Nav aircraft which would fail to destroy the bridge until 1972. This game is one attempt.	Vietnam	Check Your Six Jet Age	1/285	7	Konczal
2FR305	6:00:00 PM	10:00:00 PM	Pain in the Lower Lombard	The dwarves and orcs continue their bitter struggle. Fun, fast-paced rules. Junior commanders with adult subalterns.	Fantasy	Chaos Wars	25mm	8	Smethurst
2FR306	6:00:00 PM	10:00:00 PM	Battle of Antietam	'Bloody Lane' and the West Woods at Antietam, ingrained in Civil War history. Come re-live this grand historical battle.	American Civil War	Johnny Reb III	15mm	8	Wedding
2FR307	6:00:00 PM	11:00:00 PM	The Way the West was Run	Welcome to Perdition, friendliest town west of the Pecos. Now in some locales it's hard to tell the Good Guys from the Bad Guys. No such problem here, pardner. In this game, you get to play both sides of the law - at the same time. Shoot outlaws while robbing banks, save distressed damsels while abusing the gentry, collect protection money while hunting bounties - in this game you earn points by doing both. Our Wild West town features more than three dozen buildings, each complete with its own interior	Wild West	Fistfull of Lead Reloaded	28mm	9	Wimbiscus

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR308	6:00:00 PM	11:00:00 PM	The Red Jewel in the Crown: Victorian Adventures on Mars	The red planet. Once an unknown crimson dot in the sky, now the frontier of Victorian expansion and adventure. Join us in our mission to civilize the savage Barsoomians and make Mars a fit place for men and women. It won't be easy! Untold riches and new discoveries await the intrepid. The game features figures commissioned by the Edgar Rice Burroughs estate. Don't miss this 'first time in Chicago' event!	Victorian Fantasy	Homegrown ('Dukegrown')	25/28mm	16	Seifried
2FR309	6:00:00 PM	11:00:00 PM	Battle of Rafa North - 1967 Arab-Israeli War	Come join the IDF or the Egyptian Army for the key battle of Rafa. This battle pits the Israeli 84th Armored Division (Ugda Tal) against the Egyptian 7th Infantry Division. Centurions and Magachs duke it out with T-34/85s and IS-3s; Israeli Mechanized infantry and paratroopers against entrenched Egyptian infantry. Egyptians have a slim hope for reinforcements, will the T-55s get there in time?	Modern	Flames of War v4	15mm	6	Majewski
2FR310	7:00:00 PM	11:00:00 PM	Smokin' Some Cubans	The Angolans and Cubans are retreating, repulsed at the Lomba River by the South African army and UNITA guerrillas. The South Africans and Jonas Savimbi's UNITA are in pursuit, keeping up the pressure and hoping to capture abandoned vehicles and equipment. They close in on an Angolan village, where their enemies have decided to fight a rearguard action.	Modern	Wars of Insurgency	20mm	6	Demana
2FR311	7:00:00 PM	11:00:00 PM	Battle of Britain 1940	The Luftwaffe have their sites set on destroying Britain's RAF as part of Germany's invasion plans. Only the squadrons of Hurricanes and Spitfires stand in their way. Victory will be determined by the amount of damage points inflicted by the Luftwaffe on radar, AA positions or downed fighters. 1/100 scale aircraft and a very large playing area!	World War 2	Legends in the Sky	1/100	6	Peterson
2FR312	7:00:00 PM	10:00:00 PM	Convoy Action on Lake Erie	A merchant ship with supplies for Commodore Perry is enroute to him. A force of British gunboats are attempting to intercept and destroy it.	War of 1812	Sea Eagles	15mm	8	Hardin
2FR313	7:00:00 PM	10:00:00 PM	Frontier Skirmish in Early America	Experience early frontier warfare in America, from Jamestown through the Pequot War. Four interconnected scenarios pit players head-to-head, as each attempts to achieve his objective and contribute to his side's overall victory. Fast-paced skirmish action.	Black Powder	Song of Drums and Tomahawks	28mm	8	Finn

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR314	7:00:00 PM	10:00:00 PM	On the Run - Part 2	Your force has gone firm in a semi-secure compound. Communications have not improved. The decision is made to head for a taller building in the hopes you can call for a QRF extraction. The team has its sites set on a 3 story building. You must make it to this building by the end of the game where you can secure the building and call for a QRF. This is Part 2 of a 2 part scenario and the Special Forces start the game with whatever is left from Part 1. Come try the new Rules for Covert Intervention's Defcon Zero soon to be released rules.	Modern	Defcon Zero (beta)	20mm	4	Rysemus
2FR315	7:00:00 PM	11:00:00 PM	Battle of Edgehill	On Oct 12, 1642, King Charles left Shrewsbury with his army for a march to London. The Earl of Essex, representing the forces of Parliament, left Worcester in pursuit on Oct 19 to prevent King Charles' advance. They met at Edgehill Ridge on Oct 23, 1642.	English Civil War	Fistfull of Miniatures (modified)		6	Dayton
2FR316	7:00:00 PM	11:00:00 PM	To the Shores of Tripoli (Battle of Derne 1805)	A small band of brave Americans spearhead an indigenous army with offshore naval gunfire to effect regime change in a far away land and protect American interests. Now called America's First War on Terror, the First Barbary War culminated in the Battle of Derne which saw the first planting of the Stars & Stripes in an act of aggression on foreign soil. The event gave the US Marine Corps the second line in its hymn and the Mameluke sword now proudly carried by its officers. foreign soil.	Barbary Wars	Modified Sword and Flame	28mm	7	Wiser
2FR317	7:00:00 PM	11:00:00 PM	REINTARNATION!	Dang it, Tex I told you we should have stayed on the trail. Weird Wild West jamboree, with all kinds of unholy deviltry in one of them thar canyons. Six guns and silver bullets, hellacious beasts and things that ought to be dead, but ain't. - Sponsored by Badger Games	Wild West (Fantasy)	Astounding Tales	28mm	12	Whitehouse
2FR318	7:00:00 PM	11:00:00 PM	Dead by Dawn	Use one of our 28mm survivors or bring your own to raid the mall for much-needed supplies. Keep the zombies close, but keep your 'friends' closer.	Post-Apocalypse/Zombie	Maul of America	28mm	16	Sampin

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR319	6:00:00 PM	11:00:00 PM	Fulda Gap, Germany 1938	As the morning fogs slowly burns off, in central Germany, the sounds of thousands of vehicles can be heard. Sporadic gun fire rings out from time to time, accompanied by fireballs somewhere in the mist. Advancing overnight from their staging areas, the Warsaw Pact forces have crossed the border, in force. Many of us remember the real threat, we lived with on a daily basis, in the 70's and 80's. The nightmare of a Soviet surprise attack, is happening. WP and Nato doctrine will clash on the battlefield, and leave only one victor. But this is not 1988, back the technology 50 years, to 1938. Can the American Combat Cars, stop the Soviet BT 5's? Which new prototype weapons can swing the balance?	World War 2	Jagdpanzer 2e	15mm	12	Cabai
2FR320	7:00:00 PM	11:00:00 PM	The Emperor's Last Victory - the Battle of Ligny 1815	The Battle of Ligny was Napoleon's last victory. 60,000 French took on 80,000 Prussians and defeated them. Last year I offered this game at 1" = 100yds scale. The problem was that all the action on the large board took place in 24" of the table. This year the scale is 1" = 50yds and the battlefield is primarily the four towns of Ligny, St Amand, La Haye, and Wagnelee spread across eight feet along Ligny Brook. The Prussian Left flank will not be considered in this game. The Victory Is Ours! is a new approach to Epic Grand Tactical Napoleonic gaming.	Napoleonic	Fratt- The Victory is Ours	6mm	10	Fratt
2FR321	5:00:00 PM	7:30:00 PM	Bolt Action Tournament - Round 3	WELCOME to a very intense but fun packed three round (2.5 hour each) tournament! We will start on Friday April 27th with registration at 0930 and round one starting at 1000 and end at 1230. We will break for lunch and be back ready to go at 1400. This round will end at 1630 and the final round will go from 1700 to 1930. This tournament has been designed to test your Generalship in an intense three round struggle to achieve what few leaders can, a spot in the Nationals. We know you are all great leaders in your own right but there can only be one victor! The overall winner will receive a Golden Dog Tag which entitles them to free admission to Adepticon 2019 and qualifies them for entry into the Bolt Action Nationals to be held there. The winner is still responsible for tournament entry fees for the event (required by Adepticon to facilitate event tracking). In addition to this overall winner there will be awards for top Axis and Allied Generals, Sportsman and Players Choice Army.	World War 2	Bolt Action 2e	28mm	20	Russell

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR322	7:00:00 PM	9:00:00 PM	A Time of Storms	Rach forces have forsaken the truce and have launched a series of attacks all along the Terran/Rach border. On the defensive, the Terran's of Vega IV prepare to counter-strike the enemy all across the front! Measuring thirty-feet long, our Vega IV game board features three combat zones built around the planet's capital city of Eden, the nearby planetary starport/space elevator, and the planet's main military facility, Ft Joseph Smith. Players will be allowed to join the event at every two-hour interval or continue on as the game progresses. Players will generate "points" based on their exploits, so the more you play, the greater the reward! Prizes will be awarded to the top five finishers on Sunday and every player will receive a participation award (one per player).	Science Fiction	CAV: Strike Ops	10mm	24	Talon Games
2FR323	7:00:00 PM	11:00:00 PM	A Present for von Richtofen - 100 Year Anniversary	One hundred years ago. It is April 21, 1918. The great Red Baron is off flying what will turn out to be his last mission. You choose: are you a boisterous Brit pilot, aiming to shoot down planes from the Flying Circus or are you one of the tough German pilots, hand-picked for this important mission? Special victory conditions for both sides!	World War One - Air	Fires in the Sky	1/285	12	Aguilu
2FR324	6:00:00 PM	11:00:00 PM	Operation Barbarossa	Axis invasion of Russia, June 1941. Played with GHQ microarmor, Command Decision infantry and Tumbling Dice Vapor Trails aircraft on a 5' x 8' board. German, Finnish, Romanian and Italian forces are represented. Axis have the quality while Russia has the quantity. Axis must take a sufficient number of industrial areas by the end of December to win.	World War 2	Operation Barbarossa	Various	8	Bulawa
2FR325	6:00:00 PM	12:00:00 AM	Race for the Meuse - Hamoir	Alternate History Scenario - What if Kampfgruppe Pieper hadn't been stopped at the blown bridge in Neufmoulin? After the capture of Werbomont, Pieper halts to resupply and allow stragglers to catch up. His next orders are to advance along Rollbahn D to the Ourthe River bridge at Hamoir and capture the vital crossing before it's blown. Can Pieper advance and take the bridge before the explosives and Allied reinforcements arrive? Or will it be the end of Operation Wacht Am Rhein?	World War 2	Rapid Fire	20mm	8	Henn
2FR326	7:00:00 PM	10:00:00 PM	Gladiator	The jeering of the mob! The clash of steel! The scent of blood! It's Gladiator - Rome's gruesome drama! Avalon Hill's classic hand-to-hand combat game in 25mm miniatures format. Rules slightly modified.	Ancient	Avalon Hill's Gladiator (modified)	25mm	6	Lee

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
2FR327	7:00:00 PM	12:00:00 AM	Struggle for Consthum Village	Elements of the 39 Vlksgren Rgt are pressing against the thin lines of the 3/110th US. The Germans are trying to force their way through the American defenses to allow the 2 PzDiv armor following up the infantry to drive to Bastogne. They are several hours behind schedule...	World War 2	Chain of Command	28mm	6	Harms
2FR328	7:00:00 PM	11:00:00 PM	Eutaw Springs	Refight the brutal Battle of Eutaw Springs, the final battle of the American Revolution's Southern Campaign, using the Complete Brigadier rules.	American Revolution	The Complete Brigadier	20mm	4	Hupp
2FR329	6:00:00 PM	10:00:00 PM	Triumph! Fast Play Ancients Game	Take on the role of Caesar, the Great Khan or Pharoah of Egypt and lead your forces against your brutal enemies as you battle your way across four different matchups from Biblical, Classical, Dark Ages and Medieval times. This is a walk-up game - just wait for an opening. This is an introduction to the fast-play rules TRIUMPH! For ancients and medievals. Play one game or a dozen! TRIUMPH! Tutors are on hand to teach and answer questions. Rules are easy to learn. Armies provided.	Ancients thru Medieval	Triumph!	15mm	6	Cain
2FR330	6:00:00 PM	10:00:00 PM	Battle for Gondor	The lead elements of Gondor and Rohan clash with the army of Mordor along the frontiers of the west. Can the armies of men hold out or will the hordes of orcs win the day? This beautiful 15mm game is being sponsored by Battle Valor Games. Each player will receive a special gift courtesy of BVG.	Fantasy	Cold Steel & Catapults	15mm	6	Decker
3SA101	9:00:00 AM	12:00:00 PM	Aliens in Siberia!	Unidentified objects have penetrated our airspace and the forces of the motherland have been mobilized. Creatures from the Japanese Home Islands have also been spotted on an intercept course, and these men from the Kremlin know something about them. We'll be using Monster Island rules for an alien versus the Earth rumble in far-off Siberia. Kids encouraged to play, adults also, the rules will be taught. Godzilla monsters, UFOs and microarmor are all in play.	Science Fiction	Monster Island	1/300	6	Beck

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA102	9:00:00 AM	12:00:00 PM	The Disaster at Gladden Fields and the Death of Isildur TA 2	After the Last Alliance defeated Sauron to end the Second Age of Middle Earth, Isildur, now King of Arnor & Gondor, longed to return to Arnor and reunite his family. Isildur rushed north with only his three sons, his personal guard and 200 soldiers total. At the Gladden Fields, a host of Orcs ambushed the King. Can the King and his sons fend off the hordes of Orcs and escape?	Fantasy	Home Rules	28mm	8	Schapals
3SA103	9:00:00 AM	1:00:00 PM	Axis & Allies Global - Session 1	Germany needs just a little more space! Italy wants the Roman Empire restored! Japan wants it Sphere of Co-Prosperity to cover the Pacific! The Tri-Parte is ready to strike! Can the Allies hold out until the arsenal of democracy is ready? Pick your side! Game runs continuously from session to session until victory conditions are met. All materials provided. Play 1 or all sessions!	WW2	Axis & Allies	N/A	5	Roby
3SA104	9:00:00 AM	1:00:00 PM	To the Shores of Tripoli (Battle of Derne 1805)	A small band of brave Americans spearhead an indigenous army with offshore naval gunfire to effect regime change in a far away land and protect American interests. Now called America's First War on Terror, the First Barbary War culminated in the Battle of Derne which saw the first planting of the Stars & Stripes in an act of aggression on foreign soil. The event gave the US Marine Corps the second line in its hymn and the Mameluke sword now proudly carried by its officers.foreign soil.	Barbary Wars	Modified Sword and Flame	28mm	7	Wiser
3SA105	9:00:00 AM	12:00:00 PM	Ambush - Part 1	Special Forces are providing escort for a CIA officer to meet with a local warlord. As the group pulls up to the warlord's compound and exits their vehicles, three command-detonated IEDs blow up their vehicles! With no help from the warlord or his men, and with radio contact non-existent in this area, you must move on foot to a secure location. This is Part 1 of a 2-part scenario. Can you assault out of the ambush and get to the secure location? Can you call for a QRF? Come try the new Rules for Covert Intervention's Defcon Zero (soon to be released).	Modern	Defcon Zero (beta)	20mm	4	Rysemus

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA106	9:00:00 AM	1:00:00 PM	Boxer Rebellion: Aresenal at Ma Peng 1900	Allied forces have seized the Taku forts and are driving to relieve the legations at Peiking. The arsenal at Ma Peng is suspected to contain a strong Boxer garrison and sits astride the routes to the capital. It cannot be bypassed, and must be reduced. Allied forces compete to gain th glory of routing the Boxer forces - though the Chinese patriots may have something to say about it as well!	Boxer Rebellion	Field of Battle 2	15mm	8	Mikucki
3SA107	9:00:00 AM	1:00:00 PM	Guadalajara is Not Abyssinia	9 March 1937 Brihuega, Spain. The armored might of Mussolini's CTV collides with the Spanish Republican Army. Can the International Brigades stem the Fascist onslaught or will Franco realize his dream of encircling Madrid? This fast playing, easy-to-learn game is a great introduction to wargming, but grizzled grognards will enjoy the color and historical detail.	Spanish Civil War	AK-47 Republic	15mm	6	Olson
3SA108	9:00:00 AM	12:00:00 PM	Not Your Grandfather's Waterloo	One of history's most famous battles played in three hours or less. Will the Prussians arrive early or late? Will Grouchy arrive in time to tipe the scale in favor of the French? Can the allies hold out for ten turns? All paper figures. George Knapp's home rules.	Napoleonic	Home Rules	25mm	4	Knapp
3SA109	9:00:00 AM	12:00:00 PM	ShellShock Pocket Armies: Future	Wargaming can be complicated and expensive. WarPaint is trying to change that for the next generation. The mini's in this game ARE the record sheet and firing template. A 30 unit on 30 unit game can be faught in a few hours. You need little more than rulers and dice to play. Easy for novices, challenging for experienced players. Rules will be taught.	Science Fiction	Shellshock Pocket Armies	6mm	8	Domingo
3SA110	9:00:00 AM	12:00:00 PM	Death Ride	As you reach for the cocking handle of your fixed forward firing twin Vickers guns, the weapon sparkles with hard MG hits and flies off your roadster into the Outback dust. You fling your Roadster into a Bootlegger's Turn, 180 degree0s. Pressing your firing button on the remaining Vickers flings .303 rounds into the furious truck behind you, turning the barrel red...Join the Death Race in the dystopian 1930's Queensland in a race around the four corners in the Mad Maximillian 1934 Pulp-Action Road Rage rules. Vehicles are armed with MG's, flamers, anti tank rifles, harpoons, and small arms. Lose your vehicle and you're out. Cross the finish line...and you have survived!	1934	Maximillian	28mm	10	Zalanka

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA111	9:00:00 AM		Deadwood Apocalypse	HBO's "Deadwood" was arguably one of the best television Westerns ever produced ... the most profane if nothing else. Unfortunately when the series abruptly ended after 3 seasons, its finale was anti-climactic at best. So here's a chance to settle old scores once and for all, as a loose alliance of Deadwood factions declare open war on the outside forces threatening to crush their town. Al Swearingen's crew takes on George Hearst's regulators, Seth Bullock and his pals face off against the Yankton cartel, Mr. Wu and the Chinese battle the Tongs for control of the opium trade and more. You don't need to know nothing about the show about to play, this is a gunfight pure and simple, set amid an Old West town of more than three dozen buildings. Time to slap leather and let the lead fly! For photos, check out "Perdition" on The Miniatures Page under The Old West Message Board.	Wild West	Fistfull of Lead Reloaded	28mm	8	Wimbiscus
3SA112	9:00:00 AM	1:00:00 PM	The Battle of the Pelennor Fields	Can the siege of Gondor be broken? Our game starts with 250 40mm Rohirrim cavalry charging the Orc position attempting to break the siege lines. Can the Lord of the Nazgul prevail? Will Aragorn arrive to save the day? This rendition of the battle leans heavily on the books with just a dash from the movie.	Fantasy	Medieval Tactical	40mm	16	Petri
3SA113	9:00:00 AM	11:00:00 AM	A Pirate's Life For Me	SHIVER ME TIMBERS! AVAST, ME HEARTY'S! Do you dare to take on the challenge of leading a band of pirates to plunder a wreck full of booty & treasure. A fast paced, easy to learn, easy to play game of sailing ships and high adventure! A continuous feed game, so as players are eliminated, they will return with a new ship on the map edge should they wish to do so. Onlookers/Players that come in the middle of the session are free to join in starting out at the table edge and playing as long as they choose.1/300 scale Age of Pirates Naval Combat 2-12 players	Age of Sail	Limeys & Slimeys (modified)	1/300	12	Fitzpatrick
3SA114	9:00:00 AM	4:00:00 PM	Battle of Aboukir Bay	The battle was fought on Aug 1, 1798 between the British and French fleets in Aboukir Bay, near Alexandria. The French Revolutionary general Napoleon Bonaparte in 1798 made plans for an invasion of Egypt in order to constrict Britain's trade routes and threaten its possession of India. The British government heard that a large French naval expedition was to sail from a French Mediterranean port under command of Napoleon. British admiral Horatio Nelson is sent to track down and intercept and destroy said fleet.	French Revolution	Post Captain	1/1000	11	Runge

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA115	9:00:00 AM	1:00:00 PM	Dawn of the Gunpowder Age: The Battle of Cerignola	The first battle to be decided by the handgun, Cerignola features an elite French force based on Gend'Armes and Swiss Pike attacking an exposed Spanish position. However, the Spanish Army is commanded by one of the greatest generals in history, Gonzalo Fernandez de Cordoba (El Gran Capitan). The ownership of Naples and the balance of power in Europe hangs in the balance. Come seek Epic Glory and an honorable death. Rules used are a new, unpublished set that focuses on leader actions and the need to maintain control of your troops.	Renaissance	Epic Glory	28mm	8	Bliss
3SA116	9:00:00 AM	1:00:00 PM	Sortie on Arisia Mons: 1889	British Colonial ambitions in the Martian Highlands have been thwarted by a Franco-Martian base high atop Arisia Mons. British airships launch a raid, landing British and Ghurka Commando elements of the British Mars Expeditionary Force to take the base. Can the Franco-Martian force hold out until the French aerial flotilla arrives in relief? Game will be played on two tables and have an aerial and ground component. Warning: die rolling will be computerized to speed game play.	Victorian Science Fiction	Mud & Blood/Space: 1889	8mm/1:200	8	Ryan
3SA117	9:00:00 AM	1:00:00 PM	Haarlem Heights	Congress has ordered the fledgling Continental Army to defend New York City. The Royal forces landed and defeated the army at Brooklyn, and Washington managed to escape onto York Island (Manhattan). The Royal forces leisurely followed the Rebels, seeing a quick end to the rebellion in the destruction of the Continental Army.	American War of Independence (AWI)	Carnage & Glory (computer-moderated)	28mm	6	MacDonald
3SA118	9:00:00 AM	1:00:00 PM	We Are Coming for You	King Philip's War 1675-76. Game the fascinating and very balanced struggle between the Pilgrim/Puritan colonists and an alliance of Indian tribes. This is a big skirmish game of a fictional but typical raid on a colonial settlement.	Late Renaissance/Colonial	Pikeman's Lament	18mm	5	Huskey
3SA119	9:00:00 AM	10:00:00 AM	The Sword and the Bot	Will your bots take the unobtainium or will someone else? You decide.	Science Fiction	Home	28mm	4	Kincaid
3SA120	9:00:00 AM	1:00:00 PM	The Ground Will Bleed Red	British and French forces will oppose each other while their flanks depend on their skirmish forces. Who will prevail on this day when the ground will bleed red with both sides' blood?	French and Indian War	Drums Along the Mohawk (modified)	28mm	8	Heiden

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA121	9:00:00 AM	10:00:00 PM	Paint and Take	Show your skills or get some pointers! Paints and figures provided. Open to all ages and skill levels.					Wellner
3SA122	9:00:00 AM	1:00:00 PM	Battle of Britain - Round 1	Come play Plastic Soldier Company's reissue of the classic Battle of Britain game by Richard Borg with fully painted miniatures on an oversized map of Great Britain and the French Coast. Will the Luftwaffe pummel Great Britain into submission, or will the plucky Brits hold out? A blast of game that is easy to learn and fun to play. This is a battle during the dawn of the age of Radar and its impact on air combat.	World War 2	Battle of Britain	1/300	4	Gerritsen
3SA123	9:30:00 AM	1:30:00 PM	Serafimovich	Serafimovich, Russia, July 31, 1942. Meeting Engagement. German/Italian v. Russian. In the opening days of Germany's drive to the Don, the Axis was once again in the driver's seat for its push toward final victory after a brutal winter. However, coordinating Italian and German efforts proved to be a monumental task, as demonstrated by the attack of the Italian Celere Division, supported by the German 387th Infantry Regiment.	World War 2	Panzer/Combined Arms	1/285	8	Deckys
3SA124	9:30:00 AM	12:30:00 PM	1812, Invasion of Canada	This is similar to the big hit from two years ago...1775! Five players vie for control of the Canadian border in 1812. The 2 player Americans take on the team of Canadians, Brits and Indians. Easy to learn and play with lots of decisions!	War of 1812	Academy Games	6mm	5	Lewis
3SA125	10:00:00 AM	2:00:00 PM	Battle of Providien	April 12, 1782. British and French fleets fight for dominance of the Bay of Bengal. Will Admiral Hughes or Admiral Suffren win?	American Revolution	Fire as She Goes		8	Nelson
3SA126	10:00:00 AM	1:30:00 PM	28mm L'Art de Guerre Tournament - Round 1	L'Art de Guerre Ancients Tournament. 3 games during the day. 200 points. Any Army in the rulebook is allowed. 20 players maximum.	Ancients	L'Art de Guerre	28mm	20	Roberts
3SA127	10:00:00 AM	2:00:00 PM	Fire in the Sudan	During the 1880's Sudan campaign, the British go on a punitive to destroy a Dervish village. Can the Dervish stop them?	Colonial Sudan	The Men Who Would Be Kings	15mm	6	Hansen

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA128	10:00:00 AM	2:00:00 PM	Smokin' Some Cubans	The Angolans and Cubans are retreating, repulsed at the Lomba River by the South African army and UNITA guerrillas. The South Africans and Jonas Savimbi's UNITA are in pursuit, keeping up the pressure and hoping to capture abandoned vehicles and equipment. They close in on an Angolan village, where their enemies have decided to fight a rearguard action.	Modern	Wars of Insurgency	20mm	6	Demana
3SA129	10:00:00 AM	2:00:00 PM	The Battle of Molwitz - April 10 1741	It's the War of the Austrian Succession and this is Frederick's first battle, setting him on the road to his 'Great' title. Come try out this new expansion for 'For King or Empress' for the War of Austrian Succession.	Horse & Musket	For King or Empress	10mm	9	Verdoliva
3SA130	10:00:00 AM	1:00:00 PM	Frontier Skirmish in Early America	Experience early frontier warfare in America, from Jamestown through the Pequot War. Four interconnected scenarios pit players head-to-head, as each attempts to achieve his objective and contribute to his side's overall victory. Fast-paced skirmish action.	Black Powder	Song of Drums and Tomahawks	28mm	8	Finn
3SA131	10:00:00 AM	1:00:00 PM	Multiplayer SAGA 2 for the Beginner	The year is 893 AD and the Vikings are on the run. The Anglo-Saxons are chasing them, and pushing them out of Mercia into Wessex. The Vikings are gathering in the fortified town of Buttington. In the mad dash for safety, two warbands of Anglo-Saxons have caught up with two separate groups of Vikings, spilling blood in the countryside. Join us for 'A Feast for Crows.' Instruction, armies and dice provided. Sponsored by the Liberty Hobby Center.	Dark Ages	SAGA 2	28mm	4	Thelen
3SA132	10:00:00 AM	2:00:00 PM	Team Test of Honor	3 vs. 3 Samurai and retinue vs. Oni Ogres with supporting troops.	Feudal Fantasy	Test of Honor	28mm	6	Plosch
3SA133	10:00:00 AM	1:00:00 PM	The Battle of the Ford over Troubled Waters	The Bestials hold Castle Ost. The Civilized Races hold Giant's Keep. Between them is the Whiterun River and a strategic ruins of the old Fordhold. Who will take Fordhold? Will either side drive the other from their stronghold? Is that a dragon at the ruins?! This will be an ongoing game throughout the day, with scenarios based on the previous session's results! Take one of two sides and fight to the finish in this fun set of old school miniatures rules and lots of old Ral Partha figures on the table!	Fantasy	Ral Partha Chaos Wars v2	25/28mm	6	Shorten
3SA134	10:30:00 AM	11:30:00 AM	The Sword and the Bot	Will your bots take the unobtainium or will someone else? You decide.	Science Fiction	Home	28mm	4	Kincaid

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA136	9:00:00 AM	2:00:00 PM	Operation Barbarossa	Axis invasion of Russia, June 1941. Played with GHQ microarmor, Command Decision infantry and Tumbling Dice Vapor Trails aircraft on a 5' x 8' board. German, Finnish, Romanian and Italian forces are represented. Axis have the quality while Russia has the quantity. Axis must take a sufficient number of industrial areas by the end of December to win.	World War 2	Operation Barbarossa	Various	8	Bulawa
3SA137	9:00:00 AM	1:00:00 PM	Team Yankee - The First Battle	August 1, the Mid-1980s - Unconfirmed reports from NATO HQ state that NATO nations have been ordered to mobilize. War is in the air! Captain Sean Bannon, commander of Team Yankee, has his forces deployed in the Thuringer Wald near the Saale River in West Germany. It seems unlikely that his small team can slow down the Soviet onslaught, but that is what his orders say. Can he successfully defend his small piece of territory or will this be the dawn of a new age of Soviet dominance over all of Europe?	Cold War Era	Team Yankee	15mm	8	Henn
3SA138	10:00:00 AM	1:00:00 PM	Jurassic Park: The Adventure Game	In this departure from historical gaming, Terry Cabak presents a cinematic island adventure game using miniatures, and challenges players to solve missions determined by Event Cards. Find, capture and return animals to where they belong, rescue pesky tourists who can't follow park guidelines and maintain control! 25mm scale figures, vehicles and terrain complement this fascinating 'what-if-the-park-actually-existed' idea. 3D enhancements, at-the-table technology and on-the-spot photo badges for each player.	Modern	Lost Worlds Found	25mm	6	Cabak
3SA139	9:00:00 AM	11:00:00 PM	Dust 1947: Mechs vs. Monsters	Will you fight the blutkreuz apes and hordes of zombies? Can you stop the Cthulhu mythos and their cultists before it's too late? Thankfully, alien technology has changed the face of war. Mighty walking tanks and devastating new weapons will hopefully turn any tide. You'll decide! Dust 1947 grid play, everything is provided. Four different armies and four monster groups to play as or against. Rules taught, new players welcome!	Weird WW2	Dust 1947	28mm	8	Rakow
3SA140	10:00:00 AM	3:00:00 PM	Struggle for Consthum Village	Elements of the 39 VlkGren Rgt are pressing against the thin lines of the 3/110th US. The Germans are trying to force their way through the American defenses to allow the 2 PzDiv armor following up the infantry to drive to Bastogne. They are several hours behind schedule...	World War 2	Chain of Command	28mm	6	Harms

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA141	9:00:00 AM	4:00:00 PM	A New Game of Thrones	A six-player game using a home grown set of rules and hand-painted miniatures on a 2.5 x 3.5 foot board. Roll for treachery to see if a leader is removed, or if the Wilding/White Walkers attack Castle Black; or if the Mother of Dragons and her army of slaves and dragons come to Westeros to claim her throne. Which house will declare for her and add their armies to hers? Troops include men-at-arms, knights, archers, crossbowmen, bolt/stone throwers and ships. Build siege towers to take castles/strongholds to gain valuable resource points. Make or break house alliances.	Fantasy	Home grown	10-15mm	6	Postema
3SA142	9:00:00 AM	12:00:00 PM	Guadalcanal - Slopes of Mt. Austen (Parent-Child Friendly)	In the first of what was to be the pattern of US assaults against Japanese positions in the Pacific, the US Army are tasked in early '43 with taking Mt. Austen, the high ground overlooking Henderson Field. Refight the series of attacks over the open hills of 'Gallopig Horse,' the deep canyons and solid jungle at 'Gifu' and the hill formations known as 'Sea Horse' by the 35th Infantry and the 'Wolfhounds' of the 27th Infantry. This is a parent-child game using Memoir 44 and 54mm figures and tanks.	World War 2	Memoir 44	54mm	5	Hupp
3SA143	9:00:00 AM	1:00:00 PM	Battle for Gondor	The lead elements of Gondor and Rohan clash with the army of Mordor along the frontiers of the west. Can the armies of men hold out or will the hordes of orcs win the day? This beautiful 15mm game is being sponsored by Battle Valor Games. Each player will receive a special gift courtesy of BVG.	Fantasy	Cold Steel & Catapults	15mm	6	Decker
3SA201	11:00:00 AM	3:00:00 PM	Texas Rangers	A group of Texas Rangers is pinned in a ravine after being ambushed by the infamous Dirt Gang. Can the Dirt Gang finish off the Rangers while they are disorganized? Or will the Rangers get it together and bring death and destruction to Joe Dirt and his gang?	Old West	Shoot N Skedaddle	28mm	8	Harness
3SA202	11:00:00 AM	6:00:00 PM	Close Action - South of Long Island	July 1780 - British and French squadrons meet south of Long Island as the French escort their army to join in the American War for Independence. A decisive British victory might change the outcome of the revolution!	American Revolution - Sail	Close Action	1/1200	11	Reynolds

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA203	11:00:00 AM	4:00:00 PM	James River Ironclads	Union and Confederate ironclads face off in Trent's Reach on the approaches to Richmond. One ship per player. Can the Union force their way into gunnery range of Richmond? Can the Confederates break past the Union to ravage Union supply lines?	Civil War Naval	Modified Ironclads	1/600	10	Valentine
3SA204	11:45:00 AM	12:45:00 PM	The Sword and the Bot	Will your bots take the unobtainium or will someone else? You decide.	Science Fiction	Home	28mm	4	Kincaid
3SA205	12:00:00 PM	5:00:00 PM	The Red Jewel in the Crown: Victorian Adventures on Mars	The red planet. Once an unknown crimson dot in the sky, now the frontier of Victorian expansion and adventure. Join us in our mission to civilize the savage Barsoomians and make Mars a fit place for men and women. It won't be easy! Untold riches and new discoveries await the intrepid. The game features figures commissioned by the Edgar Rice Burroughs estate. Don't miss this 'first time in Chicago' event!	Victorian Fantasy	Homegrown ('Dukegrown')	25/28mm	16	Seifried
3SA206	12:00:00 PM	4:00:00 PM	Guadalcanal: Scratch Force	October 14, 1942. The seaplane tender IJN Nisshin is leading another convoy through the Slot to reinforce Japanese forces on Guadalcanal. The Cactus Air Force has scrambled together a scratch force of attack aircraft to attempt to stop the reinforcements from reaching the island. Can you sink the Nisshin? Or guard her long enough for reinforcements to make it to shore? Hosting by Liam Harding & Chris Workman with help from the Chitown Wargamers.	World War 2	Check Your Six!	1/300	8	Harding
3SA207	12:00:00 PM	5:00:00 PM	Wavre, The Last Battle	The Battle of Wavre was the final major military action of the Hundred Days campaign and the Napoleonic Wars. It was fought on 18–19 June 1815 between the Prussian rearguard, consisting of the Prussian III Corps under the command of General Thielmann and three corps of the French army under the command of Marshal Grouchy. A blocking action, this battle kept 33,000 French soldiers from reaching the Battle of Waterloo and in so helping in the defeat of Napoleon at Waterloo. Orders to Eagles is a grand tactical rules set. Each base represents a battalion of infantry, battery of artillery or two squadrons of	Napoleonic	Order to Eagles	6mm	6	Callahan

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA208	1:00:00 PM	4:00:00 PM	On the Run - Part 2	Your force has gone firm in a semi-secure compound. Communications have not improved. The decision is made to head for a taller building in the hopes you can call for a QRF extraction. The team has its sites set on a 3 story building. You must make it to this building by the end of the game where you can secure the building and call for a QRF. This is Part 2 of a 2 part scenario and the Special Forces start the game with whatever is left from Part 1. Come try the new Rules for Covert Intervention's Defcon Zero soon to be released rules.	Modern	Defcon Zero (beta)	20mm	4	Rysemus
3SA209	1:00:00 PM	4:00:00 PM	Star Wars X-Wing: Death Star Trench Run	The famous 1977 film moment returns, but will the Rebels be able to destroy the dreaded Death Star weapon? The Emperor has sent his apprentice, Lord Vader, to defend the base against the Rebel attack. Luke Skywalker joins as Red 5, with friends and allies. Parent/Child friendly and open to new players, using Fantasy Flight's Star Wars X-Wing rules with Dagobag Dave's Death Star Trench Run ruleset.	Science Fiction	Fantasy Flight X-Wing	1:150	4	Schapals
3SA210	1:00:00 PM	5:00:00 PM	Axis & Allies Global - Session 2	Germany needs just a little more space! Italy wants the Roman Empire restored! Japan wants it Sphere of Co-Prosperity to cover the Pacific! The Tri-Parte is ready to strike! Can the Allies hold out until the arsenal of democracy is ready? Pick your side! Game runs continuously from session to session until victory conditions are met. All materials provided. Play 1 or all sessions!	WW2	Axis & Allies	N/A	5	Roby
3SA211	1:00:00 PM	5:00:00 PM	Polish Uprising: Battle of Maciejowice, 10 October 1794	Kosciuszko's Polish patriots make a determined defense to prevent the Russian invaders from approaching Praga/Warsaw. This battle determined the ultimate fate of the uprising in 1794. While Suvorov wasn't present, experienced Russian commanders maneuvered aggressively to dislodge the Poles from their positions.	Polish Uprising 1794	Black Powder	15mm	8	Mikucki
3SA212	1:00:00 PM	4:00:00 PM	Circus Maximus	The swirl of the mob! The tattoo of hooves! The crack of the whip! The whiff of roadapples! It's Circus Maximus - Rome's eternal spectacle. Avalon Hill's classic chariot racing game in 25mm format. Rules slightly modified	Ancient	AH Circus Maximus (modified)	25mm	12	Lee

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA213	1:00:00 PM	4:00:00 PM	Not Your Grandfather's Waterloo	One of history's most famous battles played in three hours or less. Will the Prussians arrive early or late? Will Grouchy arrive in time to tip the scale in favor of the French? Can the allies hold out for ten turns? All paper figures. George Knapp's home rules.	Napoleonic	Home Rules	25mm	4	Knapp
3SA214	1:00:00 PM	5:00:00 PM	Fontenoy 1745: Saxe vs. Cumberland	The Anglo-Hanoverian-Dutch army will try again to break the French and take the town of Fontenoy from de Saxe and Louis XV's massed white coats (with a few blue and red ones). A major action from the linear period.	War of Austrian Succession	Warfare in the Age of Reason, 3rd ed.	1/72	8	Kershner
3SA215	1:30:00 PM	4:30:00 PM	1812, Invasion of Canada	This is similar to the big hit from two years ago...1775! Five players vie for control of the Canadian border in 1812. The 2 player Americans take on the team of Canadians, Brits and Indians. Easy to learn and play with lots of decisions!	War of 1812	Academy Games	6mm	5	Lewis
3SA216	2:00:00 PM	6:00:00 PM	"Hail Mary, Full of Grace": The 82nd Crosses the Waal	September 20, 1944. Operation Market-Garden is teetering on the cusp of failure. The British First Airborne Division continues to hold onto its tenuous perimeter in Arnhem, waiting for XXX Corps to arrive and clear the southern approaches of the main road bridge. Unfortunately, the bridges in Nijmegen are still in German hands. Unless they are taken immediately, the British paras are doomed. General Gavin of the 82nd has conceived of a daring plan; With the Guards Armored in close support, he intends to use assault boats to cross the wide Waal and take both ends of the bridges at the same time. The state is set for one of the bravest attacks of the entire war.	World War 2	Command Decision: Test of Battle	20mm	9	Bliss
3SA217	2:00:00 PM	6:00:00 PM	Tora Tora Tora - the 2nd Wave!	Be either the Squadron Commander Shimazaki leading the second wave against the airfields on Oahu or Lt. George Welch and Kenneth Taylor with their P-40s and accompanying P-36 climbing to try and fend off the attack in this Check Your Six scenario.	World War 2	Check Your Six	1/200	7	Konczal
3SA218	2:00:00 PM	6:00:00 PM	Battle of Britain - Round 2	Come play Plastic Soldier Company's reissue of the classic Battle of Britain game by Richard Borg with fully painted miniatures on an oversized map of Great Britain and the French Coast. Will the Luftwaffe pummel Great Britain into submission, or will the plucky Brits hold out? A blast of game that is easy to learn and fun to play. This is a battle during the dawn of the age of Radar and its impact on air combat.	World War 2	Battle of Britain	1/300	4	Gerritsen

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA219	2:00:00 PM	5:30:00 PM	28mm L'Art de Guerre Tournament - Round 2	L'Art de Guerre Ancients Tournament. 3 games during the day. 200 points. Any Army in the rulebook is allowed. 20 players maximum.	Ancients	L'Art de Guerre	28mm	20	Roberts
3SA220	2:00:00 PM	5:00:00 PM	Korean War Aerial Combat: Level Field	US jet aircraft, including F-86 Sabres, are up to counter the Mig-15s of North Korea. Fly these aircraft (and perhaps more) in simulated air combat using the new Korean War version of the popular Aerodrome WW1 and WW2 aerial combat rulesets. Still easy to learn and play, lots of fun. Rules taught, equipment provided. Up to 10 players per round, rounds run through allotted time. As always, Wings and Medals for Victories and Valor!	Korean War	Aerodrome 3.0 - Korean War	1/200	10	Kubiak
3SA221	2:00:00 PM	6:00:00 PM	Seymour's Relief Expedition, Boxer Rebellion 1900	In May and early June 1900, the anti-western Yihequan (Fists of Harmony and Justice or Boxer's to the Allies) bands advanced on Beijing [Peking] and became a serious threat to foreign citizens living in northern China. Within 24 hours, of a June 9 request from the British Minister in Peking, Vice-Admiral Seymour assembled a multi-national force and prepared to embark for Beijing from Tianjin, 75 miles away. The diplomats in Beijing anticipated that Seymour would arrive there on June 11. Acting without the Chinese Imperial court's permission, the Allied Alliance had, in effect, launched an invasion. The response from the Qing Manchu Dynasty was decisive.	Colonial	Modified Sword and the Flame	25mm	8	Muelling
3SA222	2:00:00 PM	5:00:00 PM	The Battle of the Ford over Troubled Waters	The Bestials hold Castle Ost. The Civilized Races hold Giant's Keep. Between them is the Whiterun River and a strategic ruins of the old Fordhold. Who will take Fordhold? Will either side drive the other from their stronghold? Is that a dragon at the ruins?! This will be an ongoing game throughout the day, with scenarios based on the previous session's results! Take one of two sides and fight to the finish in this fun set of old school miniatures rules and lots of old Ral Partha figures on the table!	Fantasy	Ral Partha Chaos Wars v2	25/28mm	6	Shorten

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA223	2:00:00 PM	5:00:00 PM	Death Ride	As you reach for the cocking handle of your fixed forward firing twin Vickers guns, the weapon sparkles with hard MG hits and flies off your roadster into the Outback dust. You fling your Roadster into a Bootlegger's Turn, 180 degree0s. Pressing your firing button on the remaining Vickers flings .303 rounds into the furious truck behind you, turning the barrel red...Join the Death Race in the dystopian 1930's Queensland in a race around the four corners in the Mad Maximillian 1934 Pulp-Action Road Rage rules. Vehicles are armed with MG's, flamers, anti tank rifles, harpoons, and small arms. Lose your vehicle and you're out. Cross the finish line...and you have survived!	1934	Maximillian	28mm	10	Zalanka
3SA225	2:00:00 PM	6:00:00 PM	MR. BARNUM'S MONSTER HUNT	The great north woods have always been full of weird creatures, like Bigfoot and Hodads and Cousin Leroy Joe. When Mr. Barnum and his Circus arrives offering Good Hard Cash to intrepid hunters brave enough to bring in possible new attractions, it's time to head into the woods with a gun, a net and a can-do attitude. - Sponsored by Badger Games	Wild West (Fantasy)	Astounding Tales	28mm	12	Whitehouse
3SA226	3:00:00 PM	7:00:00 PM	Miracle on the Vistula	16 August 1920 Wlodaway, Poland. General Pilsudski's Polish 4th Army launches a massive counterattack against the Soviet 16th Army. Will Comrade Tukhachevsky's drive on Warsaw be halted, or will the Bolsheviks sweep Central Europe? This fast playing game is easy to learn but offers enough color and detail for the grizzled grognards.	Russo-Polish War	AK-47 Republic	15mm	6	Olson
3SA227	3:00:00 PM	7:00:00 PM	Operation Market Garden - Race for the Goal	Will the Airborne Carpet allow XXX Corps to cross the Rhine at Arnhem. This game covers the 82nd Airborne's and 1st Parachute's area of Market Garden. We are covering the first five days of the campaign Sept 17-21st. We will be doing a game with almost eight divisions of troops. Come play Frank Chadwick's new battalion-level WWII game.	World War 2	Breakthrough	15mm	6	Harris
3SA228	3:00:00 PM	7:00:00 PM	The Battle of Molwitz - April 10 1741	It's the War of the Austrian Succession and this is Frederick's firt battle, setting him on the road to his 'Great' title. Come try out this new expansion for 'For King or Empress' for the War of Austrian Succession.	Horse & Musket	For King or Empress	10mm	9	Verdoliva

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA229	3:00:00 PM	7:00:00 PM	Battle of Providien	April 12, 1782. British and French fleets fight for dominance of the Bay of Bengal. Will Admiral Hughes or Admiral Suffren win?	American Revolution	Fire as She Goes		8	Nelson
3SA230	4:00:00 PM	8:00:00 PM	The Wild Bunch	If you've seen the movie, 'The Wild Bunch,' this is the final fight. You have the Wild Bunch versus hundreds of Mexicans in a bloody shootout. There's only one way this game will end, and that is with the death of the heroes. The goal is to kill as many Mexicans as you can before you die! Did I mention...the Mexicans are all drunk and the heroes have a machine gun? Can you do better than those that have played before you?	Old West	Fistfull of Lead (modified)	28mm	6	Harness
3SA231	4:00:00 PM	8:00:00 PM	Team Test of Honor	3 vs. 3 Samurai and retinue vs. Oni Ogres with supporting troops.	Feudal Fantasy	Test of Honor	28mm	6	Plosch
3SA232	4:30:00 PM	8:30:00 PM	Star Wars X-Wing: Death Star Trench Run	The famous 1977 film moment returns, but will the Rebels be able to destroy the dreaded Death Star weapon? The Emperor has sent his apprentice, Lord Vader, to defend the base against the Rebel attack. Luke Skywalker joins as Red 5, with friends and allies. Parent/Child friendly and open to new players, using Fantasy Flight's Star Wars X-Wing rules with Dagobag Dave's Death Star Trench Run ruleset.	Science Fiction	Fantasy Flight X-Wing	1:150	4	Schapals
3SA236	3:00:00 PM	7:00:00 PM	Frederick the Great in Saxony: 1758 Reprise	Seven Years War confrontation between Frederick the Great of Prussia and Marshal Daun of Austria-Hungary in/near Hochkirch, Saxony, October 1758.	Seven Years War	The Games of War	6mm	10	Bobek
3SA237	11:00:00 AM	3:00:00 PM	Sailpower Fun Scale Combat in the Age of Sail	Sailpower players take the roles of captains in the age of sail. Battle ships, try a mission or seek loot. Enjoy a complete system designed to support fast-paced sea exploration and adventure.	Napoleonics	Seapower 2.0	15mm	12	Carnes
3SA238	2:00:00 PM	5:00:00 PM	Jurassic Park: The Adventure Game	In this departure from historical gaming, Terry Cabak presents a cinematic island adventure game using miniatures, and challenges players to solve missions determined by Event Cards. Find, capture and return animals to where they belong, rescue pesky tourists who can't follow park guidelines and maintain control! 25mm scale figures, vehicles and terrain complement this fascinating 'what-if-the-park-actually-existed' idea. 3D enhancements, at-the-table technology and on-the-spot photo badges for each player.	Modern	Lost Worlds Found	25mm	6	Cabak

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA239	11:00:00 AM	3:00:00 PM	Reenactor Session	Come visit with the reenactors for a 'visual' painting guide to those uniforms and details you've been wondering about.					
3SA240	12:00:00 PM	2:00:00 PM	Dust 1947: Mechs vs. Monsters	Will you fight the blutkreuz apes and hordes of zombies? Can you stop the Cthulhu mythos and their cultists before it's too late? Thankfully, alien technology has changed the face of war. Mighty walking tanks and devastating new weapons will hopefully turn any tide. You'll decide! Dust 1947 grid play, everything is provided. Four different armies and four monster groups to play as or against. Rules taught, new players welcome!	Weird WW2	Dust 1947	28mm	8	Rakow
3SA241	1:00:00 PM	4:00:00 PM	Guadalcanal - Slopes of Mt. Austen (Parent-Child Friendly)	In the first of what was to be the pattern of US assaults against Japanese positions in the Pacific, the US Army are tasked in early '43 with taking Mt. Austen, the high ground overlooking Henderson Field. Refight the series of attacks over the open hills of 'Galloping Horse,' the deep canyons and solid jungle at 'Gifu' and the hill formations known as 'Sea Horse' by the 35th Infantry and the 'Wolfhounds' of the 27th Infantry. This is a parent-child game using Memoir 44 and 54mm figures and tanks.	World War 2	Memoir 44	54mm	5	Hupp
3SA242	1:00:00 PM	5:00:00 PM	Battle of Nicaea	May 1097 AD - the second wave of the First Crusade has besieged the city of Nicaea, capital of the Rum Turk Empire. Kilij Arslan had already crushed the rag tag 'army' that was the first wave or the People's Crusade. These earliest crusaders were so easily defeated that when the second wave showed up he did not think it could possibly be that much of a threat This was a horrible miscalculation! The second wave was led by some of the most powerful and ambitious warlords of Europe; leading powerful armies of mounted knights.	Medieval	Triumph!	28mm	6	Cain

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA301	6:00:00 PM	10:00:00 PM	Deadwood Apocalypse	HBO's "Deadwood" was arguably one of the best television Westerns ever produced ... the most profane if nothing else. Unfortunately when the series abruptly ended after 3 seasons, its finale was anti-climactic at best. So here's a chance to settle old scores once and for all, as a loose alliance of Deadwood factions declare open war on the outside forces threatening to crush their town. Al Swearingen's crew takes on George Hearst's regulators, Seth Bullock and his pals face off against the Yankton cartel, Mr. Wu and the Chinese battle the Tongs for control of the opium trade and more. You don't need to know nothing about the show about to play, this is a gunfight pure and simple, set amid an Old West town of more than three dozen buildings. Time to slap leather and let the lead fly! For photos, check out "Perdition" on The Miniatures Page under The Old West Message Board.	Wild West	Fistful of Lead Reloaded	28mm	8	Wimbiscus
3SA302	6:00:00 PM	9:00:00 PM	The Battle of the Ford over Troubled Waters	The Bestials hold Castle Ost. The Civilized Races hold Giant's Keep. Between them is the Whiterun River and a strategic ruins of the old Fordhold. Who will take Fordhold? Will either side drive the other from their stronghold? Is that a dragon at the ruins?! This will be an ongoing game throughout the day, with scenarios based on the previous session's results! Take one of two sides and fight to the finish in this fun set of old school miniatures rules and lots of old Ral Partha figures on the table!	Fantasy	Ral Partha Chaos Wars v2	25/28mm	6	Shorten
3SA303	6:00:00 PM	11:00:00 PM	Battle of Rafa North - 1967 Arab-Israeli War	Come join the IDF or the Egyptian Army for the key battle of Rafa. This battle pits the Israeli 84th Armored Division (Ugda Tal) against the Egyptian 7th Infantry Division. Centurions and Magachs duke it out with T-34/85s and IS-3s; Israeli Mechanized infantry and paratroopers against entrenched Egyptian infantry. Egyptians have a slim hope for reinforcements, will the T-55s get there in time?	Modern	Flames of War v4	15mm	6	Majewski
3SA304	6:00:00 PM	9:30:00 PM	28mm L'Art de Guerre Tournament - Round 3	L'Art de Guerre Ancients Tournament. 3 games during the day. 200 points. Any Army in the rulebook is allowed. 20 players maximum.	Ancients	L'Art de Guerre	28mm	20	Roberts
3SA305	6:30:00 PM	10:30:00 PM	All Ashore that's Going Ashore	A fictitious assault by the United States Marine Corps during the War of 1812, somewhere on the Great Lakes...Can the small squadron of Royal Navy frigates stop the might of the new US Navy?	Napoleonic Naval	Action Under Sail	1:1200	10	King

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA306	7:00:00 PM	12:00:00 AM	Black September - Ar Ramtha, Jordan September 18 1970	The fedayeen of the PFLP have been making great efforts to destabilize the Hashemite Kingdom since 1967. In the past month, along with hijackings worldwide, they have twice made attempts on King Husein. The Jordanian Army responded yesterday, moving on the Palestinian enclaves, but this morning the Syrian 5th Division crossed the border to intervene, opposed by elements of the Jordanian 40th Armored Brigade.	Cold War	Team Yankee/FoW 4ed modified	15mm	9	Hartsig
3SA307	7:00:00 PM	10:00:00 PM	Frontier Skirmish in Early America	Experience early frontier warfare in America, from Jamestown through the Pequot War. Four interconnected scenarios pit players head-to-head, as each attempts to achieve his objective and contribute to his side's overall victory. Fast-paced skirmish action.	Black Powder	Song of Drums and Tomahawks	28mm	8	Finn
3SA308	7:00:00 PM	11:00:00 PM	Smokin' Some Cubans	The Angolans and Cubans are retreating, repulsed at the Lomba River by the South African army and UNITA guerrillas. The South Africans and Jonas Savimbi's UNITA are in pursuit, keeping up the pressure and hoping to capture abandoned vehicles and equipment. They close in on an Angolan village, where their enemies have decided to fight a rearguard action.	Modern	Wars of Insurgency	20mm	6	Demana
3SA309	7:00:00 PM	11:00:00 PM	Battle of Edgehill	On Oct 12, 1642, King Charles left Shrewsbury with his army for a march to London. The Earl of Essex, representing the forces of Parliament, left Worcester in pursuit on Oct 19 to prevent King Charles' advance. They met at Edgehill Ridge on Oct 23, 1642.	English Civil War	Fistfull of Miniatures (modified)		6	Dayton
3SA310	7:00:00 PM	11:00:00 PM	Caratacus at the Gates!	A new challenger to the freedom of the Britons has arrived! Caratacus knows these 'Romans' too well, and wants to drive them off the island before they can tighten their grip. Rallying the clans, he moves to earn himself a king's title. Players will lead their clan against a relentless Roman adversary, playing the roles of chiefs and patriarchs. Kid friendly.	Ancient	Cohort of Cousins (home rules)	28mm	6	Merchant
3SA311	7:00:00 PM	11:00:00 PM	Bug Hunt/SST	The Mobile Infantry is on the bounce. Take command of a squad of future Heroes of the Federation as they investigate a strange alien artifact on a world that rightfully belongs to the Federation. Service guarantees citizenship...do you want to know more?	Science Fiction	Starship Troopers (modified)	28mm	8	Roots

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA312	7:00:00 PM	11:00:00 PM	'Scratch one flat top!'	Five months after Pearl Harbor, the Battle of the Coral Sea in May 1942 introduced the dawn of a new age in which Japanese and American aircraft carriers engaged each other while the two sides' warships neither sighted nor fired directly upon the other In the battle's first exchange, US warplanes from the USS Lexington and USS Yorktown attack an Imperial Japanese task force centered on the carrier IJN Shoho. Historically, the Yanks sank the Shoho. Will you be able to 'scratch one flat top'? Rules taught, equipment provided. Wings and Medals awarded for Victories	World War 2	Aerodrome 2.0	1/144	12	Wukas
3SA313	7:00:00 PM	11:00:00 PM	OGRE Strike (Battletech Alpha Strike versus OGRES)	It is the year 3067 and while Jihad rages around the Inner Sphere, on the planet New Vandenburg within the Periphery World of the Taurian Concordat, rumors abound of a new breakthrough in cybernetic technology. A Davion strikeforce is quickly assembled to raid the planet and determine if the rumors of huge Cyber tanks known as OGREs are true and if they will be soon unleashed in raids along the Concordat-Davion border. This is a mechs vs. OGRE battle using Alpha Strike rules. Will the hardened Mechwarriors of House Davion defeat the self-aware OGREs of the Concordat? Who knows?	Science Fiction	Battletech Alpha Strike	1/285	8	Gerritsen
3SA314	7:00:00 PM	9:00:00 PM	A Time of Storms	Rach forces have forsaken the truce and have launched a series of attacks all along the Terran/Rach border. On the defensive, the Terran's of Vega IV prepare to counter-strike the enemy all across the front! Measuring thirty-feet long, our Vega IV game board features three combat zones built around the planet's capital city of Eden, the nearby planetary starport/space elevator, and the planet's main military facility, Ft Joseph Smith. Players will be allowed to join the event at every two-hour interval or continue on as the game progresses. Players will generate "points" based on their exploits, so the more you play, the greater the reward! Prizes will be awarded to the top five finishers on Sunday and every player will receive a participation award (one per player).	Science Fiction	CAV: Strike Ops	10mm	24	Talon Games
3SA315	5:00:00 PM	10:00:00 PM	Operation Barbarossa	Axis invasion of Russia, June 1941. Played with GHQ microarmor, Command Decision infantry and Tumbling Dice Vapor Trails aircraft on a 5' x 8' board. German, Finnish, Romanian and Italian forces are represented. Axis have the quality while Russia has the quantity. Axis must take a sufficient number of industrial areas by the end of December to win.	World War 2	Operation Barbarossa	Various	8	Bulawa

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
3SA317	7:00:00 PM	11:00:00 PM	Frederick the Great in Saxony: 1758 Reprise	Seven Years War confrontation between Frederick the Great of Prussia and Marshal Daun of Austria-Hungary in/near Hochkirch, Saxony, October 1758.	Seven Years War	The Games of War	6mm	10	Bobek
3SA318	7:00:00 PM	11:00:00 PM	Sailpower Fun Scale Combat in the Age of Sail	Sailpower players take the roles of captains in the age of sail. Battle ships, try a mission or seek loot. Enjoy a complete system designed to support fast-paced sea exploration and adventure.	Napoleonics	Seapower 2.0	15mm	12	Carnes
3SA319	6:00:00 PM	10:00:00 PM	Triumph! Fast Play Ancients Game	Take on the role of Caesar, the Great Khan or Pharaoh of Egypt and lead your forces against your brutal enemies as you battle your way across four different matchups from Biblical, Classical, Dark Ages and Medieval times. This is a walk-up game - just wait for an opening. This is an introduction to the fast-play rules TRIUMPH! For ancients and medievals. Play one game or a dozen! TRIUMPH! Tutors are on hand to teach and answer questions. Rules are easy to learn. Armies provided.	Ancients thru Medieval	Triumph!	15mm	6	Hupp
3SA320	7:00:00 PM	11:00:00 PM	Misteries in Misdeed's Firestrike	Dalmatia, 1478. Mehmet II, The Conqueror, may have met his match. The little town of Shkodra on the Dalmatian coast has rebuffed him once before but he is back for another try. During the Siege of Shkodra the Albanians launched a raid to disrupt the Ottoman siege preparation. Command a small squad of Albanians trying to blow up cannon making sites or of Ottomans trying to protect their forges so they can continue to make their famous siege weapons. Misteries in Misdeeds is the game of swashbuckling and strategy on an immersive game table. Savage Worlds rules taught.	Renaissance	Savage Worlds	28mm	6	Drake
4SU101	9:00:00 AM	1:00:00 PM	Flames of War Tournament - Round 1	Wheaton Academy is running its 4th annual Flames of War tournament. We will be using version 4 rules asnd games will be 1910 points. Registration will start at 9 AM. Three games will be played over the course of the day. Game 1 = Annihilation. Game 2 = Breakthrough. Game 3 = Bridgehead. Please read these scenarios before coming so you are familiar with the rules. Please submit legal lists and questions to Jack Burick at jburick@wheatonacademy.org.	World War 2	Flames of War 4ed	15mm	14	Burick

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
4SU102	9:00:00 AM	2:00:00 PM	Black September - Ar Ramtha, Jordan September 18 1970	The fedayeen of the PFLP have been making great efforts to destabilize the Hashemite Kingdom since 1967. In the past month, along with hijackings worldwide, they have twice made attempts on King Huesein. The Jordanian Army responded yesterday, moving on the Palestinian enclaves, but this morning the Syrian 5th Divison crossed the border to intervene, opposed by elements of the Jordanian 40th Armored Brigade.	Cold War	Team Yankee/FoW 4ed modified	15mm	9	Hartsig
4SU103	9:00:00 AM	12:00:00 PM	Eraser Race	Tron Fan Game. Parents, can you explain to your 30-year olds and under what a Light Cycle is and how innovative the original movie was? I'm busy ordering my cane through the Sears catalog to be delivered by Pony Express. Well, I'm not buying rights from Disney, but I've made this game in that guise. Instead of building walls, we're erasing lines.	Fantasy	Home (will be taught)		8	Domingo
4SU104	9:00:00 AM	5:00:00 PM	Paint and Take	Show your skills or get some pointers! Paints and figures provided. Open to all ages and skill levels.					Wellner
4SU105	9:00:00 AM	12:00:00 PM	Ambush in the Sand	Late February 1991, Coalition Forces enter Iraq. Intelligence reports only light resistance around the nearby village. But not all of the Iraqi forces have been accounted for. Command a platoon in this everyone is welcome, children included, skirmish game.	Modern	Home	15mm	5	McBride-Schmars
4SU106	9:00:00 AM	1:00:00 PM	With Fire and Sword	Venetian squadrons intercept Ottoman galleys in the Adriatic. Fast, easy and fun! Come row and fight your way to glory!	Renaissance naval	Cross and Crescent	15mm	8	Smethurst
4SU107	9:00:00 AM	1:00:00 PM	Axis & Allies Global - Session 1	Germany needs just a little more space! Italy wants the Roman Empire restored! Japan wants it Sphere of Co-Prosperity to cover the Pacific! The Tri-Parte is ready to strike! Can the Allies hold out until the arsenal of democracy is ready? Pick your side! Game runs continuously from session to session until victory conditions are met. All materials provided. Play 1 or all sessions!	WW2	Axis & Allies	N/A	5	Roby

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
4SU108	9:00:00 AM	5:00:00 PM	The Thin Green Line	PicoArmor is pleased to host The Thin Green Line - operational level warfare in West Germany in the 1980s. This is a double blind, multiplayer game based loosely on the mechanics of SPI's Central Front Series/5th Corps scenario. The Soviets command the first echelon of the GSFG, including the famous 8th Guards Army, 1st Guards Tank Army and the 103rd Guards Airborne Division. NATO commands the US 5th Corps, including the 11th Armored Cavalry Regiment.	Cold War	SPI Central Front (modified)	3mm	16	Siewenie
4SU109	9:00:00 AM	12:00:00 PM	Not Your Grandfather's Waterloo	One of history's most famous battles played in three hours or less. Will the Prussians arrive early or late? Will Grouchy arrive in time to tip the scale in favor of the French? Can the allies hold out for ten turns? All paper figures. George Knapp's home rules.	Napoleonic	Home Rules	25mm	4	Knapp
4SU110	9:00:00 AM	1:00:00 PM	Ambush at the Ruins in the Meadow	A white Russian relief column is marching to reinforce a major push against a Red Russian offensive. Can the Revolutionaries stop them? Using the 'Red Actions!' free rules system.	Russian Civil War	Red Actions	15mm	8	Michal
4SU112	10:00:00 AM	1:00:00 PM	Trireme	Roman Quinqueremes maneuver against Athenian Triremes. Archers and Hoplites fight it out on the decks, while trying to keep balance every time a bronze ram maims the ship and the poor rowers below. OTTOMH brings to you an intuitive and fun miniatures game. Rules will be taught and the battles will be furious.	Ancient	OTTOMH Triremes	6mm	8	Domingo
4SU113	9:00:00 AM	11:30:00 AM	Test of Honor Tournament - Registration and Round 1	WELCOME to a very unique but fun packed three round (1.5 hour each) tournament! We will start on Sunday April 29th with registration at 0930 and round one starting at 1000 and end at 1130. We will break for lunch and be back ready to go at 1230. This round will end at 1400 and the final round will go from 1430 to 1600. This tournament has been designed to test your Bushido skills, In addition to this overall winner there will be awards for Sportsman and Players Choice Army.	Feudal Japan	Test of Honor		20	Russell
4SU114	9:30:00 AM	1:30:00 PM	Komorn	Komorn, Hungary, January 8, 1945	World War 2	Panzer/Combined Arms	1/285	8	Deckys

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
4SU115	9:00:00 AM	5:00:00 PM	Battle of Martinique	Guichen sailed from Martinique on 13 April 1780, with a fleet of 23 ships of the line and 3,000 troops. His objective was to draw Rodney out, and then withdraw and make an attack on either St. Lucia or the British base at Barbados. Rodney sailed out at once upon being informed that Guichen had sailed. On 16 April, his sentinels spotted Guichen on the leeward side of Martinique, beating against the wind. The fleets began manoeuvring for the advantage of the weather gage on the morning of 17 April. By 8:45, Rodney had reached a position to the windward of Guichen, in a relatively close formation.	American Revolution	Post Captain	1/1000	14	Runge
4SU116	10:00:00 AM	2:00:00 PM	Misteries in Misdeed's Firestrike	Dalmatia, 1478. Mehmet II, The Conqueror, may have met his match. The little town of Shkodra on the Dalmatian coast has rebuffed him once before but he is back for another try. During the Siege of Shkodra the Albanians launched a raid to disrupt the Ottoman siege preparation. Command a small squad of Albanians trying to blow up cannon making sites or of Ottomans trying to protect their forges so they can continue to make their famous siege weapons. Misteries in Misdeeds is the game of swashbuckling and strategy on an immersive game table. Savage Worlds rules taught.	Renaissance	Savage Worlds	28mm	6	Drake
4SU201	12:00:00 PM	4:00:00 PM	AE-WWII: Defense of a French Village	The year is 1946 and the Second World War stretches into its 7th bloody year fuelled by super science and the occult. A mixed German force has taken shelter in a bombed out French village near the German border while American and British forces close in. Take part in a battle between Axis & Allied forces. Miniatures provided.	World War II/Fantasy	AE-WWII	28mm	6	DeLance
4SU202	1:00:00 PM	3:00:00 PM	Flames of War Tournament - Round 2	Wheaton Academy is running its 4th annual Flames of War tournament. We will be using version 4 rules asnd games will be 1910 points. Registration will start at 9 AM. Three games will be played over the course of the day. Game 1 = Annihilation. Game 2 = Breakthrough. Game 3 = Bridgehead. Please read these scenarios before coming so you are familiar with the rules. Please submit legal lists and questions to Jack Burick at jburick@wheatonacademy.org .	World War 2	Flames of War 4ed	15mm	14	Burick

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
4SU203	1:00:00 PM	5:00:00 PM	Axis & Allies Global - Session 2	Germany needs just a little more space! Italy wants the Roman Empire restored! Japan wants it Sphere of Co-Prosperity to cover the Pacific! The Tri-Parte is ready to strike! Can the Allies hold out until the arsenal of democracy is ready? Pick your side! Game runs continuously from session to session until victory conditions are met. All materials provided. Play 1 or all sessions!	WW2	Axis & Allies	N/A	5	Roby
4SU204	3:00:00 PM	5:00:00 PM	Flames of War Tournament - Round 3	Wheaton Academy is running its 4th annual Flames of War tournament. We will be using version 4 rules asnd games will be 1910 points. Registration will start at 9 AM. Three games will be played over the course of the day. Game 1 = Annihilation. Game 2 = Breakthrough. Game 3 = Bridgehead. Please read these scenarios before coming so you are familiar with the rules. Please submit legal lists and questions to Jack Burick at jburick@wheatonacademy.org.	World War 2	Flames of War 4ed	15mm	14	Burick
4SU205	12:30:00 PM	2:00:00 PM	Test of Honor Tournament - Round 2	WELCOME to a very unique but fun packed three round (1.5 hour each) tournament! We will start on Sunday April 29th with registration at 0930 and round one starting at 1000 and end at 1130. We will break for lunch and be back ready to go at 1230. This round will end at 1400 and the final round will go from 1430 to 1600. This tournament has been designed to test your Bushido skills, In addition to this overall winner there will be awards for Sportsman and Players Choice Army.	Feudal Japan	Test of Honor		20	Russell
4SU206	2:30:00 PM	4:00:00 PM	Test of Honor Tournament - Round 3	WELCOME to a very unique but fun packed three round (1.5 hour each) tournament! We will start on Sunday April 29th with registration at 0930 and round one starting at 1000 and end at 1130. We will break for lunch and be back ready to go at 1230. This round will end at 1400 and the final round will go from 1430 to 1600. This tournament has been designed to test your Bushido skills, In addition to this overall winner there will be awards for Sportsman and Players Choice Army.	Feudal Japan	Test of Honor		20	Russell
4SU207	12:00:00 PM	1:00:00 PM	Dinosaur Racing in the Lost City	Dinosaur racing in Chult is not always for the swift. Sometimes it is won just by surviving. Pick between four dinosaurs that play quite differently and see how you fare in the lost city.	Fantasy	Home brew	28mm	4	Foreman

Code	Start Time	End Time	Event Name	Description	Period	Rules	Scale	Max Players	Judge Last Name
4SU208	1:00:00 PM	2:00:00 PM	Dinosaur Racing in the Lost City	Dinosaur racing in Chult is not always for the swift. Sometimes it is won just by surviving. Pick between four dinosaurs that play quite differently and see how you fare in the lost city.	Fantasy	Home brew	28mm	4	Foreman
4SU209	2:00:00 PM	3:00:00 PM	Dinosaur Racing in the Lost City	Dinosaur racing in Chult is not always for the swift. Sometimes it is won just by surviving. Pick between four dinosaurs that play quite differently and see how you fare in the lost city.	Fantasy	Home brew	28mm	4	Foreman
4SU210	3:00:00 PM	4:00:00 PM	Dinosaur Racing in the Lost City	Dinosaur racing in Chult is not always for the swift. Sometimes it is won just by surviving. Pick between four dinosaurs that play quite differently and see how you fare in the lost city.	Fantasy	Home brew	28mm	4	Foreman