

Start Date (UTC)	Start Time	End time	Event Number	Game ID Number	Event Name	Event Type	Host Names	Description	Room	Space	Scale	Battle	rules
4/25/2019 22:00	5:00 PM	10:00 PM	109	1Th1701-109	Burrows and Badgers Casual Play	Fantasy Game	Chris Montgomery	Come and play the skirmish game of fantastical anthropomorphic animals in the kingdom of Northyrbria. Uses Osprey/OSM's Burrows and Badgers rules. Players will control a band of 4-6 models. Rules are user-friendly. All materials provided. We'll teach the game, then play a scenario. Children under 12 should be accompanied by an adult. More information: http://www.oathswormminiatures.co.uk/	Helm's Deep - Grand Ballroom	Table I - 5 [6' x 6']	28mm	Skirmish	Burrows and Badgers
4/25/2019 22:00	5pm	8pm	82	1Th1702-82	lysDexic maGes-Frozen Winds	Science Fiction Game	Glenn Domingo	I have mixed Tall Ships, canons and sledding into a fast paced Ships of the Line "naval" game that plays fast but ultimately gives homage to Ships, Sail and smoldering wicks. Rules will be taught and deaths will be cold. (For Mature Players. Rules will be taught!)	Helm's Deep - Grand Ballroom	Table J - 1 [6' x 6']	0.2395833	Skirmish	Homebrew
4/25/2019 22:00	5pm	10pm	51	1Th1703-51	Baltic Gap, Southwest Lithuania 1944	Historical Miniatures Game	herman decks	July 1944. After the destruction of Army Group Center in the end of June the Soviet Armies were driving towards the Baltic coast. In an attempt to cut off the remnants of Army Group North in the Baltic States 2nd Shock Army drove toward the old WW1 battlefields in East Prussia. Attempting to stop them in southwest Lithuania was 11 INF DV with some weak SS units and 502 HPB.	Grand Ballroom	Table E - 5 [6 x 10]	1/285	Tactical	Panzer/Combined Arms
4/25/2019 22:00	5:00pm	12:00am	11	1Th1704-11	AXIS & ALLIES GLOBAL	Historical Theme Game - Combined Arms Through the Ages	BOB ROBY	GERMANY NEEDS A LITTLE MORE SPACE! ITALY WANTS THE ROMAN EMPIRE RESTORED! JAPAN DEMANDS IT CO-PROSPERITY SPHERE OF INFLUENCE COVER THE PACIFIC! THE TRI-PARTE IS READY TO STRIKE!!! CAN THE ALLIES STOP THIS MADNESS? ALLIED FORCES AWAIT YOUR COMMANDS. PICK A SIDE, PLAN YOUR STRATEGY, BUILD, FIGHT, MAKE THE OTHER POOR SLOB DIE FOR HIS COUNTRY! GAME RUNS CONTINUOUS FROM 1 SESSION TO THE NEXT.	Grand Ballroom	Table H - 1 [6 x 6]	25mm	Strategic	A7A GLOBAL 2ND ED modified for miniature Heros of Normandie rules
4/25/2019 22:00	6pm	10pm	7	1Th1705-7	raid on RAF Manston	Historical Miniatures Game	mark feldman	Germans decide to give General Milchts plan at try with a Glider raid on Manston airfield on 10 June 1940	Grand Ballroom	Table B - 1 [6 x 15]	28mm	Skirmish	
4/25/2019 23:00	6:00 PM	11:00 PM	57	1Th1801-57	55 Days at Peking	Historical Miniatures Game	Jon Michal	On 6th June 1900 the Boxers of China, an association of extreme nationalists dedicated to the expulsion of all foreigners from the country, rose up and, aided by the Chinese government, laid siege to the European colony in Peking. The military and civilian personnel of the Legation area made preparation for its defense and held out until relieved some eight weeks later.	Grand Ballroom	Table E - 4 [6 x 10]	25mm	Skirmish	Home Grown
4/25/2019 23:00	6PM	10PM	131	1Th1802-131	A New Alliance (Fantasy Triumph! Battle)	Fantasy Game	Rodney Cain	After centuries of peace in the land it was the Wood Elves that first noticed the threat rising in the East as the enemy scouting parties reached the outskirts of the great forest. The Orcs were back and moving west in a massive horde. Not since the time of the great war had such a horde been seen. Now it will take a new alliance of Men and Elves to stop them.	Grand Ballroom	Table A - 1 [6 x 15]	15mm	Grand Tactical	Triumph!
4/25/2019 23:00	6pm	9pm	219	1Th1802-219	Axis and Allies- 1941	Historical Theme Game - Combined Arms Through the Ages	James Caldwell	Classic Axis and Allies - basic version - great for introductory play for war-gaming	Grand Ballroom	Table H - 3 [6 x 6]	10mm	Strategic/Gr and Tactical	Axis and Allies
4/25/2019 23:00	6:00pm	11:00pm	118	1Th1803-118	Struggles in the snow	Historical Theme Game - Combined Arms Through the Ages	James Harms	As the tired troops of the Hitlerjugen push westward to force open the northern shoulder of the Bulge, the battle worn troops of the 2/26th Infantry are sent to detour them away from their objective.	Grand Ballroom	Table G - 2 [6 x 7.5]	25-28mm	Skirmish	Chain of Command
4/25/2019 23:00	6:00 PM	10:00 PM	2	1Th1804-2	Unternehmen Sonnenblume	Historical Miniatures Game	Todd W. Olson	6 April 1941- Lt. General Erwin Rommel launches his first offensive in Libya. The 3rd Indian Motor Brigade and British 3rd Armoured Brigade make a desperate stand at the village of Mechili. Will the shattered remnants of the Western Desert Force escape to Egypt? The Nile Delta and Suez Canal hang in the balance. This fast playing game is easy to learn and great for beginners.	Grand Ballroom	Table G - 8 [5 x 8.5]	15mm	Tactical	AK-47 Republic
4/25/2019 23:00	6:00 PM	11:00 PM	209	1Th1805-209	Battle of Five Armies	Fantasy Game	Matthew Hyke	Wargs and Goblins head toward lonely mountain to get dragon gold. Elves, dwarves and men try and stop them.	Helm's Deep - Grand Ballroom	Table J - 4 [6' x 6']	25"	Tactical	Fistful of Miniatures modified
4/26/2019 0:00	7:00 PM	11:00 PM	113	1Th1902-113	Just a quiet Thursday night	Historical Miniatures Game	Michael Konwinski	Its a quiet Thursday night, your gang has made a deal to accept a delivery of whiskey in time for the weekend. They are dropping it off after the businesses have closed for the night. Just a simple transaction, what could possibly go wrong?	Grand Ballroom	Table D - 3 [6 x 10]	28mm	skirmish/individual	Mad Dogs with Guns
4/26/2019 0:00	7pm	12am	61	1Th1903-61	Napoleonic battle in the age of Fantasy	Fantasy Game	RICHARD S Lindenmeyer	Dwarves, Elves and Orcs meet Napoleonic tactics using modified Slaughterloo rules from Alternative Armies. Movement by squares using some of the dynamics of Cold Steel and Cannister	Helm's Deep - Grand Ballroom	Table I - 2 [6' x 6']	28mm	Strategic/tactical; battalion level	Slaughterloo; Cold Steel and Cannister blend
4/26/2019 0:00	7 p.m.	11 p.m.	67	1Th1904-67	UnDeadwood	Historical Miniatures Game	Bill Wimibiscus	In the wake of atrocities against Native peoples by Gen. George Custer & the 7th Cavalry, a Lakota shaman has cast a curse on the City of Deadwood. Zombies, vampires, wraiths and other wans are rising from the dead to take revenge on its citizenry. Can Al Swearingen, Seth Bullock, Cy Tolliver and Mr. Wu hold off against the ever-growing Horde of Undead? Better pray Wild Bill Hickok stays in his grave!	Grand Ballroom	Table G - 7 [5 x 8.5]	28mm	Skirmish	Fistful of Dollars Reloaded
4/26/2019 0:00	7pm	10pm	210	1Th1905-210	Baltic Crusade	Historical Miniatures Game	Brian Vizek	Skirmish action using Lion Rampant rules. Teutonic Knights raid a pagan village as they attempt to expand their holdings in Lithuania	Grand Ballroom	Table C - 1 [6 x 12.5]	20MM	Skirmish	Lion Rampant
4/26/2019 0:00	7:00 PM	10:00 PM	224	1Th1906-224	ðœœDropping the Hammer! The Defense of Clavis IV&#	Science Fiction Game	JON WALKER	Using the CAV: Strike Operations system, each two-plus hour event is for 2-6 players with some wargaming experience. Rules will be taught, and all materials are provided. Prizes will be awarded to all participants!	Grand Ballroom	Table E - 6 [6 x 10]	10mm	Tactical	CAV: Strike Operations
4/26/2019 13:00	8:00am	3:00pm	24	2Fr0801-24	Shin Godzilla, The Miniature Game	Science Fiction Game	Jason Neihoff	In our modern, real world, "kaiju" evokes the imagination as giant sci fi creatures. But what if, in our real world, a large creature DID attack Japan? One day fiction, the next day devastatingly real!	Helm's Deep - Grand Ballroom	Table J - 5 [6' x 6']	6mm	Strategic/Skirmish	Home
4/26/2019 13:00	1:00pm	5:00pm	251	2Fr0802-251	Skirmish Fire - The Crimean War	Historical Miniatures Game		Six players must join together (or not!?) to fight against Godzilla, against time, against death and destruction.	Grand Ballroom	Table D - 6 [6 x 10]	28mm	Skimish	Skirmish Fire
4/26/2019 14:00	9:00 AM	1:00 PM	58	2Fr0901-58	55 Days at Peking	Historical Miniatures Game	Jon Michal	6MM micro miniatures ADULTS AND CHILDREN OVER 13 PLEASE.	Grand Ballroom	Table D - 6 [6 x 10]	28mm	Skimish	Skirmish Fire
4/26/2019 14:00	9:00am	1:00pm	12	2Fr0902-12	AXIS & ALLIES GLOBAL	Historical Theme Game - Combined Arms Through the Ages	BOB ROBY	Russian Infantry and Cavalry units are advancing ti engage the British and French skirmish lines. Their orders are to capture key objectives and in doing so, force the Allies to fall back so the Russians can establish new lines for future offensive actions. This area of the Crimea has more terrain features than normal so the Allies have good defensive ground as they prepare for the Russian advance	Grand Ballroom	Table H - 1 [6 x 6]	25mm	Strategic	A&A GLOBAL 2ND ED Modified Drums Along the Mohawk
4/26/2019 14:00	9:00 AM	2:00 PM	179	2Fr0903-179	Battle of Bloody Creek	Historical Miniatures Game	Bill Heiden	The Battle of Oriskany or as it was sometimes called the Battle of Bloody Creek. The Tryon County Militia and Native allies try to relieve Fort Stanwix during the Saratoga campaign.	Grand Ballroom	Table B - 6 [6 x 15]	28mm	Skirmish	
4/26/2019 14:00	9pm	1pm	52	2Fr0905-52	Clervaux, Northern Luxemburg 1944	Historical Miniatures Game	herman decks	17 Dec 1944. 2nd PZ and 26VG divisions attempt to take the river town of Clervaux in the drive west over the rivers in the Ardennes. Defending against this was an assortment of rear area units and a few Shermans just trying to buy time.	Grand Ballroom	Table E - 5 [6 x 10]	1/285	Tactical	Panzer/Combined Arms
4/26/2019 14:00	9:00 AM	1:00 PM	162	2Fr0906-162	Fury of the Norsemen	Historical Miniatures Game	Jim Roots	New set of rules in playtesting for Dark Ages and Crusades for larger skirmish actions. Saxons attempt to dislodge a Viking raiding force from their lands, but the sons of Ragnar have other plans. Rules will be taught.	Grand Ballroom	Table A - 3 [6 x 15]	28-30mm	Skirmish	Faith and Fury - in playtesting/not yet published
4/26/2019 14:00	9:00 AM	12:00 PM	35	2Fr0907-35	Legend of Teopoztan - Vikings in the Yucatan - 999AD	Historical Miniatures Game	ANDREW SCHAPALS	Bjorn of Broadwick sailed around Ireland and crossed the Atlantic according to the sagas. Aztec legend states that in Year One Reed (999AD), Queetzacoatl, or Teopoztan in Toltec, came to Mexico in a winged serpent established his rule and left sailed away within a year. No reason was given for the abrupt departure of the "White Lord".	Grand Ballroom	Table G - 5 [6 x 7.5]	28mm	Skirmish	Home Rules - Beer & Pretzels
4/26/2019 14:00	9:00am	1:00pm	90	2Fr0908-90	Low Level Hell	Historical Miniatures Game	James Casey	August 1944: Patton's armored spearhead speeds across France. Their flanks must be protected from German counterattack. The key is destroying bridges capable of supporting panzers along the flanking rivers. The 9th AF has this responsibility. They are tasked in flying low and slow to ensure the bridges destruction.	Grand Ballroom	Table H - 5 [6 x 6]	6mm	Skirmish Air	Luftwaffe 1946
4/26/2019 14:00	9:00 AM	12:00 PM	175	2Fr0909-175	Normandy Beach	Historical Miniatures Game	Justin Gramm	Storm the beach at Normandy. Drive your ducks through the water, drop off your soldiers, and command them as they take the German positions. Or, play the Germans and try to slow down the onslaught for as long as possible. You can't stop them, but if you can hold the line long enough, you can earn a sacrificial victory. Played on the water table. Just like real life, but with less actual dying.	Grand Ballroom	Table D - 8 [6 x 6]	6mm	Company	Shellshock Warpaint
4/26/2019 14:00	9am	2pm	97	2Fr0910-97	Putot en Bessin, June 8, 1944	Historical Theme Game - Combined Arms Through the Ages	Jim Heniff	On June 8, 1944 the 26SS Panzergranadiers begin their attack to seize the Allied beachhead in Normandy. They surprised the Canadian Royal Wintipeg Rifles caught in the open, but as the Germans approach the town Putot en Bessin Co D of the RWR lie in defense. Can the Germans breakthrough to the Allied beachhead? Or will the Canadians hold on long enough for reinforcements to arrive?	Grand Ballroom	Table E - 2 [6 x 10]	15mm	Skirmish/platoon	Chain of Command
4/26/2019 14:00	9:00 AM	12:00 PM	142	2Fr0911-142	Race of Doom!	Science Fiction Game	John Beck	Strap in and fire up your engine for the Race of Doom! If you happen to wipe out and explode, no problem, just bring in another car. This is an introductory game of "Gaslands" by Osprey. Parents and kids are welcome. Players will outfit their vehicle with weapons and battle to complete the most laps. Rules will be taught. It's car wars with Matchbox cars!	Helm's Deep - Grand Ballroom	Table J - 3 [6' x 6']	20mm	Skirmish	Gaslands

4/26/2019 14:00	9am	2pm	8	2F0912-8	raid on RAF Manston	Historical Miniatures Game	mark feldman	same description as Thursday nights game	Grand Ballroom	Table B - 1 [6 x 15]	28mm	Skirmish	modified for miniature Heros of Normandie rules
4/26/2019 14:00	9:00 AM	1:00 PM	20	2F0913-20	Scuffle in the Adriatic	Science Fiction Game	Patrick Connaughton	Turkish forces sorry to secure a critical fortress island in the eastern Adriatic supported by renegade Austrian forces. Italy and allies push back! Turkish and Austrians versus Italy, British & French over the Adriatic. VSF/Steampunk Airship combat!	Helm's Deep - Grand Ballroom	Table J - 4 [6' x 6']	1/1200 scale Victorian Sci Fi Airships	Tactical	Imperial Skies
4/26/2019 14:00	9:00AM	2:00PM	189	2F0914-189	Struggles in the snow	Historical Theme Game - Combined Arms Through the Ages	James Harms	As the tired troops of the Hitlerjugen push westward to force open the northern shoulder of the Bulge, the battle worn troops of the 2/26th Infantry are sent to detour them and their objective.	Grand Ballroom	Table G - 2 [6 x 7.5]	25-28mm	Skirmish	Chain of Command
4/26/2019 14:00	9:00 AM	1:00 PM	5	2F0915-5	The Lion Of Judah	Historical Miniatures Game	Todd W. Olson	14 April 1936 - Ogaden, Ethiopia. Ras Nasibu and Turkish mercenary General Wehib Pasha lead the last Ethiopian field army to stem the onslaught of Graziani's mechanized columns. Will the forces of Haile Selassie's empire stand long enough for the Imperial Court to escape into exile? This game is fast-playing and easy to learn, while still reflecting salient historical features.	Grand Ballroom	Table G - 8 [5 x 8.5]	15mm	Tactical	AK-47 Republic
4/26/2019 14:00	9:00 AM	1:00 PM	110	2F0916-110	The Pizza Better Be Worth It	Historical Miniatures Game	Michael Huskey	Despite the silly name, this is a historical event of the sort of battle which could have taken place in the Great Italian Wars of the late 15th and early 16th centuries. Two alliances are clashing for supremacy. French gendarmes, Swiss Pikes, Landsknechts, Stradiots, Jinetes, and the beginnings of freepower tool with arquebuses and artillery. Pick a side and see how you fare in this bloody clash.	Grand Ballroom	Table G - 6 [6 x 7.5]	18mm	Tactical	Pike and Shotte (Modified)
4/26/2019 14:00	9:00 AM	1:00 PM	130	2F0917-130	Triumphant Knight Battles	Historical Miniatures Game	William J. Hupp	In this game session play 2 historical battles of Knight armies and their enemies using Triumph! Featuring the Battles of Hab (First Crusade), Arsuf (Third Crusade), Durazzo (Normans in Italy), and Lewes (Rebels vs. Royals). Gamers new to Triumph! will be taught the rules.	Grand Ballroom	Table A - 1 [6 x 15]	15mm	Commanding a Medieval Army	Triumph!
4/26/2019 14:00	9 a.m.	1 p.m.	68	2F0918-68	UnDeadwood	Historical Miniatures Game	Bill Wimbisicus	In the wake of atrocities against Native peoples by Gen. George Custer & the 7th Cavalry, a Lakota shaman has cast a curse on the City of Deadwood. Zombies, vampires, wraiths and worse are rising from the dead to take revenge on its citizenry. Can Al Swearingen, Seth Bullock, Cy Tolliver and Mr. Wu hold off against the ever-growing Horde of Undead? Better pray Wild Bill Hickok stays in his grave!	Grand Ballroom	Table G - 7 [5 x 8.5]	28mm	Skirmish	Fistful of Dollars Reloaded
4/26/2019 14:00	9:00 AM	12:00 PM	235	2F0919-235	Jacobite Rebellion	Historical Miniatures Game	Joe Barrette	Jacobite attack on a Government stronghold (A Charles Stewart Grant Scenario) utilizing Peter Dennis' Wonderful new 28mm Paper Soldiers. A hoard of Highlanders with Bonnie Prince Charlie attempt to sweep a Government positional defense. Paper soldiers a beautiful, quick and affordable introduction to war gaming many periods of history you may not wish to take the time to paint.	Grand Ballroom	Table H - 2 [6 x 6]	28 mm	Brigade and Division	Black Powder With "The Last Argument of Kings" supplement.
4/26/2019 14:00	9:00 AM	5:00 PM	227	2F0920-227	CAV: Strike Operations Basic Training (Demo/Paint&Take)	Science Fiction Game	JON WALKER	Drill instructors are available throughout the show to teach new pilots the basics needed to play CAV: Strike Operations. No experience is necessary for the 15-30 minute long demos for one or more players, and all materials are provided. In addition - there will be Paint and Take opportunities as well.	Grand Ballroom	Table E - 6 [6 x 10]	10mm	Tactical	CAV: Strike Operations
4/26/2019 14:00	11:00 AM	4:00 PM	214	2F0921-214	Charlie Company	Historical Theme Game - Combined Arms Through the Ages	Alexander Sewielski	Certificates for completing basic training and prizes will be awarded to all participants!	Grand Ballroom	Table A - 2 [6 x 15]	15mm	Tactical/Skirmish Level	Charlie Company
4/26/2019 14:00	10am	3pm	243	2F0922-243	battle of iuka	Historical Miniatures Game	edwin wilson	Charlie Company is an infantry skirmish game based in the Vietnam War. It is a tactical, fast paced game that requires critical thinking and lots of teamwork. ALL the players will be playing as Squad leaders within the U.S. Military facing the Game Master who plays the opposing Viet-Cong/Minh/NLF, and or PAVN. This is not your typical 'shoot-em-up' game, and some light role playing is involved.	Grand Ballroom	Table G - 3 [6 x 7.5]	15mm	regimental	american civil war home rules
4/26/2019 14:00	9:00am	9:00pm	246	2F0923-246	Scouting and Wargames	Demonstration Game		Grant perceiving an opportunity to crush price advanced with two columns the second under Rosecrans advancing from the south west. Price aware of the plan sends a force to stop this threat. Can the rebels beat off the union and escape or will Grant crush them with another glorious victory.	Grand Ballroom	Table A - 4 [6 x 17.5]	28mm	Skirmish	Home
4/26/2019 14:00			266	2F0923-266	Paint and Take	Demonstration Game		Join Timothy R Fisher at the table to explore how we go about creating wargames. Possible Merit Badge for participating Scouts. A WWI plane skirmish and role fantasy roleplaying will be featured.	Junior Ballroom Hall	Paint and Take			
4/26/2019 15:00	10am	2pm	188	2F1001-188	Capture U-505	Historical Miniatures Game	J Peter Aguilu	The historical event of WWII naval actions, based on an actual capture of a German Uboat in 1944 off Africa. This is a double-blind game played in clear view of both teams. The secret to the U-505 victory is the underwater stealth and early discovery of the US task force. The Americans must plan well and execute effectively to prevent the escape! Mayhem ensues if either team gets the advantage!	Grand Ballroom	Table B - 4 [6 x 15]	6mm (1/288) & 1/600 naval and movement scale.	Tactical	Dragon Direct Distributors - Savage Skies system, naval expansion.
4/26/2019 15:00	10am	1pm	211	2F1002-211	Gondor raid into Harad	Fantasy Game	Brian Vizek	4-6 player LOTR skirmish game. Gondor launches a punitive raid into Harad	Grand Ballroom	Table C - 1 [6 x 12.5]	28MM	Skirmish	Dragon Rampant
4/26/2019 15:00	10am	2pm	170	2F1003-170	Sir Henry Morgans Pirates of the Caribbean	Historical Theme Game - Combined Arms Through the Ages	WILLIAM L WEBB	Its swashbuckling adventure in the beautiful age of sail!! Sir Henry Morgan raids the islands of the Caribbean in the late 1600's. play along as pirate, Spanish, privateer, English, French, or even wild island natives!!	Grand Ballroom	Table A - 5 [6 x 20]	28mm	large skirmish	homegrown
4/26/2019 15:00	10:00 AM	3:00 PM	133	2F1004-133	Space Hulk 4th Ed. Casual Play	Science Fiction Game	Chris Montgomery	Come play the most-recent version of Space Hulk using fully painted 3D terrain corridors. Players will either play the Space Marine exterminators or the Tyrannid hivemind. Rules will be taught (30 min.), then we will play a scenario from the game. All materials provided. Children under 12 are welcome, but must be accompanied by an adult. More info: https://en.wikipedia.org/wiki/Space_Hulk	Helm's Deep - Grand Ballroom	Table I - 5 [6' x 6']	28mm	Skirmish	Space Hulk, 4th Ed.
4/26/2019 15:00	10:00 AM	11:00 AM	91	2F1005-91	Tank Battle: FURY Sherman vs. Tiger (Skirmish #1)	Historical Miniatures Game	Greg Gawron	This game is taken from the World War II film "Fury" using Advanced Squad Leader rules. You are a U.S. Army sergeant commanding 2-4 medium-size Sherman tanks in battle against a well-equipped Tiger I heavy tank. The M4 was a reliable tank, but the German Tiger I (officially known as Panzerkampfwagen VI Tiger Ausf. H) heavy tank outclassed it. Hast du was es braucht? Feuer!	Grand Ballroom	Table C - 6 [6 x 6]	15mm	Skirmish	Advanced Squad Leader (ASL) from Avalon Hill
4/26/2019 15:00	10:00 AM	2:00 PM	104	2F1006-104	The Red Army Resurgent	Historical Miniatures Game	Tony guido	The Eastern Front in 1944 finds German forces withdrawing in multiple areas. In this fictional scenario an ersatz German battle group attempts to stem the Red tide. Fun, fast and easy to play KAMERADEN rules in a scenario that promises to be a challenge for both sides.	Grand Ballroom	Table B - 2 [6 x 15]	10mm	Tactical	KAMERADEN
4/26/2019 15:00	10 a.m.	2 p.m.	139	2F1007-139	Zombie Wave	Science Fiction Game	Ron Plosch	What if WW II 1947. Axis forces send in zombie waves and other bits of nastiness to try and break the enemy line. Mostly infantry with limited armor support. Played on a grid.	Helm's Deep - Grand Ballroom	Table I - 2 [6' x 6']	28mm	Skirmish	Paolo Parente's Dust 1947
4/26/2019 15:00	10:00am	10:00pm	233	2F1008-233	Bob&C's Universal Horse & Musket, and other delights	Historical Miniatures Game	Todd W. Olson	Join Bob Brynildson, Jim Fitzgerald, and a cast of characters play-testing the prototypical Bob&C's Universal Horse & Musket (or BUHM) rules, as well as a grab-bag of other favorites. He&C will be there all weekend: tip your waitress.	Grand Ballroom	Table C - 3 [6 x 12.5]	15mm	Tactical	BUHM- Bob&C's Universal Horse & Musket
4/26/2019 16:00	11am	2pm	180	2F1101-180	Contact at the cross roads.	Historical Miniatures Game	David Nelson	German and American Army units try to push thru a vital cross road town. Who will can take and hold the town? Each side keeps call up more and more units. who can hold the road open?	Grand Ballroom	Table H - 7 [6 x 6]	28mm	Skirmish	Battle ground WW2
4/26/2019 16:00	11:00 AM	12:00 PM	92	2F1102-92	Tank Battle: FURY Sherman vs. Tiger (Skirmish #2)	Historical Miniatures Game	Greg Gawron	This game is taken from the World War II film "Fury" using Advanced Squad Leader rules. You are a U.S. Army sergeant commanding 2-4 medium-size Sherman tanks in battle against a well-equipped Tiger I heavy tank. The M4 was a reliable tank, but the German Tiger I (officially known as Panzerkampfwagen VI Tiger Ausf. H) heavy tank outclassed it. Hast du was es braucht? Feuer!	Grand Ballroom	Table C - 7 [6 x 6]	15mm	Skirmish	Advanced Squad Leader (ASL) from Avalon Hill
4/26/2019 17:00	1200 PM	4:00 PM	239	2F1201-239	First siege of fort meigs	Historical Theme Game - Combined Arms Through the Ages	victor hirs	Can the British and their Indian allies capture fort meigs	Grand Ballroom	Table C - 5 [6 x 12.5]	28mm	Tactical	Chosen man
4/26/2019 17:00			200	2F1202-200	Academy Games	Demonstration Game			Lilac Room	Academy Games			
4/26/2019 17:00			201	2F1203-201	Grognard Games	Demonstration Game			Lilac Room	Grognard Games			
4/26/2019 17:00			199	2F1204-199	Gettysburg Soldiers	Demonstration Game		Gettysburg Games "HANDS-ON HISTORY", sponsored by Gettysburg Soldiers, is a show & tell display featuring original Civil War artifacts and relics and handpainted miniatures. The interactive demo will describe how weapons and tactics of the ACW period can be translated to the wargame table.	Lilac Room	Gettysburg Soldiers			
4/26/2019 17:00			190	2F1205-190	Gunfighter's Ball	Demonstration Game		Gunfighter's Ball is an action-packed Wild West shootout game for tabletop miniatures. Play a short demo at the Knuckleduster booth using the full range of cards and accessories available for the game, plus beautifully-painted figures and terrain from the collection Knuckleduster used to photograph the Gunfighter's Ball rule book, published in 2018.	Lilac Room	Knuckleduster			
4/26/2019 17:00			204	2F1206-204	Lost Battalion Games	Demonstration Game			Lilac Room	Lost Battalion Games			
4/26/2019 17:00			202	2F1207-202	Mantic Games	Demonstration Game			Lilac Room	Mantic Games			
4/26/2019 17:00			203	2F1208-203	Warlord Games	Demonstration Game			Lilac Room	Warlord Games			
4/26/2019 18:00	1pm	5:00 PM	99	2F1301-99	A River of Dreams	Historical Miniatures Game	Kevin MacDonald	1/600 Civil War Ironclads. Fighting for control on the rivers in the ACW.	Grand Ballroom	Table F - 4 [5 x 12]	1/600	Tactical	Steam and Black Powder

4/26/2019 18:00	1:00 PM	7:00 PM	146	2F1302-146	Battle of Tsushima - May 27 1905	Historical Miniatures Game	Aaron Filter	Following the disaster in the Battle of the Yellow Sea in August 1904 where the Russian Pacific fleet was sunk or captured the Russians dispatched elements of the Baltic fleet to relieve Port Arthur. The Japanese intercepted the Russians in the straits of Tsushima. Historically the Japanese crushed the Russians. Now is your chance to take command and either change or repeat history.	Grand Ballroom	Table D - 4 [6 x 10]	1/2400 Naval	Grand Tactical-Fleet	Naval Thunder-Rise of the Battleship
4/26/2019 18:00	1:00 PM	4:00 PM	36	2F1303-36	Legend of Fu Sang - Chinese explorers in Mexico (999AD)	Historical Miniatures Game	ANDREW SCHAPALS	The buddhist monk, Hui Shen, sailed to the mythical land of Fu Sang and lived among their peoples around 500 AD. Now, the Emperor Taizong, sends a new expedition headed by the monk, Fa Xian, and his military ambassador, Gan Ying, using the new invention the compass, back to Fu Sang to establish trade relations. The natives captured Fa Xian for human sacrifice. Can he be saved by Gan Ying?	Grand Ballroom	Table G - 5 [6 x 7.5]	28mm	Skirmish	Home Rules - Beer & Pretzels
4/26/2019 18:00	1:00 PM	5:00 PM	158	2F1304-158	Moonshiner's Holyland	Historical Miniatures Game	Tom Kuczak	Fond du Lac Wisconsin, a bootlegger's paradise. This quaint area is home of Olig's Cheese Factory, a front for one of the Midwest's largest hooch operation. In just one day, 1200 gallons could be made and shipped out. Al Capone and Bugs Moran both want to incorporate this operation into their supply chain and are ready to fight for it.	Grand Ballroom	Table E - 3 [6 x 10]	28mm	Skirmish	The Bootleggers - Modified
4/26/2019 18:00	1:00 PM	6:00 PM	137	2F1305-137	Struggle Along the Goldbach	Historical Theme Game - Combined Arms Through the Ages	Mark Anderson	Elements of Napoleon's Grande Armee' fight for survival against overwhelming Austrian and Russian forces.	Grand Ballroom	Table B - 3 [6 x 15]	15mm	Battalion Level, Napoleonic Tactical	Charge: Eagles Rising, to be published
4/26/2019 18:00	1:00 PM	2:00 PM	93	2F1306-93	Tank Battle: FURY Sherman vs. Tiger (Skirmish #3)	Historical Miniatures Game	Greg Gawron	This game is taken from the World War II film "Fury" using Advanced Squad Leader rules. You are a U.S. Army sergeant commanding 2-4 medium-size Sherman tanks in battle against a well-equipped Tiger I heavy tank. The M4 was a reliable tank, but the German Tiger I (officially known as Panzerkampfwagen VI Tiger Ausf. H) heavy tank outclassed it. Hast du was es braucht? Feuer!	Grand Ballroom	Table C - 6 [6 x 6]	15mm	Skirmish	Advanced Squad Leader (ASL) from Avalon Hill
4/26/2019 18:00	1:00 p.m.	4:50 p.m.	194	2F1307-194	Trireme: Battle of Patras 429 BC	Historical Miniatures Game	Brett Fuller	During the early years of the Peloponnesian War, the Athenians established a naval base with 20 triremes at Naupactus. A Corinthian squadron of 47 triremes have been sent to support the invasion of Naupactus.	Grand Ballroom	Table H - 4 [6 x 6]	0.875	Strategic	Trireme - modified
4/26/2019 18:00	1:00 PM	5:00 PM	62	2F1308-62	The Russians Are Coming! 1760	Historical Miniatures Game	Mark Huml	Prussian Pomerania 1760. The Tsar's invading army has overrun countryside stripped of defenders to fill Frederick's army facing the Austrians in Silesia; and cossacks are burning everything in sight. Enter: Major von Recht-Ordnung (the elder), a retired officer of the local garrison regiment has been appointed to rally what local forces can be had to save the taxpayers from the Russians.	Grand Ballroom	Table E - 1 [6 x 10]	28mm	Skirmish	Sharp Practice
4/26/2019 18:00	1:00pm	5:00pm	250	2F1309-250	Skirmish Fire - The Crimean War	Historical Miniatures Game		Russian Infantry and Cavalry units are advancing to engage the British and French skirmish lines. Their orders are to capture key objectives and in doing so force the Allies to fall back so the Russians can establish new lines for future offensive actions. This area of the Crimea has more terrain features than normal so the Allies have good defensive ground as they prepare for the Russian advance	Grand Ballroom	Table D - 6 [6 x 10]	28mm	Skirmish	Skirmish Fire
4/26/2019 19:00	2:00 PM	6:00 PM	3	2F1401-3	A Cup Of Coffee In Huesca	Historical Miniatures Game	Todd W. Olson	21 August 1936 - Aragon, Spain. Columns of Anarchist militia led by the charismatic Buenaventura Durutti close in on a key crossroads. Beleagured Nationalist forces must stop them from linking up with the Basque separatists. This game is simple enough for a complete beginner, but has enough color and detail for the grognards.	Grand Ballroom	Table G - 8 [5 x 8.5]	15mm	Tactical Skirmish (individual aircraft)	AK-47 Republic
4/26/2019 19:00	2pm	5pm	73	2F1402-73	Aerodrome(R) 3.0 3E Korean War Aerial Combat: Early Days	Historical Miniatures Game	Stanley F Kubiak	U.S. P-51 Mustangs & F4U Corsairs, hotshots of WW2, are up against the new Mig-15 jet aircraft of North Korea. Fly in simulated air combat using the Korean War-era version of the popular Aerodrome(R) aerial combat rulesets; still easy to learn/play, lots of fun. Rules taught; equipment provided. As always, Wings/Medals for victories & Valor!	Grand Ballroom	Table C - 4 [6 x 12.5]	0.1416667		Aerodrome(R) 3.0 - Korean War-Era Aerial Combat Game
4/26/2019 19:00	2:00pm	6:00pm	16	2F1403-16	AXIS & ALLIES GLOBAL	Historical Theme Game - Combined Arms Through the Ages	BOB ROBY	GERMANY NEEDS A LITTLE MORE SPACE! ITALY WANTS THE ROMAN EMPIRE RESTORED! JAPAN DEMANDS IT CO-PROSPERITY SPHERE OF INFLUENCE COVER THE PACIFIC! THE TRI-PARTE IS READY TO STRIKE!!! CAN THE ALLIES STOP THIS MADNESS? ALLIED FORCES AWAIT YOUR COMMANDS. PICK A SIDE, PLAN YOUR STRATEGY, BUILD, FIGHT, MAKE THE OTHER POOR SLOB DIE FOR HIS COUNTRY! GAME RUNS CONTINUOUS FROM 1 SESSION TO THE NEXT.	Grand Ballroom	Table H - 1 [6 x 6]	25mm	Strategic	A&A GLOBAL 2ND ED
4/26/2019 19:00	2:00 PM	6:00 PM	126	2F1404-126	Battle on the Ice, Battle of Lake Peipus, 1242	Historical Miniatures Game	William J. Hupp	Grand Triumph! Teutonic Knights vs. Novgorod Russians in the Battle of Lake Peipus 1242. This is the battle that made Alexandre Nevskii famous as the Battle on the Ice. (Russian) Rules will be taught.	Grand Ballroom	Table A - 1 [6 x 15]	15mm	Grand Tactical	Triumph!
4/26/2019 19:00	2:00 PM	4:00 PM	44	2F1405-44	DEFCON ZERO Alpha Demo	Historical Miniatures Game	Steve Rysemus	Come and try this new modern miniatures game by Covert Intervention Games. Covert is now the official Miniatures manufacturer for Elheim Miniatures in the USA. Two hours sessions will be running through Friday and Saturday.	Grand Ballroom	Table H - 6 [6 x 6]	20mm	Skirmish	DEFCON ZERO - Beta
4/26/2019 19:00	2:00 PM	6:00 PM	163	2F1406-163	Fury of the Norsemen	Historical Miniatures Game	Jim Roots	New set of rules in playtesting for Dark Ages and Crusades for larger skirmish actions. Saxons attempt to dislodge a Viking raiding force from their lands, but the sons of Ragnar have other plans. Rules will be taught.	Grand Ballroom	Table A - 3 [6 x 15]	28-30mm	Skirmish	Faith and Fury - in playtesting/not yet published
4/26/2019 19:00	2:00 PM	6:00 PM	32	2F1407-32	Legion vs Zealots	Historical Miniatures Game	Tod Kershner	It is 66 CE and the Judeans have declared independence from the hated Romans. A legion approaches to straighten them out. Discipline and technology vs masses of fanatics.	Grand Ballroom	Table G - 4 [6 x 7.5]	1/72 or 22mm	Tactical	To the Strongest
4/26/2019 19:00	2pm	7pm	54	2F1408-54	Operation Reindeer, Angola 1978	Historical Miniatures Game	herman deckys	May 1978. South Africa tired of reacting to SWAPO and MPLA incursions decided to become pre-emptive instead. They planned for attacks on several SWAPO bases near the border where insurgents were training with their Cuban and Russian advisors. One such base was Dombondola. Defended by trenches and bunkers and heavy weapons the South Africans deploy for the first time their new APC Ratsels.	Grand Ballroom	Table E - 5 [6 x 10]	1/285	Tactical	Panzer/Combined Arms
4/26/2019 19:00	2 p.m.	6 p.m.	69	2F1409-69	Sink The Bismallah!	Historical Theme Game - Combined Arms Through the Ages	Bill Wimbiscus	The Bismallah, a large Dervish steamer outfitted with cannon and turncoat Egyptian gun crews, has cut off the Nile at Berber. The British have put together a scratch force of gunboats led by the Hoodia to sink it. Even with superior training, their task won't be an easy one. For once, it's the Dervish with better fire power. Riverine naval action & limited land fighting with lots of explosions.	Grand Ballroom	Table F - 3 [5 x 12]	20mm	Skirmish	Gunboat & Dhow/The Sword & the Flame
4/26/2019 19:00	2:00 PM	3:00 PM	94	2F1410-94	Tank Battle: FURY Sherman vs. Tiger (Skirmish #4)	Historical Miniatures Game	Greg Gawron	This game is taken from the World War II film "Fury" using Advanced Squad Leader rules. You are a U.S. Army sergeant commanding 2-4 medium-size Sherman tanks in battle against a well-equipped Tiger I heavy tank. The M4 was a reliable tank, but the German Tiger I (officially known as Panzerkampfwagen VI Tiger Ausf. H) heavy tank outclassed it. Hast du was es braucht? Feuer!	Grand Ballroom	Table C - 7 [6 x 6]	15mm	Skirmish	Advanced Squad Leader (ASL) from Avalon Hill
4/26/2019 19:00	2pm	4pm	220	2F1411-220	Unlikely Alliances	Historical Miniatures Game	James Caldwell	Join the colonial age - where colonies and generals controlled large regions. Competition for resources is fierce. control of the world is based on negotiations and trades. but conflict is inevitable. Players can run trade and armies from any one of the major continents.	Grand Ballroom	Table H - 3 [6 x 6]	10mm 2d	Strategic and operational	Home
4/26/2019 19:00	2:00 PM	5:00 PM	236	2F1412-236	Jacobite Rebellion	Historical Miniatures Game	Joe Barrette	Jacobite attack on a Government stronghold (A Charles Stewart Grant Scenario) utilizing Peter Dennis' Wonderful new 28mm Paper Soldiers. A hoard of Highlanders with Bonnie Prince Charlie attempt to sweep a Government positional defense. Paper soldiers: a beautiful, quick and affordable introduction to war gaming many periods of history you may not wish to take the time to paint.	Grand Ballroom	Table H - 2 [6 x 6]	28 mm	Brigade and Division	Black Powder With "The Last Argument of Kings" supplement.
4/26/2019 19:00	2:00 PM	7:00 PM	215	2F1413-215	Charlie Company	Historical Theme Game - Combined Arms Through the Ages	Alexander Sewielski	Charlie Company is an infantry skirmish game based in the Vietnam War. It is a tactical, fast paced game that requires critical thinking and lots of teamwork. ALL the players will be playing as Squad leaders within the U.S. Military facing the Game master who plays the opposing Viet-Cong/Minh/NLF, and or PAVN. This is not your typical 'shoot-em-up' game, and some light role playing is involved.	Grand Ballroom	Table A - 2 [6 x 15]	15mm	Tactical/Skirmish Level	Charlie Company
4/26/2019 20:00	3:00 PM	7:00 PM	79	2F1501-79	Broadsword and Bayonet at Dunkeld	Historical Miniatures Game	Edward Harding	23 March 1746 Scotland. Captain McVicar is ordered to clear the bridge over the river Braan by Dunkeld as Cumberland pursues Bonnie Prince Charlie's Jacobean army north. Colonel Robert Mercer of Aldie is ordered to hold for as long as possible.	Grand Ballroom	Table D - 2 [6 x 10]	28 mm	skirmish	Too Fat Ladies - Sharpes Practice 2
4/26/2019 20:00	3pm	6pm	181	2F1502-181	Contact at the cross roads.	Historical Miniatures Game	David Nelson	German and American Armies unit try to push thru a vital cross road town. Who will can take and hold the town? Each side keeps call in more and more units. A good old fashion World war 2 fight.	Grand Ballroom	Table H - 7 [6 x 6]	28mm	Skirmish	Battle ground WW2
4/26/2019 20:00	3pm	6pm	186	2F1503-186	Dragon Training and Arena Combat	Fantasy Game	J Peter Aguilu	Direct from the HTTYD Dragon trilogy and animated series: Visit the wheel of "inspiration" and see if your dragon can learn the basics of "jousting" or air-to-air combat, tooth-to-claw grappling and other skills to be the best in the arena... 45 min training followed by a gladiator style combat (usually for non-lethal domination). Remember, we're all friends, right?	Helm's Deep - Grand Ballroom	Table J - 2 [6' x 6']	15mm (1/144)	Skirmish	Dragon Direct Distributors - HTTYD system
4/26/2019 20:00	3:00 PM	4:00 PM	95	2F1504-95	Tank Battle: FURY Sherman vs. Tiger (Skirmish #5)	Historical Miniatures Game	Greg Gawron	This game is taken from the World War II film "Fury" using Advanced Squad Leader rules. You are a U.S. Army sergeant commanding 2-4 medium-size Sherman tanks in battle against a well-equipped Tiger I heavy tank. The M4 was a reliable tank, but the German Tiger I (officially known as Panzerkampfwagen VI Tiger Ausf. H) heavy tank outclassed it. Hast du was es braucht? Feuer!	Grand Ballroom	Table C - 6 [6 x 6]	15mm	Skirmish	Advanced Squad Leader (ASL) from Avalon Hill
4/26/2019 20:00	3:00PM	8:00PM	221	2F1505-221	Nancy: the XII Corps bounces the Moselle	Historical Miniatures Game	Thomas Harris	It's September of 1944 the pursuit of the Germans across France is slowing down due to supply issues. Patton's XII Corps is planning to bounce the Moselle and	Grand Ballroom	Table C - 1 [6 x 12.5]	15mm	Operational	Breakthrough!
4/26/2019 21:00	4pm	8pm	177	2F1601-177	A Frankish Revolt	Historical Miniatures Game	DAVE	Barbarians players allied to Rome cooperate (or not) to put down a revolt (run by the GM) against the late Roman Empire and win glory or loot for themselves. Fast and easy rules. Commands will be balanced. Women friendly game.	Grand Ballroom	Table D - 1 [6 x 10]	25mm	Tactical	Fisful of Miniatures modified
4/26/2019 21:00	4PM	8PM	148	2F1602-148	ALIENS	Science Fiction Game	JAMES HARNES	Things have gone very wrong on Hadley's Hope. As the Colonial Marines you must fight your way across the reactor room to reach the exit. Once you are out of the reactor room you regroup and try to defend the Operations Center. When you realize that this is hopeless, your only option is to flee through the ductwork to the safety of the dropship. Don't stop and don't go back for anything or anyone!	Helm's Deep - Grand Ballroom	Table I - 2 [6' x 6']	28MM	SKIRMISH	LEADING EDGE
4/26/2019 21:00	4:00	6:00	120	2F1603-120	Cold Steel & Broadsides	Historical Miniatures Game	J Decker	The French, English, Spanish, and Pirates fight for gold in the treacherous waters of the Caribbean. Each player controls a 1/285th ship and its 6mm crew in an easy to learn fast play game. Be the player who accumulates the most treasure to win the game. High quality beautifully painted ships and crews.	Grand Ballroom	Table D - 5 [6 x 10]	6mm	Skirmish	Cold Steel and Broadsides
4/26/2019 21:00	4pm	8pm	168	2F1604-168	Sir Henry Morgans Pirates of the Caribbean	Historical Theme Game - Combined Arms Through the Ages	WILLIAM L WEBB	Its swashbuckling adventure in the beautiful age of sail!! Sir Henry Morgan raids the islands of the Caribbean in the late 1600's. play along as pirate, Spanish, privateer, English, French, or even wild island natives.!!	Grand Ballroom	Table A - 5 [6 x 20]	28mm	large skirmish	homegrown

4/26/2019 21:00	4:00 PM	5:00 PM	96	2Fr1605-96	Tank Battle: FURY Sherman vs. Tiger (Skirmish #6)	Historical Miniatures Game	Greg Gawron	This game is taken from the World War II film "Fury" using Advanced Squad Leader rules. You are a U.S. Army sergeant commanding 2-4 medium-size Sherman tanks in battle against a well-equipped Tiger I heavy tank. The M4 was a reliable tank, but the German Tiger I (officially known as Panzerkampfwagen VI Tiger Ausf. H) heavy tank outclassed it. Hast du was es brauchst? Feuer!	Grand Ballroom	Table C - 7 [6 x 6]	15mm	Skirmish	Advanced Squad Leader (ASL) from Avalon Hill
4/26/2019 21:00	4:00 PM	8:00 PM	105	2Fr1606-105	The Kraslava Cauldron 1944	Historical Miniatures Game	Tony guido	Trapped by the collapse of Army Group Center, remnants of the 135th Panzer regiment attempt to break out of the Kraslava pocket in this fictional 1944 Eastern Front scenario. Another challenging operation for both the Russians and Germans using fun and playable KAMERADEN eastern front miniature rules.	Grand Ballroom	Table B - 2 [6 x 15]	10mm	Tactical	KAMERADEN
4/26/2019 22:00	5:00 PM	10:00 PM	66	2Fr1701-66	Close Action Scenario	Historical Miniatures Game	Roger R Reynolds	British and French sailing ship squadrons face off in a battle for sea control or convoy protection. Ships-of-the-Line expend broadsides to destroy the opposition.	Grand Ballroom	Table E - 2 [6 x 10]	1/1200	Tactical	Close Action
4/26/2019 22:00	4:30 PM	6:30 PM	46	2Fr1702-46	DEFCON ZERO Alpha Demo	Historical Miniatures Game	Steve Rysemus	Come and try this new modern miniatures game by Covert Intervention Games. Covert is now the official Miniatures manufacturer for Elheim Miniatures in the USA. Two hours sessions will be running through Friday and Saturday.	Grand Ballroom	Table H - 6 [6 x 6]	20mm	Skirmish	DEFCON ZERO - Beta
4/26/2019 22:00	6pm (5pm you can come to build your car)	8pm	83	2Fr1703-83	lysDexic maGes-Road Rage Rampage	Parent / Child Game	Glenn Domingo	Kids, grab some old die cast cars (that rhyme with whoot heels, we will have some on hand also. Come up to an hour before the event to outfit them with rocket pods & machine. Your car will be permanently modified to fight in an abandoned town. Kids get to take their cars home. Rules will be taught. Parent needed for build because we will be using glue guns and superglue.	Grand Ballroom	Table J - 1 [6 x 6]	1/64th	Skirmish	Homebrew
4/26/2019 22:00	5:00pm	12:00am	22	2Fr1704-22	Shin Godzilla, The Miniature Game	Science Fiction Game	Jason Neihoff	In our modern, real world, "kaiju" evokes the imagination as giant sci fi creatures. But what if, in our real world, a large creature DID attack Japan? One day fiction, the next day devastatingly real!	Helm's Deep - Grand Ballroom	Table J - 5 [6' x 6']	6mm	Strategic/Skirmish	Home
4/26/2019 22:00	5:00pm	10:00pm	26	2Fr1705-26	The Magnificent Seven (1960)	Historical Miniatures Game	Greg Principato	6MM micro miniatures ADULTS AND CHILDREN OVER 13 PLEASE. Game represents the final shoot out between the Magnificent Seven and Calvera and his bandit gang. This is from the 1960 version and not the 2016 version.	Grand Ballroom	Table F - 2 [5 x 12]	28mm	Skirmish	Home
4/26/2019 22:00	5:00 p.m.	8:50 p.m.	195	2Fr1706-195	Trirème: Battle of Patras 429 BC	Historical Miniatures Game	Brett Fuller	During the early years of the Peloponnesian War, the Athenians established a naval base with 20 triremes at Naupactus. A Corinthian squadron of 47 triremes have been sent to support the invasion of Naupactus.	Grand Ballroom	Table H - 4 [6 x 6]	0.875	Strategic	Trirème - modified
4/26/2019 23:00	6:00PM	10:00PM	152	2Fr1801-152	Battle of Grand Marais du Fitz	Historical Theme Game - Combined Arms Through the Ages	Normal Warfare	The French column coming from Fort Detroit, attempting to reinforce Fort LeBœuf in the Ohio Territory, collide with the British at the Great Fitz Swamp, as they were marching to destroy the Fort.	Grand Ballroom	Table B - 4 [6 x 15]	15mm	Tactical (Division/Battalion/Company)	Redcoats in the Wilderness
4/26/2019 23:00	6:00 PM	10:00 PM	172	2Fr1802-172	Battle of Iowa Holdfast	Science Fiction Game	Steven Rugh	A large US Force is heading to take out a Martian Holdfast. Does the US have enough to take out the Martians or are the Martians strong enough to hold and either demoralize or wipe out the humans. New players are welcome.	Helm's Deep - Grand Ballroom	Table I - 5 [6' x 6']	15 mm	Strategic	All Quiet on the Martian Front
4/26/2019 23:00	6:00 PM	9:00 PM	196	2Fr1803-196	Battle of Sacramento, 1861	Historical Miniatures Game	Liam Harding	First engagement by famous Confederate General Nathan Bedford Forrest. Forrest's cavalry group received information of a Union cavalry detachment in the town of Sacramento, Kentucky and despite commanding a smaller force, moved to push them from the town. Can you recreate Forrest's first victory? Or stop his legend before it begins to grow?	Grand Ballroom	Table G - 4 [6 x 7.5]	28mm	Tactical	Sharp Practice
4/26/2019 23:00	4:00	6:00	121	2Fr1804-121	Cold Steel & BroadSides	Historical Miniatures Game	J Decker	The French, English, Spanish, and Pirates fight for gold in the treacherous waters of the Caribbean. Each player controls a 1/285th ship and its 6mm crew in an easy to learn fast play game. Be the player who accumulates the most treasure to win the game. High quality beautifully painted ships and crews.	Grand Ballroom	Table D - 5 [6 x 10]	6mm	Skirmish	Cold Steel and BroadSides
4/26/2019 23:00	6:00 PM	10:00 PM	40	2Fr1805-40	Going DOWntown - Linebacker II	Historical Miniatures Game	Thomas Konczal	Can you get the B-52's to Hanoi safely or do you want to try to intercept and shoot them down?	Grand Ballroom	Table G - 6 [6 x 7.5]	1/285	Tactical	CY6JA Check Your Six Jet Age
4/26/2019 23:00	6:00 PM	10:00 PM	114	2Fr1806-114	Lets go see a picture show.	Historical Miniatures Game	Michael Konwinski	After being released from jail, you arrange a meeting with a rival gang to discuss business. But, before attending the meeting, you decide to take your girlfriend to the pictures, and then head back to the Hotel for business. It seems that the Feds have other plans for this evening. We'll see how that goes. It should be a good picture.	Grand Ballroom	Table D - 3 [6 x 10]	28mm	skirmish/individual	Mad Dogs with Guns
4/26/2019 23:00	6:00 PM	10:00 PM	160	2Fr1807-160	Moonshiner Turf War	Historical Miniatures Game	Tom Kuczak	In October 1926, The Birger and Shelton Gangs of southern Illinois have openly declared war on one another after the Birgers executed one of Shelton's men for stealing from them. Vying for valuable bootlegging territory, both sides will stop at nothing to destroy the other.	Grand Ballroom	Table E - 3 [6 x 10]	28mm	Skirmish	The Bootleggers - Modified
4/26/2019 23:00	6:00 PM	9:00 PM	107	2Fr1808-107	Quatre Bras	Historical Miniatures Game	GLENN DROVER	On June 16, 1815 Marshal Ney had only just taken command of Napoleon's left wing, and was operating under incomplete orders that didn't match up with the situation on the ground. To make matters worse, most of the troops under his command had not yet arrived. Regardless, he was determined to attack the force of Dutch-Belgians that were in front of him, and seize the crossroads at Quatre Bras.	Grand Ballroom	Table B - 5 [6 x 15]		Grand Tactical	Home
4/26/2019 23:00	6:00pm	10:00pm	101	2Fr1809-101	Sickle's Salient	Historical Miniatures Game	Michael Wedding	Gettysburg, July 2nd, 1863. Sickle has placed his troops out in front of the rest of the Union Line. The juggernaut Reb attack has already begun at the Rose Farm, Devil's Den, and Little Round Top. Can Sickle stand or will they be driven back like they were in history.	Grand Ballroom	Table H - 8 [6 x 6]	22mm	Tactical	JR111 Johnny Reb III
4/26/2019 23:00	6PM	10PM	129	2Fr1810-129	The Battle of Hastings	Historical Theme Game - Combined Arms Through the Ages	Rodney Cain	After his victory at Stamford Bridge, King Harold must fight to defend England from William Duke of Normandy. The Saxon army of heavy foot deploys on a hillside blocking the road to London near Hastings and faces a mixed force of mounted units, heavy foot and light troops. Can William use his combined arms to defeat the Saxon Shield wall? You decide!	Grand Ballroom	Table A - 1 [6 x 15]	28mm	Grand Tactical	Triumph!
4/26/2019 23:00	6:00 PM	10:00 PM	242	2Fr1811-242	Circus Maximus	Historical Theme Game - Combined Arms Through the Ages	Daniel Chinnery	54 mm on a 48" x 10 1/2" board.	Grand Ballroom	Table C - 2 [6 x 12.5]	54mm	Skirmish	Circus Maximus simplified AH
4/26/2019 23:00	6pm	11pm	244	2Fr1812-244	battle of iuka	Historical Miniatures Game	edwin wilson	Grant perceiving an opportunity to crush price advanced with two columns the second under Rosecrans advancing from the south west. Price aware of the plan sends a force to stop this threat. Can the rebels beat off the union and escape or will Grant crush them an win another glorious victory.	Grand Ballroom	Table G - 3 [6 x 7.5]	15mm	regimental	american civil war home rules
4/27/2019 0:00	7:00pm	12:00am	18	2Fr1901-18	AXIS & ALLIES GLOBAL	Historical Theme Game - Combined Arms Through the Ages	BOB ROBY	GERMANY NEEDS A LITTLE MORE SPACE! ITALY WANTS THE ROMAN EMPIRE RESTORED! JAPAN DEMANDS IT CO-PROSPERITY SPHERE OF INFLUENCE COVER THE PACIFIC! THE TRI-PARTE IS READY TO STRIKE!!! CAN THE ALLIES STOP THIS MADNESS? ALLIED FORCES AWAIT YOUR COMMANDS. PICK A SIDE, PLAN YOUR STRATEGY, BUILD, FIGHT, MAKE THE OTHER POOR SLOB DIE FOR HIS COUNTRY! GAME RUNS CONTINUOUS FROM 1 SESSION TO THE NEXT.	Grand Ballroom	Table H - 1 [6 x 6]	25mm	Strategic	A&A GLOBAL 2ND ED
4/27/2019 0:00	7:00 PM	10:00 PM	106	2Fr1903-106	Charleston, 1863	Historical Miniatures Game	Randy Hardin	Confederate and Union naval forces class off Charleston Harbor. The Union blockade is firm, but can the Confederate navy make a hole for a blockade runner to get through? This will be a test of modified ironclad rules system to seek to streamline the system. Comments on revisions will be accepted as the rewrite goes on.	Grand Ballroom	Table D - 6 [6 x 10]	1/600	Tactical naval	Ironclad, modified
4/27/2019 0:00	7 p.m.	11 p.m.	70	2Fr1904-70	Deadwood Apocalypse	Historical Miniatures Game	Bill Wimbiscus	Here's a chance to settle old scores as a loose alliance of Deadwood factions declare war on the outside forces threatening to crush their town. Al Swearingen's crew takes on George Hearst's regulators, Seth Bullock & his constables face off against the Yankton cartel, Mr. Wu & the Chinese battle the Tongs for control of the opium trade. Didn't watch the show? Doesn't matter. This is a gun fight!	Grand Ballroom	Table G - 7 [5 x 8.5]	28mm	Skirmish	Fistful of Dollars Reloaded
4/27/2019 0:00	7:00 PM	11:00 PM	164	2Fr1905-164	Fury of the Norsemen	Historical Miniatures Game	Jim Roots	New set of rules in playtesting for Dark Ages and Crusades for larger skirmish actions. Saxons attempt to dislodge a Viking raiding force from their lands, but the sons of Ragnar have other plans. Rules will be taught.	Grand Ballroom	Table A - 3 [6 x 15]	28-30mm	Skirmish	Faith and Fury - in playtesting/not yet published
4/27/2019 0:00	7:00 PM	9:00 PM	64	2Fr1906-64	Gladiator	Historical Miniatures Game	Jeffrey Lee	Man, Woman & Beast locked in mortal combat for the amusement of indolent, drunken spectators of Ancient Rome's deadly diversion-- a 25mm version of Avalon Hill's classic "Gladiator". No experience necessary. Rules slightly modified. (If you wish to live to fight again another day, a Google search will lead to several links from which to download rules.	Grand Ballroom	Table H - 5 [6 x 6]	25mm	Tactical	Avalon Hill's Gladiator with slight modifications
4/27/2019 0:00	7:00 PM	11:59pm	123	2Fr1907-123	Hohenhausen Bridge 1985 - Part 1	Historical Theme Game - Combined Arms Through the Ages	Darrell Hartsig	With Warsaw Pact armies pushing west to Hamburg and covering their flanks to the east, NATO plans on committing 2nd Marine Expeditionary Force to Northag in Denmark. Key to this is the Nord-Otsee Canal. With Danish and West German forces heavily engaged farther east, 24 MEU, the only Marines yet in theater, are committed to seize and hold the Highway 23 crossing at Hohenhausen.	Grand Ballroom	Table F - 5 [5 x 12]	15mm	Tactical	Team Yankee
4/27/2019 0:00	2 p.m.	5 p.m.	140	2Fr1908-140	Stop the Jackson Express	Historical Miniatures Game	matthew cappellini	German and American forces collide on the Western Front. In addition to battling for key positions, Mean while, a secret German train rumbles across the board. The Americans want to stop it. The Germans want to protect it. The rules, Combat Patrol by Buck Surdu, allow for battle resolution with little dice rolling through the use of action cards.	Grand Ballroom	Table G - 5 [6 x 7.5]	15 mm	skirmish	Combat Patrol by Buck Surdu
4/27/2019 0:00	7:00 PM	10:00 PM	225	2Fr1909-225	ðœDropping the Hammer! The Defense of Clavis IV&C	Science Fiction Game	JON WALKER	Using the CAV: Strike Operations system, each two-plus hour event is for 2-6 players with some wargaming operation. Rules will be taught, and all materials are provided. Prizes will be awarded to all participants!	Grand Ballroom	Table E - 6 [6 x 10]	10mm	Tactical	CAV: Strike Operations
4/27/2019 1:00	8:00	10:00	122	2Fr2001-122	Cold Steel & BroadSides	Historical Miniatures Game	J Decker	The French, English, Spanish, and Pirates fight for gold in the treacherous waters of the Caribbean. Each player controls a 1/285th ship and its 6mm crew in an easy to learn fast play game. Be the player who accumulates the most treasure to win the game. High quality beautifully painted ships and crews.	Grand Ballroom	Table D - 5 [6 x 10]	6mm	Skirmish	Cold Steel and BroadSides

4/27/2019 1:00	7:00 PM	9:00 PM	48	2F2002-48	DEFCON ZERO Alpha Demo	Historical Miniatures Game	Steve Rysemus	Come and try this new modern miniatures game by Covert Intervention Games. Covert is now the official Miniatures manufacturer for Elheim Miniatures in the USA. Two hours sessions will be running through Friday and Saturday.	Grand Ballroom	Table H - 6 [6 x 6]	20mm	Skirmish	DEFCON ZERO - Beta
4/27/2019 1:00	8PM	Midnight	102	2F2003-102	In Search of Cobra	Science Fiction Game	Mike DeLance	G.I. Joe is the codename for America's daring highly trained special mission force. It's purpose, to defend Human Freedom against Cobra! A ruthless terrorist organization determined to rule the world. A G.I. Joe patrol is on a routine patrol in the Middle Eastern nation of Trucial Abyssia, but what they find may be anything but routine.	Helm's Deep - Grand Ballroom	Table I - 1 [6' x 6']	15mm	Skirmish	Wars of Insurgency The Games of War: A Treasury of Rules for Battles with Toy Soldiers, Ships, and Planes by John Bobek
4/27/2019 2:00	9pm	11pm	153	2F2101-153	LRRPS - Vietnam	Historical Theme Game - Combined Arms Through the Ages	John Bobek	Go on a six or twelve man recon in Indian territory with the elite of the 101st airborne. HO scale. Go on one or more patrols. No two patrols are the same.	Grand Ballroom	Table F - 1 [5 x 12]	25mm	skirmish	
4/27/2019 2:00	9pm	Midnight	84	2F2102-84	lysDexic maGes-Frozen Winds	Science Fiction Game	Glenn Domingo	I have mixed Tall Ships, canons and sledding into a fast paced Ships of the Line "naval" game that plays fast but ultimately gives homage to Ships, Sail and smoldering wicks. Rules will be taught and deaths will be cold. (For Mature Players. Rules will be taught)	Helm's Deep - Grand Ballroom	Table J - 1 [6' x 6']	1/285	Skirmish	Homebrew
4/27/2019 13:00	8:00am	4:00pm	23	35a0801-23	Shin Godzilla, The Miniature Game	Science Fiction Game	Jason Neihoff	6MM micro miniatures ADULTS AND CHILDREN OVER 13 PLEASE.	Helm's Deep - Grand Ballroom	Table J - 5 [6' x 6']	6mm	Strategic/Skirmish	Home
4/27/2019 13:00	8am	Noon	132	35a0802-132	The Battle of Hastings	Historical Theme Game - Combined Arms Through the Ages	Rodney Cain	After his victory at Stamford Bridge, King Harold must fight to defend England from William Duke of Normandy. The Saxon army of heavy foot deploys on a hillside blocking the road to London near Hastings and faces a mixed force of mounted units, heavy foot and light troops. Can William use his combined arms to defeat the Saxon Shield wall? You decide!	Grand Ballroom	Table A - 1 [6 x 15]	28mm	Grand Tactical	Triumph!
4/27/2019 14:00	9:00 AM	1:00 PM	59	35a0901-59	55 Days at Peking	Historical Miniatures Game	Jon Michal	On 6th June 1900 the Boxers of China, an association of extreme nationalists dedicated to the expulsion of all foreigners from the country, rose up and, aided by the Chinese government, laid siege to the European colony in Peking. The military and civilian personnel of the Legation area made preparation for its defense and held out until relieved some eight weeks later.	Grand Ballroom	Table E - 4 [6 x 10]	25mm	Skirmish	Home Grown
4/27/2019 14:00	9:00 AM	1:00 PM	4	35a0902-4	A Gentleman&C's Dilemma	Historical Miniatures Game	Todd W. Olson	19 September 1777 &C Saratoga, New York. Cut off from his line of communication to Canada, Major General &C Gentleman Johnny&C Burgoyne orders his advance guard to outflank Continental positions at Bemis Heights, Dan Morgan and his Corps of Riflemen lie quietly in wait. What follows is one of the great battles of the American Revolution.	Grand Ballroom	Table G - 8 [5 x 8.5]	15mm	Tactical	Wilderness Wars
4/27/2019 14:00	9:00am	1:00pm	185	35a0903-185	Another hot day in Mali	Historical Miniatures Game	James Casey	A French Foreign Legion squad is sweeping a local village. Local insurgents find this opportunity to strike against the French.	Grand Ballroom	Table H - 5 [6 x 6]	28mm	Skirmish Squad	Skirmish Sangin
4/27/2019 14:00	9:00 AM	1:00 PM	15	35a0904-15	AXIS & ALLIES GLOBAL	Historical Miniatures Game	BOB ROBY	GERMANY NEEDS A LITTLE MORE SPACE! ITALY WANTS THE ROMAN EMPIRE RESTORED! JAPAN DEMANDS IT CO-PROSPERITY SPHERE OF INFLUENCE COVER THE PACIFIC! THE TRI-PARTE IS READY TO STRIKE!!! CAN THE ALLIES STOP THIS MADNESS? ALLIED FORCES AWAIT YOUR COMMANDS. PICK A SIDE, PLAN YOUR STRATEGY, BUILD, FIGHT, MAKE THE OTHER POOR SLOB DIE FOR HIS COUNTRY! GAME RUNS CONTINUOUS FROM 1 SESSION TO THE NEXT.	Grand Ballroom	Table H - 1 [6 x 6]	25mm	Strategic	AXIS & ALLIES GLOBAL 2ND ED
4/27/2019 14:00	9:00 AM	12:00 PM	37	35a0905-37	Battle of Castell Aberleiniog - June 1098	Historical Miniatures Game	ANDREW SCHAPALS	The Norman Marcher Lords the Earl of Shrewsbury, Hugh Montgomery, along with his friend, the Earl of Chester, Hugh d'Avanches, are celebrating their recent recapture of the island of Anglesey from the Welsh King Gwynedd of Cynan. Unfortunately, Gwynedd has seeked out the aid of King Magnus III of Norway and his son, Prince Sigurd, to take it back from the Normans.	Grand Ballroom	Table G - 5 [6 x 7.5]	28mm	Skirmish	Home Rules - Beer & Pretzels
4/27/2019 14:00	9:00 AM	1:00 PM	173	35a0906-173	Battle of Iowa Holdfast	Science Fiction Game	Steven Rugh	A large US Force is heading to take out a Martian Holdfast. Does the US have enough to take out the Martians or are the Martians strong enough to hold and either demoralize or wipe out the humans. New players are welcome.	Helm's Deep - Grand Ballroom	Table I - 5 [6' x 6']	15 mm	Strategic	All Quiet on the Martian Front
4/27/2019 14:00	9:00 AM	12:00 PM	42	35a0907-42	Battle of Ligny	Historical Miniatures Game	Mike Beers	In an effort to prevent the Prussian and English armies from combining, Napoleon split his force and sends Marshall Ney to engage the English while he attacks the Prussians at Ligny.	Grand Ballroom	Table G - 4 [6 x 7.5]	28mm	Strategic	Column, Line, & Square
4/27/2019 14:00	9:00 AM	11:30 AM	75	35a0908-75	Brazen Chariots: 1941 Western Desert Extravaganza Game 1	Historical Miniatures Game	Edward Harding	1st of 4 linked &C What a Tank&C games set around Operation Crusader; Italian M13 tanks vs British Crusader I. Using Too Fat Ladies&C's newest rule&C, WAT, command an individual tank in a fun armored action game. If you obtain ACE status in the game, by knocking out an enemy tank, you can carry over the assigned special ability into any of the next 3 games. Rules will be taught.	Grand Ballroom	Table D - 2 [6 x 10]	28 mm	skirmish	Too Fat Ladies - What a Tanker
4/27/2019 14:00	9 a.m.	1 p.m.	71	35a0909-71	Deadwood Apocalypse	Historical Miniatures Game	Bill Wimbiscus	Here&C's a chance to settle old scores as a loose alliance of Deadwood factions declare war on the outside forces threatening to crush their town. Al Swearingen&C's crew takes on George Hearst&C's regulators, Seth Bullock & his constables face off against the Yankton cartel, Mr. Wu & the Chinese battle the Tongs for control of the opium trade. Didn't watch the show? Doesn't matter. This is a gun fight!	Grand Ballroom	Table G - 7 [5 x 8.5]	28mm	Skirmish	Fistful of Dollars Reloaded
4/27/2019 14:00	9:00 AM	11:00 AM	80	35a0910-80	Elk Horn Tavern	Historical Miniatures Game	Terry Cabak	The Battle of Elk Horn Tavern or Pea Ridge, was the deciding factor in the US Civil War for control of everything West of the Mississippi river, Arkansas and Missouri. This pivotal battle may have resulted in Grant's later defeat at Shiloh and the destruction of all US forces in the west, opening the way for the capture of St. Louis by the Confederacy.	Grand Ballroom	Table G - 1 [6 x 7.5]	Jan-72	Tactical	Hex Command Gunpowder
4/27/2019 14:00	9am	12pm	212	35a0911-212	Gondor raid into Harad	Fantasy Game	Brian Vizek	4-6 player LOTR skirmish game. Gondor launches a punitive raid into Harad	Grand Ballroom	Table C - 1 [6 x 12.5]	28MM	Skirmish	Dragon Rampant
4/27/2019 14:00	9:00 AM	1:00 PM	206	35a0912-206	Guadalajara 1937 - An Italian Civil War in Spain	Historical Miniatures Game	Liam Harding	On the third day of the Italian Corpo Truppe Volontarie's advance towards Guadalajara they encounter a detachment from the XII International Brigade, the Garibaldi Battalion, near the Palacio De Don Luis. In a rare encounter during the Spanish Civil War, Italians would fight Italians to decide the fate of Spain. Can you continue the push to Madrid? Or stop the Nationalist advance?	Grand Ballroom	Table G - 6 [6 x 7.5]	28mm	Skirmish	Chain of Command - Espana
4/27/2019 14:00	9:00 AM	2:00 PM	124	35a0913-124	Hohen&Cm Bridge 1985 - Part 2	Historical Theme Game - Combined Arms Through the Ages	Darrell Hartsig	With Warsaw Pact armies pushing west to Hamburg and covering their flanks to the east, NATO plans on committing 2nd Marine Expeditionary Force to Northag in Denmark. Key to this is the Nord-Otsee Kanal. With Danish and West German forces heavily engaged farther east, 24 MEU, the only Marines yet in theater, are committed to seize and hold the Highway 23 crossing at Hohen&Cm.	Grand Ballroom	Table F - 6 [5 x 12]	15mm	Tactical	Team Yankee
4/27/2019 14:00	9:00am	1:00pm	19	35a0914-19	Hunt for the Victoria	Science Fiction Game	Patrick Connaughton	Pirate and raiders Have been harassing traffic in the bay for a while, the launch of a new liner is too tempting to resist&C. British & French combat pirates over the north coast! VSF/Steampunk Airship combat!	Helm's Deep - Grand Ballroom	Table J - 4 [6' x 6']	1/1200 scale Victorian Sci Fi Airships	Tactical	Imperial Skies
4/27/2019 14:00	9:00	1:00	119	35a0915-119	Long live the Republic!	Historical Theme Game - Combined Arms Through the Ages	James Harms	The peasants of the Vedee what the royalty to return to power. The true fate of France is as a country ruled by the will of the people. The forces of the Republic attempt to show the Vendians the error of their ways.	Grand Ballroom	Table G - 2 [6 x 7.5]	15mm	Tactical	Blackpowder - Modified
4/27/2019 14:00	1pm	3pm	154	35a0916-154	LRRPS - Vietnam	Historical Theme Game - Combined Arms Through the Ages	John Bobek	Go on a six or twelve man recon in Indian territory with the elite of the 101st airborne. HO scale. Go on one or more patrols. No two patrols are the same.	Grand Ballroom	Table F - 1 [5 x 12]	25mm	skirmish	The Games of War: A Treasury of Rules for Battles with Toy Soldiers, Ships, and Planes by John Bobek
4/27/2019 14:00	9am	Noon	85	35a0917-85	lysDexic maGes-Ancient Galley-Warfare	Historical Miniatures Game	Glenn Domingo	Roman & Athenian Triremes maneuver in turbulent waters while battling try to keep balance every time a bronze ram maims the ship and the row oars below. lysDexic maGes brings to you an intuitive and fun miniatures game. Rules will be taught and battle will be furious. Played on a water table&C. Yes, WATER as in WET!	Grand Ballroom	Table D - 8 [6 x 6]	1/285	Skirmish	Homebrew
4/27/2019 14:00	9pm	2pm	53	35a0918-53	Montcornet, Northeast France 1940	Historical Miniatures Game	herman decks	17 May 1940. As 10th Pz pushes deeper into France some German generals expressed concern about exposed flanks. Others like Guderian wanted to push on counting on speed and confusion but the anticipated counter attack did come. De Gaulle's 4th DCR attacked from the bridges over the Serre River at Montcornet.	Grand Ballroom	Table E - 5 [6 x 10]	1/285	Tactical	Panzer/Combined Arms
4/27/2019 14:00	9:00 AM	1:00 PM	159	35a0919-159	Moonshiner Turf War	Historical Miniatures Game	Tom Kuczak	In October 1926, the Birger and Shelton Gangs of southern Illinois have openly declared war on one another after the Birgers executed one of Shelton's men for stealing from them. Vying for valuable bootlegging territory, both sides will stop at nothing to destroy the other.	Grand Ballroom	Table E - 3 [6 x 10]	28mm	Skirmish	The Bootleggers - Modified
4/27/2019 14:00	9:00am	4:00pm	174	35a0920-174	Night of the Long Lances!	Historical Miniatures Game	Bill Nesbit	Bring your typewriter and get ready for a shootout! It is the night of the long lances. Two weeks after the Naval Battle of Guadalcanal swept the Japanese from Iron Bottom Sound, the USN is feeling cocky. That will change after tonight. A US force of five cruisers and four DDs is attempting to surprise and destroy a Japanese force of eight DDs. WWII naval combat at night is not for the faint of heart! Rules will be taught. Lunchbreak around noon.	Grand Ballroom	Table C - 5 [6 x 12.5]	1.7083333	Tactical	Modified Fletcher Pratt
4/27/2019 14:00	9:00 AM	12:00 PM	108	35a0921-108	Quatre Bras	Historical Miniatures Game	GLENN DROVER	On June 16, 1815 Marshal Ney had only just taken command of Napoleon&C's left wing, and was operating under incomplete orders that didn&C't match up with the situation on the ground. To make matters worse, most of the troops under his command had not yet arrived. Regardless, he was determined to attack the force of Dutch-Belgians that were in front of him, and seize the crossroads at Quatre Bras.	Grand Ballroom	Table B - 5 [6 x 15]	18mm	Grand Tactical	Home

4/27/2019 14:00	9am	2pm	98	35a0922-98	Revenge at Turk's Head Tavern, Chester Co. Pennsylvania 1777	Historical Miniatures Game	Jim Heniff	After his defeat at Paoli, "Mad" Anthony Wayne sends a detachment to Turk's Head Tavern (modern West Chester, PA) seeking revenge against supposed Tories in Chester County Penn. Meanwhile a Loyalist and Hessian force learn of the Rebel's movements and try to intercept Wayne's forces and interrupt their plans, whatever they are?	Grand Ballroom	Table E - 2 [6 x 10]	15mm	Skirmish	Sharp Practice 2	
4/27/2019 14:00	9:00 AM	1:00 PM	167	35a0923-167	Shoot N' Skedaddle Wild West	Historical Miniatures Game	Jim Roots	Wild West shootout in 28mm featuring gunfighters, lawmen, outlaws, vaqueros and all the other familiar faces. Large layout with 4Ground, Sarissa, 3D printed and other buildings.	Grand Ballroom	Table A - 3 [6 x 15]	28-30mm	Skirmish	Shoot N' Skedaddle	
4/27/2019 14:00	9:00am	1:00pm	25	35a0924-25	Summer Storm - the Battle of Gettysburg	Historical Theme Game - Combined Arms Through the Ages	J Decker	Players will Relight an alternative version of the 2nd day of Gettysburg. Easy to learn system utilizing beautifully painted terrain and miniatures.	Grand Ballroom	Table D - 5 [6 x 10]	15mm	Regimental	Cold Steel & Canister	
4/27/2019 14:00	9AM	1PM	9	35a0925-9	The Battle of Pavia	Historical Theme Game - Combined Arms Through the Ages	Richard Bliss	France vs the Holy Roman Empire. In his attempt to enforce his claim to Milan, the King of France has besieged the city of Pavia. A daring operation by the forces of the Holy Roman Empire week to raid the King's Headquarters, capture him and hold him for ransom. Honor and Glory await!	Grand Ballroom	Table D - 1 [6 x 10]	28mm	Grand Tactical	Epic Glory	
4/27/2019 14:00	9:00 AM	12:00 PM	237	35a0926-237	Jacobite Rebellion	Historical Miniatures Game	Joe Barrette	Jacobite attack on a Government stronghold (A Charles Stewart Grant Scenario) utilizing Peter Dennis' Wonderful new 28mm Paper Soldiers. A hoard of Highlanders with Bonnie Prince Charlie attempt to sweep a Government positional defense. Paper soldiers: a beautiful, quick and affordable introduction to war gaming many periods of history you may not wish to take the time to paint.	Grand Ballroom	Table H - 2 [6 x 6]	28 mm	Brigade and Division	Black Powder With "The Last Argument of Kings" supplement.	
4/27/2019 14:00	9:00 AM	5:00 PM	229	35a0927-229	CAV: Strike Operations Basic Training (Demo/Paint&Take)	Science Fiction Game	JON WALKER	Drill instructors are available throughout the show to teach new pilots the basics needed to play CAV: Strike Operations. No experience is necessary for the 15-30 minute long demos for one or more players, and all materials are provided. In addition, there will be Paint and Take opportunities as well.	Grand Ballroom	Table E - 6 [6 x 10]	10mm	Tactical	CAV: Strike Operations	
4/27/2019 14:00	9:00am	9:00pm	247	35a0928-247	Scouting and Wargames	Demonstration Game		Certificates for completing basic training and prizes will be awarded to all participants! Join Timothy R Fisher at the table to explore how we go about creating wargames. Possible Merit Badge for participating Scouts. A WWI plane skirmish and role fantasy roleplaying will be featured	Grand Ballroom	Table A - 4 [6 x 17.5]	28mm	Skirmish	Home	
4/27/2019 14:00			268	35a0928-268	Paint and Take	Demonstration Game			Junior Ballroom Hall	Paint and Take				
4/27/2019 15:00	10AM	2PM	34	35a1001-34	Big Battletech	Science Fiction Game	Timothy Gerritsen	Classic 3025 era Battletech played with 15mm miniatures. Rumors circulate that archaeologists on the the Liao world of Fletcher have uncovered lost tech from the time before First Succession war and that the dig site, being near a settled district, is poorly defended. The mercenary group Ronson's Raiders discovers the information and decides a quick raid might result in untold wealth.	Helm's Deep - Grand Ballroom	Table J - 2 [6' x 6']	15mm	Skirmish	BattleTech	
4/27/2019 15:00	10:00am	4:00 PM	207	35a1002-207	Buena Vista - Mexican American War	Historical Miniatures Game	Kenneth L Kaufman	Once again Santa Anna attacks Gen Taylor at Buena Vista in the battle that took place on Feb. 22/23 1847. This 15mm event is a historical recreation of that pivotal battle.	Grand Ballroom	Table D - 4 [6 x 10]	15mm	Tactical	Mayfair One Page Rules series	
4/27/2019 15:00	10:00 AM	4:00 PM	138	35a1003-138	Cavalry in the Shenandoah	Historical Theme Game - Combined Arms Through the Ages	Mark Anderson	It's 1864 and a Union Cavalry Corps has descended on the Shenandoah Valley to destroy the "breadbasket of the Confederacy. Can the Union forces prevail or will the gallant Confederate Cavalry save the Valley. More Civil War Cavalry than you've ever seen on a table, should be fun.	Grand Ballroom	Table B - 3 [6 x 15]	15mm	ACW Tactical	Fire and Fury Regimental	
4/27/2019 15:00	10am	1pm	182	35a1004-182	Contact at the cross roads, part 2	Historical Miniatures Game	David Nelson	The fight for the vital cross road town in 1944 resumes . Who can hold on till dark? Who is left from the first rush of fighting?	Grand Ballroom	Table H - 7 [6 x 6]	28mm	Skirmish	Battle ground WW2	
4/27/2019 15:00	10:00 AM	12:00 PM	50	35a1005-50	DEFCON ZERO Alpha Demo	Historical Miniatures Game	Steve Rysemus	Come and try this new modern miniatures game by Covert Intervention Games. Covert is now the official Miniatures manufacturer for Elheim Miniatures in the USA. Two hours sessions will be running through Friday and Saturday.	Grand Ballroom	Table H - 6 [6 x 6]	20mm	Skirmish	DEFCON ZERO - Beta	
4/27/2019 15:00	10am	2pm	150	35a1006-150	HATFIELDS & McCOYS	Historical Miniatures Game	JAMES HARNESS	Both families have gone into Booger Hollow to get Moonshie making supplies. The general store, however, only has enough supplies for one family. Not good! Last family standing gets to go home with the supplies.	Grand Ballroom	Table H - 8 [6 x 6]	28MM	SKIRMISH	Fistful of Lead	
4/27/2019 15:00	10 a.m.	2 p.m.	134	35a1007-134	Invasion Part I	Science Fiction Game	Ron Plosch	What if WWII, 1947. Invading forces push as far as they can into enemy territory, setting up the situation for Invasion Part II later in the day. Mostly infantry with limited armor support. Played on a grid. Participants can continue in part II or call it a day.	Helm's Deep - Grand Ballroom	Table I - 2 [6' x 6']	28 mm	Skirmish	Paolo Parente's Dust 1947	
4/27/2019 15:00	10:00 AM	1:00 PM	143	35a1008-143	Race of Doom!	Science Fiction Game	John Beck	Strap in and fire up your engine for the Race of Doom! If you happen to wipe out and explode, no problem, just bring in another car. This is an introductory game of "Gaslands" by Osprey. Parents and kids are welcome. Players will outfit their vehicle with weapons and battle to complete the most laps. Rules will be taught. It's car wars with Matchbox cars!	Helm's Deep - Grand Ballroom	Table J - 3 [6' x 6']	20mm	Skirmish	Gaslands	
4/27/2019 15:00	10am	2pm	169	35a1009-169	Sir Henry Morgans Pirates of the Caribbean	Historical Theme Game - Combined Arms Through the Ages	WILLIAM L WEBB	Its swashbuckling adventure in the beautiful age of sail!! Sir Henry Morgan raids the islands of the Caribbean in the late 1600's. play along as pirate, Spanish, privateer, English, French, or even wild island natives!!	Grand Ballroom	Table A - 5 [6 x 20]	28mm	large skirmish	homegrown	
4/27/2019 15:00	10:00 AM	2:00 PM	55	35a1010-55	Tty, try again: 3rd Battle of Plevna, 1877 Russo-Turkish War	Historical Miniatures Game	Scott Hansen	During the 1877-78 Russo Turkish War, the Russian army attempt to take the critical village of Plevna for the third time. Can the Turks hold out?	Grand Ballroom	Table G - 3 [6 x 7.5]	10mm	Grand Tactical	Bloody Big Battles	
4/27/2019 15:00			255	35a1011-255	Academy Games	Demonstration Game			Lilac Room	Academy Games				
4/27/2019 15:00			257	35a1012-257	Gettysburg Soldiers	Demonstration Game		Gettysburg Games "HANDS-ON HISTORY" , sponsored by Gettysburg Soldiers, is a show & tell display featuring original Civil War artifacts and relics and handpainted miniatures. The interactive demo will describe how weapons and tactics of the ACW period can be translated to the wargame table.						
4/27/2019 15:00			258	35a1013-258	Groganard Games	Demonstration Game		GETTYSBURG SOLDIERS Vendor offers custom painting of 15mm scale historical miniatures and terrain products	Lilac Room	Gettysburg Soldiers				
4/27/2019 15:00			253	35a1014-253	Gunflights Ball	Demonstration Game			Lilac Room	Groganard Games				
4/27/2019 15:00			252	35a1015-252	Lost Battalion Games	Demonstration Game			Lilac Room	Knuckleduster				
4/27/2019 15:00			262	35a1016-262	Mantic Games	Demonstration Game			Lilac Room	Lost Battalion Games				
4/27/2019 15:00			264	35a1017-264	Warlord Games	Demonstration Game			Lilac Room	Mantic Games				
4/27/2019 16:00	11:00 AM	3:00 PM	33	35a1101-33	Dawn Attack at Sharpsburg	Historical Theme Game - Combined Arms Through the Ages	Tod Kershner	General Hooker's corps of blue coats pour out of the East Woods to open the Battle of Antietam. Awaiting them are Jackson's defiant core of Johnnies. The bloodiest day in American history. Easy rules.	Grand Ballroom	Table C - 3 [6 x 12.5]	1/72 or 22mm	Tactical	American Civil War 101: Not War but Murder	
4/27/2019 17:00	12	6pm	178	35a1201-178	Airship Races in Hell	Fantasy Game	bill foreman	Captain one of four demonic sky vessels and race around lava waterfalls and under huge floating islands. Be the first to cross the finish line if you live!	Grand Ballroom	Table C - 6 [6 x 6]	28mm	skirmish	home	
4/27/2019 17:00	12:30 PM	3:00 PM	76	35a1202-76	Brazen Chariots: 1941 Western Desert Extravaganza Game 2	Historical Miniatures Game	Edward Harding	2nd of 4 linked What a Tanker game set around Operation Crusader, German Mark II and III vs British Honey and Crusader 1. Using Too Fat Lardies' newest ruleset, WAT, command an individual tank in a fun armored action game. If you obtain ACE status in the game, by knocking out an enemy tank, you can carry over the assigned special ability in game 2	Grand Ballroom	Table D - 2 [6 x 10]	28 mm	skirmish	Too Fat Lardies - What a Tanker	
4/27/2019 17:00	12PM	4PM	103	35a1203-103	In Search of Cobra	Science Fiction Game	Mike Detance	G.I. Joe is the codename for America's daring highly trained special mission force. It's purpose, to defend Human Freedom against Cobra! A ruthless terrorist organization determined to rule the world. A G.I. Joe patrol is on a routine patrol in the Middle Eastern nation of Trucial Abyssia, but what they find may be anything but routine.	Helm's Deep - Grand Ballroom	Table I - 1 [6' x 6']	15mm	Skirmish	Worlds of Insurgency	
4/27/2019 17:00	12:00 PM	4:00 PM	216	35a1204-216	Charlie Company	Historical Theme Game - Combined Arms Through the Ages	Alexander Sewielski	Charlie Company is an infantry skirmish game based in the Vietnam War. It is a tactical, fast paced game that requires critical thinking and lots of teamwork. ALL the players will be playing as Squad leaders within the U.S. Military facing the Game master who plays the opposing Viet-Cong/Minh/NLF, and or PAVN. This is not your typical 'shoot-em-up' game, and some light role playing is involved.	Grand Ballroom	Table A - 2 [6 x 15]	15mm	Tactical/Skirmish Level	Charlie Company	
4/27/2019 18:00	1pm	5:00 PM	100	35a1301-100	A River of Dreams	Historical Miniatures Game		1/600 Civil War Ironclads. Fighting for control on the rivers in the ACW.	Grand Ballroom	Table F - 4 [5 x 12]	1/600	Tactical	Steam and Black Powder Ancient & Medieval Wargaming / Neil Thomas (modified)	
4/27/2019 18:00	1:00 PM	5:00 PM	193	35a1302-193	Battle of Der - 720 B.C.	Historical Miniatures Game	Keith Johanssen	Elamites battle Assyrians for the city of Der in southern Mesopotamia. Can the Assyrian king, Sargon, crush the Elamite army and put down a mounting rebellion in the western territories? Don't miss this swords & sandals epic!	Grand Ballroom	Table D - 6 [6 x 10]		Tactical		
4/27/2019 18:00	1:00 PM	6:00 PM	65	35a1304-65	Circus Maximus	Historical Miniatures Game	Jeffrey Lee	The crack of whips and thundering of hooves resound through the Eternal City in this 25mm version of Avalon Hill's classic Circus Maximus. Rules slightly modified. In the spirit of a race, once a chariot's movement is underway there are no take-backs and the player must always move forward, forward to Victory...or Ignominy!	Grand Ballroom	Table C - 2 [6 x 12.5]	25mm	Individual tactical combat, players spend points & roll dice to create Maximus with slight modifications and corrections		
4/27/2019 18:00	1:00 PM	5:00 PM	127	35a1305-127	Conan the Barbarian	Fantasy Game	William J. Hupp	A Grand Triumph game set in the age of Conan in the fabled lands of Hyboria. Strive to become the greatest nation of all in a game of shifting alliances and backstabbing. If Conan shows up hope he is not serving in the ranks of your enemies as that would be bad for you. Command 15mm armies of the Hyborian age that increase in size throughout the game. Can you be the greatest Nation in Hyboria?	Grand Ballroom	Table A - 1 [6 x 15]	15mm	Grand Tactical	Triumph! (Rules will be taught)	
4/27/2019 18:00	12:30 PM	2:30 PM	49	35a1306-49	DEFCON ZERO Alpha Demo	Historical Miniatures Game	Steve Rysemus	Come and try this new modern miniatures game by Covert Intervention Games. Covert is now the official Miniatures manufacturer for Elheim Miniatures in the USA. Two hours sessions will be running through Friday and Saturday.	Grand Ballroom	Table H - 6 [6 x 6]	20mm	Skirmish	DEFCON ZERO - Beta	

4/27/2019 18:00	1:00 PM	3:00 PM	81	35a1307-81	Elk Horn Tavern	Historical Miniatures Game	Terry Cabak	The Battle of Elk Horn Tavern or Pea Ridge, was the deciding factor in the US Civil War for control of everything West of the Mississippi river, Arkansas and Missouri. This pivotal battle may have resulted in Grant's later defeat at Shiloh and the destruction of all US forces in the west, opening the way for the capture of St. Louis by the Confederacy.	Grand Ballroom	Table G - 1 [6 x 7.5]	Jan-72	Tactical	Hex Command Gunpowder
4/27/2019 18:00	5pm	7pm	155	35a1308-155	LRRPS - Vietnam	Historical Theme Game - Combined Arms Through the Ages	John Bobek	Go on a six or twelve man recon in Indian territory with the elite of the 101st airborne. HO scale. Go on one or more patrols. No two patrols are the same.	Grand Ballroom	Table F - 1 [5 x 12]	25mm	skirmish	The Games of War: A Treasury of Rules for Battles with Toy Soldiers, Ships, and Planes by John Bobek
4/27/2019 18:00	2pm (1pm can start building your car)	4pm	86	35a1309-86	lysDexic maGes-Road Rage Rampage	Parent / Child Game	Glenn Domingo	Kids, grab some old die cast cars (that rhyme with what heels, we will have some on hand also. Come up to an hour before the event to outfit them with rocket pods & machine. Your car will be permanently modified to fight in an abandoned town. Kids get to take their cars home. Rules will be taught. Parent needed for build because we will be using glue guns and superglue.	Grand Ballroom	Table J - 1 [6 x 6]	1/64th	Skirmish	Homebrew
4/27/2019 18:00	1:00pm	5:00pm	111	35a1310-111	Skirmish in the Valley 1862	Historical Miniatures Game	Al Mueller	American Civil War Skirmish 28mm using Sharp Practice Rules by TooFatLardies (scenarios are hypothetical)	Grand Ballroom	Table E - 1 [6 x 10]	28mm	Skirmish	Sharp Practice
4/27/2019 19:00	2pm	5pm	74	35a1401-74	Aerodrome(R) 3.0 3€ Korean War Aerial Combat: Level Field	Historical Miniatures Game	Stanley F Kubiak	New U.S. jet aircraft, including F-86 Sabres, are up to counter the Mig-15 jet aircraft of North Korea. Fly in simulated air combat using the Korean War-era version of the popular Aerodrome(R) aerial combat rulesets; still easy to learn/play, lots of fun. Rules taught, equipment provided. As always, 'Wings/Medals for Victories & Valor'!	Grand Ballroom	Table C - 4 [6 x 12.5]	0.1416667	Skirmish (Individual aircraft)	Aerodrome(R) 3.0 - Korean War-Era Aerial Combat Game
4/27/2019 19:00	2:00 PM	4:00 PM	198	35a1402-198	Airship Races in Hell	Fantasy Game	bill foreman	Captain one of four demonic sky vessels and race around lava waterfalls and under huge floating islands. Be the first to cross the finish line if you live!	Grand Ballroom	Table C - 6 [6 x 6]	28mm	skirmish	home brew
4/27/2019 19:00	2:00pm	6:00pm	17	35a1403-17	AXIS & ALLIES GLOBAL	Historical Miniatures Game	BOB ROBY	GERMANY NEEDS A LITTLE MORE SPACE! ITALY WANTS THE ROMAN EMPIRE RESTORED! JAPAN DEMANDS IT CO-PROSPERITY SPHERE OF INFLUENCE COVER THE PACIFIC! THE TRI-PARTE IS READY TO STRIKE!!! CAN THE ALLIES STOP THIS MADNESS? ALLIED FORCES AWAIT YOUR COMMANDS. PICK A SIDE, PLAN YOUR STRATEGY, BUILD, FIGHT, MAKE THE OTHER POOR SLOB DIE FOR HIS COUNTRY! GAME RUNS CONTINUOUS FROM 1 SESSION TO THE NEXT.	Grand Ballroom	Table H - 1 [6 x 6]	25mm	Strategic	AXIS & ALLIES GLOBAL 2ND ED
4/27/2019 19:00	3pm	6pm	184	35a1404-184	Contact at the cross roads pt 3	Historical Miniatures Game	David Nelson	The fight for the vital cross road town in 1944 resumes . Who can hold on till dark? Who is left from the first rush of fighting?	Grand Ballroom	Table H - 7 [6 x 6]	28mm	skirmish	battle ground ww2
4/27/2019 19:00	2pm	6pm	191	35a1405-191	Lepanto 1571: Galleys in the Mediterranean	Historical Miniatures Game	Conrad Wiser	Sharpen your swords, load the cannon and man the oars! Will the Ottomans continue their expansion in the Mediterranean or will the Catholic Holy League put aside their disputes long enough to contest them? A Command a Squadron of 3-4 colorful renaissance galleys in this easy to learn "beer and pretzel" style skirmish game.	Grand Ballroom	Table B - 4 [6 x 15]	15mm	Tactical/Squadron	Cross & Crescent
4/27/2019 19:00	2:00 PM	6:00 PM	161	35a1406-161	Moonshiner's Holyland	Historical Miniatures Game	Tom Kuczak	Fond du Lac Wisconsin, a bootlegger's paradise. This quaint area is home of Oli's Cheese Factory, a front for one of the Midwest's largest hooch operation. In just one day, 1200 gallons could be made and shipped out. Al Capone and Bugs Moran both want to incorporate this operation into their supply chain and are ready to fight for it.	Grand Ballroom	Table E - 3 [6 x 10]	28mm	Skirmish	The Bootleggers - Modified
4/27/2019 19:00	2:00 PM	6:00 PM	165	35a1407-165	Shoot N' Skedaddle Wild West	Historical Miniatures Game	Jim Roots	Wild West shootout in 28mm featuring gunfighters, lawmen, outlaws, vaqueros and all the other familiar faces. Large layout with 4Ground, Sarissa, 3D printed and other buildings.	Grand Ballroom	Table A - 3 [6 x 15]	28-30mm	Skirmish	Shoot N' Skedaddle
4/27/2019 19:00	2:00	6:00	89	35a1408-89	Summer Storm - The Battle of Gettysburg	Historical Theme Game - Combined Arms Through the Ages	J Decker	Gettysburg scenario in 15mm using the CS&C system. See event 25 17 June 1775- Charleston, Massachusetts. General Israel Putnam and the nascent Continental Army have occupied the high ground on the Charleston peninsula. General William Howe and a crack force of British regulars cross the Boston Harbor to dislodge the Rebel position. The events that follow this day are legendary.	Grand Ballroom	Table D - 5 [6 x 10]	15mm	Regimental	Cold Steel & Canister
4/27/2019 19:00	2:00 PM	6:00 PM	6	35a1409-6	To The Gates Of Hell	Historical Miniatures Game	Todd W. Olson	Jacobite attack on a Government stronghold (A Charles Stewart Grant Scenario) utilizing Peter Dennis' Wonderful new 28mm Paper Soldiers. A hoard of Highlanders with Bonnie Prince Charlie attempt to sweep a Government positional defense. Paper soldiers: a beautiful, quick and affordable introduction to war gaming many periods of history you may not wish to take the time to paint.	Grand Ballroom	Table H - 2 [6 x 6]	28 mm	Brigade and Division	Black Powder With "The Last Argument of Kings" supplement.
4/27/2019 19:00	1400	1800	223	35a1411-223	Lard America: A brisk action at Hawkes Farm	Historical Miniatures Game	Paul Scrivens-Smith	A fictitious engagement set in the American Civil War using the Sharpe Practice rules.	Grand Ballroom	Table F - 3 [5 x 12]	28mm	Large Skirmish	Sharp Practice
4/27/2019 20:00	3 p.m.	7 p.m.	135	35a1501-135	Invasion Part II	Science Fiction Game	Ron Plosch	What if WWII, 1947. Invading forces push as far as they can into enemy territory, picking up the situation where Invasion Part I left off. Up to 4 more players bring in reinforcements. Mostly infantry with limited armor support. Played on a grid. Participants can continue in part III or call it a day.	Helm's Deep - Grand Ballroom	Table I - 3 [6' x 6']	28 mm	Skirmish	Paolo Parente's Dust 1947
4/27/2019 20:00	5pm	9pm	27	35a1502-27	The Magnificent Seven (1960)	Historical Miniatures Game	Greg Principato	Game represents the final shoot out between the Magnificent Seven and Calvera and his bandit gang. This is from the 1960 version and not the 2016 version.	Grand Ballroom	Table F - 2 [5 x 12]	28mm	Skirmish	Home
4/27/2019 20:00	2:00 PM	6:00 PM	38	35a1503-38	Tora Tora Tora - the 2nd Wave!	Historical Miniatures Game	Thomas Konczal	Be either Squadron Commander Shimazaki leading the second wave against the airfields on Oahu or Lt. George Welch and Kenneth Taylor with their P-40's and accompanying P-36 climbing to try and fend off the attack in the Check Your 6 scenario.	Grand Ballroom	Table G - 6 [6 x 7.5]	1/200	Tactical	CV6 Check Your Six
4/27/2019 20:00	3:00 PM	7:00 PM	192	35a1504-192	Very Large - All Quiet on the Martian Front	Science Fiction Game	Steven Rugh	A very large game of Human Forces vs Martians. Takes 2 judges, lots of miniatures, lots of table space, lots of dice and lots of players needed. New players welcome.	Helm's Deep - Grand Ballroom	Table J - 3 [6' x 6']	15 mm	Strategic	All Quiet on the Martian Front
4/27/2019 20:00	3:00PM	8:00PM	222	35a1505-222	Nancy: the XII Corps bounces the Moselle	Historical Miniatures Game	Thomas Harris	It's September of 1944 the pursuit of the Germans across France is slowing down due to supply issues. Patton's XII Corps is planning to bounce the Moselle and encircle Nancy before their supply runs out. The Germans have had a week of rest and 48th Panzer Korps is ready to stop them. Come join us and learn Frank Chadwick's new battalion level WWII rules.	Grand Ballroom	Table C - 1 [6 x 12.5]	15mm	Operational	Breakthrough!
4/27/2019 21:00	4:00pm	6:00 PM	197	35a1601-197	Airship Races in Hell	Fantasy Game	bill foreman	Captain one of four demonic sky vessels and race around lava waterfalls and under huge floating islands. Be the first to cross the finish line if you live!	Grand Ballroom	Table C - 6 [6 x 6]	28mm	skirmish	home brew
4/27/2019 21:00	4:00 PM	6:30 PM	77	35a1602-77	Brazen Chariots: 1941 Western Desert Extravaganza Game 3	Historical Miniatures Game	Edward Harding	3rd of 4 linked "What a Tanker" games set around Operation Crusader, German Mark III and IV vs British Honey and Matilda. Using Too Fat Lardie's newest ruleset, WAT, command an individual tank in a fun armored action game. If you obtain ACE status in the game, by knocking out an enemy tank, you can carry over the assigned special ability into game 4. Rules will be taught.	Grand Ballroom	Table D - 2 [6 x 10]	28 mm	skirmish	Too Fat Lardies - What a Tanker
4/27/2019 21:00	3:00 PM	5:00 PM	45	35a1603-45	DEFCON ZERO Alpha Demo	Historical Miniatures Game	Steve Rysemus	Come and try this new modern miniatures game by Covert Intervention Games. Covert is now the official Miniatures manufacturer for Elheim Miniatures in the USA. Two hours sessions will be running through Friday and Saturday.	Grand Ballroom	Table H - 6 [6 x 6]	20mm	Skirmish	DEFCON ZERO - Beta
4/27/2019 21:00	4pm	8pm	171	35a1604-171	Sir Henry Morgans Pirates of the Caribbean	Historical Theme Game - Combined Arms Through the Ages	WILLIAM L WEBB	Its swashbuckling adventure in the beautiful age of sail!! Sir Henry Morgan raids the islands of the Caribbean in the late 1600's. play along as pirate, Spanish, privateer, English, French, or even wild island natives!!	Grand Ballroom	Table A - 5 [6 x 20]	large	skirmish	homegrown
4/27/2019 22:00	5:00 PM	10:00 PM	145	35a1701-145	Battle of Rorke's Drift (Anglo-Zulu War)	Historical Miniatures Game	Aaron Filter	ZULU! 140 years ago on January 22nd 1879 the small British garrison at Rorke's drift fought a historic defense against over 3000 Zulu warriors who attacked throughout the night. This is the battle the movie Zulu is based on. Now is your chance to take command and see if you can repeat or change history. Will the British be successful facing overwhelming odds or will the Zulu win this time?	Grand Ballroom	Table G - 4 [6 x 7.5]	28mm	Tactical	Balk Powder
4/27/2019 22:00	5pm	9pm	149	35a1702-149	Galactic Heroes	Science Fiction Game	JAMES HARNESSE	Word has leaked throughout the galaxy that an ancient relic of incredible worth has been discovered on a remote planet outpost. A large reward has been offered to whoever can return with it first. You have assembled your team and made your way with great haste only to discover that you aren't the only crew to answer the call. No problem. You got this.	Helm's Deep - Grand Ballroom	Table I - 5 [6' x 6']	28MM	SKIRMISH	Galactic Heroes The Games of War: A Treasury of Rules for Battles with Toy Soldiers, Ships, and Planes by John Bobek
4/27/2019 22:00	9am	11am	156	35a1703-156	LRRPS - Vietnam	Historical Theme Game - Combined Arms Through the Ages	John Bobek	Go on a six or twelve man recon in Indian territory with the elite of the 101st airborne. HO scale. Go on one or more patrols. No two patrols are the same.	Grand Ballroom	Table F - 1 [5 x 12]	25mm	skirmish	
4/27/2019 22:00	5:00pm	12:00am	21	35a1704-21	Shin Godzilla, The Miniature Game	Science Fiction Game	Jason Neihoff	In our modern, real world, "kaiju" evokes the imagination as giant sci fi creatures. But what if, in our real world, a large creature DID attack Japan? One day fiction, the next day devastatingly real!	Helm's Deep - Grand Ballroom	Table J - 5 [6' x 6']	6mm	Strategic/Skirmish	Home
4/27/2019 22:00	4PM	10PM	151	35a1705-151	Stronghearted Men	Historical Theme Game - Combined Arms Through the Ages	John Kinder	Six players must join together (or not!?) to fight against Godzilla, against time, against death and destruction. 6MM micro miniatures ADULTS AND CHILDREN OVER 13 PLEASE.	Grand Ballroom	Table J - 5 [6' x 6']	6mm	Strategic/skirmish	Home
4/27/2019 22:00	4PM	10PM	151	35a1705-151	Stronghearted Men	Historical Theme Game - Combined Arms Through the Ages	John Kinder	On October 15th, 1973, the Israeli Army launched Operation Abirey-Halev or Stronghearted Men against the Egyptians in the Sinai. The failure of the attacks of October 8th would lead the Israeli tank corps to integrate mechanized infantry back into their units. Command divisions and brigades in this operational level game.	Grand Ballroom	Table C - 3 [6 x 12.5]	6mm	Operational scale	Breakthrough by Frank Chadwick and Glenn Kidd
4/27/2019 23:00	5 p.m.	10 p.m.	144	35a1801-144	Aerodrome® 2.0 3€ Desert Blitzkrieg	Historical Miniatures Game	Mark Wukas	September 1942. The Afrikakorps is pressing toward Egypt. You are flying your Me109 or Stuka dive bomber to hit British positions or defending the Eighth Army in your Hurricane or Spitfire. Easy-to-learn rules taught; planes provided; wings and medals awarded for victory and valor. Female- and spouse-friendly game; players 15 and under welcome with playing adult.	Grand Ballroom	Table C - 5 [6 x 12.5]	1/144 WWII planes	Skirmish	Aerodrome® 2.0

4/27/2019 23:00	6pm	9pm	43	35a1802-43	Big Battle Tech II	Science Fiction Game	Timothy Gerritsen	Classic 3025 era BattleTech played with 15mm miniatures. Ronson's Raiders go again on Fletcher, this time with a mix up to the forces from the morning game. Come join us for Mech Stomping fun.	Helm's Deep - Grand Ballroom	Table J - 2 [6' x 6']	15mm/ (1/100)	Skirmish	Classic BattleTech
4/27/2019 23:00	6:00 PM	10:00 PM	115	35a1803-115	Lets go see a picture show.	Historical Miniatures Game	Michael Konwinski	After being released from jail, you arrange a meeting with a rival gang to discuss business. But, before attending the meeting, you decide to take your girlfriend to the pictures, and then head back to the Hotel for business. It seems that the Feds have other plans for this evening. We'll see how that goes. It should be a good picture.	Grand Ballroom	Table D - 3 [6 x 10]	28mm	skirmish/rndividual	Mad Dogs with Guns
4/27/2019 23:00	6:00pm	10:00pm	112	35a1804-112	Skirmish in the Valley 1862	Historical Miniatures Game	Al Mueller	American Civil War Skirmish 28mm using Sharp Practice Rules by TooFatLardies (scenarios are hypothetical)	Grand Ballroom	Table E - 1 [6 x 10]	28mm	Skirmish	Sharp Practice
4/28/2019 0:00	7pm	10pm	208	35a1901-208	25mm Medieval Man to Man	Historical Miniatures Game	Kenneth L Kaufman	Various factions meet to discuss taxes, and it turns violent.	Grand Ballroom	Table D - 4 [6 x 10]	25mm	Tactical	Mayfair One Page Rules series
4/28/2019 0:00	7pm	11pm	10	35a1902-10	Action on the Nile	Historical Theme Game - Combined Arms Through the Ages	Richard Bliss	British Forces must silence a Mahdist Battery to ensure safe navigation of the Nile.	Grand Ballroom	Table D - 1 [6 x 10]	28mm	Tactical	Mars Needs Steam
4/28/2019 0:00	7:00pm	12:00am	13	35a1903-13	AXIS & ALLIES GLOBAL	Historical Miniatures Game	BOB ROBY	GERMANY NEEDS A LITTLE MORE SPACE! ITALY WANTS THE ROMAN EMPIRE RESTORED! JAPAN DEMANDS IT CO-PROSPERITY SPHERE OF INFLUENCE COVER THE PACIFIC! THE TRI-PARTE IS READY TO STRIKE!!! CAN THE ALLIES STOP THIS MADNESS? ALLIED FORCES AWAIT YOUR COMMANDS. PICK A SIDE, PLAN YOUR STRATEGY, BUILD, FIGHT, MAKE THE OTHER POOR SLOB DIE FOR HIS COUNTRY! GAME RUNS CONTINUOUS FROM 1 SESSION TO THE NEXT.	Grand Ballroom	Table H - 1 [6 x 6]	25	Strategic	AXIS & ALLIES GLOBAL 2ND ED
4/28/2019 0:00	7:00 PM	10:30 PM	125	35a1904-125	Battle on the Ice, Battle of Lake Peipus, 1242	Historical Miniatures Game	William J. Hupp	Grand Triumph! Teutonic Knights vs. Novgorod Russians in the Battle of Lake Peipus 1242. This is the battle that made Alexandre Nevskii famous as the Battle on the Ice. Triumph! Rules will be taught.	Grand Ballroom	Table A - 1 [6 x 15]	15mm	Grand Tactical	Triumph!
4/28/2019 0:00	8:00 PM	10:00 PM	78	35a1905-78	Brazen Chariots: 1941 Western Desert Extravaganza Game 4	Historical Miniatures Game	Edward Harding	4th of 4 linked ã€œWhat a Tankerã€ games set around Operation Crusader, free for all, select your side and pick your tank, choose based on ace ranking or die roll. Using Too Fat Lardieã€™s newest ruleset, WAT, command an individual tank in a fun armored action game. Played until last tank standingã€¦ã€¦.	Grand Ballroom	Table D - 2 [6 x 10]	28 mm	skirmish	Too Fat Lardies - What a Tanker
4/28/2019 0:00	6:00 PM	8:00 PM	47	35a1906-47	DEFCON ZERO Alpha Demo	Historical Miniatures Game	Steve Rysemus	Come and try this new modern miniatures game by Covert Intervention Games. Covert is now the official Miniatures manufacturer for Elheim Miniatures in the USA. Two hours sessions will be running through Friday and Saturday.	Grand Ballroom	Table H - 6 [6 x 6]	20mm	Skirmish	DEFCON ZERO - Beta
4/28/2019 0:00	7pm	10pm	116	35a1907-116	Jack Scruby at the Battle of Arbelá	Historical Miniatures Game	Steve Fratt	This version of the Battle of Arbelá will be fought with Jack Scruby figures painted 50 years ago, using Morchauser's How to Play Wargames. For this year's President's Game, go back in time with Steve Fratt to replay the decisive battle using these legendary rules and figures.	Grand Ballroom	Table B - 5 [6 x 15]	20mm	Grand Tactical	Joseph Morchauser - How to Play Wargames
4/28/2019 0:00	7:00 PM	11:00 PM	166	35a1908-166	Shoot N' Skedaddle Wild West	Historical Miniatures Game	Jim Roots	Wild West shootout in 28mm featuring gunfighters, lawmen, outlaws, vaqueros and all the other familiar faces. Large layout with 4Ground, Sarissa, 3D printed and other buildings.	Grand Ballroom	Table A - 3 [6 x 15]	28-30mm	Skirmish	Shoot N' Skedaddle
4/28/2019 0:00	2 p.m.	5 p.m.	141	35a1909-141	Stop the Jackson Express	Historical Miniatures Game	matthew cappellini	German and American forces clash on the Western Front. In addition to battling y to control key locations, the secret Herr Jackson Express rumbles across the board. The Americans want to stop it, the Germans protect it. Rules allow for combat resolution with little dice rolling.	Grand Ballroom	Table G - 5 [6 x 7.5]	15 mm	skirmish	Combat Patrol by Buck Surdu
4/28/2019 0:00	7 p.m.	11 p.m.	72	35a1910-72	The Way The West Was Run	Historical Miniatures Game	Bill Wimbuscus	Welcome to Perditió, friendliest town west of the Pecos. In some locales itã€™s hard to tell Good Guys from Bad Guys. No such problem here, pardner. In this game, you play both sides of the law ã€¦ at the same time. Shoot outlaws while robbing banks, save distressed damsels while abusing the gentry, collect protection money while hunting bounties, all while answering classic Western movie trivia!	Grand Ballroom	Table G - 7 [5 x 8.5]	28mm	Skirmish	Fistful of Dollars Reloaded
4/28/2019 0:00	7:00 PM	10:00 PM	226	35a1911-226	ã€œDropping the Hammer! The Defense of Clavis IVã€	Science Fiction Game	JON WALKER	Using the CAV: Strike Operations system, each two-plus hour event is for 2-6 players with some wargaming experience. Rules will be taught, and all materials are provided. Prizes will be awarded to all participants!	Grand Ballroom	Table E - 6 [6 x 10]	10mm	Tactical	CAV: Strike Operations
4/28/2019 0:00	7:00pm	11:00pm	249	35a1912-249	Sailpower Fun Scale	Historical Miniatures Game		Sailpower players take the role of captains in the Age of Sail Battle ships, try a mission, or seek lool. Enjoy a complete system designed to support fast paced sea action, exploration and adventure! This slot is designed to be new-player friendly	Grand Ballroom	Table E - 2 [6 x 10]	1/600	Skirmish	Sailpower
4/28/2019 1:00	8 p.m.	12 a.m.	136	35a2001-136	Invasion Part III	Science Fiction Game	Ron Plosch	What if WWII, 1947. Invading forces make their final push into enemy territory, picking up the situation where Invasion Part II left off. Up to 4 more players bring in reinforcements. Mostly infantry with limited armor support. Played on a grid.	Helm's Deep - Grand Ballroom	Table I - 4 [6' x 6']	28 mm	Skirmish	Paolo Perente's Dust 1947
4/28/2019 2:00	9pm	Midnight	87	35a2101-87	Shellshock - Pocket Armies (Future)	Science Fiction Game	Glenn Domingo	Traditional wargames are slow, confusing and expensive. Shellshock Pocket Armies breaks that mold. We cover WWI, WWII, and Modernã€¦; but for this game we cover Sci-fi/Future. Because letã€™s face it, would you rather re-play a historic battle, or blast a 30ft robot with a rail gun? Your giant robot might look fancy and maneuverable, but tanks are still kings of the battle field.	Helm's Deep - Grand Ballroom	Table J - 1 [6' x 6']	1/285	Tactical	Shellshock Pocket Armies
4/28/2019 13:00	9:00am	3:00pm	14	45u0801-14	AXIS & ALLIES GLOBAL	Historical Miniatures Game	BOB ROBY	GERMANY NEEDS A LITTLE MORE SPACE! ITALY WANTS THE ROMAN EMPIRE RESTORED! JAPAN DEMANDS IT CO-PROSPERITY SPHERE OF INFLUENCE COVER THE PACIFIC! THE TRI-PARTE IS READY TO STRIKE!!! CAN THE ALLIES STOP THIS MADNESS? ALLIED FORCES AWAIT YOUR COMMANDS. PICK A SIDE, PLAN YOUR STRATEGY, BUILD, FIGHT, MAKE THE OTHER POOR SLOB DIE FOR HIS COUNTRY! GAME RUNS CONTINUOUS FROM 1 SESSION TO THE NEXT.	Grand Ballroom	Table H - 1 [6 x 6]	25mm	Strategic	AXIS & ALLIES GLOBAL 2ND ED
4/28/2019 13:00	8am	4pm	157	45u0802-157	Bolt Action Tournament	Historical Miniatures Game	Jon Russell	Bolt Action Tournament running all day Sunday, maximum 24 players. There will be 3 Rounds, each of two hours with a break in between. Round 1) 8am-10am break 10-11am Round 2) 11am-Noon break noon hour. Round 3) 1pm - 3pm	Grand Ballroom	Table C - 1 [6 x 12.5]	15mm	Skirmish	Bolt Action
4/28/2019 13:00	8am	4pm	245	45u0803-245	Flames of War Tournament	Historical Miniatures Game		Grognard Games FNG (Fun for New Guys) Flames of War Tournament. Come join us for 3 rounds of v4 Late War at 1625 points. Little to no experience required. The Battle Badgers gaming club will be hosting the event, and are willing to even loan you an army if you'd like to give the game a shot. Questions and bids should be emailed to rick@battlebadgers.com. On 6th June 1900 the Boxers of China, an association of extreme nationalists dedicated to the expulsion of all foreigners from the country, rose up and, aided by the Chinese government, laid siege to the European colony in Peking. The military and civilian personnel of the Legation area made preparation for its defense and held out until relieved some eight weeks later.	Grand Ballroom	Table F - 1 [5 x 12]	15mm	Skirmish	Falnes of War
4/28/2019 14:00	9:00 AM	1:00 PM	60	45u0901-60	55 Days at Peking	Historical Miniatures Game	Jon Michal	Following the disaster in the Battle of the Yellow Sea in August 1904 where the Russian Pacific fleet was sunk or captured the Russians dispatched elements of the Baltic fleet to relieve Port Arthur. The Japanese intercepted the Russians in the starights of Tushima. Historically the Japanese crushed the Russians. Now is your chance to take command and either change or repeat history.	Grand Ballroom	Table E - 4 [6 x 10]	25mm	Skirmish	Home Grown
4/28/2019 14:00	9:00 AM	3:00 PM	147	45u0902-147	Battle of Tushima - May 27 1905	Historical Miniatures Game	Aaron Filter	Join the Mongol battle for supremacy of all the Mongols. Take command of a 15mm Mongol Army as the principle chieftan of a steppe tribal confederation and become the Great Khan by proclamation of the other Khans at the end of the game. Fight multiple battles using Triumph! on a large campaign map of the steppes of Central Asia. You Khan be the Great Khan!	Grand Ballroom	Table D - 4 [6 x 10]	1/2400 Naval	Grand Tactical-Fleet	Naval Thunder-Rise of the Battleship
4/28/2019 14:00	9:00 AM	1:00 PM	128	45u0903-128	Heavens Favorite 1206	Historical Miniatures Game	William J. Hupp	STAVKA fearful of the new president and new American wonder weapons, XMI and XMZ, feel the need that this may be their last chance to defeat the west. Under the ruse of spring maneuvers Russian and E German units cross the border. Stopping the advance is 2ACR and assorted West German and American units. This is the last hurrah before the new digital technology dominates the battlefield.	Grand Ballroom	Table A - 1 [6 x 15]	15mm	Grand Tactical	Triumph!
4/28/2019 14:00	9am	2pm	56	45u0904-56	Hof Gap, Central Germany 1981	Historical Miniatures Game	herman decks		Grand Ballroom	Table E - 5 [6 x 10]	1/285	Tactical	Panzer/Combined Arms
4/28/2019 14:00	9:00 AM	12:00 PM	176	45u0905-176	Normandy Beach	Historical Miniatures Game	Justin Gramm	Storm the beach at Normady. Drive your ducks through the water, drop off your soldiers, and command them as they take the German positions. Or, play the Germans and try to slow down the onslaught for as long as possible. You can't stop them, but if you can hold the line long enough, you can earn a sacrificial victory. Played on the water table. Just like real life, but with less actual dying.	Grand Ballroom	Table D - 8 [6 x 6]	6mm	Company	Shellshock Warpaint
4/28/2019 14:00	9:00 AM	1:00 PM	39	45u0906-39	RESCAP near Hanoi, 1966	Historical Miniatures Game	Thomas Konczal	An A-4 pilot has gone down south of Hanoi and with NVA closing in and Migs being launched, The RERSCAP will have to work fast to extract him.	Grand Ballroom	Table G - 6 [6 x 7.5]	1/285	Tactical	CY6IA Check Your Six Jet Age
4/28/2019 14:00	9:00 AM	1:00 PM	228	45u0907-228	CAV: Strike Operations Basic Training (Demo/Paint&Take)	Historical Miniatures Game	JON WALKER	Drill instructors are available throughout the show to teach new pilots the basics needed to play CAV: Strike Operations. No experience is necessary for the 15-30 minute long demos for one or more players, and all materials are provided. There will also be Paint and Take opportunities as well.	Grand Ballroom	Table E - 6 [6 x 10]	10mm	Tactical	CAV: Strike Operations
4/28/2019 14:00			256	45u0908-256	Academy Games	Demonstration Game		Certificates for completing basic training and prizes will be awarded to all participants!	Lilac Room	Academy Games			
4/28/2019 14:00			260	45u0909-260	Gettysburg Soldiers	Demonstration Game		Gettysburg Games	Lilac Room	Gettysburg Soldiers			
4/28/2019 14:00			259	45u0910-259	Grognard Games	Demonstration Game		"HANDS-ON HISTORY" , sponsored by Gettysburg Soldiers, is a show & tell display featuring original Civil War artifacts and relics and handpainted miniatures. The interactive demo will describe how weapons and tactics of the ACW period can be translated to the wargame table.	Lilac Room	Grognard Games			
4/28/2019 14:00			254	45u0911-254	Gunfighter's Ball	Demonstration Game		GETTSBURG SOLDIERS Vendor offers custom painting of 15mm scale historical miniatures and terrain products	Lilac Room	Knuckleduster			
4/28/2019 14:00			261	45u0912-261	Lost Battalion Games	Demonstration Game			Lilac Room	Lost Battalion Games			
4/28/2019 14:00			263	45u0913-263	Mantic Games	Demonstration Game			Lilac Room	Mantic Games			
4/28/2019 14:00			265	45u0914-265	Warlord Games	Demonstration Game			Lilac Room	Warlord Games			

4/28/2019 14:00			269	4Su0915-269	Paint and Take	Demonstration Game			Junior Ballroom Hall	Paint and Take			
4/28/2019 15:00	10am	2pm	218	4Su1001-218	Napoleonic battle in the age of Fantasy	Fantasy Game	RICHARD S Lindenmeyer	Dwarves, Elves and Orcs meet Napoleonic tactics using modified Slaughterloo rules from Alternative Armies. Movement by squares using some of the dynamics of Cold Steel and Cannister Roman & Athenian Triremes maneuver in turbulent waters while battling try to keep balance every time a bronze ram maims the ship and the poor rowers below. Rules will be taught and battle will be furious. Played on a water table! Yes, WATER as in WET!	Helm's Deep - Grand Ballroom	Table 1 - 2 [6' x 6']	28mm	Strategic/tactical; battalion level	Slaughterloo; Cold Steel and Cannister blend
4/28/2019 18:00	1pm	4pm	88	4Su1301-88	lysDexic maGes-Ancient Galley-Warfare	Historical Miniatures Game	Glenn Domingo	Option to play on dry table, without the water. ÆËœ!d like a dry trireme, shaken not stirred.Æ ÆœœAre you sure you don't want that wet?Æ	Grand Ballroom	Table D - 8 [6 x 6]	1/285	Skirmish	Homebrew