Little Wars 2017: Preliminary Events List (for use with pre-registration)
at Westin Lombard Yorktown Center, Lombard, IL

E168
Fri, 9:00am-11:00am
**Event ID E001: 1812- INVASION OF CANADA**
Board game converted to 6mm figs. 5 players struggle to gain control of northern US-Canadian border from Detroit to Vermont. Game runs about 2 hours. Similar to the 2016 Little Wars hit 1775. Very simple game rules and mechanics provide great player interaction and lots of decisions ... Great fun! Hosted by Patrick Lewis; 6mm; Academy Games; 5 players. Sponsored by Academy Games.

Fri, 9:00am-4:00pm
**Event ID E005: A New Game Of Thrones**
A six player game using a home grown set of rules and hand painted minatures on a 2 1/2 by 3 1/2 foot board. Roll for Treachery to see if a leader is removed, if the Wilding/White Walkers attack Castle Black or if the Mother of Dragons, her slave army and Dragons come to Westros to claim her throne. Which house will declare for her and add their armies to hers. Troops include men at arms, knights, archers, crossbow men, bolt/stone throwers, ships. Build siege towers to take Castles/Strongholds and gain valuable resource points. Make or break house alliances. Hosted by Thomas Postema; 15mm; Home Grown; 6 players.

Fri, 9:00am-12:00pm
**Event ID E016: WWII Tankers Challenge - Moscow '41**
November 21st, 1941. After the initial successes of Operation Typhoon the German offensive towards Moscow bogged down, hampered by mud and rain as much as Soviet resistance. As October gave way to freezing conditions in November, the Germans renewed their assault on the Soviet capital. Tanks of the German 2nd Panzer Division push forward in a final, desperate attempt to destroy the Russian units standing between them north of Moscow. Russian tank units from the 16th and 30th Armies have scraped together their last reserves as they attempt to stop the Germans near the town of Klin. No previous experience needed, easy to learn modified Battleground WWII tank rules will be taught. Hosted by Loren Haberkamp; 15mm; Battleground WWII - modified; 8 players.

Fri, 9:00am-3:00pm
**Event ID E024: The Battle for Valcour Island, October 11, 1776**
The battle for Valcour Island, minor in scale, was important in it's strategic effect upon the Continental cause in the American Revolution. Fought on October 11, 1776 between the British and American lake fleets under command of Sir Guy Carleton and Benedict Arnold respectively. Hosted by Raymond Runge; 1/1000; Post Captain by Old Domonion Game Works; 12 players.

Fri, 9:00am-1:00pm
**Event ID E106: Peachy & Danny's Excellent Adventure: Part I**
Peachy Carnehan and Danny Dravot, heroes of Kipling's "The Man Who Would Be King," have set out for Kafiristan, where with the help of two dozen Martini-Henry rifles, they plan to set themselves up as kings, or perhaps even gods, among the 'eathens. In this scenario, with the help from the men
of Er-Heb and the redoubtable ex-Ghurka Billy Fish, they take on the mostly sword- and spear-armed Bashkai army. Can a small, private army with modern weapons prevail over a larger medieval force? Easy, fun rules set in the era of Victorian high adventure. Hosted by Bill Wimbiscus; 20mm; The Men Who Would Be Kings; 6 players.

Fri, 9:00am-2:00pm  
**Event ID E109: The Battle of Huppy, Fall Gelb, (Case Yellow), 27 May 1940**  
The Germans have trapped the BEF, 1st French and Belgium army in the Dunkirk pocket. England needs a success. The Light Brigade has been temporarily placed under French Command, and they will provide your support. The goal is to capture the city of Abbeville but first destroy the German bridgehead over the Somme. This will be the first use of the 1st Armoured Division, in combat. What you do here today will set the tone, for all English tank units during this war. Do your duty. Hosted by Kevin Cabai; 15mm; Jagdpanzer 2nd Edition; 11 players.

Fri, 9:00am-7:00pm  
**Event ID E131: AXIS & ALLIES GLOBAL**  
WWII is in its early stages! Germany is ready to attack in Europe. Japan wants China's raw materials & seeks to expand its influence in the Pacific Rim. Italy seeks the grandeur that once was Romes! Can the Allies really stop this TRI-Parte aggrement to Conquer & rule the world? Pick a side! Buy your War materials, FIGHT! Make the other poor smuck dies for his country. Then write the history books. Game runs multiple sessions. Hosted by Bob Roby; N/A; Axis & Allies Global; 5 players. Sponsored by H.A.H.M.G.S.

Fri, 9:00am-12:00pm  
**Event ID E138: Shellshock: WarPaint - WWII**  
Wargaming can be complicated, slow and expensive. If we don’t start looking at things from the next generation’s point of view, miniatures wargaming may just be a footnote in the history books, just like the historical scenarios we like to re-create. WarPaint is trying to change that. The mini's ARE the record sheet and firing template. You need little more than dice and rulers to play. Easy enough for novice wargamers, challenging enough for the experienced wargamer. Not child friendly, but if able to truly concentrate they will love it. Rules to be taught. Axis vs Allies Hosted by Glenn Domingo, Justin Gramm; 10mm; ShellShock WarPaint; 8 players. Sponsored by Shellshock / OTTOMH Games (Off the top of my head).

Fri, 9:00am-12:00pm  
**Event ID E176: The Battle of Lucas Bend, 1862**  
January 11, 1862. The early morning Mississippi river a few miles north of Columbus, Kentucky is dense with winter fog. Union river ironclads Essex and St. Louis are transporting troops south from Cairo, Illinois. A Confederate flotilla consisting of the ironclads General Polk, Ivy and Jackson are escorting towboats moving the formidable floating battery "New Orleans" up river. The surprise encounter between these two flotillas conducting mundane brown-water operations resulted in a 4 mile running fight back to the safety of the Confederate batteries defending Columbus. Can the Union Ironclads, slow, but heavily armed and armored and burdened with their load of troops defeat
the fast and maneuverable Confederate flotilla who is likewise burdened escorting their slow but heavily armed floating battery? Hosted by John Redmann; 1/600; Steam and Black Powder; 6 players. Sponsored by St. Paul Irregulars.

Fri, 9:00am-11:00am
Event ID E194: The Bot and the Flame
For the first time gamer, simple rules Robots vs Robots, a confidence builder. Hosted by Jeffrey Kincaid; 28mm; Home; 4 players.

Fri, 10:00am-4:00pm
Event ID E022: Operation Barbarossa (with miniatures)
Played on 5’ x 8’ board. Includes all the types of aircraft and tanks. Russians have the numerical advantage while Germans have the superiority advance. Includes the Rumanians, Finns, and Hungarians. Weather becomes a factor in September. 3 turns per month. Hosted by Dennis Bulawa; 20mm; Dennis’s Rules; 6 players.

Fri, 10:00am-2:00pm
Event ID E058: Night Action!
On the island of Anopopei the Imperial Japanese army attempts a night attack on the American line. Can the Americans resist the Japanese martial spirit? Double blind game. Hosted by David Nelson; 28mm; Battle Ground World War II; 8 players.

Fri, 10:00am-1:00pm
Event ID E071: Extraction from Planet P
Elements of first platoon Eddies Eagles are in desperate need of relief and extraction after a large scale "Bug" offensive. Pathfinder elements have established an LZ and Rico’s Roughnecks are heading in for the rescue or so they hope. Hosted by Paul Petri, Brian Vizek; 28mm; Fubar; 8 players.

Fri, 10:00am-2:00pm
Event ID E072: Bigonville
23 December 1944. During the 4th Armored Divisions drive to relieve Bastogne CCR came upon the village of Bigonville one afternoon. The village was held by elements of the 1st BN, 13th FSJ RGT and assorted units. In spite of the time of day the American commander pressed the attack any way. The Americans have over whelming fire power but all is not so easy. Equipment is worn from 3 months of non-stop pushing by the 3rd Army Commander, the attack starts late in the day so as the sun goes down so does the range, and these are not VG troops. Victory means only a few miles to relieve your comrades under siege. Can you do it? Based on Panzergrenadier BoB #45 Hosted by Herman Deckys; 1/285; Panzer/Combined Arms; 8 players.

Fri, 10:00am-12:00pm
Event ID E078: Potentate Pachyderm Clash - Elephant Racing in Ancient Asia
Come celebrate the New Year as the royalties of neighboring rival kingdoms send their best elephants to race in the biggest New Year celebration in all of Asia! Be the first elephant to cross the finish line and prove to your rivals that in any potential military encounter, your army of pachyderms will prevail. Stay on the race course OR take a shortcut through the jungle. Race ahead OR bump your rivals off course or just take out their drivers - the only rule is "win or go home unhappy!" Lighthearted, rowdy race game where luck as much as strategy will determine the winner. Parent-Child Event - as long as Parent plays alongside the child. **Parent-Child Event!** Hosted by Andrew Schapals; 15mm; Home; 12 players.

**Fri, 10:00am-1:30pm**
**Event ID E084: La Belle Famille**
24 July 1759, Niagra Country, New York. A relief force makes its way to rescue the beleagured French garrison at Ft. Niagra. The British besiegers have other plans. This game is intended as an introduction to the popular "Wilderness Wars" rules. Those new to the rules and/or period are encouraged to participate. Hosted by Todd Olson; 15mm; Wilderness Wars; 6 players. Sponsored by **Happy Fun Time Gamers Club**.

**Fri, 10:00am-12:30pm**
**Event ID E111: Antietam: America's Bloodiest Day**
Refight America’s bloodiest single day battle. Uses 15mm figures on hexagonal terrain (Hexon II). Units represent a brigade or several small brigades combined. Simple system and accounts for piecemeal commitment of Union Corps. Can have up to 2 Confederate and 3 Union players. Can the Union overcome McClellan's slugginess to beat Lee? Will Lee hold the Union to a historical tie or even beat them? Uses home rules taught at game. Hosted by Tom Barkalow; 15mm; Home; 5 players.

**Fri, 10:00am-1:00pm**
**Event ID E124: Introductory Napoleonic game for ESR (Et sans resultat! 2nd Ed)**
Historical or semi-historical scenario for 2-4 players with an expected run time of 3 hours. Players will each run nominally a corps and direct the actions of subordinate Formations. Period knowledge is encouraged but not required. We'll be playing with 15mm figures using the 1" = 75 yard ground scale. Charts (Quick Reference Guide) and Overview of the rules are available online: http://thewargamingcompany.com/downloads.html. Photos of games and brief after action reports are available online:http://thewargamingcompany.com/gallery.html. Prizes for participants. Hosted by David Ensteness; 15mm; Et sans resultat! 2nd Ed. (ESR); 4 players. Sponsored by **The Wargaming Company, LLC**.

**Fri, 10:00am-2:00pm**
**Event ID E163: The British are coming! Again!**
A hypothetical Clash in North Carolina. British troops, including recently freed slaves, descend upon the planters in the South to continue the economic warfare started in the Chesapeake Bay. This was the original thought, but New Orleans was warmer and we know how that went. Hosted by Kevin MacDonald; 28mm; Carnage and Glory; 6 players. Sponsored by **Saint Paul Irregulars Press**.
Fri, 11:00am-3:00pm  
**Event ID E104: Mongol Mayhem**  
Come play a fun set of rules called To the Strongest. The opponents are the Mongols against the Sung Chinese in the 1200s. Hosted by Michael Huskey; 12mm; To the Strongest; 6 players.

Fri, 11:00am-2:30pm  
**Event ID E133: 1813 - Year of Nationalism**  
Throughout 1813, France’s satellites struggled to accommodate their loyalty to Napoleon, the military threat of Coalition powers, and their national interests and preservation. Presenting battles from a hypothetical campaign in eastern Europe. Active French occupation and fortress troops, and regional allied brigades, face off against Austrian and other Coalition forces. Your Generalship will determine not only the results of today's battle, but will also impact the course of the campaign. Hosted by Mark Johnson; 25mm; BONAPARTE; 8 players. Sponsored by Big Muddy Historical Games Alliance.

Fri, 11:00am-1:00pm  
**Event ID E195: The Bot and the Flame**  
See E195 on Friday at 9am for description. Hosted by Jeffrey Kincaid; 28mm; Home; 4 players.

Fri, 11:30am-1:30pm  
**Event ID E002: 1812- INVASION OF CANADA**  
See E001 on Friday at 9am for description. Hosted by Patrick Lewis; 6mm; Academy Games; 5 players. Sponsored by Academy Games.

Fri, 12:00pm-5:00pm  
**Event ID E165: The Battle of Culloden, the Glorious End of the Highland Charge**  
"Culloden, nay I say more." The last desperate chance of Bonnie Prince Charlie. This time He is up against William the Duke of Cumberland. Can the Scots seize the moment and win their freedom or will the English finally and definitively crush the Highlands for good. Hosted by John Read; 15mm; Revised Age of Reason; 8 players.

Fri, 12:00pm-6:00pm  
**Event ID E168: The Struggle for Rocherath**  
06:00, December 18th, 1944. The weary Americans of the COYS 6RE/38th/2ndID attempt to impede the advance of the 12th SS Panzer Div. Hosted by Jim Harms; 28mm; Chain of Command, Revised; 6 players. Sponsored by The Atlantic Gaming Commission.

Fri, 1:00pm-5:00pm  
**Event ID E096: Battle of Fort LeBeouf**
A large British Army has been sent to take Fort LeBeouf in the Ohio country. Unbeknownst to the British, the French have sent a large army to Fort LeBeouf as well, to use it as a staging area to attack the British. Each side feels that whoever takes the Ohio Territory, will win the war. Hosted by Phil Bock, Jim Harris; 15mm; Wilderness Wars; 8 players. Sponsored by Normal Warfare Publications.

Fri, 1:00pm-4:00pm
Event ID E118: The Battle of Camulodunum: Boudicca of the Iceni ambush of the Roman IX Legion 60AD
In 60AD after being whipped and watching her daughters taken advantage of, Boudicca Queen of the Iceni(a tribe in Briton) lead a rebellion against the Roman Empire in an attempt to push them out of Briton. Boudicca and her allies first target was the Roman colony of Camulodunum which after a short siege was put to the torch. The leader of the Roman IX legion Quintus Petillius Cerialis heard about the siege and with only a part of his Legion attempted to relieve the siege. Cerialis arrived too late and the Iceni were waiting for his forces and ambushed them on the way. Cerialis barely escape the ambush with his life but his foot soldiers were not so lucky and few if any escaped. Will the IX legion once again be defeated by the waiting Iceni or will they rally and reverse their fortunes? Join us as we recreated the high water mark of Boudicca the warrior queen's rebellion using Warlord Games Hail Caesar rules. These rules are fast and easy to pick up. Hosted by Phillip Cook, Kati Cook, Aaron Filter; 28mm; Hail Caesar; 5 players.

Fri, 1:00pm-4:00pm
Event ID E139: Shellshock - Pocket Armies: Modern
Traditional wargames are slow, confusing, expensive and unrealistic. ShellshockPocket Armies breaks that mold. We used ballistic charts and real life examples to design our game and predicted several unexpected outcomes during the First Gulf War. The rules fit on 6 business cards and a 30 unit on 30 unit game can be completed in a few hours. We have designed our game system around paper-modeling, some of them free. We cover WWI, WWII, and Modern… But let’s face it, would you rather re-play a historic battle, or blast a 30ft robot with a rail gun? We also have Sci-fi/Future. Your giant robot might look fancy and be maneuverable, but tanks are still kings of the battle field. They are just really big now. (For intermediate to advanced wargamers. Rules will be taught.)
Hosted by Justin Gramm, Genn Domingo; 1/285; Shellshock Combat System; 8 players. Sponsored by Shellshock / OTTOMH Games (Off the top of my head).

Fri, 1:00pm-5:00pm
Event ID E184: The Battle of Kadesh
It is 1274 BC and Ramses II wants to prove he is the greatest Pharaoh of all-time. What better way to do that than to invade the neighboring Hittite Empire. Ramses leads his forces North where he finds a trap laid near the city of Kadesh by King Muwatalli II. What happens next is one of the largest chariot battles in recorded History. Hosted by Rodney Cain; 15mm; TRIUMPH! fast play ancient and medieval rules; 8 players. Sponsored by Washington Grand Company.

Fri, 1:00pm-4:00pm
Event ID E188: Ilipa 206 BC - Epic Commands & Colors Ancients in 54mm
The Battle of Ilipa (/ˈɪlɪpə/) in 206 BC is considered by many as Scipio Africanus’s most brilliant victory in his military career. It took place on a plain east of Seville, Spain. Scipio’s pre-battle maneuver and his reverse Cannae formation stands as the acme of his tactical ability, in which he forever broke the Carthaginian hold in Iberia, thus denying any further land invasion into Italy and cutting off a rich base for the Barca dynasty both in silver and manpower. Can you repeat Scipio's victory or will the elephants of Carthage crush the Romans? PARENT/CHILD Friendly. Parent-Child Event! Hosted by Bill Hupp; 54mm; Commands & Colors Ancients; 6 players. Sponsored by Thistle & Rose Miniatures.

Fri, 2:00pm-4:00pm
Event ID E003: 1812- INVASION OF CANADA
See E001 on Friday at 9am for description. Hosted by Patrick Lewis; 6mm; Academy Games; 5 players. Sponsored by Academy Games.

Fri, 2:00pm-6:00pm
Event ID E018: Battleground WWII - (Ardennes ’44)
December 17th, 1944. Hitler’s offensive in the Ardennes has caught the Americans by complete surprise. Elements of the German 12th Volksgrenadier Division tasked with clearing the crossroads along Rollbahn C towards Hünnigen encounter unexpectedly strong resistance from the U.S. 99th Infantry Division at the Losheimergraben crossroads. Desperate to capture the vital road junction so that the 12th SS Panzer Division can proceed, German Oberstleutnant Wilhelm Osterhold leads his men in a daylight attempt to capture the crossroads and the buildings around it. With German units now streaming around their flanks, the U.S. forces still in Losheimergraben must act as a rear guard to allow elements of the 99th to avoid encirclement. Adults only please. Previous experience with the Battleground WWII rules helpful but not required. Hosted by Loren Haberkamp; 20mm; Battleground WWII - modified; 6 players.

Fri, 2:00pm-4:00pm
Event ID E079: Potentate Pachyderm Clash - Elephant Racing in Ancient Asia
See E078 on Friday at 10am for description. Parent-Child Event! Hosted by Andrew Schapa; 15mm; Home; 12 players.

Fri, 2:00pm-6:00pm
Event ID E097: Airborne Invasion Iceland: Operation Merkur II
The German regime’s resilience in 1946 has dominated of western Europe’s sea approaches, sealed off by the Mk XXI U-Boat fleet, held back the hordes on the steppes, and the shot down Ike over Normandy 20 months ago with a resurgent, jet- armed Jagdwaffe. Allied code breakers are horrified to learn of Merkur II, the airborne subjugation of Iceland, the North Atlantic’s unsinkable aircraft carrier. A Wehrmacht parachute Regiment has landed on the glaciers outside Reykjavik, threatening the airfield. Air-refueled re-enforcements are on the way from Norway- another regiment of Mountain Division troops. But they are not there yet. US Carrier aircraft and a coalition off Allied fighters is rising to meet this threat. The game features 1:300 aircraft with Luftwaffe 1946 Rules combined with
fresh off the drawing table aircraft from the late forties, and brass coated courage make this a fight to the death game. Hosted by John Zalanka; 1/300; Luftwaffe 1946; 8 players.

Fri, 2:00pm-6:00pm
Event ID E107: Peachy & Danny's Excellent Adventure: Part II
From the rocky villages of the Khyber down to the flowered city of Peshawar, the rumor has spread: the lost treasure of Alexander the Great has been found in the holy city of Sikandergul. The great Afghan warlord Muhammed Khan now leads a Pathan army to claim the treasure for himself. Can Peachy Carnehan, Danny Dravot, Billy Fish – heroes of Kipling's "The Man Who Would Be King" – and their private Kafirstani army hold off the Afghan hordes? Easy, fun rules set in the era of Victorian high adventure. Hosted by Bill Wimbiscus; 20mm; The Men Who Would Be Kings; 6 players.

Fri, 2:00pm-4:30pm
Event ID E112: Antietam: America's Bloodiest Day
See E111 on Friday at 10am for description. Hosted by Tom Barkalow; 15mm; Home; 5 players.

Fri, 3:00pm-6:00pm
Event ID E082: Raid on Circarpous-Star Wars
A young Luke Skywalker and Princess Leia have assembled a commando team to strike at the Empires hold on Circarpous by destroying the Planet shield generators so that the awaiting Rebel fleet can take out the Empires weapon producing factories. This action takes place after New Hope and before Empire Strikes back. Hosted by Paul Petri, Brian Vizek; 32mm; FUBAR; 10 players.

Fri, 3:00pm-7:00pm
Event ID E148: Giant DBA: Sabis (or Sambre) 57 BC
57 BC - Rome is at war with the Belgic tribes in Northern Gaul. Julius Caesar's army has begun encamping near the Sabis River, when the massed tribes of the Nervii come screaming out of the woods to attack the unsuspecting Romans. This is a "Giant DBA" scenario. Players will command at least 12-15 elements of troops. Inexperienced players are welcome. Hosted by Dave Moore; 28mm; Giant DBA 3.0 with battle specific rules.; 8 players.

Fri, 3:00pm-7:00pm
Event ID E170: Sidi Rezegh
The game covers the first four days of the Crusader offensive in November of 1941. The table stretches from the Tobruk perimeter to Bir el Gobi, deep in the desert. The fighting around the strategic airfield at Sidi Rezegh, the clash between Ariete and 22nd Armored Brigade at Bir el Gobi, British 70th Division's breakout against the Bologne and Afrika divisions, and the climactic armor battle between 7th Armoured Division and the Afrika Korps are all there. Come play Frank Chadwick's new operational level WWII system. Hosted by Tom Harris, Frank Chadwick, Glen Kidd; 15mm; High Command; 8 players. Sponsored by Test of Battle Games.
Fri, 4:00pm-6:00pm
**Event ID E011: Star Wars: X-Wing Miniatures -- Ghosts of Malachor V**
Ever wanted to fly an X-wing? Be an Imperial Tie Fighter Pilot? Here’s your chance! In Fantasy Flight’s Star Wars: X-wing Miniatures, you pilot a small squad in turn-based space combat. Come play some simple, custom scenarios and learn to play. You'll get to choose from some of the iconic starfighters of the Star Wars universe. Designed as a Parent/Child and new player event. --- Somewhere deep beyond the Outer Rim an old darkness has returned, a ghost of the destruction of Malachor V, from the time before the Republic. The Empire has been sent to retrieve any knowledge of the dark side it has, while the Rebels hope to eliminate the new threat. **Parent-Child Event!** Hosted by Nick Schapals; 1:270; Fantast Flight Star Wars X-Wing Miniatures; 6 players.

Fri, 4:00pm-8:00pm
**Event ID E059: Night Action!**
See E058 on Friday at 10am for description. Hosted by David Nelson; 28mm; Battle Ground World War 2; 8 players.

Fri, 4:00pm-8:00pm
**Event ID E073: A Syrian Holiday 2017**
28 April 2017. President Erdogan of Turkey tiring of Kurdish rebels hiding in northern Syria decides to launch Operation Euphrates Shield 2. Using ISIL again as an excuse for the drive into Syria, the plan is to sweep fast and furious over the ISIL positions. Once over ISIL, the Kurds are be engaged quickly and hard before American diplomacy halts the operation again. Your mission as the Turkish commander is to crush your alleged ill equiped terrorist opponent and continue the drive into your real target the Kurds. Hosted by Herman Deckys; 1/285; MBT/COMBINED ARMS; 8 players.

Fri, 4:00pm-8:00pm
**Event ID E151: Hidden Money**
A member of the infamous Dirt Gang has cut a deal with the law in order to get out of jail. He has told the Sheriff where the gang has hidden all the money from the last ten hold-ups. Now it is a race between the Dirt Gang and the Lawmen to get to the money. As a member of the Dirt Gang you stole that money fair and square so it rightfully belongs to you! As a Lawman you aim to give that money back to it's rightful owners, and hopefully put down some of the Dirt Gang in the process! Hosted by James Harness; 28mm; Shoot N Skedaddle; 8 players. Sponsored by **FANS OF GAMING**.

Fri, 5:00pm-9:00pm
**Event ID E009: Into Darkest America, or The Attack on Fort Wood**
A hypothetical French and Indian War scenario. Two British columns and a naval landing are attempting to relieve the French investment of Fort Wood in the backwoods of the New York frontier. Awaiting them are the French and their Indian allies hidden in the dark bush. Join us for a game of savages vs. Indians. Hosted by Tod Kershner; 25mm; Warfare in the Age of Reason, 3rd Edition; 8 players. Sponsored by **On Military Matters**.
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Fri, 5:00pm-11:00pm
**Event ID E028: The Knight and Mother Hen : Sadras Feb. 17, 1782**
Between February 1782 and June 1783 the fleets of the French Captain Pierre Andre de Suffin de St. Tropez and British Vice-Admiral Sir Edward Hughes fought a series of Naval actions along the Indian Coromandel coast in what become one of the most popular campaign settings for age of sail. Five actions, all largely inconclusive and fought between fleets that were relatively equal in numbers, were fought on the Coromandel Coast, at Sadras, Cuddalore, Negapatam and Trincomalee. This encounter, July 6, 1782, will be the third of three encounters this weekend. Hosted by Raymond Runge; 1/1000; Post Captain by Old Domonion Game Works; 7 players.

Fri, 5:00pm-8:00pm
**Event ID E069: Battle of Trebbia - Hannibal meets Rome!**
The year is 218 BC -- Hannibal has just passed through Nearer Gaul into Italy with a hardened army of nearly 40,000 men to take the war to the people of Rome! Two Consular armies stand in his way. Will the Romans quickly prevail and cheat history, destroying Hannibal before he even gets started, or will Hannibal once again remind everyone why he is one of the greatest generals in history! Hosted by Michael Mays; 28mm; To the Strongest; 6 players.

Fri, 5:00pm-8:00pm
**Event ID E087: Paint-n-Take – It’s Free to Paint!**
Come by, grab a figure (donated by various manufactures), pick you your color palette, choose your brushes & sit down at a work stations provided by the Get the Lead Out. Relax, socialize and paint your chosen figure. The event is free with your Little Wars badge and is open for both children and adults. Donations are accepted and will benefit The Wounded Warrior Project. Hosted by Kristine Wellner, Paul Wellner; 28mm; ; 20 players.

Fri, 5:00pm-9:00pm
**Event ID E094: Cobra Down!**
Fallujah, Nov 11, 2004. During the heavy fighting in the Queens District, a Marine AH-1W Super Cobra was struck by a suspected MANPAD. The helo was forced to land in a field near the Euphrates with one crew member wounded. The men of 3rd LAR, Task Force Wolfpack, including the attached Bradleys of Charlie Company, 1st Bat, 9th Inf. are sped to the scene to rescue the downed aviators. Secure the aviators before the end of turn 8. Hosted by Steve Rysemus; 20mm; Force on Force; 6 players.

Fri, 5:00pm-10:00pm
**Event ID E100: Italian Confusion**
It is September 8, 1943 and Italy has just surrendered. Both British and German forces move in to take advantage of the surrender with the Italian forces caught in the middle. Confusion ensues as multiple sides all have their own objective. 5 different forces are on the battle field: German Whermacht and SS, Italian Fucilieri and Bersalieri as well as the British. Who will come out on top? Hosted by Mike Praw; 15mm; FOW; 10 players.
Fri, 5:00pm-8:30pm
**Event ID E134: 1813 - Year of Nationalism**
See E133 on Friday at 11am for description. Hosted by Mark Johnson; 25mm; BONAPARTE; 8 players. Sponsored by Big Muddy Historical Games Alliance.

Fri, 5:00pm-6:30pm
**Event ID E141: OTTOMH: Maze of Iphs**
Iphigenia was the daughter of Agamemnon and was meant to be a human sacrifice, but Artemis took pity on her and brought her to Tauris. Most thought that Iphigia was saved, but Artemis was giving her a chance to survive, not a guarantee. Iphigina eventually deceived the Taurin Monster in its magical ever changing maze using her wit and the limited magic Artemis bestowed upon her that mimicked the monster's magic. You are an Iphigeni, a human sacrifice and Artemis has given you a chance as well. Are you cunning enough to outwit the monster as escape, or are you destined to feed it. Simple rules to be taught, can be played quickly in 5 minutes or it can turn into a game of cat and mouse that could take half an hour. 2-8 players. 1 hour slotted for supervised play, but those interested are welcome to play on their own. Hosted by Justin Gramm, Genn Domingo; N/A; OTTOMH; 8 players. Sponsored by Shellshock / OTTOMH Games (Off the top of my head).

Fri, 5:00pm-9:00pm
**Event ID E157: Monster Wake-Up Call**
A North Korean ICBM test missile has gone off course and landed on Solgel Island, better known as "Monster Island". The impact has awakened the denizens from their infant-like slumber, and they're cranky! Play as a legendary or rookie Kaiju (big monster) in a super battle for the shiny curiosity, or just go on a monster free-for-all. This is a kid event and adults that can handle playing with younger folks. Rules are easy to pick up and will be taught. We'll be using d6's and measuring tapes so if new players can handle that, and play well with others, jump on in. Parent-Child Event! Hosted by John Beck; N/A; Monster Island; 8 players.

Fri, 5:00pm-9:00pm
**Event ID E182: Death in the Desert: Abu Ageila and Umm Qatef in the Arab-Israeli War of '67 50th Anniversary!**
Sinai 1967: This Arab-Israeli War would be the pinnacle of Israeli success. Though Israel wasn't able to take Abu Agelila before the intervention of the Europeans in '56 but the IDF had undergone significant changes in doctrine, command and control, force structure and reserve training since then. The Egyptians, having seen the importance of the strategic junction in '56, have significantly increased their forces deployed there. Both sides are ready for Round 2, pick a side and see if you can match the Israeli performance of '67 or hold out like the Egyptians did in '56 in this 50th Anniversary Game! Hosted by Brendgol Majewski; 15mm; Flames of War; 4 players.

Fri, 6:00pm-10:30pm
**Event ID E013: Panic in Pripyat**
A U.N. inspection team has found something in Pripyat. And all contact has been lost. The City has been abandoned since Chernobyl's reactor blew. Now reaction teams are racing to the site to rescue
and recover the Inspection teams Hosted by Mark Feldman, Mike Clarkens; 28mm; Modified ATZ; 6 players.

Fri, 6:00pm-10:00pm  
**Event ID E029: Secret of Sphinx III: De Duva (The Dove)**  
Pulp factions battle each other and local military as they try to catch the Elusive Dove carrying the Secret Message. Hosted by Matthew Cappellini; 28mm; In her Majesty's Name; 6 players.

Fri, 6:00pm-9:00pm  
**Event ID E053: Down the Casbah Way- Air Combat in the Cold War**  
The year is 1961 and your Mercenary Air Combat Squadron has been hired by the Emirate of Hidar to protect their primary refinery on the outskirts of the streets of the Capitol. The Soviet backed Kingdom of Fazil has sent a wave of bombers to flatten it. Can you get past the escort MiGs to take down the bombers before they can release their bombs? Come play in this secret history of an alternative Cold War using the upcoming Danger Zone rules and play with the author. Hosted by Timothy Gerritsen; 1/600; Danger Zone; 8 players. Sponsored by **Pico Armor**.

Fri, 6:00pm-11:00pm  
**Event ID E056: Close Action, Squadron Action**  
Sail Ships-of-the-Line in a rousing sea control fight, as enemy squadrons exchange iron orbs seeking to disable ships and cause the opposition to strike their colors. Hosted by Roger Reynolds; 1/1200; Close Action; 10 players.

Fri, 6:00pm-10:00pm  
**Event ID E086: 2nd Bull Run - Attacking Jackson**  
Attacking Jackson’s Line on the unfinished Railroad bed - 1862. Hosted by Michael Wedding; 20mm; JRIII; 8 players.

Fri, 6:00pm-11:00pm  
**Event ID E110: The Battle of Huppy, Fall Gelb, (Case Yellow), 27 May 1940**  
See E109 on Friday at 9am for description. Hosted by Kevin Cabai; 15mm; Jagdpanzer 2nd Edition; 12 players.

Fri, 6:00pm-9:30pm  
**Event ID E122: The Battle of Watling Street: The final battle of Queen Boudicca's Rebellion 60AD**  
In 60AD after being whipped and watching her daughters taken advantage of, Boudicca Queen of the Iceni(a tribe in Briton) lead a rebellion against the Roman Empire in an attempt to push them out of Briton. After having early success burning several cities to the ground, (including modern London) and defeating a contingent of the Roman IX Legion her forces swelled to upwards of 200,000. She was then confronted by Roman governor Gaius Suetonius Paulinus and the XIV Legion who had been away defeating the Druids at Mona. Paulinus had only 10,000 men but he carefully picked the
location of the battle careful to give him every advantage he could against Boudicca and her army. Historically the Romans would crush the vastly larger army and end the rebellion on the spot. Will history repeat itself seeing Roman drill come out on top or will the Iceni under their warrior queen overwhelm the tiny roman force? Join us as we recreate this epic battle using Warlord Games Hail Caesar rules which are fun and easy to pick up Hosted by Brian Ward, Kati Cook, Aaron Filter; 28mm; Hail Caesar; 6 players. Sponsored by Northern Front Podcast (NFP).

Fri, 6:00pm-9:00pm
Event ID E125: Introductory Napoleonics game for ESR (Et sans resultat! 2nd Ed)
See E124 on Friday at 10am for description. Hosted by David Ensteness; 15mm; Et sans resultat! 2nd Ed. (ESR); 4 players. Sponsored by The Wargaming Company, LLC.

Fri, 6:00pm-10:00pm
Event ID E190: Operation Barbarossa - Drive On Uman
The German 18th Panzer Division has sucessfully crossed the Bug River. Their next offensive action is to drive south towards the important transportation hub at Uman. From the start of Barbarossa, Hitler had been focused on destroying or capturing Soviet forces. At Uman, he saw an opportunity to trap a large percentage of the Soviet troops west of the Dnepr. Standing in their way are newly reformed defenses at the "Stalin Line", a series of reinforced positions along the AG South front. Hosted by Jeffrey Henn; 15mm; Rapid Fire; 8 players. Sponsored by Battlefield Hobbies.

Fri, 7:00pm-11:00pm
Event ID E019: Battleground WWII - ( Ardennes '44)
See E018 on Friday at 2pm for description. Hosted by Loren Haberkamp; 20mm; Battleground WWII - modified; 6 players.

Fri, 7:00pm-10:00pm
Event ID E033: Polish Eagles
Over Poland - September 1, 1939. The Polish Air Force rises to intercept German Bombers on their way to Warsaw. Hosted by Tom Konczal; 1/200; Check your Six; 7 players. Sponsored by Mid-America Wargamers.

Fri, 7:00pm-10:00pm
Event ID E036: Time Travelers’ Victorian Adventures: London 1888
An updated version from its original debut several years ago; players will rotate from Victorian London (flying with their Steam-powered Airships/ Dirigibles) “back in time” through the “Age of Piracy” & further yet, to meet the ancient “Egyptian Gods.” Each player or pair of players will operate their own small band of Time Travelers, in quests for valuable treasures & artifacts. However, each pair of players will find themselves becoming the "strange & hostile invaders" in each new territory they land their Airships. Simple convention friendly rules; “4-5-6 to hit, 5-6 to dodge danger.” Young adventures are welcome but are encouraged to accompany their adult “Time Traveling” companion.
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Parent-Child Event! Hosted by Michael Harris; 28mm; Time Travelers Adventures (home rules used frequently); 12 players.

Fri, 7:00pm-10:30pm
Event ID E051: The Pain in lower Lombard!!
A Dwarf coalition holds the line along Lombard Ridge against a rampaging Orc horde! Fast paced, fun game of fantasy combat. Rules will be taught. Young commanders with guardian subalterns welcome. Hosted by Rich Smethurst; 25mm; "Chaos Wars"; 8 players. Sponsored by Ral Partha/Iron Wind Metal.

Fri, 7:00pm-9:30pm
Event ID E113: Antietam: America’s Bloodiest Day
See E111 on Friday at 10am for description. Hosted by Tom Barkalow; 15mm; Home; 5 players.

Fri, 7:00pm-10:30pm
Event ID E114: Circus Maximus
Ancient Rome's whip-cracking, flip-wracking Wheeled Melee of Doom...can you even complete two laps, let alone three, to cross the finish line? 25mm version of Avalon Hill's classic chariot contest. Slightly modified rules. Hosted by Jeff Lee; 25mm; Modified Avalon Hill Circus Maximus; 12 players.

Fri, 7:00pm-8:30pm
Event ID E143: OTTOMH: Just Jousting
We've all watched jousting movies, my personal favorite “A knight’s Tale” and thought, how about jousting rhinoceros’s? Well, ok, maybe I thought that, but I’m sure people considered, ostriches, cheetahs, and bears. I bet no one thought Galapagos turtle! What can I say, I'm a little te'ched in the head. So find a herald, strike your colors and put a saddle on a horse or elephant and prepare to bust some lance! Kid friendly. Rules to be taught. Parent-Child Event! Hosted by Justin Gramm, Genn Domingo; N/A; OTTOMH; 8 players. Sponsored by Shellshock / OTTOMH Games (Off the top of my head).

Fri, 7:00pm-11:00pm
Event ID E154: Kościuszko Uprising: Battle of Krupczyce 17 September-1794
The Kosciuszko uprising has been underway for months. Polish forces in Brest have advanced to meet the Russian Army under Suvorov. The gallant regular Polish regiments, supported by heroic scythe-wielding militia face a numerically superior Russian army. This is an easy-going game of Black Powder with the colorful Russian Potemkin army attacking the Polish heroes in one of many similar actions throughout this war. Black Powder provides a free-wheeling way to model the irregular command and control and variety of unit qualities that mark this entire campaign. Co-hosted with my son John. Hosted by Chris Mikucki; 15mm; Black Powder; 6 players.

Fri, 7:00pm-12:00am
Event ID E173: Battle of Legnica - April 9th 1241

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One of the few military clashes between Eastern and Western civilization in the pre-gunpowder era. The Mongol Asian Steppe army of Ghengis Khan meets Crusading Knights and European Noblemen on a open plain in Poland. Mailed Knights with Lance and Sword supported by levi Spearmen and Archers versus a Force comprised entirely of Cavalry with Composite Bow and Spear. Hosted by Scot Gore; 25mm; Gore War (House Rules); 7 players.

Fri, 7:00pm-11:00pm
Event ID E179: Day of Infamy?
Historically, Battleship Div 9 of the US Fleet arrived in the North Sea as part of the US’ effort in the Great War on December 7, 1917. The Germans knew they were coming. What if the High Seas Fleet chose to send out a welcome committee? Would it be America’s first Day off Infamy? Hosted by Rodger Kruse, 1/2400; Seekrieg V; 4 players.

Fri, 7:00pm-11:00pm
Event ID E186: Epic Conflict: An Introduction to TRIUMPH! fast play rules for ancient and medieval battles
Take on the role of a great commander of the past and lead your forces against your brutal enemies as you battle from Biblical, Classical, Dark Ages and Medieval times. This walk-up game opportunity FOR WHICH YOU DO NOT NEED TO BE REGISTERED introduces players to the fast-play TRIUMPH! ancient and medieval rules. Play one game or play a dozen. TRIUMPH! tutors are on hand to help introduce you to the game, teach and answer questions. History awaits; will you be victorious, or shall your severed head decorate an enemy’s spear? Rules are easy to learn and will be taught by the GM as needed. Hosted by Rod Cain, Bill Hupp; 15mm; TRIUMPH! fast play ancient and medieval rules; 8 players. Sponsored by Thistle & Rose Miniatures.

Fri, 8:00pm-12:00am
Event ID E063: 1815 - Ligny and Quatre Bras
It has been argued that the twin battles of Ligny and Quatre Bras were significant in determining the conditions that led to Napoleon's defeat at Waterloo. In order to better understand these two battles, Steve Fratt is developing a new approach to Napoleonic gaming and offers this scenario as a play test for his new FrattNap rules. Players will find the "asymetrical" combat resolution an intriguing new approach to Napoleonic. Artillery automatically hits units in range - we roll for how they respond to being hit. Cavalry uses a completely different Close Action procedure that feels very accurate. Fewer modifiers, more decisions, expect 12 turns in a 4 hour game. Depending on the actual number of players, we will play Quatre Bras, Ligny or both together. Hosted by Steve Fratt; 6mm; FrattNap - in development; 12 players.

Fri, 8:00pm-1:00am
Event ID E129: Capture U-505
Naval action with commander Dan Gallery's Group 22.3 off Cape Blanco, West Africa. One player gets to play U-505, lurking somewhere on the table. The American aircraft carrier can launch up to 4 Wildcats to patrol, but they have many 'Decoys' to examine and must take refuel breaks back at the carrier. The Sub can sink the ships or surface and shoot down the Wildcats if the opportunity
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presents. This is an epic miniatures scenario (4-5 hours to play). Sub Hunt II (Fires in the Sky / Steamboat Willy) rules systems will be used for resolving movement and combat, Good Hunting! Hosted by J. Peter Aguilu; 1/285 & 1/600; Fires in the Sky / Steamboat Willy; 10 players. Sponsored by Dragon Direct Distributers.

Fri, 9:00pm-12:00am
Event ID E080: "You're Making Caesar Cry" - Battle of New Ape City -3270AD
The Sanguine Prima has waited for 600 years to restore the old order and put those "Darn Dirty Apes" in their place! The pride of Vetus Urbs Eboracum (Old York City), Legio 5 is attacking the Simian stronghold, and seat of Government, Novam Urbem Simia (New Ape City) deep in the heart of the Adirondack highlands jungle. Will the technologically superior Humans prevail, or will the tenacious simians and their primitive Human allies allow Man & Ape to peacefully coexist? Beer & Pretzels game with Home rules. Parent-Child Event - 15+ years children. Parent-Child Event! Hosted by Andrew Schapa; 28mm; Home; 6 players.

Sat, 8:00am-12:30pm
Event ID E014: Panic in Pripyat
See E013 on Friday at 6pm for description. Hosted by Mark Feldman, Mike Clarkens; 28mm; Modified ATZ; 6 players.

Sat, 9:00am-12:00pm
Event ID E004: Command & Colors: Napoleon Austerlitz
The battle of Austerlitz was not only one of the greatest victories during the Napoleonic era, it was one of the most complete. Can you replicate the Emperor's great accomplishment? Or thwart it? Hosted by Glenn Drover; 15mm; Command & Colors:Napoleon (Home Brew); 6 players.

Sat, 9:00am-1:00pm
Event ID E007: Storms Over the Golden City
A surprise attack from the seas has taken the complacent humans by surprise! The horns of war blow louder and it is time for stalwart Commanders to muster their troops and fight for the survival of Kin and Kinsmen! Write your legacy on the pages of History as you face off in battle against a new and unknown enemy! An army of Sea Elves, led by the King Selaloth, are making a daring attack to take the City of Nyranea, once a symbol of the bond between Elf and Man. Now, apparently betrayed, King Felix has summoned his finest commanders to stop the attack and save the city. Will the forces of Men win the day, or will the Sea Elves and the Land Elves who join them take the Golden City? "Storms Over the Golden City" will pit Humans versus Elves using the "Chaos Wars" rules. This old school miniatures wargame, first published by Ral Partha back in 1986/87, has seen a rebirth! Now come play the game at Little Wars, using figures and rules from the wildly successful Kickstarters that have breathed life into "Rules by Ral". See troops, heroes, fell creatures and war machines all come to life on the field of battle. The story takes place in an ongoing fantasy world that hosts wargames of many different scales as well as tabletop Dungeons & Dragons games. Hosted by Michael Shorten; 25mm; Ral Partha Chaos Wars v2; 6 players. Sponsored by Ral Partha/Iron Wind Metals.
Sat, 9:00am-1:00pm
**Event ID E020: ACW - Mechanicsville (Beaver Dam Creek) - 1862**

June 26th, 1862. In the second major engagement of the Seven Days’ Battles, the newly appointed Confederate General Robert E. Lee initiated an offensive against Union forces under McClellan, striking against the right flank of the Union line north of the Chickahominy River. Rebel forces from A.P. Hill’s division, reinforced by one of D.H. Hill’s brigades, launched a series of assaults against Fitz John Porter’s V Corps, which was drawn up behind Beaver Dam Creek. Take the field as part of Pender and Ripley’s portion of the attack with the Confederates or join the defense line with Union forces that include future Gettysburg leaders such as Meade and Reynolds. Adults only please. Previous experience with the rules is helpful but not necessary. Hosted by Loren Haberkamp; 15mm; Regimental Fire & Fury; 7 players.

Sat, 9:00am-3:00pm
**Event ID E027: The Knight and Mother Hen - Providlen, April 12, 1782**

Between February 1782 and June 1783 the fleets of the French Captain Pierre Andre de Suffin de St. Tropez and British Vice-Admiral Sir Edward Hughes fought a series of Naval actions along the Indian Coromandel coast in what become one of the most popular campaign settings for age of sail. Five actions, all largely inconclusive and fought between fleets that were relatively equal in numbers, were fought on the Coromandel Coast, at Sadras, Cuddalore, Negapatam and Trincomalee. This encounter, April 12, 1782, will be the second of three encounters this weekend. Hosted by Raymond Runge; 1/1000; Post Captain by Old Domonion Game Works; 7 players.

Sat, 9:00am-12:00pm
**Event ID E037: Time Travelers’ Victorian Adventures: London 1888**

See E036 on Friday at 7pm for description. Parent-Child Event! Hosted by Michael Harris; 28mm; Time Travelers Adventures (home rules used frequently); 12 players.

Sat, 9:00am-1:00pm
**Event ID E049: I Do Believe the King is Going to Lose Today - the Battle of Kolin 1757**

Field Marshal Daun, at the head of an Austrian Army has placed himself in position to relieve the siege of Prague. In order to preserve his advantage, Frederick the Great has planned a flank attack to pull the Austrians out of their position and crush them. Historically, this was Frederick's first great defeat, but players will have a chance to reverse history. The game will start at dawn and allow the Prussians a chance to choose their own approach march. Hosted by Richard Bliss, Alex Bliss; 28mm; Volley and Bayonet; 8 players. Sponsored by Test of Battle Games.

Sat, 9:00am-12:00pm
**Event ID E054: As The Wind Changed Direction- Air Combat in the Cold War**

The year is 1961 and your Mercenary Air Combat Squadron has been hired by the Middle Eastern Emirate of Hidar. This is a sequel to the Down The Casbah Way game from Friday evening at 6pm, (but new players are welcome). Players can carry forward their pilots from the previous game if they...
wish. After the bombing of the Capitol, the King called up his jet fighters for payback. It's time to earn your pay by escorting a group of Canberra bombers as they take the fight back to the Kingdom of Fazil. Get the bombers through to their target, the palace of the King of Fazil himself. Make your way past enemy MiGs and AAA in this secret history of an alternative Cold War. Play the upcoming Danger Zone rules with the author. Hosted by Timothy Gerritsen; 1/600; Danger Zone; 8 players. Sponsored by Pico Armor.

Sat, 9:00am-1:00pm
Event ID E055: Ney take over the army of Berlin
Napoleon appoints Ney to take over the army of Berlin from Budinot. Ney moved the army north and ran into Bulow advancing to meet him. Hosted by Michael Beers; 30mm; CLS; 8 players.

Sat, 9:00am-12:00pm
Event ID E064: Starship Troopers
Service guarantees citizenship! Join the Mobile Infantry and fight the Arachnid invasion. In this event, all players will take the role of Mobile Infantry squad commanders against the evil Arachnid forces under the control of the referees. Can you survive the perils of Planet P? Everyone is doing their part...would you like to do more? Hosted by Jim Roots; 28mm; Modified Starship Troopers; 8 players.

Sat, 9:00am-12:00pm
Event ID E081: "Apes and Mutants and Bombs, Oh My!" - Ape Assault on the Forbidden Zone -2670AD
The intelligent Apes of Ape City realize the Humans are a threat to their very existence and need to be eradicated. Caesar has gathered his forces to wipe out the nasty Man-vermin. Does the Brotherhood have the ability to withstand the invading apes? Or will the Divine Bomb be employed? Beer & Pretzels game with Home rules. Parent-Child Event - 15+ years children. Parent-Child Event! Hosted by Andrew Schapa; 28mm; Home; 6 players.

Sat, 9:00am-12:30pm
Event ID E085: Braddock's Last March
9 July 1755 Major General Edward Braddock moves his expedition to clear the forks of the Ohio. He finds his destiny just past the confluence of Turtle Creek and the Monongahela River. This fast-paced game of 18th Century warfare is easy for a novice to learn quickly, but includes enough detail and nuance to entertain all but the most grizzled of grognards. Hosted by Todd Olson; 15mm; Wilderness Wars; 6 players. Sponsored by Happy Fun Time Gamers Club.

Sat, 9:00am-8:00pm
Event ID E088: Paint-n-Take – It’s Free to Paint!
See E088 on Friday at 5pm for description. Hosted by Kristine Wellner, Paul Wellner; 28mm; 20 players.
Sat, 9:00am-1:30pm  
**Event ID E091: The Wolnyska Brigade Stands Firm**  
It is 0500 hours September 1st 1939, the German army has just crossed the border into Poland and World War II has begun. The German 4th Panzer Division has brushed aside the border guards and now approach The Polish town of Mokra. The Germans expect an easy victory but they are about to encounter the Wolnyska Cavalry Brigade, they are dug in and have large numbers of anti-Tank rifles and an extra large dose of Polish courage. This game will feature Polish Cavalry and infantry, lots of German Panzers and Panzer Grenadiers and even an Armored Train. Hosted by Mark Anderson, Robert Loken, Robert Elmer, Brian Porter; 15mm; Command Decision IV Test of Battle; 14 players. Sponsored by *The Last Square.*

Sat, 9:00am-2:00pm  
**Event ID E093: McCown Shatters the Union Right**  
A little after 6:00 AM on Dec 31, 1862 six Confederate brigades of Hardee's Corps stepped off from their positions and began their advance towards the Union Right Flank. This game recreates the struggle by the Union Army to hold off Hardee's Corps and the Confederate's efforts to turn the Union flank on that fateful morning at Stones River. Hosted by Terry Callahan; 15mm; Johnny Reb 2 (modified); 6 players.

Sat, 9:00am-7:00pm  
**Event ID E103: Wreck Age Demos**  
Wreck-Age is a RPG and 28mm Miniature Skirmish Wargame set in a time after the collapse of human civilization. The greed of mankind had ravaged the planet nearly to the point of destruction. The wealthy and powerful fled to the stars and left the toxic remains to fester and die. Out of desperation those who remained devolved into preying upon each other. For Generations, humanity remained on the brink, but nature is the great equalizer. The Earth has showed signs of rebirth. This new era is known as the Resurgence, and this is where your community’s tale begins. Demos are 30 minutes long and start at the top of the hour. Hosted by Matthew Sears; 28mm; Wreck Age; 2 players. Sponsored by *Hyacinth Games.*

Sat, 9:00am-1:00pm  
**Event ID E120: Battle of Isandlwana (Anglo-Zulu War)**  
In January 1879 The British moved to occupy Zulu land crossing the Buffalo river at Rorke's Drift with the center column. The British were supremely confident and arrogant in their ability to quickly defeat the Zulu natives and bring them under the crown's rule. The British commander, Chelmsford, decided to split his forces and advance forward while he pursued a report of what he thought was the main Zulu force. The British left several companies of the 24th foot at Isandlwana to tend camp. Unknown to the British the main Zulu army was just over the horizon 25,000 strong poised to attack at Isandlwana. A British patrol discovered the Zulu just in time to send a warning which allowed the camp time to and mount a defense. The British formed a thin line and fought a valiant defense. Unfortunately the British companies did not coordinate well and as they withdrew toward the ammunition supplies they were separated and destroyed in detail by the overwhelming Zulu forces. Few British soldiers would survive to tell the tale. The result was a stunning Zulu victory. Can you take command of a British unit and coordinate a better defense than the British were able to do.
historically or will the Zulu again overwhelm the British and destroy them in detail? This is your opportunity to find out using the easy to learn and fast playing Black Powder rules system. Hosted by Aaron Filter, Phillip Cook, Kati Cook; 28mm; Black Powder; 12 players. Sponsored by Northern Front Podcast (NFP).

Sat, 9:00am-12:30pm
**Event ID E128: Adriatic Raid - Italy bombs the harbor at Pola**
Assorted Italian land bombers take a very hazardous coastal route (cliffs & all that) to attack a naval base from the sea. This unexpected direction leads to the desired surprise attack. The Austrians respond with a scambled squadron of both land and seaplanes. Bombing success is a matter of luck with the crude equipment, but skill is helpful. Will the Italians make their mark or fall into the sea in flames? Pick a side and see if you can lead the team to victory. Hosted by J. Peter Aguilu; 1/285; Fires in the Sky; 8 players. Sponsored by Dragon Direct Distributers.

Sat, 9:00am-12:30pm
**Event ID E135: 1813 - Year of Nationalism**
See E133 on Friday at 11am for description. Hosted by Mark Johnson; 25mm; BONAPARTE; 8 players. Sponsored by Big Muddy Historical Games Alliance.

Sat, 9:00am-12:00pm
**Event ID E144: Shellshock: Hoth**
We have modified Shellshock Pocket Armies just to cover one of my favorite sci-fi battle scenes. Be an AT-AT pilot as you try to rid the Empire of this Rebel scum, or pilot a snow speeder as you try to delay the Imperials long enough for the Princess and the rest of the base to evacuate. For novice wargamers, Kid dice rollers encouraged, rules will be taught) Parent-Child Event! Hosted by Glenn Domingo, Justin Gramm; N/A; Shellshock Combat System; 8 players. Sponsored by Shellshock / OTTOMH Games (Off the top of my head).

Sat, 9:00am-1:00pm
**Event ID E160: Irish Street Fight 1916**
Easter week 1916m Dublin. The Irish Republican Brotherhood stage an uprising against British Rule in Ireland attempting to take advantage of British preoccupations in the Great War. Plagued by inexperience and miscommunication, the Irish revolt can only make a gallant stand as British reinforcements pour into the city. In what was the first major urban conflict of the 20th Century, the irish must slow the British advance into the city and the British must deal with a dug in, and determined, guerilla resistance. Hosted by Bill Ryan; 28mm; Modified Mud and Blood; 8 players.

Sat, 9:00am-2:00pm
**Event ID E174: Battle of Legnica - April 9th 1241**
See E173 on Friday at 7pm for description. Hosted by Scott Gore; 25mm; Gore War (House Rules); 7 players.
Sat, 9:00am-12:00pm

**Event ID E177: The Battle of Lucas Bend, 1862**
See E176 on Friday at 9am for description. Hosted by John Redmann; 1/600; Steam and Black Powder; 6 players. Sponsored by St. Paul Irregulars.

Sat, 9:00am-1:00pm

**Event ID E183: Death in the Desert: Abu Ageila and Umm Qatef in the Arab-Israeli War of '67 50th Anniversary!**
See E182 on Friday at 5pm for description. Hosted by Brendgol Majewski; 15mm; Flames of War; 4 players.

Sat, 9:00am-1:00pm

**Event ID E185: The Battle of Kadesh**
See E184 on Friday at 1pm for description. Hosted by Rodney Cain; 15mm; TRIUMPH! fast play ancient and medieval rules; 8 players. Sponsored by Washington Grand Company.

Sat, 9:00am-12:00pm

**Event ID E189: Ilipa 206 BC - Epic Commands & Colors Ancients in 54mm**
See E188 on Friday at 1pm for description. Parent-Child Event! Hosted by Bill Hupp; 54mm; Commands & Colors Ancients; 6 players. Sponsored by Thistle & Rose Miniatures.

Sat, 9:00am-1:00pm

**Event ID E191: Götterdämerung: The Battle for the Reichstag**
Soviet troops pour over the Moltke Bridge in central Berlin intent on storming the Reichstag, but determined Wehrmacht troops stand in the way. Can the Soviets accomplish their objective of raising the flag over the Reichstag by May Day? Hosted by Jeffrey Henn; 20mm; Battleground WWII; 8 players. Sponsored by Battlefield Hobbies.

Sat, 9:00am-1:00pm

**Event ID E193: Until Darkness Falls**
French and Indian Allies to sneak past a British defensive position. Trouble is the British are doing the same thing. Both sides fight with reducing visibility as the sunsets and darkness falls. Who will prevail? Hosted by Bill Heiden; 25mm; Modified Drums Along the Mohawk; 8 players.

Sat, 9:00am-11:00am

**Event ID E196: The Bot and the Flame**
See E195 on Friday at 9am for description. Hosted by Jeffrey Kincaid; 28mm; Home; 4 players.

Sat, 10:00am-4:00pm

**Event ID E023: Operation Barbarossa (with miniatures)**
Sat, 10:00am-12:00pm  
**Event ID E031: 1777: The American Adventure Game**  
A fascinating new concept for a military with economic adventure game with miniatures. Protect your settlers and crops, indians and villages, and conduct mission cards like moving crops from field to wind mill, advance against the enemy with line infantry skirmishers or militia, capture or rescue hostages and canoe your way to economic security... or infiltration! An economic WITH military action game set in 1777 of the American Revolution, you may be very interested in seeing this new game enter it's final development stage. Hosted by Terry Cabak; 20mm; Hex Command Gunpowder; 6 players. Sponsored by Imagine Image Multimedia.

Sat, 10:00am-2:00pm  
**Event ID E060: Night Action!**  
See E058 on Friday at 10am for description. Hosted by David Nelson; 28mm; Battle Ground World War 2; 8 players.

Sat, 10:00am-2:00pm  
**Event ID E062: Cold as Hell: Russo-Finish Winter War**  
The Finns and Russia fight over a vital cross-roads during the Winter War (Pre-WWII) Hosted by Scott Hansen; 28mm; Chain of Command; 4 players.

Sat, 10:00am-2:00pm  
**Event ID E067: All Quiet on the Martian Front Assault on the Martian Redoubt**  
US forces have identified the location of a redoubt on the eastern side of the Mississippi in Illinois. An all out effort is being organized to prevent the Martians from establishing a secure foothold. To assist in the assault the largest force of Land Ironclads are being gathered. At least 8 Army Land Ironclads, 2 US Marine Land Ironclads, and at least 2 Canadian Ironclad have been assembled. The forces supporting the Land Ironclads being equally impressive. This will be the strongest assault attempted to eliminate a Martian Redoubt. It appears that the Martians have caught wind of the pending assault and are building their forces as well as building up their defensive positions. Those that sign up to play can bring their own troops or use those provided by the respective GMs. The more troops the better Hosted by Jeff Cohen, Pat Lewis, Lewis Stoneking, Jason Arndt; 15mm; All Quiet on the Martian Front; 32 players.

Sat, 10:00am-1:00pm  
**Event ID E076: SAGA For Beginners**  
SAGA is a Dark Ages skirmish game. Matilda Makenopeace, Tarben Colbornson, and John Whitebeard will host SAGA for Beginners. Learn the rules by playing Clash of the Warlords, Battle at the Ford, and Sacred Ground scenarios from SAGA basic rules. Players will command a six point 45 figure warband: a Warlord, 8 Hearthguard, 24 Warriors, and 12 Levy. Vikings, Normans, Anglo-Danes, Welsh, Scots, and Irish will be represented. Terrain, figures, dice, and accoutrements will be prepared.
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provided. No experience with the rules necessary. Experienced players are welcome to command a warband different from your home team. Hosted by John Fry, Nina Thelen, Rob Thelen; 28mm; SAGA; 6 players.

Sat, 10:00am-2:00pm
Event ID E101: Rescue the Paras
June 6, 1944 - A group of US paratroopers are holding bridges to help the expansion of D-Day. Will forces from the beach relieve them before the numerically superior German forces retake the bridges. Hosted by Mike Praw; 15mm; FOW; 8 players.

Sat, 10:00am-1:00pm
Event ID E126: Introductory Napoleonic game for ESR (Et sans resultat! 2nd Ed)
See E124 on Friday at 10am for description. Hosted by David Ensteness; 15mm; Et sans resultat! 2nd Ed. (ESR); 4 players. Sponsored by The Wargaming Company, LLC.

Sat, 10:00am-2:00pm
Event ID E149: Big Battle DBA: Chalons 451 AD
451 AD- Attila the Hun's army, including vassal Ostrogoths & Gepids, is looting & pillaging Roman Gaul. A coalition army under the Roman General Flavius Aetius, including Visigoth & Alan allies, meet Attila to do battle on the Catalaunian Fields near modern day Chalons. This is a "Big Battle DBA" scenario. Players will command at least 12-15 elements of troops. Inexperienced players are welcome. Hosted by Dave Moore; 28mm; Big Battle DBA 3.0; 6 players.

Sat, 10:00am-2:00pm
Event ID E164: The British are coming! Again!
See E163 on Friday at 10am for description. Hosted by Kevin MacDonald; 28mm; Carnage and Glory; 6 players. Sponsored by Saint Paul Irregulars Press.

Sat, 11:00am-3:00pm
Event ID E010: Attack of the Screaming Eagles!
Behind Utah beach on June 6th 1944: a platoon of the 101st airborne division attack a village held by a German static unit and attempt to link up with armor and troops landing on the beach. Elite troops vs second raters who have the defensive advantage plus some armor support. Cows, a French bordello, infantry, armor, a P51, resistance fighters and God knows what else. Each player is a squad leader with each of his men having individual stats. Easy rules with a dash of Hollywood. Hosted by Tod Kershner; 54mm; Betty Grable's Legs; 10 players. Sponsored by On Military Matters.

Sat, 11:00am-6:00pm
Event ID E057: Close Action, Fleet Action
Sail Ships-of-the-Line in a rousing sea control fight, as enemy fleets seek to disable enemy ships and strike their colors. Hosted by Roger Reynolds; 1/1200; Close Action; 14 players.
Sat, 11:00am-5:00pm
Event ID E074: Spring time in Fulda 1981
With the American Army still dealing with the backlash of the Viet Nam War and Ronald Regan just elected STAVKA feels its no better time than now to cross the border. The Soviets hope they can catch the American military off guard during a presidential power change and before the new generation of armor can make itself felt. This is first generation thermal sights, no depleted uranium rounds, no one shot one kill at 3000 meters. As the Soviets you must push the 39th Mech Div over the 2nd Sqdn of the 11th US Armored Cavalry Regt. At your disposal are all the assets of a Division Commander from mine clearing tanks to Hinds. Your job wont be easy and every hour of delay brings reinforcements from the US 3rd Infantry Div or the German 12th Panzer Div closer to you. For the Americans all is not lost. You too have plenty of toys from unmarked minefields to the latest Cobras. At 1/600 you can put whole companies out and maneuver as a Battalion or even as a Brigade Commander. With this scale you can watch the big picture develop. Being this is a 6 hour time slot we can break as needed. Hosted by Herman Deckys; 1/600; Panzer/Combined Arms; 8 players.

Sat, 11:00am-1:00pm
Event ID E197: The Bot and the Flame
See E195 on Friday at 9am for description. Hosted by Jeffrey Kincaid; 28mm; Home; 4 players.

Sat, 12:00pm-4:00pm
Event ID E006: Richard I
A stunning diorama features at one end a Crusader Castle on a rise with a Middle Eastern city on the opposite. A Holy Land Village, a Ruin on a Jebel, other terrain pieces and a large assortment of siege equipment to assault or defend the fortification combine to provide a intriguing visual. Saladin leads his host for an open field battle (DBE) or an attack (Duke's Siege). Special "engineers" operate the various equipments and the forces offer many mounted as well as spearmen, crossbows, archers, and Pilgrims. Hosted by Duke Seifried; 28mm; Open Field:DBE - Dukes SIEGE; 8 players.

Sat, 12:00pm-2:00pm
Event ID E012: Star Wars: X-Wing Miniatures -- Ghosts of Malachor V
See E011 on Friday at 4am for description. Parent-Child Event! Hosted by Nick Schapals; 1:270; Fantast Flight Star Wars X-Wing Miniatures; 6 players.

Sat, 9:00am-3:00pm
Event ID E098: Weizhao Dao Island: Warlod Lu Rongting Throws the Dice
A couple dozen klicks off Guanxi Province in late 1920’s lies Weizhao Dao Island. Since the Warlord’s ban on the opium trade, international pressure on the province compounded. The Warlord attacked and interned at the island, a German-flagged ship, SS Venture, carrying missionaries and opium. A coalition of German colonial, British and Raj, as well as the always interested Japanese demanded all Guanxi markets reopen to them and have dispatched assets to take back the Venture. An American gunboat has put its nose into the harbor. A captured, Dutch-leased U-Boat with faulty
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WWI torpedoes has surfaced outside the harbor’s mine field. Trawlers crammed with Bolshevik’s supporting the Warlord have rounded the point. When a British seaplane lands in the harbor, the Warlord loses patience and opens fire. Everything is on the floor, 28 mm scale, including a variety of acquired factory-fabricated and scratch-built (foam core and plank) vessels. Boilers and Breechloader Fourth Edition Rules. Hosted by John Zalanka; 28mm; Pulp Alley; 12 players.

Sat, 12:00pm-5:00pm

Event ID E166: The Battle of Culloden, the Glorious End of the Highland Charge
See E165 on Friday at 12pm for description. Hosted by John Read; 15mm; Revised Age of Reason; 8 players.

Sat, 1:00pm-4:00pm

Event ID E145: OTTOMH: Frozen Winds
The earth has turned into a giant snowball. The global warming crowd didn’t do their research very well. The Earth’s normal state is one of Ice Ages. We humans, just like Dinosaurs, evolved during a "quick" temporal hot spot. The Earth is normal again. But humans have found a way to cope. Our descendants survive on ships, some huge, that glide on the surface of the ice and are propelled by 25 to 75+ mile per hour winds. Humans barely survived the last Ice Age, will we go the way of the dinosaurs? Maybe the rest of the human race won’t, but you’ll make sure your "city-ark" lives. Dominate the frozen seas with your canon. Fight for your clan-yacht. Glide the ice for survival. Kill for warmth. Hosted by Justin Gramm, Genn Domingo; 1/285; OTTOMH; 8 players. Sponsored by Shellshock / OTTOMH Games (Off the top of my head).

Sat, 1:00pm-5:00pm

Event ID E155: Battle at the Keep on the Borderlands: 15mm Fantasy Mass Battle Game
Once again, the Ogre King has rallied an army to retake the lands lost in the last epic battle near the keep. The forces of good face even greater dangers as their nemesis has allied with new and even more frightening forces! This is an easy going 15mm fantasy mass battles game designed for younger players (8-80) and their parents. We use modified Pride of Lions rules for the game to provide depth and exciting action. Parent-Child Event! Hosted by Chris Mikucki; 15mm; Pride of Lions (modified); 6 players.

Sat, 1:00pm-2:30pm

Event ID E066: Six Decisive Battles of the 18th Century
Talk about your Clash of Empires! During the time of Louis XIV (1643-1715), France was the most powerful nation in Europe, and possessed vast overseas colonies as well. During this time period, after the expulsion of the last Stuart king James II, England and France engaged in a second “Hundred Years’ War,” becoming rivals for European power. France and Great Britain locked horns from 1689 until 1783 in a titanic struggle for control of the sea and the land, in Europe, the Americas, and India. By 1783, France and its empire were a shadow of its former glory: indeed, the country was weak and ripe for revolution. How did the small and insignificant kingdom of England defeat this formidable and resourceful enemy to become the empire of Great Britain? Come and hear about five
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decisive naval and land battles (two of which did not even involve the main combatants) that changed the world’s political, economic, and cultural landscape forever: The Battle of Kesselsdorf (15 December 1745), the Second Battle of Cape Finisterre (25 October 1747), the Battle of Plassey (23 June 1757), the Battle of Leuthen (5 December 1757), the Battle of the Plains of Abraham (13 September 1759), and the Battle of Quiberon Bay (20 November 1759), all of which were fought during the War of the Austrian Succession (1740-48) and the Seven Years’ War (1756-1763). Maps and discussion of strategies will abound! No ticket required! Hosted by Robert Fulton; War College.

Sat, 1:00pm-5:00pm  
**Event ID E171: Sidi Rezegh**  
See E170 on

Sat, 2:00pm-6:00pm  
**Event ID E021: ACW - Mechanicsville (Beaver Dam Creek) - 1862**  
See E020 on Saturday at 9am for description. Hosted by Loren Haberkamp; 15mm; Regimental Fire & Fury; 7 players.

Sat, 2:00pm-5:00pm  
**Event ID E034: December 8, 1941 - Clark Air Base - Philippines**  
Although they cannot intercept the high flying Nell and Betty bombers because they had no oxygen, the aircraft of the 24th Pursuit Group attack the strafing Zeros. Hosted by Tom Konczal; 1/200; Check your Six; 8 players. Sponsored by **Mid-America Wargamers**.

Sat, 2:00pm-5:00pm  
**Event ID E038: Time Travelers’ Victorian Adventures: London 1888**  
See E036 on Friday at 7pm for description. Parent-Child Event! Hosted by Michael Harris; 28mm; Time Travelers Adventures (home rules used frequently); 12 players.

Sat, 2:00pm-5:00pm  
**Event ID E077: SAGA For Beginners**  
See E076 on Saturday at 10am for description. Hosted by John Fry, Nina Thelen, Rob Thelen; 28mm; SAGA; 6 players.

Sat, 2:00pm-6:00pm  
**Event ID E105: Mongol Mayhem**  
See E104 on Friday at 11am for description. Hosted by Michael Huskey; 12mm; To the Strongest; 6 players.

Sat, 2:00pm-5:00pm  
**Event ID E121: Rorke’s Drift (Anglo-Zulu War)**
Following the decisive victory at Isandlwana on the morning of January 22nd 1879 a portion of the victorious Zulu army proceeded to attack the tiny British garrison at the Rorke's Drift outpost. The outnumbered British received a warning and prepared a hasty defense. The beleaguered red coats mounted a stiff defense and successfully held off the the overwhelming Zulu horde through the evening and into the next morning. As a result of the disaster at Isandlwana and this heroic stand 11 of the defenders were awarded the Victoria Cross. Now you can you take command of a British unit and coordinate a better defense than the British were able to do historically or will the Zulu again overwhelm the British defenders and destroy them in detail? This is your opportunity to find out using the easy to learn and fast playing Black Powder rules system. Hosted by Aaron Filter, Phillip Cook, Kati Cook; 28mm; Black Powder; 12 players. Sponsored by Northern Front Podcast (NFP).

Sat, 2:00pm-7:00pm  
**Event ID E130: Capture U-505**  
See E129 on Friday at 8pm for description. Hosted by J. Peter Aguilu; 1/285 & 1/600; Fires in the Sky / Steamboat Willy; 10 players. Sponsored by Dragon Direct Distributers.

Sat, 2:00pm-8:00pm  
**Event ID E180: Payback is a Bitch**  
December 8, 1917, a what-if. After intercepting the arriving American BB's on 12/7, Hipper has to get his scouting force home. Can the Brits intercept? Experience with the rules helpful, but not required. Scenario designed to get everyone involved quickly. Hosted by Rodger Kruse, 1/2400; Seekrieg V; 8 players.

Sat, 3:00pm-5:00pm  
**Event ID E032: 1777: The American Adventure Game**  
See E031 on Saturday at 10am for description. Hosted by Terry Cabak; 20mm; Hex Command Gunpowder; 6 players. Sponsored by Imagine Image Multimedia.

Sat, 3:00pm-7:00pm  
**Event ID E116: Action in the Peninsula, late May, 1862.**  
McClellan is attempting to take Richmond by an advance along the Peninsula along the Chicahominy River Line. Hosted by John Bobek; 6mm; The Games of War by John Bobek; 10 players. Sponsored by HMGS.

Sat, 3:00pm-7:00pm  
**Event ID E150: Big Battle DBA: Nedao 454 AD**  
454 AD - Attila is dead. His sons struggled for supremacy, with Ellac emerging as king. However, Attila's former vassals have used the opportunity of his death to rebel. The rebel's combined army of the Gepids, Ostrogoths, & Rugians, under Ardarc's leadership, meet the Hun army near the Nedao River in the Balkans. This is a "Big Battle DBA" scenario. Players will command at least 12-15 elements of troops. Inexperienced players are welcome. Hosted by Dave Moore; 28mm; Big Battle DBA 3.0; 6 players.
Sat, 3:00pm-7:00pm
**Event ID E152: ALIENS**
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! Time is not on your side! Hosted by James Harness; 28mm; Leading Edge Board Game (Converted); 5 players. Sponsored by **FANS OF GAMING**.

Sat, 3:00pm-7:00pm
**Event ID E167: 13th Warrior Mini-Campaign**
This is a campaign in four parts: Fight in the hall; Burn the buildings; Destroy the Mother in the earth (caves); Final battle to destroy King/Leader. This event requires players who like constant action and who can make quick decisions. Simple, easy to learn rules. No sitting around in this campaign. Players should be familiar with the movie. Hosted by Ken Lindberg, Mike Lewandowski; 25mm; Home Rules; 8 players.

Sat, 4:00pm-8:00pm
**Event ID E061: Night Action!**
See E058 on Friday at 10am for description. Hosted by David Nelson; 28mm; Battle Ground World War 2; 8 players.

Sat, 4:00pm-7:00pm
**Event ID E065: The Lost Temple of the Monkey King**
It is the late 19th century…and the Dark Continent awaits the brave. Join an expedition - or command one of the tribes that inhabit the Congo - in this multi-player adaptation of the new rules from Studio Tomahawk. Hosted by Jim Roots; 28mm; Congo! - Adapted to Multi-Player; 6 players.

Sat, 4:00pm-7:30pm
**Event ID E136: 1813 - Year of Nationalism**
See E133 on Friday at 11am for description. Hosted by Mark Johnson; 25mm; BONAPARTE; 8 players. Sponsored by **Big Muddy Historical Games Alliance**.

Sat, 4:00pm-7:00pm
**Event ID E162: up the Creek**
The River Raiders from the 9th ID go looking for trouble in the Can Giouc District of Eastern Long An Province. Enemy units are active and have established several base camps and weapon caches. Ambushes by RPG's and recoilless rifles occur every patrol. The MRF is on the prowl. Hosted by Mark Pawelski; 15mm; Brown Water Navy - FOW; 6 players.
Sat, 4:00pm-8:00pm
**Event ID E169: Drive to Le Mans**
Remaining element of the 3DLM and 4 DC attempt to arrest the German advance into France. Can the French finish their coffee in time to thwart the fast moving 6th PZ Division? Hosted by Jim Harms; 15mm; Blitzkrieg Command 2; 6 players. Sponsored by The Atlantic Gaming Commission.

Sat, 5:00pm-11:00pm
**Event ID E026: The Knight and Mother Hen : Negapatam, July 6, 1782**
Between February 1782 and June 1783 the fleets of the French Captain Pierre Andre de Suffin de St. Tropez and British Vice-Admiral Sir Edward Hughes fought a series of Naval actions along the Indian Coromandel coast in what become one of the most popular campaign settings for age of sail. Five actions, all largely inconclusive and fought between fleets that were relatively equal in numbers, were fought on the Coromandel Coast, at Sadras, Cuddalore, Negapatam and Trincomalee. This encounter, July 6, 1782, will be the third of three encounters this weekend. Hosted by Raymond Runge; 1/1000; Post Captain by Old Domonion Game Works; 8 players.

Sat, 5:00pm-9:00pm
**Event ID E068: All Quiet on the Martian Front Assault on the Martian Redoubt**
See E067 on Saturday at 10am for description. Hosted by Jeff Cohen, Pat Lewis, Lewis Stoneking, Jason Arndt; 15mm; All Quiet on the Martian Front; players.

Sat, 5:00pm-8:00pm
**Event ID E146: OTTOMH’s Road Rage Rampage in the Arctic**
Kids, grab some old die cast cars and bring them along. You can outfit them with ski’s, rockets, machine guns and cow catchers. We are going to fight in an abandoned town. Your die cast car will be permanently modified. We will have some on hand also. Kids get to take their cars home. Rules will be taught. 1:64ish scale. 10 players. Kid Friendly Event. Parent needed for build because we will be using hot glue guns to build cars half an hour before event. Parent-Child Event! Hosted by Glenn Domingo, Justin Gramm; 1/64; OTTOMH; 10 players. Sponsored by Shellshock / OTTOMH Games (Off the top of my head).

Sat, 5:00pm-9:00pm
**Event ID E158: Monster Wake-Up Call**
See E157 on Friday at 5pm for description. Parent-Child Event! Hosted by John Beck; N/A; Moster Island; 8 players.

Sat, 6:00pm-10:00pm
**Event ID E030: Secret of Sphinx III: De Duva (The Dove)**
See E029 on Friday at 6pm for description. Hosted by Matthew Cappellini; 28mm; In her Majesty's Name; 6 players.

Sat, 6:00pm-9:00pm
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Event ID E070: Battle of Trebbia - Hannibal meets Rome!
See E069 on Friday at 5pm for description. Hosted by Michael Mays; 28mm; To the Strongest; 6 players.

Sat, 6:00pm-10:00pm
Event ID E102: Rescue the Paras
See E101 on Saturday at 10am for description. Hosted by Mike Praw; 15mm; FOW; 8 players.

Sat, 6:00pm-11:00pm
Event ID E172: Montelimar August 1944
It is one of the rare moments in late WWII, when Hitler orders an evacuation; in this case of Southern France. The Germans start running and the Allies being used to the fight to the death mentality are caught by surprise. The exodus up the Rhone is intense with crowed roads as the German attempt to outrun Allied unit attempting to loop around their flank and cut the road North. The allied high command suddenly has units pushing for Grenoble that are advancing into a vacuum and are now on the flank of the retreating German army and in a position to cut it off. Quickly forming what units they can gather they form Task Force Butler and aim it for the Rhone. The Germans concentrating on the rear guard of their army now need to adjust to the threat to their flank. The clash of US Cavalry and German Auglarungs is on!
Hosted by Tom Harris, Frank Chadwick, Glen Kidd; 20mm; Command Decision Test of Battle; 6 players. Sponsored by Test ot Battle Games.

Sat, 6:00pm-10:00pm
Event ID E192: Redemption In Samuelsville
It has been six months since violence between rival gangsters erupted in Samuelsville. Local store owners learned a lot about their seemingly sleepy community. Together they form a very powerful organization themselves. It is also obvious to the store owners that the local cops are content to look the other way when the Chicago and St Louis gangsters come to town. Control of this once idealic community was never more in doubt. Hosted by Dave Himm; 20mm; Mad Dogs With Guns; 10 players. Sponsored by Battlefield Hobbies.

Sat, 6:30pm-10:30pm
Event ID E083: All ashore that's going ashore!
A fictitious assault by the United States Marine Corps during the war of 1812, somewhere on the Great Lakes maybe? Can the small squadron of Royal Navy frigates stop the might of the new U.S. Navy? Hosted by Stephen King; 1/1200; Action Under Sail; 10 players.

Sat, 7:00pm-10:30pm
Event ID E052: The Pain in lower Lombard!!
See E051 on Friday at 7pm for description. Hosted by Rich Smethurst; 25mm; "Chaos Wars"; 8 players.
Sat, 7:00pm-11:00pm
**Event ID E117: Action in the Peninsula, late May, 1862.**
See E116 on Saturday at 9am for description. Hosted by John Bobek; 6mm; The Games of War by John Bobek; 10 players. Sponsored by HMGS.

Sat, 7:00pm-10:30pm
**Event ID E123: The Battle of Watling Street: The final battle of Queen Boudicca's Rebellion 60AD**
See E122 on Friday at 6pm for description. Hosted by Brian Ward, Kati Cook, Aaron Filter; 28mm; Hail Caesar; 6 players. Sponsored by Northern Front Podcast (NFP).

Sat, 7:00pm-12:00am
**Event ID E156: With Sharpe at Ahmednuggur**
The start of the Second Anglo-Maratha War saw Wellesley outside the walled city of Ahmednuggur. Two large Maratha forces occupied the Pettah (walled city) and the Fortress. Boldly Wellesley ordered an escalade because of his minimal siege train. Join SGT Sharpe and Colonel McCandless for this intriguing historical action, set in Cornwell's Sharpe's Triumph. Hosted by Chris Mikucki; 15mm; Battles for Empire II; 6 players.

Sat, 7:00pm-10:00pm
**Event ID E178: Hypothetical Riverboat Battle, 1862**
Take command of an early Civil War Cottonclad, Ellet Ram, Timberclad or Gunboat. It's 1862, most of these vessels have a gun and a ram, some of them have multiple guns and no ram, some have a ram and no gun. Take your pick of a Union or Confederate gunboat and the style of riverine combat you prefer. Up to 10 players. If you get sunk, don't worry, there are always reinforcements coming on from off-board.. Hosted by John Redmann; 1/600; Steam and Black Powder; 10 players. Sponsored by St. Paul Irregulars.

Sat, 7:00pm-11:00pm
**Event ID E187: Epic Conflict: An Introduction to TRIUMPH! fast play rules for ancient and medieval battles**
See E186 on Friday at 7pm for description. Hosted by Rod Cain, Bill Hupp; 15mm; TRIUMPH! fast play ancient and medieval rules; 8 players. Sponsored by Thistle & Rose Miniatures.

Sat, 7:00pm-11:00pm
**Event ID E108: Peachy & Danny's Excellent Adventure: Part III**
Peachy Carnehan, Danny Dravot and Billy Fish have decided to get out of Kafiristan while the getting is good. Can the heroes of Kipling's "The Man Who Would Be King" and their private Kafirstani army make their way down the Khyber Pass with their loot intact, or will the Pathan tribes lay final claim to the lost treasure of Alexander the Great? Easy, fun rules set in the era of Victorian high adventure. Hosted by Bill Wimbiscus; 20mm; The Men Who Would Be Kings; 6 players
Sat, 7:30pm-11:00pm
**Event ID E015: Wild West - The Quick and the Full of Lead**
Emerald, New Mexico. In the midst of a bustling boom-town along the border with Mexico, a ruthless rail baron has organized a quick-draw tournament with a huge prize of gold for the winner. The event has drawn a notable cast of gunslingers, outlaws and wanted men eager to claim the prize or die trying. The rail baron owns the town (and the questionable lawmen who are really no more than henchmen for the baron) and he has offered protection from any outside law enforcement trying to interfere in the tournament or capture any wanted participants. But before the event can begin a shot rings out and the baron drops dead. Chaos ensues… No previous experience needed, easy to learn Fistful of Lead rules will be taught. Hosted by Loren Haberkamp; 28mm; Fistful of Lead; 8 players.

Sat, 8:00pm-10:00pm
**Event ID E090: Knuckleduster Gunfight**
Knuckleduster is back with the Saturday night gunfight! It's an evening of old west hijinx on the streets of the mining town of Knuckleduster.
Hosted by Forrest Harris; 28mm; Desperado; 8 players. Sponsored by **Knuckleduster Miniatures**.

Sat, 8:00pm-1:00am
**Event ID E159: Fortresses over Hamburg**
Join a squadron of B-17s from the 8th Army Air Force on a bombing mission against docks and factories in Hamburg. This is a massive morning raid over industrial areas and ports. It comes with possibility of heavy losses, as it is the third raid in twenty four hours and the Luftwaffe and ground defenses are on alert. Bandits will be everywhere and your sortie group has missed the rendezvous with the main box, but you are on course to arrive at your designated targets, just a little early! Hosted by J. Peter Agui; 1/285; WWII Savage Skies (Fires in the Sky System); 12 players. Sponsored by **Dragon Direct Distributers**.

Sat, 9:00pm-12:00am
**Event ID E140: Shellshock Combat System - Pocket Armies: Future**
Traditional wargames are slow, confusing, expensive and unrealistic. ShellshockPocket Armies breaks that mold. We used ballistic charts and real life examples to design our game and predicted several unexpected outcomes during the First Gulf War. The rules fit on 6 business cards and a 30 unit on 30 unit game can be completed in a few hours. We have designed our game system around paper-modeling, some of them free. We cover WWI, WWII, and Modern… But let’s face it, would you rather re-play a historic battle, or blast a 30ft robot with a rail gun? We also have Sci-fi/Future. Your giant robot might look fancy and be maneuverable, but tanks are still kings of the battle field. They are just really big now.(For intermediate to advanced wargamers. Rules will be taught.) Hosted by Glenn Domingo, Justin Gramm; 1/285; Shellshock Combat System; 8 players. Sponsored by **Shellshock / OTTOMH Games (Off the top of my head)**.

Sun, 9:00am-12:00pm
**Event ID E017: WWII Tankers Challenge - Moscow ’41**
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See E016 on Friday at 9am for description. Hosted by Loren Haberkamp; 15mm; Battleground WWII - modified; 8 players.

Sun, 9:00am-3:00pm
Event ID E025: The Battle for Valcour Island, October 11, 1776
See E024 on Friday at 9am for description. Hosted by Raymond Runge; 1/1000; Post Captain by Old Domonion Game Works; 12 players.

Sun, 9:00am-12:00pm
Event ID E035: Get Yamamoto
April 18, 1943 near Bougainville - attempt to intercept and shoot down Yamamato (or defend him). Hosted by Tom Konczal; 1/200; Check your Six; 6 players. Sponsored by Mid-America Wargamers.

Sun, 9:00am-1:00pm
Event ID E050: Abushiri Revolt - the recapture of Somanga
In 1889, the German colony in East Africa was rocked by an uprising of the local populace, both Arab and Swahili. Many traders and colonists were killed or expelled. The Kaiser has sent troops to put down the uprisings and restore order. The mission at hand today is to recapture a walled trading post. Hosted by Richard Bliss, Alex Bliss; 28mm; Mars Needs Steam; 8 players. Sponsored by Test of Battle Games.

Sun, 9:00am-6:00pm
Event ID E089: Paint-n-Take – It’s Free to Paint!
See E088 on Friday at 5pm for description. Hosted by Kristine Wellner, Paul Wellner; 28mm; 20 players.

Sun, 9:00am-12:00pm
Event ID E119: The Battle of Camulodunum: Boudicca of the Iceni ambush of the Roman IX Legion 60AD
See E118 on Friday at 1pm for description. Hosted by Phillip Cook, Kati Cook, Aaron Filter; 28mm; Hail Caesar; 5 players.

Sun, 9:00am-11:30am
Event ID E127: Toss your "Hat in the Ring" - WW I dogfight
Fly Spad 13s against the Kaiser's Fokker DVII and Albatross'. Kind of a last man standing scenario, but each player will have a special victory condition. Some aces are available for early signups/arrivals. Get your ticket to the circus! Hosted by J. Peter Aguilu; 1/285; Fires in the Sky; 10 players. Sponsored by Dragon Direct Distributers.

Sun, 9:00am-5:00pm
Event ID E132: AXIS & ALLIES GLOBAL
See E131 on Friday at 9am for description. Hosted by Bob Roby; N/A; Axis & Allies Global; 5 players. Sponsored by H.A.H.M.G.S.

Sun, 9:00am-12:30pm
Event ID E137: 1813 - Year of Nationalism
See E133 on Friday at 11am for description. Hosted by Mark Johnson; 25mm; BONAPARTE; 8 players. Sponsored by Big Muddy Historical Games Alliance.

Sun, 9:00am-5:00pm
Event ID E147: Flames of War Juniors Tournament
This year's FOW Junior's Tournament will be available for high school students as well as 7th & 8th grade students. The period will be Late War with an army point base of 1910. Prize support will be provided. Please also note that this tournament will be using Flames of War VERSION 3 RULES. Hosted by Josh Burick; 15mm; FOW V 3; 16 players. Sponsored by Wheaton Academy.

Sun, 9:00am-1:00pm
Event ID E161: Wolves in Sheep's Clothing
After the failure of Kampfgruppe Y, it was Kampfgruppe X's turn to attack the US positions. Confident of the US Camouflage on their vehicles, the Panthers headed straight for the center of Malmedy, hoping to capture the viaduct bridge before their ruse was detected... would they succeed and give Peiper his critical crossing? Hosted by Mark Pawelski; 15mm; FOW; 4 players.

Sun, 10:00am-2:00pm
Event ID E008: Betrayal at the Border
A surprise attack from the seas has taken the complacent humans by surprise! The horns of war blow louder and it is time for stalwart Commanders to muster their troops and fight for the survival of Kin and Kinsmen! Write your legacy on the pages of History as you face off in battle against a new and unknown enemy! An army of Sea Elves and traitorous Land Elves, led by the King Orenal, are attacking from the swamps of the South, along the border of the Southron Duchy. The Duke of Southron has summoned his finest commanders to blunt the attack and protect his lands and people. Will the forces of Men win the day, or will the Sea Elves and the Land Elves who join them be victorious? "Betrayal at the Border" will pit Humans versus Elves using the "Chaos Wars" rules. This old school miniatures wargame, first published by Ral Partha back in 1986/87, has seen a rebirth! Now come play the game at Little Wars, using figures and rules from the wildly successful Kickstarters that have breathed life into "Rules by Ral". See troops, heroes, fell creatures and war machines all come to life on the field of battle. The story takes place in an ongoing fantasy world that hosts wargames of many different scales as well as tabletop Dungeons & Dragons games. Hosted by Michael Shorten; 25mm; Ral Partha Chaos Wars v2; 6 players. Sponsored by Ral Partha/Iron Wind Metals.

Sun, 10:00am-2:00pm
**Event ID E075: Favoritenstrasse**
6 april 1945. In the open ground south of Vienna the Germans gathered remanants from everywhere to prevent the city from falling. One such unit was 3rd SS. Hitler sent them forward straight into the Guards. Can your band of troops slow the Soviet advance and prevent its capture? Based on Panzer Grenadier RtoB #53 Hosted by Herman Deckys; 1/285; Panzer/Combined Arms; 8 players.

**Sun, 10:00am-2:00pm**

**Event ID E092: 55 Days at Peking**
On the 6th of 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 the defense and held out until relieved some eight weeks later. Can the Europeans hold out until the relief column arrives? Hosted by Jon Michal; 25mm; Scenario Specific; 16 players.

**Sun, 10:00am-4:00pm**

**Event ID E095: Operation Barbarossa (with miniatures)**
See E022 on Friday at 10am for description. Hosted by Dennis Bulawa; 20mm; Dennis's Rules; 6 players.

**Sun, 10:00am-2:00pm**

**Event ID E099: Mayhem Aboard the Berlin Express**
The Biskek to Berlin Express is roaring down the track skirting the Red's strongholds out of Kyrgyzstan slamming through the Balkan's carrying enigmatic, restless passengers, crates of florid museum exotica, secured coffins, and secret bullion. Armed factions aboard the train with intentions at variance have thrown off their capes, have drawn their scowls and pistols, and begun their hunt for fortune and glory on nine feet of miniatures locomotive, freight, passenger cars, gaming car, and funky caboose. Other factions approach by rapid handcar from behind and aboard fast motor vehicles from the Pike that looms perilously close to the track. The Rules are Pulp Alley. Every atom of adventure is aboard the Express rocketing over the tracks, destination, Berlin. Corrupt folk, bullets, hidden plot points, fast train cars, daring runs across the roofs of the coaches, strangely labeled boxes with weird contents await the players. Somewhere aboard the Express is a small lead-lined lockbox worth more than the train and everyone on it. It is the Major Plot Point. No faction has been told what's within the warm to the touch container. They only know they must have it. Hosted by John Zalanka; 28mm; Pulp Alley; 6 players.

**Sun, 10:00am-1:00pm**

**Event ID E142: OTTOMH's Ancient Galley-Warfare:**
Roman Quinquerems maneuver against Athenian Triremes. Archers and Hoplites fight it out on the decks, while trying to keep balance every time a bronze ram maims the ship and the poor rowers below. OTTOMH brings to you an intuitive and fun miniatures game. Rules will be taught and battle will be furious. (For mature wargamers. Rules will be taught) Hosted by Glenn Domingo,
Sun, 10:00am-1:00pm
**Event ID E153: Baltic 1910, The Age Old Question**
The HMS Dreadnaught was advertised to be the equivalent of two predreadnaught battleships. It is 1910 in the Baltic and the Russians have seized a British fishing boat. The King has dispatched HMS Dreadnaught, HMS Superb and HMS Invincible to solve the problem. The Russians respond with an exactly 2 for 1 force of preDreadnaughts. What will the answer be? Hosted by Randy Hardin; 1/1200; Fleet Action Immenent; 6 players.

Sun, 10:00am-2:00pm
**Event ID E175: Caratacus at the Gates!**
A night time attack by Celtic raiders, led by the mighty Caratacus himself, strikes a small Roman encampment and guard post. The desperate Roman Century is played by the players, broken down into smaller contubernium of 8 men, each led by a player. The Celts are handled by the GM and friends, looking to end the invasion of the Romans. Victory for the players is surviving until the Roman Legion reinforcements arrive. A tribute game to our lost friend Mike Adams. Hosted by Erik Merchant; 28mm; Cohort of Cousins, a D&D based rule set; 10 players.

Sun, 10:00am-2:00pm
**Event ID E181: Day of Infamy - What if?**
Historically, Battleship Div 9 of the US Fleet arrived in the North Sea on December 7, 1917 as part of the US’ effort in the Great War. At Britain’s request, we sent coal-fired ships. What if the US chose to guarantee the oil supply and sent the 4 newest battlewagons (as they did a few months later)? Will 4 Pearl Harbor veterans have their first rendezvous with destiny 24 years earlier? Hosted by Rodger Kruse, 1/2400; Seekrieg V; 4 players.

Sun, 11:00am-1:00pm
**Event ID E115: Gladiator**
Ancient Rome’s bloody spectacle....team combat in the arena...25mm version of Avalon Hill's classic cut-em-up...slightly modified rules. Hosted by Jeff Lee; 25mm; Modified Avalon Hill Gladiator; 8 players.