

While it may look like we are engaging in a 2 front war, it is actually a double envelopment. It’s goal, is to capture miniature gamers. HMGS-Midwest is pulling double duty the weekend of March 26 to 29. Both Garycon and Adepticon are the same time.

HMGS-Midwest has been a co-sponsor with Adepticon for the last 7 years. Come to the Renaissance Center in Schaumburg, Illinois and be prepared to be wowed.

1863 Gettysburg: Second Day-Steve Fratt

This year the battle is Gettysburg, the Second Day using the newest edition of the rules. 6000, 6mm Heroics and Ros figures on the table. Each turn represents 30min. 1" = 50 yards. Join Steve and he will show you how to play in the Musket Era the FrattSpiel way! Less focus on charts, more attention to making command decisions.

Mini Ball American Civil War 25mm Miniatures-Dennis Bullawa  
This is a tactical meeting engagement. Each player will command a brigade with 4 to 5 units. You will give orders to change formation, wheel, move, charge, and fire. The number of orders are limited, so you must choose wisely.

Charlie Company-Alexander Swieleski

Charlie Company is a infantry skirmish game set during the Vietnam War. Players take command of MACV/ARVN Force and fight the opposition of PAVN/NLF forces controlled by the GM. This is a game that requires teamwork, communication, and tactical prowress, and has strong "role-playing" elements. Communication is Real-Time, and Meta-gaming is discouraged. If you like a balance of roleplay and tactics this game is for you!

Death in the Desert: Abu Ageila in the Arab-Israeli War of '67 –Brengol Majewski

Sinai 1967: This Arab-Israeli War would be the pinnacle of Israeli success. Though Israel wasn't able to take Abu Ageila 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.

FLINT AND FEATHER Demo-Tom Harris

FLINT AND FEATHER is a tabletop skirmish game system of tribal warfare between the First Nations of the Great Lakes region in the legendary Pre-Contact era. Unleash your Great Warrior and assemble your Warband to raid and plunder your opponent and grow your Orenda.

Frozen Winds: Battle in the Aegean-Matt Adami

A large Spanish Fleet attack’s an Ottoman fleet in the Aegean Sea. Frozen Winds is a fast paced fantasy wargame where the players command fleets of War-Sleds sailing and fighting across the frozen Oceans of Renaissance Earth. Players will be shown the game by taking command of a fleet of War-Sleds and fighting for supremacy of Earths frozen oceans. No knowledge of the Game is required to play, rules will be taught, fun will be had, sleds will be destroyed.

Frozen Winds: Capture of El San Miguel-Matt Adami

A large Ottoman fleet try’s to seize a great Spanish Treasure Sled. Frozen Winds is a fast paced fantasy wargame where the players command fleets of War-Sleds sailing and fighting across the frozen Oceans of Renaissance Earth. Players will be shown the game by taking command of a fleet of War-Sleds and fighting for supremacy of Earths frozen oceans. No knowledge of the Game is required to play, rules will be taught, fun will be had, sleds will be destroyed.

Frozen Winds: The Defense of Sicily-Matt Adami

A large Spanish Fleet attack’s the Ottoman invasion fleet before it can invade Sicily.Frozen Winds is a fast paced fantasy wargame where the players command fleets of War-Sleds sailing and fighting across the frozen Oceans of Renaissance Earth. Players will be shown the game by taking command of a fleet of War-Sleds and fighting for supremacy of Earths frozen oceans. No knowledge of the Game is required to play, rules will be taught, fun will be had, sleds will be destroyed.

Galactic Knights: Run from the Bugs-Scott Siebold

The Terrans have dropped supplies to a human colony (New Kansas) that is under siege. Now the supply convoy needs only to get away before the Entomolians (the bugs) can catch them.

Galactic Knights: Let's Say Goodbye to the Bugs Scott Siebold

Running low on supplies the Entomolians (the bugs) are being forced to abandoned their siege of "New Kansas". The Terrans are ambushing there last fleet out.

What A Tanker! All Brewed Up in Belgium-Bernie Bajak

American and German tank forces are clashing in northwestern Europe! This loosely historical tank brawl is a participation game set in WW2 using the ruleset by TooFatLardies.

Naval Thunder War Plan Orange-Brandon Musler

War Plan Orange was the code name for the US Rainbow War Plan against the Japanese Empire. Developed in the early 20th century, it envisioned a campaign across the Pacific, culminating in a decisive battle north of the Philippines. Historically, the broad strokes of this plan were executed, but there was no decisive meeting of the battle line to decide the war. But what if there was? This game seeks to replicate the decisive battle between battleships that never occurred. Can the US Standard battleships take on the might of the Japanese fleet? We will be using the Naval Thunder rules. All materials required to participate in this event will be provided.

[http://www.cvent.com/…/agenda-e482ba6418ca4cfeb3c37b88fe7cc…](http://www.cvent.com/events/adepticon-2020/agenda-e482ba6418ca4cfeb3c37b88fe7cc88f.aspx?fbclid=IwAR1zaF6C-19gJZ3MI2sIM2iVND_ccjG0USEJA8FWEsZHjRP74HzpkJCeaqI)