

Event Name	Event Type	Host Names	Host Email
1754	Historical	Patrick lewis	patricklewis1553@gmail.com
1754	Historical	Patrick lewis	patricklewis1553@gmail.com
1st Battle of Bull Run: The US Army Against Itself	Historical	Richard Bliss	rbliss999@mac.com
A Difficult Birth: The Battle of Long Island	Historical	Richard Bliss	rbliss999@mac.com
By Their Deeds Alone: The 4th Armored at Arracourt	Historical	Richard Bliss	rbliss999@mac.com
3D PanzerBlitz	Historical	Gregory Johnson	gjohnson@cis290.com
3D PanzerBlitz	Historical	Gregory Johnson	gjohnson@cis290.com
4 Player War of the Ring	Fantasy	CW Moellenkamp	cwmickey@comcast.net
Battle of the Pyramids	Historical	vhiris	vhiris@gmail.com
Battle of Leipzig	Historical	vhiris	vhiris@gmail.com
Dust Up in Darkest America	Historical	Tkershner	tkershner@charter.net
Trouble in Outremer	Historical	Tkershner	tkershner@charter.net



Event Name	Event Type	Host Names	Host Email
The Lady At Derby	Historical	tgerritsen	tim.gerritsen@gmail.com
Norm! Grand Skirmish at Val-ès-Dunes	Historical	tgerritsen	tim.gerritsen@gmail.com
The Lady Rides North	Historical	tgerritsen	tim.gerritsen@gmail.com
Battles of Ligny and Quatre Bras	Historical	Dr Steve Fratt	fratthaus@comcast.net
FrattNap - Waterloo	Historical	Dr Steve Fratt	fratthaus@comcast.net
FrattNap - Waterloo	Historical	Dr Steve Fratt	fratthaus@comcast.net
FrattNap - Waterloo	Historical	Dr Steve Fratt	fratthaus@comcast.net
FrattNap - Waterloo	Historical	Dr Steve Fratt	fratthaus@comcast.net



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Battles of Ligny and Quatre Bras	Historical	Dr Steve Fratt	fratthaus@comcast.net
Battles of Ligny and Quatre Bras	Historical	Dr Steve Fratt	fratthaus@comcast.net
Battles of Ligny and Quatre Bras	Historical	Dr Steve Fratt	fratthaus@comcast.net
The Battle of Quatre Bras (Session 1)	Historical	Rick Killmer	rkillmer61@gmail.com
The Battle of Quatre Bras (Session 2)	Historical	Rick Killmer	rkillmer61@gmail.com
The Battle of Quatre Bras (Session 3)	Historical	Rick Killmer	rkillmer61@gmail.com
The Battle of Quarts of Beer (Session 1)	Historical	Rick Killmer	rkillmer61@gmail.com
Mayday! Mayday! Sandy 2 is Down.	Historical	willkiler1952	willkiller52@charter.net



Event Name	Event Type	Host Names	Host Email
Raid on Cambrai	Historical	willkiler1952	willkiller52@charter.net
Raid on Cambrai	Historical	willkiler1952	willkiller52@charter.net
Mayday! Mayday! Sandy 2 is Down.	Historical	willkiler1952	willkiller52@charter.net
Midgard - Hundred Years War	Historical	scrivs67	scrivs@outlook.com
Plains Indian Wars	Historical	Patrick lewis	patricklewis1553@gmail.com
Plains Indian Wars	Historical	Patrick lewis	patricklewis1553@gmail.com
African Expeditions Campaign - British Explorers vs Arabs	Historical	Mitchpayne	Mitchpayne100@gmail.com
French and Mexican War 1863	Historical	Mitchpayne	Mitchpayne100@gmail.com



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Battle Of Trafalgar	Historical	Mitchpayne	Mitchpayne100@gmail.com
Battle of the Spanish Armada	Historical	Mitchpayne	Mitchpayne100@gmail.com
Roman's vs the Dacians	Historical	Mitchpayne	Mitchpayne100@gmail.com
Aerodrome® 2.0—Dogfight Over Malta	Historical	Mark Wukas	markwukas@gmail.com
Aerodrome® 2.0—Raid on Taranto	Historical	Mark Wukas	markwukas@gmail.com
Return of the Empire	Sci-Fi	gunnerc68	1st37tharmor@gmail.com
Return of the Empire	Sci-Fi	gunnerc68	1st37tharmor@gmail.com
Return of the Empire	Sci-Fi	gunnerc68	1st37tharmor@gmail.com
Snoopy vs the Red Baron	Historical	Cheerios	lord_cheerios@hotmail.com
Capture U-505	Historical	Cheerios	lord_cheerios@hotmail.com



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Capture U-505	Historical	Cheerios	lord_cheerios@hotmail.com
Snoopy vs the Red Baron	Historical	Cheerios	lord_cheerios@hotmail.com
Snoopy vs the Red Baron	Historical	Cheerios	lord_cheerios@hotmail.com
Peiper's Charge - Bulge 1944 - Breakthrough (Table 1)	Historical	Harlow Stevens	harlows1@comcast.net
Peiper's Charge - Bulge 1944 - To The Meuse (Table 3)	Historical	Harlow Stevens	harlows1@comcast.net
Peiper's Charge - Bulge 1944 - The Bridges (Table 2)	Historical	Harlow Stevens	harlows1@comcast.net
Battle of Stono Ferry - AWI 1779	Historical	CW Moellenkamp	cwmickey@comcast.net
Race to the Dan! - AWI February 1781	Historical	CW Moellenkamp	cwmickey@comcast.net



Event Name	Event Type	Host Names	Host Email
Battle of Aquba 1917	Historical	Wisercj@hotmail.com	wisercj@hotmail.com
Battle of Tobruk 1911	Historical	Wisercj@hotmail.com	wisercj@hotmail.com
Battle of Salamis 480 BC (version 1)	Historical	fullerba	gamersince77@gmail.com
Battle of Salamis 480 BC (version 2)	Historical	fullerba	gamersince77@gmail.com
Sky Galleons of Mars (1989)	Sci-Fi	fullerba	gamersince77@gmail.com
Sky Galleons of Mars (1989)	Sci-Fi	fullerba	gamersince77@gmail.com
The Great Wall	Sci-Fi	fullerba	gamersince77@gmail.com
Battle of Ap Bau Bang, Vietnam 1967	Historical	austria958	austria958@aol.com
Operation Shamil - Para Assault on Haditha - May 11, 1941	Historical	ANDREW SCHAPALS	andrew.schapals@gmail.com



Event Name	Event Type	Host Names	Host Email
Lake Peipus - Battle on the Ice - April 5, 1242	Historical	ANDREW SCHAPALS	andrew.schapals@gmail.com
Perian Othronduin - Assault on the Shire May 1941 6th Age	Fantasy	ANDREW SCHAPALS	andrew.schapals@gmail.com
Gangs of the Ice Age - Ugh!	Theme Event -	ANDREW SCHAPALS	andrew.schapals@gmail.com
Operation Merkur - Kastelli - May 22, 1941	Historical	ANDREW SCHAPALS	andrew.schapals@gmail.com
Flames of War Tournament	Historical	alexschmitz12	alexschmitz12@gmail.com
Team Yankee Tournament	Historical	alexschmitz12	alexschmitz12@gmail.com
Cataclysm as Beta-Garmon	Sci-Fi	alexschmitz12	alexschmitz12@gmail.com
Return to Moria: Battle for the First Hall	Theme Event -	BillW	billwimbiscus@hotmail.com



Event Name	Event Type	Host Names	Host Email
Return to Moria: Goblintown Raid	Theme Event -	BillW	billwimbiscus@hotmail.com
Return to Moria: Goblintown Raid	Theme Event -	BillW	billwimbiscus@hotmail.com
Return to Moria: Last Stand of the Dwarves	Theme Event -	BillW	billwimbiscus@hotmail.com
Return to Moria: Battle for the First Hall	Theme Event -	BillW	billwimbiscus@hotmail.com
Return to Moria: Last Stand of the Dwarves	Theme Event -	BillW	billwimbiscus@hotmail.com
Memoir 44, D-Day Campaign	Historical	Kevin Kuster	kevinkuster@mac.com
The Siege of Minas Tirith (40mm)	Fantasy	PaulRPetri	Ziethen1@comcast.net
Tarawa Beachhead	Historical	gesalecker@aol.com	gesalecker@aol.com
Operation Merkur - Kastelli - May 22, 1941	Historical	ANDREW SCHAPALS	andrew.schapals@gmail.com
TDAK presents Ragnars Raid	Historical	BShiv	bschaive@gmail.com
TDAK presents Ragnars Raid	Historical	BShiv	bschaive@gmail.com



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TDAK presents Ragnars Raid	Historical	BShiv	bschaive@gmail.com
TDAK presents Ragnars Raid	Historical	BShiv	bschaive@gmail.com
Battle of Raszyn 1809: Austrians attack Warsaw	Historical	cmikucki	cmikucki@yahoo.com
BATTLETECH: Alpha Strike Bootcamp	Sci-Fi	chrismontgomeryil	chrismontgomery@comcast.net
Leviathans: The Great War Bootcamp	Sci-Fi	chrismontgomeryil	chrismontgomery@comcast.net
Lepanto 1577	Historical	grathian	grathian@yahoo.com
Task Force One	Historical	grathian	grathian@yahoo.com
Task Force One	Historical	grathian	grathian@yahoo.com
Lepanto 1577	Historical	grathian	grathian@yahoo.com
Will the Munckins maintain control of the Yellow Brick Road?	Fantasy	David Wood	dwood.in.sc@gmail.com



Event Name	Event Type	Host Names	Host Email
Hell's Highway, 1944	Historical	David Wood	dwood.in.sc@gmail.com
A Battle During The Year Of The Four Emperors	Historical	David Wood	dwood.in.sc@gmail.com
Who is defending the Yellow Brick Road?	Fantasy	David Wood	dwood.in.sc@gmail.com
A Battle During The Year Of The Four Emperors	Historical	David Wood	dwood.in.sc@gmail.com
Tarawa Beachhead	Historical	gesalecker@aol.com	gesalecker@aol.com
Tarawa Beachhead	Historical	gesalecker@aol.com	gesalecker@aol.com
Tarawa Beachhead	Historical	gesalecker@aol.com	gesalecker@aol.com
Mutiny on the Sea Jay	Fantasy	Ottawa Red Shirts	glensimpson@rogers.com
Mutiny on the Sea Jay	Fantasy	Ottawa Red Shirts	glensimpson@rogers.com
Mutiny on the Sea Jay	Fantasy	Ottawa Red Shirts	glensimpson@rogers.com
Mutiny on the Sea Jay	Fantasy	Ottawa Red Shirts	glensimpson@rogers.com
Mutiny on the Sea Jay	Fantasy	Ottawa Red Shirts	glensimpson@rogers.com
Mutiny on the Sea Jay	Fantasy	Ottawa Red Shirts	glensimpson@rogers.com
ROMANIA 1944	Historical	herman	hd64chicago@yahoo.com
LITTLE SATURN 1942	Historical	herman	hd64chicago@yahoo.com



Event Name	Event Type	Host Names	Host Email
BERLIN 1948	Historical	herman	hd64chicago@yahoo.com
AACHEN 1944	Historical	herman	hd64chicago@yahoo.com
BASTOGNE 1944	Historical	herman	hd64chicago@yahoo.com
ALIENS	Sci-Fi	JHARNESS	legionaire22@hotmail.com
ALIENS	Sci-Fi	JHARNESS	legionaire22@hotmail.com
To Catch a Predator...	Sci-Fi	JHARNESS	legionaire22@hotmail.com
To Catch a Predator...	Sci-Fi	JHARNESS	legionaire22@hotmail.com
Circus Maximus	Historical	Qbert	jpmlee@aol.com
Pickett's Charge - The Wargame	Historical	Der Alte Fritz	altefritz1740@yahoo.com



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Pickett's Charge - The Wargame	Historical	Der Alte Fritz	altefritz1740@yahoo.com
Pickett's Charge - The Wargame	Historical	Der Alte Fritz	altefritz1740@yahoo.com
Squirrel Gang Strikes Again!	Historical	Zeke99	jmzalanka@hotmail.com
Raiders of the Lost Ark	Sci-Fi	Eddy	sheajoe.eddy@mchsi.com
Raiders of the Lost Ark	Sci-Fi	Eddy	sheajoe.eddy@mchsi.com
Raiders of the Lost Ark	Sci-Fi	Eddy	sheajoe.eddy@mchsi.com
Battle of the Borderlands	Fantasy	kvezner	kris.vezner@gmail.com
Battle of the Borderlands	Fantasy	kvezner	kris.vezner@gmail.com



Event Name	Event Type	Host Names	Host Email
Battle of the Silarius River	Historical	Gonatas	a_gonatas@ameritech.net
Battle of the Silarius River	Historical	Gonatas	a_gonatas@ameritech.net
El Alamein 2150	Sci-Fi	waylander45	waylander45@yahoo.com
El Alamein 2150	Sci-Fi	waylander45	waylander45@yahoo.com
Viking Skirmish - Get the Loot!	Historical	mjhyke@aol.com	mjhyke@aol.com
Viking Skirmish Get to the Boat (with the loot)	Historical	mjhyke@aol.com	mjhyke@aol.com
Yet Another Revolution	Historical	MGH	mgh_fond@yahoo.com
Ben Hurt Part Deux	Historical	mister_mike	michaelk1776@bex.net
Ben Hurt Part Deux	Historical	mister_mike	michaelk1776@bex.net
Ben Hurt Part Deux	Historical	mister_mike	michaelk1776@bex.net
Battle of Concepcion October 28, 1835	Historical	PaulRPetri	Ziethen1@comcast.net
Battle of Pensacola April 19, 1781	Historical	Phil Bock	philbock67@gmail.com
Battle of Peckuwe, August 8, 1780	Historical	Phil Bock	philbock67@gmail.com
Battle of Peckuwe, August 8, 1780	Historical	Phil Bock	philbock67@gmail.com



Event Name	Event Type	Host Names	Host Email
Battle of Pensacola April 19, 1781	Historical	Phil Bock	philbock67@gmail.com
Battle of Amstetten 1805	Historical	philbo66	marslp@comcast.net
Battle of Amstetten 1805	Historical	philbo66	marslp@comcast.net
Sgt Rock: In the Wolf's Lair	Sci-Fi	gluckr@charter.net	gluckr@charter.net
Hunt for Red October	Historical	willkiler1952	willkiller52@charter.net
Hunt for Red October	Historical	willkiler1952	willkiller52@charter.net
Battle of the Metaurus	Historical	RichN	richard1nelson@hotmail.com
Beer & Pretzels Free For All	Historical	Rick Killmer	rkillmer61@gmail.com
The Battle of Quarts of Beer (Session 2)	Historical	Rick Killmer	rkillmer61@gmail.com
Star Trek Ascendancy	Sci-Fi	Ricomaurer	ricomaurer@yahoo.com
Here I Stand	Historical	Ricomaurer	ricomaurer@yahoo.com



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Successors: War for Alexander's Empire	Historical	Ricomaurer	ricomaurer@yahoo.com
Canvas Eagles	Historical	Robert Jeffries	robert.k.jeffries@gmail.com
Clash of Cultures	Historical	Robert Jeffries	robert.k.jeffries@gmail.com
Gotha over London	Historical	Robert Jeffries	robert.k.jeffries@gmail.com
Clash of Cultures	Historical	Robert Jeffries	robert.k.jeffries@gmail.com
Quatre Bra 1815	Historical	Lokenr	rgl128@yahoo.com
Bassargeno Station	Historical	AuntRobin	rbyn53@aol.com
The Battle of Hastings	Historical	Rodney Cain	rcain@nppitelma.com
Green Eyes and Black Rifles at the Sharp End	Historical	Grendal13	sayam45cal@hotmail.com
Green Eyes and Black Rifles at the Sharp End	Historical	Grendal13	sayam45cal@hotmail.com



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Green Eyes and Black Rifles at the Sharp End	Historical	Grendal13	sayam45cal@hotmail.com
Battle of Jackson Mississippi - May 14, 1863	Historical	Scot Gore	segore@earthlink.net
Opa Opa! Greek War of Independence Skirmish	Historical	scott_hansen	scott.lee.hansen@gmail.com
Aerodrome(R) 1.1 World War 1 Aerial Combat	Historical	sfkubiak	aerodromeinfo@gmail.com
Aerodrome(R) 1.1 World War 1 Aerial Combat	Historical	sfkubiak	aerodromeinfo@gmail.com
The Alamo	Historical	srysemus	srysemus@gmail.com
The Alamo	Historical	srysemus	srysemus@gmail.com
The Alamo	Historical	srysemus	srysemus@gmail.com
HVT Extract	Sci-Fi	srysemus	srysemus@gmail.com
The Alamo	Historical	srysemus	srysemus@gmail.com



Event Name	Event Type	Host Names	Host Email
HVT Extract	Sci-Fi	srysemus	srysemus@gmail.com
Get to the downed Tripod - AQMF (part 2)	Theme Event -	Stryker	saharas01@hotmail.com
Get to the downed Tripod - AQMF (part 2)	Theme Event -	Stryker	saharas01@hotmail.com
Get to the downed Tripod - AQMF (part 1)	Theme Event -	Stryker	saharas01@hotmail.com
Get to the downed Tripod - AQMF (part 1)	Theme Event -	Stryker	saharas01@hotmail.com
Fortune and Glory	Historical	TMayne	tmgrommit@gmail.com
Bolt Action Korea	Historical	TMayne	tmgrommit@gmail.com
Circus Maximus	Historical	TMayne	tmgrommit@gmail.com
Space Hulk	Sci-Fi	TMayne	tmgrommit@gmail.com
Battle of Sardis	Historical	tmaharris@hotmail.com	tmaharris@hotmail.com
Borodino 1941	Historical	tmaharris@hotmail.com	tmaharris@hotmail.com



Event Name	Event Type	Host Names	Host Email
Borodino 1941	Historical	tmaharris@hotmail.com	tmaharris@hotmail.com
Battle of Sardis	Historical	tmaharris@hotmail.com	tmaharris@hotmail.com
Dogfight, North Africa 1941	Historical	tpburg@msn.com	tpburg@msn.com
Dogfight, North Africa 1941	Historical	tpburg@msn.com	tpburg@msn.com
Desert Raiders 1941	Historical	tpburg@msn.com	tpburg@msn.com
Desert Raiders 1941	Historical	tpburg@msn.com	tpburg@msn.com
Doggerland Hunt	Theme Event -	everwill	will@nesbittontheweb.com
Battle of Coral Sea	Theme Event -	everwill	will@nesbittontheweb.com
Operation Poseidon - The SAS raid at La Rochelle Spring 1944	Historical	William Ryan	wr60131@aol.com



Event Name	Event Type	Host Names	Host Email
Operation Poseidon - The SAS raid at La Rochelle Spring 1944	Historical	William Ryan	wr60131@aol.com
The Death Poem of Minoru Ota	Historical	William Ryan	wr60131@aol.com
The Death Poem of Minoru Ota	Historical	William Ryan	wr60131@aol.com



Description	Age Range	Max Tickets	Time
Academy Games board game is done in 10mm figs with giant 9'x5' table. English vie against France to control The Americas. 2 English players take on the 2 French players to control vast areas before time runs out. This game has been a huge hit at several conventions, giving players any number of decisions, with none being a perfect winning solution	Teen (13+)	4	Saturday at 9:00 AM
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Adolescence is often turbulent and difficult. The United States and its Army experienced this in no small measure. The country's regional differences have spilled into civil war and the officers of the Military were forced to choose sides in the conflict. In the Summer of 1861, in Northern Virginia, the two sides met in combat for the first time. Who would be covered in glory and who would be shrouded in shame?	Teen (13+)	8	Saturday at 9:00 AM
The British have been forced out of Boston and a new Nation has been born. Now the newly formed American Army faces its first test. To defend the critical City of New York, the Gowanus Heights on Long Island must be held. Can a newly created army, riven with disease, hold the high ground and prevent the collapse of the rebellion? Or will the experienced British Army, once again prove the best in the world, and end the life of the new nation in its first days?	Teen (13+)	8	Friday at 6:00 PM
The American Army entered WWII as relative newcomers to the world stage. Beginning in 1942, they faced hardships and failures initially but learned from their mistakes and became masters of mobile warfare. The fact of thier superiority was driven home during the charge across France in 1944 and nowhere better demonstrated than during the 4th Armored's attack at Arracourt. Come test your skills as Shermans duel Panthers and the Americans force their will on the Wehrmacht.	Teen (13+)	7	Saturday at 7:00 PM
German Armored Counterattack on a Russian Armored Spearhead. Play a game of Avalon Hill's classic PanzerBlitz in 3D on a 4' x 8' map with PicoArmor miniatures.	Teen (13+)	6	Saturday at 9:00 AM
German Armored Counterattack on a Russian Armored Spearhead. Play a game of Avalon Hill's classic PanzerBlitz in 3D on a 4' x 8' map with PicoArmor miniatures.	Teen (13+)	6	Saturday at 1:00 PM
Have you been intimidated to play this classic, epic game? Come learn how to play and share the load with a partner! Your team can play as Frodo and the Free Peoples as they aim to hurl the Ring into Mt Doom or play Sauron and Saruman as they each put their plans in action to take control of Middle Earth. Great chance to learn and enjoy living the Lord of the Rings journey in your own way. New players encouraged! (Knowing the story and a bit about Middle Earth certainly helps)	Teen (13+)	4	Sunday at 10:00 AM
Can the Mamelukes defeat Napoleon's army?	All Ages	4	Friday at 6:00 PM
Can an allied army of Russians, Austrians, Prussians and Swedes defeat Napoleon?	All Ages	16	Saturday at 10:00 AM
During the French and Indian War a small, mixed group of British soldiers attempt a desperate mission in a wilderness featuring natives, French soldiers and vicious wild animals. Easy skirmish rules with 54 mm figures.	Teen (13+)	6	Friday at 5:00 PM
During the early 12th century AD two Crusader kingdoms go to war in the Levant. Norman and Italo-Norman forces with Arab mercenaries fight a bloody battle for the supremacy of Outremer. Easy rules with 54 mm figures.	Teen (13+)	6	Saturday at 1:00 PM



Description	Age Range	Max Tickets	Time
Aethelflaed, Lady of Mercia and daughter of Alfred the Great continues her fathers quest to unite all of England as one Kingdom. Having fought a battle with the Dane's at Aedelred's tun, she arrives to join the main force at the burgh of Derby. Called the greatest battle of her reign, this grand skirmish battle will focus on her bodyguards at the crumbling gates of the town. Choose your side and fight for a united England or quash that dream as on of the Danish Viking host. Rules will be taught.	Teen (13+)	6	Saturday at 2:00 PM
William, not yet the conqueror and Duke of Normandy, fights against his cousin, Guy of Brionne and his rebels who refuse to accept William as their leader. With support from the king of France, the young Duke sets out to prove his right to rule through combat. It's Norman on Norman warfare! Join us in this Grand Skirmish battle to determine who will rule Normandy (and eventually England). Rules will be taught.	Teen (13+)	6	Saturday at 7:00 PM
Aethelflaed, Lady of Mercia and daughter of Alfred the Great continues her father's quest to unite England under a single kingdom. Leading her forces north to join her advance force at Derby, Aethelflaed hears of a Viking raid on the small village of Aedelred's tun. She orders her own force to form for battle as her scouts spot the Danish host lining up opposite her own line. Fight either for England or the Viking Danes as you recreate history. Rules will be taught.	Teen (13+)	6	Saturday at 10:00 AM
Steve Fratt presents The Victory Is Ours - his new rules set on the Napoleonic Wars. Very similar to Small Deadly Space [ACW] except for tons more cavalry on the table. Integrated movement, Staff Officers, and detailed Close Actions make you feel like you are actually fighting the battle. New to the system: combat in the four main villages along the Ligny Brook. The table will be graced by thousands of 6mm Heroics and Ros figures.	Adult (18+)	8	Saturday at 7:00 PM
FrattNap - Waterloo is the "hex" version of The Victory Is Ours!. Larry Yakowenko of FrattSpiel Games will be the GM for this one. Hexes representing 200 yds simplify movement, but all the combat resolution uses The Victory Is Ours! protocols. Allied units behind Mt St Jean Ridge will be hidden from view to give the French players a more realistic experience.	Adult (18+)	8	Friday at 9:00 AM
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The Battle of Quatre Bras using the same rules written by John Grossman and Rick Killmer we used last year for the Battle of Ligny game. This will be a 12 hour game split across three sessions on Friday. Feel free to sign up for only one four hour session, or two or maybe all three sessions! Map scale is 1"=100 yards, and the figures are 3mm. Stands are infantry battalions, artillery batteries, or cavalry squadrons.	Teen (13+)	6	Friday at 9:00 AM
The Battle of Quatre Bras using the same rules written by John Grossman and Rick Killmer we used last year for the Battle of Ligny game. This will be a 12 hour game split across three sessions on Friday. Feel free to sign up for only one four hour session, or two or maybe all three sessions! Map scale is 1"=100 yards, and the figures are 3mm. Stands are infantry battalions, artillery batteries, or cavalry squadrons.	Teen (13+)	6	Friday at 1:00 PM
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A tongue-in-cheek "beer and pretzels" game of the Battle of Quatre Bras using Lego bricks for the miniatures and a simple set of rules on a map crafted from felt. No more than a passing attempt will be made for historical accuracy or realism. All complaints "wait, that's not historically accurate" will be met with a shrug from the Game Master!	Teen (13+)	6	Saturday at 2:00 PM
A Flight of A-1H Skyraider, Sandy flight, is flying support for ground troops when Sandy 2 is hit by Vietnamese ground fire and must abandon his aircraft. Surviving the bailout was easy, meeting up with friendly troops and being rescued is another thing. As the rescue choppers take off, a Navy flight of F-8 Crusaders are diverted to aid Sandy 1 in giving ground support, while choppers move in to find the Sandy 2 and pull out the patrol.	Teen (13+)	8	Saturday at 10:00 AM



Description	Age Range	Max Tickets	Time
<p>Cambrai, 1 September 1918: At 1345hrs Airco DH.4 bombers of 57 Squadron RAF escorted by Bristol F.2B Fighters of 62 Squadron RAF set out to bomb the German occupied city of Cambrai.</p> <p>During the raid the British formation was attacked by a large number of Fokker D.VIIs of Jagdgeschwader III (JGIII), made up of German Jastas 2, 26, 27 and 36 commanded by 34 victory ace Oberleutnant Bruno Loerzer</p>	Teen (13+)	8	Friday at 9:00 AM
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<p>A Flight of A-1H Skyraider, Sandy flight, is flying support for ground troops when Sandy 2 is hit by Vietnamese ground fire and must abandon his aircraft. Surviving the bailout was easy, meeting up with friendly troops and being rescued is another thing.</p> <p>As the rescue choppers take off, a Navy flight of F-8 Crusaders are diverted to aid Sandy 1 in giving ground support, while choppers move in to find the Sandy 2 and pull out the patrol.</p>	Teen (13+)	8	Saturday at 5:00 PM
<p>Your chance to try out the Midgard rules by James Morris soon to be released by Reisswitz Press.</p> <p>Can the English Longbow prevail against the French nobility or will The Oriflamme carry the day?</p>	All Ages	6	Saturday at 10:00 AM
<p>The popular GMT board game is brought to life on 6x4' terrain board. 4 players try to build the Transcontinental RR or attempt to stop it as Native Tribes battle to hold the West from settlers and wagon trains. Excellent game interaction with no perfect strategy</p>	Teen (13+)	4	Friday at 2:00 PM
<p>The popular GMT board game is brought to life on 6x4' terrain board. 4 players try to build the Transcontinental RR or attempt to stop it as Native Tribes battle to hold the West from settlers and wagon trains. Excellent game interaction with no perfect strategy</p>	Teen (13+)	4	Friday at 9:00 AM
<p>The British Gentlemen explorers with their Askari native guides take on the Baluchi and Zanzibari slavers. In the deepest part of Central African Congo region in 1860. They must find their way in the largely unexplored regions of the Congo with Gorillas, Rhinos, and Lions, Oh My! Lots of animals to run into and quicksand, spiders, mosquitos, and God knows what else that can stop the explorers in their quest to rid the world of the Arabian slavers. Easy rules. Come join the expedition.</p>	Teen (13+)	13	Saturday at 2:00 PM
<p>It's 1863 during the French and Mexican War and the town of San Miguel is being attacked by the French forces in an effort to occupy it and use it for a base of operations for the surrounding area. The Mexican Bandito's and Rurales (government troops) must defend the town from the French Foreign Legion troops who are sent as an occupation force. Will you play the Mexicans and drive the invaders from your town or will you play the French troops and help your Emperor Napoleon III with his cause.</p>	Preteen (8+)	8	Saturday at 9:00 AM



Description	Age Range	Max Tickets	Time
Come join us in the historic Battle of Trafalgar where the British under Admiral Nelson battles the combined French and Spanish fleets. Will you take command of Admiral Nelson's fleet and defeat the dreaded combined French and Spanish fleets and claim victory for the British crown, and rule the seas, or will you take command of Admiral Pierre De Villeneuve's combined French and Spanish fleets and wipe out the British fleet and claim victory for Emperor Napoleon I? Join us and find out.	Preteen (8+)	8	Friday at 2:00 PM
Come join us in the historical game of the Battle of the Spanish Armada 1588. Will you command the mighty Spanish fleet of galleons commanded by the Duke of Medina Sidonia and the Duke of Parma serving King Phillip II of Spain, and defeat the heretics or will you command the British fleet commanded by the High Admiral of England Lord Howard of Effingham as well as Sir John Hawkins, Sir Martin Frobisher, Sir Francis Drake, and Lord Seymour and save Queen Elizabeth and Royal British empire.	Preteen (8+)	8	Friday at 7:00 PM
In 86 AD Emperor Domitian of the Roman Empire sends General Cornelius Fusucus across the Danube river into Dacia to invade the barbarian Dacians who have been raiding the land of Moesia who is an ally of the Roman's. King Decebalus of the Dacians must defend his sacred land with the help of their god Zalmoxis. Come and command the mighty Roman Empires forces of Legionnaires and Auxiliaries and defeat the barbarian dogs or will you command the Dacian force and teach the Roman's a lesson?	Teen (13+)	12	Saturday at 7:00 PM
The Luftwaffe is pulling out all the stops and sending waves of Me109 fighters against a beleaguered RAF contingent comprising Spitfires and Hurricanes defending Malta. You'll mix it up in the skies over Valletta to see which plane, or pilot, proves better on the day in simulated air combat using the ever-popular Aerodrome® Aerial Combat Rules. Easy to learn and fun to play. Rules taught; all equipment provided. Wings and medals for victory and valor.	Teen (13+)	12	Friday at 7:00 PM
Take part in the Royal Navy Fleet Air Arm raid that inspired Pearl Harbor. The bulk of the Italian fleet is lying in the harbor at Taranto, ripe for an FAA attack. You'll fly a Fairey Swordfish or accompanying Fairey Fulmar to destroyer or disable as many Italian ships as possible—but careful! In this slightly ahistorical scenario, Italian fighters will be waiting! This game of simulated air/naval combat uses the ever-popular Aerodrome® Aerial Combat Rules. Easy to learn and fun to play. Rules	Teen (13+)	12	Saturday at 7:00 PM
The Empire has found a Rebel base on a Deserted planet . Time to deal with the Rebellion	Teen (13+)	8	Friday at 9:00 AM
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The Empire has found a Rebel base on a Deserted planet . Time to deal with the Rebellion	Teen (13+)	8	Thursday at 6:00 PM
Classic X-mas, hit song, Peanuts cartoon adventure! The aces lead wingmen into battle. Hidden missions will likely lead to on-on-one dogfights in the popular Triplanes and Camels. Of Course the flight leaders are out to shoot each other down first and the mission might need to wait!	Teen (13+)	6	Friday at 7:00 PM
The name says it all. Players command an aircraft carrier, 5 destroyers, and 4 wildcat scout planes, or the U-505 submarine (up to 3 German crew). Fully 3D with custom miniatures, multi-table double-blind, and with a depth charge run over a 2'x4'x3' box hiding a close-up of the "assumed" position of the submerged sub. New this year: Hedgehogs (finally)! The end is usually a climactic finish with wins for either side possible. It is a game like no other...	Teen (13+)	12	Friday at 2:00 PM



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First of three linked scenarios dealing with Jochen Peiper's drive to the Meuse and then on to Antwerp. Table 1 will contain an initial US holding force about to get hit with Peiper's entire force entering in piecemeal. German players will have 8 turns to get at least one platoon to Objective A at the far west end of the table. American players must try and delay the German advance as much as possible while doing damage to them at the same time. Remaining Germans will carry over to Round 2.	Adult (18+)	5	Saturday at 10:00 AM
Third & final linked scenario dealing with Jochen Peiper's drive to the Meuse. Table 3 will contain an ever growing US counter force meeting the remainders of Peiper's forces entering from Table #2. German players will have 8 turns to get as many platoons to Objective 2 and/or 3 and off the far west end of the table. Victory conditions will be decided on the total German forces leaving the board and on their way to crossing the Meuse.	Adult (18+)	5	Saturday at 7:00 PM
Second of three linked scenarios dealing with Jochen Peiper's drive to the Meuse. Table 2 will contain a secondary US holding force about to get hit with the remainders of Peiper's forces entering from Table #1. German players will have 8 turns to get at least one platoon to Objective B and/or C at the far west end of the table. American players must try & delay the German advance by blowing as many bridges as possible while doing damage to them at the same time.	Adult (18+)	5	Saturday at 2:00 PM
American War of Independence -1779- British Lt Cnl John Maitland is left behind on James Island in South Carolina with 900 troops at Stono Ferry after the British were thwarted in their attempt to sieze Charleston. American General Benjamin Lincoln saw an opportune moment to attack with his 1200+ troops (mainly militia). The British were dug in well, but had their backs to the Stono River with no way of retreat. Can Lincoln succed in his "duty to attack the British in their detached state?"	Teen (13+)	6	Friday at 2:00 PM
British Genl Tarleton's van pursues the worn out Patriot army led by Genls Nathaneal Greene and Daniel Morgan as they race to cross the Dan River to join reinforcements in Virginia. The rear guard must hold off the British one last time to allow the army and supplies to finish crossing. Straightforward rules and lots of dice rolling in this fast paced game—great for new wargamers!	Teen (13+)	6	Saturday at 1:00 PM



Description	Age Range	Max Tickets	Time
<p>Last decade of the Ottoman Empire Part II:  The Arab Revolt Marches on Aquaba to take this key Ottoman port. Will Sherif Nasir, T.E. Lawrence and Auda Abu Tayi of the Howeitat succeed in this battle glamorized in the movie Lawrence of Arabia, will Lieutenant Colonel Édouard Brémont in charge of the French Military Mission organize a successful amphibious assault, or will the Turks of the 161st Infantry Regiment defend their post.</p> <p>Simple skirmish rules.</p>	Teen (13+)	6	Saturday at 10:00 AM
<p>Last decade of the Ottoman Empire Part I:  Italy invades Lybia in the Italo-Turkish War of 1911-1912 to seize this African colony and employs airplanes and armoured cars for the first time in warfare. Captain Mustafa Kemal, later a hero of Gallipoli and Modern Turkey's first president, leads a spirited defense.</p> <p>Simple skirmish rules.</p>	Teen (13+)	6	Friday at 5:00 PM
<p>Can the outnumbered Greek fleet, under the command of Themistocles, defeat the Persian fleet in the straights between mainland and Salamis. History is not 100% certain how this battle was fought. This session is one possible version of how the naval forces were set.</p>	Teen (13+)	6	Friday at 9:00 AM
<p>Can the outnumbered Greek fleet, under the command of Themistocles, defeat the Persian fleet in the straights between mainland and Salamis. History is not 100% certain how this battle was fought. This session is one possible version of how the naval forces were set.</p>	Teen (13+)	6	Friday at 2:00 PM
Space 1899 ship to ship aerial combat over the deserts of Mars.	Teen (13+)	6	Saturday at 2:00 PM
Space 1899 ship to ship aerial combat over the deserts of Mars.	Teen (13+)	6	Saturday at 6:00 PM
<p>Build the Great Wall while defending against the Mongol Hordes. This is a unique worker placement game from Awaken Realms. Build wall sections, weapons, spearmen, archers and cavalry while defending against the Mongol hordes and their siege weapons. You have to manage resources and work cooperatively to defend the wall.</p>	Teen (13+)	5	Saturday at 9:00 AM
<p>Come join the US 5th Cav Regiment as part of the Big Red One or the Viet Cong in the 273rd Regiment, 9th Division in the battle of Ap Bau Bang as part of Operation Junction City in Vietnam. This historical based battle took place in March of 1967 and is based on the US defense of Firebase 20 near the village of Bau Bang in Tay Ninh Province. Will the US successfully defend the firebase from being overrun? Will reinforcements arrive in time? What surprises does each side have for the other?</p>	Teen (13+)	6	Friday at 6:00 PM
<p>The British occupied Iraq to guard the strategic oil field in Kirkuk and the pipeline which carried the oil to Port Haifa in Palestine. Since the Germans were preparing for Operation Merkur, they had Fallschirmjager forces ready to make strategic assaults in Iraq. A detachment of Fallschirmjagers assault Haditha, a critical junction point for the Kirkuk-Haifa pipeline, could flip the Middle East to the Axis Powers. Beer &amp; Pretzels rules.</p>	Teen (13+)	6	Saturday at 1:00 PM



Description	Age Range	Max Tickets	Time
Alexander Nevsky led a raid into what is now known as Estonia and at the time lands governed by the Livonian Order of Knights. Bishop Hermann of Dorpat hurried to catch Nevsky before he could escape across the Neva River back to Novgorod. In his haste, he caught up to Nevsky's forces near Lake Peipus which was still partially frozen. Thus, the Battle of the Ice came to be. But, the Spring thaw was starting... Beer & Pretzels rules. Parent-Child event (only 1 spot needed if play together)	Teen (13+)	6	Friday at 9:00 AM
After his defeat in the First War of Moralda, Pallando rebuilt his forces and used his wizardry to create new specialized forces: the Gwiliith Maethor. The mighty underground fortress, Perian Othronduin, was built to guard the bridge over the River Brandywine and the last line of defense for the Shire. Will the Shire Defenses hold? Or will Moralda prevail? Beer & Pretzels Rules.	Teen (13+)	6	Friday at 6:00 PM
Tough Winter. Spring thaw coming. Mudhair clan must race Grasstop Clan for good meat by hot island. Old people, Deep people and smart monkeys are also wanting food after Winter. Ugh! Light-hearted skirmish, free-for-all in Ice Age. Parent-Child game (only 1 spot needed if play together). 28mm - Beer & Pretzels rules.	Teen (13+)	6	Friday at 1:00 PM
Fallshirmjager were dropped to secure the small port town of Kastelli. Unfortunately, the locals did not abide. Only the intervention of the New Zealand troops prevented their entire massacre. Beer & Pretzels rules.	Teen (13+)	6	Saturday at 9:00 AM
Awards: 1st, 2nd, 3rd, Best Painted and Best Sport List deadline: September 23rd Email lists to alexschmitz12@gmail.com 90 point limit Books released prior to April 1st allowed 3 games, 2 hour time limit on rounds. Extended Mission Matrix will be used for mission selection. Each stance MUST be selected at least once. Painting minimum of 3 present colors	All Ages	16	Sunday at 9:00 AM
Awards: 1st, 2nd, 3rd, Best Painted and Best Sport List deadline: April 12th 2024 Email lists to alexschmitz12@gmail.com 90 point limit Books released prior to April 1st allowed 4 games, 2 hour time limit on rounds. Extended Mission Matrix will be used for mission selection. Each stance MUST be selected at least once. Painting minimum of 3 present colors	All Ages	16	Saturday at 9:00 AM
Legions Imperialis campaign using The Great Slaughter as a guide. Exact details TBD as book just was revealed recently. I have no clue on spacing requirements or details. Going to do more research into LI campaigns and update as it comes through	All Ages	4	Friday at 1:00 PM
Balin leads a dwarven expeditionary force to reclaim the lost kingdom of Khazad-dûm from the goblins and their minions in the first of a series of linked games. More than 400 dwarves, goblins, trolls, wargs, spiders and bat swarms battle across a unique multiple level table layout. Simple 28mm mass combat rules utilizing companies of troops on movement trays.	All Ages	6	Friday at 9:00 AM



Description	Age Range	Max Tickets	Time
Balin and the dwarves assault goblin strongholds in the dark caverns of Moria in the second in a series of linked games. More than 400 dwarves, goblins, trolls, wargs, spiders and bat swarms battle across a unique multiple level table layout. Simple 28mm mass combat rules utilizing companies of troops on movement trays.	All Ages	6	Friday at 2:00 PM
Balin and the dwarves assault goblin strongholds in the dark caverns of Moria in the second in a series of linked games. More than 400 dwarves, goblins, trolls, wargs, spiders and bat swarms battle across a unique multiple level table layout. Simple 28mm mass combat rules utilizing companies of troops on movement trays.	All Ages	6	Saturday at 9:00 AM
Balin is dead, along with many of his kin. Holed up at the Chamber of Mazarbal, the surviving dwarves must attempt to break out of Moria in the final in a series of linked games. More than 400 dwarves, goblins, trolls, wargs, spiders and bat swarms battle across a unique multiple level table layout. Simple 28mm mass combat rules utilizing companies of troops on movement trays.	All Ages	6	Saturday at 2:00 PM
Balin leads a dwarven expeditionary force to reclaim the lost kingdom of Khazad-dûm from the goblins and their minions in the first of a series of linked games. More than 400 dwarves, goblins, trolls, wargs, spiders and bat swarms battle across a unique multiple level table layout. Simple 28mm mass combat rules utilizing companies of troops on movement trays.	All Ages	6	Thursday at 6:00 PM
Balin is dead, along with many of his kin. Holed up at the Chamber of Mazarbal, the surviving dwarves must attempt to break out of Moria in the final in a series of linked games. More than 400 dwarves, goblins, trolls, wargs, spiders and bat swarms battle across a unique multiple level table layout. Simple 28mm mass combat rules utilizing companies of troops on movement trays.	All Ages	6	Sunday at 9:00 AM
Twelve players will battle on six battle maps that encompass the D-Day assault. Six Axis players will defend the Atlantic wall for the fatherland, & six Allies players will look to attain a foothold in fortress Europe. Casualties will be high, and victory uncertain. Figures are 1/72 scale fully painted. Memoir is a unique game that is easy to learn, fast-paced, requires strategic card play & timely dice rolling. We encourage players to watch any YouTube "how to play" video before game day.	Adult (18+)	10	Saturday at 1:00 PM
11 siege towers, over 15 feet of walls plus nearly 3000 40mm miniatures and of course Grond. A simple set of home brewed rules will be used in this giant recreation of the famous event.	All Ages	14	Saturday at 10:00 AM
20 November 1943. The Second Marine Division is about to make an amphibious landing on Tarawa atoll. The confident Japanese commander has said that it would take "one million men one hundred years" to take Tarawa. Can you establish a beachhead or be pushed back into the sea?	All Ages	4	Thursday at 6:00 PM
Fallshirmjager were dropped to secure the small port town of Kastelli. Unfortunately, the locals did not abide. Only the intervention of the New Zealand troops prevented their entire massacre. Beer & Pretzels rules.	Teen (13+)	6	Saturday at 9:00 AM
Ragnar leads his Longboat full of Northmen on a raid of a Saxon village. Who will gain glory and renown and riches or be headed to Valhalla. Game sponsored by TDAK gaming club.	Adult (18+)	6	Friday at 10:00 AM
Ragnar leads his Longboat full of Northmen on a raid of a Saxon village. Who will gain glory and renown and riches or be headed to Valhalla. Game sponsored by TDAK gaming club.	Adult (18+)	6	Friday at 2:00 PM



Description	Age Range	Max Tickets	Time
Ragnar leads his Longboat full of Northmen on a raid of a Saxon village . Who will gain glory and renown and riches or be headed to Valhalla. Game sponsored by TDAK gaming club .	Adult (18+)	6	Saturday at 9:00 AM
Ragnar leads his Longboat full of Northmen on a raid of a Saxon village . Who will gain glory and renown and riches or be headed to Valhalla. Game sponsored by TDAK gaming club .	Adult (18+)	6	Saturday at 3:00 PM
This battle was an important episode in the 1809 campaign. An Austrian Army invaded the Duchy of Warsaw and one column drove straight toward the capital. Poniatowski and his army of Poles and Saxons attempted to defend along the river Mrowa.	All Ages	6	Friday at 10:00 AM
Wage war across the Inner Sphere in the 31st century, where the kings of the battlefield are 12-meter-tall Battlemechs. Alpha Strike is a faster-playing "true miniatures" version of classic Battletech. Alpha Strike removes much of the granularity of "Classic" to provide for faster games that still feel like Battletech. Players will get a lance of 4 mechs. No experience necessary, great for players curious about Alpha Strike or looking for a more relaxing game. Rules will be taught as we play.	Teen (13+)	6	Friday at 9:00 AM
Come play Catalyst's game of flying battleships set during the outbreak of the Great War. In an alternate universe where the substance _electroid_ is used to make battleships fly, these kings of the skies rule on land and sea. Players will be on a team (either England or France) and duke it out over the skies of Europe. Rules will be taught in a play-as-we-go format. Kids accompanied by parents are welcome . . . TO THE SKIES!			
More info: <a href="https://www.catalystgamelabs.com/brands/leviathans">https://www.catalystgamelabs.com/brands/leviathans</a>	Teen (13+)	6	Thursday at 6:00 PM
The Ottoman Scourge has taken Famagusta, Cyprus has fallen, and they reign supreme over the Eastern Mediterranean, Italy itself is the next target. Pope Pius has declared the Holy League at Spain's instance under the leadership of Don Juan of Austria, son of Emperor Charles V. But Barbarigo's Venetians and Andrea Doria's Genoese don't see it that way.	All Ages	8	Saturday at 7:00 PM
The Battle of Midway has played out exactly as historical. As the US carriers break off low on ammunition, Admiral Yamamoto realizes that his plan to draw out the American fleet is still valid, just now he is targeting the seven active Pacific fleet battleships. And Vice Admiral Pye, at sea with Task Force One halfway between San Francisco and Hawaii, is itching for a chance at revenge.	All Ages	10	Friday at 9:00 AM
The Battle of Midway has played out exactly as historical. As the US carriers break off low on ammunition, Admiral Yamamoto realizes that his plan to draw out the American fleet is still valid, just now he is targeting the seven active Pacific fleet battleships. And Vice Admiral Pye, at sea with Task Force One halfway between San Francisco and Hawaii, is itching for a chance at revenge.	All Ages	10	Sunday at 9:00 AM
The Ottoman Scourge has taken Famagusta, Cyprus has fallen, and they reign supreme over the Eastern Mediterranean, Italy itself is the next target. Pope Pius has declared the Holy League at Spain's instance under the leadership of Don Juan of Austria, son of Emperor Charles V. But Barbarigo's Venetians and Andrea Doria's Genoese don't see it that way.	All Ages	8	Friday at 7:00 PM
Take part in this battle set in the post-apocalyptic horse & musket world of Ozz. Munchkins, Winkies, Quadlings, and others, fight for control in this fun fast-paced game. Beginners welcome. Rules will be taught. Children under 13 only with a playing adult.	Teen (13+)	6	Saturday at 9:00 AM



Description	Age Range	Max Tickets	Time
Can a regiment of the 101st keep Highway 69 (later nicknamed "Hell's Highway") open, or will one or more of the German Kampfgruppen sever the supply line?	Teen (13+)	6	Thursday at 6:00 PM
It's AD 69, Galba had replaced Nero, Otho replaced Galba, and now Vitellius is marching from Germany, with overwhelming forces to replace Galba. But Galba's allies have taken all but one of the bridges and fords in their path. Can Vitellius' forces take the last bridge, or will Galba's take it (and also any change of Vitellius marching on Rome before Galba reinforcement's arrive from the east?	Teen (13+)	6	Friday at 2:00 PM
Depending upon what happened in morning game, the Munchkin and their allies are either still defending the road, or it is their objective. Munchkins, Winkies, Quadlings, and others, fight for control in this fun fast-paced game. Beginners welcome. Rules will be taught. Children under 13 only with a playing adult.	Teen (13+)	6	Saturday at 2:00 PM
It's AD 69, Galba had replaced Nero, Otho replaced Galba, and now Vitellius is marching from Germany, with overwhelming forces to replace Galba. But Galba's allies have taken all but one of the bridges and fords in their path. Can Vitellius' forces take the last bridge, or will Galba's take it (and also any change of Vitellius marching on Rome before Galba reinforcement's arrive from the east?	Teen (13+)	6	Friday at 9:00 AM
20 November 1943. The Second Marine Division is about to make an amphibious landing on Tarawa atoll. The confident Japanese commander has said that it would take "one million men one hundred years" to take Tarawa. Can you establish a beachhead or be pushed back into the sea?	All Ages	7	Friday at 9:00 AM
20 November 1943. The Second Marine Division is about to make an amphibious landing on Tarawa atoll. The confident Japanese commander has said that it would take "one million men one hundred years" to take Tarawa. Can you establish a beachhead or be pushed back into the sea?	All Ages	7	Saturday at 9:00 AM
20 November 1943. The Second Marine Division is about to make an amphibious landing on Tarawa atoll. The confident Japanese commander has said that it would take "one million men one hundred years" to take Tarawa. Can you establish a beachhead or be pushed back into the sea?	All Ages	7	Sunday at 9:00 AM
A ship this big is worth fighting over. Awesome piratey shipboard mayhem in 54 mm!	Teen (13+)	8	Friday at 3:00 PM
A ship this big is worth fighting over. Awesome piratey shipboard mayhem in 54 mm!	Teen (13+)	8	Saturday at 1:00 PM
A ship this big is worth fighting over. Awesome piratey shipboard mayhem in 54 mm!	Teen (13+)	8	Saturday at 3:00 PM
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A ship this big is worth fighting over. Awesome piratey shipboard mayhem in 54 mm!	Teen (13+)	8	Friday at 1:00 PM
2 Ukranian Front having cleared southern Ukraine continued its advance into Romania with the intention of splitting Army Group South in half. German and Romanian units retreating in anything and anyway possible were ordered to stop and try to stem the tide. The Russians must continue the pressure to encourage the Romanians to surrender. The Germans must stop the advance. Is the 88 up to the task to stop the new 122?	Teen (13+)	6	Thursday at 6:00 PM
16 December 1942. 12 December the Germans launched the Stalingrad relief attempt. In an attempt to derail it by drawing forces away from it the Soviets launch Little Saturn by driving through the Italian and Hungarian armies. Not all Italian and Hungarian units ran after seeing the first T-34s. Properly equipped they did stand and fight and win the day.	Teen (13+)	6	Friday at 9:00 AM



Description	Age Range	Max Tickets	Time
The Soviets seeing that the Airlift is working try another tactic. Knowing that the former Allies are understrength compared to May 1945, they gamble the Allies won't drop a bomb and cross the border. The Bundeswehr is still nonexistent. It's the UK/US vs the USSR. Most equipment is still 1944/1945 WWII with small numbers of post war designs. For those that may need to check out Sunday morning I have moved START TIME to 930.	Teen (13+)	8	Sunday at 9:00 AM
Germany 1944. Late September the Allies were trying to finish putting the ring around Aachen and isolating the city. This would be the first major city in Germany surrounded. The only thing stopping 3rd Armor was a few hills, some Landesschützen, the West Wall, and 9th Pz Division. Home by Christmas was the cry. Start time will be 215.	Teen (13+)	6	Friday at 2:00 PM
30 December 1944. 26th December, 4th Armor broke through and relieved the siege of Bastogne. Hitler ordered the town to be put back under siege immediately and ordered 1SS Pz Division with support units to do the job. But not all support units are equal. Germany could not replace all her losses and even American equipment was beginning to wear from the constant combat.	Teen (13+)	8	Saturday at 9:00 AM
Can the Marines successfully fall back to the drop ship and nuke the site from orbit? Or will they fall to the Alien horde like the colonists before them? Only the dice know, and they aren't talking....	Teen (13+)	4	Friday at 10:00 AM
Can the Marines successfully fall back to the drop ship and nuke the site from orbit? Or will they fall to the Alien horde like the colonists before them? Only the dice know, and they aren't talking....	Teen (13+)	4	Saturday at 5:00 PM
A survey craft has gone down on planet CS626. According to intel provided by Weyland-Yutani, the craft was shot down by a Predator (also known as Yautja). A multinational quick reaction force consisting of French, British, American and German special forces has been sent to recover any survivors and terminate the Predator. ((Players!!! Please be advised that this game will be run twice over the weekend and it will be a very different game each time!))	Teen (13+)	7	Friday at 5:00 PM
A survey craft has gone down on planet CS626. According to intel provided by Weyland-Yutani, the craft was shot down by a Predator (also known as Yautja). A multinational quick reaction force consisting of French, British, American and German special forces has been sent to recover any survivors and terminate the Predator. ((Players!!! Please be advised that this game will be run twice over the weekend and it will be a very different game each time!))	Teen (13+)	7	Saturday at 9:00 AM
Thrill to the crack of whips, thunder of hooves and the creaking of wood and leather in this 25mm version of Avalon Hill's classic chariot-racing game.	All Ages	8	Saturday at 1:00 PM
Refight General George Pickett's epic Confederate assault on Cemetery Ridge and lead the divisions of generals Pickett and Pettigrew across that deadly open space. Or command the Union defense of the high ground and win one for the Army of the Potomac. The battle will be fought in full 54mm splendor with over a thousand figures on the tables. The victory conditions provide the Confederates with a chance to win. Easy to learn rules and fast play make for a fun game.	Adult (18+)	12	Friday at 1:00 PM



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Train robbery at the water stop at Mexizona. It is a bad spot, but what can you do? Locomotive needs water. Jesse Squirrel and his gang hit this train before expecting easy pickings again. A Pinkerton crew is on board to protect the payroll meant for the railhead. Company Superintendent ordered the Agency men not to take any robber alive. "This stops here!" he exclaimed. But Jesse Squirrel is a hard nut to crack.	Teen (13+)	6	Friday at 7:00 PM
Just like in the movie, Indiana Jones and his sidekicks begin their adventure in the map room working out the location of the Well of Souls (Tomb). Then our heroes are lowered into the Tomb and must make their way through a variety of traps, avoid snakes, keep their torches lit, find the Ark of the Covenant, and get the Ark out of the tomb before the Germans try to stop them. Can you survive and get the Ark? Game includes a custom tomb layout, traps, and figures.	Teen (13+)	4	Friday at 9:00 AM
Just like in the movie, Indiana Jones and his sidekicks begin their adventure in the map room working out the location of the Well of Souls (Tomb). Then our heroes are lowered into the Tomb and must make their way through a variety of traps, avoid snakes, keep their torches lit, find the Ark of the Covenant, and get the Ark out of the tomb before the Germans try to stop them. Can you survive and get the Ark? Game includes a custom tomb layout, traps, and figures.	Teen (13+)	4	Saturday at 9:00 AM
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Gorefist the Chaos Destroyer has sent his Chaos army across the Empire's border to destroy everything in its path. Imperial Grand Duke Ferdinand's army must keep the Chaos army from capturing a border watch tower. Uses the components of the Milton Bradley game, Battle Masters.	Teen (13+)	4	Friday at 2:00 PM
Gorefist the Chaos Destroyer has sent his Chaos army across the Empire's border to destroy everything in its path. Imperial Grand Duke Ferdinand's army must keep the Chaos army from capturing a border watch tower. Uses the components of the Milton Bradley game, Battle Masters.	Teen (13+)	4	Friday at 9:00 AM



Description	Age Range	Max Tickets	Time
"I promise the living body of Spartacus for whatever punishment you may deem fit. That, or his head." Crassus has cornered the slave army of Spartacus in the hills of Campania with 40,000 legionaries. Spartacus, after the defeat of Crixus and the betrayal of the Cilician pirates, has massed 50,000 rebels in a final showdown with the forces of the Senate to end the war in the only way it could have ended. 2mm Strength and Honour presented by Lard America.	Teen (13+)	4	Saturday at 10:00 AM
"I promise the living body of Spartacus for whatever punishment you may deem fit. That, or his head." Crassus has cornered the slave army of Spartacus in the hills of Campania with 40,000 legionaries. Spartacus, after the defeat of Crixus and the betrayal of the Cilician pirates, has massed 50,000 rebels in a final showdown with the forces of the Senate to end the war in the only way it could have ended. 2mm Strength and Honour presented by Lard America.	Teen (13+)	4	Saturday at 2:00 PM
The forces of The Colonial Union and The Conclave collide in the desert wastes that once was a turning point in Earth's World War II.	Adult (18+)	6	Saturday at 5:00 PM
The forces of The Colonial Union and The Conclave collide in the desert wastes that once saw a turning point in Earth's World War II.	Adult (18+)	6	Saturday at 1:00 PM
Vikings attempt to get as much loot as they can. Saxons try and stop them	Teen (13+)	6	Thursday at 6:00 PM
Having looted the Saxon village the Vikings are heading the boats and home. The Saxon are in close pursuit	Teen (13+)	6	Sunday at 9:00 AM
Latin Central and South America of the early 1900s were awash with many rebellions, revolutions, and small but sometimes bloody civil wars as various factions battled for power. This game is fictional but based on a typical sort of encounter between two such factions. Both sides forces are poorly trained mobs rather than professional armies. Expect chaos.	Teen (13+)	6	Friday at 10:00 AM
Return to sands and spectacle of the Hippodrome! Strap on your helmet, grab the reins and climb onto your chariot as you strive to use your skills to win fame, glory and money.	Teen (13+)	16	Friday at 6:00 PM
Return to sands and spectacle of the Hippodrome! Strap on your helmet, grab the reins and climb onto your chariot as you strive to use your skills to win fame, glory and money.	Teen (13+)	16	Saturday at 1:00 PM
Return to sands and spectacle of the Hippodrome! Strap on your helmet, grab the reins and climb onto your chariot as you strive to use your skills to win fame, glory and money.	Teen (13+)	16	Saturday at 6:00 PM
Jim Bowie has lead a band of Texian volunteers forward to seize the strong position of Concepcion to help with the siege of San Antonio de Bexar , General Cos has detected this movement and has sent a strong mixed force out from the Alamo to crush them.	All Ages	6	Friday at 1:00 PM
Spanish forces, including Spain's famous Irish Brigade and American Volunteers, under the command of the Governor of Louisiana, Bernardo de Galvez, conduct a flanking attack on the British fort of Pensacola in British held West Florida. The British must hold out until their promised fleet arrives believed to be coming from Cape San Antonio. 25mm figures using Redcoats in the Wilderness AWI Rules.	Teen (13+)	8	Friday at 6:00 PM
George Rogers Clark leads Illinois and Kentucky troops against the Shawnee and Allied Nations in the Ohio Country in the largest AWI Battle fought west of the Alleghenies. 15mm figures in 1:4 scale battle using Redcoats in the Wilderness AWI Rules.	Teen (13+)	8	Thursday at 6:00 PM
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Bagration and his Russo/Austrian forces attempt a delaying action against the French led by Murat and Lannes in Austria in November of 1805.	All Ages	6	Saturday at 10:00 AM
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Sgt Rock and Easy Company are behind enemy lines to capture Doctor Christoph Waltz, a leading Nazi research scientist. The mission briefing said something about 'lycanthropes' whatever that is ...	Teen (13+)	4	Friday at 6:00 PM
Somewhere under the Atlantic, a Soviet sub Commander has made a fateful decision The Red October is heading west. The Americans want Her, the Russians want Her back, and the Chinese want to frame Her.	Teen (13+)	4	Thursday at 7:00 PM
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Hasdrubal, younger brother to Hannibal, marches a new army of fresh mercenaries and a herd of elephants into the Po Valley! Roman forces lead by Claudius Nero make a daring move to unite consular armies with Marcus Livius and engage this new threat before Hasdrubal can join his brother in the south.			
Fight this pivotal battle of the Second Punic Wars using the Hail Caesar rule set. No experience necessary. Bring your lucky dice and tape measure, all miniatures provided.	All Ages	8	Saturday at 9:00 AM
A simple Napoleonic Era game using Lego bricks for the miniatures. No specific scenario - terrain and starting positions, and objectives will be determined randomly at the start of the game. The host will provide free root beer and pretzels to all of the players	Teen (13+)	6	Saturday at 10:00 PM
A repeat of the 2PM session. A tongue-in-cheek "beer and pretzels" game of the Battle of Quatre Bras using Lego bricks for the miniatures and a simple set of rules on a map crafted from felt. No more than a passing attempt will be made for historical accuracy or realism. All complaints "wait, that's not historically accurate" will be met with a shrug from the Game Master!	Teen (13+)	6	Saturday at 6:00 PM
In this epic Star Trek game, players take control of five civilizations to lead to victory. Play as the Federation, Klingon Empire, Romulan Star Empire, Cardassian Union, or Ferengi Alliance using war, technology, culture, and exploration to achieve preeminence over the galaxy. First come, first choice for civilizations.	Teen (13+)	4	Friday at 9:00 AM
Martin Luther has nailed his 95 Theses thus beginning the Wars of the Reformation. Players will represent the major powers of Europe: England, France, Ottoman Empire, and Holy Roman Empire while in the background, the Papacy and Protestants battle over religion. It also includes the expeditions to the New World. Point to point, card driven strategy game where good card play, diplomacy, and luck will achieve victory. First come, first serve for nations.	Teen (13+)	6	Sunday at 9:00 AM



Description	Age Range	Max Tickets	Time
Alexander is dead but his empire can only be ruled by the strongest! Players represent factions of generals striving to become Alexanders successor or to become a successor of their own empire. A card driven, point to point strategy game with multiple paths to victory. Will you be the strongest to claim Alexander's mantle or will your pass into the pages of history. Phalanx edition game on extra large board.	Teen (13+)	5	Friday at 9:00 AM
Take to the skies in a WWI aircraft in 1/72 scale. Find your enemy and shoot him down. Defend your home and country. Hosts: Bob and Kurt Jeffries	Adult (18+)	8	Friday at 5:00 PM
Grow your civilization, advance your culture and tech, and leave your mark by building wonders. In Clash of Cultures, each player leads a civilization from a single settlement to a mighty empire. Players must explore their surroundings, build large cities, research advances and conquer those who stand in the way. The game features a modular board for players to explore, 48 distinct advances, eight mighty wonders, and loads of miniatures and cards. Rules will be taught.	Adult (18+)	8	Thursday at 6:00 PM
The first London blitz happened on June 13, 1917. A special strike unit called the England Geschwader was founded by Hauptmann Brandenburg, who led 14 Gotha G.IV German bombers in their first bombing raid over London; the attack was devastating. London was unprepared for such an attack. BUT WHAT IF??? Hosts: Bob and Kurt Jeffries	Adult (18+)	8	Saturday at 1:00 PM
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During the opening of the 1815 campaign, Marshal Ney attacked the British/allied army under Wellington near the village of Quatre Bra. This was a hard fought engagement as Grouchy and Napoleon were fighting the Prussians at Ligny.	Preteen (8+)	8	Friday at 7:00 PM
1942 finds Germans pursuing their operation Case Blau on the way to the Russian oil fields in the Caucasus. This is a fictional scenario, but one that would have been very common at the time. Command a Russian or German armored battalion or regiment attempting to secure the vital transportation hub at Bassargeno. 10mm miniatures on an 8 by 5 foot battle map using very playable, exciting and fun Kameraden East Front rules. You will not be disappointed. Veterans and newcomers totally welcomed.	Teen (13+)	4	Friday at 9:00 AM
1066 William Duke of Normandy has invaded England to lay claim to the crown. King Harold Godwinson has just defeated King Harald Hardrada in battle at Stamford Bridge and now must rush south to face William. The two armies meet on a hillside near Hastings. The upcoming battle will determine the fate of England. The game is played using Triumph! Ancient and Medieval rules. New players are welcome.	Teen (13+)	5	Saturday at 9:00 AM
Double Blind game. Western and Eastern Commandos fight it out inside a undisclosed Black Site lab. 60mm figs.	Teen (13+)	12	Thursday at 7:00 PM
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Description	Age Range	Max Tickets	Time
Double Blind game. Western and Eastern Commandos fight it out inside a undisclosed Black Site lab. 60mm figs.	Teen (13+)	12	Saturday at 1:00 PM
American Civil War Battle for the Mississippi State Capital at Jackson. Union forces marching forward through the campaign to capture the river stronghold at Vicksburg must first deal with the stubborn Confederates defending the capital. Confederate forces must draw the invaders away from the river city and toward the East to split and ultimately destroy Grant's army.	Teen (13+)	9	Saturday at 9:00 AM
During the 1820's Greek War of Independence, Greek and Turkish forces clash to control vital hill tops	Adult (18+)	6	Saturday at 10:00 AM
A traditional, award-winning Little Wars and nationwide convention favorite for over 25 years! Fly colorful 1:144 scale WW1 aircraft into combat using simulated wooden "cockpits". Rules taught; easy to learn & play, lots of fun for experienced and new players. Players fly in multiple rounds running continuously through allotted time. Wings and Medals awarded for Victories and Valor! Spouse & female friendly game. Under age 13 only with playing adult, previous experience or GM permission.	Teen (13+)	10	Friday at 1:00 PM
A traditional, award-winning Little Wars and nationwide convention favorite for over 25 years! Fly colorful 1:144 scale WW1 aircraft into combat using simulated wooden "cockpits". Rules taught; easy to learn & play, lots of fun for experienced and new players. Players fly in multiple rounds running continuously through allotted time. Wings and Medals awarded for Victories and Valor! Spouse & female friendly game. Under age 13 only with playing adult, previous experience or GM permission.	Teen (13+)	10	Saturday at 1:00 PM
As the Marines withdrew through An Nasiriya, one Amtrac was disabled. The Marines bailed out of the Amtrac and are currently within a walled compound (the Alamo) and waiting for rescue. They must hold off the enemy and keep them from looting the disabled Amtrac. Recue comes on Turn 8 hopefully!	Adult (18+)	4	Saturday at 9:00 AM
As the Marines withdrew through An Nasiriya, one Amtrac was disabled. The Marines bailed out of the Amtrac and are currently within a walled compound (the Alamo) and waiting for rescue. They must hold off the enemy and keep them from looting the disabled Amtrac. Recue comes on Turn 8 hopefully!	Adult (18+)	4	Friday at 10:00 AM
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Your squad has been sent to this small village as HUMINT has indicated an important Bomb Maker has been using this village as his base for making and distributing IEDs. You must capture the bomb Maker and destroy any bomb making material and any bombs waiting for distribution. When your squad arrives, the village is strangely quiet. No one appears to be around. As you investigate the village it becomes evident that the village is not occupied, or is it?	Teen (13+)	1	Friday at 6:00 PM
As the Marines withdrew through An Nasiriya, one Amtrac was disabled. The Marines bailed out of the Amtrac and are currently within a walled compound (the Alamo) and waiting for rescue. They must hold off the enemy and keep them from looting the disabled Amtrac. Recue comes on Turn 8 hopefully!	Adult (18+)	4	Friday at 2:00 PM



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All Quiet on the Martian Front until a downed Tripod is spotted by Humans and a distress beacon goes off. The Martians are heading to save the pilot after the beacon warns them of the downed Tripod has a survivor. The Humans have spotted a Tripod that is still intact and want to get some technology off of it. Are you going to be a Human or Martian? Who will get to the downed Tripod first? Easy to learn.	All Ages	8	Saturday at 10:00 AM
All Quiet on the Martian Front until a downed Tripod is spotted by Humans and a distress beacon goes off. The Martians are heading to save the pilot after the beacon warns them of the downed Tripod has a survivor. The Humans have spotted a Tripod that is still intact and want to get some technology off of it. Are you going to be a Human or Martian? Who will get to the downed Tripod first? Easy to learn.	All Ages	8	Friday at 2:00 PM
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All Quiet on the Martian Front until a downed Tripod is spotted by Humans and a distress beacon goes off. The Martians are heading to save the pilot after the beacon warns them of the downed Tripod has a survivor. The Humans have spotted a Tripod that is still intact and want to get some technology off of it. Are you going to be a Human or Martian? Who will get to the downed Tripod first? Easy to learn.	All Ages	8	Friday at 9:00 AM
Pulp Action Board Game	All Ages	4	Sunday at 9:00 AM
Bolt Action Korea. US Marines vs Korean Peoples Army	All Ages	6	Saturday at 9:00 AM
Classic Avalon Hill game in 6mm miniature.	All Ages	7	Friday at 8:00 PM
Classic GW game in Hirst Arts miniatures.	All Ages	3	Saturday at 5:00 PM
In 332 BCE, Alexander's generals in Asia Minor broke the last resistance of the Persian army threatening Alexander's communications with Greece and Macedonia. Actual details of the battles are not recorded but we know they revolved around control of Sardis. We have used circumstantial evidence to recreate the armies and will be refighting the most important of those battles. Come try out Franks Chadwick's new ancient rules. Epic Conquest.	Teen (13+)	6	Friday at 1:00 PM
The 40th Panzer Corp is pushing down the main road to Moscow. Time is of the essence the weather is starting to change. The Soviets have collected everything they can find to stop them including one of the first "Siberian" divisions to arrive from the Far East. They are meeting on the Napoleonic Battlefield almost 120 years later. Come play Frank Chadwick's new WWII rules Breathtrough.	Teen (13+)	6	Friday at 6:00 PM



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Italian and German fighters try to stop British bombers from attacking the Afrika Korps during operation Crusader.	Teen (13+)	8	Friday at 1:00 PM
Italian and German fighters try to stop British bombers from attacking the Afrika Korps during operation Crusader.	Teen (13+)	8	Friday at 9:00 AM
Axis and Allied columns criss cross the battle area during operation Crusader. Players will command columns of vehicles and try to complete their objectives while roaming around the battle area. Operation Crusader was often a confused mess with units from both sides bumping into each other unwittingly. This game tries to recreate a small part of that. Inspired by the book "Brazen Chariots" by Robert Crisp	Teen (13+)	6	Friday at 6:00 PM
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Before the Marines, before history, before the Dogger Banks sank below the North Sea, Neolithic hunters, predators, and megafauna clashed on the steppes of Doggerland. Controls a hunting party, a pack of predators, or herbivores such as the mammoths or aurochs. This is a fast-play, easy-to-learn, game with lots of interesting choices. Hunters harvest game and return the harvest to camp before others steal it from them. Predators mark and defend territory. Herbivores survive the migration.	All Ages	8	Saturday at 2:00 PM
This pivotal World War II naval battle, fought between the United States and Japan, was one of the first to feature aircraft carriers engaging in direct, but over the horizon, combat. The first player to find and strike enemy carriers has a distinct advantage. Easy to play and learn, featuring over-the-horizon rules for hidden movement, situational bonuses from military-decoration cards and interesting critical hit cards.	All Ages	8	Friday at 1:00 PM
With only a few months to the planned D-Day landings, French Resistance has advised British Intelligence of unusual German activity in the vicinity of the La Rochelle lighthouse on the Atlantic Coast. Aerial reconnaissance indicates that what are believed to be large optical resonators are being delivered to the site. British command has ordered an exploratory raid on the lighthouse. Discover that the Germans are up to, and disrupt their plans if feasible.			
Remember...Who dares wins...	Teen (13+)	6	Saturday at 9:00 AM



Description	Age Range	Max Tickets	Time
<p>With only a few months to the planned D-Day landings, French Resistance has advised British Intelligence of unusual German activity in the vicinity of the La Rochelle lighthouse on the Atlantic Coast. Aerial reconnaissance indicates that what are believed to be large optical resonators are being delivered to the site. British command has ordered an exploratory raid on the lighthouse. Discover that the Germans are up to, and disrupt their plans if feasible.</p> <p>Remember...Who dares wins...</p>	Teen (13+)	6	Saturday at 2:00 PM
<p>終わりは来たけど、怖くない 運命に会いに行くとき 私は桜の花のようだ 美しく、明るく、それでいて儚く 後悔はない 私は名誉と勇気を持って人生を生きてきた そして今、私は名誉と勇気を持って死ぬ さらば皆さんに</p> <p>As the Marine assault on southern Okinawa slogs onward into its third month, the 6th Marine Division's operations to clear the Oroku Peninsula uncover what appears to be an extensive underground tunnel system housing a naval command center. Given the intelligence potential of taking the tunnels quickly, your marines are ordered down.</p>	Teen (13+)	6	Friday at 9:00 AM
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Rules	Walk-on Friendly?
Academy Games 1754 Birth of a Nation	Strict player count
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Volley and Bayonet	Strict player count
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Command Decision: Test of Battle	Strict player count
AH PanzerBlitz	Strict player count
AH PanzerBlitz	Strict player count
War of the Ring 2nd Edition Ares	Strict player count
poleomos	Players welcome even if full
poleomos	Players welcome even if full
Manly Men Doing Manly Things	Strict player count
Big Pig Wars	Strict player count



Rules	Walk-on Friendly?
Lion Rampant 2nd Edition	Strict player count
Lion Rampant 2nd Edition	Strict player count
Lion Rampant 2nd Edition	Strict player count
The Victory Is Ours	Players welcome even if full
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Rules	Walk-on Friendly?
The Victory Is Ours	Players welcome even if full
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The Victory Is Ours	Players welcome even if full
Homebrew - Simple rules by Rick Killmer	Players welcome even if full
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Homebrew - Simple rules by Rick Killmer	Players welcome even if full
Airwar - C21with modifcations	Players welcome even if full



Rules	Walk-on Friendly?
Airwar - 1918	Players welcome even if full
Airwar - 1918	Players welcome even if full
Airwar - C21with modifcations	Players welcome even if full
Midgard	Strict player count
GMT games	Strict player count
GMT games	Strict player count
Modified Viking Steel	Strict player count
Fist full of Lead Modified	Strict player count



Rules	Walk-on Friendly?
Osprey Fighting Sails	Strict player count
Osprey Fighting Sails	Strict player count
Modified Viking Steel rules	Strict player count
Aerodrome® Aerial Combat Rules	Strict player count
Aerodrome® Aerial Combat Rules	Strict player count
Dust tactics modified for Star wars	Players welcome even if full
Dust tactics modified for Star wars	Players welcome even if full
Dust tactics modified for Star wars	Players welcome even if full
Fires in the Sky (WWI) air combat	Strict player count
Savage Skies - Air/Naval Expansion 2015 Edition	Players welcome even if full



Rules	Walk-on Friendly?
Savage Skies - Air/Naval Expansion 2015 Edition	Players welcome even if full
Fires in the Sky (WWI) air combat	Strict player count
Fires in the Sky (WWI) air combat	Strict player count
Battlefront - Flames of War	Players welcome even if full
Battlefront - Flames of War	Players welcome even if full
Battlefront - Flames of War	Players welcome even if full
Redcoats in the Wilderness	Strict player count
Rebels and Patriots	Strict player count



Rules	Walk-on Friendly?
Konrad's Imperial Skirmish System (KISS)	Players welcome even if full
Konrad's Imperial Skirmish System (KISS)	Players welcome even if full
Trireme (modified)	Players welcome even if full
Trireme (modified)	Players welcome even if full
Sky Galleons of Mars	Players welcome even if full
Sky Galleons of Mars	Players welcome even if full
The Great Wall	Strict player count
Nam from Battlefront	Players welcome even if full
Home Rules	Strict player count



Rules	Walk-on Friendly?
Home Rules	Strict player count
Home Rules	Strict player count
Home Rules	Strict player count
Home Rules	Strict player count
Flames of War v4	Players welcome even if full
Team Yankee V2	Players welcome even if full
Legions Imperialis	Players welcome even if full
GW War of the Ring mass combat rules (OOP)	Strict player count



Rules	Walk-on Friendly?
GW War of the Ring mass combat rules (OOP)	Strict player count
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GW War of the Ring mass combat rules (OOP)	Strict player count
GW War of the Ring mass combat rules (OOP)	Strict player count
GW War of the Ring mass combat rules (OOP)	Strict player count
Days of Wonder	Strict player count
Home-brew	Strict player count
Homebrew	Strict player count
Home Rules	Strict player count
Batllelust	Strict player count
Batllelust	Strict player count



Rules	Walk-on Friendly?
Battlelust	Strict player count
Battlelust	Strict player count
Black Powder 2nd Edition	Players welcome even if full
Battletech: Alpha Strike Commander's Edition	Strict player count
Leviathans: The Great War	Players welcome even if full
Inferno and Glory	Players welcome even if full
Victory at Sea (modified)	Strict player count
Victory at Sea (modified)	Strict player count
Inferno and Glory	Players welcome even if full
Wars of Ozz	Strict player count



Rules	Walk-on Friendly?
Look Sarge, No Charts WWIII	Strict player count
Bear Yourself Valiantly	Strict player count
Wars of Ozz	Strict player count
Bear Yourself Valiantly	Strict player count
Homebrew	Strict player count
Homebrew	Strict player count
Homebrew	Strict player count
Homebrew	Strict player count
Homebrew	Strict player count
Homebrew	Strict player count
Homebrew	Strict player count
Homebrew	Strict player count
Homebrew	Players welcome even if full
Homebrew	Players welcome even if full



Rules	Walk-on Friendly?
Homebrew	Players welcome even if full
Homebrew	Players welcome even if full
Homebrew	Players welcome even if full
LEADING EDGE BOARD GAME CONVERTED TO MINIATURES	Strict player count
LEADING EDGE BOARD GAME CONVERTED TO MINIATURES	Strict player count
Fistful of Lead (Galactic Heroes)	Strict player count
Fistful of Lead (Galactic Heroes)	Strict player count
Avalon Hill's Circus Maximus, slightly modified	Players welcome even if full
Homebrew	Strict player count



Rules	Walk-on Friendly?
Homebrew	Strict player count
Homebrew	Strict player count
What A Cowboy!	Players welcome even if full
Pulp Alley	Strict player count
Pulp Alley	Strict player count
Pulp Alley	Strict player count
Sword & Spear Fantasy	Strict player count
Sword & Spear Fantasy	Strict player count



Rules	Walk-on Friendly?
Strength and Honour	Strict player count
Strength and Honour	Strict player count
Bolt Action (modified)	Strict player count
Bolt Action (modified)	Strict player count
Home Rules	Strict player count
Home Rules	Strict player count
The Men Who Would Be Kings (with my own modifications)	Players welcome even if full
Roman Circus III	Strict player count
Roman Circus III	Strict player count
Roman Circus III	Strict player count
61-65 ACW rules modified Ganesha Games	Strict player count
Redcoats in the Wilderness AWI Rules	Strict player count
Redcoats in the Wilderness AWI Rules	Strict player count
Redcoats in the Wilderness AWI Rules	Strict player count



Rules	Walk-on Friendly?
Redcoats in the Wilderness AWI Rules	Strict player count
Carnage & Glory II	Players welcome even if full
Carnage & Glory II	Players welcome even if full
Fistful of Lead	Strict player count
Conn - Sonar	Strict player count
Conn - Sonar	Strict player count
Hail Caesar	Strict player count
Homebrew - Simple rules by Rick Killmer	Players welcome even if full
Homebrew - Simple rules by Rick Killmer	Players welcome even if full
Galeforce Nine	Strict player count
Gmt Games 2nd Edition	Strict player count



Rules	Walk-on Friendly?
Phalanx editon	Strict player count
Blue Max	Strict player count
Clash of Cultures	Strict player count
Blue Max / Canvas Eagles	Strict player count
Clash of Cultures	Strict player count
Charge! Eagles Rising!	Strict player count
Kameraden	Strict player count
Triumph!	Strict player count
InCountry Recon	Strict player count
InCountry Recon	Strict player count



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Rules	Walk-on Friendly?
InCountry - Narrative	Strict player count
All Quiet on the Martian Front - version 1.5	Strict player count
All Quiet on the Martian Front - version 1.5	Strict player count
All Quiet on the Martian Front - version 1.5	Strict player count
All Quiet on the Martian Front - version 1.5	Strict player count
All Quiet on the Martian Front - version 1.5	Strict player count
Fortune and Glory	Strict player count
Bolt Action	Strict player count
Circus Maximus	Strict player count
Space Hulk	Strict player count
Epic Conquest	Players welcome even if full
Breakthrough	Players welcome even if full



Rules	Walk-on Friendly?
Breakthrough	Players welcome even if full
Epic Conquest	Players welcome even if full
WarBirds WW2	Players welcome even if full
WarBirds WW2	Players welcome even if full
Homebrew C3 Chaos Cubed	Players welcome even if full
Homebrew C3 Chaos Cubed	Players welcome even if full
Doggerland Hunt	Players welcome even if full
Flattops & Floating Fortresses	Players welcome even if full
0200 Hours	Players welcome even if full



Rules	Walk-on Friendly?
0200 Hours	Players welcome even if full
0200 Hours	Players welcome even if full
0200 Hours	Players welcome even if full