

Name	IDX	Game Master	Time	Location	Description
Have Space Suit Will Travel	30	Howard Adams	Thursday at 14:00	Main Ballroom B2	Star ship squadrons from the East Anglian Confederation and Eurasian Solar Union engage with their Superdreadnoughts and Fleet Carriers over a contested star system. Rules will be Full Thrust.
Wars Of Religion, C&C Pike & Shot	240	Rene	Thursday at 14:00	Main Ballroom B5	The Reformation has arrived! French, Germans, Spanish, Dutch and Czech battling it out in civil wars! It's Catholics vs Protestants over a period of more than 100 years! All Thursday we'll run a couple of the battles of this era.
A&A Global 1942 BBR 6 rules	4	Geezer56	Thursday at 14:00	Main Ballroom D1	The Bloodbath Ruleset, which have come to be known as the "BBR", was designed to speed up the game of Axis & Allies 1940 (G40). Adding new elements with historical accuracy. This will be played over 2 consecutive sessions with major players dedicated to finish. Minor players may opt for 1/2 game.
"Air War - 1915" Wings of Glory	121	Ragwing	Thursday at 14:00	Main Ballroom E4	From friendly waves and small arms "pot shots" exchanged early in the conflict, now the air war has taken a more serious and deadly turn. Dedicated pursuit aircraft patrol the lines to stop the enemy's observation and bombing efforts. Experience early combat in the skies over France.
Air war Korea	70	terupert@hotmail.com	Thursday at 14:00	Main Ballroom G3	Above the Clouds, Bomber escort mission over Korea

Name	IDX	Game Master	Time	Location	Description
Midnight Madness Open Mayhem Tournament (DBA 3.0)	212	James Dundorf	Thursday at 20:00	Guild of the Bears	1st Annual Mayhem event. Start your RECON right! Bring your toughest Romans, cheesy dismounting knights, or the army no one else has the balls to try. Yes, Libyans!!! Loaner armies available. NO experience required (if you don't mind getting crushed!) Trophy to the Victor! Veni. Veni. Bibi !!!
DBA Strategy & Tactics Seminar: 10 Key Updates in 60-minutes	216	Mitch Harbach	Thursday at 20:00	Guild of the Falcon	Must-attend event before any DBA tournament. Former NICT and reigning Regional Champion Mitch Harbach provides basic instruction for 1st-time players AND a refresher/update for experts in DBA 1.0 - 2.2. Advanced tactics and strategies will be demonstrated. Complimentary cheat-sheet included.
CLASSIC A&A D-DAY Game	6	Pete Panzeri	Thursday at 20:00	Main Ballroom A1	80th ANNIVERSARY D-Day: Tip the fate of D-Day. OPERATIONAL GAME with Infantry, TANKS, artillery, bombers, fighters ships. Maneuver huge brigades and divisions as both sides attack and counter-attack in an intense & exciting battle. Sponsor SHERWOOD GAMES! *(Axis&Allied-D-Day game on 8' color map)
Achtung Panzer!	43	patrickballinger	Thursday at 20:00	Main Ballroom B1	New from Warlord Games! The British Desert Rats vs. DAK in a deadly firefight in the desert with one of the first events featuring this newly released game. Will the British reign supreme? Or will Rommel's will triumph?
Kokumbona Vagabonds	73	patrosato	Thursday at 20:00	Main Ballroom B3	August 1942, USMarine patrol ordered to clear Matanikau village on Guadalcanal. Is it an ambush or a walk on the beach? 5 players. Fireball Forward Rules

Name	IDX	Game Master	Time	Location	Description
Operation Cerberus - The Channel Dash	65	jboles	Thursday at 20:00	Main Ballroom B4	February 1942, with the Western ramparts of his "Fortress Europe" now seemingly secure Adolf Hitler's mind was becoming increasingly concerned about the threat to his Northern flank in Norway. He therefore ordered the capital ships at Brest back to home waters prior to being dispatched to Norway.
Wars Of Religion, C&C Pike & Shot	241	Rene	Thursday at 20:00	Main Ballroom B5	The Reformation has arrived! French, Germans, Spanish, Dutch and Czech battling it out in civil wars! It's Catholics vs Protestants over a period of more than 100 years! All Thursday we'll run a couple of the battles of this era.
Command & Colors BattleLore Epic (1st edition)	243	JimD	Thursday at 20:00	Main Ballroom E1	"Raid on Al-Jazirah Al-Khadra"
"Raid on Mannheim!" Wings of Glory	142	Ragwing	Thursday at 20:00	Main Ballroom E4	Late in the war, squadrons of the RAF's newly formed Independent Air Force have been tasked with bombing the German industrial heartland.
Vietnam	236	kirk@miniaturebuildingauthorit	Thursday at 20:00	Main Ballroom G2	Vietnam 28mm miniatures game. Come defeat the Viet Cong on your next patrol.
Introduction to Commit the Fleet!	53	GTovrea	Thursday at 20:00	Main Ballroom G3	River Plate and Denmark Strait...try out the two introductory scenarios for Surface Action Imminent (the first module of GT Publishing's forthcoming rules Commit the Fleet) (Rules: Commit the Fleet, Scale: 1/1800)
PF2 5-07: Sewer Dragon Crisis (1-4)	75	wells1632	Thursday at 20:00	Round Table 1	The PCs must convince their beleaguered kobold allies that they are stronger under their alliance, or face chaos in the undercity of Absalom.

Name	IDX	Game Master	Time	Location	Description
PF2 5-09: Equal Exchanges – Skymetal Hoard (5-8)	76	Rothmog	Thursday at 20:00	Round Table 2	The PCs travel to an abandoned island temple to collect a hoard of skymetals, only to find a pack of akatas and some new enemies.
Bolt Action Tank Wars Tournament -1500 pts	37	patrickballinger	Friday at 09:00	BA Table 2, BA Table 3, BA Table 1	Friday - April 26th Bolt Action Tank Wars 9AM Start 6PM End 28 players max <ul style="list-style-type: none"> <li>General Information: <ul style="list-style-type: none"> <li>2nd Edition Bolt Action Rulebook, Tank Wars Rulebook, and current FAQ and errata will be used.</li> <li>Turret Jam will not be used.</li> <li>There will be 3 rounds each lasting 2 hours. The Tournament Organizer</li> </ul> </li> </ul>
Ancients and Medievals Fast Play - English Pub Style!	211	James Dundorf	Friday at 09:00	Guild of the Bears	GM Jim Dundorf (former NICT champion) gives one-on-one instruction in DBA 3.0; the most widely-played Ancients and Medievals rules in North America. Drop-ins welcome; runs every hour; All Day Long; winners get a free beer. AND you qualify to compete in any of six tournaments at RECON. Cheers mate!!
The Relief of Orleans - Joan of Arc 1429 AD (DBA 3.0)	213	Mitch Harbach	Friday at 09:00	Guild of the Falcon	The turning point of the 100-Years War. Only besieged Orleans blocks the English, and France is divided and ineffective. Rumors of peasant girl "Joan of Arc" leading a relief column?? Ridiculous! Will the French break through? The future of France hangs in the balance,,, only YOU are in command!!

Name	IDX	Game Master	Time	Location	Description
ULTIMATE OVERLORD: H-HOUR 06JUN44 (part 1)	12	Pete Panzeri	Friday at 09:00	Main Ballroom A1	CELEBRATE D-DAY 80th ANNIVERSARY: 20mm Tanks, Foot & Guns from SWORD to UTAH; PEGASUS BRIDGE to SAINTE MERE EGLISE. Can the Allies gain a foothold? Or will ROMMEL'S Panzers Drive them back into the sea? Attack & counter-attack in an intense & exciting battle. Sponsor SHERWOOD GAMES.
A New Apocalypse	27	jonlundberg55@gmail.com	Friday at 09:00	Main Ballroom A3	Colonel Kurtz was insane and was dealt with. The Reports from Colonel Lang beggar belief. A Huey went down with sensitive papers and those must be retrieved before they fall into enemy hands. A seal team is off on separate mission to determine why so many brown water boats have gone missing.
The Patagonian War of 1898	15	Richard Sartore	Friday at 09:00	Main Ballroom A5	Tensions between Argentina and Chile over control of Patagonia resulted in an armaments race beginning in 1890, including purchases from the European powers. In early December 1898, the Argentine Navy moves to seize Punta Arenas but is confronted by the Chilean Fleet. ADMIRAL OF THE FLEE RULES.
Death dealers of Dust	246	Rome	Friday at 09:00	Main Ballroom B2	Using the original dust game, two sides will race to gain a fold in the refinery district.
For the Emperor	71	patrosato	Friday at 09:00	Main Ballroom B3	September 1942 Edson's Ridge, Japanese attempt to overrun the Marines and retake the airfield on Guadalcanal. 15mm Fireball Forward rules.

Name	IDX	Game Master	Time	Location	Description
Midway's first attack on the Japanese Carrier Fleet	62	jboles	Friday at 09:00	Main Ballroom B4	At 0710 enemy aircraft were spotted by Japanese lookouts approaching their ships. Six TBF Avengers from Hornet's Torpedo Eight and four Army Air Corp B-26 Marauders were making their attacks on the Japanese Carriers Akagi and Hiryu.
Drug Raid	170	stan johansen	Friday at 09:00	Main Ballroom C1	"Rapid Deployment Forces" 1st Air Cav - Attack and destroy a jungle fentanyl lab. 75th Rangers - capture "El Mayo", the Chief Cartel leader
Commands and Colors ACW Campaign I	110	Mpanko	Friday at 09:00	Main Ballroom C5	Take Overall Command or lead as a Field General in this large format Commands and Colors ACW game.
Raid near Albany Modified Drums Along the Mohawk Rules	34	wdheiden	Friday at 09:00	Main Ballroom D1	A French raiding force supported by French regulars is sweeping across upper New York. The British frantically respond to this incursion. The extent of the raids damage will be decided by the victor
Pegasus Bridge	46	Ftsumtermin	Friday at 09:00	Main Ballroom D5	The Para's attack the critical bridge over the Caen Canal on June 6th 1944
Mythic Earth: Aztec vs Tribal Nation	206	DiscoverGames	Friday at 09:00	Main Ballroom E2	Aztec are a sophisticated civilization known for their massive Forces which are aided using death magics and the terrifying Tlalocan-bound dead. Tribal Nations inhabit the forests of northeastern Mythic North America, they come to battle almost always accompanied by the mighty Wendigo.
"Air War Over the Flanders Coast" Wings of Glory	139	Ragwing	Friday at 09:00	Main Ballroom E4	Patrols of the RNAS "fur ball" with German naval seaplanes over the Belgium coast.

Name	IDX	Game Master	Time	Location	Description
Blood & Crowns – Walk-up Demos	222	MRCUPCAKE	Friday at 09:00	Main Ballroom F1	Now available, this session will be for demos of Blood & Crowns, a 28mm late medieval skirmish game from Firelock Games based on Blood & Plunder. There MIGHT even be some sneak peeks of upcoming rules for the first planned supplement centered around the Wars of the Roses.
Skirmish at An Loc April 1968	115	Webb109	Friday at 09:00	Main Ballroom F5	
Oak & Iron: War Between the States Playtest	32	Jeffrey N. Brown	Friday at 09:00	Main Ballroom G1a	Choose sides as Confederate and Union ironclads, rams and gunboats fight it out for control of the Mississippi. This is a playtest of a potential future expansion of Firelock Games' popular age of sail combat game Oak & Iron. Playtesters will be recognized by rulebook credits when published.
Port Royal Mini Campaign	209	Mike@Firelock	Friday at 09:00	Main Ballroom G1b	Port Royal is a game set in the aftermath of the earthquake that struck Jamaica in 1692. Lead a warband of Pirates, Soldiers, Maroons, or Natives as you battle and loot your way through the ruined city! This session will consist of 3 campaign games played against random opponents.
Vietnam miniature game	237	kirk@miniaturebuildingauthorit	Friday at 09:00	Main Ballroom G2	Vietnam 28mm miniature game. Come take your patrol and find the VC.
Battle of Eylau, February 1807	51	GTovrea	Friday at 09:00	Main Ballroom G3	Marshal Ney has left his winter encampment and bumbled into enemy forces, a situation which has precipitated a fight you didn't want at Eylau. (Rules: Commit the Garde! Scale: 15mm)

Name	IDX	Game Master	Time	Location	Description
Battletech Alpha Strike & Bolt Action Demos - All Weekend	193	bryan.stroup	Friday at 09:00	Main Ballroom G4	Dave Thomas and Bryan Stroup will run as needed Battletech Alpha Strike and Bolt Action demo/learning games all weekend for anyone interested in the systems.
LT Flashman MIA	190	dawelch	Friday at 09:00	Main Ballroom G5	LT Flashman and his wife have gone missing. The gunboat sent to find the adventurous young couple is stuck in the mud. Now there is a Dervish uprising. Help save the couple or help destory some infedels. 25mm and The Sword and the Flame Rules
Drums along the Black River	58	Don Wolff	Friday at 09:00	O1	Napoleonic skirmish during the War of 1812 along the Northern Frontier. Rules - Songs of Drums and Shakos
High Noon - Boardgame	146	RobAdams	Friday at 09:00	O3	Howdy partner! Kick the dust off and come play a game of High Noon. Will your posse win? Well saddle on up to the table and find out!
Blkout	28	Straycat	Friday at 09:00	O7	Fast pace near future milspec scif skirmish. Fast, simple, fun.
Painting Session	199		Friday at 09:00	PAINT	Learn to paint!
E.G.O. Plot 01: Seeking Redemption (1-2)	129	firenice5002	Friday at 09:00	Round Table 1	The PCs are introduced to the REDEMPTION organization. After a training exercise,they help a senior agent with some unexpected trouble.
E.G.O. Plot 01: Seeking Redemption (1-2)	132	Eaglescoutiankelly@gmail.com	Friday at 09:00	Round Table 2	The heroes must steal an artifact from the British Mueum to prevent a nefarious criminal organization from adscending with it first!
PF2 5-10: The Crocodile's Smile (1-4)	77	kalderaan	Friday at 09:00	Round Table 3	The PCs attend an auction to find out more information about an enemy and must stop a heist in the meantime.



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PF2 5-12: Mischief in the Maze (1-4)	78	Kadota	Friday at 09:00	Round Table 4	The PCs are sent to investigate the Maze of the Open Road, as agents traveling well-known paths have found themselves misled.
PF2 5-08: Protecting the Firelight (5-8)	79	wells1632	Friday at 09:00	Round Table 5	The PCs take part in a ceremony to protect a sacred bonfire against spirits when an enemy of the town appears, trying to thwart their goals.
SFS 6-11: Gifts Ungiven (1-4)	80	rfarnsus@gmail.com	Friday at 09:00	Round Table 6	Glitterslime surprise! Rancid meatball bombs! Someone's pulling disgusting pranks around the Lorespire Complex, and it's up to you to find the prankster and put an end to their foul mischief!
Napoleonic Space Campaign #35: Crisis on Kemet	118	ChapterPrez	Friday at 09:00	Round Table 7	Gaul's military campaign on Kemet has failed. The Mamluk beys are dead but the locals fight both their new occupiers, a Pharaonic cult has risen from the past, and Avalon's fleet is in orbit. Can Bonaparte be evacuated before all of these crises explode?
Eggshells and Sledgehammers: Seekrieg 5 for "Newbies"	59	Jack Joyner (Author)	Friday at 09:00	This Ocean	SEEKRIEG 5 Ruels. An exciting way to learn the game basics fighting a ferocious battle between interwar USN and IJN battlecruisers. Seasoned players allowed, but rules will be taught. For 8 players ages 13 and up no experience required.
Battle of Canusium 209 BC - Hannibal in Italy	225	Mark Richie	Friday at 14:00	Guild of the Lions	Hannibal's mixed Carthaginian, Spanish and Gaulic army included both Syrian and African elephants. But without the Numidian cavalry, his "eyes and ears", he was forced attack at Canusium. But Marcellus has an answer to elephants--flaming pigs! Will he drive Hanibal from Italy once and for all??

Name	IDX	Game Master	Time	Location	Description
Imperial Rome and Her Enemies (DBA Tournament)	48	Cato the Welder	Friday at 14:00	Guild of the Wolf	The Decline & Fall of the Roman Empire! Any DBA 3.0 Imperial Roman Army OR listed Enemy of Rome from 193-493AD. Loaner armies available, but competitors must have some DBA experience. There can be only 1 ruler of the 7-hills, but this time YOU are in Command! Veni. Vidi. Vici.
OPERATION TORCH: NOV 1942	7	Pete Panzeri	Friday at 14:00	Main Ballroom A1	JOIN GM PATRICK FRAYNE — PATTON's Northern TF with Big Red One in amphibious landing at Port Lyautey north of Capital Rabat Morocco. Opposing are Vichy French with Algerian and Moroccan Tirailleurs and the famed French Foreign Legion. KISS ROMMEL rules. (Rules easy to learn and will be taught.)
Battle of the Crossroads	49	wdheiden	Friday at 14:00	Main Ballroom A2	Union and Confederate forces encounter each other at a key junction. Neither planned for a battle to commence. If lost Johnny Reb may not make its way back to Virginia as its communications, supply, and line of retreat will be cut. Desperate times call for desperate measures in this Civil War clash
Commands & Colors Tricorn - Battle of Guilford Courthouse	154	Stano64	Friday at 14:00	Main Ballroom A3	Epic + AWI Battle of Guilford Courthouse 20x13 28mm
BATTLETECH ALPHA STRIKE	152	goldwho1	Friday at 14:00	Main Ballroom A4	Wolf's Dragoons are hired to recover a mech. 2 3 man teams. Hosted by Eric Lester and Ken

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Naval Battle of Brindisi - May 1915	2	Richard Sartore	Friday at 14:00	Main Ballroom A5	Italy moves a portion of its battlefleet to Brindisi in the Adriatic. With diversionary attacks along the Italian coast, the AH battlefleet manages to close within 80 miles of Brindisi before being sighted by an Italian airship. The Italian forces move to intercept. ADMIRAL OF THE FLEET RULES.
Raid on the Phillips Homestead, August 6, 1755	179	Bob Moon	Friday at 14:00	Main Ballroom B1	The Mohawk Valley has several Farmsteads scattered within it. They are typical of the farms hard working immigrants are trying to build a life on the frontier. A Huron warparty has arrived in the area to loot & pillage the farm. A few Ranger are camped nearby. Who will you bleed for?
Trouble at Dry Gulch	124	Botanical	Friday at 14:00	Main Ballroom B2	"Gunfighter's Ball" rules in 28mm Cattle rustlers, thieves, drunken cheats, there's plenty to squabble over in this introduction to Gunfighter's Ball.
Team Yankee Demo	162	Bearded Browncoat	Friday at 14:00	Main Ballroom B3	Team Yankee is a miniatures wargame from Battlefront, that is set in a fictional World War III in 1985 based on the novel of the same name by Harold Coyle Cold war gone hot in 15mm scale, with very similar rules to Flames of War.
Midway's second attack on the Japanese Carrier Fleet.	63	jboles	Friday at 14:00	Main Ballroom B4	At 0753 fifteen Dauntlesses led by Major Lofton Henderson began their attack on the carrier Hiryu, unfortunately they were quickly intercepted by the Japanese CAP.
Ashanti War 1873 & Wolseley's Ashanti Ring	29	Jeff Cornett	Friday at 14:00	Main Ballroom B5	British Colonial combat in darkest Africa. Well-armed Ashanti rebel against British rule. The British attempt to capture the sacred "golden stool." Command & Colors Battle Cry rules with GM modifications.

Name	IDX	Game Master	Time	Location	Description
First action at Fort Capuzzo, Western Desert June 1940	114	Don Harting	Friday at 14:00	Main Ballroom C1	One of the first actions of the desert war, the Italian Maletti Group of mechanized infantry clashes with the British 1st Royal Tank Regiment and 7th Hussars at Ft. Capuzzo near the wire barrier that separated Italian Libya from Egypt. One of the rare actions where Italians deflect the British.
Trailer Park Warlords of the Apocalypse	156	brian@badgoblingames.com	Friday at 14:00	Main Ballroom C2	Trailer Park Warlords of the Apocalypse (TPWotA) is a tabletop miniatures skirmish game in which players control gangs competing for control of the Mega Trailer Parks of the post-apocalyptic future.
War of the Spanish Succession Battle of Blenheim	116	Joel Kloepping	Friday at 14:00	Main Ballroom C4	Refight Marlborough's great victory at the Battle of Blenheim August 13, 1704, with 18mm figures, using Commands and Colors Tricorne rules modified for the period. This will be an Epic size battle with 6 players and 2 overall commanders.
Commands and Colors Campaign II	108	Mpanko	Friday at 14:00	Main Ballroom C5	Take Overall Command or lead as a Field General in this large format Commands and Colors ACW game.
Pegasus Bridge	47	Ftsumtermin	Friday at 14:00	Main Ballroom D5	The Para's take the critical bridge over the Caen Canal
Battle of Tewkesbury	173	Michael@badgoblingames.com	Friday at 14:00	Main Ballroom E1	On May 4, 1471 the armies of House York and House Lancaster clashed at Tewkesbury in what prove to be one of the most important battles of the Wars of the Roses. We'll be fighting this battle using our Ages of Conflict rules with WoFun miniatures. Hosted by the Jacksonville Garrison.
Wars of Ozz	149	DiscoverGames	Friday at 14:00	Main Ballroom E2	

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"Attack on the Hedjaz Railway!" Wings of Glory	140	Ragwing	Friday at 14:00	Main Ballroom E4	A enemy Turkish supply train is spotted by patrolling aircraft from one of "Al-Aurens" forward landing fields. It must be stopped!
Blood & Crowns – Into the Loire	219	MRCUPCAKE	Friday at 14:00	Main Ballroom F1	The siege of Orleans is lifted, and French are on the attack as they push up the Loire valley lead by the Jehanne la Pucelle in pursuit of the retreating English and her quest to have the Dauphine Charles crowned in Reims. But the English are beaten, not broken.
EWMPIRES FALL	217	Gaddis Gaming	Friday at 14:00	Main Ballroom F3	WWII GAMING using the G.U.A.R.D.S. system
The Savage Core(Journey to the center of the earth)	23	Webb109	Friday at 14:00	Main Ballroom F5	
Oak & Iron: War Between the States Playtest	31	Jeffrey N. Brown	Friday at 14:00	Main Ballroom G1a	Choose sides as Confederate and Union ironclads, rams and gunboats fight it out for control of the Mississippi. This is a playtest of a potential future expansion of Firelock Games' popular age of sail combat game Oak & Iron. Playtesters will be recognized by rulebook credits when published.
Blood & Valor GUNBOATS!	185	motormanmpd	Friday at 14:00	Main Ballroom G1b	Blood & valor is a 28mm wargame set during WW1 and The Russian Civil War. For this scenario we will be using gunboats that fought in Africa. If you have a 200 point force of for B&V please bring it, if not forces will be provided. Hope to see you there!
Vietnam miniature Game	238	kirk@miniaturebuildingauthorit	Friday at 14:00	Main Ballroom G2	Vietnam 28mm miniature game. Come take your patrol and find the VC.

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Above the Clouds Missile Age Reforger 88	50	terupert@hotmail.com	Friday at 14:00	Main Ballroom G3	Reforger 88, Cold War goes hot-US/NATO Airstrike on Soviet Staging area. USAF F-4 and F-111 striker escorted by NATO fighters Incepted by Soviet Forces Near the defended forward staging area.
Battletech Alpha Strike & Bolt Action Demos - All Weekend	194	bryan.stroup	Friday at 14:00	Main Ballroom G4	Dave Thomas and Bryan Stroup will run as needed Battletech Alpha Strike and Bolt Action demo/learning games all weekend for anyone interested in the systems.
Rough Riders at San Juan Hill	186	William hogan	Friday at 14:00	Main Ballroom G5	America's turn of the century Rapid Deployment. Theodore "Teddy" Roosevelt and his Rough Riders take on the Empire of Spain in the famous Battle of San Juan (Really kettle) Hill. Join the American Army or be a Cuban Freedom Fighter as they pry the Spanish from their blockhouse and trenches.
Oak & Iron Vigo Bay	42	Hans1972	Friday at 14:00	O1	The English and Dutch attempts to capture a Spanish treasure fleet in Vigo Bay. To do so, they have to get past the French fleet protecting the bay.
7TV Star Trek: What Slumbers Beneath	166	BullNuke	Friday at 14:00	O3	A priority one alert from the planet Delta-Oka 4 abruptly cut off in mid-transmission. Attempts to reestablish communications have been unsuccessful. Not knowing the current situation, USS ENTERPRISE approaches orbit, prepared for all eventualities.

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Painting Session	200	patrickballinger	Friday at 14:00	PAINT	Session will include: Warlord Games Paint and Take - Bolt Action Experience Turbo Dork paints and their unique ability to do metallics and special effects Basing Basics - learn tips on how to do basing quick and easy! Learn to use paints in general! Brint your own models if you want!
SFS 6-15: Extraction from Azlanti Space (11-14)	83	rfarnsus@gmail.com	Friday at 14:00	Round Table 1	The Order of Dawning Fate is defeated, but the Order's leader, Zhaneni, has escaped! Travel to Zhaneni's time-warped redoubt on the planet Kax to seize the strands of time from her grasp, and secure the future. This is a Year of Fortune's Fall metaplot scenario.
PF2 5-05: The Island of the Vibrant Dead (3-6)	105	Billy Kersey	Friday at 14:00	Round Table 2	During routine study on the Maze of the Open Road, a lecture is interrupted by the old Pathfinder ghoul ally, Marcon Tinol. Through discussions with him, the Society learns that he and Drandle Dreng established an island haven in Azlant for ghouls wishing to live apart from humans.
E.G.O. Plot 02: Moving right along (1-2)	131	Eaglescoutiankelle@gmail.com	Friday at 14:00	Round Table 3	The heroes find themselves in a dangerous race against a veteran Evergreen Knights Motorcycle member and mysterious Agents in Black trying to stop a convoy delivery.
E.G.O. Assignment 1-01: Meat: The Enemy (1-4)	144	firenice5002	Friday at 14:00	Round Table 4	The PCs are introduced to the REDEMPTION organization. After receiving reports from rural farmers, the team is dispatched to help
PF2 5-06: Ukuja, The First Wall (7-10)	82	VL_GregF	Friday at 14:00	Round Table 8	The PCs travel to an orc jungle nation and must prove themselves innocent while uncovering a fiendish plot.

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Anglo-Greco-Roman Wrestling	56	Jack Joyner (Author)	Friday at 14:00	This Ocean	Greece is falling and the government has fled. As the British rush to support evacuation of mainland forces and bolster Crete, the Italians, spurred on by their German allies, sortie a force to intercept. Seekrieg 5 rules for 8 players ages 13 and up with some experience required.
DBA Strategy & Tactics Seminar: 10 Key Updates in 30-minutes	215	Mitch Harbach	Friday at 20:00	Guild of the Falcon	A "must-attend" event before any DBA tournament. Former NICT and reigning Regional Champion Mitch Harbach provides basic instruction for 1st-time players AND a refresher/update for experts in DBA 1.0 - 2.2. Advanced tactics and strategies will be demonstrated. Complimentary cheat-sheet included.
Two if by Sea - Littoral DBA 3.0 Tournament	226	Joe Kohten	Friday at 20:00	Guild of the Lions	3-round Swiss pairing using DBA "fast play" rules, the most popular in North America. Any Littoral army in the 3.0 list qualifies. 15mm loaner armies available, but competitors must have some DBA experience. Certificates and prizes awarded. DBA Strategy & Tactics Seminar offered just prior at 1900.
ULTIMATE OVERLORD: BREAKOUT D+6 (part 2)	10	Pete Panzeri	Friday at 20:00	Main Ballroom A1	SECOND WEEK of Operation Overlord: CELEBRATE D-DAY 80th ANNIVERSARY 20mm planes, Tanks, Foot & Guns from SWORD to UTAH, to SAINTE MERE EGLISE. Can the Allies MOVE OUT? Or will ROMMEL'S Panzers crush them? Attack & counter-attack in an intense & exciting battle. Sponsor SHERWOOD GAMES.



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BATTLETECH ALPHA STRIKE	150	goldwho1	Friday at 20:00	Main Ballroom A4	Wolf's Dragoons are hired to recover a mech. 2 3 man teams. Hosted by Eric Lester and Ken
Achtung Panzer!	44	patrickballinger	Friday at 20:00	Main Ballroom B1	New from Warlord Games! Experience tank combat in a new way! Will you side with the allies or axis fighting over European Countryside to claim victory?
Pig Wars "Irish and Saxons and Vikings oh my!"	147	jimriley49	Friday at 20:00	Main Ballroom B2	Saxon England is being ravaged by simultaneous Viking and Irish raids. Can you as a Saxon leader protect your lands and people or can you as one of the fierce Viking raiders plunder Saxon loot? As an Irish raider you must be an opportunist and steal what you can without being crushed by the others.
Beginners game with Starmada	242	Dominick	Friday at 20:00	Main Ballroom B3	A simple series of games of Starmada by Majestic Twelve. This game plays simply but leaves enough room to implement many setting for space combat. The Corpse Fleet is coming. Can you defend the Lionine system long enough for evacuation?
Midway's third attack on the Japanese Carrier Fleet.	64	jboles	Friday at 20:00	Main Ballroom B4	At 0827 eleven Vindicator Scout Bombers, the second half of VMSB-241, led by the units Executive Officer Major Benjamin Norris began their attack on the Japanese force. Whether by prudence or simply judging that Akagi and Hiryu were too far away, they decide to attack the battleship Haruna instead.

<b>Name</b>	<b>IDX</b>	<b>Game Master</b>	<b>Time</b>	<b>Location</b>	<b>Description</b>
Battle of the Six Nobles	119	Steven Malecek	Friday at 20:00	Main Ballroom B5	The Shogun has died and the six most powerful Nobles in Japan have formed into two factions to decide who will ascend to Shogun. Double wide Richard Borg's Samurai with Wofun figures. Will be helpful to be familiar with Command and Colors system.
Commands and Colors ACW Campaign III	111	Mpanko	Friday at 20:00	Main Ballroom C5	Take Overall Command or lead as a Field General in this large format Commands and Colors ACW game.
Blood & Steel: Prelude to Stones River	171	espabon	Friday at 20:00	Main Ballroom E1	A couple of days after Christmas, 1862, picket lines from the Army of Tennessee and the Army of the Cumberland make contact unexpectedly, resulting in a lively skirmish. Will this fight escalate into a major battle? We will use Blood & Steel and Raven Banner models. Hosted by Jacksonville Garrison.
Galleys, Guns, & Glory! Galley rules in the Renaissance!	205	DiscoverGames	Friday at 20:00	Main Ballroom E2	Galleys Guns and Glory! is designed to play table top naval battles with fleets of cannon packing oared vessels, in a time frame from roughly 1500- 1650. The rules are designed to work at "convention level", which means you can learn the rules in less than 5 minutes.
"Zeppelin!" Wings of Glory	143	Ragwing	Friday at 20:00	Main Ballroom E4	The silent terror has delivered its deadly payload on the city of London. Home defense squadrons are scrambled to avenge the attack on their homeland before the leviathan can escape back over the channel.
2nd battle Bull Run	158	Savingprivateryan	Friday at 20:00	Main Ballroom F2	Day one of 2nd Manassas or Bull Run Jackson attacks the iron brigade. Black powder rules

Name	IDX	Game Master	Time	Location	Description
Blood & Bayonets	184	motormanmpd	Friday at 20:00	Main Ballroom G1b	Try out the new Firelock game that I am working on, Blood & Bayonets. This new game is set during the Napoleonic Peninsular Campaign.
Frag!	72	Pirate1024	Friday at 20:00	Main Ballroom G3	Frag is a computer game without a computer. It's a "first-person shooter" on a tabletop. Move your fighter and frag your foes; draw cards for weapons, armor, and gadgets; move through the blood spatters to restore your own health! If you die, you respawn and come back shooting!
Battletech Alpha Strike & Bolt Action Demos - All Weekend	195	bryan.stroup	Friday at 20:00	Main Ballroom G4	Dave Thomas and Bryan Stroup will run as needed Battletech Alpha Strike and Bolt Action demo/learning games all weekend for anyone interested in the systems.
Lost temple	61	docjones	Friday at 20:00	Main Ballroom G5	Dr Thompson has discovered a long lost temple but the local tribes are not happy with what he is doing. He has requested extra men and supplies to continue his work. Rules -The Sword In Africa
ADLG participation game	18	jayfishpaste	Friday at 20:00	O1, O7	Come learn to play the hottest ancients game. 25 mm 100 point armies. loaners available or bring your own.This is a fun game to help people learn the basics of the rules, mostly not competitive. No experience necessary. Help your new friends learn the game.
7TV Star Wars: Betrayal on the Smuggler's moon	167	BullNuke	Friday at 20:00	O3	Following their great victory at Yavin IV, the Rebel Alliance urgently seeks a location for a new base. HAN SOLO arranges a meeting with some of his old "friends." Our heroes quickly learn that some friends are not to be trusted.
Painting Session	201		Friday at 20:00	PAINT	Sign up to paint

Name	IDX	Game Master	Time	Location	Description
PF2 5-07: Sewer Dragon Crisis (1-4)	84	wells1632	Friday at 20:00	Round Table 2	The PCs must convince their beleaguered kobold allies that they are stronger under their alliance, or face chaos in the undercity of Absalom.
PF2 5-14: Poisonous Council (3-6)	85	kalderaan	Friday at 20:00	Round Table 3	The PCs must undertake several difficult tasks to win the favor of the enigmatic and dangerous leader of the Daggermark Poisoners' Guild, Tragshi the Herbalist.
PF2 5-13: Thick as Thieves (5-8)	86	VL_GregF	Friday at 20:00	Round Table 4	The PCs find some thieves using the Maze of the Open Road as a stash for a stolen treasure that disrupts it and realigns it with the elemental planes!
PF2 5-11: Equal Exchanges – The Hidden Current (7-10)	87	Kadota	Friday at 20:00	Round Table 5	The PCs explore an abandoned occult laboratory to find information about a leader's past.
SFS 6-14: The Missing (1-4)	88	rfarnsus@gmail.com	Friday at 20:00	Round Table 6	Investigate a series of disappearances aboard the Idari, a kasathan colony ship.
Pathogen Unclassified - Role Playing Game	145	RobAdams	Friday at 20:00	Round Table 7	You are Survivors at the end of the world, eking out a living within your small community, trying not to be bitten, while fending off raiders and goons from Gaia Life Solutions.
E.G.O. Plot 02: Moving right along (1-2)	188	firenice5002	Friday at 20:00	Round Table 8	The heroes find themselves in a dangerous race against a veteran Evergreen Knights Motorcycle member and mysterious Agents in Black trying to stop a convoy delivery.

Name	IDX	Game Master	Time	Location	Description
Bolt Action - Platoon - 1250pts	36	patrickballinger	Saturday at 09:00	BA Table 2, BA Table 3, BA Table 1	<p>Saturday - April 27th</p> <p>Bolt Action - Singles Platoon</p> <p>9AM Start</p> <p>7pm END</p> <p>General Information:</p> <ul style="list-style-type: none"> <li>o 2nd Edition Bolt Action Rulebook and current FAQ and errata will be used.</li> <li>o Turret Jam will not be used.</li> <li>o There will be 3 rounds, each lasting 2 1/2 hours. The Tournament Organizer will provide numerous ti</li> </ul>
L'Art De La Guerre (ADLG) 15mm Tournament	16	Darius3	Saturday at 09:00	BA Table 4	<p>This is a 15mm scale, 200 army pt event. Armies eligible are from 3000BC to 1000AD, lists 1-179. No knights. Three rounds played. Bring mat size 120 by 80 cm. and terrain.</p>
DBA Tournament: Charge of the Lights!	45	dauidshepps	Saturday at 09:00	Guild of the Bears	<p>Bring your 15mm DBA 3 army and terrain for this 3 round theme tournament.</p> <p>Eligible armies must have 7 or more elements of light troops: Psiloi, Auxilia, or Light Horse.</p>
Ancients and Medievals Fast Play - English Pub Style!	214	James Dundorf	Saturday at 09:00	Guild of the Falcon	<p>GM Jim Dundorf (former NICT champion) gives one-on-one instruction in DBA 3.0; the most widely-played Ancients and Medievals rules in North America. Drop-ins welcome; runs every hour; All Day Long; winners get a free beer. AND you qualify to compete in any of six tournaments at RECON. Cheers mate!!</p>

Name	IDX	Game Master	Time	Location	Description
Battle of Stamford Bridge - 1066 AD	228	Don Harting	Saturday at 09:00	Guild of the Lions	As Harold King of England prepares for invasion from Normandy, he receives word that King Harald of Norway has invaded York. His hand-picked warriors force-march north: 185 miles in only 4 days!! and take the Vikings completely by surprise. Two shield walls form. Only this time YOU are in command.
ULTIMATE OVERLORD: COBRA & FALAISE (part 3)	11	Pete Panzeri	Saturday at 09:00	Main Ballroom A1	SECOND MONTH of Operation Overlord: CELEBRATE D-DAY 80th ANNIVERSARY. 20mm planes, Tanks, Foot & Guns from SWORD to UTAH, CAEN to CHERBOURG; Can the Allies TRAP THE KRAUTS? Or will ROMMEL'S Panzers ESCAPE? Attack & counter-attack in an intense & exciting battle. Sponsor SHERWOOD GAMES.
Corkscrew and Blowtorch	21	pkenglish42@verizon.net	Saturday at 09:00	Main Ballroom A2	4 USMC squads compete to be the first to land on the island, cross the sea wall, advanced over open beach and destroy the Japanese bunker. Players use cards to influence their troops and the other players. Sense of humor is required.
Wars of Ozz	74	BuckSurdu	Saturday at 09:00	Main Ballroom A3	Munchkins, Winkies, forces from the Land of Harvest, and other creatures battle for control of a key bridge in this black powder, fantasy, massed battle game. Rules will be taught. Younger gamers welcome with a participating adult.
BATTLETECH ALPHA STRIKE	151	goldwho1	Saturday at 09:00	Main Ballroom A4	Wolf's Dragoons are hired to recover a mech. 2 3 man teams. Hosted by Eric Lester and Ken

Name	IDX	Game Master	Time	Location	Description
FLEET PROBLEM XIV - December 1933	1	Richard Sartore	Saturday at 09:00	Main Ballroom A5	Based on the actual USN Fleet Maneuvers of 1933, this scenario posits that it actually happened; Japan seizes the Hawaiian Islands and then moves a portion of its fleet of carriers, battleships and cruisers to attack the Panama Canal. ADMIRAL OF THE FLEET Rules.
Star Fleet Battles	155	Scott Bauman	Saturday at 09:00	Main Ballroom B1	Cadet training Scenario #8 Pirate Raid. An Orion Pirate Raider is attempting to capture or hold four commerce freighters. The freighter convoy has signaled to the nearest Federation star ship for help. Will the Federation arrive before the freighters have been captured or destroyed? Cadet Rules.
They come by night - Pig Wars style!	148	jimriley49	Saturday at 09:00	Main Ballroom B2	The Saxon town folk sleep peacefully unaware that Viking raiders have silently arrived at their walls. What happens next is up to you. Can you as a Saxon protect what is yours and drive the raiders away or as a Viking can you reap great rewards from this town whose guard is down. Urban Pig Wars!
Crete: The Battle for the Malame Airfield	17	Bill Bass	Saturday at 09:00	Main Ballroom B3	Fallschirmjäger airborne assault on British-held Crete, 5/20/44 6mm micro-armor using Command Decision 2
Raid on Kittanning, Sept 8, 1756	178	Bob Moon	Saturday at 09:00	Main Ballroom B4	Kittanning was a sprawling settlement of over 800 Indians, (about 40 miles Northeast of present day Pittsburg) and was used as a main staging area for numerous Indian raids throughout Central & Western PA. Many hostages were being held there.

Name	IDX	Game Master	Time	Location	Description
Commands and Colors Le Grande Battle Waterloo 10 MM Wofun	164	Strashni	Saturday at 09:00	Main Ballroom B5	This Waterloo Commands and Colors engagement will be a "Le Grande Battle" with 10 MM Wofun figures. The game can host 12 section commanders and 2 overall commanders for a total of 14 players. We can accommodate new players to the system as well as our grognards.
Drug Raid	169	stan johansen	Saturday at 09:00	Main Ballroom C1	"Rapid Deployment Forces" 1st Air Cav - Attack and destroy a jungle fentanyl lab. 75th Rangers - capture "El Mayo", the Chief Cartel leader
Commands and Colors ACW Campaign IV	112	Mpanko	Saturday at 09:00	Main Ballroom C5	Take Overall Command or lead as a Field General in this large format Commands and Colors ACW game.
Nimitz. ( Sam Mustafa game) Naval - Surface action	14	Jarhead75	Saturday at 09:00	Main Ballroom D1	Battle of Java Sea. 27 February 1942 ( America - British- Dutch- Australian (ABDACOM), fight it out against a Japanese task force near Bawean island
Crossing the Elle 13/14 June 1944	35	marc33594	Saturday at 09:00	Main Ballroom D5	US 29th Infantry Division attempts to force the Elle river and capture several villages as allied forces expand their bridgehead in Normandy. All players will be on the US side against a programmed German force. Celebrating the 80th anniversary of D-Day and the Normandy Campaign.
Battle of Bodiam Bridge	175	Thomas Schwarz	Saturday at 09:00	Main Ballroom E1	Following Hastings William headed north into the heart of Sussex. His goal was to obtain support before claiming the throne. The first strategic goal was the bridge over the River Rotherham. Not all the lords of Sussex were quick to acquiesce. One such lord stood against William's vanguard at Bodiam



Name	IDX	Game Master	Time	Location	Description
INX Country	244	DiscoverGames	Saturday at 09:00	Main Ballroom E2	Help take back the control of the Cargo Ship MV Australis from the rebels or help defend the ship from the Infidels.
“Aerodrome Raid!” Wings of Glory	138	Ragwing	Saturday at 09:00	Main Ballroom E4	An early morning alarm alerts the British airfield to an incoming attack. The Tommies must scramble to meet the incoming threat before it’s too late!
Space Weirdos 28mm Sci Fi Skirmish	160	sowerbyjr@gmail.com	Saturday at 09:00	Main Ballroom E5	Come down and try an entirely minis agnostic sci Fi game that you'll be able to play multiple games of in this session
Blood & Crowns – Walk-up Demos	221	MRCUPCAKE	Saturday at 09:00	Main Ballroom F1	Now available, this session will be for demos of Blood & Crowns, a 28mm late medieval skirmish game from Firelock Games based on Blood & Plunder. There MIGHT even be some sneak peeks of upcoming rules for the first planned supplement centered around the Wars of the Roses.
SAGA Introductory Game	25	jhill49913@comcast.net	Saturday at 09:00	Main Ballroom F2	Learn to play SAGA 2 using 28mm miniatures from the Dark Ages.
Blood & Bayonets	183	motormanmpd	Saturday at 09:00	Main Ballroom G1b	Try out the new Firelock game that I am working on, Blood & Bayonets. This new game is set during the Napoleonic Peninsular Campaign.
Modern Afghanistan miniature game	234	kirk@miniaturebuildingauthorit	Saturday at 09:00	Main Ballroom G2	You have been assigned the mission to move the Taliban out of the town. 28mm game.
Battle in the Pacific, 1942	113	GTovrea	Saturday at 09:00	Main Ballroom G3	Naval surface forces meet in the Pacific. (Rules: Commit the Fleet Scale: 1/1800)
Battletech Alpha Strike & Bolt Action Demos - All Weekend	196	bryan.stroup	Saturday at 09:00	Main Ballroom G4	Dave Thomas and Bryan Stroup will run as needed Battletech Alpha Strike and Bolt Action demo/learning games all weekend for anyone interested in the systems.

Name	IDX	Game Master	Time	Location	Description
Lost Mine	60	docjones	Saturday at 09:00	Main Ballroom G5	A story of a lost mine has surfaced. Can you find it and survive. Rules- The Sword in Africa
Drums along the Black River	57	Don Wolff	Saturday at 09:00	O1	Napoleonic skirmish during the War of 1812, Rules - Songs of Drums and Shakos
Recon by Fire: Flames of War MW Tournament	3	Alexander Costantino	Saturday at 09:00	O13, O14, O15, O16, O17, O18	3 round Flames of War tournament, 110 points Mid War (2024 Dynamic Points). Limit to one formation, no mid war monsters allowed except for those that actually saw combat in 1942-43 (Dicker Max, Sturer Emil, 8.8cm FlaK18 Sfl, Panzer I F)
7TV GI JOE: One Flew Over the COBRA's Nest	165	BullNuke	Saturday at 09:00	O3	COBRA is about to complete the construction of their latest "Mechanism for World Domination" and their senior leadership are on hand for it. Can DUKE and SCARLET stop the device and cut the head off the snake at the same time?
Best of the Werewolves of Millers Hollow	176	Gamask13@gmail.com	Saturday at 09:00	O7	Not a miniature game. Draw your character, see how well you can bluff. Will you eat all the villagers? Or will you be found out by a little girl. Close your eyes take a breath which could be your last. Hunt to survive, listen for hints, trust no one, and above all make the right choice..
Painting Session	202		Saturday at 09:00	PAINT	Sign up to paint
PF2 5-13: Thick as Thieves (5-8)	91	VL_GregF	Saturday at 09:00	Round Table 1	The PCs find some thieves using the Maze of the Open Road as a stash for a stolen treasure that disrupts it and realigns it with the elemental planes!
PF2 5-11: Equal Exchanges – The Hidden Current (7-10)	92	SMurphy	Saturday at 09:00	Round Table 2	The PCs explore an abandoned occult laboratory to find information about a leader's past.

Name	IDX	Game Master	Time	Location	Description
SFS 6-16: Dawning Fate (7-10)	93	rfarnsus@gmail.com	Saturday at 09:00	Round Table 3	The Order of Dawning Fate is defeated, but the Order's leader, Zhaneni, has escaped! Travel to Zhaneni's time-warped redoubt on the planet Kax to seize the strands of time from her grasp, and secure the future. This is a Year of Fortune's Fall metaplot scenario.
E.G.O. Plot 02: Moving right along (1-2)	134	firenice5002	Saturday at 09:00	Round Table 4	The heroes find themselves in a dangerous race against a veteran Evergreen Knights Motorcycle member and mysterious Agents in Black trying to stop a convoy delivery.
E.G.O. Assignment 1-01: Meat: The Enemy (1-4)	133	Eaglescoutiankelly@gmail.com	Saturday at 09:00	Round Table 5	The PCs are introduced to the REDEMPTION organization. After receiving reports from rural farmers, the team is dispatched to help
PF2 5-14: Poisonous Council (3-6)	89	kalderaan	Saturday at 09:00	Round Table 7	The PCs must undertake several difficult tasks to win the favor of the enigmatic and dangerous leader of the Daggermark Poisoners' Guild, Tragshi the Herbalist.
PF2 5-07: Sewer Dragon Crisis (1-4)	90	wells1632	Saturday at 09:00	Round Table 8	The PCs must convince their beleaguered kobold allies that they are stronger under their alliance, or face chaos in the undercity of Absalom.
Task Force 34 versus The Hybrids	66	Jack Joyner (Author)	Saturday at 09:00	This Ocean	SEEKRIEG 5 rules. Halsey's cruiser force intercepts IJN hybrid battleship-carriers Ise and Hyuga. Ordered to attack, Ozawa's last remaining ships seek to avenge USN destruction of IJN carrier forces while aided by Kamikaze units. For 8 players ages 13 and up with some experience required.

Name	IDX	Game Master	Time	Location	Description
Naked and Afraid 2.0 - DBA 3.0 Tournament	231	Wild Bill Melendez	Saturday at 14:00	Guild of the Bears	Throughout history, many armies disrobed and forsook clothing, or had an elite contingent that fought sans clothing, for religious, cultural or environmental reasons. At least one unit of the DBA 3.0 army listed at link below must have traditionally fought naked. Experience required. Awards & prizes
THERMOPYLAE: 300 Spartans vs Persia 480BC	9	Pete Panzeri	Saturday at 14:00	Main Ballroom A1	28mm Classical Greece... An alliance of Greek city-states led by SPARTA & King Leonidas try to hold off XERXES massive PERSIAN Army at a narrow pass. The rest is History! How long can they last? Fast playing & fast to learn "BIG-BATTLE DBA" Sponsored by SHERWOOD GAMES!
Corkscrew and Blowtorch	22	pkenglish42@verizon.net	Saturday at 14:00	Main Ballroom A2	4 USMC squads compete to be the first to land on the island, cross the sea wall, advanced over open beach and destroy the Japanese bunker. Players use cards to influence their troops and the other players. Sense of humor is required.
1809	69	BuckSurdu	Saturday at 14:00	Main Ballroom A3	Austrians versus French in 1809. This game uses Wars of Eagles and Empires the evolution of Wars of Ozz for Napoleonic battles. Get a sneak preview of the rules before publication. Younger gamers welcome with a participating adult.
CAR WARS 6th ED.	153	goldwho1	Saturday at 14:00	Main Ballroom A4	Car Battle 2 teams of 3 Battle to the Death. Hosted by Ken and Eric.

Name	IDX	Game Master	Time	Location	Description
Middle Earth Strategy Battle Game Tournament Scenarios	208	CaptainBurton	Saturday at 14:00	Main Ballroom B1, Main Ballroom B2	Play scenarios from the MESBG matched Play guide. Tournament structured 800 point armies from various factions will be provided. Team Scenarios are an option depending on participation. Experience tournament style play without the pressure. Bring a legal 800 point list of your own models if desired.
Moonstone Demo	161	Bearded Browncoat	Saturday at 14:00	Main Ballroom B3	Moonstone is an award winning fantasy skirmish game for 2-4 players, where you are in search of precious Moonstones, with diceless combat and unique bluffing mechanics. Crowned as both Best Miniatures Range AND Best Miniatures Rules in the Judge's Choice and Public Vote at UK Games Expo '23
Tank Clash at Mechili, January 28, 1941	180	Bob Moon	Saturday at 14:00	Main Ballroom B4	While the Australians advanced on Derna, the British 4th Armored Brigade closed in on Mechili. As they advanced in the moonlight, they were unaware of the unpleasant surprise waiting for them. They were actually facing the only effective Italian Armored unit in Libya!! the Brigade Corazzata Spei
War of the Spanish Succession Battle of Oudenarde	123	Joel Kloepping	Saturday at 14:00	Main Ballroom B5	Refight the Battle of Oudenarde July 11, 1708 a meeting engagement between the French and The Grand Alliance. 18mm Figures using Commands and Colors Tricorne rules modified for the period. This is an Epic size battle with 6 players and 2 overall commanders.

<b>Name</b>	<b>IDX</b>	<b>Game Master</b>	<b>Time</b>	<b>Location</b>	<b>Description</b>
Trailer Park Warlords of the Apocalypse	157	brian@badgoblingames.com	Saturday at 14:00	Main Ballroom C2	Trailer Park Warlords of the Apocalypse (TPWotA) is a tabletop miniatures skirmish game in which players control gangs competing for control of the Mega Trailer Parks of the post-apocalyptic future.
Commands and Colors ACW Campaign Final	109	Mpanko	Saturday at 14:00	Main Ballroom C5	Take Overall Command or lead as a Field General in this large format Commands and Colors ACW game.
InCountry 2.0 ultra modern skirmish	177	Vzagaria	Saturday at 14:00	Main Ballroom E1	This will be at the already reserved Jacksonville Garrison table . Learn to play InCountry 2.0 This ultramodern skirmish game is ultraviolent and ultra fast. Learn to play in 10 minutes play a game in under 30.
Mythic Earth: Aztec vs Tribal Nation	210	DiscoverGames	Saturday at 14:00	Main Ballroom E2	Aztec are a sophisticated civilization known for their massive Forces which are aided using death magics and the terrifying Tlalocan-bound dead. Tribal Nations inhabit the forests of northeastern Mythic North America, they come to battle almost always accompanied by the mighty Wendigo.
“Balloon Busters!” Wings of Glory	163	Ragwing	Saturday at 14:00	Main Ballroom E4	The German observation balloons in the sector are directing accurate artillery fire upon the allied positions. Downing the balloons are the priority of the Entente pilots, but these dangerous targets are protected by intense ground fire and enemy patrols.

Name	IDX	Game Master	Time	Location	Description
Blood & Crowns – Into the Loire	220	MRCUPCAKE	Saturday at 14:00	Main Ballroom F1	The siege of Orleans is lifted, and French are on the attack as they push up the Loire valley lead by the Jehanne la Pucelle in pursuit of the retreating English and her quest to have the Dauphine Charles crowned in Reims. But the English are beaten, not broken.
EMPIRES FALL	218	Gaddis Gaming	Saturday at 14:00	Main Ballroom F3	Us paratroopers take on and entrench German Force during World War II. Miniatures will be provided.
Blood & Bayonets	182	motormanmpd	Saturday at 14:00	Main Ballroom G1b	Try out the new Firelock game that I am working on, Blood & Bayonets. This new game is set during the Napoleonic Peninsular Campaign.
Modern Afghanistan miniature game.	235	kirk@miniaturebuildingauthorit	Saturday at 14:00	Main Ballroom G2	You have been assigned the mission to move the Taliban out of the town. 28mm game.
Saturday Afternoon BattleTech	55	terupert@hotmail.com	Saturday at 14:00	Main Ballroom G3	I stored Mercenary unit attacks a secret gathering of DCMS Leaders at a country retreat. Drop in to battle with the mercenary's or fight for the life of you Kurita leaders. BattleTech rules
Battletech Alpha Strike & Bolt Action Demos - All Weekend	197	bryan.stroup	Saturday at 14:00	Main Ballroom G4	Dave Thomas and Bryan Stroup will run as needed Battletech Alpha Strike and Bolt Action demo/learning games all weekend for anyone interested in the systems.
Skirmish In The RIF	191	Coolbogey98	Saturday at 14:00	Main Ballroom G5	TSATF Rules ( 25mm) Peace has been broken , The Rif is on fire again ! A French column has been sent out to hopefully save a small French force guarding an archeological dig .

Name	IDX	Game Master	Time	Location	Description
7TV Star Wars: Killers from Hyperspace	168	BullNuke	Saturday at 14:00	O3	Moving from system to system through hyperspace is supposed to be safe right? Sealed off from the rest of the universe until you drop out. If that is true, then what is knocking at the outside door of the airlock?
Cruel Seas ( Warlords Game)	13	Jarhead75	Saturday at 14:00	O7	Small craft coastal naval battle mediterranean 1943
Painting Session	203		Saturday at 14:00	PAINT	Sign up to paint
Cyberpunk Red: A Night at the Opera (pre-gens)	128	Artorias_89	Saturday at 14:00	Round Table 1	Standalone one shot. Investigate the disappearances of several missing young women in the University District of Night City. Mature Content including adult themes, 17+ only
E.G.O. Plot 01: Seeking Redemption (1-2)	136	Eaglescoutiankelle@gmail.com	Saturday at 14:00	Round Table 2	The PCs are introduced to the REDEMPTION organization. After a training exercise, they help a senior agent with some unexpected trouble.
E.G.O. Assignment 1-02: A Heist-minded Plot (1-4)	135	firenice5002	Saturday at 14:00	Round Table 3	The heroes must steal an artifact from the British Museum to prevent a nefarious criminal organization from absconding with it first!
PF2 5-10: The Crocodile's Smile (1-4)	94	kalderaan	Saturday at 14:00	Round Table 4	The PCs attend an auction to find out more information about an enemy and must stop a heist in the meantime.
PF2 5-12: Mischief in the Maze (1-4)	95		Saturday at 14:00	Round Table 5	The PCs are sent to investigate the Maze of the Open Road, as agents traveling well-known paths have found themselves misled.
PF2 5-15: Cleansing the Flame (5-8)	96	Kadota	Saturday at 14:00	Round Table 6	The PCs need to investigate strange attacks on Freedom Town while protecting the body of the orc leader, Mahja Firehair, from harm.
PF2 5-06: Ukuja, The First Wall (7-10)	97	VL_GregF	Saturday at 14:00	Round Table 7	The PCs travel to an orc jungle nation and must prove themselves innocent while uncovering a fiendish plot.



Name	IDX	Game Master	Time	Location	Description
SFS 6-12: Yesteryear's Hope (3-6)	98	Xylonfox	Saturday at 14:00	Round Table 8	Travel to Elytrio to help the insectile ghibranis put on a cultural celebration aimed at building social bridges between their divided people!
The Falkland Islands Uprising - June 1900	67	Jack Joyner (Author)	Saturday at 14:00	This Ocean	SK5 rules. Britain sends ships to the Falklands to investigate an uprising. Argentina convinces Brazil and Chile to send units, as tensions have eased since the Patagonian War of 1898. Tensions between Argentina and England will boil over again in 1982. For 8 players 13 and up with some experience.
DBA Strategy & Tactics Seminar: 10 Key Updates in 30-minutes	223	James Dundorf	Saturday at 20:00	Guild of the Bears	Must-attend event before any DBA tournament. Former NICT and reigning Regional Champion Mitch Harbach provides basic instruction for 1st-time players AND a refresher/update for experts in DBA 1.0 - 2.2. Advanced tactics and strategies will be demonstrated. Complimentary cheat-sheet included.
DBA Regional Invitational Championship Tournmant (RICT)	230	Mitch Harbach	Saturday at 20:00	Guild of the Falcon	Presenting the Tournament of Champions. To enter you must have won a competitive DBA event at your local club or an HMGS Con, including RECON. The previous year's RICT Champion & any former DBA National Champion may enter as "honored guests". Any 3.0 army qualifies. 24 armies enter; one army leaves!

Name	IDX	Game Master	Time	Location	Description
DBA 3.0 Open Tournament	229	Mitch Harbach	Saturday at 20:00	Guild of the Lions	Bring your toughest Roman formation, cheesy dismounting knights, or the army no one else has the balls to try. Yes, Libyans!!! 3-round Swiss using DBA 3.0 rules. Loaner armies available. Must have some DBA experience. Certificates awarded. Champion qualifies for next year's RICT. Veni. Vidi. Vici.
TÂRGU FROMUS, Romania, WW2 May 1944	8	Pete Panzeri	Saturday at 20:00	Main Ballroom A1	JOIN GM PATRICK FRAYNE for Battle for Targu Fromus, Romania, May 1944. von Manteuffel with powerful Gross Deutschland defends vs surging Soviet 2nd Tank Army. Tigers vs Stalin tanks and much more. Panzer 40z rules. (Rules are easy & will be taught) SPONSORED BY SHERWOOD GAMES
Wars Of Religion, C&C Pike & Shot	239	Rene	Saturday at 20:00	Main Ballroom B5	The Reformation has arrived! French, Germans, Spanish, Dutch and Czech battling it out in civil wars! It's Catholics vs Protestants over a period of more than 100 years! For those still around on Saturday night, we'll play another battle! Or two....
Galleys, Guns, and Glory!: A Year Before Lepanto	181	espabon	Saturday at 20:00	Main Ballroom E1	Ottoman and Christian forces clash in the Adriatic as the Sultan prods further into the Central Mediterranean. Using the Galleys, Guns, and Glory! rules, players will vie for supremacy of the sea. Hosted by the Jacksonville Garrison. Challenge Coin highly recommended. Sponsored by Discover Games!
BLKOUT	245	DiscoverGames	Saturday at 20:00	Main Ballroom E2	It's 2110 and the fight for control of ABOL is on. Will your unit be able to turn the struggle for control of colony planet.

Name	IDX	Game Master	Time	Location	Description
Kaiserschlacht! Wings of Glory	122	Ragwing	Saturday at 20:00	Main Ballroom E4	Germany's greatest offensive breakthrough of 1918, "Operation Michael", utilizes the newly formed ground attack squadrons (Schutzstaffel or Schlachtstaffel) to coordinate with divisions of storm troopers to spearhead the attack on British defensive positions.
Capture the Coms Tower, Alpha Strike	189	Jaxgamer94	Saturday at 20:00	Main Ballroom F1	Capture Nakatomi communication tower! This vital communication hub key to controlling the city. Guide your mechs through the city to capture this important objective. This is a Battletech Alpha Strike learning game, all gaming materials will be provided.
SAGA Learning Game	26	jhill49913@com cast.net	Saturday at 20:00	Main Ballroom F2	Players will battle each other using 28mm miniatures using SAGA 2
Beginners game with Starmada	207	Dominick	Saturday at 20:00	Main Ballroom F3	A simple series of games of Starmada by Majestic Twelve. This game plays simply but leaves enough room to implement many settings for space combat. The Corpse Fleet is coming. Can you defend the Lionine system long enough for evacuation?
Search and Destroy Vietnam 1967	174	Webb109	Saturday at 20:00	Main Ballroom F5	
Modern Afghanistan game.	233	kirk@miniatureb uildingauthorit	Saturday at 20:00	Main Ballroom G2	You have been assigned the mission to move the Taliban out of the town. 28mm game.
Dogfight Over France	52	GTovrea	Saturday at 20:00	Main Ballroom G3	Join a swirling dogfight in a canvas and string biplane. Win or lose you should have fun, and there is virtually no chance you will actually die (your little metal pilot is in jeopardy, however). (Rules: Canvas Eagles! Scale: 1/144)

Name	IDX	Game Master	Time	Location	Description
Battletech Alpha Strike & Bolt Action Demos - All Weekend	198	bryan.stroup	Saturday at 20:00	Main Ballroom G4	Dave Thomas and Bryan Stroup will run as needed Battletech Alpha Strike and Bolt Action demo/learning games all weekend for anyone interested in the systems.
Save the General's daughter - 25 February 1891, NWF	187	Sgt Guinness	Saturday at 20:00	Main Ballroom G5	Save the General's daughter - 25 February 1891, NWF Afghanistan, 25 February 1891, NWF Afghanistan, General Horatio McGuinness' daughter is in danger, can you lead a successful rescue party and escort her to the safety of GHQ in Peshawar? #25mm & The Sword And The Flame rules#
Oak & Iron Capture the Flag	41	Hans1972	Saturday at 20:00	O1	English Privateers/Pirates fleet attempt to capture Spanish Merchants and not lose their own treasure in the meantime. Danger lurks beneath the warm Caribbean waters.
A Chance Encounter	33	mcb19682000	Saturday at 20:00	O7	American Civil War, Somewhere in the Eastern Theater. Confederate and Union Divisions stumble across each other while maneuvering for position. Rules, Black Powder Epic, Room for 6 players.
Painting Session	204		Saturday at 20:00	PAINT	Sign up to paint
SFS 3-99: Perils of the Past (1-4)	99	SMurphy	Saturday at 20:00	Round Table 1	Delve into frozen ruins on Akiton in a major Starfinder Society expedition to investigate a powerful artifact and reunite time-lost companions!
SFS 3-99: Perils of the Past (1-4)	100	VL_GregF	Saturday at 20:00	Round Table 2	Delve into frozen ruins on Akiton in a major Starfinder Society expedition to investigate a powerful artifact and reunite time-lost companions!

Name	IDX	Game Master	Time	Location	Description
SFS 3-99: Perils of the Past (5-8)	101	Xylonfox	Saturday at 20:00	Round Table 3	Delve into frozen ruins on Akiton in a major Starfinder Society expedition to investigate a powerful artifact and reunite time-lost companions!
SFS 3-99: Perils of the Past (5-8)	102		Saturday at 20:00	Round Table 4	Delve into frozen ruins on Akiton in a major Starfinder Society expedition to investigate a powerful artifact and reunite time-lost companions!
Ancients and Medievals Fast-Play Pick-Up Game & Tutorial	227	A&M Staff	Sunday at 09:00	Guild of the Bears	Overflow for English Crown campaign. Open event scales to number of participants. Individual score = "units destroyed minus units lost". Starts with teams. May end with every man for himself. No DBA experience required, only blood-lust. Certificates and awards for any survivors.
Seize the English Crown! - a DBA campaign in 3 bloody rounds	232	Don Harting	Sunday at 09:00	Guild of the Falcon	The Witten may have chosen Harold to succeed Edward the Confessor, but many scheme to make the Crown of England their own. Norway, Orkney & Scotland plot in the North. Normandy, France & Flanders south. Who will you support? Or will you risk all for glory!? 3-bloody rounds. One King of England!
CLASSIC A&A D-DAY Game	5	Pete Panzeri	Sunday at 09:00	Main Ballroom A1	For D-Day's 80th Anniversary. Your big CHANCE to change fate. OPERATIONAL GAME with Infantry, TANKS, artillery, bombers, fighters ships. Maneuver brigades & divisions as both sides attack and counter-attack in an intense & exciting battle. Sponsor SHERWOOD GAMES! *(Axis&Allied-D-Day on 8' color map)
2nd battle of Bull Run	159	Savingprivateryan	Sunday at 09:00	Main Ballroom B3	Day one of 2nd manassas or Bull Run. Jackson attacks the iron brigade. Black powder rules

<b>Name</b>	<b>IDX</b>	<b>Game Master</b>	<b>Time</b>	<b>Location</b>	<b>Description</b>
Sunday morning Soccer!	172	espabon	Sunday at 09:00	Main Ballroom E1	A replay of the first 2012 EPL match between Liverpool and Manchester City using the simple and fun Corner Kick rules. Open to anyone, though knowledge of soccer would be helpful. Hosted by the Jacksonville Garrison. Game will start after 9:00am.
It's Called a Lance	54	GTovrea	Sunday at 09:00	Main Ballroom G3	Join PiGGs for a "Sports Sunday" game, in this convention's episode we feature Medieval Jousting. Come tilt with opponents to become tournament champion! (Rules: It's Called a Lance.... Scale: 28mm)
Battletech Alpha Strike & Bolt Action Demos - All Weekend	192	bryan.stroup	Sunday at 09:00	Main Ballroom G4	Dave Thomas and Bryan Stroup will run as needed Battletech Alpha Strike and Bolt Action demo/learning games all weekend for anyone interested in the systems.
PF2 5-12: Mischief in the Maze (1-4)	103	Xylonfox	Sunday at 09:00	Round Table 5	The PCs are sent to investigate the Maze of the Open Road, as agents traveling well-known paths have found themselves misled.
PF2 5-15: Cleansing the Flame (5-8)	104	Kadota	Sunday at 09:00	Round Table 6	The PCs need to investigate strange attacks on Freedom Town while protecting the body of the orc leader, Mahja Firehair, from harm.
END OF PEL					