

## All Weekend

<b>ASL Tournament:</b>	<b>Annual Advanced Squad Leader (ASL) Tournament</b> For more information about participating in this event, contact Sam Belcher at 425-844-4135 or sambelcher@cablespeed.com. Also, see the Puget Sound Advanced Squad Leader Web page at <a href="http://members.aol.com/adsquadldr/">http://members.aol.com/adsquadldr/</a> .
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## Friday Period I (2PM to 6PM)

<b>EVENT NUMBER:</b>	Fr1-01
<b>EVENT NAME:</b>	DBA Matinee
<b>HIST. PERIOD:</b>	Ancient
<b>RULES SYSTEM:</b>	DBA
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	UP to 10
<b>PRESENTED BY:</b>	Paul Hannah and Terry Griner
<b>DESCRIPTION:</b>	Fast-play ancients gaming. Old hands and newbies warmly invited to start off their Enfilade Weekend with one game of five! Games take about 30-45 minutes to play. No experience necessary. Terry or Paul will gladly teach you the basics. Armies and terrain provided. Push War-Elephants, Camels, or other 'funnies' of ancient gaming.
<b>EVENT NUMBER:</b>	Fr1-02
<b>EVENT NAME:</b>	Baseball Miniatures
<b>HIST. PERIOD:</b>	Contemporary and Historical
<b>RULES SYSTEM:</b>	Sherco Grand Slam Baseball (tweaked for miniatures)
<b>MINIATURES:</b>	25mm
<b>NO. OF PLAYERS:</b>	2 or 4
<b>PRESENTED BY:</b>	Kevin Smyth and Dave Schueler
<b>DESCRIPTION:</b>	Something different for the baseball geek. Play baseball with little men. Information on a Fantasy league available.
<b>EVENT NUMBER:</b>	Fr1-03
<b>EVENT NAME:</b>	Counterattack on the Chir River
<b>HIST. PERIOD:</b>	World War 2 - Eastern Front
<b>RULES SYSTEM:</b>	World War II Microarmor: The Game
<b>MINIATURES:</b>	1/285
<b>NO. OF PLAYERS:</b>	6
<b>PRESENTED BY:</b>	Jeroen Koopman
<b>DESCRIPTION:</b>	The Germans are launching a counterattack across the Chir River in December 1942.
<b>EVENT NUMBER:</b>	Fr1-04
<b>EVENT NAME:</b>	Capture the Warlord
<b>HIST. PERIOD:</b>	Modern
<b>RULES SYSTEM:</b>	Home Brew Rule
<b>MINIATURES:</b>	28mm
<b>NO. OF PLAYERS:</b>	6
<b>PRESENTED BY:</b>	Randy Miles
<b>DESCRIPTION:</b>	Rangers and Delta Force are out to capture or kill a Somali warlord and the Eastern Europeans who are conducting an arms deal.
<b>EVENT NUMBER:</b>	Fr1-05
<b>EVENT NAME:</b>	Zulu Civil War
<b>HIST. PERIOD:</b>	Colonial
<b>RULES SYSTEM:</b>	Imperialism

<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	2 to 8
<b>PRESENTED BY:</b>	Bill Vanderpool
<b>DESCRIPTION:</b>	Can you win the fight to see who will be the next King? Can the white hunters change the kingdom forever? All gamers welcome. This game is for any experience level of player. Just join in and have fun.

### Friday Period II (7PM to 11PM)

<b>EVENT NUMBER:</b>	Fr2-01
<b>EVENT NAME:</b>	The Divine Wind
<b>HIST. PERIOD:</b>	Medieval
<b>RULES SYSTEM:</b>	DBA
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	8
<b>PRESENTED BY:</b>	Paul Hannah and the NAGS Group
<b>DESCRIPTION:</b>	A DBA Team Tourney Event. An all Samurai team will face a team of Mongols, Koreans, and Chinese in an attempt to keep Japan Japanese. Teams will play in side-by-side, 2-player games, using the DBA rules with just a few special rules. Some DBA experience experienced required. Armies and terrain provided (players with their own DBA Samurai armies are invited to use them). Prizes will be awarded.

<b>EVENT NUMBER:</b>	Fr2-02
<b>EVENT NAME:</b>	Junior Generals
<b>HIST. PERIOD:</b>	World War 2
<b>RULES SYSTEM:</b>	Junior Generals
<b>MINIATURES:</b>	6mm (1/285)
<b>NO. OF PLAYERS:</b>	4 to 12
<b>PRESENTED BY:</b>	James Kyler
<b>DESCRIPTION:</b>	<p>Junior Generals - a new concept of WW-2 Land Combat Rules Concept by Matt Fritz of New Jersey, rewritten by James Kyler of Oregon. A good set of rules for novice gamers as well as experienced gamers. The rules are 12 total pages and can be received via e-mail from me (pzkpfw111g@comcast.net), if you can receive Microsoft Works 7.0 or send me your surface mail address and I can send it via the US Postal System. Ian Thompsen of Australia will be adding these rules to his website. He is known as Thomo the lost and his email address is thomo@coldie.net.</p> <p>Rules include armored warfare, infantry, aircraft, artillery/mortars, morale, mines, air to air, and anti-aircraft fire rules. We at Western Oregon Wargamers have been heavily playtesting the armor rules for the past two months. Large scale games can be played in less than three hours.</p>

<b>EVENT NUMBER:</b>	Fr2-03
<b>EVENT NAME:</b>	The Crossborder Challenge
<b>HIST. PERIOD:</b>	Ancients
<b>RULES SYSTEM:</b>	DBM
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	Prearranged Players
<b>PRESENTED BY:</b>	Bruce Meyer and Steve Allen
<b>DESCRIPTION:</b>	An annual team event with a traveling trophy. A team of 4 Canadians, each representing one of the four ancient periods, will play against an American opponent in the corresponding period. The games will be 400

	points using 15-0 scoring. The sum of the scores for the individual games will be the team score.
<b>EVENT NUMBER:</b>	Fr2-04
<b>EVENT NAME:</b>	Smoke in the Woods
<b>HIST. PERIOD:</b>	French and Indian War
<b>RULES SYSTEM:</b>	TSAF (Heavily Adapted)
<b>MINIATURES:</b>	25mm
<b>NO. OF PLAYERS:</b>	6
<b>PRESENTED BY:</b>	Mark Waddington and Wes Rogers
<b>DESCRIPTION:</b>	British troops must deliver the desperately needed supplies to the besieged garrison. To do so they must get the slow moving supply column past the strong French force sent to stop them. Their only advantage is that they may choose which path to take through the woods in an attempt at misdirection. The game is based on an adaptation of the popular TSATF rule set. Initial Hidden movement adds to the suspense. The game is easy to learn and hopefully will represent the "flavor" of the period! No experience required!
<b>EVENT NUMBER:</b>	Fr2-05
<b>EVENT NAME:</b>	The Chevauchee
<b>HIST. PERIOD:</b>	Hundred Years War
<b>RULES SYSTEM:</b>	Pig Wars Variant
<b>MINIATURES:</b>	25/28mm
<b>NO. OF PLAYERS:</b>	6
<b>PRESENTED BY:</b>	Kevin Smyth and David Sullivan
<b>DESCRIPTION:</b>	The English have continued their pillaging ways and are headed home from a successful expedition of burning and raiding with a great pile of booty. Will they get it home? Everyone welcome; no experience necessary.
<b>EVENT NUMBER:</b>	Fr2-06
<b>EVENT NAME:</b>	The Battle of Manila Bay
<b>HIST. PERIOD:</b>	Spanish-American War
<b>RULES SYSTEM:</b>	Fire When Ready
<b>MINIATURES:</b>	1/1000 Pre-dreadnought naval
<b>NO. OF PLAYERS:</b>	Up to 5
<b>PRESENTED BY:</b>	Dave Schueler
<b>DESCRIPTION:</b>	Dewey is on his way to take the Philippines for the United States. Is there anything the Spanish Fleet can do to stop him? The rules are quick -play pre-dreadnought rules, no experience needed.
<b>EVENT NUMBER:</b>	Fr2-07
<b>EVENT NAME:</b>	Wargames at Alpha Proxima
<b>HIST. PERIOD:</b>	Sci-fi
<b>RULES SYSTEM:</b>	A Sky Full of Ships (Cold Navy var.)
<b>MINIATURES:</b>	1/12000 starships
<b>NO. OF PLAYERS:</b>	8
<b>PRESENTED BY:</b>	Bill Nitsche
<b>DESCRIPTION:</b>	NavTel has confirmed a Kharadorn attack squadron is running secret trial maneuvers around Alpha Proxima. You are to take your Battle Fleet in-system and destroy or cripple this threat. Show them the folly of such audacity. It should be a piece of cake... ASFoS is a nice game for playing battles between larger fleets is a reasonable length of time. All materials provided.

<b>EVENT NUMBER:</b>	Fr2-08
<b>EVENT NAME:</b>	Rommel: Reconnaissance in Force
<b>HIST. PERIOD:</b>	World War 2
<b>RULES SYSTEM:</b>	Battlefront WW2
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	2 to 6
<b>PRESENTED BY:</b>	Peter Wort
<b>DESCRIPTION:</b>	During Operation Sunflower, Rommel's armored units advance on the track to Mechili against elements of an unprepared British 2nd Armored Division.
<b>EVENT NUMBER:</b>	Fr2-09
<b>EVENT NAME:</b>	Johnny Reb Pick Up Game
<b>HIST. PERIOD:</b>	American Civil War
<b>RULES SYSTEM:</b>	Johnny Reb III
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	6
<b>PRESENTED BY:</b>	Jeroen Koopman and David Mebust
<b>DESCRIPTION:</b>	This will be a small engagement allowing players to get familiar with the rules. No experience needed.
<b>EVENT NUMBER:</b>	Fr2-10
<b>EVENT NAME:</b>	Norman Marcher Lords Invade Wales
<b>HIST. PERIOD:</b>	Dark Ages (800 to 1066 AD)
<b>RULES SYSTEM:</b>	Warhammer Ancient Battles: Shield Wall (WABSW)
<b>MINIATURES:</b>	28mm
<b>NO. OF PLAYERS:</b>	4
<b>PRESENTED BY:</b>	Dan Proctor and Adrian Nelsen
<b>DESCRIPTION:</b>	This is a pitched battle with a well equipped Norman Army vs. a horde of Welsh. All supplies provided, but measuring tapes & d6 are ok to bring.
<b>EVENT NUMBER:</b>	Fr2-11
<b>EVENT NAME:</b>	Circus Maximus
<b>HIST. PERIOD:</b>	Ancient
<b>RULES SYSTEM:</b>	Circus Maximus
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	Up to 14
<b>PRESENTED BY:</b>	Ken Cassady
<b>DESCRIPTION:</b>	Chariot Racing at its finest! Put on your best 'Ben Hur' toga and join the fun! Lots of chariots available, no experience needed.
<b>EVENT NUMBER:</b>	Fr2-12
<b>EVENT NAME:</b>	And it Begins
<b>HIST. PERIOD:</b>	Sci-Fi
<b>RULES SYSTEM:</b>	Galactic Knights
<b>MINIATURES:</b>	Galactic Knights Starships
<b>NO. OF PLAYERS:</b>	2 to 6
<b>PRESENTED BY:</b>	Monday Knight Productions
<b>DESCRIPTION:</b>	Introduction to the Galactic Knights Rules set, released to Enfilade, for use with our Galactic Knights miniatures. Using the ships provided in the basic game (1 Destroyer Leader and 2 Destroyers each side) the Avarians and Terrans begin their war. All supplies provided and rules taught, just bring your enthusiasm and learn a new game. We will probably play 2 games of 2 hours each.

<b>EVENT NUMBER:</b>	Fr2-13
<b>EVENT NAME:</b>	Cattle Raid
<b>HIST. PERIOD:</b>	Colonial
<b>RULES SYSTEM:</b>	Imperialism
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	2 to 8
<b>PRESENTED BY:</b>	Bill Vanderpool
<b>DESCRIPTION:</b>	Is there a chance for the colonial troops to steal the Zulu cattle and get out alive? Come play and find out. All gamers welcome. This game is for any experience level of player. Just join in and have fun.
<b>EVENT NUMBER:</b>	Fr2-14
<b>EVENT NAME:</b>	Rorkes Drift
<b>HIST. PERIOD:</b>	Colonial
<b>RULES SYSTEM:</b>	The Sword and the Flame
<b>MINIATURES:</b>	54mm
<b>NO. OF PLAYERS:</b>	4 to 6
<b>PRESENTED BY:</b>	Harold Odden
<b>DESCRIPTION:</b>	Defend the Mission from hordes of Angry Zulu's. Can you survive?

### Saturday Period I (9AM to 1PM)

<b>EVENT NUMBER:</b>	Sa1-01
<b>EVENT NAME:</b>	Massacre at Trafalgar
<b>HIST. PERIOD:</b>	Age of Sail
<b>RULES SYSTEM:</b>	Break the Line
<b>MINIATURES:</b>	1/1200
<b>NO. OF PLAYERS:</b>	10
<b>PRESENTED BY:</b>	Allan Dyer, Colin Wilson, and the Armchair Generals
<b>DESCRIPTION:</b>	On October 21, 1805 the 28 British Ships massacred the 31 larger and more powerful ships of the French and Spanish Combined Fleet at Trafalgar. Here is a historical representation of that battle. All players are British and compete against each other for prizes.
<b>EVENT NUMBER:</b>	Sa1-02 (Sa2-02)
<b>EVENT NAME:</b>	McLaws Assault; July 2, 1863
<b>HIST. PERIOD:</b>	American Civil War
<b>RULES SYSTEM:</b>	Johnny Reb III
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	8
<b>PRESENTED BY:</b>	Jeroen Koopman and David Mebust
<b>DESCRIPTION:</b>	Can four Confederate brigades break through the extended front of the Union 3rd Corps, fight off counterattacks by elements of the Union 2nd and 5th Corps, and reach Cemetery Ridge? Come find out! All items provided. Experience is handy, but not necessary. Game continues into the next period.
<b>EVENT NUMBER:</b>	Sa1-03
<b>EVENT NAME:</b>	14th Panzer Division on the Loose! (Kharkov '42)
<b>HIST. PERIOD:</b>	World War 2
<b>RULES SYSTEM:</b>	Spearhead, w/variants
<b>MINIATURES:</b>	1/285th micro-armor
<b>NO. OF PLAYERS:</b>	6 to 8
<b>PRESENTED BY:</b>	Scott Schwager

<b>DESCRIPTION:</b>	The 14th Panzer is crossing the Sukhoy Torets River, while the Russians desperately attempt to stem the tide. New players are welcome. Rules are mid-level complexity and several variants will be introduced.
<b>EVENT NUMBER:</b> <b>EVENT NAME:</b> <b>HIST. PERIOD:</b> <b>RULES SYSTEM:</b> <b>MINIATURES:</b> <b>NO. OF PLAYERS:</b> <b>PRESENTED BY:</b> <b>DESCRIPTION:</b>	Sa1-04 2005 Northwest DBM 15mm Open Ancient/Medieval DBM v3.0 15mm Up to 16 Eric Landes 3 round open tournament. Version 3.0 of the rules, army books I-IV (including errata), 200AP, one list. Please contact Eric Landes via email at <a href="mailto:eric@landesfamily.com">eric@landesfamily.com</a> to find out where to submit your army list. Submission deadline is May 22nd. 3 rounds of two hours each - game times are 9am, 12pm, and 3pm. The 200AP variant rules are posted at <a href="http://www.leadpushers.com/dbm200.html">http://www.leadpushers.com/dbm200.html</a> and will be available in printed form at the tournament. Please arrive at 8:45 for orientation and initial pairings.
<b>EVENT NUMBER:</b> <b>EVENT NAME:</b> <b>HIST. PERIOD:</b> <b>RULES SYSTEM:</b> <b>MINIATURES:</b> <b>NO. OF PLAYERS:</b> <b>PRESENTED BY:</b> <b>DESCRIPTION:</b>	Sa1-05 War in the Mediterranean Dark Age, A DBA Event Ancient DBA 2.2 15mm 8 Craig Steed A double elimination tourney for 8-10 players set during the "Mediterranean Dark Age" around 1200 BC. The age of the Sea Peoples. Using DBA 2.2 rules system with equipment armies provided, or bring your own appropriate army. Look on page 23 for some idea of what would be appropriate. Prizes given for the last two contenders standing.
<b>EVENT NUMBER:</b> <b>EVENT NAME:</b> <b>HIST. PERIOD:</b> <b>RULES SYSTEM:</b> <b>MINIATURES:</b> <b>NO. OF PLAYERS:</b> <b>PRESENTED BY:</b> <b>DESCRIPTION:</b>	Sa1-06 Norman Marcher Lords Invade Wales Dark Ages (800 to 1066 AD) Warhammer Ancient Battles: Shield Wall (WABSW) 28mm 4 Dan Proctor and Adrian Nelsen This is a pitched battle with a well equipped Norman Army vs. a horde of Welsh. All supplies provided, but measuring tapes & d6 are ok to bring.
<b>EVENT NUMBER:</b> <b>EVENT NAME:</b> <b>HIST. PERIOD:</b> <b>RULES SYSTEM:</b> <b>MINIATURES:</b> <b>NO. OF PLAYERS:</b> <b>PRESENTED BY:</b> <b>DESCRIPTION:</b>	Sa1-07 "Gu-Shao! Jiang-Zhu!" (Valley Burns! River Boils!) Modern Modern Micro-Armour The Game 1/285 4 John Fernandes The aging leadership in Beijing has decided to make a grab for Taiwan while America is distracted by the Iraq War. Taiwan's small, but well equipped, army is determined to drive them back into the sea. After three weeks desperate combat, both sides are near collapse. It's down to one

	last attack by Taiwan's very last reserves. The GHQ 'Mad Dogs' invite you to participate in a real "Nail-Biter." Winner and Losers receive GHQ T-shirts as souvenirs.
<b>EVENT NUMBER:</b>	Sa1-08
<b>EVENT NAME:</b>	Ploesti!
<b>HIST. PERIOD:</b>	World War 2 - Air
<b>RULES SYSTEM:</b>	Mustangs (modified)
<b>MINIATURES:</b>	1/300 scale aircraft
<b>NO. OF PLAYERS:</b>	6
<b>PRESENTED BY:</b>	Phil Bardsley, Paul Hannah, & Dave Schueler
<b>DESCRIPTION:</b>	On August 1 1943 the American bomber command in Libya launched Operation Tidalwave, the daring low-level attack on the German oil refinery at Ploesti. Now it is your turn to take command of a group of B-24 Liberators. Lead your bombers on the low-level bomb run as you dodge obstacles, fight the Germans, and try to avoid colliding with the other bombers.
<b>EVENT NUMBER:</b>	Sa1-09
<b>EVENT NAME:</b>	Fuentes De Onoro
<b>HIST. PERIOD:</b>	Napoleonic
<b>RULES SYSTEM:</b>	Horse, Foot and Guns
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	4 to 6
<b>PRESENTED BY:</b>	Andy Hooper
<b>DESCRIPTION:</b>	May 3rd, 1811: Desperate to relieve the fortress of Almeida, Marshal Massena's French Army of Portugal attacks the Anglo-Portugese army of the Viscount Wellington at the Spanish village of Fuentes De Onoro. The game will simulate the battle's opening hours, using "Horse, Foot and Guns," Phil Barker's adaptation of his DBA/DBM rules series to the musket and sabre period. All miniatures and equipment provided; familiarity with DBA or DBM is helpful but unnecessary.
<b>EVENT NUMBER:</b>	Sa1-10
<b>EVENT NAME:</b>	In Harm's Way
<b>HIST. PERIOD:</b>	World War 2 Naval
<b>RULES SYSTEM:</b>	Seekrieg IV
<b>MINIATURES:</b>	1/2400 ships
<b>NO. OF PLAYERS:</b>	2 to 8
<b>PRESENTED BY:</b>	Monday Knight Productions
<b>DESCRIPTION:</b>	From the movie of the same name. US heavy cruiser force with destroyers and PT boats must hold a narrow channel between two islands from the dreaded Yamato and a small screen of cruisers and destroyers. Like the John Wayne movie, the US can win if they can hold the channel or damage the Yamato (seriously), even if their force is totally destroyed. The game will run exactly four hours, at the end of four hours the game master (myself) will decide which force is victorious, if it is not apparent already. The game master will be running the charts and flow of the game. Bringing 1 set of percentile dice would be handy, but some will be available.
<b>EVENT NUMBER:</b>	Sa1-11
<b>EVENT NAME:</b>	The Return of the Red Shadow – Syria 1925
<b>HIST. PERIOD:</b>	Colonial Middle East
<b>RULES SYSTEM:</b>	The Sword and the Flame
<b>MINIATURES:</b>	28MM

<b>NO. OF PLAYERS:</b>	8
<b>PRESENTED BY:</b>	Ian Croxall
<b>DESCRIPTION:</b>	France's Foreign Legion base has been cut off and is under siege by Druze tribesmen. A Legion relief force supported by armored cars has been assembled and will move inland to rescue their besieged comrades. The Red Shadow, the Legion's trusted Arab Scout provides advanced reconnaissance, while aerial scouting is provided by a Nieuport – if only the pilot can be sobered up in time.
<b>EVENT NUMBER:</b>	Sa1-12
<b>EVENT NAME:</b>	The Breakfast Time of Man
<b>HIST. PERIOD:</b>	Prehistoric
<b>RULES SYSTEM:</b>	Homebrew
<b>MINIATURES:</b>	25mm
<b>NO. OF PLAYERS:</b>	6
<b>PRESENTED BY:</b>	Randy Lantrip
<b>DESCRIPTION:</b>	Once upon a time, man had to get his meals the old fashioned way. There were no golden arches, 30 minute deliveries or TV dinners. This is a caveman hunting miniatures game for those with an appetite for fun. The tribe with the most food at the end wins. So simple, even a caveman can play.
<b>EVENT NUMBER:</b>	Sa1-13
<b>EVENT NAME:</b>	Fight on the Blood River
<b>HIST. PERIOD:</b>	Colonial
<b>RULES SYSTEM:</b>	Imperialism
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	2 to 8
<b>PRESENTED BY:</b>	Bill Vanderpool
<b>DESCRIPTION:</b>	Can you cross the river and move in to Zululand or can you throw back the back the colonial and wash your spears? All gamers welcome. This game is for any experience level of player. Just join in and have fun.
<b>EVENT NUMBER:</b>	Sa1-14
<b>EVENT NAME:</b>	Wicked Spring
<b>HIST. PERIOD:</b>	American Civil War
<b>RULES SYSTEM:</b>	Hardtack and Salt Pork (Home Rules)
<b>MINIATURES:</b>	54mm
<b>NO. OF PLAYERS:</b>	4 to 6
<b>PRESENTED BY:</b>	Harold Odden
<b>DESCRIPTION:</b>	Series of battles focusing on Grants 1864 Spring Campaign
<b>EVENT NUMBER:</b>	Sa1-15
<b>EVENT NAME:</b>	Junior Generals
<b>HIST. PERIOD:</b>	World War 2
<b>RULES SYSTEM:</b>	Junior Generals
<b>MINIATURES:</b>	6mm (1/285)
<b>NO. OF PLAYERS:</b>	4 to 12
<b>PRESENTED BY:</b>	James Kyler
<b>DESCRIPTION:</b>	Junior Generals - a new concept of WW-2 Land Combat Rules Concept by Matt Fritz of New Jersey, rewritten by James Kyler of Oregon. A good set of rules for novice gamers as well as experienced gamers. The rules are 12 total pages and can be received via e-mail from me (pzkpfw111g@comcast.net), if you can receive Microsoft Works 7.0 or send me your surface mail address and I can send it via the US Postal

System. Ian Thompsen of Australia will be adding these rules to his website. He is known as Thomo the lost and his email address is thomo@coldie.net.

Rules include armored warfare, infantry, aircraft, artillery/mortars, morale, mines, air to air, and anti-aircraft fire rules. We at Western Oregon Wargamers have been heavily playtesting the armor rules for the past two months. Large scale games can be played in less than three hours.

### Saturday Period II (2PM to 6PM)

<b>EVENT NUMBER:</b>	Sa2-01
<b>EVENT NAME:</b>	Austerlitz
<b>HIST. PERIOD:</b>	Napoleonic
<b>RULES SYSTEM:</b>	Shako
<b>MINIATURES:</b>	25mm
<b>NO. OF PLAYERS:</b>	Up to 10
<b>PRESENTED BY:</b>	Chris Leach
<b>DESCRIPTION:</b>	The Battle of Austerlitz was the final act of Napoleon's successful campaign against Austria and her Russian allies. While the campaign featured brilliant strategic maneuver and virtually bloodless victories (for example, General Mack's surrender of his surrounded Austrian army at Ulm), the Battle of Austerlitz was a decisive and bloody battle; the months of marching culminated in this one day. As a wargame, Austerlitz is a big scenario but not a particularly complex one. The starting deployment of the corps forces players to consider the tactical problems faced by the real commanders. Both sides attacked and both sides aimed at breaking and putting to flight the opposing army; an orderly retreat was not going to be allowed. Consequently, the Austerlitz scenario Victory Conditions are simple: break enemy divisions.
<b>EVENT NUMBER:</b>	Sa2-02 (Sa1-02)
<b>EVENT NAME:</b>	McLaws Assault; July 2, 1863 (cont.)
<b>HIST. PERIOD:</b>	American Civil War
<b>RULES SYSTEM:</b>	Johnny Reb III
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	8
<b>PRESENTED BY:</b>	Jeroen Koopman and David Mebust
<b>DESCRIPTION:</b>	Can four Confederate brigades break through the extended front of the Union 3rd Corps, fight off counterattacks by elements of the Union 2nd and 5th Corps, and reach Cemetery Ridge? Come find out! All items provided. Experience is handy, but not necessary. Game continued from previous period.
<b>EVENT NUMBER:</b>	Sa2-03
<b>EVENT NAME:</b>	Battles on the High Seas
<b>HIST. PERIOD:</b>	Age of Sail
<b>RULES SYSTEM:</b>	Ship O' The Line (modified)
<b>MINIATURES:</b>	1/2000
<b>NO. OF PLAYERS:</b>	6 to 8
<b>PRESENTED BY:</b>	Mark E. Majeski
<b>DESCRIPTION:</b>	A sampler platter of scenarios coming from actions during the Great Age of Sail. May include American vs. British (War of 1812), Turks vs. Russians (The Black Sea Tempest), or more traditional British vs. French actions (Revolution or Empire). Players of any experience level are

	welcome. Orientation to the game mechanics happens every session. The rule system used is a heavily modified version of the classic Ship O' The Line. All materials are provided.
<b>EVENT NUMBER:</b>	Sa2-04 (Sa1-04)
<b>EVENT NAME:</b>	2005 Northwest DBM 15mm Open
<b>HIST. PERIOD:</b>	Ancient/Medieval
<b>RULES SYSTEM:</b>	DBM v3.0
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	Up to 16
<b>PRESENTED BY:</b>	Eric Landes
<b>DESCRIPTION:</b>	Continued from Previous Period. 3 round open tournament.
<b>EVENT NUMBER:</b>	Sa2-05
<b>EVENT NAME:</b>	The Glory of Rome
<b>HIST. PERIOD:</b>	Ancient
<b>RULES SYSTEM:</b>	DBA
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	8
<b>PRESENTED BY:</b>	Dale Mickel
<b>DESCRIPTION:</b>	8 person single elimination DBA tournament. Early or Middle Imperial Rome theme. Bring your own army or use ours, everything need be provided.
<b>EVENT NUMBER:</b>	Sa2-06
<b>EVENT NAME:</b>	Welcome to Bon Chance
<b>HIST. PERIOD:</b>	Hundred Years War
<b>RULES SYSTEM:</b>	Pig Wars Variant
<b>MINIATURES:</b>	25/28mm
<b>NO. OF PLAYERS:</b>	8
<b>PRESENTED BY:</b>	Kevin Smyth and David Sullivan
<b>DESCRIPTION:</b>	The English have bypassed a heavily defended city to pillage the lucrative suburbs. All is not roses as the French scramble to defend the river crossings into Bon Chance.
<b>EVENT NUMBER:</b>	Sa2-07
<b>EVENT NAME:</b>	Norman Marcher Lords Invade Wales
<b>HIST. PERIOD:</b>	Dark Ages (800 to 1066 AD)
<b>RULES SYSTEM:</b>	Warhammer Ancient Battles: Shield Wall (WABSW)
<b>MINIATURES:</b>	28mm
<b>NO. OF PLAYERS:</b>	4
<b>PRESENTED BY:</b>	Dan Proctor and Adrian Nelsen
<b>DESCRIPTION:</b>	This is a pitched battle with a well equipped Norman Army vs. a horde of Welsh. All supplies provided, but measuring tapes & d6 are ok to bring.
<b>EVENT NUMBER:</b>	Sa2-08
<b>EVENT NAME:</b>	Trafalgar with a Twist
<b>HIST. PERIOD:</b>	Age of Sail
<b>RULES SYSTEM:</b>	SPI's 'Frigate' modified for miniatures
<b>MINIATURES:</b>	1/1200
<b>NO. OF PLAYERS:</b>	3 to 12
<b>PRESENTED BY:</b>	Jim Mead
<b>DESCRIPTION:</b>	This will be a semi-historical re-enactment of the Battle of Trafalgar. I am going to ether drop a squadron of British 74s (they got lost in the bad weather returning form the Caribbean) or add the French Squadron from

	Rockfort (they escape on time instead of a few months late as was historical). There will also be a free setup for the French and Spanish, so they at least have a chance to save themselves. Any player skill level welcome. Game continues into the next period.
<b>EVENT NUMBER:</b>	Sa2-09
<b>EVENT NAME:</b>	Hummer Run
<b>HIST. PERIOD:</b>	Modern
<b>RULES SYSTEM:</b>	Dogs of War
<b>MINIATURES:</b>	28mm
<b>NO. OF PLAYERS:</b>	5
<b>PRESENTED BY:</b>	Bryan Shein, PSG "Specialists" & DDD "Black Ops"
<b>DESCRIPTION:</b>	US Marines make a discovery while on a long range patrol in Iraq. This must get back to command. Iraqi forces are making a last stand to destroy the convoy. Play your dice right and you might find out what is in the crates.
<b>EVENT NUMBER:</b>	Sa2-10
<b>EVENT NAME:</b>	Patton Gets His Way
<b>HIST. PERIOD:</b>	World War 2
<b>RULES SYSTEM:</b>	Kampgruppe Commander
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	6 to 8
<b>PRESENTED BY:</b>	Mark Serafin & Ken Kissling
<b>DESCRIPTION:</b>	What if the Soviets and US had gone to war in Europe after the defeat of Nazi Germany? This is an excuse for us to run our big Russian and American tacks at each other.
<b>EVENT NUMBER:</b>	Sa2-11
<b>EVENT NAME:</b>	The Train Stop
<b>HIST. PERIOD:</b>	Wild West
<b>RULES SYSTEM:</b>	Desperado III
<b>MINIATURES:</b>	28mm
<b>NO. OF PLAYERS:</b>	4+
<b>PRESENTED BY:</b>	Monday Knight Productions
<b>DESCRIPTION:</b>	A train has stopped to pick up cargo and re-fill its boilers. The passengers are taking a break in the local Bar. The perfect time for a group of bandits to rob the train's strong box. Players will play both sides of the fight, the trains crew and passengers defending against a group of outlaws. No previous rule knowledge needed. Easy rules with great game masters (Jan Warner and KR Rohan), what more could you ask for?
<b>EVENT NUMBER:</b>	Sa2-12
<b>EVENT NAME:</b>	Bugger The Bashaw – Morocco 1905
<b>HIST. PERIOD:</b>	Colonial North Africa
<b>RULES SYSTEM:</b>	The Sword And The Flame
<b>MINIATURES:</b>	28mm
<b>NO. OF PLAYERS:</b>	10
<b>PRESENTED BY:</b>	Ian Croxall
<b>DESCRIPTION:</b>	Nephew to King Edward Earnest Blitherington has been kidnapped by the Bashaw of Tangiers in a power grab. The Bashaw tells the British that he will be released in exchange for munitions. The King Refuses to deal with such dastardly behavior – proclaiming “Bugger the Bashaw” and launching a rescue mission. The French immediately object, insisting on being part of the “rescue” mission. Spain must be the launching point and

	insist on a part in the operation. Germany and Italy each fear being left out of the mix, assuming it's all part of a colonial operation for control of Morocco, the last independent country in Africa, and provide contingents for the operation. This uneasy alliance is brokered by President Roosevelt whose Marines provide what he hopes will be a stabilizing force for the operation. The Sultan of Morocco's force will attack from land, while the international relief force makes its landing and rescue. But where is the Red Shadow? Does France have a wild card?
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<b>EVENT NUMBER:</b>	Sa2-13
<b>EVENT NAME:</b>	Relief of Eshowe
<b>HIST. PERIOD:</b>	Colonial
<b>RULES SYSTEM:</b>	Imperialism
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	2 to 8
<b>PRESENTED BY:</b>	Bill Vanderpool
<b>DESCRIPTION:</b>	Can your troops fight there way to the cut off troops in Eshowe? All gamers welcome. This game is for any experience level of player. Just join in and have fun.

<b>EVENT NUMBER:</b>	Sa2-14
<b>EVENT NAME:</b>	Wicked Spring
<b>HIST. PERIOD:</b>	American Civil War
<b>RULES SYSTEM:</b>	Hardtack and Salt Pork (Home Rules)
<b>MINIATURES:</b>	54mm
<b>NO. OF PLAYERS:</b>	4 to 6
<b>PRESENTED BY:</b>	Harold Odden
<b>DESCRIPTION:</b>	Series of battles focusing on Grants 1864 Spring Campaign

### Saturday Period III (7PM to 11PM)

<b>EVENT NUMBER:</b>	Sa3-01
<b>EVENT NAME:</b>	Austerlitz (cont.)
<b>HIST. PERIOD:</b>	Napoleonic
<b>RULES SYSTEM:</b>	Shako
<b>MINIATURES:</b>	25mm
<b>NO. OF PLAYERS:</b>	Up to 10
<b>PRESENTED BY:</b>	Chris Leach
<b>DESCRIPTION:</b>	Continued from the previous period.

<b>EVENT NUMBER:</b>	Sa3-02
<b>EVENT NAME:</b>	1st Panzer Division at Zborov, July 1944
<b>HIST. PERIOD:</b>	World War 2
<b>RULES SYSTEM:</b>	Spearhead, w/variants
<b>MINIATURES:</b>	1/285 <sup>th</sup> micro-armor
<b>NO. OF PLAYERS:</b>	6 to 8
<b>PRESENTED BY:</b>	Scott Schwager
<b>DESCRIPTION:</b>	The reserves for the 48th Panzer Corps attempt to stabilize the front after the Russians cross the Seret River. New players welcome. Rules are mid-level complexity and several variants will be introduced.

<b>EVENT NUMBER:</b>	Sa3-03
<b>EVENT NAME:</b>	DBA at the Movies
<b>HIST. PERIOD:</b>	Ancient
<b>RULES SYSTEM:</b>	DBA
<b>MINIATURES:</b>	15mm

<b>NO. OF PLAYERS:</b>	Up to 12
<b>PRESENTED BY:</b>	Paul Hannah and Terry Griner
<b>DESCRIPTION:</b>	This DBA event is inspired by the movies. Wargame the battles associated with blockbuster hits, such as 'Spartacus' and 'Troy' - or with films so bad they are cult classics, such as 'The Conqueror' with John Wayne as Genghis Kahn. Some DBA experience recommended. Armies and terrain provided. Prizes will be provided. Movie candy for all, This event rated 'PG'
<b>EVENT NUMBER:</b>	Sa3-04
<b>EVENT NAME:</b>	Battles on the High Seas
<b>HIST. PERIOD:</b>	Age of Sail
<b>RULES SYSTEM:</b>	Ship O' The Line (modified)
<b>MINIATURES:</b>	1/2000
<b>NO. OF PLAYERS:</b>	6 to 8
<b>PRESENTED BY:</b>	Mark E. Majeski
<b>DESCRIPTION:</b>	A sampler platter of scenarios coming from actions during the Great Age of Sail. May include American vs. British (War of 1812), Turks vs. Russians (The Black Sea Tempest), or more traditional British vs. French actions (Revolution or Empire). Players of any experience level are welcome. Orientation to the game mechanics happens every session. The rule system used is a heavily modified version of the classic Ship O' The Line. All materials are provided.
<b>EVENT NUMBER:</b>	Sa3-05
<b>EVENT NAME:</b>	King's War – The Grand Duke and the Count try to settle their differences
<b>HIST. PERIOD:</b>	Late Pike & Shot
<b>RULES SYSTEM:</b>	King's War
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	6
<b>PRESENTED BY:</b>	Bruce Bretthauer
<b>DESCRIPTION:</b>	A fun excursion into the late pike & shot period.
<b>EVENT NUMBER:</b>	Sa3-06
<b>EVENT NAME:</b>	Rommel: Reconnaissance in Force
<b>HIST. PERIOD:</b>	World War 2
<b>RULES SYSTEM:</b>	Battlefront WW2
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	2 to 6
<b>PRESENTED BY:</b>	Peter Wort
<b>DESCRIPTION:</b>	During Operation Sunflower, Rommel's armored units advance on the track to Mechili against elements of an unprepared British 2nd Armored Division.
<b>EVENT NUMBER:</b>	Sa3-07
<b>EVENT NAME:</b>	Breakthrough and Counterattack
<b>HIST. PERIOD:</b>	World War 2 - Eastern Front
<b>RULES SYSTEM:</b>	World War II Microarmor: The Game
<b>MINIATURES:</b>	1/285
<b>NO. OF PLAYERS:</b>	6
<b>PRESENTED BY:</b>	Jeroen Koopman
<b>DESCRIPTION:</b>	The Soviets are breaking through the lines; can they exploit the hole in the German lines before a German Fire Brigade can plug the hole?
<b>EVENT NUMBER:</b>	Sa3-08

<b>EVENT NAME:</b>	Battle of Kesselsdorf, 1745 (Variant)
<b>HIST. PERIOD:</b>	War of Austrian Succession
<b>RULES SYSTEM:</b>	Old Dessauer
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	4 to 6
<b>PRESENTED BY:</b>	Wes Rogers
<b>DESCRIPTION:</b>	A classic head-banger: The Prussians must crush an Austrian force in a well defended position before reinforcements reach the defenders. Historically the defenders were Saxons. In this variant the defenders are Austrians of somewhat higher quality. "In Jesus Nahmen, Marsch!"
<b>EVENT NUMBER:</b>	Sa3-09
<b>EVENT NAME:</b>	Trafalgar with a Twist
<b>HIST. PERIOD:</b>	Age of Sail
<b>RULES SYSTEM:</b>	SPI's 'Frigate' modified for miniatures
<b>MINIATURES:</b>	1/1200
<b>NO. OF PLAYERS:</b>	3 to 12
<b>PRESENTED BY:</b>	Jim Mead
<b>DESCRIPTION:</b>	This will be a semi-historical re-enactment of the Battle of Trafalgar. I am going to ether drop a squadron of British 74s (they got lost in the bad weather returning form the Caribbean) or add the French Squadron from Rockfort (they escape on time instead of a few months late as was historical). There will also be a free setup for the French and Spanish, so they at least have a chance to save themselves. Any player skill level welcome. Game continued from previous period.
<b>EVENT NUMBER:</b>	Sa3-10
<b>EVENT NAME:</b>	Cruiser Action
<b>HIST. PERIOD:</b>	Pre-dreadnought Naval
<b>RULES SYSTEM:</b>	Perfidious Albion (MODIFIED)
<b>MINIATURES:</b>	1/1200
<b>NO. OF PLAYERS:</b>	Up to 8
<b>PRESENTED BY:</b>	Mitch Berdinka
<b>DESCRIPTION:</b>	Fictional battle of German vs French Pre-Dreadnought era cruisers to illustrate the rules "Perfidious Albion by A&A Game Engineering". Easy to learn and fast playing, yet capturing the flavor of the Period, these rules in the tradition of Fred T. Jane, use a broadside ship plan to record both the ship Game details and the damage caused by shooting. Guns, turrets, conning tower, propulsion, steering gear, magazines and quick firers are all shown, and the damage system records hits and resulting damage. No experience needed.
<b>EVENT NUMBER:</b>	Sa3-11
<b>EVENT NAME:</b>	Escalation
<b>HIST. PERIOD:</b>	Sci-Fi
<b>RULES SYSTEM:</b>	Galactic Knights
<b>MINIATURES:</b>	Galactic Knights Starships
<b>NO. OF PLAYERS:</b>	2+
<b>PRESENTED BY:</b>	Monday Knight Productions
<b>DESCRIPTION:</b>	After a brief skirmish between destroyers the Terrans and Avarians decide to bring their big boys into the fight. Introduction to Cruisers, Dreadnaughts and Missile Ships in the Galactic Knights game rules. No experience required, but learning the basics on Friday night will help you get started.
<b>EVENT NUMBER:</b>	Sa3-12

<b>EVENT NAME:</b>	The Invasion of Saipan
<b>HIST. PERIOD:</b>	World War 2
<b>RULES SYSTEM:</b>	Battlefront
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	4 to 6
<b>PRESENTED BY:</b>	Ed McMeel
<b>DESCRIPTION:</b>	The US marines piercing the Japanese Empire in 1944 Using the new Pacific Battlefront cards just released!
<b>EVENT NUMBER:</b>	Sa3-13
<b>EVENT NAME:</b>	Surprise at Ulundi
<b>HIST. PERIOD:</b>	Colonial
<b>RULES SYSTEM:</b>	Imperialism
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	2 to 8
<b>PRESENTED BY:</b>	Bill Vanderpool
<b>DESCRIPTION:</b>	This is what makes men's hair turn gray. Can the Zulus pull it off or not? All gamers welcome. This game is for any experience level of player. Just join in and have fun.
<b>EVENT NUMBER:</b>	Sa3-14
<b>EVENT NAME:</b>	Wicked Spring
<b>HIST. PERIOD:</b>	American Civil War
<b>RULES SYSTEM:</b>	Hardtack and Salt Pork (Home Rules)
<b>MINIATURES:</b>	54mm
<b>NO. OF PLAYERS:</b>	4 to 6
<b>PRESENTED BY:</b>	Harold Odden
<b>DESCRIPTION:</b>	Series of battles focusing on Grants 1864 Spring Campaign

### Sunday Period I (9AM to 12PM)

<b>EVENT NUMBER:</b>	Su1-01
<b>EVENT NAME:</b>	Getaway DBA
<b>HIST. PERIOD:</b>	Ancient
<b>RULES SYSTEM:</b>	DBA
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	Up to 10
<b>PRESENTED BY:</b>	Terry Griner
<b>DESCRIPTION:</b>	Fast-play ancients gaming. Wind down your gaming weekend with one or more relaxing 2-player ancients games. Sit back and watch scythed chariots crash into a wall of hoplites before you hit the freeways. No experience necessary. Armies and terrain provided, or use your own.
<b>EVENT NUMBER:</b>	Su1-02
<b>EVENT NAME:</b>	Renaissance Faire
<b>HIST. PERIOD:</b>	Renaissance
<b>RULES SYSTEM:</b>	De Bellis Renationis
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	Up to 6
<b>PRESENTED BY:</b>	Craig Anderson and Paul Hannah
<b>DESCRIPTION:</b>	Battles in the 16th and 17th centuries using DBR rules. Bring your own 15mm 400 point army or command one of ours. Any level of experience is welcome. Played on 3 tables.
<b>EVENT NUMBER:</b>	Su1-03

<b>EVENT NAME:</b> <b>HIST. PERIOD:</b> <b>RULES SYSTEM:</b> <b>MINIATURES:</b> <b>NO. OF PLAYERS:</b> <b>PRESENTED BY:</b> <b>DESCRIPTION:</b>	
<b>EVENT NUMBER:</b> <b>EVENT NAME:</b> <b>HIST. PERIOD:</b> <b>RULES SYSTEM:</b> <b>MINIATURES:</b> <b>NO. OF PLAYERS:</b> <b>PRESENTED BY:</b> <b>DESCRIPTION</b>	Su1-04 DBM Demo Ancients DBM 25mm 6 to 8 Bruce Meyer and Steve Allen A 650 point plus DBM game for multiple players. Emphasis on team play and historical opponents. Players should have at least an introductory level knowledge of DBA/DBM. Armies to be announced.
<b>EVENT NUMBER:</b> <b>EVENT NAME:</b> <b>HIST. PERIOD:</b> <b>RULES SYSTEM:</b> <b>MINIATURES:</b> <b>NO. OF PLAYERS:</b> <b>PRESENTED BY:</b> <b>DESCRIPTION</b>	Su1-05 Wind and Water Ancient Naval Mare Nostrum 15mm 8 to 12 Kevin Smyth and Dave Demick Greek and Persian fleets, anxious to reinforce their armies, are scattered by storms. Who can make the best out of a bad situation?
<b>EVENT NUMBER:</b> <b>EVENT NAME:</b> <b>HIST. PERIOD:</b> <b>RULES SYSTEM:</b> <b>MINIATURES:</b> <b>NO. OF PLAYERS:</b> <b>PRESENTED BY:</b> <b>DESCRIPTION</b>	Su1-06 Rommel: Reconnaissance in Force World War 2 Battlefront WW2 15mm 2 to 6 Peter Wort During Operation Sunflower, Rommel's armored units advance on the track to Mechili against elements of an unprepared British 2nd Armored Division.
<b>EVENT NUMBER:</b> <b>EVENT NAME:</b> <b>HIST. PERIOD:</b> <b>RULES SYSTEM:</b> <b>MINIATURES:</b> <b>NO. OF PLAYERS:</b> <b>PRESENTED BY:</b> <b>DESCRIPTION:</b>	Su1-07 Winter Battle World War 2 - Eastern Front World War II Microarmor: The Game 1/285 6 Jeroen Koopman A battle during the winter of 1944. Your forces are advancing into contact with the enemy, will you be able to deal with the enemy and the weather?
<b>EVENT NUMBER:</b> <b>EVENT NAME:</b> <b>HIST. PERIOD:</b> <b>RULES SYSTEM:</b> <b>MINIATURES:</b>	Su1-08 Circus Maximus Ancient Circus Maximus 15mm

<b>NO. OF PLAYERS:</b>	Up to 14
<b>PRESENTED BY:</b>	Ken Cassady
<b>DESCRIPTION:</b>	Chariot Racing at its finest! Put on your best 'Ben Hur' toga and join the fun! Lots of chariots available, no experience needed.
<b>EVENT NUMBER:</b>	Su1-09
<b>EVENT NAME:</b>	Battle of Kesselsdorf, 1745 (Variant)
<b>HIST. PERIOD:</b>	War of Austrian Succession
<b>RULES SYSTEM:</b>	Old Dessauer
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	4 to 6
<b>PRESENTED BY:</b>	Wes Rogers
<b>DESCRIPTION:</b>	A classic head-banger: The Prussians must crush an Austrian force in a well defended position before reinforcements reach the defenders. Historically the defenders were Saxons. In this variant the defenders are Austrians of somewhat higher quality. "In Jesus Nahmen, Marsch!"
<b>EVENT NUMBER:</b>	Su1-10
<b>EVENT NAME:</b>	Hummer Run
<b>HIST. PERIOD:</b>	Modern
<b>RULES SYSTEM:</b>	Dogs of War
<b>MINIATURES:</b>	28mm
<b>NO. OF PLAYERS:</b>	5
<b>PRESENTED BY:</b>	Bryan Shein, PSG "Specialists" & DDD "Black Ops"
<b>DESCRIPTION:</b>	US Marines make a discovery while on a long range patrol in Iraq. This must get back to command. Iraqi forces are making a last stand to destroy the convoy. Play your dice right and you might find out what is in the crates.
<b>EVENT NUMBER:</b>	Su1-11
<b>EVENT NAME:</b>	Last Man Standing
<b>HIST. PERIOD:</b>	Sci-Fi
<b>RULES SYSTEM:</b>	Galactic Knights
<b>MINIATURES:</b>	Galactic Knights Starships
<b>NO. OF PLAYERS:</b>	2+
<b>PRESENTED BY:</b>	Monday Knight Productions
<b>DESCRIPTION:</b>	All out free for all. The Terrans and Avarians have thrown in everything but the Kitchen sink. See how ALL of the ships in both lines function in the game as transport groups from both the Terrans and Avarians race to capture an abandoned space station. Introduction to Battlecruisers, Galactic Dreadnaughts, Super Galactic Dreadnaughts, Carriers and Fighters in the Galactic Knight game rules. No experience required, but players who played in either earlier session will probably have a hand up on the newer players (If the players want, we will continue this game into the next period.
<b>EVENT NUMBER:</b>	Su1-12
<b>EVENT NAME:</b>	Dancing on a Volcano
<b>HIST. PERIOD:</b>	World War 2
<b>RULES SYSTEM:</b>	Kampfgruppe Commander
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	6 to 8
<b>PRESENTED BY:</b>	David Sullivan
<b>DESCRIPTION:</b>	German armored forces have cut off three Soviet Corps outside of Budapest. Elements of the Soviet 6th Guards Tank Army launch a

	counterattack to relieve their trapped forces. The result was a large tank battle at Debrecan, Hungary.
<b>EVENT NUMBER:</b>	Su1-13
<b>EVENT NAME:</b>	Zulus on the Move
<b>HIST. PERIOD:</b>	Colonial
<b>RULES SYSTEM:</b>	Imperialism
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	2 to 8
<b>PRESENTED BY:</b>	Bill Vanderpool
<b>DESCRIPTION:</b>	Zulus attack the Swazi. This is a game of native troops. Can the Zulus get back at the Swazi for help they gave to the Boers? All gamers welcome. This game is for any experience level of player. Just join in and have fun.

### Sunday Period II (1PM to 5PM)

<b>EVENT NUMBER:</b>	Su2-01
<b>EVENT NAME:</b>	More Getaway DBA
<b>HIST. PERIOD:</b>	Ancient
<b>RULES SYSTEM:</b>	DBA
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	Up to 10
<b>PRESENTED BY:</b>	Paul Hannah and the NAGS Group
<b>DESCRIPTION:</b>	Fast-play ancients gaming. Wrap up your Enfilade weekend by charging Gallic Warbands into Caesar's Legions. Games take only 30-45 minutes to play, so play one game or several. Never played DBA? No problem. We'll give you the basics in about 10-15 minutes. Armies and terrain provided, or use your own.
<b>EVENT NUMBER:</b>	Su2-02
<b>EVENT NAME:</b>	Fall Battle
<b>HIST. PERIOD:</b>	World War 2 - Eastern Front
<b>RULES SYSTEM:</b>	World War II Microarmor: The Game
<b>MINIATURES:</b>	1/285
<b>NO. OF PLAYERS:</b>	6
<b>PRESENTED BY:</b>	Jeroen Koopman
<b>DESCRIPTION:</b>	A battle during the Autumn of 1944. Your forces are advancing into contact with the enemy; will you have enough to deal with the enemy?
<b>EVENT NUMBER:</b>	Su2-03
<b>EVENT NAME:</b>	Attack on the camp at Khambilula
<b>HIST. PERIOD:</b>	Colonial
<b>RULES SYSTEM:</b>	Imperialism
<b>MINIATURES:</b>	15mm
<b>NO. OF PLAYERS:</b>	2 to 8
<b>PRESENTED BY:</b>	Bill Vanderpool
<b>DESCRIPTION:</b>	Can the Impi storm the camp or not? All gamers welcome. This game is for any experience level of player. Just join in and have fun.