

Games for Kids

Friday

- 10:00 AM -

F-040 Junior Pirates For Younge And Olde Age of Reason

Length: 3 Hours; Location: Nimitz; Table: NB-2; Hosted by: Jim McCort; Scale: 15mm; Rules: Junior Pirates; No. of Players: 6.

Junior Pirates, both young and old, are invited to captain an honorable navy cruiser, or a dastardly pirate brig in the fourth running of "Junior Pirates." Cleverly crafted wooden pieces and fast, fun rules make this game a pleasure for kids and adults alike. A "side-table" will be set up for smaller kids to play with the same high quality terrain and miniatures.

- 12:00 PM -

F-027 Gnome Wars: The Trench In Teutoburg Forest Other

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-9; Hosted by: Jim Stanton; Scale: 25mm; Sponsored by: Brigade Games; Rules: Gnome Wars; No. of Players: 8.

On the retreat after losing their brewery in a fierce battle, Lon's Lunkheads meet up with the rest of their clan at a German stronghold in Teutoburg Forest. The Highlanders, Swiss, and Sikhs hope to defeat Lon and crush his monopoly of the gnome beer market. Let's hope that their pillaging of the brewery doesn't influence the allies' battle readiness. Players bringing a painted 16-gnome unit from Brigade Games do not need to pre-register. No one under age 14 without a playing adult. Father-son teams encouraged.

- 1:00 PM -

F-079 Airstrip Assault WWII

Length: 2 Hours; Location: All-Star Complex; Table: AS-4; Hosted by: Logan Weiss; Scale: 25mm; Sponsored by: Brigade Games; Rules: Disposable Heroes; No. of Players: 4.

In the middle of the night, an American raid has been launched to weaken the Japanese air power. The scattered, but numerous defenders know they cannot afford to lose the base.

- 2:00 PM -

F-041 Lace Wars 7.3 Age of Reason

Length: 3 Hours; Location: Nimitz; Table: NB-2; Hosted by: Jim McCort; Scale: xx; Rules: Lace Wars 7.3; No. of Players: 6.

You've seen the small wooden pirate games that Jim has run at the past few conventions. Now you can enjoy small wooden soldiers marching to battle with this sensible set of rules for the age of linear warfare. Lace Wars 7.3 is a simple set of rules for SYW. Children and adults welcome. We will have a separate play area to allow the younger guys to use the same miniatures we do, but with fewer or no rules at all. Google the rules name for a free copy.

- 5:00 PM -

F-028 Gnome Wars: The Trench In Teutoburg Forest Other

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-9; Hosted by: John Speiss; Scale: 25mm; Sponsored by: Brigade Games; Rules: Gnome Wars; No. of Players: 8.

On the retreat after losing their brewery in a fierce battle, Lon's Lunkheads meet up with the rest of their clan at a German stronghold in Teutoburg Forest. The Highlanders, Swiss, and Sikhs hope to defeat Lon and crush his monopoly of the gnome beer market. Let's hope that their pillaging of the brewery doesn't influence the allies' battle readiness. Players bringing a painted 16-gnome unit from Brigade Games do not need to pre-register. No one under age 14 without a playing adult. Father-son teams encouraged.

- 6:00 PM -

F-045 Carrhae - Sort Of! Ancients

Length: 4 Hours; Location: Ike 2 Ballroom; Table: MS-5; Hosted by: David Cochran; Scale: 10mm; Rules: Warmaster Ancients; No. of Players: 8.

In 53 BCE, Marcus Licinius Crassus decided to prove his generalship by invading and conquering Parthia. The Parthian General The Surena had other ideas. Crassus marched his army across a desert where The Surena attacked him with an army consisting of hordes of horse archers backed up by cataphracts. Very few Romans survived. Since very few real details of this campaign are known, we will be fighting a "similar" scenario. Can you do better as Crassus or duplicate The Surena's victory? Novice and Younger players are welcome, and rules will be taught.

F-042 Viktory II Napoleonic

Length: 3 Hours; Location: Nimitz; Table: NB-2; Hosted by: Jim McCort; Scale: xx; Rules: Viktory II; No. of Players: 6.

Play the new Viktory II from Morrison Games (www.viktorygame.com). Up to 6 players can enjoy this game which uses small plastic Napoleonic figures. It is sort of a combination of Risk and Settlers of Cataan, with a bit of Axis and Allies thrown in. Quick, decisive games are guaranteed. Mature kids evaluated by the GM at game time.

Saturday

- 10:00 AM -

S-064 Junior Pirates For Younge And Olde Age of Reason

Length: 3 Hours; Location: Nimitz; Table: NB-2; Hosted by: Jim McCort; Scale: 15mm; Rules: Junior Pirates; No. of Players: 6.

Junior Pirates, both young and old, are invited to captain an honorable navy cruiser, or a dastardly pirate brig in the fourth running of "Junior Pirates." Cleverly crafted wooden pieces and fast, fun rules make this game a pleasure for kids and adults alike. A "side-table" will be set up for smaller kids to play with the same high quality terrain and miniatures.

- 2:00 PM -

S-103 Sandscape, Attack On Fort Zinderneuf Colonial

Length: 3 Hours; Location: All-Star Complex; Table: AS-3; Hosted by: Brendan Watts; Scale: 25mm; Rules: Modified Heroscape; No. of Players: 6.

Desperate, outnumbered French Foreign Legionnaires attempt to hold their fort against Arab attacks, hoping the relief column arrives in time.

S-065 Lace Wars 7.3 Age of Reason

Length: 3 Hours; Location: Nimitz; Table: NB-2; Hosted by: Jim McCort; Scale: xx; Rules: Lace Wars 7.3; No. of Players: 6.

You've seen the small wooden pirate games that Jim has run at the past few conventions. Now you can enjoy small wooden soldiers marching to battle with this sensible set of rules for the age of linear warfare. Lace Wars 7.3 is a simple set of rules for SYW. Children and adults welcome. We will have a separate play area to allow the younger guys to use the same miniatures we do, but with fewer or no rules at all. Google the rules name for a free copy.

- 6:00 PM -

S-066 Viktory III Napoleonic

Length: 3 Hours; Location: Nimitz; Table: NB-2; Hosted by: Jim McCort; Scale: xx; Rules: Viktory II; No. of Players: 6.

Play the new Viktory II from Morrison Games (www.viktorygame.com). Up to 6 players can enjoy this game which uses small plastic Napoleonic figures. It is sort of a combination of Risk and Settlers of Cataan, with a bit of Axis and Allies thrown in. Quick, decisive games are guaranteed. Mature kids evaluated by the GM at game time.

Sunday

- 10:00 AM -

Z-004 Have Fun Storming The Castle Other

Length: 3 Hours; Location: All-Star Complex; Table: AS-8; Hosted by: Eric Schlegel; Scale: 25mm; Sponsored by: HAWKS; Rules: Blood & Swash (fantasy version); No. of Players: 10.

The evil overlord in the castle appears vulnerable, so all the adventurers in the area are gathering to storm the castle and replace the oppressor with...themselves (of course!). All the elements of a typical Blood & Swash barroom brawl are present, plus elves, dwarves, halflings, trolls, orcs and MAGIC! NOTES: Players under 10 welcome with a playing adult.