

Bayou Wars 2026		
Time/Table	Description	Game master
Friday Morning 3		
Friday 9am-1pm G1	The Sudan: The Men Would Be Kings Players :10	Ken Hafer
Friday 9am-1pm G6	Gettysburg Soldier 10mm ACW game Players: 10	Gray Strickland
Friday 9am-1pm G4	Black Seas: Age of sail (1:1200 scale ships) depending on number of players each will control 1, 3, 4 - 8 ships. prizes will be given. Players: 10	Gary Clark
Friday Afternoon 5		
Friday 2pm-6pm B1	Board Gaming with Pat	Pat Wiltz crew
Friday 2pm-6pm B2	Nemesis: you awaken from cyrosleep to find a dead body in the cyro chamber, you must figure out what's happening as you remember your tasks.	Logan Goodin
Friday 2pm-6pm G1	Open	
Friday 2pm-6pm G2	Monster Mash: all out War using Dungeons & Dragons Minis with easy to learn rules very fast combat. Players: 12	Greg Spanier
Friday 2pm-6pm G3	WWI East Africa - (Bolt Action Rules): Battle of Tanga November 4, 1914 (Bolt Action Rules - you do not need to know these rules to play!) Command a platoon of German Schutztruppe, Askari and tribal levies in Colonel Lettow-Vorbeck's heroic defense of the City of Tanga in German East Africa against the invading British Indian Expeditionary Force B. Players: 12	Chris Swearingen and Chris Johnston
Friday 2pm-6pm G4	Black Seas: Age of sail (1:1200 scale ships) depending on number of players each will control 1, 3, 4 - 8 ships. prizes will be given. Players: 10	Gary Clark
Friday 2pm-6pm G5	DINO HUNT: Take yourself back to a Victorian-Cretaceous holiday hunting the most dangerous game. Be warned however, for if you fail to bag a trophy, you may become a treat. Players: 9	Ryker
Friday 2pm-6pm G6	Gettysburg Soldier 10mm ACW game Players: 10	Gray Strickland

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Time/Table	Description	Game master
Friday 2pm-6pm G7	Open	
Friday 2pm-6pm G8	Open	
Friday 2pm-6pm Stage 1	Circus Maximus - Roman Chariot racing. Don't miss out on the glory that awaits for those that Finish first or finish alive in this long running Convention favorite. Player: 12	Manny Dennis
Friday 2pm-6pm ADLG	Blue Max, WWI Aerodrome Combat at it's best. Convention Favorite. Players: Til the planes run out	Hilton Mcmanus
Friday Night 6		
Friday 7pm-11pm	Blood and Plunder! 28mm 17th Century Land and Sea combat. Light your match and sharpen your cutlass!	RT
Friday 7pm-11pm ADLG	ADLG 100 Point Reduced Format Tournament, 3 rounds Late Med Theme All Armies allowed from 1300-1500. Loaner armies will be available. 80x80 CM Maps	Hilton Mcmanus
Friday 7pm-11pm B1	Board Gaming with Pat	Pat Wiltz crew
Friday 7pm-11pm G1	Move the wine to the garrison or morale will suffer!: A heavily armed French supply column must move these "necessary" supplies through Spanish guerrillas and militia. This is a fun and easy to learn. Napoleonic skirmish game borrowing many rules from Blood and Bayonets rule set. Players: 6	Marc Fluitt
Friday 7pm-11pm G2	Lunar is a 28mm-scale skirmish game that pits rival crews of astronauts against one another as they struggle for control over the precious resources of Earth's moon. Players: 2	Witt Sullivan
Friday 7pm-11pm G3	Fictitious War of 1812 battle with a Chris Modified VS of Bloody Broadside- US vs GB sailing ships. Players: 8	Chris Johnston
Friday 7pm-11pm G4	Bloodier Broadships - a Bill Majure Special: This is a historic recreation of the "night battle", Fought in late December of 1814 between American forces led by Andrew Jackson versus the British as they first landed in Louisiana on the way to the famous battle of New Orleans. We will use a modified blood and bayonets rules with 28 mm figures. Players: 6	David Millender/Lee Drake

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Time/Table	Description	Game master
Friday 7pm-11pm G5	Open	
Friday 7pm-11pm G6	40mm setup	Bob Moon
Friday 7pm-11pm G7	Napoleonic Gothic Horror: Fistful of Lead rules. The Royal Navy and Sharpe's Rifles taken on an Italian mistress of the Dark Arts and her minions in Minorca 1807. Players: 8	Mick Hayman
Friday 7pm-11pm G8	Monster Hunters with massive weapons and no common sense take on a variety of monsters to make a new pair of boots from them. Players: 4	John Adam Giangrosso
Saturday Morning 6		
Saturday 8:30am	200pt ADLG Rd1 Open Tournament	
Saturday 9am-1pm	Blood and Plunder! 28mm 17th Century Land and Sea combat. Light your match and sharpen your cutlass!	RT
Saturday 9am-1pm B1	Board Gaming with Pat	Pat Wiltz crew
Saturday 9am-1pm G1	Winged Hussar: 17th Century Poles vs Ottoman Turks 25mm fast pace rules easy to learn good for beginners. Players: 8	George Morgan
Saturday 9am-1pm G2	Monster Mash: all out War using Dungeons & Dragons Minis with easy to learn rules very fast combat. Players: 12	Greg Spanier
Saturday 9am-1pm G3	The Battle of Cynuit: The year is 878AD and the Great Heathen Army has come to Britain and swept all before them. Only the Saxons of Wessex still oppose them. Whilst Alfred battles Guthrum in Exanceaster, the much feared Ubba Ragnarson has come with a fleet of longships and an army of Danes to take Defnascir from the Saxons. Ealdorman Odda and the Defnascir Fyrd stand between the Danes and their prize. Player 6	Dwaine Balias
Saturday 9am-1pm G4	Black Seas : Age of sail (1:1200 scale ships) depending on number of players each will control 1, 3, 4 - 8 ships. prizes will be given. Players: 10	Gary Clark
Saturday 9am-1pm G5	One hour skirmish wargame: Walkup demo WWII, Samurai, Pirate, Caveman, German East Africa WWI, etc. Players: 6	Robert Capps & Steve W

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Time/Table	Description	Game master
Saturday 9am-1pm G6	The Battle of Princeton, January 3, 1777 was the last major action of Washington's winter New Jersey campaign of 1776-1777. Washington came up with a plan to circle round Cornwallis' Army to attack a reserve force that had been left to defend Princeton. Rules: "Live Free or Die" modified Scale: A 40mm extravaganza! # of Players: Up to 5	Bob Moon
Saturday 9am-1pm G7	Gas Lands Refueled - Death Race: Through the shimmering haze of the broken asphalt, we see our steel-eyed competitors lined up with engines rattling and teeth gritted. Tonight's race is incredibly important to the teams... it's the last shot in the big leagues next month, and one more critical step on that road to "The Big Red." Players: 6	Danny Henderson
Saturday 9am-1pm G8	Open	
Saturday 9am-1pm Stage	Circus Maximus - Roman Chariot racing. Don't miss out on the glory that awaits for those that Finish first or finish alive in this long running Convention favorite. Players: 12	Manny Dennis
Saturday 9am-1pm Stage 2	WWII Placeholder	Dudley
Saturday Afternoon 6		
Saturday 12:15pm	200pt ADLG Rd2 Open Tournament	
Saturday 2pm-6pm B1	Board Gaming with Pat	Pat Wiltz crew
Saturday 2pm-6pm	Blood and Plunder! 28mm 17th Century Land and Sea combat. Light your match and sharpen your cutlass!	RT
Saturday 2pm-6pm G1	Open	
Saturday 2pm-6pm G2	The Men Who Would Be Kings. Boxer Rebellion Players 10	Ken Hafer

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Saturday 2pm-6pm G3	WWI East Africa - (Bolt Action Rules): Battle of Tanga November 4, 1914 (Bolt Action Rules - you do not need to know these rules to play!) Command a platoon of German Schutztruppe, Askari and tribal levies in Colonel Lettow-Vorbeck's heroic defense of the City of Tanga in German East Africa against the invading British Indian Expeditionary Force B. Players: 12	Chris Swearingen and Chris Johnston
Saturday 2pm-6pm G4	Black Seas : Age of sail (1:1200 scale ships) depending on number of players each will control 1, 3, 4 - 8 ships. prizes will be given. Players 10	Gary Clark
Saturday 2pm-6pm G5	Where's the king? ECW 15 mm. Nevermind the matchlock. Players:6	Steve Wirth
Saturday 2pm-6pm G6	Battle of La Belle Famillia, 24 July, 1759: French reinforcements attempt to break the British siege of Fort Chambly. Oh My!! Rules: : Live Free or Die", modified Scale: 40mm Players: 6	Bob Moon
Saturday 2pm-6pm G7	Open	
Saturday 2pm-6pm G8	STAR WARS Skirmish : Somewhere in the wilds of Kothlis, a group of pirates and other unscrupulous fringers are meeting a group of arms smugglers at an abandoned outpost when Imperial troops decide to pay them a visit. Not far away – and unbeknownst to everyone at the outpost – a group of Rebels are in the midst of being caught by Imperial pursuers. Stranded with their backs to the wall, the Rebels and fringers have to find common cause to escape alive! Players 12 Kid Friendly! Custom 40k Skirmish Rules	Richard Allen
Saturday 2pm-6pm Stage	WWII Placeholder	Dudley
Saturday 2pm-6pm Stage	Circus Maximus - Roman Chariot racing. Don't miss out on the glory that awaits for those that Finish first or finish alive in this long running Convention favorite. Players: 12	Manny Dennis

Bayou Wars 2026		
Time/Table	Description	Game master
Saturday 4pm	200pt ADLG Rd3 Open Tournament	
Saturday Night 8		
Saturday 7pm-11pm B1	Board Gaming with Pat	Pat Wiltz crew
Saturday 7pm-11pm	Blood and Plunder! 28mm 17th Century Land and Sea combat. Light your match and sharpen your cutlass!	RT
Saturday 7pm-11pm G1	Doctor Who vs the Daleks at the Rift of Time: Time traveling free for all using Fist Full of Lead skirmish rules. Watch out for Dinosaurs... Players: 8	Mick Hayman
Saturday 2pm-6pm G2	"No, No, No. You French will not building your blockhouse near our road." The French want to build a blockhouse to control a road across a supply route. The Spanish milita and guerrillas will not allow it. This is a 28 mm Napoleonic skirmish game that borrows many rules from the recently released Blood and Bayonets rule set. Rules have been modified for ease of learning and quick play. Players: 6	Marc Fluitt
Saturday 2pm-6pm G3	Lord of the Kanto: 6mm samurai battle in Japan's Age of the Country at War (Sengoku Jidai) 16th century warfare. Easy to learn home rules - no experience necessary Players: 8	Christopher Johnston
Saturday 7pm-11pm G4	Quatre Bras: June 16, 1815, Marshal Ney moves cautiously to the road junction of Quatre Bras. Can you as Wellington and the other allied commanders, keep the crossroads in friendly hands and deny the French the mobility of controlling the important junction, possibly changing the course of the Battle of Watterloo in two days. Can you, as Marshal Ney and the French commanders, seize the road juncture, cut off communication between Wellington and Blucher, and hasten the French advance to Brussels making victory at Waterloo more likely. !5 mm figures portray the armies that fought using the Glory id Fleeting rules. Up to 5 players can play.	Lee Cleveland
Saturday 7pm-11pm G5	One hour skirmish wargame: Walkup demo WWII, Samurai, Pirate, Caveman, German East Africa WWI, etc. Players: 6	Robert Capps & Steve W
Saturday 7pm-11pm G6	Deep Rock Galactic: Darkness. Danger. Dwarves. Players: 4	John Adam Giangrosso

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Time/Table	Description	Game master
Saturday 7pm-11pm G7	Goblin Raid DnD: In Goblin Raid, you're a goblin given the glorious tasks of going on a raid to bring back supplies to the goblin base. Six goblins will go on this tasks. Players: 6	Logan Goodin
Saturday 7pm-11pm G8	Lunar is a 28mm-scale skirmish game that pits rival crews of astronauts against one another as they struggle for control over the precious resources of Earth's moon. Players: 2	Witt Sullivan
ADLG	Blue Max, WWI Aerodrome Combat at it's best. Convention Favorite. Players: Til the planes run out	Hilton Mcmanus
Sunday Morning 2		
Sunday 8:30am	200pt ADLG Rd4 Open Tournament	
Sunday 9am-1pm	Blood and Plunder! 28mm 17th Century Land and Sea combat. Light your match and sharpen your cutlass!	RT
Sunday 9am-1pm B1	Board Gaming with Pat	Pat Wiltz crew
Sunday 9am-1pm G4	Warpaint rules. Players: 12	Ken Hafer
Sunday 9am-1pm G5	Black Seas: Age of sail (1:1200 scale ships) depending on number of players each will control 1, 3, 4 - 8 ships. prizes will be given. Players: 10	Gary Clark