

25th Anniversary

BAYOU WARS 2017 GAME SCHEDULE

Welcome to the 25th Anniversary of Bayou Wars. It's hard to believe that we have been doing this for this long. Please check with us at the reception desk for any schedule changes or recent additions.

FRIDAY – June 2, 2017

TIME	GAME DESCRIPTION	TABLE	GAME MASTER
	Friday Morning		
Friday 9am-1pm	<u>Clay Cooper's Traditional Opening Event:</u> 28mm Wars of the Roses battle using the "To the Strongest" rules by Simon Miller		Clay Cooper
Friday 9am – 1pm	<u>Lion Rampant</u> – ancient skirmish rules – simple and lots of fun – get in an introductory game prior to the tournament		Steve Wirth
Friday 9am – 1pm	<u>Lord of the Kanto Rules</u> – Warfare during the "Age of the Country at War" (The "Sengoku Jidai") 6mm samurai armies; up to 10 players – no experience necessary.		Chris Johnston
Friday starting at 9am every hour on the hour	<u>Assortment of Vintage Boardgames</u> – take a walk down memory lane; back to when it all started and brought you here today - <u>Milton Bradley's Hit The Beach; Avalon Hill (Axis and Allies) / Xeno Games (World at War-Expansion</u> – play as an allied or axis power –play as a team player or selfishly conquer the world on your own; <u>Avalon Hill "Battle Cry"</u> - Your first ACW game; 2 – 6 players ages 12 and up –		The Henderson Boys
	Friday Afternoon		
Friday 2pm – 6pm	<u>Introduction to L'Arte de la Guerre</u> – This "sandal camp" game allows beginners to learn the basic rules for this very popular ancients game including movement and combat; 4-8 players.		Chris Johnston
Friday 2pm – 6pm	<u>Outside of Kursk</u> WWII Micro armor Blitzkrieg Commander rules		Don Odom
Friday 2pm – 6pm	<u>Tewfig Bey</u> confounds Osman Digna. The Fuzzy-Wuzzys attempt to overthrow the Egyptians. Colonial Adventures:		Ken Hafer

	6 - 10 players. 15mm. 4 x 6 table		
Friday 2pm – 6pm	<u>Lion Rampant Fantasy Tournament</u> – Chris Swearingen brings back the popular “Play all Convention Long” Lion Rampant tournament. Whomever collects most points throughout the convention, well, wins. This is Louisiana, play early and play often.		Chris Swearingen
Friday 2pm – 6pm	<u>Pathfinder Society Quest: Honor's Echo</u> A series of six Quests designed for 1st-level characters. The grand Taldan Empire once controlled half of Avistan, but during the Even-Tongued Conquest, it could not manage an ongoing war with both its neighbor Qadira and the secessionist rebels in its outer provinces. As Taldor struggled to control its crumbling territories, its monarchs sought scapegoats for its failures, including the righteous war hero Countess Honaria Alcasti. Stripped of its nobility, her family has survived in obscurity for seven hundred years. However, her descendant Remaio has identified evidence that might redeem the Alcasti name and his ancestor’s honor. Can the PCs help exonerate her name and bring glory to Taldor once more? "Honor’s Echo" includes six, 1-hour adventures that take the PCs from the verdant wilds of Andoran to the arid wastes of Qadira to the cultural heart of Taldor itself. Experience the adventures in any order to create a unique story. This scenario is designed for use with the Pathfinder Roleplaying Game. Written by Eleanor Ferron, Jenny Jarzabski, and Landon Winkler.		Jeremy Gremillion
	Friday Night		
Friday 6pm – 11pm	<u>Little Round Top-</u> Blue and Grey fight for Gettysburg Regimental Fire and Fury rules		Bob Kelso
Friday 6pm – 11pm	<u>Medieval Fantasy Skirmish.</u> Monsters are raiding the countryside and a group of heroes must stop them. Will you take control of a sword wielding knight, a magic wielding mage or another hero to defeat the evil beasts. Custom rules set. 28mm models. Kid friendly!		Richard Allen, Addison Moseley
Friday 6pm – 11pm	<u>Fist Full of Lead</u> – Back to the town of Buckshot 28mm Cowboy game.		Dwaine Balius
Friday 6pm – 9pm	<u>L’Arte de la Guerre –Ancients Tournament Round 1</u>		Chris Anders, referee
TBA	<u>Lost World</u> Dinosaur Hunt House rules		Ryker Doskey

Friday 7pm – 1am	<p>Betrayal at the House on the Hill GM: Jeremy Gremillion Betrayal at House on the Hill quickly builds suspense and excitement as players explore a haunted mansion of their own design, encountering spirits and frightening omens that foretell their fate. Betrayal is a tile game that allows players to build their own haunted house room by room, tile by tile, creating a new thrilling game board every time. The game is designed for three to six people, each of whom plays one of six possible characters. Secretly, one of the characters betrays the rest of the party, and the innocent members of the party must defeat the traitor in their midst before it's too late! Betrayal at House on the Hill will appeal to any game player who enjoys a fun, suspenseful, and strategic game.</p>		Jeremy Gremillion
	Saturday Morning		
Saturday 9am – 1pm	<p>Naval Assault The Great War. A British taskforce escorts transports to a landing site against Turkish forces. But the former Kaiserliche Marine Battlecruiser, the Goeben, recently renamed the Yavuz, has been sent by the Turks to intercept and disrupt the landing. B5wars rules.</p>		Richard Allen, Addison Moseley
Saturday 9am – 1pm	<p>The Battle of Corinth 28mm Modified Brother against Brother- 6 players Can you sweep the Union invaders and secure the "Crossroads of the Confederacy" or will you be able to drive the Rebels back and retake the junction. Choose sides!</p>		Stephen Huckaby ACWGamer: The Ezine
Saturday 9am – 1pm	<p>Bloody Broadships –Saving the Rao Napoleonic Naval fight!</p>		Bill Majure
Saturday 8:30am– 11:30 am	<p>L'Arte de la Guerre – Tournament Round 2</p>		Chris Anders referee
Saturday 8:30am – 6pm ALL DAY EVENT	<p>"The Bloodiest Square Mile in Normandy!" Operation Mitten: 27-28 June 1944 – A Command Decision Test of Battle Scenario - On the 27th of June Operation Mitten was launched to eradicate a salient in the line to the North of Caen and capture the chateaux of De La Londe. Troops of the 3rd Division's 8th Brigade were tasked with these objectives. On the evening of the 27th the 1st Battalion of the South Lancashire Regiment put in a deliberate attack repulsed with great loss. The following morning the other two battalions of the brigade with tank support from the Staffordshire Yeomanry attacked again in the face of stiff opposition but by the end of the day took the objectives. Children under 14 welcome, with accompanying adult.</p>		Dudley Garidel

Saturday noon – 3pm	<u>L'Arte de la Guerre – Tournament</u> Round 3		Chris Anders Referee
	Saturday Afternoon		
Saturday 2pm – 1am	Pathfinder Module: The Godsmouth Heresy An urban and dungeon adventure for 1st-level characters. Deep below the anarchic city of Kaer Maga, someone—or something—has begun stealing corpses from the city's most prestigious tomb, the Godsmouth Ossuary. Fearing the worst, the clerics of Pharamasma in charge of maintaining the crypts quietly call for aid, not wanting to risk their own members in combating whatever horrors may have crept in from the tunnels and hidden chambers of the legendary Undercity. Yet when the PCs venture below the closed-off sections of the crypt, what they find may be more than they bargained for. For beneath the infamous crypt lies a temple from an ancient empire devoted to sin, and a former Pharamasmin cleric who's weathered his goddess's wrath to create an army of undead minions, their dead flesh standing ready to support his heretical plans. The Godsmouth Heresy is an adventure for 1st-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. It takes place beneath the cliff-top city of Kaer Maga, an ancient prison colony turned den of thieves and refugees. Written by Rob McCreary		Josh Gremillion and the Pathfinder Society
Saturday 2pm – 6pm	Return to Darkest Africa; Rules: The Sword in Africa supplement to The Sword and the Flame; Eight players - Set in a rural area in the wilds of east central Africa. Innocent villagers, dastardly slavers, stalwart Brits, conniving Belgians; who could ask for more, except maybe some wild animals – 28mm figures		Jim Pitts
Saturday 2pm – 6pm	<u>54mm Colonial-</u> with figures he played with as a kid.		Paul Arceneaux
Saturday 2pm – 6pm	<u>Axis and Allies Naval</u>		Darren Messina
Saturday 2pm – 6pm	<u>The Saxon assault on Heorot.</u> Can the Saxons evict the Vikings and burn the village? Warrior Heroes 6 – 10 players, 28mm 4 x 6 table		Ken Hafer
Saturday 2pm – 6pm	<u>Donny Brooke – 28 mm Circa 1668</u> Can the Dutch blow the Bridge before Louis' Cannon Crosses.		Dwaine Balius

Saturday 2pm – 6pm	<u>A Bridge Too Far</u> – (6 to 8 players) Bolt Action 2 nd Edition 28mm – British Paratroopers attempt to hold the bridge at Arnhem long enough to give XXX Corps time to arrive.		Charles Pecquet Baton Rouge Society of Miniature Gaming
Saturday 2pm-6pm	<u>Battle of Tientsin (Main Battle, July 13,1900)</u> Chinese Boxers versus Imperialists 28 mm, Black Powder rules Can the Righteous Fists defeat the Foreign Devils? The Baton Rouge Society of Miniature Gaming		David Horaist and Tim Wiedel
Saturday 3:30pm – 6pm	<u>L’Arte de la Guerre</u> Round 4		Chris Anders Referee
	<u>Saturday Night</u>		
Saturday 6pm – 11pm	<u>What if Napoleonic French face Russians and Austrians</u> 20mm Bring up the Guns rules		Steve Wirth River Parishes
Saturday 8pm – 11pm	<u>Blue Max WWI</u> aerial dogfights ALWAYS a FAVORITE		Hilton McManus
Saturday 8pm – 11pm	<u>Castle Siege</u> – 28 MM – “No Marriage!” When you refuse the King’s order for your only daughter to marry your arch enemy, you shut the gate and start the oil boiling!		Dwaine Balius
Saturday 8pm-11pm	<u>Zombicide</u> – join a group of survivors in a Zombie apocalypse world – from the famous board game by that name		Scott Allen
Sunday	Sunday Morning		
Sunday 9am – 1am	Saxon zombie feast! As many players as can belly up to the table! 28mm 4 x 6 table		Ken Hafer
Sunday 9am – 1am	<u>Bloody Broadsides –Saving the Rao Napoleonic Naval fight!</u>		Bill Majure