

Saturday June 21, 2008

Time	Game Description	Game Master
TBA (1)	<p style="text-align: center;">The Hornet's Nest</p> <p>The German Operation Zitadel has failed, and the Soviets have launched a summer counter-offensive. The German front has been broken near Orel, Kharkov, and the upper Donets River. Three Soviet cavalry corps, which had remained in Steppe Front reserve during the Kursk fighting, has been brought forward to lead the pursuit of retreating German units to the Dnieper river. The Soviets are intent on destroying the Germans, and all the Germans have to stop them is an under strength, reinforced battalion and a few insects with some very long stingers.</p> <p style="text-align: center;">Rules: Command Decision: Test of Battle Players: 4 - 8 [I will try to accommodate as many as possible] Please note game starts at 10:00am and lasts until 4:00pm</p>	Dudley Garidel
9am-1pm (2)	<p style="text-align: center;">Memoir 44 Germans vs. Americans Scale 15mm</p>	Clay Cooper
9am-1pm (3)	<p style="text-align: center;">American Civil War (Details to follow)</p>	Larry Reeves
9am-1pm (4)	<p style="text-align: center;">WWII Naval Action Japanese Navy versus America (1942-1943) Rules: Seas of Steel Scale: 1/2400 (GHQ Figures)</p>	Travis Melton
9am-1pm (5)	<p style="text-align: center;">D&D Miniatures 200 point standard tournament</p> <p>Bring your best warband and prepare to do battle in our 200-point constructed tournament. Swiss rounds with a possible cut to a final group. Product prizes for top placed finishers and qualification for</p>	Manny Dennis

	<p>Championship tournament. Tournament entry fee is free. Extra Warbands may be available to borrow.</p>	
<p>9am-1pm (6)</p>	<p>World War II Skirmish Battle of Tulagi. Japanese versus Marines Game played on 6x10 model of Tulagi island. 6 players. Scale:25mm Rules: Crossfire</p>	<p>Bob Kelso</p>
<p>9am-1pm (7)</p>	<p>Warfare in Saxon England Wycliff monastery attacked by Vikings. Small defense force and lots of loot, ripe for the pluckin'. What Would Jorgen Do...? Burn the church, kill the women, and rape the livestock! The Viking that has the most loot at the end is the new Jarl. But watch out for your 'friends' and that old woman with the knife. Scale: 25mm small unit action.. House rules. 6-8 players PG13: Lewd behavior with animals, violence. Same table as game from night before if that is possible.</p>	<p>Steve Wirth</p>
<p>9am-1pm (8)</p>	<p>Darkest Africa Police Lt Hulot is surrounded by hostiles in his tiny constabulary. Can he hold out until he is rescued by the Legion? Rules: Colonials playtest , Two Hour Wargames 6 - 10 players. 4 x 6 table</p>	<p>Ken Hafer</p>
<p>9am-Until</p>	<p>Warmachine Hard Core Tournament 750 Points 5 Rounds</p>	<p>Rob Miles</p>

<p>Tournament Round #2 9am</p>	<p>Field Of Glory 800 points 15mm Armies from all books published by Osprey prior to June 20, 2008 For additional information contact Hilton McManus hilton@admin1s.com</p>	<p>Hilton McManus Referee</p>
<p>9am-1pm (9)</p>	<p>Learn to Play D&D 4.0 D&D 4.0 RPG Keep on the Shadowfell An introductory 4th Edition D&D adventure for characters of levels 1-3 The town of Winterhaven stands watch over a ruined keep that was once a bastion of good in the realm. This keep overlooks the Shadow Rift, a dark scar in the world that was once a gateway to the Shadowfell but has been dormant for many years. Now, an evil cleric of Orcus, Demon Lord of the Undead, seeks to re-open the gate, and the only thing standing in his way is a small yet determined band of heroes. The games are broken up in different sessions, but anyone can play in either section Full Color Maps, Miniatures and Pre-Generated Characters Supplied. Each Player will get a free D&D Miniature from www.battleworks.net 1-8 players Table near dealers table.</p>	<p>Joey Fauchaux</p>
<p>9am-Until</p>	<p>Transdimensional Games Flintloque All day gaming near dealers table</p>	<p>Mike White</p>
<p>Tournament Round #1 9am</p>	<p>Warrior 1600 Points 1 list 15mm</p>	<p>John Garlic</p>
<p>2pm-6pm (1)</p>	<p>George Carr Sr. Memorial Colonial Game “Dishing Us Up In Style!” Can the British burn the Royal Kraal or will they be massacred by the Zulus once again? Come join us to determine the outcome of this clash of mighty empires! The mighty Zulu nation (over 1,000 figures, representing over 40,000 warriors) versus the cream of the British and Colonial army (almost 400 figures, representing almost 16,000 soldiers of the Queen). Rules: “By Battalion, Volley Fire!” by Larry Brom, Game Master Emeritus. Prior experience with these rules or with “The Sword and the Flame” or “800</p>	<p>Jim Pitts Jay Stibling Larry Brom (Game Master Emeritus)</p>

	<p>Fighting Englishmen” not required. Players: Up to 12 (6 British and 6 Zulu); senior commanders to be determined by lot. Scale: 25mm Table Size: 6’ x 12’</p>	
<p>2pm-6pm (2)</p>	<p>Disposable Heroes The push is on...can the Germans clear the way for the final assault. Platoon action at the Battle of the Bulge. German Panzer Grenadiers try and break through the 101st airborne before Patton arrives.</p>	<p>Dwaine Balius</p>
<p>2pm-6pm (3)</p>	<p>Scenario: Antietam (but not strictly historical) On the beautiful morning of September 17, 1862, stroll leisurely through woodlots and along farm lanes. Stop briefly to survey the quiet cornfields north of Sharpsburg in Maryland and then prepare to fight. Rules: Johnny Reb 3 Minimum Table size: 5’ x 6’ (additional space for staging would be nice) Number of players: 2 – 10 no experience necessary and no age limit I will supply everything needed.</p>	<p>Duane Rock.</p>
<p>2pm-6pm (4)</p>	<p>D&D Miniatures 200 point sealed Tournament Commanders rally random creatures and rapidly sends their best 200-point warbands scurrying to do battle in a race to dominate the dungeon. Build from two D&D Miniatures Booster Packs and vie to be victorious. A 200 point factionless warband will be built from the figures contained in the two boosters or a booster and a starter pack. Swiss rounds with a possible cut to a final group. Product prizes for top placed finishers and qualification for Championship tournament. Tournament entry fee is the cost of 2 boosters. Booster packs should be purchased at vendor booths in advance before the tournament and bring to the gaming room unopened.</p>	<p>Manny Dennis</p>
<p>2pm-6pm (5)</p>	<p>WW II Gaming Command Decision 6X12 Table Lots of Tanks</p>	<p>Tim Broome</p>

	<p>More details to come Come starts at 4:00 and lasts 8 hours</p>	
2pm-6pm (6)	<p>D&D Miniatures 200 point standard tournament Bring your best warband and prepare to do battle in our 200-point constructed tournament. Swiss rounds with a possible cut to a final group. Product prizes for top placed finishers and qualification for Championship tournament. Tournament entry fee is free. Extra Warbands may be available to borrow</p>	Manny Dennis
2pm-6pm (7)	<p>Quest for the Golden Monkey Two Hour Wargames You know the legend. The fabulous Golden Monkey idol that is guaranteed to produce riches untold. Except...its on a hostile island in the Pacific...Hitler wants it...the French want it...the natives want it....so do the...well I can't tell you everything. Come see the preview to the new THW: Larger than Life Players: 2-8 Scale : 28mm Game will be locate close to Two Hour Wargames Dealer Table</p>	Ed Teixeira
2pm-6pm (8)	<p>Saving the Queen's Shilling British Crown forces escort a convoy under hostile attack by Pathan tribesmen on the Northwest Frontier of India. Rules: Sword & Flame. Suitability: Teenage or older. Number of Players: 2 - 6.</p>	Ashton Arnold
2pm-6pm (9)	<p>Pirates on the Po Fourth Century B.C. Trade Wars Everything needed to play will be supplied. Children under 12 must be accompanied by an adult. Rules: Mare Contra Scale: 15 mm Ancient Naval Warfare Players: Up to 12</p>	Steve Wirth

<p>Tournament Round #2 2pm</p>	<p>Warrior 1600 Points 1 list 15mm</p>	<p>John Garlic</p>
<p>Tournament Round #3 7pm</p>	<p>Warrior 1600 Points 1 list 15mm</p>	<p>John Garlic</p>
<p>Tournament Round #3 7pm</p>	<p>Field Of Glory 800 points 15mm Armies from all books published by Osprey prior to June 20, 2008 For additional information contact Hilton McManus hilton@admin1s.com</p>	<p>Hilton McManus Referee</p>
<p>7pm-11pm (1)</p>	<p>Space combat in the "Honoverse" The science fiction universe of the Honor Harrington novels. Join in and defend the Space Kingdom of Manticore or try and conquer new systems for the People's Republic of Haven. Rules: An adaptation of the Full Thrust Rules Scale: 1:12,000 Players: 6-8</p>	<p>Ed Sansing</p>
<p>7pm-11pm (2)</p>	<p>D&D Miniatures 200 point standard tournament Bring your best warband and prepare to do battle in our 200-point constructed tournament. Swiss rounds with a possible cut to a final group. Product prizes for top placed finishers and qualification for Championship tournament. Tournament entry fee is free. Extra Warbands may be available to borrow</p>	<p>Manny Dennis</p>
<p>7pm-11pm (3)</p>	<p>DBA Tournament 15mm Single DBA Army Four Rounds & Winner Plays Winner 2X2 Boards Camp must represent camp followers and built up areas must show denizens or both will be considered empty.</p>	<p>Ron Gros</p>

<p>7pm-11pm (4)</p>	<p>Continuation of World War II Gaming from 4:00pm game</p>	<p>Tim Brome</p>
<p>7pm-Until (5)</p>	<p>Flames of War Late War Scenario on the Eastern Front with close to 3,000 points per side! I am basing the scenario loosely around what occurred historically when the Hermann Goering Panzer Division was transferred to the Eastern Front in Poland to hold back the Soviet juggernaut from reaching Warsaw. Will the HG Panzer Division be able to stop the Soviets and even launch a counterattack?? Scale: 1/72</p>	<p>Thomas Klingman & Sons</p>
<p>7pm-11pm (6)</p>	<p>WW2 Aerial Combat Europe 1940-1944: Fly German, Italian, French, Russian, American or British aircraft. Missions will range from hair-raising dogfights, an attack on a B-17 Bomber group or maybe... even possibly, a daunting early war NIGHT engagement! So come, Choose your Allegiance, will you fly for the Axis and spread the fascist dream of world domination? Or will you join your Allies and stop the Axis nightmare from its push to destroy the rest of the world. Choose wisely, but you must choose! Parachutes are not required, just nerves of steel! Scale: 1/144 Table size: 5 X 12</p>	<p>Troy Fuller</p>
<p>7pm-11pm (7)</p>	<p>Fighting in Hell The German Ordeal on the Eastern Front Retreat from the Tamin Peninsula WWII 20mm Company level encounter Cross-Fire rules 2-6 players</p>	<p>Steve Wirth</p>
<p>Midnight Madness</p>	<p>D&D Miniatures 200 point sealed Tournament Commanders rally random creatures and rapidly sends their best 200-point warbands scurrying to do battle in a race to dominate the dungeon. Build from two D&D Miniatures Booster Packs and vie to be victorious. A 200 point factionless warband will be built from the figures contained in the two boosters or a booster and a starter pack. Swiss rounds with a possible cut to a final group.</p>	<p>Manny Dennis</p>

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Midnight Madness	<p>D&D 4.0 RPG Demo</p> <p>Game based off the D&D Game Day.</p>	Manny Dennis