

Sunday June 22, 2008

Time	Game Description	Game Master
9am-1pm (1)	<p style="text-align: center;">Mos Eisley Warfare between the Empire and Rebel Alliance Rules: Two Hours Wargames 5150</p> <p>Each side will have 2 spawn points with an unclaimed spawn point in the middle. Each player will get one figure which can be respawned 5 times as any figure in the unassigned pile.</p>	Ken Hafer
9am-1pm (2)	<p style="text-align: center;">Scenario: Antietam (but not strictly historical)</p> <p>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.</p> <p style="text-align: center;">Rules: Johnny Reb 3</p> <p>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 every needed.</p>	Duane Rock
9am-1pm (3)	<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 Championship tournament. Tournament entry fee is free. Extra Warbands may be available to borrow</p>	Manny Dennis
Tournament Round #4 7pm	<p style="text-align: center;">Field Of Glory 800 points 15mm</p> <p>Armies from all books published by Osprey prior to June 20, 2008 For additional information contact Hilton McManus hilton@admin1s.com</p>	Hilton McManus Referee
9am-1pm (5)	<p style="text-align: center;">Swap Table Got some unwanted items. Now is the time to unload them</p>	

9am-1pm

Warmachine
Open Gaming

Rob Miles