

# FRIDAY JUNE 11, 2010

Time	Game Description	Game Master
9am-1pm	<p><b>The Official Opening Game of Bayou Wars</b></p> <p>Clay Cooper has had the distinct honor of always running the first game at Bayou Wars. Once again he is going several steps beyond by having a table open all day Friday as we gamers slowly drift into the hotel. The feature game will be Battle Cry ACW in 6mm</p>	Clay Cooper
9:05am-1pm	<p><b>English Gentlemen on Safari</b></p> <p>25mm Pulp Big Game Hunt)</p> <p>2-8 Players (under 16 accompanied by adult) House Rules</p>	Steve Wirth & River Parishes
9:05am-1pm	<p><b>The Battle that Never Was</b></p> <p>19<sup>th</sup> Century Horse &amp; Musket Joseph Morschauser (1962) Rules 52mm</p> <p>4-6 players (Over 16 years of age, please)</p>	Paul Aceneaux & River Parishes
9:05am-1pm	<p><b>MARS!</b></p> <p>The mega-corporations of Earth have sent in their marines to wipe out the riotous mining scum called the Sahadeen. Are there hidden dangers that could make this more than a walk-over?</p> <p>Do the Sahadeen have a trick or two up their sleeves? Or will nature, in the guise of the wailing Martian sandstorms, take a hand?</p> <p>Rules: 5150 First Contact by Two Hour Wargames Players: 2-8</p>	Ken Hafer
9:05am-1pm	<p><b>Power Grid</b></p> <p>Board game</p> <p>Power Grid – 2-6 players bid for power plants that use current and alternate energy sources (timely, eh?) as they build their energy grid across the nation. Fun and involving!</p> <p>Best for ages 15+. Time 3 hours.</p>	Walt Burgoyne

10am-4pm	<p style="text-align: center;"><b><i>Battle of Lindern, November 29, 1944</i></b></p> <p>The U.S. 84th Division received its baptism of fire in November of 1944 when it was committed to breach the Siegfried Line at Geilenkirchen. Over the course of the next ten days, it fought its way forward through constant rain and deep mud, and against stiff German resistance. After the 84th broke the resistance of the 183rd Volksgrenadier Division, the Germans committed the 9th Panzer Division, followed by the 15th Panzergrenadier Division, and, finally, the 10th SS Panzer Division [fresh from the Market Garden battle] to stop them. The last major town, before the 84th broke cleanly through the Siegfried Line defenses, was Lindern.</p> <p style="text-align: center;">Rules: Command Decision: Test of Battle  Players: 4 – 10  6 X 8 Table</p>	Dudley Garidel
1pm-7pm	<p style="text-align: center;"><b>Warmachine Standard Steamroller Tournament</b></p> <p style="text-align: center;">35 points</p>	Rob Miles
12:00-6pm	<p style="text-align: center;"><b><i>Easy Green</i></b>  Flames of War  <b>5X10 Table</b>  2-15 players  (Game will remain up all weekend &amp; played again on Saturday)  (Pictures of the terrain will be posted soon)</p>	Mike Curries
1pm-5pm	<p style="text-align: center;"><b>D&amp;D Miniature Tournament</b>  <b>200 Point Arena</b></p> <p>A new standard scenario of “Arena” supports 5 figures on the short maps with a 35 minute time limit.</p>	Manny Dennis
2pm-6pm	<p style="text-align: center;"><b>More Gaming with Clay!!!</b></p>	Clay Cooper

2pm-6pm	<p style="text-align: center;"><b><i>“Action off Trevor’s Star”</i></b>  Space Battle in the Honorverse  The ‘Manties’ and the ‘Peeps’ once again battle for supremacy.  Enemy task forces meet in deep space. Who will emerge victorious this time?  4-8 players  Rules: <i>Variant of Full Thrust</i></p>	Ed Sansing & Jackson Wargamers
2pm-6pm	<p style="text-align: center;"><b>Third Annual Jim Blum Memorial Game</b>  15mm  Shako Rules  4 x 8 table  2-8 players</p>	Steve Wirth & River Parishes
2pm-6pm	<p style="text-align: center;"><b><i>“How Sharp is your Honor”</i></b>  Medieval Samurai Skirmish Game  4-6 players  Rules: Fatal Blow</p>	Dwayne Balius & Gulf Coast Gamers
2pm-6pm	<p style="text-align: center;"><b><i>“Mahdi or not, Here they Come”</i></b>  1883 Egyptians face the Ansars at an Oasis  Colonial Adventures  Two Hour Wargames  4-10 players</p>	Ken Hafer
2pm-6pm	<p style="text-align: center;"><b><i>Battle of Kashyyk</i></b>  Players take on the role of the Clone Army of the Republic, Wookies, or Separatist Forces in a battle on the woodland planet of Kashyyyk, the native home of the Wookies.  Rules: Modified WOTC Star Wars Miniatures Rules  Players: 2-12 Under 16 accompanied by an adult please)</p>	Brian Simmons & Gulf Coast Tabletop Gamers Society
2pm-6pm	<p style="text-align: center;"><b><i>Blood, Sweat, Oil, and Exhaust Fumes!!!</i></b>  Slap on yer goggles, strap inta' yer seat, rev up yer engine, lock n' load, an' prey fer yer miserable life - cause odds are, yer comin' out in a body bag. This is Car Wars; where the goal isn't ta outrace the competition, but to annihilate, incinerate, and decimate before blowin 'em up for good measure! This isn't a race - it's a death match.  Our sponsors say turrets are cheap and arena bots are cheaper, so this year we've scrapped the bots and bolted down the swivel guns. Time for a true test</p>	Josh Gremillion & River Parishes

	<p>of driving skill - just hope you brought your permit.  Rules: Car Wars: Axles and Alloys!!!  Scale: Hot Wheels, Matchbox, &amp; More!!!  All ages welcome!!!  <b>No Experience Necessary!!!</b></p>	
2pm-6pm	<p><b>Memoir '44 Tournament</b>  Bastogne  Eight players and no prior experience is needed  <b>Winner receives an award winning Bayou War's Hot Dog!</b></p>	<p>Cyril  &amp;  Peter Muller</p>
2pm-6pm	<p><b>Convoy!</b>  Zedidiah Smith's Salvage Company is returning to Sanctuary after scavenging the outskirts of zombie-infested Dallas. It should be as easy a run as any in the Warlands, but word is out about Zed's finds. From guzzoline-hungry Mercs to (just) hungry Eaters, death will stalk the highway.  Mayhem by East Carolina University Historical Simulations Group  Prizes by Aberrant  Players: 8 (Children under 13 with adult, please.)  Rules: Warlands (Aberrant Games)  <b>6X10 Table</b></p>	<p>Wade G.  Dudley, Josh  Hostetter  &amp;  ECUHSG</p>
2pm-6pm	<p><b>Field of Glory Tournament</b>  Round 1</p>	
5pm-11pm	<p><b>The Battle of St. Mere Eglise</b>  The second and third battalions of the 505th PIR have managed to take and hold St. Mere Eglise on June 6. However, to the north, the German 1058th Infantry regiment has received reinforcements and the morning of June 7 counterattacked violently. Tanks are coming from Utah Beach, but will they arrive soon enough?  Rules: Command Decision: Test of Battle  Players: 6-8  4X 6 Table</p>	<p>Salvatore  Culotta</p>

5pm-9pm	<p style="text-align: center;"><b>D&amp;D Miniatures Tournament</b>  <b>200 Point Standard (Qualifier Trials)</b></p> <p>The format, known as the Standard format, creates a more dynamic metagame and gives newer players better access to tournament game play. The Standard format uses all miniatures with DDM Guild restats plus the All-Star set of miniatures selected from earlier sets. The standard scenario supports 10 figures on the normal maps with 60 minute time limit.</p>	Manny Dennis
7pm-11pm	<p style="text-align: center;"><b><i>Micronauts</i></b>  World War II Surface Action  6-8 Players (under 16 accompanied by adult)  House Rules</p>	David Arceneaux & River Parishes
7pm-11pm	<p style="text-align: center;"><b><i>Sikh Wars 1846</i></b></p> <p>This scenario is based on the Battle of the Alma from the Crimean war. The Sikh army has built 3 redoubts on the banks of the Sutlje. The British army advances across the river to capture the redoubts and drive the Sikhs back into their territory. Two regular, red-coated armies do battle: the French trained Sikhs (including ghurkas) vs. the British and Sepoy regiments.</p> <p style="text-align: center;">Scale: 25mm  Players:  Rules: TBA</p>	Mark Stevens & Jackson Wargamers
7pm-11pm	<p style="text-align: center;"><b><i>Who Dares Win</i></b>  WWII Desert Raid</p> <p>A long range desert force and SAS troops will try to stop an Italian supply column trying to make the safety of their desert fort.</p> <p style="text-align: center;">Rules: Flames of War  Scale: 1/72</p> <p>(Really nice scratch-built terrain or I as like to call it “eye candy” will be there)</p>	Tom Klingman, Steve Borona, & Gulf Coast Tabletop Gamers Society
7pm-11pm	<p style="text-align: center;"><b><i>Wire to Wire: Horse Racing!!!</i></b></p> <p>Players will bid on which horses to ride during the races. You make the decisions on how to ride the race and when to make your run. Do you start off strong and try to go wire to wire or wait and make your run at the end.</p> <p style="text-align: center;">No experience needed and easy to catch on  2 to 8 players  4 X 6 Table</p>	Ed Teixeria Special Guest Two Hour Wargames

7pm-11pm	<p style="text-align: center;"><b><i>NAS-TY-CAR in the Warlands</i></b></p> <p>After the zombies and the nukes, one key question remained: What do you do with an airport when there are no more planes around? In Last Ville, John Roy and Bob Bob Jones turned it into the finest NAS-TY-CAR track in Texas. Take your shot at winning prizes to the refrain of "Nine drivers enter, two drivers leave; nine drivers enter, two drivers leave..."</p> <p>You bring the guts, ECUHSG will provide the cars, and Aberrant and Stan Johanson Miniatures will provide the prizes. NAS-TY-CAR racing at its best.  Players: 9 (Children under 13 with adult, please.)  Rules: Warlands (Aberrant Games)</p> <p style="text-align: center;"><b>6X10 Table</b></p>	Wade G. Dudley, Josh Hostetter & ECUHSG
7pm-11pm	<p style="text-align: center;"><b><i>Last One Standing</i></b></p> <p style="text-align: center;">Germans vs. Americans 1/144 scale tank battle.  The Germans will attempt to hold a bridge.  Home Rules</p>	Larry Reeves
7pm-11pm	<p style="text-align: center;"><b><i>Axis &amp; Allies War at Sea Battles</i></b></p> <p>Here is a great chance to learn not only how to play the games but also learn some history.</p> <p>Here is a few of the battles that will be fought through the gaming period  Prien in Scapa flow: Sinking of the Royal oak in British protected anchorage by a U boat (1939); Battle of River Platte: the Graf Spee against 3 British cruisers (1939); Batle of Denmark Strait: Sinking of the Hood (1941); Battle of Tarigo convoy in the Mediterranean (1941); Convoy PQ18: a convoy following the PQ17 disaster, this convoy is where only 10 out of about 50 ships made it to Russia (1942); Battle off North Brittany (1943); and Battle of Cape Spada (1940)</p>	Matthew Berry
7pm-11pm	<p style="text-align: center;"><b><i>"Battling Biguns - Return to Lilliput"</i></b></p> <p>We players be pirates, what have run aground on the uncharted reefs of Lilliput Island. Having sore hangovers, we want only to build a raft to return to the sea. But what's this: tiny, noisy people, making such a racket. Will they not let us cross the island and be off? Do they have any rum?</p> <p style="text-align: center;">Rules: Return to Lilliput by Walter O'Hara  (Rules available on Line)  4-10 players who will expected to talk like pirates  4X8 Table</p>	Duane Guilbeau

7pm-11pm	<p style="text-align: center;"><b><i>Monsterpocalypse!</i></b> Privateer Press</p> <p>Do you love giant monsters? Do you love giant robots? Do you love giant ninjas/aliens/demonic entities from another dimension? If you answer yes to any of these questions, then boy, do we have a game for you! Come learn how to play Monsterpocalypse, now with 6 new factions! Up to 4 players per session</p>	Josh Gremillion & River Parishes
7pm-11pm	<p style="text-align: center;"><b><i>Battle of Perekop</i></b> Russian Civil War, November 1920. 15mm 2-8 players, Memoir 44 derived rules, all players welcome 5x8 table</p>	Ray Kunstmanas
9pm-until	<p style="text-align: center;"><b>D&amp;D Miniatures Tournament</b> <b>500 Point Standard</b></p> <p>The format, known as the Standard format, creates a more dynamic metagame and gives newer players better access to tournament game play. The Standard format uses all miniatures with DDM Guild restats plus the All-Star set of miniatures selected from earlier sets. The standard scenario supports 10 figures on the normal maps with 60 minute time limit.</p>	Manny Dennis
Late Night Madness		