

Saturday June 12, 2010

Time	Game Description	Game Master
9am-1pm	<p><i>French & Indian War</i> 25mm Small Unit Action 6-8 Players (under 16 accompanied by adult) (Details Coming Soon)</p>	Al Himel & River Parishes
8am-Noon	<p>Field of Glory Tournament Round 3</p>	
9am-1pm	<p>Third Annual George Carr, Sr. Colonial Game <i>The Relief of Wadi Zoum-Zoum</i> Can the British river column rescue the Egyptian garrison at Wadi Zoum-Zoum before the Agandar's forces can overwhelm them? 25mm Colonial The Sword and the Flame Table size 5-6' x 8' Players: 6-8</p>	Jim Pitts & Jackson Wargamers
9am-1pm	<p>Battle Tech (More Details to follow)</p>	Jonathan Bowen & Gulf Coast Tabletop Gamers Society
9am-1pm	<p><i>Gunfight at the Sinkhole</i> Loosely based on "Shalako" A group of hunters are isolated in a basin by Comanche's. Six Gun Sound Two Hour Wargames 6-10 players</p>	Ken Hafer

9am-noon	<p style="text-align: center;">D&D Miniature Tournament 300 Point Arena</p> <p>A new standard scenario of "Arena" supports 5 figures on the short maps with a 35 minute time limit.</p>	Manny Dennis
9:00am-1pm	<p style="text-align: center;"><i>Nelson vs All!</i> Close Action Naval Game</p> <p>Nelson vs All Who Oppose the British Empire – The high seas are once again the scene of fierce ship to ship combat. Come captain a mighty ship of the line as the fate of England is in the balance. Can Napoleon's forces be stopped or will it be a bad day for England. This event will be using the very large 1:900 scale Portsmouth Miniatures ships.</p> <p style="text-align: center;">6 to 12 players 5X8 Table</p> <p style="text-align: center;"><i>(If you have never seen the beautiful ships made by Jeff you need to stop by his tables!!!)</i></p>	Jeff Hunt of Portsmouth Games
9am-5pm	<p style="text-align: center;">The Mississippi Armed Forces Museum Presents <i>The Tank Battle at Arracourt</i></p> <p>In the early morning fog of September 20th, 1944, scores of German Panther tanks clanked across the open farm lands around the town of Arracourt. They were headed right into the flank of Colonel Creighton Abrams command. Combat Command A of the 4th Armored Division thought they were finished in this sector but the Independent Panzer Brigades had their own plans.</p> <p style="text-align: center;">Scale: 10mm Rules: Command Decision: Test of Battle Players: up to 12</p> <p>(Hilton special table setup needed involving 6 eight foot tables; will send you a diagram)</p>	MSG Glen Husted & SFC Tim Broome
9am-1pm	<p style="text-align: center;">Munchkin card game</p> <p>"Munchkin is a tasteless parody game which brings you the essence of dungeon-crawling experience...without all that messy roleplaying!"</p>	Jennifer Klein & Gulf Coast Tabletop Gamers Society
9am-until	<p>All Day Board Gaming with Pat</p>	

9am-1pm	<p style="text-align: center;">American Civil War 15mm Larry Brom Rules 6 players</p>	Larry Reeves
9am-1pm	<p style="text-align: center;"><i>"Assault on Outpost 830"</i> Intro level 5150 Skirmish level Sci-Fi, 25mm 4-6 players, ages 16+ Come try out Two Hour Wargames Sci-Fi rules system!</p>	Chris Swearigin
9am-1pm	<p style="text-align: center;"><i>Battle of Mukden</i> The last major land engagement of the Russo-Japanese War, February 1905. 15mm 2-8 players Memoir 44 derived rules, all players welcome 5 X 8 Table</p>	Ray Kunstmanas
9am-7pm	<p style="text-align: center;">Warmachine Hard Core Tournament 50 points</p>	Dan Zimmerman
12:00-6pm	<p style="text-align: center;">D&D Miniatures Tournament 200 Point Standard (Qualifier!!!)</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

12:00-6:00pm	<p style="text-align: center;"><i>Easy Green</i> Flames of War 5X10 Table 2-15 players</p>	Mike Curries
2:00-6:00pm	<p style="text-align: center;">Field of Glory Tournament Round 4</p>	
2:00-6:00pm	<p style="text-align: center;">Black Powder 15mm Civil War 6-8 Players (under 16 accompanied by adult) (Details Coming Soon)</p>	Robert Hammond & BRSMG
2pm-6pm	<p style="text-align: center;"><i>Iron Bottom Sound or this Slot Sucks</i> World War II Naval Japanese vs. Americans Up to 6 players Rules: Victory at Sea</p>	Dwayne Balius & Gulf Coast Gamers
2pm-6pm	<p style="text-align: center;"><i>Remember the Maine & to He** with Spain!</i> 1/2400 naval action in 1898 [The Robert Whitfield Memorial Naval Game] The American victory at the 1898 battle of Santiago de Cuba decided the outcome of the Spanish-American war. The Spanish were outnumbered and outcome, but with a few more ships and better gunnery—who knows? 4-8 players Rules: <i>Home Rules</i></p>	Jay Stribling & Jackson Wargamers
2pm-6pm	<p style="text-align: center;"><i>Dawn Patrol in 44</i> Brits and U.S. forces push deeper into enemy territory on a reconnaissance patrol. Objective is to make it there and back. No experience needed. Rules: NUTS!</p>	Ed Teixeira Special Guest Two Hour Wargames

2pm-6pm	<p style="text-align: center;"><i>Axis & Allies War at Sea Battles</i></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
2pm-6pm	<p style="text-align: center;"><i>Bar-room Brawl at the Roasted Parrot Tavern</i></p> <p>Pirates fighting over what Pirates fight over in a seacoast tavern and maybe in the street out front too.</p> <p style="text-align: center;">2-12 players, the more the merrier. 25mm Skirmish Blood and Swash rules. Under 16 with adult please.</p>	Robert Capps and River Parishes
2pm-6pm	<p style="text-align: center;"><i>Bloody April, May June & July 1917</i></p> <p>In support of Allied offensive operations, the RAF and allied air services attempt to control the skies over no man's land, creating a target-rich environment for the German Jagdgeschwaders.</p> <p style="text-align: center;">Canvas Eagles Modified 1/144 Scale</p> <p>4-12 players (Ages 12 and up. Players under 16 with parent please).</p> <p>Fluid game mechanic allows players to join in at any time--game balance will determine whether players arriving after start will be German or Allied pilots.</p> <p style="text-align: center;">Allan has agreed to continue the game in the evening session if there is enough interest!</p>	Allan Robinson & Gulf Coast Tabletop Gamers Society
2pm-6pm	<p style="text-align: center;">Flames of War Demo Game Russians versus Germans Scale: 20mm</p>	George Morgan & River Parishes
2pm-6pm	<p style="text-align: center;"><i>Beau Geste</i></p> <p>Fort Zinderneuf is besieged by Tauregs. Will the relief column arrive in time to save the French Foreign Legion? Don't count on it!!!</p> <p style="text-align: center;">25mm Sword and the Flame 2-8 players (Under 16 with adult)</p>	Ashton Arnold & River Parishes

2pm-6pm	<p style="text-align: center;">Battletech using the Quick Strike rules</p> <p>The year is 3050 and Clan Ghost Bear has laid siege to another Inner Sphere world forcing the defenders into a strategic withdrawal. The defenders must protect their drop ship before the Bears destroy it. The game will be played using the Quick Strike rules from Strategic Operations. Players will each command a Lance (or Star). All miniatures and other materials will be provided.</p>	Jim Klein & Gulf Coast Tabletop Gamers Society
2pm-6pm	<p style="text-align: center;"><i>Battle of Adowa</i></p> <p>The climatic battle of the Italo-Ethiopian war, March 1896 15mm 2-8 players Memoir 44 derived rules, all players welcome 5 X 8 Table</p>	Ray Kunstmanas
2pm-6pm	<p style="text-align: center;">Memoir '44 Tournament</p> <p style="text-align: center;">Sword Beach</p> <p style="text-align: center;">Eight players and no prior experience is needed Winner receives an award winning Bayou War's Hot Dog!</p>	Cyril Lagvanec & Peter Muller
7pm-11pm	<p style="text-align: center;"><i>“Where in the world is Helga?”</i></p> <p style="text-align: center;">Or</p> <p style="text-align: center;"><i>“Beware of the chick with the Lugar”</i></p> <p style="text-align: center;">German/Russian spy chase Rules: Jackson Wargamers WWII Skirmish Rule Set</p>	Dwayne Balias & Gulf Coast Gamers
7pm-11pm	<p style="text-align: center;"><i>“Escape of the HMS Agincourt”</i></p> <p style="text-align: center;">1:1200 Victorian Science Fiction by Bill Hamilton Can the damaged HMS Agincourt reach Britain's shores before the pursuing German and French aeronefs can send her to the depths of the North Sea? 6-8 players Rules: <i>Liftwood and Steam</i></p>	Bill Hamilton & Jackson Wargamers

7pm-11pm	<p style="text-align: center;">Siege of the Mighty Fortress Huge Battlefield!!! (6 X 12 table with side tables for figures) 2-10 players</p>	Bob Kelso & River Parishes
7pm-11pm	<p style="text-align: center;"><i>Adventures in the Lost Lands</i> Players lead an expedition into a Lost World filled with dinosaurs, cavemen, and other adventurers bent on gaining fame and fortune. 2-6 players Rules: Adventures in the Lost Land Two Hour Wargames</p>	Ed Teixeira Special Guest Two Hour Wargames
7pm-11pm	<p style="text-align: center;">D&D Miniatures Tournament 200 point sealed limited Sealed tournaments assume that a vendor will be available to provide sealed boosters for tournament participation. Two boosters are required for the sealed tournament. Boosters typically run \$15/booster and should be purchased from the merchant area.</p>	Manny Dennis
7pm-11pm	<p style="text-align: center;"><i>The King of Monsters</i> Privateer Press Monsterpocalypse The Monsterpocalypse is upon us and the battlelines have been drawn as forces from across time and space converge on the Earth to prove who the king of monsters is. Come test your mettle and prove your worth in one of the most epic and catastrophic events that could ever befall mankind - a 4 player Monsterpocalypse match! New players welcome. Up to 8 players per session</p>	Josh Gremillion & River Parishes
7pm-11pm	<p style="text-align: center;"><i>BATTLE OF FIVE ARMIES</i> Famous orcs, wargs, drawfs, humans. elves, eagles..... Whew! Battle from Tolkien classic "THE HOBBIT". 6mm figures GDW rules 2 to 5 players</p>	Darrian Arnold & River Parishes

7pm-11pm	<p style="text-align: center;"><i>End of the Eidekker</i> World War I Air Action over the trenches. Before Ricthofen and Voss there was Boelcke and Immelmann. Find out why these pilots did not survive in an Eidekker. Novices welcome. Blue Max 1/72 Scale</p>	Hilton McManus & Ron Francis
7pm-11pm	<p style="text-align: center;">FOG Renaissance Demonstration Game Learn the new Field of Glory Renaissance Rules - we are all beginners so all beginners are welcome. ECW - 15mm.</p>	Chris Johnson
7pm-11pm	<p style="text-align: center;">Rourke's Drift 10mm More Details to follow</p>	Gino
Late Night Madness	<p style="text-align: center;"><i>Last Ville's Annual Chicken Run (NAS-TY-CAR)</i> A couple of generations after the zombies and the nukes, some areas became downright civilized, and began to look for civilized sports to fill their leisure time. In Last Ville, John Roy and Bob Bob Jones reintroduced the old sport of NAS-TY-CAR. It was such a hit that fans called for something special to open the season. Thus was born the Chicken Run. Up to twelve drivers from throughout the Warlands race for prizes and the right to take home that fabulous Chicken Run Trophy. Keep in mind that nudging and ramming's legal, but guns (of less than .45 caliber) are not. And John Roy and Bob Bob will be up in the tower just to keep everyone focused. If you've got the guts, the crowd would love to see 'em. Prizes by Aberrant to top two finishers (and the Chicken Run Trophy to first place). Players: 12 (children under 13 with adult, please.) Rules: Warlands (Aberrant) 6X10 Table</p>	Wade G. Dudley, Josh Hostetter & ECUHSG
TBA	<p style="text-align: center;">Fist Full of Lead (Details to follow)</p>	Angela Simmons of Gulf Coast Tabletop Gamers Society