

# Sunday June 13, 2010

Time	Game Description	Game Master
9am-1pm	<p style="text-align: center;">Sunday Morning Brain-Dead Game  <b>Ragers!!!</b>                      Seen "28 Days Later?" How tough are you when they are that fast?                      Rules: All Things Zombie: Better Dead than Zed                      Two Hour Wargames                      Players: As many as can get around the table</p>	Ken Hafer
10am-1pm	<p style="text-align: center;"><b><i>Bunnies needed for Lost Rules</i></b>                      Sit in with Steve and the River Parishes as they run through Lost Worlds rule set by Two Hour Wargames</p>	Steve Wirth
9am-10am	<p style="text-align: center;"><b>D&amp;D Miniature Tournament</b>  <b>200 Point Arena</b>  <b>Multiplayer Brawl</b>                      A new standard scenario of "Arena" supports 5 figures on the short maps with a 35 minute time limit.</p>	Manny Dennis
10am-11am	<p style="text-align: center;"><b>D&amp;D Miniature Tournament</b>  <b>200 Point Arena</b>                      A new standard scenario of "Arena" supports 5 figures on the short maps with a 35 minute time limit.</p>	Manny Dennis
9am-1pm	<p style="text-align: center;"><b><i>"The Plains of Gela, Sicily 1943"</i></b>                      Italian and U.S. troops race to control a vital village on the roadway to the invasion beaches. Italian success would mean Herman Goering division will be able to hit the poorly defended beaches, crammed full of ammo dumps, material, and landing craft.                      15mm                      NUTS! By Two Hour Wargames                      Some experience helpful, 4-6 players, ages 16+</p>	Chris Swearigin

9am-Noon	<b>Swap/Flea Market</b> <b>If you do not need it or not going to paint it then:</b> <b>Sell It!!!</b>	
Noon	<b>Warmachine</b> A unique event we call the Fatal Four-way	John Simon
8:00am	<b>Field of Glory Tournament</b> Round 5	