

Spring Fever 2009 Event Schedule

The following is a listing of events scheduled to be run at Spring Fever 2009. Please match up the event number with the Schedule map for that day to find the actual start and end times of the event you are interested in participating in. The event start time is at the beginning of the dark gray area. The other yellow boxes are for setup and tear down of events.

Friday

Fri 1

Title: Dark Side Of the Moon

GameMaster: Peter Hume

Description: Join the Foreign Legion to see the galaxy they said..Fall down a hole and get shredded by foul smelling bugs more like! All the players must work together as a team to clear a tunnel complex swarming with bugs. Game is based on Starship Troopers and Aliens (2). Do or get eaten!

Maximum Number Of Players: 7

Ruleset: Home

Scale: 28MM

Fri 2

Title: Bagging a Grand Moff

GameMaster: Brian Robinette

Description: Bothan Spies have informed the Rebel Alliance that Grand Moff Tarkin will be inspecting a remote base on third planet in the Dragana system. The Rebels are mounting an elite commando raid on Dragana 3 to kidnap or kill the Emperor's "#3". Luke Skywalker has volunteered to lead the mission. Will the Rebels succeed or have the Bothan's rooked them again and led Luke into a cunning trap?

Rules will be taught. Beginner friendly.

Maximum Number Of Players: 4-8

Ruleset: Acceptable Losses

Scale: 25MM

Fri 3

Title: Forsaken: The Haunting of Raithe Manor

GameMaster: Audrey Ewing

Description: A group of young ghost hunters have been hired by a mysterious benefactor to investigate Raithe Manor. Usually, all their investigations into the paranormal reveal that the events were staged. But this time seems different. Locals say the abandoned manor is truly haunted. The story goes, that since old man Raithe died under mysterious circumstances, anyone foolish enough to enter the manor has never been seen or heard from again. Perhaps the four ghost hunters and their dog can prove otherwise.

Maximum Number Of Players: 6

Ruleset: Forsaken

Scale: 28mm

Fri 4

Title: The Blighted Land

GameMaster: Bob Bryant

Description: The evil necromancer Nekrotut has been taking fresh bodies in the lands of Count Sevrain far too long. The good count and his loyal troops march to the necromancer's lair in the blighted lands to destroy the sorcerer of undead and all his minions. Things At Arms is a set of fantasy rules under development by the author of the historical ancients/medieval rules Might of Arms. The rules have a solid core of historical warfare plus unnatural creatures and battle magic.

Maximum Number Of Players: 6

Ruleset: Things At Arms

Scale: 28mm

Fri 5

Title: Fire in the East

GameMaster: Neal Smith

Description: A midwar clash between the Soviets and Germans. The Soviets have begun their counter-offensives to destroy the German formations wornout from the Kursk offensive.

Maximum Number Of Players: 10

Ruleset: Flames of War

Scale: 15mm

Fri 6

Title: Pearl Harbor raid thwarted Dec.6th!

GameMaster: Brad Williams

Description: A intelligence informed Pacific fleet sails from Pearl, and intercepts the Jap fleet the night before!

Maximum Number Of Players: 4

Ruleset: Victory at Sea

Scale: 1:2400

Fri 8

Title: BattleFleet Gothic

GameMaster: Robert Anastasio

Description: Come enjoy the space ship battles of 40k! I will have 2 4 x 6 tables this time. Bring either 1,000 or 2,000 point fleets. Four players per table and Loaner fleets will be available if you don't have one of your own.

Maximum Number Of Players: 8

Ruleset: BFG

Scale: Cm

Fri 9**Title:** Fire as She Bears!**GameMaster:** Bruce Schaper**Maximum Number Of Players:** 6**Ruleset:** Fire As She Bears**Fri 10****Title:** The Confederacy of Sigmar**GameMaster:** Kim Allman and Jerry Frazee**Description:** A large Chaos army has launched a raid into the lands of Sigmar and has laid waste to the small township of Ostwald. The Chaos hordes have massacred the town's inhabitants and are busy pillaging and looting in an altogether undisciplined and uncoordinated fashion. Seeing the rising smoke from atop their watchtowers, the humans and Dwarves despatch armies to repel the invasion.**Maximum Number Of Players:** 6**Ruleset:** Warmaster Fantasy**Scale:** 10mm**Fri 11****Title:** Camaron! The FFL in Mexico**GameMaster:** Pat Walther**Description:** Last stand of the 3rd Company at the Hacienda Camaron'. Take the oath to fight to the death and stand at the side of Captain D'anjou as the Juaristas swarm the compound, then show them what the Legion is made of. A cheerful, heartwarming time will be had by all. This is a Dexter Jernigan memorial game.**Maximum Number Of Players:** 6**Ruleset:** Dexter's Rules**Scale:** 15mm**Fri 12****Title:** Battle of Princeton, January 2, 1777**GameMaster:** David Bonk**Description:** On the early morning of January 2, 1777 the American Army, marching to surprise the British garrison at Princeton, N.J. is itself surprised to find the British marching towards Trenton. A mixed force of British regulars, light infantry, grenadiers and light dragoons try and stop the Americans at the William Clarke farm.**Maximum Number Of Players:** 6**Ruleset:** Carnage and Glory Computer Moderated AWI**Scale:** 40mm

Fri 13

Title: Marsh Madness

GameMaster: Brian Compton

Description: A Brit Challenger II is stuck in a marsh. Its unit must continue the advance so they leave it behind. UAV drones spot a Chinese unit closing on the lone tank. An SAS patrol is diverted to defend the tank (or destroy it) until more substantial forces can arrive. In the meantime, if the PLA moves quickly enough it might gain one of the West's most advanced tanks intact.

Maximum Number Of Players: 6

Ruleset: Battlefield Evolution

Scale: 25mm

Fri 14

Title: Hedgerow Hell

GameMaster: Justin Grabowski

Description: This game will be a WWII man-to-man skirmish in the Hedgerows of Normandy. American platoon with support trying to make a breakthrough runs into well dug in German infantry with support.

Maximum Number Of Players: 5

Ruleset: Go for Broke!

Scale: 28mm

Saturday

Sat 1

Title: Over Flanders Fields

GameMaster: Brent Walker

Description: WW1 Fly Boys battle it out over Flanders Fields. We will play 3 sessions, the first one will be a fighter sweep. Next two recon missions bump into each other and battle it out. The last session will be the infamous demolition derby, the last man standing is crowned the Ace Of Aces.

Maximum Number Of Players: 24

Ruleset: Wings of War

Scale: 1/144th

Sat 2

Title: LORD OF THE RINGS: Elrond's holding action at Rivendell

GameMaster: Brad Williams

Description: Elrond leads his personal bodyguard of Elves to hold the massive Goblin army marching down from the Misty Mts. He must buy time for the Fellowship of the Ring to make their way south. Gandalf has warned Elrond that the Goblins hord has Cave Trolls, giant spiders and a Ring Wraith leads them! The word has been sent out for help. But who will come, and will it be in time to save Rivendell???

Maximum Number Of Players: 4

Ruleset: LOTR SBG

Scale: 25mm

Sat 3

Title: Escort!

GameMaster: Dale Sisson

Description: A small Japanese force has been spotted in transit to Rabaul. Initial reports indicate supply ships. A small US contingent has been dispatched to prevent the supplies from reaching their destination.

Maximum Number Of Players: 10

Ruleset: General Quarters 3

Scale: 1/6000

Sat 4

Title: The Horror in the Streets!

GameMaster: Dale Sisson

Description: This is a Spinespur Demo / Open play event. If you have some forces, bring them. If not, forces will be available as well as instruction in the game. Spinespur is a 28mm horror game.

Maximum Number Of Players: Revolving door game

Ruleset: Spinespur

Scale: 28mm

Sat 5

Title: Warhammer 40,000: City of Death

GameMaster: Bob Eldridge

Description: Combat teams search for vital equipment within a war-torn city. The more you find, the better your prize. This game will use the Cityfight Rules expansion. Bring a 1000 point FULLY PAINTED army from any one GW Codex. Normal Force Org chart applies, no named/special characters permitted. **Prizes furnished by Hobby Masters of Raleigh.**

Maximum Number Of Players: 12

Ruleset: Warhammer 40,000/Cityfight

Scale: 28MM

Sat 6

Title: Those Bloody Boar

GameMaster: mike brom

Description: The Brits and Boars battle it out over some rough terrain. You think Gen. Custer had his problems, just wait and see how bad it can really get.

Maximum Number Of Players: eight

Ruleset: TSATF

Scale: 20mm

Sat 7

Title: Forsaken: Apocalypse...now?

GameMaster: Audrey Ewing

Description: In a previous mission, your elite team of operatives was able to successfully acquire a sample of a virus that turned the majority of the population of Providence City into a flesh-eating undead horde. Top secret internal documents from the Lazarus Corporation's warehouse were also recovered during the mission revealing the bizarre and depraved experiments that lead to the virus' outbreak. This information has helped pinpoint the origin of what is now being called the Resurrection or R-virus. Epidemiologists have determined the "hot zone" location as a private mansion owned by the reclusive Cyrus St. Lazare, founder of the Lazarus Corporation. Once more, the various talents of your special operatives are required. Your mission is to infiltrate the St. Lazare mansion and recover any important documentation and/or, if possible, a cure for the Resurrection virus. Once this objective has been achieved, the St. Lazare mansion must be destroyed along with any remaining evidence that cannot be secured and removed by your team.

Maximum Number Of Players: 6

Ruleset: Forsaken

Scale: 28mm

Sat 8

Title: The Transvaal War, 1881: Battle of Ingogo River Revisited

GameMaster: Bob Bryant

Description: In this historical battle, four companies of the 60th Rifles were attacked by Boer commandos after crossing the Ingogo River. Pinned down by withering Boer fire, the British could do no more than try to prevent encirclement by the Boers. The British were saved by a thunderstorm after five hours of mounting casualties. In this scenario the British have better odds because of the arrival of reinforcements.

Maximum Number Of Players: 6

Ruleset: Clans And Companies

Scale: 28mm

Sat 9

Title: Why, you slimy, double-crossing, no-good swindler.

GameMaster: Robert Ligon

Description: A Star Wars Miniatures skirmish scenario for conniving novice players or experienced players who have already turned to the Dark Side. One need only bring a strong faith in the Force. Other gaming materials will be provided. A nominally valued prize(s) will be given for entertaining play.

Maximum Number Of Players: 12

Ruleset: Star Wars Miniatures (Fast Play)

Scale: 30mm

Sat 11**Title:** Pirate's Plunder**GameMaster:** Leo Cronin**Description:** All players are pirates raiding the New England coast. Raid completed; now back to the ship. First one back is the winner. Oh .. there might be a few distractions on the way.

Short - about an hour - and a good way to find out who your friends really are.

Maximum Number Of Players: 10**Ruleset:** Adapted**Scale:** 25mm**Sat 12****Title:** The Guns of August: Plan 17 - 1914**GameMaster:** Dave Minser**Description:** French and Germans clash during the opening days of the War to End All Wars. All too soon trench warfare will arrive and all the horror associated with it. But until then there is Glory to be had.**Maximum Number Of Players:** 8**Ruleset:** Fire & Fury: WWI variant**Scale:** 15mm**Sat 13****Title:** Push Down the Rhine**GameMaster:** Wayne (Axel) Remes**Description:** Oh My God it's an Ogre! (Steve Jackson Ogre/GEV Minatures rules)**Maximum Number Of Players:** 6 (2 Orges-4 Pan European)**Ruleset:** Ogre/GEV**Scale:** Micro armor**Sat 14****Title:** Rumble in the Desert**GameMaster:** Richard Temple**Description:** A Colonial Earth Force spy satellite has crashed into the badlands and it's up to you and your force to recover it before the other side does.

Northern and Southern Gears (eight meter tall humanoid tanks) of Terra Nova clash to recover a CEF satellite that may have sensitive information of both sides.

Maximum Number Of Players: 8**Ruleset:** Heavy Gear Blitz**Scale:** 1/144

Sat 15**Title:** Revenge at Green Mountain**GameMaster:** Chuck Turnitsa**Description:** In Green Mountain Montana, the Widow Sympathy Johnson has recently died, under mysterious circumstances. Sheriff Lucifer Cad claims that the Widow signed over all her land to his cattle operation. Widow Johnson's sons have all come home, and they claim different. It's early morning in Green Mountain, on a Saturday, and the sun has just peaked through the mountains to burn off the morning mist. The Johnson boys have come into town to have a few words with Sheriff Cad and his gang, it's only a matter of time before the fun begins.**Maximum Number Of Players:** 6**Ruleset:** The Rules with No Name**Scale:** 28mm**Sat 16****Title:** BattleFleet Gothic**GameMaster:** Robert Anastasio**Description:** Come Play warhammer 40k in space! Bring both 1,000 and 2,000 point fleets. Depending on the amount of participants depends on which list you will need. There will also be plenty of loaner fleets if you don't have your own.**Maximum Number Of Players:** 8**Ruleset:** BFG**Scale:** cm**Sat 17****Title:** Panzer Marsch!**GameMaster:** Bruce Schaper**Description:** House to House fight. Tommy must clear the town of Krauts.**Maximum Number Of Players:** 6**Ruleset:** Panzer Marsch!**Scale:****Sat 18****Title:** Red Sun Blue Sky**GameMaster:** Bruce Schaper**Description:** Sortie from the Saratoga for an air raid on an Japanese airfield. The Japanese will respond in kind.**Maximum Number Of Players:** 6**Ruleset:** Red Sun Blue Sky**Scale:**

Sat 19

Title: The Confederacy of Sigmar

GameMaster: Kim Allman and Jerry Frazee

Description: A large Chaos army has launched a raid into the lands of Sigmar and has laid waste to the small township of Ostwald. The Chaos hordes have massacred the town's inhabitants and are busy pillaging and looting in an altogether undisciplined and uncoordinated fashion. Seeing the rising smoke from atop their watchtowers, the humans and Dwarves despatch armies to repel the invasion.

Maximum Number Of Players: 6

Ruleset: Warmaster Fantasy

Scale: 10mm

Sat 20

Title: The Psychic Lords of Planet X

GameMaster: Marc Anderson

Description: One of Star Command's rockets has crashed on Planet X! A team is dispatched at once to the alien jungles of the planet to search for survivors. Little does Star Command realize the planet is inhabited by the evil psychic Zzinn who are keen on finding the survivors as well and enslaving them.

Pulse pounding pulp sci-fi action using the new 'Planet X' supplement for Fantastic Worlds!

Maximum Number Of Players: 6

Ruleset: Fantastic Worlds

Scale: 28mm

Sat 21

Title: Liebertwolkwitz - Murat goes wild?

GameMaster: Rob Hall

Description: Liebertwolkwitz, fought 14 October 1813, is remembered as the largest cavalry battle in European history. While the thought of over 20,000 cavalrymen charging across the Saxon countryside is certainly breathtaking, you have to wonder what the more than 100,000 infantry present under arms were doing in the meantime. The battle will be fought over two sessions. Players from the first will have dibs on the second, however, there are plenty of Corps to command. Come try your hand at Age of Eagles, AKA, Napoleonic Fire & Fury.

Maximum Number Of Players: 8

Ruleset: Age of Eagles

Scale: 15mm

Sat 22

Title: Liebertwolkwitz - Klenau cleans up?

GameMaster: Rob Hall

Description: Liebertwolkwitz, fought 14 October 1813, is remembered as the largest cavalry battle in European history. While the thought of over 20,000 cavalymen charging across the Saxon countryside is certainly breathtaking, you have to wonder what the more than 100,000 infantry present under arms were doing in the meantime. The battle will be fought over two sessions. Players from the first will have dibs on the second, however, there are plenty of Corps to command. Come try your hand at Age of Eagles, AKA, Napoleonic Fire & Fury.

Maximum Number Of Players: 8

Ruleset: Age of Eagles

Scale: 15mm

Sat 23

Title: GW War of the Ring Demo

GameMaster: Jimmy the Deuce

Description: A test ride of the new Games Workshop War of the Rings game. This is a mass combat 25mm game using the LOTR miniatures (from the skirmish rules) and movement bases. The rules to be used are the Quick Start rules available at the GW LOTR website.

The forces will be engaging in the Battle of Pelennor Fields before the gates of Minas Tirith.

Maximum Number Of Players: 8

Ruleset: GW WOTR

Scale: 25mm

Sat 24

Title: Warmachine/Hordes demos/open play

GameMaster: Lee Olson

Description: In WARMACHINE®, the very earth shakes during fierce confrontations where six-ton constructs of tempered iron and steel slam into one another with the destructive force of a locomotive, where lead-spewing cannons chew through armor plating as easily as flesh, and where a tempest of arcane magics sets the battlefield ablaze with such Armageddon-like proportions that the gods themselves fear to tread such tormented ground!

Victory shall favor the bold! So bring it on, if you've got the metal.

WARMACHINE® is a fast-paced and aggressive 30mm tabletop miniatures battle game set in the steam-powered fantasy world of the Iron Kingdoms'.

Maximum Number Of Players: Unlimited

Ruleset: Warmachine/Hordes

Scale: 30mm

Sat 25

Title: Battle of Coop's Bridge

GameMaster: Bob McCaskill

Description: In General Howe's push toward Philadelphia, his advance guard under Lord Cornwallis bump into General Washington's American Light Division guarding Coop's Bridge. Will the British and Hessians push off the American? Or can the American hold the bridge?

Maximum Number Of Players: 6

Ruleset: Carnage & Glory

Scale: 28 MM

Sat 26

Title: Sharp Practice

GameMaster: Chris Hughes

Description: 40mm skirmish Peninsular War. British rifles and some Spanish Guerrillas battle French Regulars.

Maximum Number Of Players: 4

Ruleset: Sharp Practice

Scale: 40mm

Sat 27

Title: Tanker's Challenge / Flames of War

GameMaster: Mike PRAW

Description:

Maximum Number Of Players: 6

Ruleset: Flames of War

Scale: 15 MM

Sunday

Sun 1

Title: Prelude to Leipzig

GameMaster: Neal Smith

Description: Leipzig Area - 1813: The allied Russian and Austrian forces are feeling their oats and have decided to push the French forces in the area as they retreat towards Napoleon's rendezvous in the Leipzig area. The French forces have taken the bait and deployed for battle. Will they give the Allies a bloody nose and give Napoleon more time to gather his forces or will the Allies hasten the French retreat possibly preventing Napoleon's stand at Leipzig?

Maximum Number Of Players: 8

Ruleset: Grande Armee

Scale: 6mm

Sun 2

Title: Pirate's Plunder

GameMaster: Leo Cronin

Description: All players are pirates raiding the New England coast. Raid completed; now back to the ship. First one back is the winner. Oh .. there might be a few distractions on the way.

Short - about an hour - and a good way to find out who your friends really are.

Maximum Number Of Players: 10

Ruleset: Adapted

Scale: 25mm

Sun 3

Title: Cogs!

GameMaster: Bruce Schaper

Description: Enjoy fighting in the age, when ships barely floated and men sank in their armor.

Maximum Number Of Players: 6

Ruleset:

Scale:

Sun 4

Title: Don't Fence me in !!!

GameMaster: Ed Mohrmann

Description: Union and Confederate forces clash for control of a key road and intersection!

Maximum Number Of Players: 6

Ruleset: On To Richmond

Scale: 25/28mm

Sun 5

Title: The Red Chalice

GameMaster: Chuck Turnitsa

Description: Emperor Rogaine the Lawgiver has died without an heir, leaving the Imperial Succession open. The mighty warlords and their armies of the Simian Plain have gathered to each claim their right to drinking from the Red Chalice, and thus becoming the next emperor. Will you be the new Emperor of the River Simia? (This is a Hordes of the Things event, several loaner armies will be available, or bring your own. 25-30mm scale basing will be used. The rules will be taught to newcomers.

Maximum Number Of Players: Unlimited

Ruleset: Hordes of the Things

Scale: 25/28mm