

Spring Fever 2010 Event Schedule

The following is a listing of events scheduled to be run at Spring Fever 2010. 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: Fighter Sweep

GameMaster: Brent Walker

Description: Good guys vs Bad guys. I try to keep it pretty simple, we will be doing fighter sweeps over the English Channel and the over the Slot in the Pacific.

Maximum Number Of Players: 6

Ruleset: Dawn of War

Scale: 1/200

Fri 2

Title: Deeping Wall scenario at Helms Deep

GameMaster: Brad Williams

Description: Will Aragorn, Legolas, and Gimli successfully hold back the Uruk-Hai? Or will they be blown to atoms with Saruman's style of fireworks?

Maximum Number Of Players: 4

Ruleset: LOTR SBG

Scale: 25mm

Fri 3

Title: Sharpe's Rifles

GameMaster: Chris Hughes

Description: Napoleonic skirmish in Spain, 1809.

Maximum Number Of Players: 6

Ruleset: Home Rules

Scale: 40mm

Fri 4

Title: Bohemian Rhapsody

GameMaster: Neal Smith

Description: A set-piece matchup between Prussians and Austrians around the time of Kolin.

Maximum Number Of Players: 8

Ruleset: Fredericus Rex

Scale: 15mm

Fri 5

Title: Terminator Salvation - Cold War

GameMaster: Jimmy Cox

Description: It is late in the age of Man - the age of Machines is upon us.

Join a remote group of survivalist trying to strike a blow for Humanity and Global Warming in the Alaskan North Slope Oil Fields.

I am John Connor - if you can hear this you are the resistance.

Maximum Number Of Players: 6

Ruleset: The Pulp Serial Game

Scale: 28mm

Fri 6

Title: Welcome to Fool's Gate

GameMaster: Bob Eldridge

Description: The isolated settlement of Fool's Gate has ceased to communicate. Inquisitor Tyrus, suspecting heretic and mutant activity, takes his warband to investigate. But other folks are headed to Fool's Gate as well, each with their own agenda, and they're certain to give the Inquisitor a warm welcome.

This is a skirmish game set in the 40K universe using the Inquisitor rules and 54MM figures.

Maximum Number Of Players: 8

Ruleset: Inquisitor

Scale: 54MM

Fri 7

Title: McGartlin Motorsports (Rockingham)

GameMaster: Ken Ellis

Maximum Number Of Players: 12

Scale: 1/64 Diecast Racing Champions (Bring Your Own or Use His)

Fri 8

Title: Battle fleet Gothic

GameMaster: Robert Anastasio

Description: Welcome to space naval combat for warhammer 40k! Bring your own fleet or borrow one of mine. I will have at least 4 fleets available for loan

whether it be Space Marines, Chaos, Imperial, or Eldar. Bring a 1500 point fleet. I will have 2 tables open for play!

Maximum Number Of Players: 8

Ruleset: Battle Fleet Gothic

Scale: cm

Fri 9

Title: Power Play

GameMaster: Brian Robinette

Description: Can the Rebel Commandos led by Han Solo and Luke Skywalker take out the Imperial facility powering the mega cannon that controls the Dragana system? Or will the Emperor's Hand, Mara Jade add another lightsabre to her collection?

Maximum Number Of Players: 10

Ruleset: Acceptable Losses

Scale: 25mm

Fri 10

Fri 11

Fri 12

Fri 13

Fri 14

Saturday

Sat 1

Title: Wings of War Marathon.

GameMaster: Brent Walker

Description: Fly till your wings fall off. There will be fighter sweeps, balloon busting, and Zeppelins. I will run the game as long as people want to play.

Maximum Number Of Players: 30

Ruleset: Wings of War

Scale: 1/144th

Sat 2

Title: LZ2525

GameMaster: Tom Fisher (SCHGS)

Description: After a punitive mission to destroy an alien stronghold a Space Marine company has been fighting a tactical withdraw to their fortified Landing Zone. Can they hold off the approaching Tugar, Merki, and Bantag horde long enough to be rescued, or will they end up in the alien's cook pots!

Maximum Number Of Players: 8

Ruleset: All the Knigs Men (modified)

Scale: 25mm

Sat 3

Title: LZ2525

GameMaster: Tom Fisher (SCHGS)

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Maximum Number Of Players: 8

Ruleset: All the Knigs Men (modified)

Scale: 25mm

Sat 4

Title: Hordes Tour of Duty

GameMaster: Lee Olson

Description: Tour of Duty is a fast-paced multi-player free-for-all that pits you against 5 other players fighting for honor, glory, and bragging rights! Each player is allowed a 15 point Mangled Metal/Claw and Fang army to throw down until there is one survivor.

Maximum Number Of Players: 6

Ruleset: Warmachine Mk II

Scale: 30mm

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Ruleset: Warmachine Mk II

Scale: 30mm

Sat 7

Title: Warmachine and Hordes demos (Walk-up! All Day!)

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 Mk II

Scale: 30mm

Sat 8

Title: Europe Before the EU

GameMaster: Steve Raynor

Description: Seven Years War scenario- somewhere in Europe. Can the Prussians snatch victory from the jaws of defeat...again?

Maximum Number Of Players: 6

Ruleset: Carnage & Glory II

Scale: 15mm

Sat 9

Title: The Movie Cowboy Game - Hold-up At Los Lobos

GameMaster: Jimmy Cox

Description: 28mm cinematic western game. Come along to shoot some varmints and Lawyers - anyone trying to enforce law West of the Pecos:

<http://picasaweb.google.com/noworld/SouthernFront2009#5391437820984713378>

Children welcome if they have an adult partner to help the aim.

Maximum Number Of Players: 6

Ruleset: The Movie Cowboy Game

Scale: 28mm

Sat 10

Title: Warhammer 40,000 - City of Death

GameMaster: Bob Eldridge

Description: Bring a 1,250 point, FULLY PAINTED army with no named/special/unique characters. 8 players battle for possession of valuable salvage in a ruined city. The more you pick up, the better prize you win! Prizes furnished by Hangar 18 Hobbies of Cary.

Maximum Number Of Players: 8

Ruleset: Warhammer 40,000

Scale: 28MM

Sat 11

Title: CAVEMAN!!!

GameMaster: Rob Robertson

Description: A long, long, long, LONG time ago, a fair young maiden (sorta) is desired (sorta) by a couple of young, virile (sorta) suiters and their clans. Can you and your band of extremely PETA-challenged friends find and capture the beauty (while fighting off the competition, o'course)? A fun, very easy to learn game based roughly (okay, VERY roughly) on the classic (sorta) movie of the same name. A strong vocabulary will be completely wasted during this game - you have been warned!

Maximum Number Of Players: 12

Ruleset: home grown with many pirated concepts

Scale: Loose

Sat 12

Title: Mesopotamia, The Great War

GameMaster: Charles Kadlec

Description: Brits vs. Turks in a land grab alongside the Shat-al-Arab waterway. Fight the heat, the flies, the terrain, the tropical diseases, the Marsh Arabs, and maybe even the enemy! But seriously, a simple scenario using all brand new terrain, figures and rules; all purchased, read, built and painted in 2009.

Maximum Number Of Players: 6

Ruleset: GW's Great War

Scale: 25mm

Sat 13

Title: Climb Mount Niitaka

GameMaster: Marshall Lamm

Description: The ECU Historical Simulation Group is simulating the attack on Pearl Harbor. Each player commands a carrier air group from the Nihon Kaigun, and will attempt to destroy the American fleet while at rest on the morning of infamy. This scenario uses Axis and Allies: War at Sea miniatures, and the Victory at Sea rules. Beginners welcome, children welcome with playing adult.

Maximum Number Of Players: 6

Ruleset: Victory at Sea

Scale: 1:1800

Sat 14

Title: Fire Storm Armada

GameMaster: Robert Anastasio

Description: The new space naval game to hit the market from Spartan games! Please come by for demos and games. I will have either 2 4'x6' tables set up or 2 4'x4' tables setup (depending on the crowd). I will have all 4 fleets available for loan or bring your own. Carriers will be optional, cards not necessary. The games will be beginner box fleets only.

Maximum Number Of Players: 12

Ruleset: Fire Storm Armada

Scale: inches

Sat 15

Title: A Little Fight in France 1944

GameMaster: Les Faison

Description: World War II action in France 1944 (Simple Beer and Pretzel rules)

Maximum Number Of Players: 6

Ruleset: Home Rules

Scale: 54mm

Sat 16

Title: Tankers Challenge - France 1944

GameMaster: Mike Praw

Description: Do you have the skill to command a tank and destroy the enemy. Fast paced game of tank battle where you get points for destroying the enemy. 15mm WW2 armor game using home rules. Very easy to learn but realistic rules.

Maximum Number Of Players: unlimited

Ruleset: tankers Challenge (home made)

Scale: 15mm

Sat 17

Title: Speed Rally

GameMaster: JP Trostle

Description: Ladies and Gentlemen, start your engines for another epic SPEED RALLY race, with Speed Racer and the Mach 5 taking on a field of contenders, including the Dukes of Hazzard, the Wacky Racers and James Bond. Drive fast, turn left, attack often! Rules taught.

Maximum Number Of Players: 10

Ruleset: Speed Rally

Scale: 1/64

Sat 18

Title: Fire in the Steppe: 28mm Eastern Renaissance

GameMaster: David Bonk

Description: Poles vs. Russians, Cossacks Turks and Tartars in the Steppe. This will be the first public playtest of the beta version of the new Carnage and

Glory Pike and Shot computer moderated rules. Whiners and complainers welcome, we need your feedback.

Maximum Number Of Players: 8

Ruleset: Carnage and Glory Pike and Shot

Scale: 28mm

Sat 19

Title: Sword & the Flame for all the Gold

GameMaster: John Bays & Charles Kadlec

Description: A Corrupt French Foreign Legion Officer takes his men into the congo guided by a Native Tribe to find a Diamond Mine. In order to take the Mine they must defeat the garrison of Englishmen with their Egyptian Auxiliaries

Maximum Number Of Players: 10-12

Ruleset: S&Flame

Scale: 25 mm

Sat 20

Sat 21

Sat 22

Sat 23

Sat 24

Sat 25

Sat 26

Sat 27

Sunday

Sun 1

Title: Battle of Cape Margaritaville

GameMaster: Brent Walker

Description: A hypothetical battle using Wooden Ships and Iron men. The size of the battle depends of the number of players. I have a hundred plus ships so come one come all.

Maximum Number Of Players: everyone

Ruleset: Wooden ships and Iron Men

Scale: 1/2400th

Sun 2

Title: "Billy, do you like gladiator movies?"

GameMaster: JP Trostle

Description: Join us for the biggest gladiatorial miniatures game ever (literally ... these figures are over 7" tall). Last man standing wins. Little Caesars under 15 welcome but *must* be accompanied by their adult Praetorian Guard.

Maximum Number Of Players: 6

Ruleset: Arena

Scale: REALLY BIG

Sun 3

Title: Battle of Pfaffenkirk

GameMaster: Ed Mohrmann

Description: The Autro-Prussian forces prevailed at the Muster against the French. The French incursion has only been delayed, however, and Le Tondu has continued his advance, driving to split the Austro-Prussian forces. Pfaffenkirk MUST be held ! 28mm Napoleonics 'made-up' game.

Maximum Number Of Players: 12

Ruleset: Before I was a Marshal (modified)

Scale: 28/30mm

Sun 4

Title: The Alamo - Warhammer 40,000

GameMaster: Neal Smith

Description: Bring a 1,250 point, FULLY PAINTED army with no named/special/unique characters. Would like to have even numbers of Imperial and non-Imperial players. Defender will be under attack by overwhelming forces. Help is on the way with forces from both sides arriving from reserve. All troops will enter from table edges with no droppods/Deep Strike, etc.

Maximum Number Of Players: 8

Ruleset: Warhammer 40,000

Scale: 28MM

Sun 5