

Southern Front 2010 Event Schedule

The following is a listing of events scheduled to be run at Southern Front 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: Ewell's Chapel, Haymarket VA, June 22, 1863

GameMaster: Bob Moon

Description: Maj. John S. Moseby had visited Ewell's Chapel on Sunday, where he told listeners that he would be back in the morning. An eavesdropper reported this information to Union General George G. Meade, who ordered a trap set for the Gray Ghost. Early Monday morning Moseby returned with his partizans and saw Federal cavalry near the Chapel and ordered his "Rangers" to attack. The trap was now sprung and YOU can determine the outcome of this action.

Maximum Number Of Players: up to 6

Ruleset: Brother against Brother

Scale: 40mm

Fri 2

Title: Battle of King Pig (aka Battle of Rexhamm)

GameMaster: Kim Allman

Description: Battle of King Pig (aka the Battle of Rexhamm)
England 24 September, 1643.

Civil War grips the country and it is bloody hard for a man get a good ale and find a respectable place to catch some kip. Marching for days to reach the town of Rexhamm (or King Pig as it as know by the locals), Lord Notting Worthadamn's Royalist army is vexed in their needs by a Parliamentary army led by Worthadamn's arch rival Sir Reginald Frothingmad.

Frothingmad's lads have beat the Royals to the town of Rexhamm and even now are making merry with the ale and ladies. To compound this insult to the King's just right to rule they have taken the town's store of powder as well. Lord Worthadamn and his boys are having none of this and prepare to storm the barricades, take the town, and put the Parliamentarian forces to the sword. The only problem is Frothingmad's army out numbers the Royalists and they have all the shot in the world to spare. However, the Parliamentarians are hung over and have many unseasoned fighters while Worthadamn's forces are experienced and hopping mad at not being able to have a soft bed.

It is a battle of quality against quantity using the Warhammer English Civil War rules in 28 mm. Come enjoy the mayhem and fun in this "Warr without an Enemie."

Maximum Number Of Players: 6

Ruleset: Warhammer English Civil War

Scale: 28mm

Fri 3

Title: The French Foreign Legion Game

GameMaster: Tom Fisher (SCHGS)

Description: This is a recreation (using 25mm figures and a 21" X 22" 3 dimensional fort) of the 1982 boardgame by the same name written by Erin Teuber, Jay Stribling, and Larry Brom. It is a stylized game of tactics and strategy covering the classic attack on a Legion fort by Bedioun tribesmen. Come play this now long out - of - print favorite.

Maximum Number Of Players: 6

Ruleset: The French Foreign Legion Game

Scale: 25mm

Fri 4

Title: The Happy Rearguard: Russia 1813

GameMaster: Michael A. Tyson

Description: Skirmish warfare during the Napoleonic war. The rules are fast paced tactical rules set to a strategic situation. You are in command of the rear guard of a retreating mob recently known as the Grand Army.

You must keep your command together, and fight your way through Cossacks and the cold to bring your men safety.

Maximum Number Of Players: 6

Ruleset: the Happy Rear Guard by Jim Birdseye

Scale: 40mm

Fri 5

Title: Over the Channel

GameMaster: Brent Walker

Description: 10 July-11 August: Kanalkampf, ("the Channel battles"). The opening battles over the Channel. Me 109s Vs Spitfires and Hurricanes. Throw in a few dive bombers and we have a fight!

Maximum Number Of Players: 20

Ruleset: Dawn of War

Scale: 1/200th

Fri 6

Title: Battle of Cape Margaritaville. 1809 somewhere of the coast of France.

GameMaster: Brent Walker

Description: Fighting ships in the age of sail! This is the classic Avalon Hill game fought out in miniature. I classic game that is sure to bring back a lot of memories.

Maximum Number Of Players: 12

Ruleset: Wooden Ships and Iron Men

Scale: 1/2400

Fri 7

Title: On the Way to Stamford Bridge

GameMaster: Jimmy the Deuce

Description: 28mm Saxons and Vikings - Skirmish action in 1066

Maximum Number Of Players: 2 - 6

Ruleset: Age of Trebuchets (LOTR SBG variant)

Scale: 28mm

Fri 8

Title: Hastings

GameMaster: Robert Ligon

Description: A recreation of the famous battle.

Maximum Number Of Players: 6

Ruleset: Homebrew

Scale: 28mm

Fri 9

Title: All the King's Men Demo Games

GameMaster: Ken Cliffe/All the King's Men

Description: Go to war as a true gentleman... with 54mm toy soldiers! Join All the King's Men as we demo our own rules for the horse-and-musket period, designed for 54mm toy soldiers. This is not skirmish gaming! Everything is provided. Just bring your memory of what got you into wargaming in the first place. Children must be accompanied by an adult. <http://www.allthekingsmentoy SOLDIERS.com>

Maximum Number Of Players: 4

Ruleset: All the King's Men

Scale: 54mm

Fri 10

Title: Encounter Off Lunga Point- Sep 1942

GameMaster: Mike Bentley

Description: USN and IJN surface forces come to grips in a hypothetical WWII naval battle set early in the Guadalcanal Campaign. This is a meeting engagement fought in the dark with squalls moving through. Each side will bring BBs, CAs, CLs and DDs to the fray. Rules taught.

Maximum Number Of Players: 8

Ruleset: GQ3

Scale: 1:2400

Fri 11

Title: BattleTech

GameMaster: Joshua Franklin

Description: Operation Thunderstrike: New Syrtis (Fall 3069)

Duke Hasek's advance in to the Capellan Confederation faltered and then fell apart completely. Waves of enraged Capellans have taken back the territory lost to the Davion Duke's surprise attack, and now have pushed to the Duke's homeworld, New Syrtis. Can the enraged Capellans complete their vengeance, or will the proud Syrtis defenders hold the line? Classic BattleTech ruleset.

Maximum Number Of Players: 6

Ruleset: BattleTech

Scale: ~6mm

Fri 12

Title: Harms Way

GameMaster: Bruce Schaper

Description: It's 1940 and the U-boats are having a field day in the Atlantic. 2 U-boats vs. 2 lend lease escorts and the Convoy Commodore.

Maximum Number Of Players: 5

Ruleset: ASW3D

Scale: 1/700

Fri 13

Title: Relief of Vienna, September 13, 1683

GameMaster: David Bonk and Joe Roberts

Description: On September 13, 1683 King Jan Sobieski led Polish forces against the Turks beseiging Vienna. Join us as the Poles race to break through the Turkish lines before the Turks break into Vienna. The game will replicate both the relief and the Turkish seige, featuring a section of the walls of Vienna and Turkish trench system modeled by Herb Gundt. We'll use Carnage and Glory to fight the main battle and homegrown siege rules to replicate the Turkish assault on the walls.

Maximum Number Of Players: 8

Ruleset: Carnage and Glory Pike and Shot and home

Scale: 28mm

Fri 14

Title: The Cairo Connection

GameMaster: Marc Anderson

Description: This is it. The trail of the 'Black Bird' ends here, in Cairo, in a sandstorm. With dozens of sword wielding zealots standing between you and the prize.

We are playtesting the all new .45 Adventures 2nd edition rules. If you are a fan of the game, come by and see what's new. If you are new to the system you are guaranteed to have a good time.

Maximum Number Of Players: 4

Ruleset: .45 Adventures

Scale: 28mm

Fri 15

Title: Virginia, 1864

GameMaster: STEVE RAYNOR

Description: Union assault of prepared Confederate positions sometime during the Wilderness campaign.

Maximum Number Of Players: 8

Ruleset: FIRE AND FURY

Scale: 15MM

Fri 16

Title: Avanti Savoia!

GameMaster: Michael Sincavage

Description: It is 1942 and as the Germans press onward in Russia towards Stalingrad and the Don, covering their northern flank are Italian forces of the Armata Italiana in Russia. This scenario depicts one of the confrontations of the Italians and Russians as the Axis swept forward. Here, a mixed force of Italian armor and infantry must take and hold a small but important village protecting a crossroads. The Russians won't give in easily and substantial cavalry, infantry, and armor are detached to hold the village. Rules will be explained.

Maximum Number Of Players: 4

Ruleset: Battlefront

Scale: 15mm

Fri 17

Title: La Battaile

GameMaster: Ken Ellis

Description: New board game playtest using La Battaile rules system.

Maximum Number Of Players: 8 or so

Fri 18

Title: Gone to see the Cherry Blossom

GameMaster: Stephen Staniforth

Description: Hypothetical battle of Nashinokidaro ;

It is July 1553 and there has been a hot summer leading to an extended drought. This has led to a food deficiency in this area of Japan that is controlled by the 'Hojo' clan.

Its leader Ujitsuna. Learning that his neighbors to the north West have ample food supplies from a conservative trading policy. He decides to attack them to save his people from a foreseeable famine.

Calling on his four supportive clans of Okiyama, Kosaka, Suibaru and Sanada Nobutsuna. A force of 3,000 men is assembled and he commences the food gathering campaign.

On July 7th the lead elements of the Hojo invasion force nearing the village of Nashinokidaro come face to face with a small enemy force consisting of the Nakajo and Yamagata clans of around 1,700 men under the banner of Tekeda Nobatura.

Feeling victory in his grasp. Ujitsuna commits his lead elements of the Okiyama and Sanada to battle. Instead of waiting for the clans of Lord Kosaka and Suibara to arrive and join him.

The outcome of this action may not favour the aggressor. Each player will command one or two clans

Maximum Number Of Players: 2 - 4

Ruleset: Computer aided

Scale: 10mm

Fri 19

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Maximum Number Of Players: 2 - 4

Ruleset: Computer aided

Scale: 10mm

Fri 20

Title: Kriegsmarine Task Force "PHOENIX"!

GameMaster: Brad Williams

Description: Now all of the German surface ships that met their fate on the high sea will be united against their original foes from those historic battles! Can you lead this German fleet of WWII to victory, or will they be blasted to pieces again by the Royal Navy?

Maximum Number Of Players: 6

Ruleset: Victory at Sea

Scale: 1:2400

Saturday

Sat 1

Title: Red Sun Rising

GameMaster: Bob Moon

Description: After Japan's crushing defeat of the Russian fleet at Tsushima in 1904, the Emperor has decided it is time to add to the Empire by invading the Philippines in 1905. After all, the Americans are weak, and have only held the islands for 7 years. An American spy has heard of the pending attack, and the Pacific squadron has left Pearl Harbor to intercept the invading Japanese. Who wins could have a great impact on the future history of the far east.

Maximum Number Of Players: up to 12

Ruleset: Bob Duncan's "Battleship Diplomacy"

Scale: 1/1000

Sat 2

Title: JAGD DAS FEIND

GameMaster: mike brom

Description: U.S. forces take on German forces in open fields and small villages of France

Maximum Number Of Players: eight

Ruleset: Jagd Das Feind

Scale: 28mm

Sat 3

Title: Galacta 25 - Vintage 80's Miniature Gaming

GameMaster: Kyle Gibson

Description: A long long time ago, in the 80's, miniatures came from Texas, 25mm was a scale, D12s were useful, and the Galaxy was at war.

The Galactic Empire plans on annexing the Octopoid held world of Tehn.

Consensus Stormtroopers and Greenpeace Commandos are set to smash the Klystron Generator at the heart of the invertebrate defensive grid ahead of the full scale invasion. But the Sorcerer Knights of the Empire do not know that the Octopoid base is also about to be attacked the Galactic Rebellion.

Even now Star Commandos of the Lone Star Brigade and their diminutive furry Squag allies ready to prevent the Octopoid Queen from using her Hatchery to turn captive sentients into host bodies for her diabolical parasitical brood.

Maximum Number Of Players: 5

Ruleset: Galacta 25

Scale: 25mm really

Sat 4

Title: France 1918: With Tanks of their Own

GameMaster: Chris Pagano

Description: With tanks of their own invention the Germans have broken through the allied lines and are approaching the coast. The last allied reserves have been ordered to counterattack in a sector that has not seen the new contraptions. Can the allies break the Germans before the new inventions arrive? A warning to those who prefer historical accuracy; only 97.5% of the models in this game will be historical :-)

Maximum Number Of Players: 7

Ruleset: With the Tanks

Scale: 6mm

Sat 5

Title: France 1944: Running the Gauntlet

GameMaster: Chris Pagano

Description: As the allies seal another pocket can the German armor force its way through? An introductory level Panzertruppe game.

Maximum Number Of Players: 8

Ruleset: Panzertruppe

Scale: 6mm

Sat 6

Title: Battle of King Pig (aka Battle of Rexhamm)

GameMaster: Kim Allman

Description: Battle of King Pig (aka the Battle of Rexhamm)

England 24 September, 1643.

Civil War grips the country and it is bloody hard for a man get a good ale and find a respectable place to catch some kip. Marching for days to reach the town of Rexhamm (or King Pig as it is known by the locals), Lord Notting Worthadamn's Royalist army is vexed in their needs by a Parliamentary army led by Worthadamn's arch rival Sir Reginald Frothingmad.

Frothingmad's lads have beat the Royals to the town of Rexhamm and even now are making merry with the ale and ladies. To compound this insult to the King's just right to rule they have taken the town's store of powder as well. Lord Worthadamn and his boys are having none of this and prepare to storm the barricades, take the town, and put the Parliamentarian forces to the sword. The only problem is Frothingmad's army out numbers the Royalists and they have all the shot in the world to spare. However, the Parliamentarians are hung over and

have many unseasoned fighters while Worthadamn's forces are experienced and hopping mad at not being able to have a soft bed.

It is a battle of quality against quantity using the Warhammer English Civil War rules in 28 mm. Come enjoy the mayhem and fun in this "Warr without an Enemy."

Maximum Number Of Players: 6

Ruleset: Warhammer English Civil War

Scale: 28mm

Sat 7

Title: Booty Call!

GameMaster: Brian Robinette

Description: Come help Captain Wendy and her crew in that oldest of female activities...releaving men of their hard won money!!! Or will Captain Payne and the boys manage to hold on to a few coppers.

Maximum Number Of Players: 10

Ruleset: Once Upon a Time in the West Indies

Scale: 25mm

Sat 8

Title: The Battle for Karnash

GameMaster: Tom Fisher (SCHGS)

Description: Sarat Kahn is approaching the ghost town of Karnash, his ancestral home. He is to meet with tribal leaders and to breathe life into the Rif revolt of 1920. Captain LeJeune and his veteran Legionnaires have been ordered to secure Karnash as an advanced outpost for French operation in the area. Both commanders are surprised when their scouts report enemy activity in the town. Come to the Moroccan desert to see who will control Karnash.

Maximum Number Of Players: 7

Ruleset: The Expendables

Scale: 25mm

Sat 9

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Maximum Number Of Players: 7

Ruleset: The Expendables

Scale: 25mm

Sat 10

Title: The Great War in the Air.

GameMaster: Brent Walker

Description: The annual Wings of War bash. Come one, come all and see if you can be this years Ace of Aces.

Maximum Number Of Players: Everyone

Ruleset: Wings of War

Scale: 1/144th

Sat 11

Title: Tank Clash at Myslenice

GameMaster: Michael Sincavage

Description: It is September 5, 1939 and the situation is desperate for the Poles as strong German formations force themselves between the thinly spread Polish units. The Polish Black Brigade (10th Mechanized) tries to stop the seemingly inexorable advance of 2nd Panzer Division. Polish tanks appear and fight a rare tank on tank battle during this period.

Maximum Number Of Players: 4

Ruleset: Battlefront

Scale: 15mm

Sat 12

Title: All the King's Men Demo Games

GameMaster: Ken Cliffe/All the King's Men

Description: Go to war as a true gentleman... with 54mm toy soldiers! Join All the King's Men as we demo our own rules for the horse-and-musket period, designed for 54mm toy soldiers. This is not skirmish gaming! Everything is provided. Just bring your memory of what got you into wargaming in the first place. Children must be accompanied by an adult. <http://www.allthekingsmentoy SOLDIERS.com>

Maximum Number Of Players: 4

Ruleset: All the King's Men

Scale: 54mm

Sat 13

Title: Battle of the Little Bighorn, Custer gets reinforcements, but from another time!

GameMaster: Brad Williams

Description: Custer's 210 man cavalry command is driven back out of the valley, by Chief Sitting Bull and over a 1,000 Indian Braves! Looking for Reno and Benteen to come rideing up from the southeast, instead he sees a force of soldiers with red jackets and white helmets! Then to his left marching up from the rear, another force being led by a man in a Coonskin cap???

Maximum Number Of Players: 8

Ruleset: Longknives and Bluecoats

Scale: 15mm

Sat 14**Title:** Rear Guard Action at Reedy's Fork Creek**GameMaster:** Les Faison**Description:** American Rev. action in the back woods of North Carolina in front of Weitzel's Mill. Can the Virginians hold back the advancing British? Will Cornwallis get his revenge for Cowpens?**Maximum Number Of Players:** 6**Ruleset:** Home Rules**Scale:** 40MM**Sat 15****Title:** damn the torpedoes**GameMaster:** Bruce schaper**Description:** It's a dark and stormy night in the Atlantic and it wouldn't be so bad if there weren't U-boats hunting you. And all you have for protection is a couple of old destroyer from the last war. Hope those fellas aren't asleep.**Maximum Number Of Players:** 5**Ruleset:** ASW3D**Scale:** 1/700**Sat 16****Title:** The X-Files Comes to Mayberry**GameMaster:** Phil Kearnan**Description:** Just a quiet little town, folks gathered 'round enjoying the evening breeze. Strange lights in the sky...strange sounds...Aunt Bee's busy in the kitchen, Andy and Barney are rocking off dinner on the porch...the Darling family is trying to get the old truck running so they can go and get the sheriff and complain (again !) about Ernest T. Bass chuckin' rocks at Darlene's window...just a quiet night in Mayberry...**Number Of Players:** 6-10**Ruleset:** Home Rules**Scale:** 20mm**Sat 17****Title:** the green berets**GameMaster:** bruce schaper**Description:** Last year at SF, the SEAL team had boarded a freighter in search of a WMD. Something went terribly wrong...The ship and team fell off the grid, now it's been discovered by satellite tucked into a tiny port in Eritrea. The closest asset is a team of green berets called in from deep in Indian country to take up the slack. dressed as locals, they'll enter the board at night with week batteries to night vision and com equipment...**Maximum Number Of Players:** 6**Ruleset:** On Deadly Ground**Scale:** 20 mm

Sat 18**Title:** Stock Car Racing**GameMaster:** Ken Ellis**Description:** From McGartlin Motor Sports, a short-track stock car race for up to 12 drivers !**Maximum Number Of Players:** 12**Sat 19****Title:** BattleTech Quick-Strike**GameMaster:** Joshua Franklin**Description:** Operation Thunderstrike: New Syrtis (Fall 3069)
Syrtis Fusiliers hold the line against a vengeful Capellan assault.
Quick-Strike is a faster ruleset for Classic BattleTech.**Maximum Number Of Players:** 8**Ruleset:** BattleTech Quick-Strike**Scale:** ~6mm**Sat 21****Title:** A funny thing happened on the way to Richmond (Fictitious)**GameMaster:** John Acar**Description:** A Union Corps is sent to turn the flank of the main Confederate army in an attempt to break the stalemate. The Confederates are wise to the move and send a Veteran corps to block the Union advance. They seize the high ground but there is no time to dig in. Can they hold off the numerically superior Union corps?**Maximum Number Of Players:** 7**Ruleset:** On to Richmond (1" bases)**Scale:** 10mm**Sat 22****Title:** Star Wars: Battle on Kazan**GameMaster:** Marc Anderson**Description:** It's Jedi vs. Sith on a dying volcanic moon. If you ever wanted to use the force to throw someone into molten lava, this is your game. Kids above the age of 12 who know how to behave themselves and play are welcome.**Maximum Number Of Players:** 4**Ruleset:** Fantastic Worlds**Scale:** 28mm**Sat 23****Title:** The Island - Sudan 1881**GameMaster:** George Carr, Jr.**Description:** Telegraph to HQ, Cairo, August, 1881, reads: "RELIGIOUS LEADER IN SUDAN DECLARES HIMSELF MAHDI...STOP...INFLUENCE SPREADING AND CURIOSITY OF OFFICIALS IN CAIRO PIQUED...STOP...DISPATCH TASK FORCE OF EGYPTION/SOUDANESE

REGULARS VIA GUNBOAT INTREPID TO ABBAS ISLAND TO CAPTURE AND RETURN PRISONER INTACT FOR QUESTIONING...STOP"

Maximum Number Of Players: 7

Ruleset: The Sword and the Flame/20

Scale: 25mm

Sat 24

Title: The Absurdia War

GameMaster: Bruce, Grant & Dave

Description: Sir Knight Jasper was found dead the morning after a wild party night. His Uncle, Count Blakely, accuses the knight's wife, Lady Colette, with murder! "She is a witch that needs to be burnt at the stake!" The Lord Duke of Earl realizes that Count Blakely has been looking for a fight and better for him to fight someone rather than stir up a rebellion. "Lady Colette first has to found guilty before burning. Collect evidence and bring her to trial. She is currently at her brother's, Baron St. Clair, castle."

Have your Cog hired by Count Blakely as he tries to bring the witch to the stake or by Baron St. Clair as he defends his fair sister from false charges.

Maximum Number Of Players: 8

Ruleset: Cog Wars

Scale: 15mm

Sat 25

Title: Armageddon in the Pacific, Part I

GameMaster: Marshall Lamm

Description: Come lead massive fleets into battle in what is the largest documented Axis and Allies: War at Sea battle to date! It's the ultimate showdown in the Pacific as the Japanese and Americans throw everything they've got (and a bunch of things they don't) at each other in a terrible and epic maelstrom. 2500 points of ships and planes on each side means we've got plenty of room for casual and veteran players. An intermission will be provided for lunch. Children are welcome with playing adult.

Maximum Number Of Players: 16

Ruleset: Axis and Allies: War at Sea

Scale: 1:1800

Sat 26

Title: Armageddon in the Pacific, Part II

GameMaster: Marshall Lamm

Description: Come lead massive fleets into battle in what is the largest documented Axis and Allies: War at Sea battle to date! It's the ultimate showdown in the Pacific as the Japanese and Americans throw everything they've got (and a bunch of things they don't) at each other in a terrible and epic maelstrom. 2500 points of ships and planes on each side means we've got

plenty of room for casual and veteran players. An intermission will be provided for lunch. Children are welcome with playing adult.

Maximum Number Of Players: 16

Ruleset: Axis and Allies: War at Sea

Scale: 1:1800

Sat 27

Title: Speed Rally Fall Classic

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 cars outfitted with dastardly devices we are testing for the Speed Rally expansion. Drive fast, turn left, attack often! Young drivers welcome, but must be supervised by Pops Racer.

Maximum Number Of Players: 10

Ruleset: Speed Rally

Scale: 1/64

Sat 28

Title: Screaming Eagles

GameMaster: Bryan Vannortwick

Description: Boardgame by The Gamers

Maximum Number Of Players: 8 or so

Sat 29

Title: Thala: Last Chance for Rommel 22 May 1943

GameMaster: Michael Sincavage

Description: The battle of Kasserine is coming to an end and the Germans under Rommel make one more determined push to reach Tebessa and cut off the US/British forces. The 10th Panzer pushes towards a make-shift force of Valentines under 6th Armored and some British infantry. However, the Allies have brought up artillery in the nick of time and it will be no German cakewalk. Rules will be explained.

Maximum Number Of Players: 4

Ruleset: Battlefront

Scale: 15mm

Sat 30

Title: Flight of the Skyhawks

GameMaster: Dale Sisson

Description: In the early days of the Second War for Tera Nova, a series of delaying tactics were implemented to buy time to prepare defenses as the CEF advanced towards Port Oasis. During the night of TN27 Summer to TN 26 Summer, units of the Republican 2nd Airborne Legion were air dropped behind the CEF spearhead. The Legion conducted hit and run raids against the V and

VI Korp. The Skyhawks were able to locate a supply convoy and ambushed it. All miniatures and materials needed for play will be provided and no experience with the rules is needed.

Maximum Number Of Players: 8

Ruleset: Heavy Gear: Blitz

Scale: 10mm

Sat 31

Title: Gone to see the Cherry Blossom

GameMaster: Stephen Staniforth

Description: Hypothetical battle of Nashinokidaro ;

It is July 1553 and there has been a hot summer leading to an extended drought. This has led to a food deficiency in this area of Japan that is controlled by the 'Hojo' clan.

Its leader Ujitsuna. Learning that his neighbors to the north West have ample food supplies from a conservative trading policy. He decides to attack them to save his people from a foreseeable famine.

Calling on his four supportive clans of Okiyama, Kosaka, Suibaru and Sanada Nobutsuna. A force of 3,000 men is assembled and he commences the food gathering campaign.

On July 7th the lead elements of the Hojo invasion force nearing the village of Nashinokidaro come face to face with a small enemy force consisting of the Nakajo and Yamagata clans of around 1,700 men under the banner of Tekeda Nobatura.

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The outcome of this action may not favour the aggressor. Each player will command one or two clans

Maximum Number Of Players: 2 - 4

Ruleset: Computer aided

Scale: 10mm

Sat 32

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Maximum Number Of Players: 2 - 4

Ruleset: Computer aided

Scale: 10mm

Sat 33

Title: Come to the Darkside. We have cookies.

GameMaster: Phil Hartzog

Description:

Maximum Number Of Players: 2 - 4

Ruleset: tbd

Scale: tbd

Sat 34

Title: Conflict in the Wilderness

GameMaster: Brian Buchanan

Description: 1775: French Marines with their allied Mohawk Indians are attempting to destroy a Pennsylvania frontier settlement at Fort Davis. The local militia with the aid of Major Rogers are aware and are mounting a defense.

Maximum Number Of Players: 6

Ruleset: tbd

Scale: 40mm

Sat 35

Title: Snipers!

GameMaster: Jim Birdseye

Description: You must move across and clear a small stretch of village with your squad. There may be snipers. If you are the sniper you get to thin them down. We will run the game three times.

Maximum Number Of Players: 3

Ruleset: Snipers!

Scale: 25mm

Sat 36

Title: Snipers!!

GameMaster: Jim Birdseye

Description: Your squad has been ordered to clear a stretch of road through an Italian Village. Oh!! There are snipers. Good luck. You must reach the other side of the village and clear out the sniper. If you are the sniper you need to "thin the herd" and survive. Kids welcome, we will play multiple times each session.

Maximum Number Of Players: 2-6

Ruleset: Snipers!

Scale: 28mm

Sat 37

Title: "The Key that Lets Us into Wales"

GameMaster: Kim Allman

Description: 18 September 1644 The Battle of Montgomery: After the Royalist loss at Marston Moor (2 July 1644) Prince Rupert has withdrawn his forces and left the opportunity open for the Parliamentarians to strike into Mid-Wales. Sir Thomas Myddleton commander of the Parliamentary army in Wales marches toward Montgomery in what will become one of the bloodiest battles fought during the English Civil War.

Maximum Number Of Players: 6

Ruleset: Warhammer English Civil War

Scale: 28 mm

Sunday

Sun 1

Title: The Misadventures of Robin Hood.

GameMaster: Chuck Cothran

Description: Two competitive scenarios, of which prizes will be rewarded, followed by a set piece battle/adventure.

Robin and his Merry Men strike back against their Norman overlords in scenarios like: The Boar Hunt, by Gosh, it's a Robbery!, The Tax Raid, Escape to the Woods, the Rescue of lady Mildred and it's a Trap! Bring a Medieval sense of humor and nothing else!

Maximum Number Of Players: 8-10

Ruleset: LOTR Modified

Scale: 28mm

Sun 2

Title: 10 May 1940

GameMaster: James Smith & Dan Lewis

Description: It's 10 May 1940 and German forces have crossed the border into Belgium, through the Ardennes and along the southern border region with France. Caught in the onslaught is a French Infantry battalion that has been ordered to defend two small towns and a river crossing against a German force of battalion size.

Maximum Number Of Players: 6

Ruleset: Battle Cards

Scale: 6mm

Sun 3

Title: A Matter of Honor

GameMaster: Ed Mohrmann

Description: The French advanced guard is trapped ! Coalition forces have encircled Druot's division and threaten to destroy it. LeGrande has guaranteed 'upon my honor' to relieve the threatened forces.

Maximum Number Of Players: 8

Ruleset: B4 I was a Marshal (modified)

Scale: 28/30mm

Sun 4

Title: To The Rescue! Again...

GameMaster: Neal Smith

Description: This battle is set during the Soviet counter-offensive just after Kursk. The Soviets have surrounded a German infantry force in a city and are preparing for the final assault to eliminate the pocket. Meanwhile the German relief force has been fighting its way towards the entrapped infantry. They have one more Soviet force to break through before attempting the linkup tonight. Will they make it before the pocket is eliminated?

Maximum Number Of Players: 12

Ruleset: Flames of War

Scale: 15mm

Sun 5

Title: Legionnaire

GameMaster: Bruce Schaper

Description: The heat off the desert is palpable. You dread leaving the lush coastal growth, but there's a garrison out there that needs relief and you can spot it just on the horizon and hear the feint crack of rifle fire echo across the sand...

Maximum Number Of Players: 6

Ruleset: Sword and the Flame

Scale: 15mm

Sun 6

Title: circus maximus

GameMaster: David Dutrow

Description: chariot race

beat out your competition to win or just beat out your competition.

prize for 1st place and well everything else is a loser. come join the race,play to win play to survive, play to have fun.

Maximum Number Of Players: 2- 16

Ruleset: circus maximus

Scale: 15mm