

## Southern Front PEL 3rd Draft (Aug 14th)

Sept 16-18th

Four Points Sheraton

1200 Claren Cir, Morrisville, NC 27560

Note: Time listed is when game starts

### Noon Friday

<b>Game</b>	Russo-Japanese War : Battle Of Ulsan 1904
<b>Description</b>	The naval Battle off Ulsan took place on 14 August 1904 between cruiser squadrons of the Imperial Russian Navy and the Imperial Japanese Navy during the Russo-Japanese War, four days after the Battle of the Yellow Sea. Take part in this important historical scenario. Will you be victorious for your emperor or for the czar of mother Russia? The armored cruisers Izumo, Azuma, Tokiwa, and Iwate will take on the armored cruisers Rossia, Gromoboi and Rurik will fight it out in this sunrise drenched battle off the southern coast of Korea during the Russo-Japanese War.
<b>GM</b>	Peter Robbins
<b>Period</b>	Naval - Pre Dreadnought
<b>Scale / Rules</b>	1/2400 - Dawn of the Battleship by ATG
<b># Players</b>	7
<b>Table Size</b>	6 X 10
<b>Duration</b>	4
<b>Set Up Start</b>	11AM
<b>Game Start</b>	Noon
<b>Cleared Off Table</b>	5PM

<b>Game</b>	<b>Air Combat over the Yalu River</b>
<b>Description</b>	North Korea 1952 is the setting for air combat with American F-86 Sabers and B-29s with Soviet Mig-15's using 1/300 miniatures from MSD Games and Air War C21 from Wessex Games. The Sabers are escorting the B-29s when a flight of Mig-15s arrive on scene. Can the experienced US pilots go against North Korean and 'other' pilots?
<b>GM</b>	James Casey
<b>Period</b>	Modern (Air)

<b>Scale / Rules</b>	1/300- Air War C21
<b># Players</b>	6
<b>Table Size</b>	6 x 10
<b>Duration</b>	4.5
<b>Set Up Start</b>	11AM
<b>Game Start</b>	Noon
<b>Cleared Off Table</b>	6PM

### 1PM Friday Game Start Time

<b>Game</b>	<b>Pre dread Maelstrom</b>
<b>Description</b>	The Philippines pre dread era, The Spanish American war has gotten out of hand. Sucked in are the UK, Japan, Russia, and USA. Each nation as sent 3 ships onto an island infested table. Navigate and fire as targets present themselves. Come play with famous ships and not so famous ships from the era and you don't have to worry about previously stuffy rules from the genre. Start 12:30
<b>GM</b>	Bruce Schaper
<b>Period</b>	Predreadnought
<b>Scale / Rules</b>	1/600 - Colonial Commodore
<b># Players</b>	2 - 12
<b>Table Size</b>	6 X 10
<b>Duration</b>	3
<b>Set Up Start</b>	Noon
<b>Game Start</b>	1PM
<b>Cleared Off Table</b>	5 PM

<b>Game</b>	<b>Battle of Cedar Mountain</b>
<b>Description</b>	After defeating General McClellan's Union Army of the Potomac in the Seven Days Battles outside of Richmond , General Robert E. Lee turned his attention

	north to face another Union army under Maj. Gen. John Pope. Lee sent Gen. Thomas J. "Stonewall" Jackson with 16,000 men to face Pope. On August 9th, Jackson encountered Gen. Nathaniel Banks's Second Corps of Pope's army near Cedar Mountain. A sudden attack by the outnumbered Union threw the Confederates into confusion, including the vaunted Stonewall Brigade. However, Confederate reinforcements counterattacked and drove the Banks from the field after a hard fought battle.
<b>GM</b>	Rich Haseneur
<b>Period</b>	15mm
<b>Scale / Rules</b>	15mm / Brigade Fire and Fury, 2nd Edition
<b># Players</b>	5
<b>Table Size</b>	6 X 5
<b>Duration</b>	3
<b>Set Up Start</b>	Noon
<b>Game Start</b>	1PM
<b>Off Table</b>	5 PM

<b>Game</b>	<b>Defending Dry Gulch Bend, Tx</b>
<b>Description</b>	The Martians are assaulting Texas. Can the US army repel them and save the local town? Beginners welcome/rules taught, children must be accompanied by adult
<b>GM</b>	Donald Holly
<b>Period</b>	SCI - Fi
<b>Scale / Rules</b>	15mm / All Quiet on Martian Front (1st Ed)
<b># Players</b>	6
<b>Table Size</b>	6 X 6
<b>Duration</b>	3
<b>Set Up Start</b>	Noon
<b>Game Start</b>	1PM
<b>Cleared Off Table</b>	5PM

## 5PM Friday

<b>Game</b>	<b>"The Panic of 1757"</b>
<b>Description</b>	The British have just completed a small Fort in the upper Mohawk Valley to protect local Colonials from French influence & raids. This historical scenario is designed to provide insight into the era when command control was difficult & Allies on the same side sometimes conflicted with each other, thereby undermining the chances for success. Each player will have their own objectives & strategy to determine. Children under 16 Ok WITH PLAYING ADULT. So grab your musket and head towards Fort Bull!!
<b>GM</b>	Bob Moon
<b>Period</b>	French Indian War
<b>Scale / Rules</b>	40mm / "Live Free or Die", heavily modified for the FIW
<b># Players</b>	7
<b>Table Size</b>	6 X 10
<b>Duration</b>	4
<b>Set Up Start</b>	1PM
<b>Game Start</b>	5PM
<b>Cleared Off Table</b>	n/A

## 6.30 PM Friday

<b>Game</b>	<b>The Illiad (well bits off)</b>
<b>Description</b>	The forces of Achea and Illium and their allies face off on the plains of the Troas while the gods plot and meddle. Players strive for glory whilst trying to avoid the wrath of Zeus. Children to be accompanied by adult
<b>GM</b>	Peter Hume
<b>Period</b>	Bronze Age
<b>Scale / Rules</b>	28mm / Song of the Troas (home)
<b># Players</b>	6
<b>Table Size</b>	6 X 10
<b>Duration</b>	4
<b>Set Up Start</b>	4.30PM

<b>Game Start</b>	6.30 PM
<b>Cleared Off Table</b>	End of Day

<b>Game</b>	<b>A little Weird West</b>
<b>Description</b>	Empire of the dead comes to the west. Something is off in the town of Big Whiskey. Various groups come to town to investigate and accomplish their secret mission
<b>GM</b>	Jon Lundberg
<b>Period</b>	Wild West
<b>Scale / Rules</b>	28mm / Empire of the Dead
<b># Players</b>	10
<b>Table Size</b>	6 X 10
<b>Duration</b>	4
<b>Set Up Start</b>	5Pm
<b>Game Start</b>	6.30 PM

<b>Game</b>	<b>Brave Sailors of the Pharoah</b>
<b>Description</b>	October 1973, two damaged Egyptian missile boats are attempting to return to port after a battle with Israeli missile boats the previous night. The sun has risen and now the Israeli Air Force is determined to stop them...the Egyptian Air Force is determined to save them! Join the Asheville Historical Wargamers and channel your inner Maverick in a MiG or an Israeli Nesher! All ages are welcome.
<b>GM</b>	Mark Burdette
<b>Period</b>	Modern Air
<b>Scale / Rules</b>	1/600 - Check Your 6 Jet Age
<b># Players</b>	6
<b>Table Size</b>	6 X 5
<b>Duration</b>	4
<b>Game Set Up Start</b>	5Pm

<b>Game Start</b>	6.30 PM
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<b>Game</b>	<b>Stop the Ripper!</b>
<b>Description</b>	Join a group of six investigators that are out to stop "Mr. Jack's" reign of terror. Can they solve six murders before the Ripper does them in? Come to the foggy streets of White Chapel to confront and kill one of the world's most notorious serial killers.
<b>GM</b>	Tom Fisher
<b>Period</b>	Pulp
<b>Scale / Rules</b>	25mm / House
<b># Players</b>	7
<b>Table Size</b>	6 x 5
<b>Duration</b>	3
<b>Set Up Start Time</b>	5.30 PM
<b>Game Start Time</b>	6.30 PM

## Friday 7PM

<b>Game</b>	<b>Falkland Islands, 8 December 1914</b>
<b>Description</b>	The British Admiralty demands retribution following their total defeat at the hands of the German East Asia Squadron at Coronel off the coast of Chile on 1 November. Having traversed the Pacific from China to South America, the Germans under von Spee have now rounded Cape Horn into the South Atlantic on the chance that they might make it back to Germany. Von Spee orders a raid on the British coaling and wireless station at Port Stanley in the Falklands on his way past. Can the British stop him?
<b>GM</b>	Bill Koff
<b>Period</b>	WW1 Naval
<b>Scale / Rules</b>	1/1800 - Naval Thunder: Clash of Dreadnoughts
<b># Players</b>	4
<b>Table Size</b>	6 x 10
<b>Duration</b>	4
<b>Game Set Up Start</b>	6PM

<b>Game Start</b>	7 PM
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<b>Game</b>	<b>Battle of the Admin Box</b>
<b>Description</b>	Burma 7 February 1944 the Japanese counter stroke penetrated Indian lines and into the rear areas. On this date, they found the found the medical unit, looted the place and slaughtered the wounded and all the medical personnel. The grisly atrocity steeled the morale of the troops. Now a mixed unit made of up of support personnel are cobbled together and must counter attack to restore the fragile perimeter. Platoon sized game. This is an infantry fight, no armor, no arty. Come play with some rarely seen WW2 Indian and Australian troops. Start 7pm
<b>GM</b>	Bruce Schaper
<b>Period</b>	WW2
<b>Scale / Rules</b>	20mm / Battlegroup Pacific
<b># Players</b>	4
<b>Table Size</b>	6 x 10
<b>Duration</b>	3
<b>Game Set Up Start</b>	6 PM
<b>Game Start</b>	7 PM

<b>Game</b>	<b>The Lion and the Caliphate</b>
<b>Description</b>	Set in the third crusade on the outskirts of Jaffa, the Righteous, fighting in the name of God are pitted against the non-believers fighting for Satan....who is who depends on what side of the table you are on.  Lots of knights and soldiers with funny hats...oh, and camels!!
<b>GM</b>	Michael Gesser
<b>Period</b>	Medieval
<b>Scale / Rules</b>	28mm / Terry Gore's Medieval Warfare
<b># Players</b>	6
<b>Table Size</b>	6 x 10
<b>Duration</b>	4
<b>Game Set Up Start</b>	6 PM
<b>Game Start</b>	7 PM

<b>Game</b>	<b>The Island (details will change)</b>
<b>Description</b>	US and Japanese battle it out over a tropical island - details to be updated
<b>GM</b>	Chris Hughes / Steve Raynor
<b>Period</b>	WW2
<b>Scale / Rules</b>	28mm ./ Chain of Command- Pacific
<b># Players</b>	6
<b>Table Size</b>	6 x 10
<b>Duration</b>	4
<b>Game Set Up Start</b>	5 PM
<b>Game Start</b>	7 PM

## Saturday 8.30 AM

<b>Game</b>	<b>Beware the Ides of September</b>
<b>Description</b>	Better known for his run in on the Ides, Julius had another Hairy day in 57 BCE. Overestimating his support among the Gallic tribes has led Cesar and some of his legions being cut off from support. Can Cesar prevail to meet his fate in 44 BCE or will the Gauls ruin his day.
<b>GM</b>	Marty Ferris / Grant Forsythe
<b>Period</b>	Ancients
<b>Scale / Rules</b>	15mm / Hail Cesar
<b># Players</b>	6
<b>Table Size</b>	
<b>Duration</b>	3.5
<b>Game Set Up Start</b>	8AM
<b>Game Start</b>	8.30 AM
<b>Game Off Table</b>	12,30



<b>Game</b>	<b>The Exchange at Bangkok</b>
<b>Description</b>	Saturday morning Pulp game. Come join in this semi-role playing miniature game. Rocket Troops, Aliens, Nazi's, Cultist, Doc Savage, Mad Scientist, What could go wrong? Do I need to say more?
<b>GM</b>	Bruce Schaper
<b>Period</b>	Pulp
<b>Scale / Rules</b>	25mm / Fusion
<b># Players</b>	8
<b>Table Size</b>	6 x 10
<b>Duration</b>	3
<b>Game Set Up Start</b>	8 AM
<b>Game Start</b>	8.30 AM
<b>Game Off Table</b>	Noon

<b>Game</b>	<b>Big Trouble in Little Village</b>
<b>Description</b>	A peaceful fishing village in Northern Japan was quiet until a gang of bandits arrive for their monthly 'offering' from the peasants. Unknowing a small group of Sohei monks are praying at a graveyard and don't like their arrival.
<b>GM</b>	James Casey
<b>Period</b>	Samurai
<b>Scale / Rules</b>	28mm / Ronin
<b># Players</b>	6
<b>Table Size</b>	6 x 5
<b>Duration</b>	3.5
<b>Game Set Up Start</b>	8 AM
<b>Game Start</b>	8.30 AM
<b>Game Off Table</b>	12.30

## 9 AM Saturday

<b>Game</b>	<b>"Montcalm's Gamble"</b>
<b>Description</b>	Following the French capture of Ft William Henry, Montcalm decided to move East and lay siege to Ft Edward. BG Webb, commander at Ft Edward came under intense political pressure to defend the capital at Albany. ebb then vacated the Fort and moved his force South towards Albany. Montcalm followed and caught u with Webb on the outskirts of Albany. Children under 16 Ok WITH PLAYING ADULT. So grab your musket and defend the colony, or risk everything to take the capital!
<b>GM</b>	Bob Moon
<b>Period</b>	French Indian War
<b>Scale / Rules</b>	40mm / "Live Free or Die", heavily modified for the FIW
<b># Players</b>	7
<b>Table Size</b>	6 X 10
<b>Duration</b>	4
<b>Game Set Up Start</b>	8 AM
<b>Game Start</b>	9AM
<b>Game Off Table</b>	2 PM

<b>Game</b>	<b>Skirmish at Gemauerthof, 1705</b>
<b>Description</b>	Swedish and Russian forces skirmish in Courland in 1705.
<b>GM</b>	Lyle Bickley
<b>Period</b>	Great Northern War
<b>Scale / Rules</b>	40mm / Carnage & Glory (modified)
<b># Players</b>	4
<b>Table Size</b>	6 X 10
<b>Duration</b>	3
<b>Game Set Up Start</b>	8 AM
<b>Game Start</b>	9 Am
<b>Game Off Table</b>	1 PM

<b>Game</b>	<b>Not Men, But Devils - Camerone</b>
<b>Description</b>	On April 30, 1863 Major Danjou and his legionnaires were defending the Hacienda de la Trinidad against a large Mexican army. Can they hold out until help arrives? Come help re-fight the most famous battle in the history of the French Foreign Legion.
<b>GM</b>	Tom Fisher
<b>Period</b>	Mid 19th C.
<b>Scale / Rules</b>	25 / House
<b># Players</b>	9
<b>Table Size</b>	6 X 10
<b>Duration</b>	4
<b>Game Set Up Start</b>	8 AM
<b>Game Start</b>	9 Am
<b>Game Off Table</b>	1.30 PM

<b>Game</b>	<b>Operation Blindfold</b>
<b>Description</b>	Commando Raid on a Long range German Mammut station. Using a modified V2 Bolt Action to replicate a commando raid. Players will lead small teams to achieve objectives- fog of war rules will be leveraged
<b>GM</b>	Robert Vance
<b>Period</b>	WW2 Skirmish
<b>Scale / Rules</b>	28MM / Modified Bolt Action.
<b># Players</b>	6
<b>Table Size</b>	6 X 12
<b>Duration</b>	4
<b>Game Set Up Start</b>	8 AM
<b>Game Start</b>	9 AM
<b>Game Off Table</b>	1.30 PM

## 1PM Saturday

<b>Game</b>	<b>NATO local counter attack</b>
<b>Description</b>	Scratch elements of the British 1st Corps have been cobbled together and overnight have been able to move into position to hit a Soviet battalion in the flank. Finally, some payback against the Third Shock Army. Start time 3pm
<b>GM</b>	Bruce Schaper
<b>Period</b>	Modern (Land)
<b>Scale / Rules</b>	15mm / Battlegroup Northag
<b># Players</b>	5
<b>Table Size</b>	6 x 10
<b>Duration</b>	3
<b>Game Set Up Start</b>	Noon
<b>Game Start</b>	1 PM
<b>Game Off Table</b>	5 PM

<b>Game</b>	40K in 15 Mm ( 1)
<b>Description</b>	Gaming set in the 40K universe but in 15 mm
<b>GM</b>	Christopher Waters
<b>Period</b>	Sci - Fi
<b>Scale / Rules</b>	15mm / Convention Rules based off 40K 5E
<b># Players</b>	4
<b>Table Size</b>	6 X 6
<b>Duration</b>	2.5 Hrs (will run twice back to back)
<b>Game Set Up Start</b>	12.30
<b>Game Start</b>	1 PM
<b>Game Off Table</b>	3 PM (runs again on same table)

## 1.30 PM Saturday

<b>Game</b>	<b>Battle for Pest 1541</b>
<b>Description</b>	The imperial army crosses the Danube hoping to break the Ottoman siege of the city of Pest. The two evenly matched armies meet on the plains and battle ensues- Children with accompanied adult
<b>GM</b>	Peter Hume
<b>Period</b>	Renaissance
<b>Scale / Rules</b>	28mm / Little Wars (home)
<b># Players</b>	6
<b>Table Size</b>	6 x 10
<b>Duration</b>	4
<b>Game Set Up Start</b>	12.30
<b>Game Start</b>	1.30 PM
<b>Game Off Table</b>	6.30 PM

## 2PM Saturday

<b>Game</b>	<b>Normans vs Vikings at the Hamlet of Crickhowell</b>
<b>Description</b>	After William won the Battle of Hastings, it was only the beginning of the Norman conquest. 1066 was a turbulent time for England, with three kings in one year. William's army had to capture and subdue towns and villages across the southeast. And the Norsemen were continually raiding and searching for lands of their own. The Norsemen have set their sights on a small hamlet called Crickhowell, come join us and see who will prevail.
<b>GM</b>	Erik Pulkka / Gary Joseph
<b>Period</b>	Medieval (early)
<b>Scale / Rules</b>	28mm / Lion Rampant 2nd Ed.
<b># Players</b>	8
<b>Table Size</b>	6 X 10
<b>Duration</b>	4 Hrs
<b>Game Set Up Start</b>	1 PM

<b>Game Start</b>	2 PM
<b>Game Off Table</b>	6.30 PM

## 2.30 PM Saturday

<b>Game</b>	<b>Sharke's Rifles - A Tight Spot</b>
<b>Description</b>	Having lost their beloved Captain Mur'Orc to the treacherous ambush of the Ferach, Sharke and his rifleorcs begin to squabble. They are interrupted by a Dark Elf ally, Major Blas Vivar, commander of an elite unit of Cazadore cavalry. He convinces the Orcs to follow him through the mountains to safety, little knowing they were running into a large force of Ferach infantry who were dug in and awaiting their foes...
<b>GM</b>	Jerry Frazee
<b>Period</b>	Fantasy
<b>Scale / Rules</b>	28MM / Slaughterloo Rampant (Dragon Rampant adaptation)
<b># Players</b>	5
<b>Table Size</b>	6 x 10
<b>Duration</b>	3
<b>Game Set Up Start</b>	2 Pm
<b>Game Start</b>	2.30 PM
<b>Game Off Table</b>	6 PM

<b>Game</b>	<b>Tunnel Hill, 1863</b>
<b>Description</b>	Part of Battle of Chattanooga (details forthcoming)
<b>GM</b>	Hayes Wauford
<b>Period</b>	ACW
<b>Scale / Rules</b>	40MM / Details forthcoming
<b># Players</b>	Details forthcoming
<b>Table Size</b>	6 X 10
<b>Duration</b>	4
<b>Game Set Up Start</b>	1.30 Pm
<b>Game Start</b>	2.30 PM

<b>Off Game Table</b>	7.30 PM
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<b>Game</b>	<b>The Marketplace, Vietnam, 1968</b>
<b>Description</b>	American Marines sweep towards the DMZ attempting to clear out the NVA.
<b>GM</b>	David Bonk
<b>Period</b>	Vietnam- Modern Skirmish
<b>Scale / Rules</b>	28 mm / Force on Force, Vietnam Variant
<b># Players</b>	6
<b>Table Size</b>	6 X 10
<b>Duration</b>	3
<b>Game Set Up Start</b>	1.30
<b>Game Start</b>	2.30
<b>Off Game Table</b>	6 PM (Game repeats in evening)

### 3.30 PM Saturday

<b>Game</b>	<b>40K in 15 Mm ( 1)</b>
<b>Description</b>	Gaming set in the 40K universe but in 15 mm
<b>GM</b>	Christopher Waters
<b>Period</b>	Sci - Fi
<b>Scale / Rules</b>	15mm / Convention Rules based off 40K 5E
<b># Players</b>	4
<b>Table Size</b>	6 X 6
<b>Duration</b>	2.5 Hrs (will run twice back to back)
<b>Game Set Up Start</b>	3 Pm
<b>Game Start</b>	3.30 PM
<b>Game Off Table</b>	5.30 PM

## 7 Pm Saturday

<b>Game</b>	<b>March 1848, The longest of five days in Milan</b>
<b>Description</b>	Un Sigaro per il Governatore-
<b>GM</b>	Joe (Giuseppe) Brecher
<b>Period</b>	19th Century - Skirmish
<b>Scale / Rules</b>	28 / Cigars Anyone
<b># Players</b>	4 -8
<b>Table Size</b>	6 X 10
<b>Duration</b>	4
<b>Game Set Up Start</b>	6 Pm
<b>Game Start</b>	7 PM
<b>Game Off Table</b>	EOD

<b>Game</b>	<b>The Siege of Meaux</b>
<b>Description</b>	March, 1422: Under siege from the English, the French town's defenders, their desperation growing daily, have called for a mercenary relief column to bring in much-needed supplies and troops. A local guide has been dispatched to lead them to a hidden entrance where the town ramparts meet the River Marne. As the mercenary force makes its way toward the town, it's harried by a group of Burgundian knights, allies of the English who will try to prevent the relief column from arriving.
<b>GM</b>	Bill Koff
<b>Period</b>	Medieval (Late)
<b>Scale / Rules</b>	20mm / Time of Legends: Joan of Arc
<b># Players</b>	4
<b>Table Size</b>	6 X 10
<b>Duration</b>	4
<b>Game Set Up Start</b>	5 PM



<b>Game Start</b>	7 PM
<b>Game Off Table</b>	EOD

<b>Game</b>	<b>The Marketplace, Vietnam, 1971</b>
<b>Description</b>	A force of US armor conducts a sweeps towards the Marketplace in February, 1971 in support of the ARVN's Lam Son offensive.
<b>GM</b>	David Bonk
<b>Period</b>	Modern- Vietnam
<b>Scale / Rules</b>	28mm / Force on Force Vietnam Variant
<b># Players</b>	6
<b>Table Size</b>	6 X 10
<b>Duration</b>	4
<b>Game Set Up Start</b>	6 PM
<b>Game Start</b>	7 PM
<b>Game Off Table</b>	EOD

<b>Game</b>	<b>Relief of the Guides</b>
<b>Description</b>	Word has come from the frontier that a unit of the Guides have been attacked by tribal brigands, resulting in the Guides being cut off and besieged in an old hillfort in the Bolan Pass for several days. Guides' ammunition supply is thought to be running low at this point. Information gleaned by agents of the Political Officer points to this heinous action being the work of Ali Bama, the Insane Imam, and his villainous Crimson Tide Sect. The Imam has again incited the hill tribes to break the peace and do violence against forces of the Queen. Your command is charged with the relief of the Guides and punitive actions against the tribal forces that have attacked Her Majesties forces in unprovoked fashion.
<b>GM</b>	Hugh Way
<b>Period</b>	Colonial (Afghan 1880)
<b>Scale / Rules</b>	28mm / The men Who Would be Kings
<b># Players</b>	12
<b>Table Size</b>	6 x 5
<b>Duration</b>	4

<b>Start Set Game Up</b>	5.30 PM
<b>Game Start</b>	7 PM
<b>Game Off Table</b>	EOD

### 7.30 PM

<b>Game</b>	<b>Marengo - the Guard is Committed</b>
<b>Description</b>	After being in reserve for the first 3 hours of the battle, the Consular Guard was deployed to bolster the crumbling line where Generals Gardanne's and Victor's troops were falling back. Napoleon feared that the Austrians from the centre and north will head for the gap. The Guard grenadiers emerged from the cover of farmers' cornfields (partially flattened by troops moving through this area earlier), and slammed into the Austrian lines. Their skirmishers rushed forward using trees and bushes along the road and the Cavo ditch for protection. The Austrian cavalry scouts could see the red plumes and tall bearskins of the Grenadiers.
<b>GM</b>	Tom Garnett
<b>Period</b>	Napoleonics
<b>Scale / Rules</b>	28mm / Regimental Fire and Fury
<b># Players</b>	6
<b>Table Size</b>	6 x 10
<b>Duration</b>	4
<b>Game Set Up Start</b>	6.30 PM
<b>Game Start</b>	7.30 PM
<b>Game Off Table</b>	EOD

### 8 PM Saturday

<b>Game</b>	<b>Need Gas</b>
<b>Description</b>	Your survivor group has managed to hole up in a secure location that has avoided the ravages of the Zombie plague. You have managed to make runs to scavenge some needed supplies, but you are dangerously low on gasoline. A member of your group has seen a fuel tanker near a gas station in the town of Hasenberg. It should be a milk run, in and out, no muss, no fuss...but why is everyone so nervous?
<b>GM</b>	Michael Pierce
<b>Period</b>	Modern- Zombie

<b>Scale / Rules</b>	20mm / Dead Run
<b># Players</b>	8
<b>Table Size</b>	6 X 10
<b>Duration</b>	4
<b>Game Start Set Up</b>	7 PM
<b>Game Start</b>	8 PM
<b>Game Off Table</b>	EOD

<b>Game</b>	<b>For glory and honor!</b>
<b>Description</b>	When there are no wars to keep the Knights of Bretonnia occupied, they hone their skills by means of colourful contests of martial prowess. These contests are known as jousts, tournaments or, in their grandest and most spectacular form, tourneys! Test your skill and win glory, honor, and the adoration of the ladies and the king! This game will be played on a custom jousting board using 60 mm knights and other "eye candy". Prizes will be awarded for the top three finishers.
<b>GM</b>	David Allnutt
<b>Period</b>	Medieval
<b>Scale / Rules</b>	60 mm / Full Tilt
<b># Players</b>	12
<b>Table Size</b>	6 x 5
<b>Duration</b>	3
<b>Game Set Up Start</b>	7 Pm
<b>Game Start</b>	8 PM
<b>Game Off Table</b>	EOD

## Sunday

<b>Game</b>	<b>Tangle at Coosawattee</b>
<b>Description</b>	<p>The first Kentucky Brigade, known as the "Orphan Brigade" is in winter camp with the Army of Tennessee at Dalton, Georgia after Bragg retreated from a crushing loss at Chattanooga. A shipment of sharpshooter rifles is on its way from Atlanta to Dalton, a gift from an "English friend" to General John C. Breckinridge, former commander of the Orphan Brigade, now sent East under Robert E. Lee after being accused of drunkenness at Chattanooga. General Breckinridge has sent the 11 rifles to the Orphans, probably out of loyalty to his old brigade.</p> <p>The Kerr rifles are being moved via wagon from Atlanta to the camp at Dalton, Georgia. The wagon is escorted by an infantry column of the 4th Kentucky Co. E, supported by skirmishers. Moving on interior lines within Georgia, they are not expecting any trouble.</p> <p>The Union has caught wind of the rifle transfer. The local commander, Col. Silas Campbell of the 11th Michigan Infantry, does not want the sharpshooter rifles to fall into the hands of veteran Rebel infantry. His detachment of infantry, Co. C, along with a cavalry detachment, have been sent to steal, or destroy, the rifles before they make it to the Rebel camp in Dalton, Georgia.</p>
<b>GM</b>	Christian Ovsenik
<b>Period</b>	ACW
<b>Scale / Rules</b>	28mm / Sharp Practice
<b># Players</b>	4
<b>Table Size</b>	6 x 5
<b>Duration</b>	4
<b>Special Needs - note to self</b>	None

<b>Game</b>	<b>Stroll Down the Danube</b>
<b>Description</b>	Those Austrians need to be taught another lesson it seems. Help the Emperor show his Father-in-Law who is boss or help the Hapless ...er...Hapsburgs repel the Corsican Ogre Invader.
<b>GM</b>	Brian Robinette
<b>Period</b>	Napoleonics
<b>Scale / Rules</b>	28mm / Before I Was a Marshal
<b># Players</b>	10
<b>Table Size</b>	6 x 10

<b>Duration</b>	4
<b>Special Needs- note to self</b>	

<b>Game</b>	<b>Breakthru to the Mzensk Pocket</b>
<b>Description</b>	In 1941 during Operation Barbarossa, a German Infantry company is isolated within a Russian village after a soviet counter attack. Can a German armored relief column break through to the village with supplies, or will the Soviet forces, with the aid of T34 tanks, recapture the Russian village
<b>GM</b>	Christopher Cline
<b>Period</b>	WW2
<b>Scale / Rules</b>	15mm / Conflict of Heroes - Awakening the Bear
<b># Players</b>	4
<b>Table Size</b>	5 X 18
<b>Duration</b>	8
<b>Special Needs- note to self</b>	60 min set up