

Southern Front 2014 - Game Listing With Game IDs
(Last Updated: 11/18/2014)

FRIDAY AFTERNOON

Event ID: **FA1**

Event Master Name: **Brian Robinette**

Event Title: **Wings Of Star Wars**

Event Description: Star Wars miniatures battles by way of a modified Wings Of War customized rule set.

Max Attendees: 8

Time: 4 hrs (Noon-4PM)

Scale: Star Wars Minis

Ruleset: Star Wars Wings Of War Mod

Event ID: **FA2**

Event Master Name: **Brent Walker**

Event Title: **Elder Sign**

Event Description: It is 1926, and the museum's extensive collection of exotic curios and occult artifacts poses a threat to the barriers between our world and the elder evils lurking between dimensions. Gates to the beyond begin to leak open, and terrifying creatures of increasing strength steal through them. Animals, the mad, and those of more susceptible minds are driven to desperation by the supernatural forces the portals unleash. Only a handful of investigators race against time to locate the eldritch symbols necessary to seal the portals forever. Only they can stop the Ancient One beyond from finding its way to Earth and reducing humanity to cinders.

Max Attendees: 8

Genre: Horror

Scale: N/A

Ruleset: Elder Sign

Requested Day: Friday

Requested Time: Afternoon (Noon - 5PM)

Need More Than 30 Min Setup?: NO

Table Size: 6' x 5'

Special Notes: Same table please.

Event Game ID: **FA3**

Event Master Name: **Bob Walasin**

Event Title: **Isandlwana**

Event Description: January 22, 1879; the invasion of Zululand has begun. Lord Chelmsford has taken half his column to pursue what he believes is the main enemy force, leaving his camp at Isandlwana defended by 6 companies of British regulars, 2 guns of the Royal Artillery, and a smattering of Colonial cavalry and Natal natives. Will this force be able to withstand the onslaught of King Cetshwayo's 25,000-strong Impi, or will the Zulu warriors wash their spears in British blood?

Max Attendees: 8

Genre: British Colonial

Scale: 15mm

Ruleset: Modified Sword & The Flame

Requested Day: Friday

Requested Time: Afternoon (Noon - 5PM)

Need More Than 30 Min Setup?: YES - Provide Details In Special Needs Field Below

Table Size: 6' x 10'

Special Notes: I would like to have an hour for set-up. I would also like to begin around 2pm, (the game lasts about 4 hours), if that is possible. Players must be at least 16 years of age; players 12-16 may play with an accompanying adult, or if they have proof of prodigal ability in wargaming.

Event Game ID: **FA4**

Event Master Name: **Brad Williams**

Event Title: **Battle at the Black Gate of Mordor**

Event Description: Gondor leads the forces of Good to draw the attention of Sauron away so Frodo and Sam might slip past his evil minions. This army of Good is outnumbered, yet they must hold their ground to buy time for the Hobbits. Will the One Ring get destroyed and Sauron's power with it before the Hero's of the Fellowship are all cut down?

Max Attendees: 6

Genre: Fantasy

Scale: 25 mm

Ruleset: LOTR/ Hobbit SBG

Requested Day: Friday

Requested Time: Afternoon (Noon - 5PM)

Need More Than 30 Min Setup?: YES - Provide Details In Special Needs Field Below

Table Size: 6' x 10'

Special Notes: It will take at least one hour to set up. Please be sure all tables are level with each other.

FRIDAY EVENING

Event Game ID: **FE1**

Event Master Name: **Peter Hume**

Event Title: **Suakim 1885**

Event Description: For the past twelve months the port city of Suakim in the North East of the Sudan has been under a loose siege by the forces of the Madhi lead by the former slaver Osman Signa. Osman has found a weakness in the city defences and decides its time to clear the oppressive turk from his land. The game will feature hundreds of madhist figures fighting house to house attempting to drive the Imperials back into the ocean.

Max Attendees: 9

Genre: Colonial

Scale: 25mm

Ruleset: Race For Gordon

Requested Day: Friday

Requested Time: Evening (6PM Onwards)

Need More Than 30 Min Setup?: YES - Provide Details In Special Needs Field Below

Table Size: 6' x 12'

Special Notes: I need a table 6 X 16. And a two hour set up.

Event Game ID: **FE2**

Event Master Name: **Chris Bennett**

Event Title: **Skirmish Sangin Demo**

Event Description: Come try out the new Modern Skirmish rules from Radio Dishdash Publishing.

These are true skirmish rules for both traditional and narrative play. These rules have been well reviewed in Wargames: Soldiers and Strategy, as well as several gaming Blogs such as Model Dad out of the UK.

Max Attendees: 5

Genre: Modern Skirmish

Scale: 28mm

Ruleset: Skirmish Sangin

Requested Day: Custom / Multiple

Requested Time: Custom / Multiple Times

Need More Than 30 Min Setup?: YES - Provide Details In Special Needs Field Below

Table Size: 6' x 5'

Special Notes: We would like to run this demo on both Friday evening and Saturday evening. As a vendor we would prefer to have the demo start at 7pm so that the booth can function normally through 6pm. Also we would like to request that the table be as close to our vendor booth as possible. Thank you!

Event Game ID: **FE3**

Event Master Name: **Bob Eldridge**

Event Title: **Battlecruisers!**

Event Description: In the early days of World War One, British and German battlecruisers encounter each other in the North Sea.

Max Attendees: 9

Genre: World War One Naval

Scale: 1/2400

Ruleset: Fear God and Dread Nought

Requested Day: Friday

Requested Time: Evening (6PM Onwards)

Need More Than 30 Min Setup?: NO

Table Size: 6' x 12'

Special Notes:

Event Game ID: **FE4**

Event Master Name: **Thomas Richardson**

Event Title: **Battle For Cloville**

Event Description: TooFat Lardies Chain Of Command (CoC) WW2 Platoon Level Battle for Cloville on the road to St. Lo. Two Infantry Platoon's and one Armour Platoon for each side plus assets to fight this battle between American and German forces.

Max Attendees: 6

Genre: WW2

Scale: 28mm

Ruleset: Chain of Command

Requested Day: Friday

Requested Time: Evening (6PM Onwards)

Need More Than 30 Min Setup?: NO

Table Size: 6' x 5'

Special Notes:

Event Game ID: **FE5**

Event Master Name: **Bill Chappell and Bob Walasin**

Event Title: **Roman Chariot Race**

Event Description: Come race in a really BIG chariot race with 54 mm Marx Ben Hur chariots on a 12-foot track. Think NASCAR w/4 horsepower. Rules are simple, first chariot across the finish line wins. Otherwise, there are No Rules! (in the real event, I mean). Rules are simple and will be taught. If you haven't seen the Ben Hur chariot race, check it out on U-Tube. You've got the picture. Sign up for chills, spills, and your own laurel crown and medal.

Max Attendees: 12

Genre: Ancients

Scale: 54 mm

Ruleset: Roman Chariot Race by Brian DeWitt

Requested Day: Friday

Requested Time: Evening (6PM Onwards)

Need More Than 30 Min Setup?: NO

Table Size: 6' x 12'

Special Notes: Request 7 or 8 p.m. start. May run a second game if there is time.

Event Game ID: **FE6**

Event Master Name: **Brent Walker**

Event Title: **Eldritch Horror**

Event Description: Across the globe, ancient evil is stirring. Now, you and your trusted circle of colleagues must travel around the world, working against all odds to hold back the approaching horror. Foul monsters, brutal encounters, and obscure mysteries will take you to your limit and beyond. All the while, you and your fellow investigators must unravel the otherworldly mysteries scattered around the globe in order to push back the gathering mayhem that threatens to overwhelm humanity. The end draws near! Do you have the courage to prevent global destruction?

Max Attendees: 8

Genre: Horror

Scale: N/A

Ruleset: Eldritch Horror

Requested Day: Friday

Requested Time: Evening (6PM Onwards)

Need More Than 30 Min Setup?: NO

Table Size: 6' x 5'

Special Notes: Same Table Please

Event Game ID: **FE7**

Event Master Name: **Bruce Schaper**

Event Title: **To Hold the Line**

Event Description: Elements of the 333rd Division have their backs to the sea and three merciless Martian Tripods want to finish them off!

Max Attendees: 4

Genre: Historical Sci-Fi

Scale: 15mm

Ruleset: All Quiet on the Martian Front

Requested Day: Friday

Requested Time: Evening (6PM Onwards)

Need More Than 30 Min Setup?: NO

Table Size: 6' x 5'

Special Notes: Would like the same table for the next game on Saturday morning.

Event Game ID: **FE8**

Event Master Name: **Ken Ellis**

Event Title: **I'm a Shmo**

Event Description: Tumblebum dice game from way back in the day. This game combines, cards, dice and a race you win by losing! What more could you want from a minis game? This game will be kid friendly and I will run multiple games in one session, takes about 35-45 minutes to play according to how much laughing we are doing!

Max Attendees: 6

Genre: politically incorrect

Scale: 54mm

Ruleset: I'm a shmo, no experience required but being a shmo is helpful

Requested Day: Custom / Multiple

Requested Time: Custom / Multiple Times

Need More Than 30 Min Setup?: NO

Table Size: 6' x 5'

Special Notes: single small table is OK 2x6 ideal

I can run this Friday night multiple times as needed. anytime after 7-8pm but Id like to play mayberry and/or the chariot game. Also, I can run this the same way sat morning 9am-12 maybe 3 games of it, the game only takes minutes to setup\tear down and only uses one single 2x6 table.

Event Game ID: **FE9**

Event Master Name: **Brian Robinette**

Event Title: **Shoot & Skedaddle**

Event Description: Oscar Turner has been recaptured, but we can't hang him yet. It seems the federal boys wanna see him for a trial in Denver before they hang him. Can the Lawmen see Mr. Turner onto the Denver stage safely or will the Outlaws put an end to Oscar's enforced vacation plans?

Max Attendees: 8

Time: 4 hrs

Scale: 28mm Cowboy Skirmish

Ruleset: Shoot & Skedaddle (Turnstyle Games)

SATURDAY MORNING

Event Game ID: **SM1**

Event Master Name: **Ken Ellis**

Event Title: **I'm a Shmo**

Event Description: Tumblebum dice game from way back in the day. This game combines, cards, dice and a race you win by losing! What more could you want from a minis game? This game will be kid friendly and I will run multiple games in one session, takes about 35-45 minutes to play according to how much laughing we are doing!

Max Attendees: 6

Genre: politically incorrect

Scale: 54mm

Ruleset: I'm a shmo, no experience required but being a shmo is helpful
Requested Day: Custom / Multiple
Requested Time: Custom / Multiple Times
Need More Than 30 Min Setup?: NO
Table Size: 6' x 5'
Special Notes: single small table is OK 2x6 ideal

I can run this Friday night multiple times as needed. anytime after 7-8pm but Id like to play mayberry and/or the chariot game. Also, I can run this the same way sat morning 9am-12 maybe 3 games of it, the game only takes minutes to setup\tear down and only uses one single 2x6 table.

Event Game ID: **SM2**

Event Master Name: **Martin Ferris & Grant Forsythe**

Event Title: **The Battle of Lake Peipus**

Event Description: Teutonic Knights running amok in medieval russia! Can Alexander Nevsky rally the polk to halt these crusaders???

Max Attendees: 8

Genre: Medieval

Scale: 25mm

Ruleset: heavily modified SAGA

Requested Day: Saturday

Requested Time: Morning (9AM - Noon)

Need More Than 30 Min Setup?: NO

Table Size: 6' x 10'

Special Notes:

Event Game ID: **SM3**

Event Master Name: **Thomas Richardson**

Event Title: **Battle for Cloville**

Event Description: TooFat Lardies Big Chain Of Command (CoC) WW2 Platoon Level Battle for Cloville on the road to St. Lo. Two Infantry Platoon's and one Armour Platoon for each side plus assets to fight this battle between American and German forces.

Max Attendees: 6

Genre: WW2

Scale: 28mm

Ruleset: Chain of Command

Requested Day: Saturday

Requested Time: Morning (9AM - Noon)

Need More Than 30 Min Setup?: NO

Table Size: 6' x 5'

Special Notes:

Event Game ID: **SM4**

Event Master Name: **Bruce Schaper**

Event Title: **Battle of Eastern Solomons**

Event Description: At the start of the game the airdales have spent the predawn hours arming the entire air group on the carrier. You've spent the previous days hunting the enemy and have narrowed his location down to the sea room represented on the table. How well you fight your ship and its air wing is now in your hands.

Max Attendees: 2-6
Genre: World War 2 carrier operations
Scale: 1/285 1/2400 1/700
Ruleset: Tide of War
Requested Day: Saturday
Requested Time: Morning (9AM - Noon)
Need More Than 30 Min Setup?: YES - Provide Details In Special Needs Field Below
Table Size: 6' x 10'
Special Notes: Not any particular needs, just the same table I used the night before.

Event Game ID: **SM5**

Event Master Name: Brian Robinette

Event Title: Trouble in Gnomastan

Event Description: The Central Powers and Allies are at it again. This time fighting for the key city of Crossroadsabad. Who will control the city and bring about a quick resolution to the Great Gnome War?

Max Attendees: 10

Time: 4 hrs

Scale: 28mm WW1-ish

Ruleset: Gnome Wars (Brigade Games)

Event Game ID: **SM6**

Event Master Name: **Michael and Adam Gesser**

Event Title: **Gerry comes to Tea**

Event Description: D-Day plus three and the Germans are determined to dislodge the British Airborne in their attempt to counter attack now the the Panzers are released. Pivotal battle for the 6th Para.

Max Attendees: 10

Genre: WW II

Scale: 28mm

Ruleset: battleground WWII

Requested Day: Saturday

Requested Time: Morning (9AM - Noon)

Need More Than 30 Min Setup?: NO

Table Size: 6' x 10'

Special Notes:

SATURDAY AFTERNOON

Event Game ID: **SA1**

Event Master Name: **Robert Moon**

Event Title: **Chaplin Hills, Oct 8, 1862**

Event Description: The battle of Perryville was the largest battle fought in Kentucky during the Civil War. Chaplin Hills was part of that battle, depicting the fighting on the Union left flank. Often commanders had no inkling of where the main enemy forces were! In fact General Buell did not know the battle was on, until it was over! So come on, grab your musket and bleed for the blue or gray at "Chaplin Hills"

Max Attendees: 7

Genre: Historical American Civil War

Scale: 25mm

Ruleset: Fire & Fury Regimental

Requested Day: Saturday

Requested Time: Afternoon (Noon - 5PM)

Need More Than 30 Min Setup?: YES - Provide Details In Special Needs Field Below

Table Size: 6' x 10'

Special Notes: Need 3 hours "set up", So I need table at 9am Sat morning. I will be sending in a 2nd game for Sat PM ("Smoke on the Water"), so I would like to stay on SAME table ALL DAY Sat. Familiarity with F&F rules set helpful. MVP Trophy. Children under 16 OK, with playing Adult.

Event Game ID: **SA2**

Event Master Name: **Brent Walker**

Event Title: **Zombicide**

Event Description: Zombicide is a collaborative game in which players take the role of a survivor – each with unique abilities – and harness both their skills and the power of teamwork against the hordes of unthinking undead! Zombies are predictable, stupid but deadly, controlled by simple rules and a deck of cards. Unfortunately for you, there are a LOT more zombies than you have bullets. Find weapons, kill zombies. The more zombies you kill, the more skilled you get; the more skilled you get, the more zombies appear. The only way out is zombicide!

Max Attendees: Everyone

Genre: Horror

Scale: 28mm

Ruleset: Zombicide

Requested Day: Saturday

Requested Time: Afternoon (Noon - 5PM)

Need More Than 30 Min Setup?:

Table Size: 6' x 5'

Special Notes: Same table please.

Event Game ID: **SA3**

Event Master Name: **Tom Fisher (SCHGS)**

Event Title: **Battle of Kansas City**

Event Description: The western cities(Salt Lake, Calgary, Tucson, Denver, and Tulsa) have all fallen to the Martian horde. Now Kansas City prepares itself for battle. Can they hold the Martian advance long enough for the massive defensive line along the Mississippi River to be completed? Or will their city will be left in ruins as the Martians advance east? So come to the mid-west to either save earth or conquer it!

Max Attendees: 8

Genre: SciFi

Scale: 25mm

Ruleset: All Quiet on the Martian Front

Requested Day: Saturday

Requested Time: Afternoon (Noon - 5PM)

Need More Than 30 Min Setup?: YES - Provide Details In Special Needs Field Below

Table Size: 6' x 10'

Special Notes: I will need about 1 hour to set up and take down. The game will start at 1PM.

Event Game ID: **SA4**

Event Master Name: Kyle Gibson

Event Title: To Reign in Spain

Event Description: In 1212 on the Iberian Peninsula, and the tide has turned in the Reconquista. The forces of Castile have at last joined with their rivals Navarre, Aragon, and Portugal to defeat the Almohad Empire at the battle of Las Navas de Tolosa. Despite frightful Almohad losses, Islamic forces still outnumber the Christian forces in the field, which are even now scramble to consolidate their victory

Max Attendees: 8

Time: 4 hrs

Scale: 28mm Medieval

Ruleset: Savage Worlds

Event Game ID: **SA5**

Event Master Name: **Patrick Smyrl**

Event Title: **Night of the Ripper!**

Event Description: London is shrouded in fog... and terror! Jack the Ripper stalks the night, can Scotland Yard stop his fiendish plans? Or will he be brought to a justice by the pure intellect of the world famous consulting detective? The Suffragette Ladies Association of Picadilly and the Whitechapel Vigilance Committee both seek the bring the reign of terror to an end while Fu Manchu uses the chaos for his own purposes. Will Saucy Jack continue to taunt decent society? Find out in "Night of the Ripper!"

Max Attendees: 6

Genre: Victorian Pulp

Scale: 28mm

Ruleset: Astounding Tales! 2nd ed

Requested Day: Saturday

Requested Time: Afternoon (Noon - 5PM)

Need More Than 30 Min Setup?: NO

Table Size: 6' x 10'

Special Notes:

Event Game ID: **SA6**

Event Master Name: **Nick Cottle**

Event Title: **Olympus at war, gods, myths, and mortals**

Event Description: Choose your god and battle against your rivals with a small warband of heroes, warriors, and mythological creatures for ultimate control! A game runs around 1 hour and uses about 20 figures a side from cyclops, minotaurs, to medusa and even a Titan. Build a small army or just use all of your points to build an all powerful god with items from Hephaestus' forge. Simple but strategic gameplay and extremely easy army building with the demo games only being a 13 point game.

Max Attendees: 6

Genre: Mythological, ancients

Scale: 28mm

Ruleset: Olympus at war

Requested Day: Saturday

Requested Time: Afternoon (Noon - 5PM)

Need More Than 30 Min Setup?: NO

Table Size: 6' x 5'

Special Notes: I can run the game anytime from noon until midnight Saturday.

SATURDAY EVENING

Event Game ID: **SE1**

Event Master Name: **Chris Bennett**

Event Title: **Skirmish Sangin Demo**

Event Description: Come try out the new Modern Skirmish rules from Radio Dishdash Publishing. These are true skirmish rules for both traditional and narrative play. These rules have been well reviewed in Wargames: Soldiers and Strategy, as well as several gaming Blogs such as Model Dad out of the UK.

Max Attendees: 5

Genre: Modern Skirmish

Scale: 28mm

Ruleset: Skirmish Sangin

Requested Day: Custom / Multiple

Requested Time: Custom / Multiple Times

Need More Than 30 Min Setup?: YES - Provide Details In Special Needs Field Below

Table Size: 6' x 5'

Special Notes: We would like to run this demo on both Friday evening and Saturday evening. As a vendor we would prefer to have the demo start at 7pm so that the booth can function normally through 6pm. Also we would like to request that the table be as close to our vendor booth as possible. Thank you!

Event Game ID: **SE2**

Event Master Name: **Bob Eldridge**

Event Title: **The Goeben Gambit**

Event Description: In August 1914, the German battlecruiser Goeben and her consort Breslau, instead of heading East to Turkey, turn North towards the Austrian port of Pola. They are pursued by a force of French battleships determined to cut them off and destroy them. However, Austrian forces have sortied from Pola to come to the Goeben's rescue. A three sided game with the possibility of multiple winners.

Max Attendees: 14

Genre: World War One Naval

Scale: 1/2400

Ruleset: Fear God and Dread Nought

Requested Day: Saturday

Requested Time: Evening (6PM Onwards)

Need More Than 30 Min Setup?: NO

Table Size: 6' x 12'

Special Notes:

Event Game ID: **SE3**

Event Master Name: **Robert Moon**

Event Title: **"Smoke on the Mississippi"**

Event Description: Despite Grant's investment at Vicksburg the South has a planned counter stroke to retake Nawlins! The plan calls for Dick Taylor's army to strike from the West and Commodore Moorman to bring his river flotilla down from the Red River and attack from the East. (rumor has it that a new Ironclad or two might be available!) Of course Yankee Monitors will be present to defend the city. So grab a lanyard and help make some "Smoke on the Mississippi"

Max Attendees: 8

Genre: American Civil War Naval

Scale: 1/300

Ruleset: "Under Both Flags"

Requested Day: Saturday

Requested Time: Evening (6PM Onwards)

Need More Than 30 Min Setup?: YES - Provide Details In Special Needs Field Below

Table Size: 6' x 10'

Special Notes: Request same table as my "Chaplin Hills" game. 1 hour "Set up" 1/2 hour "take down". MVP Trophy. Child under 16 OK with playing adult .

Event Game ID: **SE4**

Event Master Name: **Brent Walker**

Event Title: **Zombicide**

Event Description: Zombicide is a collaborative game in which players take the role of a survivor – each with unique abilities – and harness both their skills and the power of teamwork against the hordes of unthinking undead! Zombies are predictable, stupid but deadly, controlled by simple rules and a deck of cards. Unfortunately for you, there are a LOT more zombies than you have bullets.

Find weapons, kill zombies. The more zombies you kill, the more skilled you get; the more skilled you get, the more zombies appear. The only way out is zombicide!

Max Attendees: Everyone

Genre: Horror

Scale: 28mm

Ruleset: Zombicide

Requested Day: Saturday

Requested Time: Evening (6PM Onwards)

Need More Than 30 Min Setup?:

Table Size: 6' x 5'

Special Notes: Same table

Event Game ID: **SE5**

Event Master Name: **Patrick Smyrl**

Event Title: **Night of the Ripper!**

Event Description: London is shrouded in fog... and terror! Jack the Ripper stalks the night, can Scotland Yard stop his fiendish plans? Or will he be brought to a justice by the pure intellect of the world famous consulting detective? The Suffragette Ladies Association of Picadilly and the Whitechapel Vigilance Committee both seek the bring the reign of terror to an end while Fu Manchu uses the chaos for his own purposes. Will Saucy Jack continue to taunt decent society? Find out in "Night of the Ripper!"

Max Attendees: 6

Genre: Victorian Pulp

Scale: 28mm

Ruleset: Astounding Tales! 2nd ed

Requested Day: Saturday

Requested Time: Evening (6PM Onwards)

Need More Than 30 Min Setup?: NO

Table Size: 6' x 10'

Special Notes:

Event Game ID: **SE6**

Event Master Name: **Mike Brom**

Event Title: **Blood & Guts**

Event Description: Chance meetings between Confederate troops on their way to Pennsylvania and Union troops.

Max Attendees: six

Genre: American Civil War

Scale: 20mm

Ruleset: Home rules

Requested Day: Saturday

Requested Time: Evening (6PM Onwards)

Need More Than 30 Min Setup?: NO

Table Size: 6' x 12'

Special Notes: Could run the same game Sunday morning if there are enough people that want to play.

Event Game ID: **SE7**

Event Master Name: **Phillip Kearnan**

Event Title: **Mayberry meets the X Files**

Event Description: Barney Fife has read all about Rosswell New Mexico and is convinced that strange goings on are happening in the woods outside Mayberry. But in his hyper state you never know what mayhem will result in the town of Mayberry, North Carolina if Aliens do appear. Or will Fox Molder, Sr and Sheriff Andy Taylor bring calm to the town by proving Aliens have not landed.

Max Attendees: 20

Genre: TV/SciFi/Humor fiction

Scale: 1/76

Ruleset: Home Rules

Requested Day: Any (I am flexible)

Requested Time: Any (I Am Flexible)

Need More Than 30 Min Setup?: YES - Provide Details In Special Needs Field Below

Table Size: 6' x 10'

Special Notes: For set up time I would like an hour in case someone needs my attention at my dealer booth while I'm setting up.

Event Game ID: **SE8**

Event Master Name: **Phillip Hartzog**

Event Title: **Rough Night in Akbatana**

Event Description: While passing through the Shemitish city of Akbatana you are approached by an agent of Prince Tubal of Baalur with an offer to meet at a tavern for potential riches. When you arrive at the tavern you learn that Prince Tubal has made the offer to several others and the mission is to rescue his daughter from the Hyborian death cult known as De Kai. The temple complex of De Kai is located on the edge of town and will require slayers to defeat its guards, thieves to beat its traps, and wizards to best its priests. If Crom smiles on you, you will walk away with the prize. If he doesn't you will crawl away with it.

Max Attendees: 8

Time: 4 hrs

Scale: 28mm skirmish game set in the Hyborian Age of Conan

Ruleset: CROM

Event Game ID: **SE9**

Event Master Name: **Michael Gesser**

Event Title: **The Alamo**

Event Description: Scale 28mm Alamo, 189 named defenders and hordes of Soldato's.....classic battle.

Max Attendees: 8

Genre: Colonial

Scale: 28mm

Ruleset: Home

Requested Day: Saturday

Requested Time: Evening (6PM Onwards)

Need More Than 30 Min Setup?: YES - Provide Details In Special Needs Field Below

Table Size: 6' x 10'

Special Notes: Best with an hour set up....

SUNDAY

Event Game ID: **SUN1**

Event Master Name: Kyle Gibson & Brian Robinette

Event Title: Savage Space

Event Description: Come visit the wretched hive of scum and villany and steal, rob, and oppress them.

Max Attendees: 8

Time: 4 hrs

Scale: 28mm Future Skirmish

Ruleset: Savage World