

**SKIRMISH '09 GAMEDAY, PLANO CENTRE, 7/11/09 WWW.DFWIRREGULARS.COM**

**FLAMES OF WAR TOURNAMENT - 9AM TO 6PM**

Game master	Session	Event Name	Era	Figures	No. Players	Rules	Experience	Event Description
Stephen Bidwell	9am - 6pm	FOW Tournament	WWII	15mm	16	Flames of War	Yes	<p>Three 1500 point Mid-War rounds. Players may have two lists if they email them by July 10th (steve.bidwell@dfwirregulars.com) as long as they keep the same core units.</p> <p>8:00 - 9:00 - Check In and meet your opponents</p> <p>9:00 - 11:30 - First Round</p> <p>11:30 - 12:30 - Lunch</p> <p>12:30 - 3:00 - Second Round</p> <p>3:00 - 3:30 - Break</p> <p>3:30 - 6:00 - Third Round</p>

**FIELD OF GLORY TOURNAMENT - 9AM TO 9:30PM**

Game master	Session	Event Name	Era	Figures	No. Players	Rules	Experience	Event Description
Ian Buttridge	9am - 9:30pm	Craig Dobbins Memorial FOG Ancients Tournament	Ancients	15mm	8	Field of Glory	Yes	<p>Classical Ancients Theme: Rise of Rome, Immortal Fire, Legions Triumphant, 15mm to 10mm figures allowed, but must be painted. I have figures to loan if needed.</p> <p>Format: Combined crazy Doubles / Singles Players may find themselves playing solo with an 800 point force of their choosing, or matched with a partner for a doubles game with 450 points (so 900 points a side total) Partners will change round to round as well you might end up playing multiple doubles rounds or no singles rounds or any combination possible. Your ally from a previous round could be your enemy the next.</p> <p>Each Player should bring an 800 point version and a 450 point version of the same army. The 450 point version may have a maximum of two generals. Lists should be submitted one week before the convention to buttridi@tx.rr.com or sooner. FIRST COME FIRST SERVE. SPACE is Limited. 16 players max.</p> <p>Please arrive 20 minutes before the first round for a meet and greet.</p> <p>9:00 - 12:30 First Round</p> <p>12:30 - 1:15 Lunch</p> <p>1:15-4:45 Second Round</p> <p>4:45-6:00 Break</p> <p>6:00-9:30 Final Round</p> <p>Schedule subject to change by mutual consent or whim of Umpire. If you don't want to play all three rounds let me know at the beginning.</p>

**SKIRMISH '09 GAMEDAY, PLANO CENTRE, 7/11/09 WWW.DFWIRREGULARS.COM**

**SESSION 1 - 9AM TO 1PM**

Game master	Session	Event Name	Era	Figures	No. Players	Rules	Experience	Event Description
Lloyd Eaker	9am	The Battle of Talavera July 28 1809.	Napoleonics	25mm	8	Shako 2	None	Wellesley was created Viscount Wellington of Talavera after this battle, two hundred years ago. An attack on a greatly outnumbered French force was lost due to the Spanish not arriving in time. The French took the initiative when reinforced by another French army. Wellesley British and the Spanish fell back to a defensive line north of the town of Talavera. Were the French heavily attacked the British part of the line.
Mark Swenholt	9am	Parachutes! What Parachutes?	WWI	1/144	10	Wings of War	None	It's a busy day in the air on the Western Front as a tangle of Allied and German recon and bombing missions cross paths. What's a fighter to do - escort or intercept? Wings Of War mechanics are simple and elegant (even in 3-D) but the decisions in the scenario are less so. Available aircraft include Albatross D.IIIs and D.Vs, Fokker DR.Is and D.VIIs, UFAG C.1s and Rolands, Sopwith Camels and Snipes, Nieuport 17/23, SPAD XIIIs, RE-8s and DH-4s.
Ed Teixeira	9am	Morning Patrol	Colonials	28mm	6	Colonial Adventures - Two Hour Wargames	None	It's the French Foreign Legion in Morocco versus the local tribesmen. There's a local chief causing trouble and it's time to bring him to justice. Players will play either the FFL or Berbers in this multi-unit sized skirmish.
Brian Cottrell	9am	They Came Out of the Fog	Weird WWII	28mm	8	Battleground Weird War II	None	An entrenched German unit is awaiting it's transport to withdrawal from their defensive positions to a new defensive line when a thick fog rolls in. As they wait they see that something is amongst the fog and with visibility low along with their ammo, the tension builds. Then suddenly the mine fields around their positions start to explode in regular intervals but without any other sound. Then the forward LP reports movement to their front and then... So see what happens next!
Greg Williams	9am	Siege in the Sudan!	British Colonial / Victorian	25mm	8	House Rules	None	The Nile has fallen, and the final siege of the city is about to begin. The defenders took heart when the single gunboat "Lotus" ran the blockade, depositing much needed reinforcements, including the American adventurer/inventor William "Wild Wyoming Bill" Kelso with some of his "toys". As the
Glen Taylor	9am	War of the Ring	Fantasy	15mm	4	Modified Axis & Allies	None	Refight the climatic war of Middle Earth's Third Age. Similar to an Axis & Allies on a stylized 3D game board of Middle Earth.

**SKIRMISH '09 GAMEDAY, PLANO CENTRE, 7/11/09 WWW.DFWIRREGULARS.COM**

**SESSION 2 - 2PM TO 6PM**

Game master	Session	Event Name	Era	Figures	No. Players	Rules	Experience	Event Description
Tom Primrose	2pm	Prelude to the Seven Days	American Civil War	6mm	6	Rights & Treason (A Might & Reason Module)	None	The Army of the Potomac is slowly pushing up the peninsula toward Richmond. Their forces are split between the rain-swollen Chickahominy River when the Confederates launch their attack. Forces will be roughly corps sized with players commanding divisions.
Steve Miller	2pm	Pounding the Papists!	English Civil War	28mm	4	Victory without Quarter by Clarence Harrison/Quindia Studios	None	The Battle of the Severn-Near Annapolis, Maryland, 25 March 1653. The English Civil War has been traditionally focused on England alone; yet, the conflict between Catholic and Protestant, King versus Parliament and Church vs. State sparked the first REAL battle between Anglo-Americans (not the last) where one group objected to government by an overseas ruler. This game includes traditional "push of pike" plus a reported incursion by Indians in Maryland. Don't get caught in the woods alone! The game is a good introduction to the rules and the English Civil War. Think you can move the colony of Maryland to the Protestant faith? Give it a try!
Ed Teixeira	2pm	Have you seen my monkey? My Gold Monkey?	Between the wars Pulp	28mm	6	Larger Than Life - Two Hour Wargames	None	A "mixed bag" of adventurers is on the trail of the fabled Gold Monkey of the Atlas Mountains. Players band together, or not, to recover the monkey or whatever treasure they can gain for themselves. Bring an adventurous spirit with a tongue planted in cheek.
Jamie Mathews and Brian Guaneri	2pm	Doctor Who- "For Whom the Diving Bell Tolls"	Sci-Fi	28mm	6	Doctor Who Miniatures Game	None	Underwater missile station Sea Base 5 finds itself under simultaneous assault by Daleks, Silurians, Sea Devils, and Cybermen. The 5th incarnation of the Doctor arrives to prevent the destruction of the world (as always). The only saving grace to the beleaguered base defenders is that these notorious villains get along about as well as oil and water and the infighting between factions is sure to be just as heated.
Lloyd Eaker	2pm	The Battle of Talavera July 28 1809.	Napoleonics	25mm	8	Shako 2	None	Wellesley was created Viscount Wellington of Talavera after this battle, two hundred years ago. An attack on a greatly outnumbered French force was lost due to the Spanish not arriving in time. The French took the initiative when reinforced by another French army. Wellesley British and the Spanish fell back to a defensive line north of the town of Talavera. Were the French heavily attacked the British part of the line.
Jeffrey Hunt	2pm	Nelson vs. All That Oppose the British Empire	Napoleonic Naval	1/900	10	Close Action	None	Lord Admiral Nelson was the greatest admiral in the history of naval warfare. The fact that nobody argues this statement says it all. Come one come all, the British fleet takes on the combined French and Spanish fleets. Prize awarded for best Captain. We will be using the big 1:900 scale ships so everyone is close to the action. Sponsored by Portsmouth Miniatures, a prize will be given.

**SKIRMISH '08 GAMEDAY, PLANO CENTRE, 7/11/09 WWW.DFWIRREGULARS.COM**

**SESSION 3 - 7PM TO 11PM**

Game master	Session	Event Name	Era	Figures	No. Players	Rules	Experience	Event Description
Jamie Mathews and Brian Guaneri	7pm	The Fearless Jade Sword of the One Armed Swordsman	Chinese Fantasy	28mm	6	House rules Kung Fu Family Rules	None	In the traditions of the fine Shaw Brothers martial arts films, rival martial arts schools will duel in the streets, the dead will walk, the taxman will come with a plethora of bumbling enforcers, a samurai out of his element will come with a mission, and a brother and sister will be hard pressed to save the town from going up in flames when rival factions meet. Skirmish game with heavy emphasis on cinematic action, unlikely alliances, and martial arts mayhem.
Steve Miller	7pm	Battle of Whalley-20 April, 1643	English Civil War	28mm	4	Victory without Quarter by Clarence Harrison/Quindia Studios	None	On 5 April, Parliamentary forces had suffered a severe setback for their assault on the Royalist headquarters in Lancashire. The Royalist commander, Lord Derby takes the initiative and calls a general muster against the disheartened Parliamentarians. The Parliamentary forces were scattered throughout the region but an officer raised a small force to meet the King's men. This game has a good mix of horse, foot and artillery. There's always drama in English Civil War battles and this battle is no exception! You'll need to play to get caught up in the action. The rules are fast, fun and easy to learn. The rules also feature several twists and turns...play this game if you've never played ECW before and were a little interested to learn more about it.
Scott White	7pm	And Then Whistles Blew!	WWI	25mm	6	House Rules	None	Allied forces charge across No Man's Land to destroy the Hun in their trenches! Needless to say, the Hun will work feverishly to thin the ranks of the Allies and try to knock out the Allied tanks! Come on and join the battle as an Allied or German player and fight across custom made 4'x8' trench warfare board. . I mentioned the fearsome (and highly unreliable) tanks(!), didn't I?
Tom Primrose	7pm	Prelude to the Seven Days	American Civil War	6mm	6	Rights & Treason (A Might & Reason Module)	None	The Army of the Potomac is slowly pushing up the peninsula toward Richmond. Their forces are split between the rain-swollen Chickahominy River when the Confederates launch their attack. Forces will be roughly corps sized with players commanding divisions.
Ian Buttridge	7pm	Trebia: Field of Glory	Ancients	25mm	6	Field of Glory	None	Hannibal has crossed the alps! Carthage must Die! Take command of the Roman forces under Consul Sempronius or the man Hannibal himself in this classical refight using the FOG rules. 25mm Figures are provided from Lloyd Eaker's connection.