

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

Game master	Session	Event Name	Era	Figures	No. Players	Rules	Experience	Event Description
Mike Stover	9am - 6pm	FOW Tournament	WWII	15mm	16	Flames of War	Yes	<p>1750 Points - One List</p> <p>LATE WAR - Fortress Europe or any legal supplement * Scoring As Per Flames of War Rulebook * No Unpainted Figures/Miniatures * Missions to be determined</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>
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 Doubles / Singles: Players should have a 800 point List along with a 450 point list (maximum 2 generals). Depending on the number of attendees and space available players may play all singles at 800 points or be paired with a random partner for a doubles game with 450 points per player (900 total per team). Please send lists ahead of time to <a href="mailto:buttridi@tx.rr.com">buttridi@tx.rr.com</a>. 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>

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

Game master	Session	Event Name	Era	Figures	No. Players	Rules	Experience	Event Description
Mark Swenholt	9am	Parachutes! What Parachutes?	WWI	1/144	12	Wings of War	None	It's a busy day in the air on the Western Front as a tangle of bombing, recon and balloon busting 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. Flame that Gasbag!
Steve Miller	9am	Battle of Cedar Mountain	American Civil War	28mm	4	Fire and Fury Adapted for 28mm by the DFW Irregulars	None	The Battle of Cedar Mountain 1862. "Stonewall" Jackson learns that the Federal forces have split into three columns moving into Virginia. He sets his sights and is ready to pounce on one Corps, commanded by Pope; his goal is destruction of each corps in detail. The battle begins with both sides bumping into one another. Jackson motivates his troops to move faster to the sound of the guns. Can you beat Stonewall Jackson? If you play the Confederates, can you defeat Pope's Corps before the other two Corps move to its aid? A "white knucker" for ACW players.
Jeff Key	9am	James River	ACW Ironclads	1/1200	8	Game of Admirals	None	The Union Navy will attempt to force the James River. It is up to the Confederate James River Squadron to block the attempt. The rules are easy but have very accurate ordinance data. All models will be provided... Players will need a pair of percental dice and a ruler or tapemeasure.
Ron Hamilton	9am	Raiding the Wizard's Tower	Heroic Fantasy	1:72nd scale	8	Two Hour Wargames' CR3 Swordplay	None	The most evil and powerful wizard in the realm is "indisposed" after he was swept into another dimension following a failed magical experiment. During his unplanned absence, competing parties of brave adventurers race across the country side and into a subterranean maze seeking to complete their quests before time or their luck run out. All you have to do is fight your way past the monsters, fill your pockets with all the treasure you can carry, and complete a nigh impossible quest. Easy to learn, fast playing, non-stop action for players of all ages and skill levels.
Eric Wood	9am	US Marine landing vs. Japanese	WW2	28mm	4	Poor Bloody Infantry (Quick Sheet)	None	Relive the Pacific theater. Opposed US Marine landing in LCVPs by Japanese defenders. See the power of the banzai charges and American firepower. Learn about Guadalcanal, Bougainville, Tarawa, Guam, Tinian, Saipan, Peleliu, Iwo Jima, and Okinawa.
Greg Williams	9am	Besieged in Zululand!	Colonial	25mm	6	The Natives Are Restless Tonight	None	A small group of British soldiers must hold out at a fortified farm against the Zulus until the relief column arrives. They are just praying that their few numbers and dwindling ammo supply last until then. "Our guns run out of bullets, but those bloody spears don't!"
Lance Smith	9am	Trouble down in Texas!	America 1920s - 30s	28mm	6	AMERICAN GANGSTER FRONTLINE COMMAND SKIRMISH	None	(NOTE: This game lasts approx. 2 hrs, the game will end at 11am and a new game will begin that will last till 1pm.) Three mobsters have just pulled a bank job and are now trying to get away with the loot while the Texas rangers are hot on their trail. The mob's auto runs out of gas and are forced to seek cover in a near by cabin. For the Rangers this is personal as one of the perpetrators is an ex Ranger gone bad! <a href="http://www.Frontline-command.com">www.Frontline-command.com</a> for more information.
Lawrence Halcomb	9am	Uber Soldat!	Germany 1945	28mm	6	UBER SOLDAT FRONTLINE COMMAND SKIRMISH	None	A company of U.S. infantrymen has been wiped out with only a single survivor. The survivor speaks of strange tales of floating red eyes in the dark and withering small arms fire - none believe! Now reports are coming in all over the front of German probing attacks and something they are calling "Uber Soldat". The Allies need information so they know what they are dealing with! A squad of U.S. Infantrymen with the sol survivor are sent in to retrieve information only to find that the enemy is after the very same! <a href="http://www.Frontline-command.com">www.Frontline-command.com</a> for more information.
Adam Vera	9am	Ya Look Just Like Ya Did on the Poster!	Old West	28mm	6	The Rules with No Name aka A Fistful of Dice	None	After a successful train robbery, the infamous bandit El Feo has holed up in an outlaw town with his new gang. Players take control of a band of bounty hunters who are there to collect the bounties on the bandits and recover the gold. It is open season on all bandits. Players earn a bounty for each bandit they kill and they get bonuses if they kill El Feo or find the gold. The man with the biggest bundle of reward money (or simply the last man standing!) wins. Just remember: "The sound of a bullet whistling in your ear could be the last sound you ever hear..."

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

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Cary Hocker	2pm	Encounter at Korosten	Russian Civil War	28mm	6	Modified "Red Actions!" by The Perfect Captain	None	Denikin's White Volunteer Army and Don Cossacks of the AFSR, advancing from the south, approach the Ukrainian town of Korosten, scene of bitter fighting between Bolshevik partisans and Ukrainian nationalists, even as Red Guards advance from the north. In this time of violent social upheaval, the fate of the Russian Empire is still undecided.
Jeffrey Hunt	2pm	Close Action	Napoleonic	1:900 Scale	10	Clash of Arm's "Close Action"	Minor	Nelson vs All Who Oppose the British Empire – The high seas are once again the seen of fierce ship to ship combat. Come captain a mighty ship of the line as the fate of England is in the balance. Can Napoleon's forces be stopped or will it be a bad day for England.
Jamie Mathews and Brian Guarnieri	2pm	Our Weapons are Useless Against Them!!! Part Deux	Sci-fi	28mm	12	Golgo Island 2nd edition	None	The Brain Jar aliens are back (again) after the botched invasion a few years ago. This time they take yet another page from bad cinema and raise the dead to make the bulk of their invasion and only the stalwart heroes of Normal, Texas can defeat them, or run off the board in abject terror. Quick running game with tongue in cheek as always.
Tom Primrose	2pm	Tropic Thunder	Vietnam	10mm	6	TFL's "Charlie Don't Surf"	None	MACV has launched Operation Tropic Thunder to clear the NVA/VC troops north of Saigon. As a result, the Communist forces are trying to escape to the safety of the Cambodian border before the trap is sprung. The US forces, consisting of an understrength company with supporting assets, must locate the enemy and defeat them without taking too many casualties. The NVA/VC forces must cause as many casualties as they can and get away before the US brings firepower to bear.
Lloyd Eaker	2pm	English Civil War	ECW	28mm	8	"1644" (Foundry)	None	The English Civil Wars is a period of tactical evolution in process. The game will require the player to make choices without enough information. Similar to the problems commanders at the time had as well. Can you make the right choices?
M. Smith	2pm	Tractor Factory Battle	WW2	28mm	8	FRONTLINE COMMAND W.W. II	None	GET THEM OUT! – General Streckers's men refuse to let the Russians re take the Tractor factory! The Russians are throwing everything they got at it. Some of the fiercest fighting in the war. Historically the Germans in their last transmission telling their leader that "we have done our duty!" had lost the day. Play either the Russians attempting to re take the Factory or the Germans who are prepared to sacrifice everything to hold on to it! www.Frontline-command.com.
Devon Smith	2pm	Moonshiners!	America 1920s – 30s	28mm	6	AMERICAN GANGSTER - FRONTLINE COMMAND SKIRMISH	None	(NOTE: This game lasts approx. 2 hours, the game will end at 4pm and a new game will begin that will last till 6pm.) The Texas Rangers must go to break up an illegal Moonshine operation ran by a local head strong family know as the McKampits! The Rangers know that these folks are well known for their phrase "you can have my gun when you take it out of my cold dead fingers!" These folks have been living in the woods for generations and are born hunters, the rangers are hoping they will come along peaceful however the rangers never back away from a fight and always get their man.
Terrance Rideau	2pm	Uber Soldat!	Germany 1945	28mm	6	UBER SOLDAT FRONTLINE COMMAND SKIRMISH	None	A company of U.S. infantrymen has been wiped out with only a single survivor. The survivor speaks of strange tales of floating red eyes in the dark and withering small arms fire – none believe! Now reports are coming in all over the front of German probing attacks and something they are calling "Uber Soldat". The Allies need information so they know what they are dealing with! A squad of U.S. Infantrymen with the sol survivor are sent in to retrieve information only to find that the enemy is after the very same! Play either the U.S. infantry against insane odds or the German forces with their new elite UBER SOLDAT! www.Frontline-command.com for more information.
Ed Teixeira	2pm	Where's my monkey? My Golden Monkey!	Pulp Fiction	28mm	6	Adventure in the Lost Lands	None	Rumors of the Golden Monkey, a treasure beyond belief, have surfaced again. Since it dissappeared (again) there's been reports that it's in the lost land of Lemuria. Players explore the world of Lemuria inhabited by natives, dinosaurs, and a deadlier enemy, fellow explorers!

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

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Adam Carroll	7pm	Order 227	WW2	28mm	6	Adam Carroll's Volga Blues	None	The Germans launch a major offensive on what would become known as "The Day of Death". Determined to obey Stalin's order 227, the Russian defenders refuse to take even "one step back". Fight from ruin to ruin and house to house with these fast-paced and easy rules.
Steve Carroll	7pm	Winters, Lipton, and Co. - 6 June 1944	WW2	28mm	6	Modified Icy Bullets	None	<b>THIS GAME HAS BEEN CANCELLED, SORRY!</b>
Jamie Mathews and Brain Guarnieri	7pm	The Doctor Dances with Undeath	Sci-Fi	28mm	6	Dr. Who Miniatures Game	None	Kipper ties, flared trousers, Sterlingsubmachine guns, and death walk the streets as the third Doctor encounters some of his deadliest foes in this urban bash up pitting UNIT and police forces against some decidedly restless enemies that just won't stay down. A mash up of classic 70's Doctor Who with a splash of modern terror.
Scott White	7pm	Defense of Fort Zinderneuf	1919	25mm	4		None	Outnumbered French Foreign Legionnaires heroically defend their desert fort against the attacking Arab tribes who are trying to drive the infidel invaders from their homeland. Come on and fight as the desperate Legionnaires or as the avenging Arab tribes attacking on foot, horseback and camelback(!) with Clay Smith's terrific 3D Fort.
Clay Smith	7pm	Napoleon on the Danube	Napoleonics	25mm	6	One Page Napoleonics	None	The French invaded Austria in 1809 and we get to push our pretty 25mm miniatures around. Each player commands a brigade in this battalion level game using rules guaranteed not to give you a brain hemorrhage. There are no zombies or aliens in this game, only one ogre - Napoleon! No experience necessary.
Glen Taylor	7pm	Santiago 1898	Spanish American War	1:2400 Scale	4	Modified Great War at Sea	None	As American ground forces advance on Santiago, Cuba, the Spanish fleet attempts to sortie through the awaiting US Navy.
Stephen Bidwell	7pm	Deadtona	Modern	25mm	6	Dead Heat Zombie Racing	None	Zombie racing! Just saying it causes you to say "What the.." When some were saying "Why?" Jim Bob Joe was saying "Why not?". Civilizations have always been judged by their sports. Since the gladiatorial contests in ancient Rome man has been defined by his sport of choice. Marvel as highly trained zombies streak down the track(ok shuffle) in quest of gold(dinner). Each zombie is assisted by a loyal trainer who wants to make a buck. This is an easy and fast game.
Tom Primrose	7pm	Tropic Thunder	Vietnam	10mm	6	TFL's "Charlie Don't Surf"	None	MACV has launched Operation Tropic Thunder to clear the NVA/VC troops north of Saigon. As a result, the Communist forces are trying to escape to the safety of the Cambodian border before the trap is sprung. The US forces, consisting of an understrength company with supporting assets, must locate the enemy and defeat them without taking too many casualties. The NVA/VC forces must cause as many casualties as they can and get away before the US brings firepower to bear.
Leland Erickson	7pm	Send in The Marines!	Sci-fi	25mm	8	Modified Starguard	None	A colony in the Far and Away has declared itself in open rebellion against the benign rule of Her Imperial Terran Majesty Alexandra XXIX The Magnificent. A Rapid Deployment Force of Imperial Terran Marines has been dispatched to put these ungrateful upstarts back in their place with extreme prejudice. Your combined arms detachment of Marines is tasked with seizing the critical water purification and pumping facility. Shutting off the water supply will force the city into surrender, and minimize overall casualties in suppressing the rebellion. Expect some resistance from local militia and planetary defense forces, but few if any heavy weapons. You may NOT willfully damage or destroy the water storage and purification facility, however.
Erik Nicely	7pm	Soviet Swansong	Korean War Air Combat	1/300	6	Check Your Six! Jet Age	None	In the skies over Pakchon, North Korea on Apr. 12, 1953 leading elements of American 51 <sup>st</sup> FIW are intercepted by Soviet-flown MiG 15s. Two aces clash in a classic air battle of the Korean War.