

FLAMES OF WAR TOURNAMENT - 9AM TO 6PM

Game master	Session	Event Name	Era	Figures	No. Players	Rules	Event Description
Steve Bidwell	9am - 6pm	FOW Tournament	WWII	15mm	16	Flames of War	1750 Points - Two Lists MID-WAR - North Africa or East Front books * Scoring As Per Flames of War Rulebook * No Unpainted Figures/Miniatures * Missions to be determined 8:00 - 9:00 - Check In and meet your opponents 9:00 - 11:30 - First Round 11:30 - 12:30 - Lunch 12:30 - 3:00 - Second Round 3:00 - 3:30 - Break 3:30 - 6:00 - Third Round

FIELD OF GLORY TOURNAMENT - 9AM TO 10:45PM

John Hovey	9am - 10:45pm	Field of Glory Ancients Tournament	Ancients	15mm	16	Field of Glory	Field of Glory 800 Point Open Tournament This is a three round open tournament. Armies must be from a specific year within the chosen list but any army from a published book can be used. Armies must be painted and based on 40mm frontages. List must be submitted by 8/10/2011 to jhovey11@yahoo.com . Contact me if you would like to use a loaner army for the event. Check in between 8am and 8:45am, play starts promptly at 9am. Rounds are 3:30 plus 3d6 random time. Players must be at the table and ready to begin at the round start time. Round 1 - 9am - 12:45pm Round 2 - 2pm - 5:45pm Round 3 - 7pm - 10:45pm Schedule is subject to change if needed.
------------	---------------	------------------------------------	----------	------	----	----------------	--

SKIRMISH 2011 GAMEDAY, PLANO CENTRE, 8/13/11 WWW.DFWIRREGULARS.COM

SESSION 1 - 9AM TO 1PM

Game master	Session	Event Name	Era	Figures	No. Players	Rules	Event Description
Jeffrey Hunt	9am	Close Action	Napoleonic Naval	1:900 Scale	10	Clash of Arm's "Close Action"	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.
Lloyd Eaker	9am	Bocage Country	WW2 Skirmish	1/32 or 54mm	8	NUTS! Two Hour Wargames	Attacking into Bocage country. An American platoon is tasked on clearing a field bordered with bocage and buildings. They will be supported by a tank and mortars.
Steve Miller	9am	Battle of Cowpens, 1781	American War of Independence	54mm	4	ATKM (All the King's Men) 2nd Edition	Retreating from the British army in the South, American Gen. Nathaniel Greene split his force to divide the pursuing British. British general, Lord Cornwallis obliged and sent notorious Col. Banastre Tarleton after one branch of the rebels. Those patriots under Brigadier Gen. Daniel Morgan finally turned to fight at a South Carolina pasture called Cowpens. The game will be a visually appealing affair. The rules harken back to a "Toy Soldier" era before the advent of needing an advanced math degree to play a war game.
Ron Hamilton	9am	Into the Catacombs	Swordplay	1/72	8	Two Hour Wargames CR3 Swordplay	Brave the Catacombs, face hordes of evil minions, destroy a nameless horror, and rescue the Princess. If your party succeeds...fame, fortune, and power will be yours; if your party fails...death, despair, and agony await. The princess has been kidnapped, and the King's seers can only determine she is somewhere in the catacombs and that unless she is rescued soon a fate worse than death awaits her. Certainty of death, small chance of success...what are you waiting for? (free rules download http://www.angelfire.com/az3/twohourwargames/pages/swordplay.htm)
Jeff Lawrence	9am	Born in East L.A.	Modern	40mm	6	Modified Combat Zone (D/6), AD&D II, GURPS	Guide your "klik" through the mean streets of Los Angeles' infamous barrio, Eastside. Hit DaBoss, score the most \$\$\$\$,rescue hostages, and Oh yes; survive. Besides the other clics you must evade,fight,make treaties, and/or defeat the GM's PCs like Police, regular citizens, Mafia, drug dealers, etc. Choose from cool Homies figurines, and diecast vehicles. Heavy on the gunfire with some tongue-in-cheek roleplay too.
Ed Teixeira	9am	Can I be Ben Hur?	Ancients	28mm	SORRY, THIS GAME HAS BEEN CANCELLED		
Greg Williams	9am	The Battle of Ginnis, Phase 1: The Assault on Kosha	British Colonial	25mm	SOLD OUT	SORRY, THIS EVENT IS SOLD OUT	December, 1885. Khartoum has fallen: Gordon is dead, but so is the Mahdi. The Khalifa is now the leader, and has concentrated thousands of warriors around the Nile town of Ginnis for a possible invasion of Egypt. To counter this threat, the British, in a surprise move, have concentrated their forces North of the village of Kosha, with a plan to take both towns.
Lance Smith Lawrence Halcomb	9am & 11am	Zombie Daze	Post Apocalyptic	28mm	6	Frontline Command Skirmish	Two 2-Hour Games, one at 9am and one at 11am. The Dead have risen and now hunt The Living! As The Living, everyday your only purpose is to survive, to avoid the ever-growing population of those that see you as food. As The Un-living, your every moment is now spent hunting and preying on the ones you used to call neighbors. Survivors of the virus are trying desperately to get much needed supplies from an abandoned storehouse, which is surrounded by the Un-Living! This should be easy – just get in, fill up and get out. Simple enough...or so you may think.
Devon Smith	9am & 11am	Alien Attack!	Sci-Fi	28mm	8	Simplified Frontline Command Skirmish	Two 2-Hour Games, one at 9am and one at 11am. Get those aliens out! Aliens with their flying saucers under the command of "Geezor" are attempting to over run the town. As the Alien player it is up to you to capture as many human specimens as possible by freezing them and taking them up into your saucers. It is up to the M.I.B.E.A.N.S.S. Agents, scouts and National Guard to stop them by freeing the civilians and destroying the alien threat!
Karl & Kevin Pajak	9am	Take the Hill	Napoleonic (Fantasy)	28mm	3	Fintloque 3rd Edition	Flintloque is a Napoleonic black powder fantasy game where the French are Elves, the Brits are Orcs, etc. Players take turns activating characters where they struggle to win the day. Easy to learn and fun to play. Bring your own 300 point army designed per Flintloque 3rd Ed. Rules (painted figures only) or use ours. Game will be taught prior to event. Scenario provided at the beginning of the game.

SKIRMISH 2011 GAMEDAY, PLANO CENTRE, 8/13/11 WWW.DFWIRREGULARS.COM

SESSION 2 - 2PM TO 6PM

Game master	Session	Event Name	Era	Figures	No. Players	Rules	Event Description
Adam Vera	2pm	Gladiator	Ancients	28mm	10	Red Sand Blue Sky (classic)	Prepare "to be burned, to be bound, to be beaten, and to be killed by the sword." You are a gladiator in Ancient Rome and a bloodthirsty crowd is waiting to see you and your opponents fight to the finish in the arena. Players will each choose a gladiator and participate in a series of tournament-style matches taking them from the Fringes of the Empire, all the way to the Coliseum in Rome.
Lloyd Eaker	2pm	Town Fighting	WW2 Skirmish	1/32 or 54mm	8	NUTS! Two Hour Wargames	Town Fighting. After taking the bocage the Americans now have to learn to take towns. An American Platoon will be attacking a village outside St. Lo.
Dave Bennett	2pm	Firefly	Science Fiction	28mm	6	Tomorrow's War	The scenario is set in the world of the TV series Firefly. Malcom Reynold's platoon is setting up defenses and digging in on the planet New Kasmir when they are attacked by Alliance forces intent on breaking through and ending Browncoat resistance before winter sets in.
Jamie Mathews	2pm	Doctor Who Dalek Invasion Earth 2150 AD	Sci-Fi	28mm	10	Dr. Who Miniatures Game	They've bombarded us with meteorites, subjected us to cosmic rays, smashed our cities, destroyed whole continents of people! Some of us they've turned into living dead. Robomen. But I tell you this, the wheel's turning full circle. Our day's coming! Take control of the Doctor's most frightful enemy, the Daleks, or play the resistance and fight back against the motorized dustbins and take back the streets of London. The scenario loosely covers that battle between humans, Daleks, and Robomen before the arrival of the Doctor as the rebellion matches tyranny with courage against technological superiority.
George Chrestensen	2pm	Saving Reitmann	WWII East Front	1/285th	6	WWII Microsquad	German commander, your instructions for next morning's attack are clear: penetrate Soviet forces, rendezvous with and embark as many of the surrounded panzergrenadiers as possible, and retreat westward regardless of casualties. Soviet commander, your orders are simple. Dig in, lay wire, and prevent the any Nazi relief force from reaching their surrounded comrades and the Nazis in the town from breaking out. Delaying the pursuit of the retreating Nazis instead of bypassing and leaving them to follow up forces is somewhat unusual. Questioning higher command is never a wise move, so why start now?
Adam Carroll	2pm	Bumming through Georgia	American Civil War	28mm	4	Modified Icy Bullets	Sherman's Bummers are attempting to pillage and torch their way across the South. Ransack the countryside or defend your lands in this fast paced game. Don't forget your prize; Regiment Games figures and dice!
Tom Primrose	2pm	American War of Independence	AWI	10mm	6	Modified "They Couldn't Hit an Elephant"	British and Hessian forces vs. the Continental Army and militia. The British forces may be better on the whole but can they crush the Rebel army and put an end to the Revolution?
Ed Teixeira	2pm	Rally Round the King - Italian Wars	Renaissance	15mm	SORRY, THIS GAME HAS BEEN CANCELLED		
M. Smith, L. Smith, D. Smith, L. Halcomb	2pm	Armored "Gun Fight" at Singling!	WWII	28mm	8	Frontline Command W.W. II	Singling, France 1944. U.S. 4 th Arm. Div. is attempting to out flank enemy anticipated movement through Singling. The Germans anticipated this move by the allies and move to counter attack with strong armored units (Panthers). This fight begins with U.S. forces in Singling trying desperately to hold the town and U.S. armor trying to "jockey" for firing positions while German units move to drive the U.S. forces out!
Steve Miller	2pm	Battle of Cowpens, 1781	American War of Ind.	54mm	4	All the King's Men 2nd Edition	See Game Description from 9am Event.
Karl & Kevin Pajak	2pm	Orc Wellington's Defeat	Napoleonic (Fantasy)	28mm	3	Flintloque 3rd Edition	Flintloque is a Napoleonic black powder fantasy game where the French are Elves, the Brits are Orcs, etc. Players take turns activating characters where they struggle to win the day. Easy to learn and fun to play. Bring your own 300 point army designed per Flintloque 3rd Ed. Rules (painted figures only) or use ours. Game will be taught prior to event. Scenario provided at the beginning of the game.

SESSION 3 - 7PM TO 11PM

Game master	Session	Event Name	Era	Figures	No. Players	Rules	Event Description
Wayne Carver	7pm	Battle of Helena, Arkansas, July 1863	ACW	15mm	SOLD OUT	SORRY, THIS EVENT IS SOLD OUT	Fought on July 4, 1863, at Helena, Arkansas. Overshadowed by the battles of Gettysburg and Vicksburg, the Battle of Helena secured eastern Arkansas for the Union. Can the Rebs change history and keep the Mississippi open for the Confederacy?
Glen Taylor	7pm	Battle of Fornost	Medieval Fantasy	15mm	6	Modified Terry Gore's Medieval Warfare	A Thousand Years before the War of the Ring, the Lord of the Nazgul, then known as the Witch King, overran the kingdom of Arnor. A mighty host from Gondor and the Elven kingdoms arrived after the fall of Arnor's last city, Fornost.
Elaine Patterson	7pm	Clash of the Amazons	Ahistorical Ancients	28mm	6	Rally Round the King	Breakfast is over; the phalanx is formed; time to sing the paeon & advance to glory. Two classical Greek Amazon armies clash outside the walls of Asteria. Asteria has refused to pay tribute on male slaves & rebelled from the league. Nica has sent an army to bring the Asterians back into the fold & collect tribute.
Marshall Mahurin	7pm	Battle of Five Armies	Fantasy - The Hobbit	25mm	SORRY, THIS GAME HAS BEEN CANCELLED		
Adam Carroll, Regiment games.com	7pm	Bagration	WW2 East Front	28mm	4	Modified Icy Bullets	The Russians have launched a mighty summer offensive to recapture Minsk but at a few points along the front the Germans are putting up tough resistance. Control infantry and vehicles in a simple and fast paced game. Don't forget your prize; Regiment Games figures and dice!
Brian Guarnieri	7pm	The Man with Silver Hands and the Silver Nemeses	Modern Pulp SciFi	28mm	6	7TV (Crooked Dice Games)	Remember all those bad films that played on Saturday Afternoon in the early 90's and late 80's. Have you ever thought, why doesn't that bad guy just kill James Bond? This is that game. Everything you loved about the Prisoner, the Saint and pulpy spy television is here. In the year 2000 two individuals fell back in time, the insane Doc Grinder (cybernetic fiend of tomorrow) and the mysterious man with silver hands. Now in 2011 the endgame has come. Doc has unleashed his horde of the "silver nemeses" on a small town taking the inhabitants as subjects for experimentation. The man with the silver hands and Department X must stop Doc Grinder before he unleashes his sinister plan for world domination. The rules are very simple to learn. Be prepared for a general level of campy-ness and puns.
Clay Smith	7pm	Napoleon on the Danube	Napoleonics	25mm	6	One Page Napoleonics	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.