

EVENT SCHEDULE LISTING: (updated 2-27-2018)



Listed below are the SCHEDULED events that will be run at the SG 16.
*(Please note, all event times and listings are subject to change based on volunteer scheduling & player registration!)

All SG16 events are FREE to those with paid entrance into SG16!

Event #-Game

- 01- Global 1940 Tournament: **6:00 pm Fri.** (Up to 3 player(s)/side) Set up and play begins on Friday night. 1 Game only per team. Victory conditions given at event. This event will run both Friday night into Saturday. Please bring a game if possible.
- 02 - AA 1942 2nd Ed. Tournament: **5:00pm Fri.** (16 players/ 8 teams Max.)
This will be a 3 round Single Elimination Event. Victory conditions will be based on; Most VC wins. Bid for sides. 4 hour 45 minute rounds. Total VP Please bring a copy of the game. Top player/teams will receive prizes.
- 03 - ASCENSION Deck Building Tournament: **10am Sat.** (12 players Max.) Cost \$0
Current Ascension Block will be used. Swiss format depending on how many participants. Prizes to all players who enter.
- 04 - IKUSA - **11:00 am Sat.** (**5 Players Max.**)
Come join us for this fun and latest version of the original Shogun MB game. This game will also be part of play test for tournament rules.
- 05 - War at Sea Battlefest - **1:00 pm Sat.** (**6 Players Max.**)
Standard Battlefest rule apply and will be available before event. Please Bring your own 250 pt. fleets for both sides. Top player will receive prize.
- 06 - Black Orchestra - **Time TBD.** (**5 Players Max.**) a game by Philip Dubarry
We will be demoing this new Kickstarter game. We are hoping that Philip himself will be available to demo this new game. For more info on this new game go to: <http://www.blackorchestra.com/>

ALL Events rules may be found on the SmoreySwamp Spring Gathering 16 Page. If you have any questions, please contact Greg Smorey (AA-EO/GM). Thanks!

