

**SUNCOAST SKIRMISHERS GAME DAY 21 AUGUST
At St. Catherine's Episcopal Church in Temple Terrace**



Games in Progress During Session 1

When I arrived mid-morning to set up my afternoon game it was obvious that more gamers had figured out where St. Catherine's Episcopal Church was located. The parking lot, rather empty at the May Game Day, was almost full. I had to drive around a bit to squeeze into a parking spot. However, while there was a lively crowd, the Parish Hall was not as crowded as the parking lot. Many gamers I had missed at the May Game Day were on hand. Frank Frey, who was on medical leave at the earlier convention, was there to run a game and keep an eye on things. In the picture above he is the guy with the white shirt and camera in hand. Bill Hogan, an early President of HMGS SOUTH was on hand (though the current President Marty Schmidt, who attended in May, was not.) And David Glenn, who organized the Tampa Bay Gamers Association for many years was running two extremely different games-28mm near future, and 10mm SYW (actually an illusion created with what looked like (up close) pieces of plastic sprue.

There had been a couple of late cancellations. But the gaming tables seemed to be active all the same. I set my toys and props aside and spent the rest of Session 1 kibbitzing and taking pictures. There were, as usual, a variety of games, including a railroad board game by Phillip Shea, and Pat Mullin's 6mm ACW epic about the yankee efforts to capture Florida swamp land near Olustee.

Center with his back to the camera is Ray Phillips, Editor of HMGS SOUTH's REBEL YELL.



Board Game in Progress



Andrew Thurlow's Into the Bocage



Pat Mullin's Yankees in the Swamp



David Glenn's "Terminator Salvation-Tampa Metro"



“Aggressive Vigilance,” Bill Sterne’s Pearl Harbor Game—they seem to having fun, but I had trouble seeing the small ships



Afternoon Session-“Raid on Fluezeug Field” by James Amrein



“Battle for Silesia” by David Glenn-quite a switch, in mass they look like toy soldiers but...



Frank Frey’s Battle of the Bulge Game



And I got to run my Turkenkrieg again with my long neglected 20mm flats

It seemed to me that all the games ran smoothly. And while I agree with Art Bagley that a two hour break between sessions would be more practical, I don't think we were badly jammed up this time around. In spite of inexperienced players (there are hardly any experienced Turkenkrieg players in North America) my own game reached a hard fought climax in plenty of time for me to pack out before the deadline. However, this is the second Turkish defeat. So before I try it again I have to paint some more Spahis. And the extra Spahis may take longer to kill.

The next Game Day, I understand, is to be in January. That should give even more gamers a chance to figure out where Temple Terrace is.