

# Event Schedule for Spartacon XXVI on 1/9/2016

Last Update: 01/08/2016

The schedule is subject to change.

This is a tentative schedule based on what we knew at the time this was updated.

All gamemasters are volunteers.

(Apologies to any GM whose name we may have butchered.)

## Changes since 01/02/2016:

01/02/2016 - Schedule posted

01/05/2016 – Added Tom Michael’s Check Your 6 game (1<sup>st</sup> session)

01/08/2016 – Canceled Adrain Mandzy’s World War I game (2<sup>nd</sup> session)

01/08/2016 – Updated description for Tippecanoe game (2<sup>nd</sup> session)

01/08/2016 – Added Dick Kingman’s A&A games (3<sup>rd</sup> session)

## First Session (9am - 1pm)

American Civil War - 15mm Johnny Reb rules

Jerry Scarborough & Tod Redfern

American Revolutionary War

Pat Le Beau

American Revolutionary War

Mike Zajchowski

Ancients, 25mm

Jeff Duncan

Arab-Israeli War, 1/285

Mark Vannortwick

DBA Tourney

Rod Cain

Force on Force

Chris Maes

Napoleonic Battle, 15mm

Jerome Lavis

Napoleon in Russia

Michael Harris

Sailing Ships

Charlie Stout

**Good Ship and Crew** is a game of war at sea using the iconic wooden sailing ships with tall

masts and bristling with canons covering the time period of about 1700AD through the mid 1800's. The game has been designed to make it easy enough for beginners to play, yet intricate enough for more advanced players to enjoy. Playing time is estimated at two hours to allow for a quick review of the rules, and should be open to 4 to 8 players. **Good Ship and Crew** is in the final stages of play testing before becoming available for sale as a digital rule set in late summer 2016, and will be run by the designer/publisher Charlie Stout.

Winter War, Battle in the Snow, Russo-Finnish 28mm  
Scott Hansen

Rules: chain of command

Description: Finnish and Russian forces battle over a village during the Winter War.

World War 1 Naval  
Ron Vandermolten

World War 2, Air Battle  
Tom Michael

Check Your 6 rules

It will be a reader's digest version of Operation Bodenplatte. January 1st 1945 Luftwaffe launches a huge surprise(?) air assault on Allied air bases. The game will be fast-paced dogfighting with some ground attack objectives. No limit on number of players. Newbies welcome.

World War 2, Desert War 15mm  
Paul Makoski

World War 2, Flames of War 15mm  
John Hutcherson

## **Second Session (2pm - 6pm)**

American Civil War, 6mm  
The Battle of Helena, Arkansas, 4 July 1863  
Rules: Regimental Fire & Fury  
Lowell Hamilton  
(Game may run into 3rd session)

Dark Ages  
Andrew & Steve Jamieson

DBA Tourney  
Rod Cain  
(continued from 1st session)

Dreadnoughts, Naval

John Thull

French & Indian War  
Mike Wedding

Horseshoe Bend, Creek Wars  
John & Andrew Simmons

Napoleonic Battle, 15mm  
Jerome Lavis  
(continued from 1st session)

Napoleon in Russia  
Michael Harris  
(continued from 1st session)

"Siege of Jerusalem", Medieval  
Vic Hiris

#### TIPPECANOE AND TENSKWATAWA TOO, 1811

One thousand federal Americans march across Indiana to destroy the stronghold of the Native Americans. Federals rest for the night and natives make a surprise attack. The native leader has given potions and spells to all his troops to make them invulnerable to bullets. A shock group of natives penetrate the sentries to eliminate General Harrison. Both sides are armed with firearms. Unlike most situations involving natives, they are in the minority by a few hundred but have the advantage of surprise and invulnerability.

Gamemasters: Rob and Bob Beattie

28mm Scale, 8 players

GANESHA GAMES, '61-'65 ACW Rules modified for 1811

"Turkish Blood Bath", Renaissance

Tod Kershner

The Venetians lead an Italian Confederate army against the massive and mighty host of the Turkish sultan circa 1500 AD. It's Knights, Swiss and landsknecht pikes plus artillery vs Janissaries, Spahis, hashish-augmented assassins and who knows what else. A colorful east vs west Renaissance battle. 25 mm.

Rules: "By the Sword Decided: From Fornovo to the Boyne" (On Military Matters). Game to be run by the author.

Viet Nam, 20mm  
Larry Campbell

World War I, Air Battle - Wings of War  
Chris Maes

World War 2, Bloody Ridge, Guadalcanal  
12mm, Command Decision  
Tom Dziegielewski

World War 2, Bolt Action  
Glen Cooley

World War 2, Bolt Action Pacific  
Jim Wonacott

World War 2, Kursk (Memoire 44)  
Craig Charron

World War 2, naval Clear for Action  
Ed Crutchfield

### **Third Session (7pm - 11pm)**

World War 2 - Pacific (Memiore 44)  
Craig Charron

World War 2, Axis & Allies Naval minis OR Axis & Allies Air minis  
End the day with a "light game". Play the A&A Naval minis game or the A&A Air minis game.  
I will provide the stuff. Play one game (½ - 1 hour) or play until 11pm.  
Dick Kingman

Ray is currently trying to line up a couple more games for 3rd session.