

Event Schedule for Spartacon XXVII on 1/21/2017

Last Update: 01/20/2017

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 01/04/2017:

01/04/2017 – Schedule posted

01/08/2017 – Added Vic Hiris's Mongol Invasion game

01/17/2017 – Removed Bob Beattie's game (John Brown's Raid)

01/17/2017 – Removed Tom Michaels' WW2 Air Battle game

01/17/2017 – Added Mark Walsh's WW2 Air Battle game

01/18/2017 – Added Dave Winfree's Air Battle game (2nd session)

01/18/2017 – Updated description of Mark Vannortwick's Arab-Israeli game

01/20/2017 – Updated Tod Kershner's Jacobite War game

01/20/2017 – Removed Lowell Hamilton and Mike Weddings' Mexican-American War game

First Session (9am - 1pm)

American Civil War - 15mm Johnny Reb rules

Jerry Scarborough & Tod Redfern

Ancient Battle

Chris Maes

Ancients, 25mm

Jeff Duncan

Napoleonic Battle, 15mm

Battle of Quatre Bras, 1815

John Holcomb

Medieval Battle, 28mm

Michael Harris

Sailing Ships

Jeff Przybylo

Russo-Japanese War, 1904-05

On to Port Arthur: The battle of Te-li-Ssu

Scott Hansen

Rules: Bloody Big battles, 15mm

Description: The Japanese attempt to take the vital railroad crossing at the village of Te-li-Ssu during the Russo-Japanese War.

World War 2, Squad Leader
Pat Le Beau

World War 2, Air Battle
Mark Walsh
Check Your 6! rules

World War 2, Desert War 15mm
Paul Makoski

Second Session (2pm - 6pm)

Air Battle over China, 1936
Dave Winfree

Arab-Israeli War, 1/285
1956 Northern Sinai: Battle of El Jiradi. Dayan's forces try to breakthrough to El Arish via the Jiradi Salient, made famous by T.E. Lawrence in WWI.
Mark Vannortwick

Pre-Dreadnoughts, 28mm
Naval Battle
John Thull

American Civil War,
Gettysburg, 54mm
Craig Charron

Death Has a Blue Bonnet On It!
Description: 1745 and the highlanders are revolting! The English redcoats are tasked with putting down the Jacobite revolt lead by Bonnie Prince Charlie. Will the thin red line hold against the ferocious charges of the wild men of the North? Will the players come up with any original sheep jokes?
Scale: 22 mm (1/72)
Rules: Warfare in the Age of Reason, 3rd Edition.
Tod Kershner

Medieval Battle, 28mm
Michael Harris
(Possible continuation from 1st session)

Mongol Invasion
Vic Hiris

“Triumph” Medievals
Rod Cain

Viet Nam, 20mm
Larry Campbell

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

World War 2, Naval Battle
Ron Vandermolen

World War 2, Air Battle
Mark Walsh
Check Your 6! rules

World War 2, 15mm
Larry Smith

World War II ETO
Event description: It's D-Day, and the British and Germans fight over Pegasus Bridge!
Rules used: Bolt Action (2nd Ed.) – 28mm
Ted Bender & Jim Wonacott

Third Session (7pm - 11pm)

World War 2 – Kursk – 54mm
Ray Bramer & 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.