

Event Schedule for Spartacon XXIX on 1/12/2019

Last Update: 01/08/2019

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 12/24/2018:

12/24/2018 - Schedule posted

01/02/2019 – Added Mark Walsh's CY6! game, 1st session

01/02/2019 – Added Ed Wilson's Napoleonic game, 1st session

01/02/2019 – Moved Andrew & Steve Jamison's Napoleonic game from 2nd to 1st session

01/02/2019 – Added Bob Beattie's Great War in Africa game, 2nd session

01/02/2019 – Added Tim O'Leary's MTB game, 2nd session

01/02/2019 – Moved Dave Winfree's CY6! game from 2nd session to 3rd session

01/02/2019 – Added Matt Koltonow's What a Tanker! demos, 1st & 2nd sessions

01/02/2019 – Added Dick Kingman's Axis & Allies minis games, 3rd session

01/08/2019 – Updated description for Tom Michael's CY6! Game, 2nd session

First Session (9am - 1pm)

Air Battle

Check Your 6! Rules

Mark Walsh

American Civil War - 15mm Johnny Reb rules

Jerry Scarborough & Tod Redfern

Ancients, 25mm

Romans vs Barbarians

Jeff Duncan

Close Action - Sailing Ships

Game System: "Close Action" (plus the rules from "Rebel Seas" and "Monsoon Seas")

Scenario: "Winter Interception" (Rebel Seas scenario 13)

Situation: It is January 21, 1781. Four French ships (two 64-gun, two 32-gun) try to exit the playing area by passing through three widely scattered British ships (74-gun, 64-gun, and 50-gun).

Garry Kaluzny

Force on Force

Chris Maes

Franco-Prussian War

Mike Wedding

Hastings
Rod Cain
Napoleonics
Andrew & Steve Jamison

Napoleonics
Ed Wilson

Renaissance, 1500s The Italian Wars
Mike Zajchowski

Ships! - Dreadnoughts
John Thull

War of 1812, 54mm
Trip north of the Border
The Americans have crossed the border to burn some British supplies, but the British are having none of it and moved south to stop them.
Rules: Chosen Men
Ted Bender

World War 2, Desert Action
Paul Makoski

World War 2, Eastern Front
Larry Smith

Viet Nam, 20mm
Larry Campbell

Demo games at Michigan Toy Soldier booth during 1st and 2nd sessions
What a Tanker!
Matt Koltonow

Second Session (2pm - 6pm)

American Revolutionary War, 20mm
Battle of Eutaw Springs, 1781
General Greene's continentals and militia attack Colonel Stewart's regulars and loyalists in their camp in South Carolina in September 1781.
Rules: Gettysburg soldiers (modified)
Jim Wonacott

Ancients

Game Title: The Jewish War 66 CE

Description: The Judeans have declared independence from the hated Romans. Here a legion attempts to straighten them out. Will Roman discipline overcome Jewish fanaticism?

Rules: To the Strongest; Figure scale: 1/72 or 22 mm

Tod Kershner

English Civil War, 1644 rules

Battle of Lansdown, Cornwall

Glen Cooley

French & Indian War, 25mm

The scenario is Fort Necessity.

Rules: French and Indian War in the Old Northwest

Mark Vannortwick

Great War in Africa

Bob Beattie

Motor Torpedo Boats

Tim O'Leary

Pancho Villa

Vic Hiris

Russo-Turkish War, 1877-78

Game Name: Try, try again: The 3rd Battle of Plevna

Description: The Russians have been besieging the critical city of Plevna during the Russo-Turkish War. The Russians stage a 3rd assault to capture Plevna. Can the Turks hold out?

Rules: Bloody Big Battles, Scale: 10mm

Scott Hansen

War of 1812

Scenario: The Battle of Lundy's Lane, Ontario, Canada, 25 July 1814

Regimental Fire & Fury, War of 1812 Variant

6mm Baccus Miniatures

Description of Scenario: The original battle started near dusk and ran until mid-night with the British and Canadian forces in place as the Americans approached the field. This scenario will assume the American forces moved more aggressively and met the British and Canadian forces as they approached the battlefield--igniting a desperate meeting engagement that is fought from the mid-afternoon until dusk.

Lowell Hamilton

World War 1, Air Battle

Chris Maes

World War 2, Air Battle

“The Butcher Bird”

Check Your 6! rules

For the first few months of its combat career, the Allies were entirely unaware of the new German Fw 190 Würger (Shrike) fighter. They attributed pilots' reports of a new "radial-engine fighter" to Curtiss P-36 Mohawks which the Germans had captured from the French. Then one day in late June 1942, an intact Fw 190 A-3 landed on a British airfield by mistake. The Allies realized the true nature of this new fighter, calling it, appropriately, “Butcher Bird”.

Tom Michael

World War 2, Eastern Front

John Thull

World War 2, Kursk

Craig Charron

World War 2, Naval Battle

Ron Vanderمولen

Viet Nam, 20mm

Rules: Charlie Don't Surf (streamlined)

Michael Harris

Demo games at Michigan Toy Soldier booth during 1st and 2nd sessions

What a Tanker!

Matt Koltonow

Third Session (7pm - 11pm)

Medievals

Rules according to Ral

Russ Craft

World War 2, Air Battle, 1/285 scale

Dave Winfree

Check Your 6! rules

World War 2, Axis & Allies Naval minis AND/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