

2015 SYWA SPRING CONVENTION GAME SCHEDULE

THURSDAY EVENING EVENTS

Many attendees arrive at the convention on Thursday afternoon. In general, party atmosphere dominates the proceedings as old friends and new come together to set-up and arrange the tables in the game room and in general assure that all is in order for the convention official opening on Friday morning. Some game masters set-up their scenarios on Thursday evening, so that their battle is ready to begin promptly on Friday when a sufficient number of newly arrived members sign-up for the game. This year, there may very well be a "pick-up game" or two on Thursday evening if there is interest.

FRIDAY EVENTS

10 AM TO 3 PM SESSION

TABLE 1 - Seven Years War Battle in Western Germany: It is 1760, and a large French army under General Du Muy marches to take Prince Ferdinand's outnumbered Allied army in flank. The allies meanwhile maneuver to block the bold Frenchman's maneuver. Paul Petri hosts, using *With Drums Beating* rules and 10mm figures. 4 to 6 players

TABLE 2 - The Battle of Eutaw Springs, Sept. 8, 1781: We will refight this historical AWI battle using a scenario designed by the late Jim Mitchell, and using modified rules which combine Jim's *Yankee Doodle* rules with the late John Hill's *Across a Deadly Field* innovative Active-Passive turn sequence. The game is an opportunity to enjoy the war game design prowess of two of our greatest and departed gaming heroes. Patrick Lebeau hosts using 28 mm figures. 6 to 8 players

TABLE 3 - Action at Altenbrunslar: In an attempt to gobble up an isolated Hessian garrison at Altenbrunslar, Baron de Clozen has crossed the Eder River at Ellenburg with 6,000 men. The Hessian general Graf von Kanitz and his 1,500 men must either defend the town or attempt an escape. Alex Burn hosts, using *Final Argument of Kings* rules and 15mm figures. 2 to 4 players

TABLE 4 - U.S. Navy in the AWI: Each player will command one ship in a series of small scenarios: Break-out of the frigate USS Alliance; Yankee Privateers vs. Convoy and USS Alliance vs. Her Majesty's ships Atalanta & Trepassey. Lynn Langer hosts, using *Age of Fighting Sail* rules (brand new high resolution rules for single ship or squadron actions) and 1:1200 ships. 2 to 6

TABLE 5 - Blood on the Tundra - Set in 1740, Cossack servants of the Czar attempt to exterminate the Siberian Chukchis, but these Stone Age reindeer herders will not submit. It is a game of cat and mouse but who is hunting who? Chris Engel keeps it weird with this guerrilla war scenario using *BOTT*, guerrilla rules, and 15 mm figures. Up to 6 players

TABLE 6 - reserved for India game set-up

TABLE 7 - Great Northern War Battle: This scenario features beautiful Swedish and Prussian 28 mm figures. This game is hosted by Danny Fogelman and Ken Bunger using *Beneath the Lily Banner* rules. 6 to 8 players

Table 8- The Battle of Cowpens - Tarleton and Morgan face-off in a refight of this historic AWI battle hosted by Michael Wedding, using *Guns of Liberty* rules and 15 mm figures arrayed on a gorgeous terrain mat. 6 to 8 players

3 PM TO MIDNIGHT SESSION

TABLE 1 - Get Them Wagons Runnin': AWI skirmish game hosted by Herb Gundt and Tom Osborn using modified *Brother Against Brother* rules and 28 mm figures. 4 to 6 players

TABLE 2 - continuation of Eutaw Springs. When concluded, Dean West will set-up a SYW game using *Final Argument of Kings*

TABLE 3 - SYW Battle - Dale Wood and Scott Stensland host, using AOR rules and 15 mm figures.

TABLE 4 – Arethusa vs. Belle Paul; The first Anglo-French naval action of the AWI. This sea battle Hosted by Jeff Knudsen using *Captains Bold* rules (*A beer and pretzels game of frigate duels*) and 1:1200 ships. 2 players

On Table 4, a second Knudsen scenario will follow the small Arethusa vs. Belle Paul scenario:

Naval Action off Lagos, August 1759: What if De La Clues squadron had not become split-up the night before the battle? Could he have successfully engaged Boscowan's British and then joined Conflan's fleet for the invasion of Britain? Jeff Knudsen hosts using *Admirals: A Game of Fleet Actions in the Golden Age of Fighting Sail* and 1:900 ships. Up to 4 players

TABLE 5 - Anglo-Dutch War Naval Battle: A bloody confrontation at sea set in the late 17th century. Tod Kershner hosts using *Warfare at Sea in the Age of Reason* rules and 1/1200 Langton ships. 6 players

TABLE 6 - Battle of Bungapat: In India, the French are defending the religious rights of the Bungerite people from the intolerance of British East India Company and its forces. Juergen Olk hosts this massive battle, using Currycorne rules and 25 mm figures. This game will play out over both days of the convention and can accommodate a large number of players.

Table 7: Continuation of Great Northern War battle

Table 8 – Battle of Trenton: A refight of the famous AWI battle that gave the rebels hope. Hosted by Jim Purky using *Fife & Drum* rules, 30 mm figures, and custom made terrain by Herb Gundt. 6 to 8 players

SATURDAY EVENTS

9 AM to 6 PM SESSION/Break/GAMING UNTIL MIDNIGHT - We will break for Prof. Duffy's presentation, and then resume gaming

TABLE 1 - Get Them Wagons Runnin': AWI skirmish game hosted by Herb Gundt and Tom Osborn using modified *Brother Against Brother* rules and 28 mm figures. 4 to 6 players

TABLE 2 - Ohio Frontier Aflame: The French & Indian War heats up in the Ohio Territory as the tribes go on the warpath. The scheming Europeans send their soldiers, frontiersmen, and Indians against opposing settlements. Mike Stelzer hosts this wide ranging battle using *Song of Drums and Tomahawks* rules, and 28 mm figures. 2 to 8 players

TABLE 3 - Chevert Attacks: On the eve of the main battle at Hastenbeck, French General Chevert leads an elite force of infantry against the strong points covering the Hanoverian right flank in the vicinity of Varonburg. A stiff fight ensues. Jude Becker hosts, using *Age of Reason* rules and 28 mm figure. 6 to 12 players.

TABLE 4 - Les Corsairs Francais: A group of Dunkerque corsair privateers escorting their prizes takes refuge in a cove in the English Channel, but are attacked there by a Royal Navy squadron intent on preventing them from escaping while recapturing those prizes. Jeff Knudsen hosts, using *Away Boarders!* rules and 1:600 ships. Up to 6 players

TABLE 5 - Attack of the Embattled Farmers: An AWI skirmish scenario inspired by the British retreat from Concord. In order to get their cargo safely across the game board, British regulars must run a gauntlet of fire brought down on them by "those damn rebels." Tod Kershner hosts, using *Iroquois Terror* rules and 28 mm figures. Up to 8 players

TABLE 6 - Battle of Bungapat Continues

TABLE 7 - Saving Pomerania!: King Frederick's territory of Pomerania has been invaded by Swedish forces. To resist the Nordic horde, the local Prussian commander scrapes together whatever local forces are available, largely second line troops, and marches to engage the foe. Ken Bunger hosts this game, using *Tricorne* rules and 28 mm figures. Up to 6 players

TABLE 8 - Snow in Silesia - King Frederick launches a Winter campaign in Silesia in hopes of decisively defeating Prince Charles of Lorraine's Austrians before the year 1758 ends. Jim Purky hosts, using *Fife & Drum* rules and 30 mm figures. Up to 8 players

TABLE 9 - Battle of Weigelstein: 42 mm SYW armies battle it out to claim Weigelstein. by Phil Petti and Alex Csukor host, using modified *Charge!* Rules. 4 to 6 players

TABLE 10 - The Battle of Schnitzelbank: The Prussians engage a powerful Austro-Russian army near Schnitzelbank. Todd Fisher and John Read host, using *Empire & Revolution* for the SYW and 15 mm figures. 6 to 8 players

At the conclusion of Professor Duffy's presentation which begins at 6 PM , the Teddy Bear game will commence on Table 4

TABLE 4 - Teddy Bear Game: Fur flies and paws flail as Freddy Bears struggle for battlefield dominance. Animal lovers Brian Vizek and Herb Gundt host, using *A Face Full of Cork* rules and burly 28 mm figures. BRING YOUR TEDDY BEAR UNITS. 10 to 12 players

We're trying something new this year. On Saturday - each game master will have his own table for the day. Game masters should plan to set-up their games on Saturday morning (or Friday night if table is open). However, game masters can CHOSE when they wish to commence their game, **as long as at least five games commence at around 9 AM.** Somewhat staggered start times should assure that all games are well attended.

NOTE: Jeff's Les Corsairs Francais scenario will start at 9 am and will probably conclude around 1 pm. When it does end, Brian and Herb should plan to set-up the Teddy Bear game on Jeff's TABLE 4.

Ongoing games can be played out after Professor Duffy's presentation, and empty tables can be used in the evening for "pick-up" games.

PLEASE DIRECT YOUR QUESTIONS TO:

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