

SEEKRIEG 5

RECON 2008

May 2 - 4, 2008 Holiday Inn, International Drive, Orlando, Florida

SEEKRIEG 5 EVENT LISTING

UNLESS OTHERWISE NOTED ALL EVENTS WILL BE HELD IN THE SEEKRIEG ROOM

Session 1 (Friday 9:00am - 1:00pm)

Game Title	The Evacuation of Vella Lavella	
Description	As the tide of Japanese conquest recedes in the Solomons, the systematic evacuation of island garrisons that began with Guadalcanal continues with Vella Lavella. On a night where the clear Pacific sky is obscured by intermittent patches of fog and mist that make the enemy invisible, Tameichi Hara shepherds 20 barges carrying 600 troops in a successful operation. The U.S. Navy is in the right place at the right time, but fails to strike a decisive blow in this confused all-destroyer action.	
GM	Joyner	
Era/Scale	WW2	1:2400
# of Players	8	

Session 2 (Friday 2:00pm - 6:00pm)

Game Title	Perfidious Albion	
Description	2 November 1904: The British public, having received news of Rozhdstvenski's mistaken attack on the Dogger Bank fishing fleet is outraged. Receiving no satisfaction from Saint Petersburg, the British Channel Fleet, reinforced with units of the Mediterranean Fleet move to exact revenge from this great, lumbering, stupid, cruel Russian Bear.	
GM	Madison	
Era/Scale	Pre-Dreadnought	1:6000
# of Players	10	

Game Title	Retreat from Moon Sound	
Description	18 July 1915: Sensing the seemingly inevitable outcome of Operation Albion, the Russians withdraw their ships with the German forces in hot pursuit. As the overwhelming German force closes in, they find the Russian Naval command has taken extraordinary measures to ensure the safe return of their Baltic forces.	
GM	Bellman	
Era/Scale	WW1	1:2400
# of Players	10	

Session 3 (Friday 8:00pm - 12:00am)

Game Title	The Bear and the Rising Sun	
Description	August 1940: The Soviet Union is preparing for an offensive led by General Zhukov against the Japanese Kwantung army to create a buffer region south of the Amur River. The Soviet Navy is tasked with providing support along the coast. Intelligence reports a troop convoy bound for Manchukuo as the offensive begins, and the Soviets plan to attack the convoy with the Pacific fleet, reinforced by units secretly sent from the Baltic. Surprise will be complete! Or will it?	
GM	Kohten	
Era/Scale	Inter-War	1:2400
# of Players	8	

Game Title	Burke's Blunder	
Description	25 October 1944: With Halsey gone along for the ride with Lee's TF34 to block San Bernardino Strait, Mitscher's TF 38 heads north to meet Ozawa and Matsuda. The ailing Mitscher effectively lets his over-eager chief-of-staff Arleigh Burke run the show and Burke's too-high speed during the night overruns the Japanese daylight circle, precipitating an abrupt night-time clash between TF 38's surface forces and Matsuda's hermaphrodite battleships.	
GM	Czarnecki	
Era/Scale	WW2	1:2400
# of Players	8 - 10	

Session 4 (Saturday 9:00am - 1:00pm)

Game Title	The Battle of Bear Island	
Description	31 July 1943: Hitler is convinced that the key to Victory on the eastern front lies in stopping Allied convoys to Russia. To accomplish his goal, Hitler has significantly reinforced the Kriegsmarine in Norway. Under the Fuhrer's watchful eye, a confident and much stronger	

Description	Kriegsmarine has set out to destroy convoy JW-54J. Will the allied covering force have enough firepower to stop the Tirpitz, Scharnhorst, Lutzow and 15-inch gunned Gneisenau?	
GM	Freeman	
Era/Scale	WW2	1:18000
# of Players	8 - 10	

Session 4 (Saturday 9:00am - 1:00pm cont'd)

Game Title	Der Westliche Weg: von Spee Heads Home	
Description	Sent to relieve the Scharnhorst and Gneisenau, the Moltke arrives just as war breaks out. With the Moltke loose in the Pacific, the desperate hunt is on to find the entire East Asia Cruiser Squadron and destroy it. Vice Admiral von Spee decides to cross the Pacific and, rendezvousing with the entire squadron at Yap, sets sail for home. Suspecting that Yap is where the Germans can be found, Australian Vice Admiral Patey intercepts them with a mixed Australian and French force as they depart.	
GM	Bellman	
Era/Scale	WW1	1:2400
# of Players	8 - 10	

Session 5 (Saturday 2:00pm - 6:00pm)

Game Title	The Great White Fleet versus Japan	
Description	16 October 1908: Never believing that journalistic jingoism and bigotry could start a war, Roosevelt orders the Great White Fleet to Japan as the crowning achievement of a world tour designed to show off the "Big Stick" of American naval power. But the Japanese people, stirred to a fever pitch by their perceptions of a bigoted U.S. immigration policy demand satisfaction and the preservation of Japan's honor. The Imperial Japanese Navy has a plan!	
GM	Madison	
Era/Scale	Pre-Dreadnought	1:6000
# of Players	10	

Game Title	Surigao "Lite"	
Description	25 October 1944: Kinkaid heads his staff and realizes Halsey is not guarding San Bernardino Strait. Fearing Kurita and Nishimura will converge on Leyte Gulf simultaneously, he directs Oldendorf to guard Surigao Strait with the minimum necessary force, while he takes the rest to guard the mouth of the Gulf. Can Admirals Nishimura and Shima push through the trap against lesser forces, or is it still a fool's errand?	
GM	Czarnecki	
Era/Scale	WW2	1:2400
# of Players	8 - 10	

Session 6 (Saturday 8:00pm - 12:00am)

Game Title	Raid on Kwitserbijen	
Description	May 1940, Norway: The Seekrieg Admiralty goes RETRO and has invited Ron Glass to run a classic WW II Seekrieg 4 tournament rules with a RANGE-ESTIMATION scenario using all the tables in the Seekrieg Admiralty room for 1 session of loud, in-your-face, grog-consuming, sank-your-boat fun! Germans and British and and Norse, Oh, My!	
GM	Glass	
Era/Scale	WW2	1:2400
# of Players	10	