

# SEEKRIEG 5

## RECON 2009

April 23-26, 2009 Holiday Inn, 1300 North Atlantic Ave, Cocoa Beach, Florida

### --- SEEKRIEG 5 EVENT LISTING ---

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

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

<b>Game Title</b>	<b>American Express (1943)</b>	
<b>Description</b>	The Battle of Vila Point (January 1943): The Japanese are establishing an airfield on Kolombangara Island to challenge Henderson Field for air supremacy of the slot. Admiral Halsey has ordered Rear Admiral Walden L. Ainsworth to take his surface group up the slot for a night bombardment of the new Japanese airfield. Will the Imperial Japanese Navy be able to stop Ainsworth's "American Express"?	
<b>GM</b>	<b>Freeman</b>	
<b>Era/Scale</b>	WW2	1:6000
<b># of Players</b>	10	

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

<b>Game Title</b>	<b>Port Arthur (1904)</b>	
<b>Description</b>	It's the opening night of the Russo-Japanese War and Japanese destroyers are stealing into the Russian anchorage at Port Arthur hunting battleships. Can the Bear rouse from its slumber in time? Can the Samurai strike the death-blow early?	
<b>GM</b>	<b>Czarnecki</b>	
<b>Era/Scale</b>	Pre-Dreadnought	1:6000
<b># of Players</b>	8	

<b>Game Title</b>	<b>Fleet Train to Cattaro (1915)</b>	
<b>Description</b>	Austro-Hungarian Naval units move South in the Adriatic, attempting to reinforce the Naval and Army forces in the Balkans. The Army can't move overland, so a fleet train is sent down the Dalmatian coast to the naval base at Cattaro. The Italian Regia Marina, alerted by scouts, is approaching at high speed, expecting complete surprise, but they have been shadowed for the past 40 miles by units of the German Navy (huh?). As the Italian navy steams into sight...the Austro-Hungarian ships, on full alert, are ready... Come shoot it out in this multi-dimensional battle!	
<b>GM</b>	<b>Risner</b>	
<b>Era/Scale</b>	WW1	1:2400
<b># of Players</b>	7-10	

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

<b>Game Title</b>	<b>Battle of GIUK Gap (1941)</b>	
<b>Description</b>	American Task Group 7.5, also known as the White Patrol or Atlantic Neutrality Patrol, was formed in the summer of 1941 to prevent the breakout of the German battleship Tirpitz into the Atlantic. In this battle, the Tirpitz, Scharnhorst, and Gneisenau have been ordered to sortie through the Greenland, Iceland, U.K. (GIUK) Gap. Will the Germans break through or will the Americans stop them? Play to find out!	
<b>GM</b>	<b>Best</b>	
<b>Era/Scale</b>	WW2	1:2400
<b># of Players</b>	6	

<b>Game Title</b>	<b>A Matter of Maggots (1905)</b>	
<b>Description</b>	In the Black Sea there is unrest in the fleet. On 27 June 1905, a disturbance over some bad meat that had been delivered to <i>Potemkin</i> that morning while she was at Odessa, spread throughout the crew. The bitterness of the men towards their officers, who to them represented all that was wrong with Russia, soon turned into violence. Can you as a revolutionary commander aboard <i>Potemkin</i> successfully turn the Tsar's officers in to shark bait or as VADM Krieger can you peacefully bring <i>Potemkin</i> and her crew back to the Tsar?	
<b>GM</b>	<b>Madison</b>	
<b>Era/Scale</b>	Pre-Dreadnought	1:6000
<b># of Players</b>	6	

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

<b>Game Title</b>	<b>Ligurian Sea (1915)</b>	
<b>Description</b>	If the Central Powers had been more generous and diplomatically adept, Italy might have gone their way in World War I, and we might have seen a collision of dreadnoughts, predreadnoughts and armored cruisers off the Riviera.	
<b>GM</b>	<b>Czarnecki</b>	
<b>Era/Scale</b>	WW1	1:6000
<b># of Players</b>	8-10	

<b>Game Title</b>	<b>Treaty Cruiser Bash (1938)</b>	
<b>Description</b>	The signatories of the 1921 Washington Naval Treaty tried for years to develop the perfect cruiser that complied with the 10,000-ton and 8" gun limitation for cruisers. Here's a chance for you to test-drive one of the many heavy cruisers developed between 1922 and 1936 and slug it out with contemporaries in the fun free-for-all "Treaty Cruiser Tango".	
<b>GM</b>	<b>Kohten</b>	
<b>Era/Scale</b>	WW2	1:2400
<b># of Players</b>	8	

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

<b>Game Title</b>	<b>The Pantelleria Raid (1941)</b>	
<b>Description</b>	British commandos embarked aboard 3 H-Class DD's raid Pantelleria Harbor intent upon destroying the radio/weather station and capturing code books and encryption equipment. The commander of a Regia Marina patrol dispatches cruisers to deal with the raid. Unknown to the Italian commander, the British have a covering force... So what happens? A desperate fight, with the balance of forces shifting continuously! Can the Commandos finish the raid and escape, or will the Regia Marina score an early victory over the Royal Navy? It's up to you...	
<b>GM</b>	<b>Risner</b>	
<b>Era/Scale</b>	WW2	1:2400
<b># of Players</b>	6	

<b>Game Title</b>	<b>Battle of Ulsan (1904)</b>	
<b>Description</b>	The Vladivostok Squadron had been a thorn in Admiral Togo's side since the start of the war forcing him to detach Admiral Kamimura's valuable cruisers to guard the flanks of his vital supply lines. But then on August 14 <sup>th</sup> 1904 the long months of hunting were finally over. The enemy cruisers had been found, the weather was ideal and Kamimura had an entire summer's day ahead of him. The enemy was as far from Vladivostok as it was possible to be in the Sea of Japan, and Kamimura found himself between the Russians and their distant base. Come and relive this little known but critical battle.	
<b>GM</b>	<b>Madison</b>	
<b>Era/Scale</b>	Pre-Dreadnought	1:6000
<b># of Players</b>	7	

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

<b>Game Title</b>	<b>What's for Breakfast? French Toast or Italian Sausage? (1912)</b>	
<b>Description</b>	Cape Bon 1912. During the Libyan War, several French ships have been seized by the Italians. The French government decides to do something and the Armee Navale dispatches forces to intercept Italian troop convoys bound for Libya. But what they found early one morning wasn't troopships...	
<b>GM</b>	<b>Kohten</b>	
<b>Era/Scale</b>	WW1	1:2400
<b># of Players</b>	8	

<b>Game Title</b>	<b>Martinique (1941)</b>	
<b>Description</b>	Britain offered the French squadron at Mers El Kebir the opportunity to steam to Martinique. What if they had taken that offer...and the Americans had to neutralize them later?	
<b>GM</b>	<b>Czarnecki</b>	
<b>Era/Scale</b>	WW2	1:6000
<b># of Players</b>	8+	