

2021 Seven Years War Association Convention

Scheduled Games

Sign-up sheets and table locations for the games will be at the convention desk beginning on Thursday evening. The restaurant/bar opens at 3pm. The hotel will offer a complimentary hot breakfast for its guests. With a little more time in the hall this year, be sure to frequent the many dealer tables located adjacent to the gaming area.

THURSDAY AFTERNOON/EVENING

Many attendees arrive at the convention on Thursday afternoon. In general, Thursday's focus is a preliminary "Meet & Greet" occasion. A party atmosphere dominates the proceedings, as old friends and new come together to set-up and arrange the tables, and in general assure that all is in order for the convention's official opening on Friday morning. Some game masters set-up their set-up their games for Friday. Usually, a few attendees host a "pick-up game" on Thursday afternoon and evening. A few of these will be:

Eutaw Springs, 1781 (Table 2) General Greene brings his mixed force within striking distance of Lord Rawdon's regulars in this battle from the Southern Theatre of the American War of Independence. Pat Lebeau Hosts 2-6 Players, 28mm Tactical Across the Deadly Field Rules

Skirmish in Saxony, 1760 (Table 4) The Prussians under Hülßen have launched a counterattack in this big-battalion tactical game. They must attempt to drive the Austrians from a pair of villages. Alex Burns Hosts. 8-12 Players, 15mm Tactical, Inhaber Rules

Leuthen, 1757 (Table 5) Prussian's attack in this crowd favorite.
Michael Wedding Hosts. 8 Players, 15mm Tactical, Final Argument of Kings Rules

FRIDAY EVENTS

MORNING SESSION: Approximately 9AM to 1Pm

The Battle of Eutaw Springs, 1781 (Table 2): General Greene brings his mixed force within striking distance of Lord Rawdon's regulars in this battle from the Southern Theatre of the American War of Independence.
Pat Lebeau Hosts. 2-6 Players, 28mm Tactical, Final Argument of Kings Rules

Prelude to Blenheim, 1701 (Table 4) This scenario displays the fighting before Blenheim as Imperial and Bavarian troops square off.
Jude Becker Hosts. 4-6 Players, 15mm Tactical, Combat General Rules

Freeman's Farm, 1777 (Table 5) The British attempt to push through American forces in heavy woods. One of the most intense firefights of the American War of Independence results.
Michael Wedding Hosts. 8 Players, 15mm Tactical, Guns of Liberty Rules

The Real Pirates of the Caribbean - ca. 1720: (Table 8)

Pirate sloops and schooners pursue their prey amongst the remote desert islands of the Caribbean Sea. Jeff Knudsen Hosts, 3-7 players, 1/600 scale, Away Borders rules

FRIDAY AFTERNOON: 1:30pm to 5:30pm

Freeman's Farm, 1777 (Table 1)

Jim Purky Hosts, 6-8 players, 25mm

The Battle of Eutaw Springs, 1781 (Table 2): General Greene brings his mixed force within striking distance of Lord Rawdon's regulars in this battle from the Southern Theatre of the American War of Independence.

Pat Lebeau Hosts. 2-6 Players, 28mm Tactical, Final Argument of Kings Rules

Fort Necessity, 1754 (Table 3) After the Jumonville Glen affair, Washington retired back to the Great Meadows and on June 3rd finished building a small outpost he called "Fort Necessity". A few days later British regulars arrived to re-enforce the Virginians, however Washington's Iroquois allies decided to go home! On July 28th a large French force left Fort Duquesne to look for the Americans. On July 3rd they found them at the Fort which was poorly located and within easy musket range from nearby woods. Washington had no choice but to dislodge the nasty French snipers. On July 5th he ordered an assault with his entire force across the open fields.

Bob Moon hosts. 5-6 players, 40mm Skirmish, Brother vs. Brother Modified

Clash of Empires: (Table 5) Somewhere in Moldova, Russians and Ottomans clash. Chris Engle Hosts. 4 Players, 25mm Tactical, Wally Simon Rules

Battle of Blenheim, 1704 (Table 7) Marlborough's famous victory over the French and Bavarians in the War of the Spanish Succession, using the published scenario from the Age of Honor scenario book. The system uses brigade-sized maneuver elements to simplify running a large battle. 6 players, Age of Honor, 25mm Tactical

Bohemian Rhapsody, 1741: (Table 9) The French, under Maurice de Saxe, drive across Bohemia to capture Prague. Can the Austrian commander von Khevenhüller defend the Empire and stop them? Steve Verdoliva Hosts. 2-8 Players, 10mm Grand Tactical For King or Empress Rules

EVENING SESSION: Begins 6pm

The Running of the Wolfe Memorial (Table 2) During the American War of Independence a group of high ranking US general and 1 British POW run a horse race by a frontier fort. Among them are Gates, Arnold and of course, Washington. They will face multitudes of perils, and their own interpersonal rivalries, as they race through the wilderness. This is a wacky wargame and rules lawyers will be killed and eaten. Easy rules. Tod Kershner Hosts

Skirmish in Saxony, 1760: (Table 4) The Prussians under Hülsen have launched a counterattack in this big-battalion tactical game. They must attempt to drive the Austrians from a pair of villages. Alex Burns Hosts. 8-12 Players, 15mm Tactical, Inhaber Rules

Clash of Empires: (Table 5) Somewhere in Moldova, Russians and Ottomans clash. Chris Engle Hosts. 4 Players, 25mm Tactical, Wally Simon Rules

With Juergen in the Indies, 175ish (Table 6) The Colonial powers fight over Madame Ducharmey's Plantation in French Guadeloupe, hijinks ensue. Juergen Olk Hosts. 4-5 Players, 28mm Tactical, Modified Tricorne Rules

SATURDAY EVENTS

SATURDAY MORNING SESSION –9AM TO 1PM

Battle of Seneffe, 1674 (Table 2) Join the Grand Condé as he tries to prevent the Imperial Army from invading France. Dannie Folgeman Hosts. 4-6 Players, 15mm Tactical, Twilight of the Sun King,

Battle of Lake George, 1756 (Table 3) Indian scouts reported to the French that the British had sent a large force of American's from Fort Edward, to survey the Southern end of Lake George with the possibility of building a Fort there. To prevent the British from controlling this trade route the French sent a mixed force to attack and destroy the American campsite before surveys and construction could begin.
Bob Moon Hosts. 5-6 40mm Skirmish Brother vs. Brother Modified Rules

Skirmish in Saxony, 1760: (Table 4) The Prussians under Hülsen have launched a counterattack in this big-battalion tactical game. They must attempt to drive the Austrians from a pair of villages. Alex Burns Hosts. 8-12 Players, 15mm Tactical, Inhaber Rules

The Battle of Bemis Heights (Table 5) Tempting fate, the British forces try a flanking maneuver to get past heavy American positions.
Michael Wedding Hosts. 8 Players, 15mm Tactical, Final Argument of Kings

Bohemian Rhapsody, 1741: (Table 9) The French, under Maurice de Saxe, drive across Bohemia to capture Prague. Can the Austrian commander von Khevenhüller defend the Empire and stop them? Steve Verdoliva Hosts. 2-8 Players, 10mm Grand Tactical For King or Empress Rules

The Seven Years War, Board Game. Command the British, French, Austrians, or Prussians in this game simulating the grand-strategy of the European Seven Years War. Jason Doerflein Hosts. 4 Players, Academy Games Style Board Game

SATURDAY AFTERNOON -2:00pm to 6:00pm

Freeman's Farm, 1777 (Table 1)
Jim Purky Hosts, 6-8 players, 25mm

Sidling Creek, 1756 (Table 3) 70 Shawnee & Delaware raiders surrounded and set ablaze a settlement called "Fort McCord" in Western PA. The Indians killed 27 and took 9 women & children as Hostages, retiring back towards their base at Kittanning. Next day a Captain Culberson gathered 20 Rangers and some Local Militia to pursue and hopefully rescue the Hostages. The next morning they caught up to Shindas and his band at Sidling Creek where the raiders had stopped to rest with their captives. Bob Moon Hosts. 5-6 40mm Skirmish Brother vs. Brother Modified Rules

The Battle of Freiberg (Table 4)

In the fall of 1762, General de Cavalry Andreas Hadik with an Austrian force and Christian Carl, the Prince of Stolberg of the Empire orchestrated a series of attacks and feints that pinned most of the Prussian army in place while other columns maneuvered against Henry's open southern flank. Prince Henry fell back However now the Allies were spread out in their cantonment areas and winter was approaching. Prince Henry decided on a final push to retake Freiberg. Leaving tow column to pin most of the Allies army, Prince Henry and MG Kleist marched to the open Allied left. However as they rounded Spittle-Wald, they found the allies waiting for them. This scenario covers only the Prussian flanking attack. It is from an upcoming book of scenarios from the Eastern theater. Tim Tilson Hosts, 6 players, 15mm Tactical, Black Powder rules

The Battle of Point Pleasant (Table 5) In 1774 a confederation of Shawnee, Mingo, and other natives unite under the great chief Cornstalk and clash with Virginia militia to halt colonial expansion into the Ohio Valley. A scenario based on the battle of Point Pleasant, the climactic battle of Lord Dunmore's War. Adrian John & Jim Beegan Hosts. 28mm Muskets & Tomahawks 6 Players

With Juergen in the Indies, 175ish (Table 6) The Colonial powers fight over Madame Ducharmey's Plantation in French Guadeloupe, hijinks ensue. Juergen Olk Hosts. 4-5 Players, 28mm Tactical, Modified Tricorne Rules

Siege of Havannah, 1762 (Table 7) Spanish militia and regulars battle against British line and Provincials in this action against the outer works.
Michael Matthews Hosts, 4-6 players 28mm Tactical, Rebels and Patriots

The Real Pirates of the Caribbean - ca. 1720: (Table 8)

Pirate sloops and schooners pursue their prey amongst the remote desert islands of the Caribbean Sea. Jeff Knudsen Hosts, 3-7 players, 1/600 scale, Away Boarders rules

Desperate measures: (Table 9) At stake a large supply of gunpowder being gathered for the upcoming English advance on Ticonderoga. Can the French force headed into the Mohawk valley find this valuable cache and destroy it. Ken Bower Hosts. 4-6 Players, 28mm Skirmish, Musket and Tomahawk Rules

The Seven Years War, Board Game. Command the British, French, Austrians, or Prussians in this game simulating the grand-strategy of the European Seven Years War. Jason Doerflein Hosts. 4 Players, Academy Games Style Board Game

Late Afternoon The Combat of Sorau (Table 2)

Reichsarmee and Austrians fight Prince Henri in a classic encounter. Ken Bunger Hosts. 25mm Tactical, Tricorne Rules

SATURDAY EVENING SESSION –starting after dinner

St. Claire's Defeat (Table 3) In 1791 US General Arthur St Claire led an army from present day Cincinnati, Ohio west along the Wabash river where he ran into a conglomerate army of Indians led by the Miami Chief Little Turtle. Although both forces numbered around 1,000 each, the battle ended with one half of the entire Army of the United States dead on the field. This was the worst defeat of a US army in the entire history of the Indian wars. Less celebrated than Little Big Horn (1876) it was far worse. Now, in the game, St Claire tries again. Tod Kershner Hosts. 6-8 players, 54mm Skirmish, Iroquois Terror Rules

Philadelpha Small Action, 1777 (Table 4)

Near Philadelphia: a force of continentals has a fortified an avenue of approach towards the city. The British will attempt to overtake with a force of regulars support by Hessians.

Jude Becker Hosts. 2-4 players 10mm Petite Tactics game 'Rules for Small Miniatures in the Age of Linear Warfare, 1689-1789'

Seminars/Talks

Friday, 12:30pm: Jim McIntyre will present on the development of light infantry theory in the eighteenth century.

Friday, 4pm: Join Alex Burns, Jude Becker, and David Ensteness for a panel discussion on historical wargaming and its future. Find out how to reach the elusive “young people.”

Keynote, Saturday 1:00pm: Dr. Chris Juergens will be speaking about the deployment of Hessian troops early in the American War of Independence and the military reforms this service both financed and inspired.

Dr. Juergens is the Anschutz Assistant Curator of Military History and Heritage at History Colorado, the Colorado Historical Society's museum in downtown Denver. His research centers on German military history, with projects focused on auxiliary troops in the American Revolution and Jäger divisions during World War II.