CelestiCon War College Talks

FRIDAY

The Battle of Kursk, the Real Story

Friday, 2000-2100.

Speaker: Dana Lombardy

In July 1943 both the Germans and Soviets believed that the panzers would always break through. The Battle of Kursk proved this to be both right and wrong. Little known pieces of the background story and battle are revealed that help explain why this was the last German blitzkrieg of World War II. New and much more accurate figures on tank strengths and casualties at Kursk provide surprising data to be considered.

SATURDAY

The Best Army of World War II

Saturday, 1030-1200.

Speaker: Frank Chadwick

Frank Chadwick takes on a controversial and hotly-debated topic that has divided historians for years. Find out why Frank chooses the army that he does and some of the surprising reasons for its ranking at the top.

The Waterloo Myth

Saturday, 1600-1730.

Speaker: Dana Lombardy

Many historians discount the Waterloo campaign as irrelevant – a French victory in Belgium could not prevent an eventual Allied triumph due to overwhelming numbers, the same way it happened in 1813 and 1814. Was Napoleon desperate and out of touch with reality? Or, was the entire 1815 campaign, not just the battle on 18 June, more of a “close run thing” than assumed?

Striker – 30 Years After

Saturday, 1900-2030.

Speaker: Frank Chadwick

When it was originally released in 1981, Game Designers' Workshop called *Striker* "a complete adventure game of rules for miniatures," making it a kind of adventure-rules hybrid in the Classic *Traveller* RPG world. Frank Chadwick will look back at this design and see how it has held up after so many years.

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SUNDAY

D-Day In Depth
Sunday, 1430-1600.
Speaker: Joe Youst
Joe's seminar will cover the planning for DDay and the actual events of the invasion beginning with the paradrops and ending with the evening of June 6.

Real Steampunk (Space 1889 story)
Sunday, 1600-1730.
Speaker: Frank Chadwick
Frank Chadwick's *Space: 1889* science fiction role-playing game of Victorian-era space-faring was originally published by Game Designers' Workshop in 1988. Frank will explain how his design fits into today's popular Steampunk gaming and fiction.

MONDAY

Secret Turning Points of the Civil War
Monday, 930-1100.
Speaker: Dana Lombardy
Dana Lombardy, designer and editor of the battlefield guidebook *The First Battle of Bull Run: Campaign of First Manassas*, presents one his popular series of "secret" turning points lectures with a look at the decisions (and non-decisions) that have been overlooked or downplayed in most books written about America's Civil War. What nearly happened in 1862 that could have crippled or stopped President Lincoln's war plans? What act of disobedience enabled the Union army to stay and fight at Gettysburg after its initial defeat on July 1? Audience participation is encouraged during the Q&A portion of the talk.