

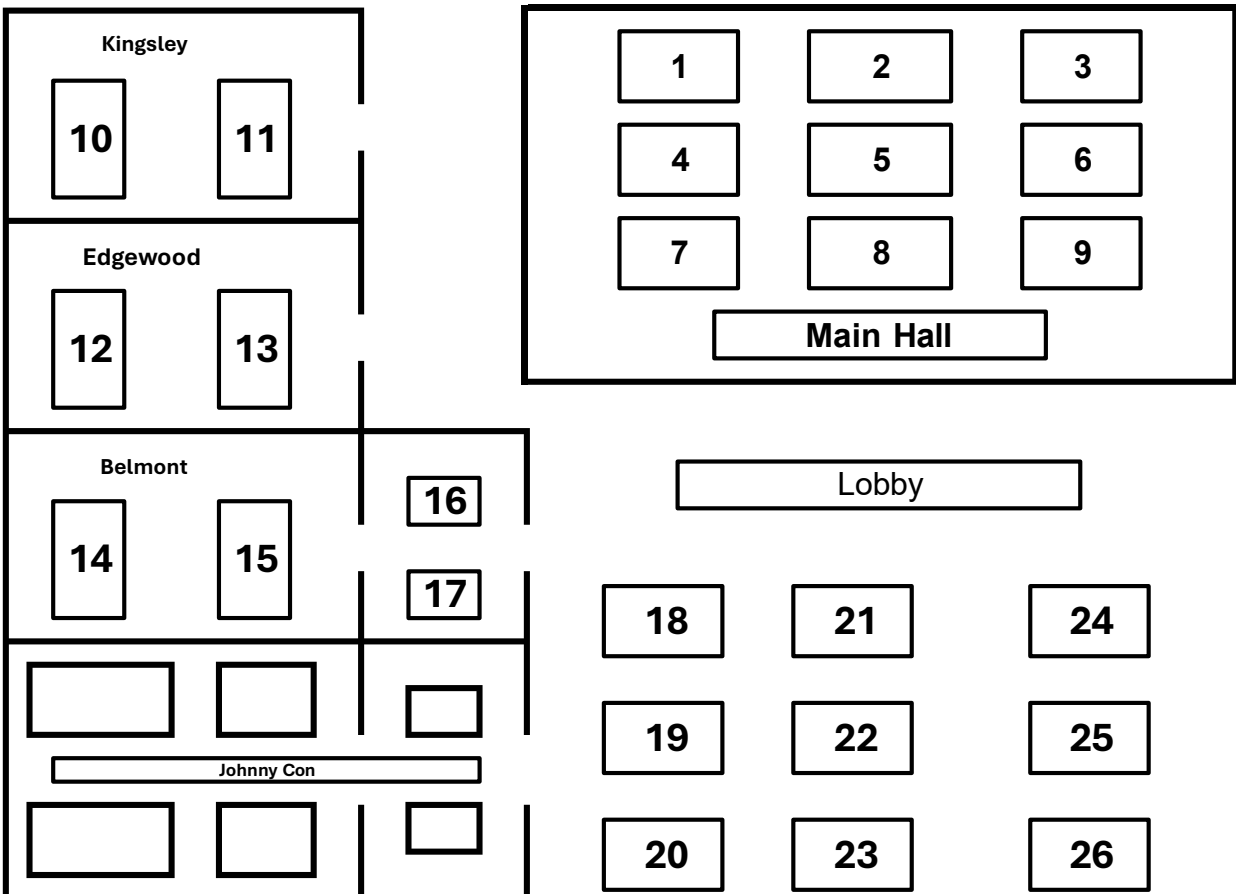
# NASH CON



## MINIATURE WARGAMING CONVENTION

# 2026

Games Current as of 5/15/26



## **SESSION 1 (Friday, 9am - 1pm)**

### **Wars of Ozz**

Munchkins and Quadlings face off against Winkies and Gillikins as they struggle to control a key intersection in the Land of Harvest, the traditional invasion route used by the bad guys when attacking Munchkinland. John "Buck" Surdu hosts this game using "Wars of Ozz" rules for big battle, black powder fantasy games and 28mm figures. Younger gamers are welcome if accompanied by a participating adult. There'll be room for up to 8 players.

### **Welcome To Vietnam**

It's hot, humid and you feel like you're being eaten alive by the bugs. And now, as the Platoon leader, you and your men have to traipse through the countryside conducting a sweep of local Vietnamese villages looking for both NVA and Viet Cong. Welcome to Vietnam. Join Tim Gearhart, working with The Miniature Building Authority, Inc., as he hosts this platoon level game using "Charley Company" rules by RAFM and 28mm figures. Up to 8 players will play the American forces while the game masters will be running the VC and NVA. Watch for traps, don't go in the tunnels and be prepared to use your imagination and gamesmanship to defeat the enemy.

### **The Siege of Stormgard Session #1: Battle of Carcass Donse**

The drums of war beat once again in the Mortal Realms as the forces of Destruction descend upon the Ghurish city of Stormgard! A vast army, led by none other than Kragnos, the End of Empires himself, seeks to destroy the city. A Stormcast Eternals relief force of Draconith units rushing to their aid must travel through the chasm of Carcass Donse to reach the city. The passage, however, is guarded by a large force of Gargants and Mega-Gargants. The Stormcast have no other option but to fight their way through but can they make it to the city in time? This battle will determine their arrival during the Siege of Stormgard. Richard Tabor presents this opening session of his 15mm scale Age of Sigmar battle between the forces of Order and the forces of Destruction in an all day, narrative event. Designed for up to 10 players the game uses a modified version of the Age of Sigmar 3rd edition rules as well as custom siege warfare rules. As with last year, there will be a Minihammer starter box set (that will include models, terrain, gaming aids and the Minihammer Rulebook.) for each player that participates in the event. In addition, each session will have a unique miniature set that can only be obtained during that session. Tickets given at the beginning of each session, as well as during the games for achieving certain objectives, will be used in a raffle for a giant sized box set that will also include a fortress and siege equipment. Box sets will be limited so register for the game in advance by contacting Richard Tabor at [minihammeraos@yahoo.com](mailto:minihammeraos@yahoo.com).

### **Avast, Ye Scurvy Dogs, and Prepare to be Boarded!**

You and yer crew've been sailin' these waters for many a month, now, and ye've amassed a fair sized following! And it's finally come time to lead this band of cutthroats onward and lay claim to the treasure that's a-waitin' there for those bold enough to seize it. But, as is the way with buccaneers, there's always those who would deny ye the riches ye so rightly deserve. Nevertheless, ye've sworn not to let that happen and by any means necessary, it shan't. Come join Vincent Solfronk as he presents this small fleet action using "Oak & Iron" rules and 1/600th scale miniatures. Two pirate fleets, with their allies, will battle each other for treasure and glory.....but mostly for treasure.

## **SESSION 2 (Friday, 2pm - 6pm)**

### **The Reconning at Bartlets' Farm - September, 1863**

It's a week before the actual Battle of Chickamauga and a Division of Rosecrans' Union Army has taken up a position close to Browns Run near the Bartlets' Farm. Confederate General Longstreet realizes this is a small Federal Division and decides to attack and crush it before any reinforcements can arrive. Bob Moon, of the Jacksonville Garrison, presents this ACW extravaganza using 40mm figures and modified "Live Free or Die" rules. There'll be room for up to 7 players so grab your musket and head on down to Bartlets' Farm. Children under 16 are welcome when accompanied by a playing adult.

### **A Napoleonic Battle in 1814**

The 1814 campaign in north-east France was Napoleon's final campaign of the War of the Sixth Coalition. Following their victory at Leipzig in 1813, the Austrian, Prussian, Russian and other German armies of the Sixth Coalition invaded France. This game, wherein the French are attacking a Prussian force that has entered their country, represents one of the many engagements that took place during the campaign. Will the French hold off the invaders or will the Prussians be victorious? David Wood hosts this Napoleonic game using "Wars of Eagles and Empires" rules and 28mm figures. There'll be room for up to 6 players.

### **Night of 100 Cuts**

The Soviet Union has implemented Operation Red Lightning. Using US intervention in the Afghan war to justify escalation and troop movements, the Russians created enough doubt that NATO was caught flat footed. This led to an opportunity to hit hard and fast, breaking West Germany's defenses and forcing them to surrender. Turkey has declared neutrality and blocked off the Black Sea, France has refused to deploy any combat units and troops in the US are still mobilizing. Only units of the 82nd Airborne and Special Forces stand with the other defenders of the West. As war seems inevitable, US and UK forces have enacted a special operation to strike a Russian Divisional CP across the border and capture whatever intel they can. US Rangers, in support of an SAS squad with the Black Watch regiment providing security, have moved forward to strike at a hole in the Soviet forces. Dan Rumley presents this "Cold War Gone Hot" battle using Battleground HD rules and 28mm figures. Up to 6 players will take on the roles of Ranger, SAS or Soviet Guard units to decide the outcome of the opening gambit of WWIII.

### **Aeronautica Imperialis – Battle for Zagros**

Engage in aerial combat in the Warhammer 40K Universe! Imperial, Xenos and Separatist forces all converge on the fringe world of Zagros to lay claim to its resources and continue the conquest of the Taxila Sector. Douglas Glover, member of the Lead Pursuit Podcast, will moderate this event for up to 12 players. This will be a fun, narrative event with unique missions on each table, with new terrain and scenarios now that the fight has moved to the planet Zagros Prime, so please check your tournament-brain at the door! Players will be split into two teams at the start of the event for a friendly matchup across two rounds of play. For those who complete their games early, you can always face off against the Lead Pursuit Podcast team in a Grudge Match between rounds! Each player must bring **FULLY PAINTED** models to support one 100 point list (Fighters, Bombers & Scouts). All ground emplacements, maps, terrain and narrative "elements" will be provided by the organizers. More information and updates will be on the Gathering of Eagles website (<https://www.leadpursuit.net/goe>) and Facebook group.

### **The Battle of Agincourt**

In 1415, during the Hundred Years War, Henry V of England crossed the channel and started his march across France. He had to keep moving, hoping the French wouldn't discover his arrival and gather their forces to attack him. After weeks of marching, Henry and his army arrived near Agincourt, tired and hungry, on October 25. Much to their dismay the Englishmen found a vast French army far outnumbering their own. Having no choice but to fight, Henry's army began preparing for the most important battle of their lives. On the eve of battle Knights polished their swords, Yeomen sharpened their bills and Longbowmen prepared their arrows. Thanks to the rain that fell and muddied the fields and the power of their longbows, the English, though vastly outnumbered, managed to defeat the French Army. Can you duplicate the historical outcome or will history be reversed? Join Ed Bardill as he hosts this Medieval match-up using 10mm figures. There'll be room for up to 6 players ages 16 and up.

### **Battle of Alma**

The British made a surprise landing in Crimea on September 14<sup>th</sup> then marched toward the strategically important port city of Sevastopol. The Russians rushed their available forces to the last natural defensive position before the city, the Alma Heights, just south of the Alma River. Now the British need to cross the river, scale the heights and drive the Russians from their redoubts before they can make their way on to the strategically important port city of Sevastopol. Can the Russians hold their position or will the British sweep them away and take their objective? Join Michael Wedding as he hosts this Crimean War action using the "Age of Eagles" rules Crimean supplement, "Age of Valor" and 10mm figures. There'll be room for up to 8 player.

### **Fort Morgan Must Fall**

Union forces are attempting to destroy Confederate naval forces, reduce the Southern held Fort Morgan then capture it with an overwhelming naval force. The Rebels, though, have several surprises for the boys in blue and are quite confident they will repel their Yankee brothers incursions thus keeping open the gateway that allows Southern blockade runners to propel the war effort forward. So, Captains, are you loyal to the Union or do you perhaps have a little Rebel in you? Come and see if you can change history or go down with your ship in glorious battle while earning great honors. Mike Coggins hosts this American Civil War naval action, based on the original Battle of Mobile Bay, using modified "Dawn of Iron" rules and 1:600 scale miniatures. There'll be room for up to 8 players.

### **Welcome To Vietnam**

It's hot, humid and you feel like you're being eaten alive by the bugs. And now, as the Platoon leader, you and your men have to traipse through the countryside conducting a sweep of local Vietnamese villages looking for both NVA and Viet Cong. Welcome to Vietnam. Join Tim Gearhart, working with The Miniature Building Authority, Inc., as he hosts this platoon level game using "Charley Company" rules by RAFM and 28mm figures. Up to 8 players will play the American forces while the game masters will be running the VC and NVA. Watch for traps, don't go in the tunnels and be prepared to use your imagination and gamesmanship to defeat the enemy.

### **The Siege of Stormgard Session #2: The Siege**

The magnificent city of Stormgard is under Siege by Destruction forces led by Kragos, the End of Empires. The vast army consisting of Sons of Behemat, Ogor Mawtribes and Bonesplitters Orrucs seeks to destroy this mighty Sigmarite city. Lord Ordinator Valerius Anvilward has been charged with the cities defenses and must hold the enemy at bay until the Stormcast Eternals Draconith forces can arrive. Can the beleaguered forces of Stormcast, including their allies the mighty warrior Gotrek and the Cogfort Mons Meg, hold off the rampaging army of destruction? Richard Tabor presents this second session of his 15mm scale Age of Sigmar battle between the forces of Order and the forces of Destruction. This all day, narrative event is designed for up to 10 players using a modified version of the Age of Sigmar 3rd edition rules as well as custom siege warfare rules. As with last year, there will be a Minihammer starter box set (that will include models, terrain, gaming aids and the Minihammer Rulebook.) for each player that participates in the event. In addition, each session will have a unique miniature set that can only be obtained during that session. Tickets given at the beginning of each session, as well as during the games for achieving certain objectives, will be used in a raffle for a giant sized box set that will also include a fortress and siege equipment. Box sets will be limited so register for the game in advance by contacting Richard Tabor at [minihammeraos@yahoo.com](mailto:minihammeraos@yahoo.com).

### **Aerodrome®: World War I Aerial Combat**

Stan Kubiak hosts this exciting WWI game of aerial combat, a traditional, award-winning convention favorite at Nashcon and numerous other conventions for 30 years, using his Aerodrome® 1.1 rules and 1:72 scale aircraft. Up to 10 would-be pilots fly colorful WWI aircraft into combat, using simulated wooden "cockpits" and telescoping antennas to reflect altitude. Rules will be taught; equipment and model aircraft provided. Easy to learn and lots of fun for experienced as well as new players. Wings and Medals will be awarded for Victories and Valor. This is a Spouse and Female friendly game. Players under age 13 allowed only with playing adult, prior experience or GM's permission.

## **SESSION 3 (Friday, 8pm - Midnight)**

### **The Good, the Bad and the Xenos**

Units from the Titan Mega-Corporation and Freehand Rebel Alliance collide in an effort to recover data from an unmarked spacecraft that has crashed deep within the abandoned factory town known as Terror Junction. Up to 4 players can join the fight to eliminate the opposing force, complete the mission and discover what secrets lurk among the battlefield. Sean Montgomery hosts this sci-fi themed skirmish game, featuring a variety of units and vehicles, using 28mm figures and “Xenos Rampant” rules. To assist those unfamiliar with the rules, a one-page summary of the rules, along with unit profiles and other relevant materials, will be provided allowing anyone to enjoy the game.

### **Blood Red Skies – Furball**

Join the Lead Pursuit Podcast team for a Friday Night social event while playing Blood Red Skies. Douglas Glover, member of the Lead Pursuit Podcast, will moderate this event for up to 16 players using “Blood Red Skies” rules and 1:200 scale miniatures. No need to bring miniatures or dice and you don’t have to be familiar the rules! We will provide the aircraft and the guidance for you to jump in and fight to the death against your opponents. Grudge Matches, callouts and thick skin are all encouraged for this event where nobody cares about boom chits, just simply watching your opponent go down in flames!

### **Fort Zinderneuf**

Somewhere in the wilds of North Africa there sits a desert fort. Inside this fort is a company of the world famous French Foreign Legion. And outside this fort are enemies. Lots of enemies! The place is literally surrounded by enemies! Will the brave souls manning the walls be able to hold out until help arrives? Nashcon perennial crowd-pleaser, Keith Sullivan, presents this Colonial Era action using homegrown rules and 28mm figures. Loosely based on the Yaquinto French Foreign Legion game published in 1982, this scenario for up to 6 players is historical with just a touch of Hollywood flair!

### **Welcome To Vietnam**

It’s hot, humid and you feel like you’re being eaten alive by the bugs. And now, as the Platoon leader, you and your men have to traipse through the countryside conducting a sweep of local Vietnamese villages looking for both NVA and Viet Cong. Welcome to Vietnam. Join Tim Gearhart, working with The Miniature Building Authority, Inc., as he hosts this platoon level game using “Charley Company” rules by RAFM and 28mm figures. Up to 8 players will play the American forces while the game masters will be running the VC and NVA. Watch for traps, don’t go in the tunnels and be prepared to use your imagination and gamesmanship to defeat the enemy.

### **The Siege of Stormgard Session #3: The Siege (cont.)**

The magnificent city of Stormgard is under Siege by Destruction forces led by Kragnos, the End of Empires. The vast army consisting of Sons of Behemat, Ogor Mawtribes and Bonesplitters Orrucs seeks to destroy this mighty Sigmarite city. Lord Ordinator Valerius Anvilward has been charged with the cities defenses and must hold the enemy at bay until the Stormcast Eternals Draconith forces can arrive. Can the beleaguered forces of Stormcast, including their allies the mighty warrior Gotrek and the Cogfort Mons Meg, hold off the rampaging army of destruction? Richard Tabor presents this second session of his 15mm scale Age of Sigmar battle between the forces of Order and the forces of Destruction. This all day, narrative event is designed for up to 10 players using a modified version of the Age of Sigmar 3rd edition rules as well as custom siege warfare rules. As with last year, there will be a Minihammer starter box set (that will include models, terrain, gaming aids and the Minihammer Rulebook.) for each player that participates in the event. In addition, each session will have a unique miniature set that can only be obtained during that session. Tickets given at the beginning of each session, as well as during the games for achieving certain objectives, will be used in a raffle for a giant sized box set that will also include a fortress and siege equipment. Box sets will be limited so register for the game in advance by contacting Richard Tabor at [minihammeraos@yahoo.com](mailto:minihammeraos@yahoo.com).

## **SESSION 4 (Saturday, 9am - 1pm)**

### **Guards of Traitor's Toll: Patrol Duty**

The bustling medieval city of Traitor's Toll is home to a multitude of merchants, priests, scholars, travelers, buskers and charlatans, not to mention the pickpockets, thieves, smugglers and worse hiding amongst them! The task of keeping the citizens safe, arresting perpetrators and dealing out justice falls to the city guard. Gameplay in "Guards of Traitor's Toll" is semi-cooperative with skirmish-based encounters. Up to 4 players will each control a Guard Captain and a small squad of guardsmen who must deal with the criminal element hidden among the crowds. When dealing with the many challenges facing them, a Guard Captain's tasks might include capturing an escaped prisoner, battling a crazed wizard, locating a lost child, taking down a smuggling gang or investigating one of any number of mysteries. Bruce Montgomery hosts this game of Medieval mayhem using 28mm figures and Traitor's Toll rules. The provided player aids and game materials will make learning the rules system easy for new and experienced gamers. alike.

### **Philippines 1942**

Japanese forces are moving towards Bataan. A US and Filipino force, including Stuart tanks, is assigned the task of defending a bridge to try and slow down the Japanese advance. John "Buck" Surdu hosts this game of Pacific Theater action using "Combat Patrol: WWII" rules and 28mm figures. There will be room for up to 6 players.

### **Shoot the Nose off the Sphinx: Napoleon in Egypt**

The Directoire had ordered Napoleon Bonaparte to threaten British assets in the colonies by planning a lasting occupation of Egypt. But the country had many surprises in store for all on the mission. This battle will be for all the marbles since Napoleon can threaten the pathway to India. Conversely, the British have a chance to crush this Corsican upstart. This year Ben and David Raybin host their Nashcon favorite mega-game for up to 8 players using hundreds of 15mm figures and "Big Bloody Battles" rules to re-create Napoleon's Second Battle of the Pyramids. As we know the first battle did not end well for the Mamelukes but this game postulates an earlier arrival of British reinforcements and a second climatic battle near Cairo at the foot of the Pyramids. Points will be added to players who find the Rosetta Stone and who keep Napoleon's artillery from shelling Egyptian artifacts. However, points will be deducted from players who so much as mention "the movie" which took historical liberties with the facts.

*"Soldiers, imagine how, from the heights of these pyramids, forty centuries look down on you!"*  
.....Napoleon to his Troops.

### **Blood Red Skies Tournament**

Join the Blood Red Skies tournament to determine who is the best squadron commander! Douglas Glover, member of the Lead Pursuit Podcast, will moderate this tournament for up to 12 players using "Blood Red Skies" rules and 1:200 scale miniatures. Each player will bring one 500 point list, playing three rounds in the US Gathering of Eagles format. Participants should already have a basic understanding of the game rules and have fully painted miniatures to accurately represent their list. Players will be matched in Round 1 by experience level / tournament ranking to ensure an enjoyable and skill-appropriate match-up. Registration via Longshanks (<https://www.longshanks.org/event/34693/>) FAQ, Tournament Packet and List submission available on the Lead Pursuit Podcast website (<https://www.leadpursuit.net/goe-tournaments>).

## **SESSION 5 (Saturday, 2pm - 6pm)**

### **King of the Hill**

The redneck mountain men inhabiting the borders of the Carolinas (and what would later become Tennessee) didn't take too kindly to threats. Especially the boastful threat of British Major Patrick Ferguson, who threatened to "march his army over the mountains, hang their leaders and lay their country waste with fire and sword" if they didn't join the cause of the Crown. It was one thing to challenge a man to his face. But to issue a threatening proclamation from the safety of being 100 miles away – that was just a disrespectful, cowardly insult. And these weren't the type of men you wanted to insult. Major Ferguson's threat didn't scare these men, it had the opposite effect. It pissed them off! Rather than wait on the British to march to them, the Overmountain Men decided they would take the fight to the enemy and hunt Major Ferguson down. They caught up with Ferguson's regiment while camped on top of a 40-foot hill called Kings Mountain. In a rare Revolutionary War militia-vs-militia conflict, the battle became a personal slug-fest, where feuds and old grudges would finally be settled. Join gamemasters Alan Randolph and Sam Doyle as they present this refight of the historical battle of Kings Mountain in 28mm using Bob Moon's modified French & Indian War rules.

### **France '40 - Stemming the Tide**

On May 10, 1940 Germany kicked off its invasion of Belgium, Luxembourg, the Netherlands and France. Codenamed "Operation Fall Gelb" (Case Yellow), the plan saw Wehrmacht armored units advance through the Ardennes, cross the Meuse and race down the Somme valley, cutting off and surrounding Allied units that had advanced there to meet them and eventually pushing them back to the sea. In early June the remaining French divisions made a determined stand along the Somme and Aisne rivers but were hard pressed by German armored mobility. Desperate to stop the flow of German armor towards Paris, the French are throwing anything and everything they have in their path. Bryant Williams presents this early-war armored action using 28mm miniatures and his own set of rules entitled "Iron in the Meadows" Can the French stem the German tide or will all be lost? You help decide!

### **Hide with the Red Shoes in the Jungle?**

Dorothy and her allies have successfully evaded the Wicked Witch and her minions on the Yellow Brick Road, but she knows the witch will try again once the crone has recruited replacements to replace her losses. To this end, Dorothy has decided she also needs to recruit additional allies. Once accomplished, the new group decides a jungle would be a perfect place to hide. Unfortunately, the Witch had sent out a spy that was able to track Dorothy to her new hiding place. When the dust has settled at the end of the day, who will have the red shoes? David Wood hosts this skirmish level Oz game using "Feudal Patrol" rules and 28mm figures. There'll be room for up to 6 players.

### **Merged! – Cold War Air Combat**

Play "Merged!" the new aerial combat game from the Lead Pursuit Podcast. If you've enjoyed the quick-playing action of Beyond MiG Alley, but crave a bit more realism, then "Merged!" is your game! This is a public playtest of the rules, and the game's designer, Doug Glover, will be on hand to walk players through both basic and advanced concepts of the game. Two scenarios, using 1:200 scale miniatures, are available for up to 8 players. One pits Israeli A-4s against Syrian MiG-17s and the other has F-4s facing off against Egyptian MiG-21s. If all seats are full, walk-up players can be added after the first engagement.

### **Barons' War: "Take and Hold"**

The First Barons' War in England took place between 1215 and 1217. This game depicts a fictitious skirmish battle set during the war and focuses on the conflict between the rebellious Barons of William Marshall and Guillaume des Barres. Meeting in a remote village, their individual retinues fight to claim the spoils found there. The forces feature Knights and Sergeants, both on foot and mounted, as well as bowmen and levy in a take-all battle. Who will win the day and carry off all the spoils? Join Ed Bardill as he hosts this game of Medieval combat using 28mm figures and "The Barons' War" rules. There'll be room for up to 6 players ages 16 and up.

### **Circus Maximus**

Dust clouds roil as the chariots thunder around the track! Man and animal test the limits of their endurance as the horses gallop and the drivers vie for position! And while victory depends on speed and skill, it also depends on how participants react to attacks on them by their opponents.....or vice versa, as the case maybe. Join Ken Lewis and Mike Peccollo as they host this game of ancient chariot racing using 15mm miniatures and modified "Circus Maximus" rules. Streamlined to enhance speed and playability, these modified rules allow up to 12 players can take part in the fun!

### **Mech Warrior Battle Troops**

After the defeat of your Light Lance unit of Battle Mechs, you're left with only the local forces to defeat an enemy force of Mechs including a Thunderbolt. Join Tim Gearhart, working with The Miniature Building Authority, Inc., as he hosts this platoon level game of infantry Anti-Mech troops versus Mechs using "Home Brew" rules and 28mm.....yes, I said 28mm.....figures. Up to 8 players will control the local forces while the game masters will run the Mechs. So grab your gear, check your weapons and take the lead to save your home world. And be prepared to use your imagination and gamesmanship to defeat the enemy.

### **Werod**

The Vikings are plundering the Saxon countryside, as they always do. But this time the local Earl has called out his Fyrd and a battle ensues. Ralph Hoegermeyer presents this Dark Ages action using "Werod 1.0+" rules and 28mm figures. Roughly translated, "Werod" means Warband in the Anglo-Saxon vernacular. To this end, up to 8 players (ages 16 and older, please) will each lead a Warband of their particular followers numbering about 20 figures. These easy-to-learn, fun-to-play rules are meant to mimic the actual clash of Shield Walls and the scrummage-like atmosphere of the period. No knowledge of the rules is necessary as they will be taught during the session.

### **Aerodrome®: Space - Star Wars Fighter Combat**

Rebel X-Wings and Imperial Tie space fighters from the Star Wars universe duel in space. Stan Kubiak hosts this advanced playtest of the first draft of his exciting new set of space fighter combat rules, Aerodrome® Space 1.0. These rules are an adaptation of his popular Aerodrome® 1.1 WWI ruleset, using the same, familiar Wooden Control Panels and 1:300 scale starfighters. Easy to learn and fun to play, the rules will be taught and charts and models provided. As always, awards will be handed out for Victories and Valor. There will be room for up to 10 players. This is a Spouse and Female Friendly Game. Players under age 13 allowed only with playing adult, prior experience or GM's permission.

## **SESSION 6 (Saturday, 8pm - Midnight)**

### **Kelly's Heroes 2: Back to Friendly Lines**

We've all seen the movie. Kelly and his band of misfits go on an unauthorized secret mission, sneaking 30 miles behind enemy lines to rob a bank. A few skirmishes and a big explosion later, they loot the bank and are last seen loading 14,000 gold bars onto a stolen German army truck and driving off into the sunset. But did they make it back to friendly lines? In this unwritten sequel, the overloaded truck breaks an axle, forcing Kelly's men to hump it, salvaging as much gold as they can carry on foot. Play as Kelly, Big Joe, Oddball, or one of the Germans as you battle your way back to friendly lines, trying not only to survive but to get home filthy rich. This is a 28mm skirmish game for 8-10 players using easy-to-learn homemade rules where the player's characters have unique characteristics based on their personalities in the movie and where greed affects your mobility. Join Alan Randolph as he hosts this action-packed WWII free-for-all!

### **The Reconning at Bartlets' Farm - September, 1863**

It's a week before the actual Battle of Chickamauga and a Division of Rosecrans' Union Army has taken up a position close to Browns Run near the Bartlets' Farm. Confederate General Longstreet realizes this is a small Federal Division and decides to attack and crush it before any reinforcements can arrive. Bob Moon, of the Jacksonville Garrison, presents this ACW extravaganza using 40mm figures and modified "Live Free or Die" rules. There'll be room for up to 7 players so grab your musket and head on down to Bartlets' Farm. Children under 16 are welcome when accompanied by a playing adult.

## **SESSION 7 (Sunday, 9am - 1pm)**

### **Merged! – Cold War Air Combat**

Play "Merged!" the new aerial combat game from the Lead Pursuit Podcast. If you've enjoyed the quick-playing action of Beyond MiG Alley, but crave a bit more realism, then "Merged!" is your game! This is a public playtest of the rules, and the game's designer, Doug Glover, will be on hand to walk players through both basic and advanced concepts of the game. This game uses 1:200 scale miniatures and will have room for up to 8 players. Based on the March 6<sup>th</sup> of 1972 encounters between US Navy F-4s and North Vietnamese MiG-17s, this scenario has each player controlling one of the aircraft in the engagement. If all seats are full, walk-up players can be added after the first engagement.

# JohnnyCon – Cheekwood Room

## Friday Morning

### **Johnny Reb III Introductory Game**

Norris Darrall presents this introductory game using "Johnny Reb III" rules and 15mm miniatures. Up to 10 players, both veteran and novice, will assume the role of a Division Commander and his Brigadiers as their division spearheads the offensive. But be wary. Should your commands be ineffectual (i.e. the dice are not kind to you) it's quite possible you could be seeking another command within a couple of hours. But that's okay. There are always plenty of available commands. So if you're interested in playing or learning these fantastic rules there is no better place to do it. Most of the game masters were original play-testers, developers and designers of "Johnny Reb" and this is a great chance to come out and play with some of the guys that were in John Hill's gaming group and helped develop the rules into what they have become over the years. This is a group of friendly gamers that enjoy teaching the rules to others, so no worries if you've never played before, you will be welcomed!

## Saturday Morning

### **Hoochie Coochie Valley Engagement**

It's early August 1861 and the Union Forces have regrouped from the battle of First Bull Run debacle. Now, they are trying a sweep around the right flank through a narrow gap near the Shenandoah Valley. General Scott has directed General McDowell, Commander of Army of Northeast Virginia, to send a reconnaissance in force to determine if the Hoochie Coochie Valley can be used as an invasion route. General McDowell sends his 1st Corps on the march. In the early morning hours of 8 August the forces appear on the field of battle. John Underwood hosts this early war engagement using 10mm figures.

## Saturday Afternoon

### **Hoochie Coochie Valley Engagement (cont.)**

After the battle of First Bull Run Union forces are trying a sweep around the right flank through a narrow gap near the Shenandoah Valley. General Scott has directed General McDowell, Commander of Army of Northeast Virginia, to send a reconnaissance in force to determine if the Hoochie Coochie Valley can be used as an invasion route. General McDowell sends his 1st Corps on the march. In the early morning hours of 8 August the forces appeared on the field of battle. This is a continuation of the battle from the previous session with John Underwood hosting this early war engagement using 10mm figures.



**CAV: Strike Operations** is a tabletop sci-fi miniatures game featuring 10+ meter tall war machines known as CAV (short for Combat Assault Vehicle) that dominate the battlefield. **CAV** is a game for two or more players that is easy to learn and fast to play. Players will be introduced to the basics of the game, from squad activation and coordination, movement, combat, special abilities, and electronic warfare through scenario-based play. All materials will be provided, and players are free to join at any time!

#### **Friday Morning - Who Has Trapped Who?**

The notorious pirates known as the Misdeed Freebooters have been tracked down to their hidden base on a volcanic planetoid in uncharted space. Those hunting them have vowed to end them once and for all. Can the scourge that's plagued the outer frontier worlds for decade finally be wiped out? Or do they have some sort of trick up their sleeve to escape their fate to survive and plunder another day?

#### **Friday Afternoon - Light the Beacons / Dug in Like a Rigelan Tick**

A heavily fortified pair of bunkers sit atop the rim of an ancient meteor impact, spewing smoke and jamming all scanning equipment that could pierce the smoke veil. They protect the entrance to the underground base in the crater, as well as several cruise missile batteries. An assault force aims to destroy the bunker, plant homing beacons and call down an orbital bombardment. Will the defenses be able to holdoff this assault? Or will they be overcome, targeted by the beacons and blasted into oblivion from space?

#### **Friday Evening - What's This about an Elephant?!**

The last communication from the perimeter patrol squad was a cacophony of shouting and something about an elephant killing everyone. Which makes no sense; CAV are bigger than elephants and loaded with more than enough firepower to take one down. Reinforcements have been sent out to investigate, figure out what the hell's going on and report back to Command. Will they be able to find out what really happened?



**Alpha Strike** is a fast-playing game of armored combat set in the BattleTech universe, where ongoing warfare and neo-feudalism are the norm. In this future, the pinnacle of human technology is the BattleMech, a hulking, robotic war machine weighing up to 100 metric tons, and bristling with weapons and armor. Piloting these BattleMechs are MechWarriors, the elite warriors of the Great House and Clan armies alike. Players will be introduced to the basics of the game, including movement, combat, special abilities, and securing objectives through scenario-based play. All materials will be provided, and players are free to join at any time!

#### **Saturday Morning - The Raven Incursion**

After years of escalating border clashes, open war erupted between the Draconis Combine and the Raven Alliance. Raven Alliance units have executed a bold landing, establishing a critical foothold for further offenses. In response, the Draconis Combine's Second Sword of Light has mobilized for an immediate counterstrike, aiming to collapse the beachhead and eliminate Raven command elements before the invasion can expand further and gain a much stronger foothold. The battle for control has begun.

#### **Saturday Afternoon - The Night Heist**

A hijacked dropship with stolen clearance codes has managed to land deep in Filtvelt Coalition space, disgorging black-painted battlemechs and hover vehicles under cover of night. The planetary financial hub's power station has been knocked out and communication with the city lost. A rapid reaction force has been dispatched to enter and secure the city, not knowing what they will find. Laio's Deach Commandos? Saboteurs laying the groundwork for an all-out invasion? Or something much worse?

#### **Saturday Evening - The Way of the Clans**

Before Kerensky's clans burst into the Inner Sphere on their quest for Terra in 3049, they spent their time in the Clan Homeworlds conducting trials for material, territory and personnel. In a society where might makes right, two clans convinced of their own superiority and status as the "true bearers of Kerensky's vision" battle on the planet Colleen for possession of two promising "ristars", gifted warriors on their way to high clan positions. Who will emerge victorious gaining honor for their Clan?