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Updated 7/3/2024

# Nashcon 2024

## Preliminary Event List

### **SESSION 1** (Friday, 9am – 1pm)

#### **Table 2 – What a Tanker! – 1941**

"What a Tanker!" Operation Barbarossa immerses players in intense tank battles during the historic German invasion of the Soviet Union. Command German Panzers or Soviet armor across detailed tabletop battlefields reflecting Eastern Europe's diverse landscapes. Engage in gripping tank-on-tank combat, maneuvering through open plains, dense forests, and urban centers. Dice rolls dictate the outcome of encounters as players execute blitzkrieg tactics or defend against relentless assaults, capturing the strategic depth and challenges of World War II's Eastern Front in a focused, tank-centric tabletop war game. Ben Lowry brings us What a Tanker for up to 10 gamers.

#### **Table 4 - Thunder on the Ocean: 17th Century Naval Combat**

Using Oak and Iron rules, fight a squadron sized naval combat of the Anglo-Dutch Wars. Some of the largest fleet actions during the Age of Sail occurred during this time period as the Netherlands, England, and France vied for naval domination.

#### **Table 5 - Blood Red Skies - Wing Commander - Modern (Korea to present)**

Join the aerial dogfights of the Jet Age with the latest expansion to Blood Red Skies - The Wing Commander Compendium. The Lead Pursuit Podcast will host two rounds of aerial engagements, with up to 4 players in each. All models and materials will be provided by the Lead Pursuit Podcast. Rules will be taught at the start of the session and new players will be paired with an experienced wingman.

Scenarios Available include:

Cold War Gone Hot 1953

Taiwan Straits 1958

India-Pakistan war of 1965

Operation Rolling Thunder 1966

#### **Table 6 – 3D PanzerBlitz**

German Armored Counterattack on a Russian Armored Spearhead 1944 Play Avalon Hill's classic PanzerBlitz in 3D using 3mm (1/600) Oddzial Osmy miniatures from picoarmor.com. Beginners welcome.

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### **Table 7 -- Platoon action in Vietnam**

Open Game. Join even while the game is being played. From 1965 thru 1973 sampling of the many Squad/Platoon actions from major operations down to skirmish patrols and ambushes frequent of the time. You are that squad/ Platoon leader. Bring your friends and fight as a team of 4 to 8 against the Vietcong and Main Force rebels or take your chances with People's Army of Vietnam NVA. Arrival onto the battlefields Can be the famous Huey Chopper the M113 battle taxi Trucks or the most hated leather express. Witness the massive firepower that artillery brings to the table. Airpower with its bombs and Burning Napalm, and firepower support of the gunships and choppers. So bring your team or join one at the table. Then plan your own operation against the enemy and if done properly complete your 1-year tour alive and in one piece to return to the real world and other games offered at the convention. Figures and dice required for the game are provided at the table just come as you are. If you have never played before an instructor can give you a quick 15-minute basic training course that will have you as ready to play as a boot out of bootcamp and shipped over to NAM. Good luck and may you see the land of the Big PX. Tim Gearhart and Miniature Building Authority present Charlie Company(modified)

### **Table 9 - Fire Changes Everything**

Sausages with Mustard; The attacker must burn down two objectives while the defender tries to stop that from happening. Each player will be able to choose from several choices of armies ranging from Dwarfs to Undead. Jeff Russ, with the Friendly Table Game Club, presents a fantasy game for up to 6 gamers.

### **Table 11 - Zulu War**

An ambush during the Zulu War: Will the surprise attack defeat the British, or should the local commander have waited for additional forces? David Wood will use the Colonial variant of Combat Patrol.

### **Tables 12-13 (Edgewood Room) - No Better Place to Die" - La Fiere Bridge - Part 1**

Early morning hours of June 6 1944 the 82nd Airborne Division was tasked with securing La Fiere Bridge and Chef Du Pont Causeways. These two causeways were the only paths out for the Utah Beachhead and one of the main routes the Germans of the 91st Luftlande division would use to counterattack Utah Beach. This is Part I of the battle 06:00 -? This game will have multiple quadrants of action and each player will have a reinforced company to command. Game scale is a stand is a section and a vehicle is a vehicle. This game will continue into Session 2. Part 2 will be start Saturday Session 4.

### **Table 15 – (Belmont Room) – Attack on "Redback" station**

FULL THRUST space fleet combat. The NAC (Briton/America) have recently built a large Space station on the edge of the neutral zone to service their forces patrolling the border. The ESU (Russia/China) considers this a violation of the neutrality zone agreement. Both forces are posturing for a showdown! Easy rules, taught quickly.

### **Table 19 - (Belmont Room) – CAV Strike Operations – Armored Might**

Armored Might is a tabletop sci-fi miniatures game featuring 10+ meter tall war machines (CAV - Combat Assault Vehicle) that dominate the battlefield. Armored Might is a game for two or more players that is easy to learn and fast to play.

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### **Table 21 – (Lobby) -Kampgruppe Pieper’s Bloody Blitz**

Kampgruppe Pieper drives the tip of the bloody spear during the Battle of the Bulge. This crack German unit leads the German assault west to take Antwerp in 1944. Now stalled and nearly out of fuel in La Gleize, between Stavelot and Stoumont, Pieper plans his breakout at Stoumont. Just one more push and he will be free to proceed to his ultimate target - Antwerp. For the Americans, teams with bazookas, mostly from the 82nd Airborne Division, scour the countryside. The 740th Tank Battalion through snowy roadways arrives to defend Stoumont and stop the German blitz cold. Fist Full of Tows is a fast play, fun game system for WWII and Modern minis. Come join us for this exciting scenario! No experience necessary. For up to 6 players.

### **Johnny Con (Cheekwood Room) - Introductory game to Johnny Reb III**

If you are 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 “Johnny Reb” into what it has 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!

### **Johnny Con (Cheekwood Room) - A Great Opportunity Lost: The Battle of Spring Hill**

On November 29, 1864, the Confederate Army of Tennessee under the command of Gen. John Bell Hood attempted to outflank Maj. Gen. John Schofield’s Federal delaying force in Spring Hill, TN. By late afternoon, Confederate cavalry under Nathan Bedford Forrest had been sent in retreat by U.S. Army Brig. Gen. George Wagner’s Division. While his Federal division held back Forrest, by 4:00 PM the main body of Hood’s force arrived. With Lt. Gen. Benjamin Cheatham’s Corps in the lead, his lead division under Maj. Gen. Patrick Cleburne swept toward the Columbia Turnpike. In Cleburne’s way lay Wagner’s Division. Fighting erupted south of Spring Hill, while still more Confederate divisions maneuvered into place. Then darkness crept on and the action, which had been so promising, ground to a halt. The Columbia Turnpike remained open and unguarded and that night Schofield successfully carried out the most daring escape in the American Civil War. Here’s your opportunity to refight the “most puzzling” event in the entire war.

### **Johnny Con (Cheekwood Room) - Battle of Byrums Ford**

This will be a holding action by Union forces against 2 brigades of Rebels using Johnny Reb 3 rules

## **SESSION 2 (Friday, 2pm – 6pm)**

### **Table 2 - Silent Night, Martian Night!**

December 25th, 1914. In the sleepy town of Grover’s Mill a US infantry regiment is celebrating the holidays when suddenly alarms shatter the silent night; Martian Tripods have broken through the front lines! Will invaders from Mars make it a Red Christmas? Adrian John presents this War of the Worlds battle for up to 6 gamers.

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### **Table 3 - "Scalp" Grey hairs daughter, July 3, 1756**

Major Randolph has decided to send his colors & daughter Alice back to Albany for safekeeping. A small column makes its way down the Mohawk Valley towards home. An Abenaki war party has been tracking the column and intends to ambush it at Askews Ford. The goal is to capture "Grey hairs daughter" and loot any other valuables. Bob Moon presents this French & Indian War scenario for 4 players.

### **Table 4 - Battle of the Five Armies**

Smaug is dead! In the shadow of The Lonely Mountain, armies of dwarves and elves and men gather to claim the dragon's hoard. But that is not the battle which will happen! The evil goblins of the Misty Mountains have arrived unexpected, led by the goblin king Bolg— "and wargs are in his train!" Based on JRR Tolkien's fantasy classic The Hobbit, this mass battle in 10mm scale uses Games Workshop's celebrated Warmaster system. Presented by Howard Shirley, the game is for 2-8 players, divided into two teams— one the combined armies of the "Free Folk," the other the monstrous horde of Bolg. No rules experience is necessary. We know what happens in the book— but how will you fare? Take command, and find out!

### **Table 6 - 3D PanzerBlitz**

German Armored Counterattack on a Russian Armored Spearhead 1944 Play Avalon Hill's classic PanzerBlitz in 3D using 3mm (1/600) Oddzial Osmy miniatures from picoarmor.com. Presented by Gregory Johnson of Pico Armor. Beginners welcome.

### **Table 7 – Platoon action in Vietnam**

Open Game. Join even while the game is being played. From 1965 thru 1973 sampling of the many Squad/Platoon actions from major operations down to skirmish patrols and ambushes frequent of the time. You are that squad/ Platoon leader. Bring your friends and fight as a team of 4 to 8 against the Vietcong and Main Force rebels or take your chances with People's Army of Vietnam NVA. Arrival onto the battlefields Can be the famous Huey Chopper the M113 battle taxi Trucks or the most hated leather express. Witness the massive firepower that artillery brings to the table. Airpower with its bombs and Burning Napalm, and firepower support of the gunships and choppers. So bring your team or join one at the table. Then plan your own operation against the enemy and if done properly complete your 1-year tour alive and in one piece to return to the real world and other games offered at the convention. Figures and dice required for the game are provided at the table just come as you are. If you have never played before an instructor can give you a quick 15-minute basic training course that will have you as ready to play as a boot out of bootcamp and shipped over to NAM. Good luck and may you see the land of the Big PX. Tim Gearhart and Miniature Building Authority present Charlie Company(modified)

### **Table 8 - Aerodrome(R) 1.1 World War 1 Aerial Combat**

A traditional, award-winning nationwide convention favorite for over 25 years! Fly colorful 1:144 scale WWI aircraft into combat using simulated wooden "cockpits". Rules taught; easy to learn & play, lots of fun for experienced & new players. Multiple rounds run continuously through allotted time. Wings & Medals awarded for Victories & Valor! Spouse & female friendly game. Under age 13 only with playing adult, previous experience or GM permission.

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### **Table 9 - Holy Land Final Assault 1187**

In April 1187 Saladin launched yet another series of coordinated attacks. This game concerns the Saracen army that came out of Egypt to raid and probe along the southern frontiers of the Latin Kingdom of Jerusalem. The goal was to pin down the elite garrison of Templars and take their castle before moving towards Eilat. Players will in fact participate in the final assault of the siege battle involving all types of siege equipment including towers, catapults and trebuchets. Rules are Lion Rampant 2d Edition with some changes. Edward Bardill offers this Medieval battle for 6 gamers.

### **Table 10 – (Kingsley Room) - TANK ACE**

Volunteer for WW II Armored Combat in 15mm! Command an Allied Tank or Axis Panzer to victory or fiery defeat on a realistic tabletop battlefield. Fast play rules reward sound tactical decisions and punish the reckless but there's always a time for risks that earn glory! Charlie Clay brings us this armored duel for up to 10 gamers.

### **Table 11 – (Kingsley Room) - Get Boudicca**

During the rebellion, Boudicca heard of a tribal chief wavering. She and a small group of guards have made a quick trip to secure his continued support. But a small group of survivors from the disaster at Londinium, trying to make it back to friendly lines, have learned in their interrogation of locals that she is in the area. Killing her is now more important than getting back. Will they get her, or will she escape? David Wood presents this Feudal Patrol game for 6 gamers.

### **Table 15 – (Belmont Room) – Medway River – Romans vs British**

In 43 AD, the Claudian invasion of Britain was well underway as Aulus Plautius led a force of four legions north into the misty lands of the Britons. Togodumnus and Caratacus, the commanders of the Briton tribes, arrayed their forces on the far bank of the river Medway. Undaunted by an opposed river crossing, the Romans set to work to once again prove their mastery over both man and nature. Join Scott Miquelon and Scott Anderson of The Track and Hull Club, as we fight out this ancient clash using 10mm miniatures and Age of Hannibal rules produced by Greg Wagman of Little Wars TV fame. The British will command a host of fanatic tribesman and their famed light chariots. The Romans legions will have to cross the river using pontoon bridges while triremes of the Roman navy provide artillery support from the river.

### **Tables 18- 19 - (Belmont Room) – CAV Strike Operations – Armored Might**

Armored Might is a tabletop sci-fi miniatures game featuring 10+ meter tall war machines (CAV - Combat Assault Vehicle) that dominate the battlefield. Armored Might is a game for two or more players that is easy to learn and fast to play.

### **Table 20 – (Lobby) - Quatra Bras**

In 1815 Napoleon Bonaparte returned to France as the British, under the Duke of Wellington, gathered allied forces in western Belgium and the Prussians, under General Blucher, gathered an army in eastern Belgium. Napoleon struck first sending the bulk of his forces to fight the Prussians while Marshal Ney and a smaller force was sent up the road to Brussels. Can you take and / or hold the village of Quatre Bras and perhaps change the course of the battle of Waterloo, before it is fought. Join Vincent Solfronk and Lee Cleveland using the new Glory is Fleeting rules, this game is for 2 to 8 players. Glory is Fleeting is developed from the "Fields of Glory: Napoleonics" rules set. No experience in Glory is Fleeting is necessary.

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### **Table 21 – (Lobby) - Kampfgruppe Pieper’s Bloody Blitz in the Battle of the Bulge.**

Kampfgruppe Pieper drives the tip of the bloody spear during the Battle of the Bulge. This crack German unit leads the German assault west to take Antwerp in 1944. Now stalled and nearly out of fuel in La Gleize, between Stavelot and Stoumont, Pieper plans his breakout at Stoumont. Just one more push and he will be free to proceed to his ultimate target - Antwerp. For the Americans, teams with bazookas, mostly from the 82nd Airborne Division, scour the countryside. The 740th Tank Battalion through snowy roadways arrives to defend Stoumont and stop the German blitz cold. David Pitts and Brandon Clay bring us, Fist Full of Tows, a fast play, fun game system for WWII and Modern minis. Come join us for this exciting scenario! No experience necessary. For up to 6 players.

### **Table 22 – (Lobby) – Battle for Gheel**

Drawn from James Holland's book Brothers in Arms covering the Sherwood Rangers exploits from Normandy to war's end. The battle for Gheel pitted the veteran armored battalion against Jagdpanthers and Fallshirmajers in what proved to be its bloodiest encounter of the war. Tom Thomas of Fame & Glory Games will use the Combat Command rule set and 20mm miniatures. Space for 6 gamers

### **Johnny Con (Cheekwood Room) - A Great Opportunity Lost: The Battle of Spring Hill**

It remains one of the most tantalizing "what-ifs" of the American Civil War. As the sun set in Middle Tennessee on November 29, 1864, Confederate troops under the command of Gen. John Bell Hood bivouacked along the Columbia Turnpike. Earlier in the day, Hood had ordered his army to seize the road through Spring Hill and thereby isolate Maj. Gen. John Schofield's Federal Army in Columbia. With the road blocked, Hood would fight a decisive battle in Spring Hill on the morning of November 30. The road, however, was never blocked and, under the cover of darkness, Schofield managed to escape to Franklin. Could the bloody, brutal Battle of Franklin have been avoided? What if Confederate troops had managed to seize and hold the crucial roadbed? Here is your chance to find out.

### **Johnny Con (Cheekwood Room) – Fort Wagner**

### **Johnny Con (Cheekwood Room) – Burnside’s Bridge**

## **SESSION 3 (Friday, 8pm – 12am)**

### **Table 1 – Gunfight Royale - Gunpowder Gulch**

“This town ain’t big enough for all of us!” Come join me in the sleepy western town of Gunpowder Gulch as one of the twelve misfits and be the last one standing. Gunfight Royale is a lighthearted and comical board game set in the Wild West from the makers of Gunfighter's Ball! No experience necessary, I will go over the rules before play. All materials will be provided. Michael K Lewis and Knuckleduster Miniatures offers this wild west shoot out.

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### **Table 2 - Silent Night, Martian Night!**

December 25th, 1914. In the sleepy town of Grover's Mill a US infantry regiment is celebrating the holidays when suddenly alarms shatter the silent night; Martian Tripods have broken through the front lines! Will invaders from Mars make it a Red Christmas? Adrian John presents this War of the Worlds battle for up to 6 gamers.

### **Table 4 - War of the Roses**

Help decide the future of England. An encounter between the Yorkist and Lancastrians. Choose to fight for the White Rose or Red Rose, you decide. Keith Sullivan offers this easy, fast play game with over 400 28mm miniatures.

### **Table 6 - Operation Avalanche - September 9, 1943**

Operation Avalanche was the codename for the Allied landings near the port of Salerno Italy. Its primary objectives were to seize the port of Naples to ensure resupply, and to cut across to the east coast, trapping the Axis troops further south. Vernon Robinson will be using the Grand Tactical rules. This is a World War Two tactical company-level system.

### **Table 7 – Platoon action in Vietnam**

Open Game. Join even while the game is being played. From 1965 thru 1973 sampling of the many Squad/Platoon actions from major operations down to skirmish patrols and ambushes frequent of the time. You are that squad/ Platoon leader. Bring your friends and fight as a team of 4 to 8 against the Vietcong and Main Force rebels or take your chances with People's Army of Vietnam NVA. Arrival onto the battlefields Can be the famous Huey Chopper the M113 battle taxi Trucks or the most hated leather express. Witness the massive firepower that artillery brings to the table. Airpower with its bombs and Burning Napalm, and firepower support of the gunships and choppers. So bring your team or join one at the table. Then plan your own operation against the enemy and if done properly complete your 1-year tour alive and in one piece to return to the real world and other games offered at the convention. Figures and dice required for the game are provided at the table just come as you are. If you have never played before an instructor can give you a quick 15-minute basic training course that will have you as ready to play as a boot out of bootcamp and shipped over to NAM. Good luck and may you see the land of the Big PX. Tim Gearhart and Miniature Building Authority present Charlie Company(modified)

### **Table 8 - Aerodrome® 2.0—Dogfight Over Guadalcanal**

The Cactus Air Force F4F Wildcats take to the sky to defend Henderson Field from IJA fighters and bombers. You'll mix it up over Guadalcanal to see which plane, or pilot, proves better on the day in simulated air combat using the popular Aerodrome® Aerial Combat Rules. Easy to learn and fun to play. Rules taught; all equipment provided. Wings and medals for victory and valor.

### **Table 9 - The pursuit of Major Lebeuf**

Maj Hoff and his downtrodden Austrians are withdrawing to avoid a French encirclement. Time is of the essence, but Maj Hoff needs to convince his latest "amore" to join him. Will he be able to save his heart and soldiers? Jim Harms presents TFL Sharpe Practice for 4 gamers.

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**Table 14 (Belmont Room) - Gene-Scavverz**

Warfare in an apocalyptic, mutated world, where players take control of warbands of mutants and battle it for supremacy and control of what little resources remain. C.S. Daley leads 2-4 players through a nightmare world.

**Table 16 (Belmont Room) Age of Sigmar Spearhead**

Spearhead is a new game format for Warhammer Age of Sigmar, where you use self-contained, existing boxes of miniatures to play fast and furious games with streamlined rules and nail-biting finishes.

**Tables 18- 19 - (Belmont Room) – CAV Strike Operations – Armored Might**

Armored Might is a tabletop sci-fi miniatures game featuring 10+ meter tall war machines (CAV - Combat Assault Vehicle) that dominate the battlefield. Armored Might is a game for two or more players that is easy to learn and fast to play.

**Table 22 – (Lobby) – Operation Fustian – The First Bridge Too Far**

Operation Fustian was an airborne forces operation undertaken during the Allied invasion of Sicily in July 1943. Parts of the 1<sup>st</sup> Parachute Brigade has secured the Primosole bridge via a night glider landing. Brigadier Lathbury has gathered as many of his troopers he can find and they have dug in around both ends of the bridge in preparation for the German counterattack. Can they hold until 30 Corps arrives? Does that sound familiar? James Rogers of The Track and Hull Club offers a Chain of Command game for up to 6 gamers.

**Johnny Con (Cheekwood Room) - Battle of Byrums Ford**

This will be a holding action by Union forces against 2 brigades of Rebels using Johnny Reb 3 rules

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

**Table 1 – Achtung Panzer!**

Achtung Panzer! puts YOU in command of a tank platoon and thrusts you into the heart of the action on the battlefields of World War Two. Take charge, and lead your armored forces to glory! As the platoon leader, you are in charge of recruiting your crew, select your platoon of tanks, assault guns or armored cars, and introduces a campaign system that allows your crew to progress after each encounter and your tanks to be upgraded to be more effective in the next battle. The player who best exploits the strengths of their tanks and crews, plans their movement carefully, and uses battlefield terrain to their advantage will prevail – will your tactical acumen and the fighting spirit of your tank crews carry the day? Michael K Lewis and Sherwood Games presents this armored clash for up to 8 gamers.

**Table 2 - "Martians on the Marne"**

“Martians on the Marne” It's All Quiet on the Martian Front in the European Theater as the battle between French and German forces is interrupted by menacing forces from beyond. Is it every faction for themselves, or will new alliances be suddenly born of necessity? Burt Campbell brings us the rules: All Quiet on the Martian Front (modified) 6-8 players 15mm figures.



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### **Table 3 - Assault on the Carillon Heights, July 8, 1758**

The French called it Ft Carillon, The British called it Ft Ticonderoga. Both conjure up an epic battle with acts of heroism performed by thousands of men during an incredible day-long battle in the primal North American wilderness. As the British emerged from the woods they realized that their recon had been faulty and were astonished to see the French had fortified heights before them! However, "now is the time for immediate action" so grab your musket to attack or defend this gateway into the heart of the French Colony. Join Bob Moon for this 40mm extravaganza! Up to 9 players. "Best of Show" Historicon 2015, SYW 2016, Bayou Wars 2019

### **Table 5 - Target for Tonight**

Take your bomber into the night sky and try to drop your bombs on targets over Germany. Avoid Flak, night fighters and just pure bad luck and bring your crew home safe. Mike Peccolo uses 1/600 aircraft and Target for Tonight rules. Room for 8 players.

### **Table 6 - Stones River - Attack on the Federal Center**

Stones River battle, December 31, 1862. Begins at 7:30 AM, lasting until 10:30 AM. The Federal center under General Sheridan comes under attack. Sheridan's Federals are ready having deployed before dawn. Bragg's Rebels have swept back the Federal right flank in a savage assault. Now it is Sheridan's force that must face these Rebels. Michael Smith offers us this ACW battle using Fire and Fury Regimental rules set with 6mm QRS. 10mm figures based on the 6mm scale. The scenario is from the RFF book.

### **Table 7 – Platoon action in Afghanistan**

Open Game Early sign in nice but not a must. May join anytime game in progress. From the strike at the Towers to present 2024. A representation of the type of actions carried throughout the world by all countries everywhere in the world who face this danger. Our game has you and your fellow gamers as an American platoon Team, each acting as the squad, section NCOs and the officers that lead your platoon into the deadly house to house battles in the cities, occupy security points, assist allied nationals patrolling the borders to keep the streets clear of IEDs, and secure high value targets. Your mission has been given to you; it's now your turn to get your team together, formulate the PLAN and execute it onto the table. All figures, dice and rulers are provided and a drill instructor (Tim Gearhart) is available with easy to learn new game BCT

### **Table 9 - Holy Land Final Assault 1187**

In April 1187 Saladin launched yet another series of coordinated attacks. This game concerns the Saracen army that came out of Egypt to raid and probe along the southern frontiers of the Latin Kingdom of Jerusalem. The goal was to pin down the elite garrison of Templars and take their castle before moving towards Eilat. Players will in fact participate in the final assault of the siege battle involving all types of siege equipment including towers, catapults and trebuchets. Edward Bardill will be using Lion Rampant 2d Edition with some changes.

### **Table 10 - Battle for Starcourt Mall**

It's the land of The Walking Dead. The undead are everywhere. Safety is a relative term. Rick Grimes, Carl and their friends have taken up residence in Starcourt Mall near Hawkins, Indiana. But Negan and The Saviors will do anything to take the mall for themselves. Be a part of the epic struggle for Scoops Ahoy, The Gap, Waldenbooks and many other classic mall stores using Mantic Games' ruleset The Walking Dead: All Out War. Mike Randles brings us this nightmare battle for 8 gamers.

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### **Table 11 – Surprise Attack on the Munchkins**

The Anti-Yule troops have not waited for their commanders to order an attack (who needs generals when you are trolls, giants, and other vicious monsters and they are just Munchkins?) MI-6 (the six Munchkins assigned to Munchkin Intelligence) have been watching the generals, so don't expect an attack for at least a month so the only forces available are local national guard troops...or that would have been the case if there hadn't been some Quadling forces in the area (participating in a MATO exercise (Munchkin Alliance Treaty Organization)). But even with those additional units, can the generals lead their outnumbered forces to defeat a leaderless horde? David Wood presents this Wars of Ozz game for 4 gamers

### **Table 14 – (Belmont Room) - De Bellis Fantasiae**

Continuous demo games for players who would like to learn the rules to WRG's latest offering in its line of DBA based games. De Bellis Fantasiae covers High Fantasy battles in a medieval and ancient historical setting. Rule taught and walk up encouraged all afternoon. Brought to you by Tom Thomas of Wargames Research Group. Room for 6 gamers.

### **Table 15 (Belmont Room) – Never Mind the Billhooks**

Scenario is taken straight from the rule book called "Capture the Wagon" set during the Hundred Years War. 3 players will be the French 2 players will be an English free company. The English will be trying to take their captured loot back to their base camp, and the French will be trying to take back what is theirs. Before the battle begins there will be an army building component to allow players to adjust what is fielded. Lynch Beachboard presents this Middle Age battle for up to 5 players.

### **Tables 16 & 17 (Belmont Room) - No Better Place to Die" - La Fiere Bridge - Part 2**

82nd Airborne has landed and secured St. Marie Eglise, La Fiere Bridge and Chef Du Pont. The 91st Luftlande Division has recovered from the early morning attack. On the afternoon of June 6<sup>th</sup> 1944, the 91<sup>st</sup> Luftlande Division counter attacked to recapture La Fiere bridge and drive toward St. Marie Eglise. It is the afternoon of June 6 1944. This game will have multiple quadrants of action and each player will have a reinforced company to command. Game scale is a stand is a section and a vehicle is a vehicle.

### **Tables 18 & 19 - (Belmont Room) – CAV Strike Operations – Armored Might**

Armored Might is a tabletop sci-fi miniatures game featuring 10+ meter tall war machines (CAV - Combat Assault Vehicle) that dominate the battlefield. Armored Might is a game for two or more players that is easy to learn and fast to play.

### **Tables 20 – 22 (Lobby) - "Ain't Whistlin' Dixie!" ACW IRONCLADS**

"Ain't Whistlin' Dixie!" An American Civil War Ironclad Extravaganza! David Raybin, of The Track and Hull Club and his son Ben, bring back their ever popular ACW IRONCLADS mega-game to Nashcon! And it's going to be spectacular! The year is 1864 and the Confederates have fortified the vital port city of Mobile. This move means the Union navy must attack the city via water and reduce the entrance to the city The Union forces will certainly have a decided advantage in ships and firepower. The Southern fleet, however, will have a strong fort, powerful shore batteries and a string or two of mines, plus the usual surprises here and there, to even the odds a bit. This game will comprise some 24 feet of table space and feature perhaps two dozen 15mm ACW era ships.....some of which are over 24 inches in length. David's own bucket-of-dice naval rules, "Flotilla: American Civil War Ironclads" will be used to play the game. This game will accommodate 12 players. First choice of ships will go to those players attired in period garb.

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### **Johnny Con (Cheekwood Room) – Corps game**

Norris has had this scenario ready since the first JohnnyCon in 2006. Campaign season has begun and terrain must be secured for following Corps to continue pressing the enemy. Need 2 Corps Commanders, 4-6 Division Commanders, 8-12 Brigade Commanders (equally divided into Union and Confederate forces). Hidden movement, unknown terrain, cavalry scouting, OB designed by Corps Commander, logistics considerations, semi-devious GM. Corps Commanders devise plan, Division Commanders implement that plan, Brigade Commanders fight the battle. If interested contact me in the JohnnyCon room. Planning packets available for duty positions of Corps and Division Commanders. Even if Command positions can't be filled, we'll have a game. Game is designed for two sessions or we can have a separate game in the afternoon.

### **Johnny Con (Cheekwood Room) – Mirror game**

Details TBA

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

### **Table 1 – Achtung Panzer!**

Achtung Panzer! puts YOU in command of a tank platoon and thrusts you into the heart of the action on the battlefields of World War Two. Take charge, and lead your armored forces to glory! As the platoon leader, you are in charge of recruiting your crew, select your platoon of tanks, assault guns or armored cars, and introduces a campaign system that allows your crew to progress after each encounter and your tanks to be upgraded to be more effective in the next battle. The player who best exploits the strengths of their tanks and crews, plans their movement carefully, and uses battlefield terrain to their advantage will prevail – will your tactical acumen and the fighting spirit of your tank crews carry the day? Michael K Lewis and Sherwood Games presents this armored clash for up to 8 gamers.

### **Table 7 – Platoon action in Afghanistan**

Open Game Early sign in nice but not a must. May join anytime game in progress. From the strike at the Towers to present 2024. A representation of the type of actions carried throughout the world by all countries everywhere in the world who face this danger. Our game has you and your fellow gamers as an American platoon Team, each acting as the squad, section NCOs and the officers that lead your platoon into the deadly house to house battles in the cities, occupy security points, assist allied nationals patrolling the borders to keep the streets clear of IEDs, and secure high value targets. Your mission has been given to you; it's now your turn to get your team together, formulate the PLAN and execute it onto the table. All figures, dice and rulers are provided and a drill instructor (Tim Gearhart) is available with easy to learn new game BCT

### **Table 8 - Aerodrome(R) 1.1 World War 1 Aerial Combat**

A traditional, award-winning nationwide convention favorite for over 25 years! Fly colorful 1:144 scale WWI aircraft into combat using simulated wooden "cockpits". Rules taught; easy to learn & play, lots of fun for experienced & new players. Multiple rounds run continuously through allotted time. Wings & Medals awarded for Victories & Valor! Spouse & female friendly game. Under age 13 only with playing adult, previous experience or GM permission.

Updated 7/3/2024

### **Table 11 – Wars of Ozz – Now What?**

After the Surprise Attack on the Munchkins: Depending upon what happened in the prior game, the Anti-Yule generals will either be trying to lead a breakout after a successful attack or else they are trying to extract the survivor's and ensure that they inflict enough damage on the Munchkin forces they face to ensure they can't take advantage of their initial success. David Wood presents this Wars of Ozz game for 4 gamers

### **Table 14 - Panzer, WW2 from GMT Games**

Panzer is a tactical World War II game that takes place on the Russian Front, featuring battles in the 1943-44 time period. Each unit is one tank, halftrack, truck, anti-tank gun, airplane, etc. Infantry units represent squads, half-squads or weapons teams, such as machine gunners, mortar teams, etc.

### **Tables 18 & 19 - (Belmont Room) – CAV Strike Operations – Armored Might**

Armored Might is a tabletop sci-fi miniatures game featuring 10+ meter tall war machines (CAV - Combat Assault Vehicle) that dominate the battlefield. Armored Might is a game for two or more players that is easy to learn and fast to play.

### **Tables 20 – 22 (Lobby) - "Ain't Whistlin' Dixie!" ACW IRONCLADS**

"Ain't Whistlin' Dixie!" An American Civil War Ironclad Extravaganza! David Raybin, of The Track and Hull Club and his son Ben, bring back their ever popular ACW IRONCLADS mega-game to Nashcon! And it's going to be spectacular! The year is 1864 and the Confederates have fortified the vital port city of Mobile. This move means the Union navy must attack the city via water and reduce the entrance to the city. The Union forces will certainly have a decided advantage in ships and firepower. The Southern fleet, however, will have a strong fort, powerful shore batteries and a string or two of mines, plus the usual surprises here and there, to even the odds a bit. This game will comprise some 24 feet of table space and feature perhaps two dozen 15mm ACW era ships.....some of which are over 24 inches in length. David's own bucket-of-dice naval rules, "Flotilla: American Civil War Ironclads" will be used to play the game. This game will accommodate 12 players. First choice of ships will go to those players attired in period garb.

### **Johnny Con (Cheekwood Room) – Corps game continues**

Norris has had this scenario ready since the first JohnnyCon in 2006. Campaign season has begun and terrain must be secured for following Corps to continue pressing the enemy. Need 2 Corps Commanders, 4-6 Division Commanders, 8-12 Brigade Commanders (equally divided into Union and Confederate forces). Hidden movement, unknown terrain, cavalry scouting, OB designed by Corps Commander, logistics considerations, semi-devious GM. Corps Commanders devise plan, Division Commanders implement that plan, Brigade Commanders fight the battle. If interested contact me in the JohnnyCon room. Planning packets available for duty positions of Corps and Division Commanders. Even if Command positions can't be filled, we'll have a game. Game is designed for two sessions or we can have a separate game in the afternoon.

Updated 7/3/2024

## Johnny Con (Cheekwood Room) – Gettysburg Day 1

# SESSION 6 (Saturday, 8pm – 12am)

### Table 1 – Gunfight Royale - Gunpowder Gulch

“This town ain’t big enough for all of us!” Come join me in the sleepy western town of Gunpowder Gulch as one of the twelve misfits and be the last one standing. Gunfight Royale is a lighthearted and comical board game set in the Wild West from the makers of Gunfighter's Ball! No experience necessary, I will go over the rules before play. All materials will be provided. Michael K Lewis and Knuckleduster Miniatures offers this wild west shoot out.

### Table 4 - Battle for the Iron Throne

Battle for the Iron Throne- 28mm De Bellis Fantasiae Come battle for the Iron Throne using the forthcoming fantasy rules from Wargames Research Group. Tom Thomas hosts his annual Game of Thrones campaign featuring Lannisters, Starks, Greyjoys, Martels, and Tyrells battling for the throne. This game will feature multiple battles in a "king of the hill" type of campaign that will be featured in the new rules. Up to 8 players are welcome.

### Table 6 - A Rough Day in Poland

A battle taken from a Napoleonic Campaign game that occurred during Covid. Can the Russians and Prussians knock back the French advance or will the French regain control of Poland? Might the Austrians show up? Play and find out. 15mm figures and Bloody Big Battles rules.

### Table 7 – Platoon action in Afghanistan

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### Table 8 - Aerodrome® 2.0—Get Yamamoto!

Admiral Yamamoto, commander of the Imperial Japanese Navy and mastermind of the attack on Pearl Harbor, has scheduled an inspection tour of the Solomon Islands and New Guinea. American codebreakers have pinpointed his route and planned to ambush Yamamoto’s plane. The fate of the Pacific war effort depends which plane, or pilot, proves better on the day in simulated air combat using the popular Aerodrome® Aerial Combat Rules. Easy to learn and fun to play. Rules taught; all equipment provided. Wings and medals for victory and valor.

Updated 7/3/2024

### **Table 9 - Capture the fugitive**

The dastardly Mouton du Noir has gotten his hands on the armies battleplan for next month's campaign. Your command is tasked with his capture. Or at least the plans destruction. Jim Harms presents TFL Sharpe Practice for 4 gamers.

### **Tables 18 & 19 - (Belmont Room) – CAV Strike Operations – Armored Might**

Armored Might is a tabletop sci-fi miniatures game featuring 10+ meter tall war machines (CAV - Combat Assault Vehicle) that dominate the battlefield. Armored Might is a game for two or more players that is easy to learn and fast to play.

### **Johnny Con (Cheekwood Room) - 2nd Annual G.E. Murphy III Memorial Hoot N' Shoot**

The Hoot N' Shoot is a recent addition to the Johnny Con Traditions. This game is a tribute to longtime gamer and friend, Guy E. Murphy, of New Orleans, LA., who passed away August 9, 2022. While the game uses the Johnny Reb III Ruleset, a real Hoot N' Shoot game is fraught with humor, comradeship, and merriment. So, come one, come all to the final game of Johnny Con 2024!