

# Nashcon 2022

## PEL Current as of 7/14/22

### SESSION 1 (Friday, 2pm - 6pm)

#### **TABLE 5 - White Star vs Red Sun**

U.S. bombers, their escorts scanning the skies for any signs of enemy activity, head towards their targets. The determined pilots of the IJAAF are there to see that they don't reach their destination. Soon the skies will be filled with the sound of combat as the two forces engage in their desperate struggle for victory. Dave Winfree, owner of *I-94 Enterprises*, hosts this game of aerial warfare using "Check your 6!" rules and miniatures from his line of 1/285 scale aircraft. Designed to reflect the realities of air combat with the simplest wargame mechanics possible, "CY6!" utilizes multiple die types and innovative mechanics to enable players to think about the air fight instead of what chart to look at. So pick a side and join the fun. Up to 8 would-be pilots can participate in the action.

#### **TABLE 7 - The Battle of Wilson's Creek**

As the U.S. disintegrated in 1861, the allegiance of Missouri was in doubt. Union forces under Brigadier General Nathaniel Lyon moved to take control of the state. Confederates troops from Arkansas, under the command of Brigadier General Ben McCulloch, moved back into Missouri. Camped a short distance from the Confederates at Wilson's Creek near Springfield, Union forces conducted a dawn attack on August 9th with 3 brigades and a detached 4th brigade to attack the Confederate rear while the Confederates sent a cavalry brigade to attack the Union rear. Join Ed Bardill, of the Historic Gamers of North Knox County, as he presents this American Civil War action using "Epic Civil War Black Powder" by Warlord Games. 9 players (ages 14 or older, please) will participate on either side as a brigade commander and fight a battle that was unique in that both sides employed detached brigades to attack the enemy's rear. Stars and Stripes or Stars and Bars.....choose a side and send your brigades forth to victory

#### **TABLE 12 - Battle of Hastings**

The Battle of Hastings was fought between the army of William, the Duke of Normandy and an Anglo-Saxon army under King Harold Godwinson. The death of the childless King Edward the Confessor, in January of 1066, had set up a succession struggle between several claimants to his throne. Harold was crowned king shortly after Edward's death but faced invasions by William, his own brother Tostig and the Norwegian King Harald Hardrada of Norway. Hardrada and Tostig defeated a hastily gathered army of Englishmen at the Battle of Fulford in September but were in turn defeated by Harold at the Battle of Stamford Bridge five days later. William landed his invasion forces in the south of England later in the month and established a beachhead. Harold was forced to swiftly march south to face this new threat. The two armies met at Hastings in mid-October. Jeff Russ presents this classic Dark Ages battle using 28mm paper figures and "Command and Colors: Medieval" rules. There'll be room for up to 8 players.

#### **TABLE 14 - Aerodrome® WWI Aerial Combat**

If you've ever want to fly a Spad XIII, a Fokker D.VII or a Sopwith Camel, now you can. Or, at least, the next best thing to it. Come join the fun and play "Aerodrome®" the traditional, award-winning, nationwide convention favorite for over 25 years! Fly colorful 1:144 scale WWI aircraft into combat using simulated wooden "cockpits". These easy to learn and fun to play rules will be taught by, Stan Kubiak, with multiple rounds running continuously through the allotted time. Each round lasts about one hour providing lots of fun for experienced and new players alike. Wings & Medals will be award for Victories & Valor! This game is open to everyone.....wives, sons, husbands, daughters, girlfriends and boyfriends. We must ask, however, that players under the age of 13 be accompanied by a playing adult. So grab your gear and climb aboard your aircraft. There'll be room for up to 12 aviators.

#### **TABLE 15 - Samurai Showdown**

The Shogunate is crippled and Japan is at war! Samurai warlords strengthen their iron grip over the land while peasants, bandits and monks revolt against the Samurai's yoke. Join the authors of "CLASH of Spears" in celebrating the release of their expansion "CLASH of Katanas". Fun, flexible and fast paced, this alternative form of skirmish gaming avoids onerous charts and complex book keeping while still giving players a good representation of ancients combat. Players will lead their loyal Samurai retainues into battle or perhaps gather followers to participate in a rebellion against the Warlord's minions. This two-way battle will have 6 individual, totally independent commands each with their own chance to win prizes and more importantly glory!

## **SESSION 2 (Friday, 8pm - Midnight)**

#### **TABLE 1 - Bolt Action: Korea**

Fought between 1950 and 1953, the Korean War was one of the first major conflicts of the Cold War. Backed by the Soviet Union and Communist China, the North Korean regime faced off against the South Korean government and a 21-country UN task force. Unique and interesting in the annals of military history, the Korean War held many new challenges. From the difficulties caused by the cultural diversity of so many nations participating to basic logistical problems, commanders faced a host of problems in the basic methods in which war was conducted. And that's just what the guys from Warlord Games want to introduce you to and show you how to bring this exciting period of American history to the table top. Come join the Warlord team, including one of the game's authors, as they demonstrate their Korean War Bolt Action supplement and walk you through all the great stuff you'll find in this exciting game!

#### **TABLE 2 - The Battle of Halen - 1914**

The German II Cavalry Corps, among other units, has been ordered to the north where Belgian and French troops are rumored to be located. Belgian cavalry scouts in the area report large bodies of German cavalry, artillery and infantry on the move and their headquarters unit suspects this foreshadows a strategic German advance. To block this, a Belgian Cavalry Division is sent to guard the bridge over the River Gete at Halen. The main road passes through this village and if captured the towns of Loksbergen and Waanrode would be outflanked and the left wing of the Belgian army threatened. On August 11th, an exchange of fire between groups of scouts near the river and at the bridge across the Gete at Halen marks the beginning of the battle. "Doc" Dave Clariday and Ken Lewis, present this early WWI game for up to 8 players using 25mm figures and their own easy skirmish rules. Will the Germans take the bridge and gain the upper hand or will the Belgians and French hold? You help decide.

### **TABLE 3 - Chattanooga Campaign: Wauhatchie**

This rare night battle, fought between troops of the Army of the Potomac and the Army of Northern Virginia, actually took place in the rolling hills of Tennessee. The Cracker Line has been opened, but will it stay that way? Generals Grant and Hooker certainly hope so, but Confederate Generals Bragg and Longstreet have different plans. Come join the action and we re-fight this vicious skirmish fought in the foothills of Lookout Mountain. Mike Randles presents this ACW game using "Regimental Fire and Fury" rules and 15mm miniatures. Who will prevail in the dark of night? You must decide! This game will accommodate up to 6 players.

### **TABLE 5 - Siege of Liege: 1914**

It is the opening stages of WWI and the Germans are starting their assault on Belgium. The city of Liège, protected by a ring of modern fortresses, is one of several fortified cities designed to delay an invasion and now stands directly in the way of the German's Schlieffen plan. The Germans plan to slip between the fortresses, take the city of Liege and carry on with their invasion. The Belgians, however, have different plans. Nashcon stalwart Keith Sullivan hosts this re-creation of the opening engagement of the German invasion of Belgium and the first battle of WWI. The game will be played with over a thousand 10mm miniatures using modified "Bello Ludi WWI" quick and easy rules. Up to 6 players will be able to join in the action storming the fortresses or defending the works against the invaders. So strap on your haversack, check your ammo and set your sights on victory!

### **TABLE 6 - Blood Red Skies: Korea**

In the skies above North Korea where the Yalu River empties into the Yellow Sea, Soviet-built MiG-15's and North American F-86 Sabres battle for supremacy. This is "MiG Alley", site of the first large-scale jet-vs-jet air battles. UN pilots go head-to-head against airmen from North Korea, the People's Republic of China and (unofficially) even some from the Soviet Union. Douglas Glover, of the *Lead Pursuit Podcast*, is here to show you how to play Warlord's Korean War version of their "Blood Red Skies" aerial combat game. You'll command formations of fighter aircraft in battle where thrilling dogfights can be fought in forty-five minutes or less. If going head-to-head with your opponent, matching wits and maneuvers as you try to control the skies sounds like fun then this is the game for you. Stop by and find out what all the excitement's about.

### **TABLE 7 - Action Near Bautzen - 1813**

The Prusso-Russian army, in full retreat following their defeat at the Battle of Lützen, was finally ordered to stop at by Tsar Alexander and King William III at the town of Bautzen. Two strong defensive lines were formed east of the River Spree. The first holding strongpoints in villages and along hills and the second holding the bridges behind a river bend. The army's right flank was covered by a number of lakes and the left was anchored by the town itself. Here they would make their stand. Malcolm Sleight presents this Napoleonic action, which covers French Marshal Étienne MacDonald's divisional attack on the defenses in the area around Bautzen, using "General d' Armee" rules and 28mm figures. Up to 6 players can choose sides and see if the Russians defenders have what it takes to stave off the advancing forces of the pursuing French army. The GM asks that players under 14 years old be accompanied by an adult.

### **TABLE 8 - Cold War Gone Hot**

Timothy Lee, Club Captain of the Chattanooga Irregular Wargames Association, presents this modern armor action using "Seven Days to the River Rhine" rules, by Great Escape Games, and 1/285th scale miniatures. Intended as an Introduction to the game system, Tim will be simultaneously running two 4 player games which will simulate armored combat during the 1980's in Europe when the Cold War between the NATO alliance and Soviet led Warsaw Pact could easily have turned Hot. These fast play rules allow for games with lots of armor, infantry and other supporting weapons in any scale. The mechanics are remarkably simple and the method of activation presents players with tricky tactical decisions to ponder creating a sense of high tension and drama while the action/reaction system ensures that all players are constantly involved at all times. If you've ever been tempted by modern armor games now's your chance to give it a go.

### **TABLE 9 - Gettysburg: Day 1**

After defeating General Joseph Hooker's Army of the Potomac at Chancellorsville, General Robert E. Lee marched his victorious Army of Northern Virginia into Pennsylvania hoping to fight a decisive battle that would end the war. Lee had ordered his scattered forces to concentrate at Gettysburg but, without his cavalry screen, he was blind to the enemy's location and unaware that the Army of the Potomac, now under the command of Major General George Meade, was closing fast from the South. Both forces had been arriving piecemeal during the opening stages of the battle. This scenario covers the Confederate attack just as U.S. Brigadier General John Buford's cavalry was retreating upon the arrival of the Union's 1st Corps. Nashcon favorite, and HMGS-MS Old Guard, Bob Moon hosts this grand re-fight of action on the first day of one of the Civil War's most important battles in glorious 40mm.

### **TABLE 10 - Red Ops 5**

There have been many instances where individuals have been infected with the type 3 Hemeorevivication Retrovirus (HRR-3). Zombies, Revenants, Vampires, and other legendary creatures can all be explained by historical outbreaks of HRR-3. As to the true origins of the HRR-3 virus, no one knows. There is only one thing for certain; the virus is changing. For this reason the formation of a new joint agency under the CDC in Atlanta and NATO and its allies is recommended. Its sole purpose is to track outbreaks of the HRR Virus and contain the outbreaks using any means necessary. It shall be known as RED OPS 5. Join Andrew Adkins as he hosts this fun, and relatively simple, zombie shoot 'em up game using "Red Ops 5" rules and 15mm figures. Play as the leader of a fire-team of German Kommando Spezialkräfte, American Delta Force or Albanian Batalioni i Operacioneve Speciale as they frantically try and contain a HRR outbreak in Vlkolinec, Slovakia, a small village nestled in the Carpathian Mountains.

### **TABLE 11 - Battle of Wake Island: December 23rd, 1941**

After failing to take the island in their first attempt on December 11th, the Japanese of the South Seas Force are trying a second time. Composed mostly of the ships from the first attempt, plus 1,500 Japanese marines, the landings began at 02:35 after a preliminary bombardment. Can the stalwart Marines continue to hold the invaders off or will the Japanese emerge victorious? Mike Peccolo hosts this WWII Pacific Theater action using "Rapid Fire Reloaded" rules and 15mm figures. Up to 6 players can take part in the action. Come join the fun and help decide which flag.....the Rising Sun or the Stars and Stripes.....will fly over the island when the dust settles.

### **TABLE 12 - Meet the T-34**

On June 22, 1941, Germany launched its invasion of the Soviet Union, codenamed Operation Barbarossa. With France defeated and only Britain left standing against Germany in Europe, the Führer turned toward his ultimate goal....Germany's expansion to the east. Hoping to repeat the success of the blitzkrieg in Western Europe and win a quick victory, more than 3 million German and Axis troops attacked along an 1,800 mile-long front. It was during this operation that the heretofore unstoppable German Panzers got their first introduction to the Russian's T-34 tanks. And they would not soon forget them. Terry Logan presents this WWII armor action using 6mm miniatures and the updated "Tractics" rules. There's room for up to 10 players. Come join the action and fight for the Fatherland or help defend Mother Russia.

### **TABLE 13 - Marengo: Desaix Marches to the Sound of the Guns**

The Battle of Marengo was fought on June 14, 1800 between French forces under the First Consul Napoleon Bonaparte and Austrian forces commanded by Field Marshal Michael von Melas in Piedmont, Italy. Having crossed the Alps with his Army in May of 1800, almost before the passes were open, Napoleon had threatened Austrian lines of communications in northern Italy. The French army then seized Milan, and other cities, cutting the Austrian's main eastward supply route. Fearing the Austrians might try to escape, Napoleon has spread his army out in a wide net. Without warning, the French are surprised by an Austrian counterattack. Can a dispersed French army reconstitute and hold against the suddenly aggressive Austrian force? Joe Collins presents this battle from the War of the Second Coalition using "Volley & Bayonet" rules and 15mm figures. Up to 8 players can choose sides and take the field for honor and glory!

### **TABLE 14 - Aerodrome® 2.0 – WWII Aerial Combat in the Pacific**

Imperial Japanese Navy and U.S. Navy and Marine fighter aircraft duel in the skies around Guadalcanal using the "Aerodrome® 2.0" WWII adaptation of the popular Aerodrome® 1.1 ruleset. These rules are still easy to learn, easy to play and lots of fun but takes into account the faster speeds and greater weapons lethality of World War 2 aircraft. Rules will be explained, by Mark Wukas, with charts and aircraft provided. Up to 10 players per round can participate with rounds occurring throughout the allotted time. Wings and Medals will be awarded for Victories and Valor. This game is open to everyone.....wives, sons, husbands, daughters, girlfriends and boyfriends. We must ask, however, that players under the age of 13 be accompanied by a playing adult. Red Sun or White Star, choose a side and join the action!

### **TABLE 15 - The Battle of Five Armies**

Smaug is dead. The Elves of Mirkwood and the Men of Laketown have arrived outside Erebor, the ancient dwarf halls under the Lonely Mountain, to claim the treasure of Smaug's hoard. But the halls are no longer empty for despite all odds, Thorin Oakenshield and his company have survived the wrath of Smaug. And as Thorin reclaims the kingship, which is his birthright, the Dwarves of the Iron Hills, led by Thorin's cousin Dain, have marched to defend his claim. Yet even as these armies prepare to battle, word of a greater danger appears. "Bolg of the North has come, and wargs are in his train!" Can the disparate forces of the West band together to stop the goblin onslaught? Will aid arrive in time or will evil gain a foothold in the ash-choked halls of Smaug's domain? Join Howard Shirley as he presents this epic fantasy battle based on Games Workshop's celebrated Warmaster system and featuring a truly massive force of 10mm fantasy warriors.....among other things. Up to 8 players will take on the roles of Gandalf, Thranduil the Elf King, Bard the Bowman, Dain of the Iron Hills and, yes, the great Thorin Oakenshield himself. Or perhaps they will get in touch with their darker side and become the goblin chieftain Bolg, or one of his vile lieutenants, and vent their wrath on the plains below the Lonely Mountain.

## **SESSION 3** (Saturday, 9am - 1pm)

### **TABLE 1 - "Blood & Steel" Demo with the Authors**

A new set of rules, published by Firelock Games, "Blood & Steel" is set in the Age of Queen Victoria (1837-1901). The game focuses on combat in the skirmish line or the periphery of the larger armies, with innovative Initiative and Mission-Generation systems. Conflicts from the 2nd Seminole War to the Spanish American War are covered in the Core Book, including the American Civil War and the Anglo Zulu War. You can find out more about it in the Blood & Steel Facebook Group. Edgar Pabon and Damien Macomber, the game's authors, will demonstrate the game's mechanics using 28mm miniatures. This demo will allow you to check out the game without committing to an entire session. Come by and say hello!

### **TABLE 2 - Battles on the Frontier - Part One**

Mike Stelzer hosts this series of battles in Colonial America using "Song of Drums and Tomahawks" and 28mm figures. Ranging from King William's War to the French and Indian War, each of the battles presented will be different from the others to present the re-playability of the rules. Players will be able to choose which side they want to command on a first come/first choose basis. And with 4 hour time slots, they may get in two games for the price of one. Join the fun as Mike showcases First Command Wargames' first published rules set, "Song of Drums and Tomahawks". There'll be room for up to 8 players. This game is sponsored by First Command Wargames.

### **TABLES 3 & 4 - The Pirates of Cutlass Lagoon**

Back by popular demand Ben and David Raybin present their spectacular Pirate Game! Played on a 20 foot table, this game will feature a dozen 28mm fully-rigged pirate ships and crews all contesting three tropical islands. These islands are the home to blood-thirsty cannibals and other unknown dangers too horrible to mention. And it's not just the islands what hold mortal danger to all who tread their paths, me hearties. The very waters, themselves, are filled with nasty beasties of every description. Cap'n Raybin's own "Barnacle Bill" rules, which are a pirated (Har! Har! Har!) version of Bob Duncan's "Gun Boat Diplomacy" will be used to moderate the action. As always, first choice of ships goes to the brave men and ladies properly attired in Pirate garb. So don't wait for the press gangs to find ye! Sign up now for the action! The game'll be havin' room for a dozen souls! with steel in their guts and salt water in their veins! Aaarrggghh!!!

### **TABLE 6 - The Battle of Midway**

Planes flash across the Pacific sky as pilots try to out-maneuver each other in a deadly dance among the clouds. Machine guns blaze, smoke pours from damaged engines and more than one comrade has been seen plunging into the sea with a great splash and a ball of fire. Sooner or later, someone must gain the upper hand and end this fight! Douglas Glover, of the *Lead Pursuit Podcast*, hosts this WWII aerial combat game using 1:200th scale miniatures and "Blood Red Skies" rules written by renowned game developer Andy Chambers. You'll be participating in a large dogfight action taking place during the epic Battle of Midway and you might even get to escort deadly torpedo bombers to strike the enemy carriers! If going head-to-head with your opponent, matching wits and maneuvers as you try to control the skies is your cup of tea then this is the game for you. Stop by and join the excitement.

### **TABLE 7 - Action Near Bautzen - 1813**

The Prusso-Russian army, in full retreat following their defeat at the Battle of Lützen, was finally ordered to stop at by Tsar Alexander and King William III at the town of Bautzen. Two strong defensive lines were formed east of the River Spree. The first holding strongpoints in villages and along hills and the second holding the bridges behind a river bend. The army's right flank was covered by a number of lakes and the left was anchored by the town itself. Here they would make their stand. Malcolm Sleight presents this Napoleonic action, which covers French Marshal Étienne MacDonald's divisional attack on the defenses in the area around Bautzen, using "General d' Armee" rules and 28mm figures. Up to 6 players can choose sides and see if the Russians defenders have what it takes to stave off the advancing forces of the pursuing French army. The GM asks that players under 14 years old be accompanied by an adult.

### **TABLE 8 - Storming the La Fiere Causeway**

It's June 9th, 1944 and the U.S. 507th Parachute Infantry Regiment has been fighting to capture and hold the main crossing over the Merderet River near La Fiere since D-Day. They've fought tooth and nail with the Germans for the valuable crossing point with neither side willing to give it up. The initial D-Day gains of the valiant Paratroopers have been repulsed by determined German counterattacks. But now, the 3rd Battalion, 325th Glider Infantry has been ordered to join the action. Darick Kingery from "Wargaming in Miniatures" hosts this WWII scenario recreating the famous infantry fight to capture the La Fiere causeway. The battle will be fought on a 5'x8' terrain board using "Battlegroup" rules and 15mm miniatures. Up to 7 players can take part in the action with novices encouraged to join.

### **TABLE 9 - Gettysburg: Day 1**

After defeating General Joseph Hooker's Army of the Potomac at Chancellorsville, General Robert E. Lee marched his victorious Army of Northern Virginia into Pennsylvania hoping to fight a decisive battle that would end the war. Lee had ordered his scattered forces to concentrate at Gettysburg but, without his cavalry screen, he was blind to the enemy's location and unaware that the Army of the Potomac, now under the command of Major General George Meade, was closing fast from the South. Both forces had been arriving piecemeal during the opening stages of the battle. This scenario covers the Confederate attack just as U.S. Brigadier General John Buford's cavalry was retreating upon the arrival of the Union's 1st Corps. Nashcon favorite, and HMGS-MS Old Guard, Bob Moon hosts this grand re-fight of action on the first day of one of the Civil War's most important battles in glorious 40mm.

### **TABLE 10 - Crush: Titans Path**

Flocks of birds take to the sky disturbed by ponderous footsteps and the crash of trees being carelessly pushed aside or trampled to the ground. A roar of challenge thunders across the landscape quickly answered by another equally fierce. With deadly intent, two gigantic bodies slam into each other and begin their struggle for battlefield dominance. Join Shawn Quinn, owner of Ghost Forge Games and author/developer of "Crush" rules, as he presents his amazing game of 28mm Kaiju battles. Each player chooses a monster, robot, dinosaur etc. and customizes it to face off against other players. The rules are fast and flexible, easy to learn and fun to play. So come join the fun! Simply choose a monster, lead it into battle and crush your friends.....in a fun way, of course. There'll be room for up to six monster wranglers.

### **TABLE 11 - Battle of Burton Island: February 3rd, 1944**

The nearby Island of Kwajalein had been secured freeing up the US Army 17th Infantry Regiment, a reserve force for that attack, to make the planned assault on Burton Island. The 1st and 3rd Battalions of the 17th have been given the task of securing the island from the Japanese. Long and narrow (most of island covered with thick vegetation) Burton is the third best defended island in the Kwajalein atoll with machine guns, large caliber dual purpose guns, pillboxes and a seaplane base. Can the Japanese defenders survive the overwhelming power of the US troops? Mike Peccolo hosts this WWII Pacific Theater "island-hopping" action using "Rapid Fire Reloaded" rules and 15mm figures. Up to 6 players can take part in the action. Come on down, choose a side and fight for honor and glory!

### **TABLE 12 - Bloody April: Part 1**

Union Major General Ulysses S. Grant's Army of Tennessee had camped at Pittsburg Landing awaiting Major General Don Carlos Buell's Army of Ohio. Grant was ordered not to engage the Confederates until he has been reinforced by Buell's army but once combined, the two armies would advance south on Corinth, MS. To consolidate and prepare for operations against the Union forces, Confederate General Albert Sidney Johnston had marshaled his Army of Mississippi at Corinth. Anticipating a Federal move against the city, Johnston planned to smash Grant's Army at Pittsburg Landing before Buell could arrive. The attack of General Johnston's Army of 6 April, 1862 on Grant's force nearly resulted in changing the course of war in the west. Join Bill Moreno, owner and operator of Good Ground Miniatures, as he hosts the re-fight of this classic affair using Revised Brigade Fire & Fury and his own 10mm Cracker Line and Thunder on the Mississippi ranges over a sculpted and purpose-built terrain board.

### **TABLE 13 - Battle of Otranto 1917: Steampunk Style**

Experience the naval battle of Otranto as it should have been fought.....with Airships! This WWI action in the Adriatic was planned for but never occurred. The Austrian's had always looked for a viable time to sortie their forces but never quite found it. But now they have and up to 8 players will fight the clash between the Austrian navy as they break out against the waiting Italian Regia Marina and its French and British allies. Patrick Connaughton hosts this steampunk naval action using Rottenlead's "Imperial Skies" rules and 1/285th scale aerial steamships. No experience is needed and all materials provided! Come join the fun and make (alternate) history. Sponsored by HMGS-Midwest

### **TABLE 14 - The Battle of Wilson's Creek**

As the U.S. disintegrated in 1861, the allegiance of Missouri was in doubt. Union forces under Brigadier General Nathaniel Lyon moved to take control of the state. Confederates troops from Arkansas, under the command of Brigadier General Ben McCulloch, moved back into Missouri. Camped a short distance from the Confederates at Wilson's Creek near Springfield, Union forces conducted a dawn attack on August 9th with 3 brigades and a detached 4th brigade to attack the Confederate rear while the Confederates sent a cavalry brigade to attack the Union rear. Join Ed Bardill, of the Historic Gamers of North Knox County, as he presents this American Civil War action using "Epic Civil War Black Powder" by Warlord Games. 9 players (ages 14 or older, please) will participate on either side as a brigade commander and fight a battle that was unique in that both sides employed detached brigades to attack the enemy's rear. Stars and Stripes or Stars and Bars.....choose a side and send your brigades forth to victory



### **TABLE 15 - Samurai Showdown**

The Shogunate is crippled and Japan is at war! Samurai warlords strengthen their iron grip over the land while peasants, bandits and monks revolt against the Samurai's yoke. Join the authors of "CLASH of Spears" in celebrating the release of their expansion "CLASH of Katanas". Fun, flexible and fast paced, this alternative form of skirmish gaming avoids onerous charts and complex book keeping while still giving players a good representation of ancient combat. Players will lead their loyal Samurai retinues into battle or perhaps gather followers to participate in a rebellion against the Warlord's minions. This two-way battle will have 6 individual, totally independent commands each with their own chance to win prizes and more importantly glory!

### **Evergreen Room - SAGA 6pt Tournament**

Daniel Corbett, of Game Table Adventures, will be the Tournament Organizer for this SAGA Tournament taking place in the Evergreen Room just off the main lobby. The tournament will consist of three 2½ hour rounds and has openings for up to 20 participants of all ages. The entry fee is \$15.00. There will be a lunch break after Round 1.

Participants will build 8 points and play 6 points each round. No Legendries or Relics will be allowed. The following missions will be chosen for each round in a random order:

- "Clash of Warlords"
- "Change of Plans"
- "Feasting and Pillaging"

If you have questions, contact Daniel at the following email address: [daniel@gametableadventures.com](mailto:daniel@gametableadventures.com)

## **SESSION 4 (Saturday, 2pm - 6pm)**

### **TABLE 1 - Von Zeppelin's Alsace Adventure**

At the very beginning of the Franco-Prussian War, Captain Count Von Zeppelin was leading a small force to reconnoiter lower Alsace. At one point the force stopped to rest at the Schirlenhof Inn. As they prepared a meal, a French force from nearby Neiderbronn surprised and eventually surrounded them. Von Zeppelin and a few others fought their way out and escaped. Using the new "Blood & Steel" rules and 28mm figures, we will replay the action and see if history can be changed. Edgar Pabon, game co-author, will host this game. This will also be a preview to the game's first supplement centered on the Franco-Prussian War.

### **TABLE 2 - Battles on the Frontier - Part Two**

Mike Stelzer hosts this series of battles in Colonial America using "Song of Drums and Tomahawks" and 28mm figures. Ranging from King William's War to the French and Indian War, each of the battles presented will be different from the others to present the re-playability of the rules. Players will be able to choose which side they want to command on a first come/first choose basis. And with 4 hour time slots, they may get in two games for the price of one. Join the fun as Mike showcases First Command Wargames' first published rules set, "Song of Drums and Tomahawks". There'll be room for up to 8 players. This game is sponsored by First Command Wargames.

### **TABLES 3 & 4 - The Pirates of Cutlass Lagoon**

Back by popular demand Ben and David Raybin present their spectacular Pirate Game! Played on a 20 foot table, this game will feature a dozen 28mm fully-rigged pirate ships and crews all contesting three tropical islands. These islands are the home to blood-thirsty cannibals and other unknown dangers too horrible to mention. And it's not just the islands what hold mortal danger to all who tread their paths, me hearties. The very waters, themselves, are filled with nasty beasties of every description. Cap'n Raybin's own "Barnacle Bill" rules, which are a pirated (Har! Har! Har!) version of Bob Duncan's "Gun Boat Diplomacy" will be used to moderate the action. As always, first choice of ships goes to the brave men and ladies properly attired in Pirate garb. So don't wait for the press gangs to find ye! Sign up now for the action! The game'll be havin' room for a dozen souls! with steel in their guts and salt water in their veins! Aaarrgghh!!!

### **TABLE 5 - Duel in the Sky**

Multi-colored Biplanes swarm across the skies, locked in single combat, as they try to out-maneuver and out-gun their opponents. The sound of chattering guns and whining engines fills the air as smoke from damaged aircraft drifts along on the wind. These are the sights and sounds of aerial combat in WWI. Dave Winfree, owner of I-94 Enterprises, hosts this game using "Check your 6! - Colorful Skies" rules and miniatures from his line of 1/285 scale aircraft. Designed to reflect the realities of air combat with the simplest wargame mechanics possible, "CY6! - CS" uses rules modifications and aircraft stats (directly compatible with the "Check Your 6!" WW2 core rules) to simulate aerial combat during the Great War. Multiple die types and innovative mechanics enable players to think about the fight instead of what chart to look at. So pick a side and join the fun. Up to 10 would-be pilots can participate in the action.

### **TABLE 6 - Crossing the Berezina**

During Napoleon's disastrous 1812 retreat from Moscow, the French army suffered continual harassment from a merciless Russian army. Napoleon's plan was to cross the Berezina River and head for Poland. Stalked by hunger, thousands of stragglers, wounded and refugees flee the pursuing Cossacks and other forces of Russian General Kutuzov. Reaching the Berezina River late in November, Marshal Claude Victor-Perrin is tasked with protecting the retreating army and defending the river bridges. Victor-Perrin's men from Baden, Berg, Hesse, Poland, Saxony and France face off against the swarming Russians. Every hour he holds them at bay allows more troops and supporters to survive and become the core of the Emperor's new army for the spring campaigns. Jim Deppen presents this game of Napoleonic warfare using 28mm figures and "Black Powder: 2nd Edition" rules. How many French soldiers will survive to reach the safety of the Duchy of Warsaw? It's up to you to decide! There'll be room for up to 6 players.

### **TABLE 8 - Bastard Sword Fantasy Skirmish**

Join Taylor Lee as he hosts this new, exciting game of fantasy skirmish battles. A mixture of your favorite pen and paper RPGs and Miniature Wargames, "Bastard Sword Fantasy Skirmish" takes it to the next level! A narrative game focusing on campaigns, you gain loot and experience as you advance your characters. In this game, up to 4 players will each control a party of five characters, battling against their opponent's parties to complete missions. No experience is necessary as it's a fast and easy system to learn and all the terrain, miniatures and dice needed to play will be provided. "Bastard Sword Fantasy Skirmish" brings options you just can't resist!

### **TABLE 10 - Crush: Titans Path**

Flocks of birds take to the sky disturbed by ponderous footsteps and the crash of trees being carelessly pushed aside or trampled to the ground. A roar of challenge thunders across the landscape quickly answered by another equally fierce. With deadly intent, two gigantic bodies slam into each other and begin their struggle for battlefield dominance. Join Shawn Quinn, owner of Ghost Forge Games and author/developer of "Crush" rules, as he presents his amazing game of 28mm Kaiju battles. Each player chooses a monster, robot, dinosaur etc. and customizes it to face off against other players. The rules are fast and flexible, easy to learn and fun to play. So come join the fun! Simply choose a monster, lead it into battle and crush your friends.....in a fun way, of course. There'll be room for up to six monster wranglers.

### **TABLE 11 - Desert Breeze**

Fought under the brutal Middle Eastern sun, amidst choking sands and almost intolerable heat, the Iraq War of the early 2000's was a part of the U.S. Government's War on Terror. This conflict included actions ranging from armored clashes and air combat to house-to-house fighting against insurgents armed with RPG's and IED's. Come join the fine fellows from Miniature Building Authority as they revisit these desert battlegrounds, using their own set of Modern Combat rules titled "Open Conflict" and 28mm miniatures, to see if history can be changed. Up to 4 players will be able to sally forth and try to secure victory for themselves and their commanders.

### **TABLE 12 - Bloody April: Part 2**

Union Major General Ulysses S. Grant's Army of Tennessee had camped at Pittsburg Landing awaiting Major General Don Carlos Buell's Army of Ohio. Grant was ordered not to engage the Confederates until he has been reinforced by Buell's army but once combined, the two armies would advance south on Corinth, MS. To consolidate and prepare for operations against the Union forces, Confederate General Albert Sidney Johnston had marshaled his Army of Mississippi at Corinth. Anticipating a Federal move against the city, Johnston planned to smash Grant's Army at Pittsburg Landing before Buell could arrive. The attack of General Johnston's Army of 6 April, 1862 on Grant's force nearly resulted in changing the course of war in the west. Join Bill Moreno, owner and operator of Good Ground Miniatures, as he hosts the re-fight of this classic affair using Revised Brigade Fire & Fury and his own 10mm Cracker Line and Thunder on the Mississippi ranges over a sculpted and purpose-built terrain board. This is the second of two sessions.

### **TABLE 13 - The "Clip Their Wings" Raid**

It's North Africa 1942.....or maybe Arizona 1967.....and Sgt. Troy and the other Rat Patrol members, Moffitt, Hitchcock and Pettigrew, are escorting a squad of engineers behind German lines to destroy a secret enemy airfield. Will you pitch in to help the allies complete their mission or will you join Hauptmann Hans Dietrich and the Afrika Korps, hot on the trail of their elusive foes, as they try to stop them? Mike Coggins and Cowan Hunter re-visit the scorching desert sands to bring us this epic "blast from the past" using 28mm miniatures and Bolt Action skirmish rules modified with some Hollywood twists. There'll be room for up to 6 players. So come join the fun and find out if your episode ends with a new season or a cancellation? Oh, and if you're looking for a straight-up game of "Bolt Action".....this probably ain't for you!

### **TABLE 14 - Aerodrome® 2.0 – Pearl Harbor Redux**

It's early Sunday morning on December 7th, 1941 and a host of Imperial Japanese fighters, dive bombers and torpedo bombers strike at the USN fleet at Pearl Harbor. But.....will it be the same, historical, one-way show or are the Americans forewarned and ready? If you've ever wanted to sink a battleship, or maybe toast a meatball, well here's your chance! Rules will be explained, by Mark Wukas, with charts and aircraft provided for up to 16 players. This game is open to everyone.....wives, sons, husbands, daughters, girlfriends and boyfriends. We must ask, however, that players under the age of 13 be accompanied by a playing adult. Zero's and Kate's vs Warhawks and AA Guns.....which side will claim victory?

### **TABLE 15 - Melee at Stonne - France 1940**

The Battle of Stonne took place during the Wehrmacht's operational plan "Fall Gelb", an offensive through the Ardennes to encircle the Allied armies in Belgium and north-eastern France. On May 15, 1940 this little town witnessed the beginning of a series of vicious back-and-forth actions fought between the German 10th Panzer Division, along with the Großdeutschland Infantry Regiment and StuG III's of the Sturmartillerie Battery 640 and the French 3rd Armor Division (DCR) supported by elements of the 67th and 51st Infantry Regiments. Also known as the "Verdun of 1940", this extended battle saw the Germans come face to face with the premier French tank, the Char B1-Bis, for the first time. Kirk Harris, of Track and Hull fame, presents this early WWII clash for up to 6 players using "Battleground" rules and 20mm figures. Will the French be able to secure this vital piece of real estate or will German lightning strike yet again? Come join the fun and find out.

### **Evergreen Room - SAGA 6pt Tournament**

Daniel Corbett, of Game Table Adventures, will be the Tournament Organizer for this SAGA Tournament taking place in the Evergreen Room just off the main lobby. The tournament will consist of three 2½ hour rounds and has openings for up to 20 participants of all ages. The entry fee is \$15.00. There will be a lunch break after Round 1.

Participants will build 8 points and play 6 points each round. No Legendries or Relics will be allowed. The following missions will be chosen for each round in a random order:

- "Clash of Warlords"
- "Change of Plans"
- "Feasting and Pillaging"

If you have questions, contact Daniel at the following email address: [daniel@gametableadventures.com](mailto:daniel@gametableadventures.com)

### **Main Lobby - Blood Red Skies: Gathering of Eagles Tournament**

Blood Red Skies is the World War II mass air combat game from Warlord Games, written by renowned game developer Andy Chambers. In it, you take command of a force of iconic WWII fighter aircraft. Spitfires duel with Messerschmitt's, Corsairs face off against Zero's and Sturmovik's go head-to-head with Focke-Wulf's in fast-paced dog-fights using the game's unique dynamic 'Advantage' system. Opposing pilots can also use card-based traits, doctrines and skills to make the most of their planes. Douglas Glover, of the Lead Pursuit Podcast, hosts this Tournament sponsored by Warlord Games. Eight players will compete, bringing one 500 point list and playing three rounds in the US Gathering of Eagles tournament format. Tournament packets are available on the Lead Pursuit Podcast (see link below). Participants should already have a basic understanding of the game rules and have fully painted miniatures to accurately represent their list. Come join the Blood Red Skies tournament to determine who the best squadron commander is!

<https://www.leadpursuit.net/goe-tournaments>

## **SESSION 5** (Saturday, 8pm - Midnight)

### **TABLE 1 - McClellan's Adventure Near Mexicalcingo**

Capt. McClellan is conducting a reconnaissance for the US army when he is spotted by Jalisco Lancers. Will he escape or will he be taken by the Mexicans? Using the new "Blood & Steel" rules and 28mm miniatures, we will replay the action and see if American history can be changed. Imagine what would happen if McClellan was taken prisoner or perhaps killed. How would that affect the US Civil War? Damien Macomber, game co-author, will host this game.

### **TABLE 2 - Wings of Glory Dogfights (starting at 7pm per GM's request)**

Join the Duke Boys in their rendition of WW1 dogfights using the Wings of Glory system along with some of our own inventions that provide a bit of extra luck and excitement (Do you really want to try that shot with your ally's plane RIGHT THERE?). We can accommodate 12+ at the same time using a system that allows folks to come and go as their schedule dictates. We can have you flying in 3 minutes and fighting in 5. Stay all night or for 30 minutes, although chances are you might stay longer once you start! We'll be using 10mm WW1 planes in various scenarios and supplying everything needed to play. If you bring your own plane we'll try to work it in. No giant bombers however or Me-262s, please! Children 14 and older are welcome as long as an ACTIVE parent is in the game. Beginners are welcome, veterans accepted. Come join the fun of one of the loudest games at Nashcon!

### **TABLES 8 & 13 - Lion-Sur-Mer & Perier's Ridge**

On June 6th, 1944 Field Marshall Erwin Rommel's forces began their counterattack on the British Beachhead at Sword Beach. After learning of Allied paratrooper landings early in the morning, the 21st Panzer Division wasted no time in mustering the panzer grenadiers to repel the long-awaited invasion. Frustrated from delays caused by Rommel's absence (he was on leave visiting Germany) and Allied disruption of communications, German Corps commander General Marks, was not able to order the counterattack till almost 10am in the morning. Allied bombers had reduced Caen to rubble causing them even further delay in reaching the battlefield. Split into 3 Kampfgruppen, the Division threw itself against British beachhead in a desperate attempt to push them back into the sea. This is the battle of the Kampfgruppen Rauch and von Oplen as they meet the British invasion head-on. Can they take Perier's ridge that overlooks Sword beach and end the British Invasion or will their drive to the sea be for naught? Join Joe Collins as he presents this exciting WWII action using "Rapid Fire" rules and 20mm figures. There'll be room for up to 12 players

### **TABLE 9 - On to the Dneiper**

The battle of Kursk is over and the Germans are falling back to a new defensive line on the Dneiper River. The Soviets are in hot pursuit. Elements of the German 10th Panzer Grenadier Division have been designated a blocking force to slow down the pursuing Soviets 5th Guards Tank Corps. The German force, composed of anti-tank guns and assault guns, face off against Soviet T-34/76's and KV-1's with a second wave following up behind them. The Germans also have a platoon of Panthers waiting in the wings for the expected counter-attack. The 5th Guard's mission is to break through the German blocking force and attack their main body. Steve Hagarty, of Lombardy Studios, presents this Company level WWII Combined Arms game using "Treadheads" rules and 10mm miniatures. Steve says these rules utilize a unique gaming system which makes them easier and less complicated than most traditional sets. The game will accommodate up to 8 novice or experienced players.

### **TABLE 10 - Crush: Titans Path**

Flocks of birds take to the sky disturbed by ponderous footsteps and the crash of trees being carelessly pushed aside or trampled to the ground. A roar of challenge thunders across the landscape quickly answered by another equally fierce. With deadly intent, two gigantic bodies slam into each other and begin their struggle for battlefield dominance. Join Shawn Quinn, owner of Ghost Forge Games and author/developer of "Crush" rules, as he presents his amazing game of 28mm Kaiju battles. Each player chooses a monster, robot, dinosaur etc. and customizes it to face off against other players. The rules are fast and flexible, easy to learn and fun to play. So come join the fun! Simply choose a monster, lead it into battle and crush your friends.....in a fun way, of course. There'll be room for up to six monster wranglers.

### **Table 11 - Second Battle of Villers-Bretonneux: First Tank vs. Tank Action in History**

During WWI, in the spring of 1918, the Germans launched an offensive hoping to defeat France and Britain before the Americans could fully deploy their forces. One of the critically important objectives was to capture the rail center of Amiens. Between the German lines and Amiens lay the British-held town of Villers-Bretonneux. On the morning of April 24, the Germans launched an assault to take the town. After a preparatory artillery barrage of smoke, high explosive and mustard gas the Germans attacked with infantry and three of their new A7V tanks. Tasked with defending the town were entrenched, but disheartened, British infantry and one section of three British tanks. Between the towns of Cachy and Villers-Bretonneux, the two tank forces made contact and the first tank versus tank action in history ensued. Keith Jordan presents this "What a Great War Tanker" game using modified "What a Tanker" rules and 15mm figures. The game will accommodate up to 8 players.

### **TABLE 14 - Aerodrome® WWI Aerial Combat**

If you've ever want to fly a Spad XIII, a Fokker D.VII or a Sopwith Camel, now you can. Or, at least, the next best thing to it. Come join the fun and play "Aerodrome®" the traditional, award-winning, nationwide convention favorite for over 25 years! Fly colorful 1:144 scale WWI aircraft into combat using simulated wooden "cockpits". These easy to learn and fun to play rules will be taught by, Stan Kubiak, with multiple rounds running continuously through the allotted time. Each round lasts about one hour providing lots of fun for experienced and new players alike. Wings & Medals will be award for Victories & Valor! This game is open to everyone.....wives, sons, husbands, daughters, girlfriends and boyfriends. We must ask, however, that players under the age of 13 be accompanied by a playing adult. So grab your gear and climb aboard your aircraft. There'll be room for up to 12 aviators.

### **TABLE 15 - Victory at Sea: Battles in the Atlantic**

Do you think you could have beat the pursuing ships of the British Royal Navy and taken your Kriegsmarine pocket battleship back into the South Atlantic? Do you think you could have outmaneuvered your foes and sunk both the HMS Hood and the HMS Prince of Wales? Would you like to find out? If so then please join Michael Lewis as he re-creates the Battle of the River Plate and the Battle of the Denmark Strait, two of the most famous naval battles of WWII, using the Warlord Games "Victory at Sea" ruleset and 1/1800 scale ships. This event is for players of all skill levels. All materials will be provided. So man the guns, order "full steam ahead and sail into action! This game will accommodate up to 8 would-be admirals.

## **SESSION 6 (Sunday, 9am - 1pm)**

## OTHER HAPPENINGS

### **CAV: Strike Operations Demonstrations - Belmont Ante Room**

Stop by and see Hugh Peeples, Christopher Hume and Troy Tompkins in their command center, just off the main lobby, to get introduced to this exciting Sci-Fi game through a single unit boot camp tutorial. Then enjoy a full-sized game, or two, in a scenario-based tactical miniature event. Full-sized games will feature multiple squads, combined arms, upgrades and faction doctrines. The schedule will alternate between 45 minute Boot Camp sessions and 2 hour full-sized games. Players can join at any time to take control of a faction or squad in one of several scenarios. Here's what you can look forward to:

**Boot Camp** – Each player controls a single Dictator B model to gain an understanding of the CAV: Strike Operations rule set. The basics of initiative, Action Points, movement, combat, and damage tracks will be covered in a learning environment where any and all questions are welcome. No special rules, just an introductory fight to the death with any and all weapons at your disposal!

**No Man's Land!** – Rach forces attempt to launch a new offensive against Terran forces on Hellspire. It has been two weeks since the Rach invaded the planet Hellspire in force, with near constant fighting since then. A brief lull in battle has allowed in both Rach and Terran sides to pull back to rest and refit. The Rach are now ready to launch a new offensive in the hopes of crushing Terran resistance. Will the Rach successfully cross "No Man's Land" and push the Terrans back? Or will they end up as yet more wreckage scattered across the desert plains?

**Salvage Run** – Adon and Ritterlich forces race to capture equipment from a downed dropship on the world of Setanta. Adon and Ritterlich forces have been battling for control of the world of Setanta for weeks. Each side is in dire need of resupply and reinforcements. Adon air patrols have managed to down an Ritterlich dropship, scattering supplies and spare parts across the forests of the planet's central continent. With each faction racing to salvage as many supplies as they can, will this dropship's scattered cargo prove the turning point in the battle for control of Setanta?

**Breakout** – Overwhelmed and overstretched, a Rach force group must break through the Malvernian line to escape Spica with their honor intact. Not everything has gone smoothly on Spica. Outmaneuvered and surrounded, a Rach force separated from the main attack group must find a way to break through an ever-shrinking noose of heavy Malvernian units. If they can escape to their dropships, they can return home and receive the accolades their raid on Spica deserves. If not, they will certainly be left behind and eventually eradicated.

**Recon in Force** – A Ritterlich recon unit has been tasked with locating an Adon forward command post thought to be directing the main defensive force on the Adon border world of Fay. The Ritterlich raid on the Adon world of Fay has met with unexpected resistance from a well-coordinated defense. Ritterlich commanders hope to throw the Adon defenses into disarray by eliminating the command post thought to be responsible for communication and coordination of the planet's defenses. The outpost is heavily shielded, preventing its exact location from being determined by orbital scans. Will the Ritterlich recon force locate the command post and salvage the entire operation? Or will the Adon defenders force the invaders to withdraw due to unacceptable losses?

**Lightning Strike** – Anti-air emplacements must be eliminated before the Almirithil can attack a Malvernian underground base on the planet of Alba. Almirithil forward recon units have determined the location of a vast underground base the Malvernians have been using as a staging point for the defense of Alba. The base is heavily defended from air attacks by a series of anti-air emplacements. No dropship can risk delivering a force strong enough to attack the base while the anti-air weaponry is functional. Can the Almirithil eliminate the anti-air emplacements, paving the way for a full-scale assault? Or will the Malvernian defenders repel the attack and secure their hold on the planet?

**King of the Hill** – Terran forces on Hellspire are desperately trying to hold the high ground for their artillery spotters, while the Rach must gain the hill to assault the Terran outpost it protects. Beleaguered Terran forces on Hellspire hold the high ground at the entrance to the canyons protecting Terran Outpost 12. The hill provides ample sight lines to direct remote artillery fire into any advancing Rach units, but sitting atop it also allows the exact location of the Outpost's defensive turrets to be seen. Can the Rach finally capture the hill under the constant barrage of artillery? Or will the undermanned Terrans repulse yet another assault?



# Flames of War Tournament - Saturday, August 20th

Did you ever want to play those armies nobody ever takes to a tournament because they bleed Victory Points? Well now's your chance because other than possibly breaking your force losing units doesn't mean a thing. Bring those British 3 tank Crusader or Honey Troops on!

This year's Flames of War Tournament is set using Version 4, Mid War forces in 15mm and please use painted miniatures. It will be Red vs Blue in the Desert using Single Force, 100 point Companies from the Battlefront Mid War North Africa or Tunisia Army Books. Mid War Monster and Wild Card units may be included. You can have an Allied Platoon (UK/US and Italy/Germany) but no Formation Command Cards, Second Formations or Allied Formations are allowed.

The tournament will consist of three 2½ hour Rounds. Check-In and Terrain set-up will be from 8-8:30 am. Round 1 will begin at 9:00 with an hour break for lunch between Rounds 1 and 2 and a half hour break between Rounds 2 and 3.

We will strive to make this a Red vs. Blue event as much as possible but it will depend on the type and number of forces registered. We will also avoid gamers from the same club playing each other in the Round 1 matchups. Rounds 2 and 3 matchups will be by Red vs Blue current standings in regards to number of wins, draws and losses.

Please submit your army list to Tournament Organizer, Charlie Clay (tankrider@aol.com), no later than 8/6/22. The Battlefront Forces format is preferred but whatever you can do is okay. The Entry Fee is \$40.00 which includes access to all Nashcon scheduled gaming activities plus the vendor's area the entire weekend. There are 24 spots available for this tournament. You can e-pay at the Nashcon website (Nashcon.org).

## NOTES:

- EXTENDED MISSIONS PACKETS will be in use.
- No limits to what posture you use. Attack, Maneuver, or Defend are all available for any round.
- After secretly choosing their Attack, Maneuver or Defend posture, players will roll a die then consult the matrix for the appropriate Mission.
- Rounds will be 2½ hours with "start time" and "time remaining" reminders announced by the T.O.
- Play halts (with dice down) at the announced end of the round. The good sportsmanship guideline holds that if you can't finish a game or round in the time remaining then call it where you are.
- To determine an overall score, we will use the number of Wins, Draws and Losses with Tie Breakers of Sportsmanship Score, number of Enemy Platoons and Commanders Destroyed and a d6 Roll-Off if necessary.
- Prizes will be for Best General, Best Opposing General, Best Sport, Best Army and Best Table. Please bring desert themed terrain for a table to be considered for the Best Table prize.

# JohnnyCon

## Games in the Cheekwood Board Room

### THURSDAY NIGHT

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

The American Civil War is in full swing and this year's spring offensive has begun. The Cavalry has been sent out to scout the Tennessee countryside and, based on the information they provide, plans will be made and implemented. Norris Darrall presents this game for the "Johnny Reb III" set of rules using 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. In their role as commanders, players will schedule troop arrival times and locations with brigades arriving based on available commanders. 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. Additional troops might arrive from the next division or you might even transfer to the opposite side. And you can play as long or as little as you like. Everyone is welcome! The game will begin whenever four players are willing to command a brigade. Additional players will be added as they report for duty up to the ten player limit.

### FRIDAY MORNING

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## **Gangs of Baltimore**

The first shots of the American Civil War were fired at Fort Sumter on April 12, 1861 but no one was killed during that engagement. The first actual combat deaths occurred a week later in Baltimore, Maryland in a pitched battle between elements of the 6th Massachusetts Militia Infantry Regiment and a pro-secessionist mob attempting to keep them from moving through the city to reinforce Federal forces defending Washington. This scenario recreates that chaotic event using 15mm miniatures and "Johnny Reb III" rules modified for company level operations. Up to 12 players can take part in this exciting ACW action hosted by Kermit Hilles, Chuck Warnick and Norris Darrell.

## **Shiloh: Pond vs. McDowell**

As the battle raged in the early morning hours of April 6th along Shiloh Branch, Union Colonel John A. McDowell's brigade sat idle as wave after wave of Confederates assaulted the rest of Sherman's division to his left. Opposite him, Confederate Colonel Preston Pond failed to press his attack. Could a more aggressive Pond have pried Sherman from his position hours earlier? Hosted by Brad Butkovich, this small scenario will be a 2 player, Brigade vs. Brigade battle that can be played and decided quickly. Once a game is finished, the board will be reset and new players may give it a try. The game will use "Johnny Reb 2" rules and 15mm figures.

# **FRIDAY AFTERNOON**

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## **The Bloody Dawn of the Bloodiest Day in US History**

The Battle of Antietam was fought between Union Major General George B. McClellan's Army of the Potomac and Confederate General Robert E. Lee's Army of Northern Virginia near Sharpsburg, Maryland. It was the first major engagement in the Eastern Theater of the American Civil War to take place on Union soil. After pursuing Lee into Maryland, McClellan launched his army against Lee's forces who were in defensive positions behind Antietam Creek. At dawn on September 17 of 1862, Major General Joseph Hooker's corps mounted a powerful assault on Lee's left flank with attacks and counterattacks sweeping across Miller's Cornfield and swirling around the Dunker Church. Join Benjamin Sexton as he hosts this reflight of the morning's action during the bloodiest day in American history using "Johnny Reb III" rules and 15mm figures. Up to nine players will choose sides and strive to either blunt Lee's invasion of the North or to swiftly end the war with a decisive Southern victory.

## **Eastern Front Armor Action**

Operations Barbarossa and Typhoon, Case Blue, numerous Soviet Counter-Offensives and many other operations and battles made up the four-plus years of conflict known collectively as the battles on the Eastern Front during WWII. These many battles, characterized by unprecedented ferocity and brutality, wholesale destruction and immense loss of life, constituted the largest military confrontation in history pitting the forces of Germany against the armed might of Soviet Russia. Chuck Warnick hosts this game of armored clashes among the steppes of Russia using John Hill's Micro Armor rules and 1/285th scale miniatures. Will the Germans prevail in their invasion or will the forces of Mother Russia keep the Huns at bay? Come join the fun and find out!

## SATURDAY MORNING

### **Battle of Westport**

The Battle of Westport, sometimes referred to as the "Gettysburg of the West", was fought on October 23, 1864 in modern Kansas City, Missouri. Union forces under Major General Samuel R. Curtis faced off against a Confederate force under Major General Sterling Price. Price had led his Army into Missouri with the hope of capturing the state for the South. To counter this advance, General Curtis sent the bulk of his 1st Division to confront the Confederates at Lexington but was unable to stop them. The Union troops were forced to retire but slowed the Confederates enough for a pursuing Union Cavalry Division to close gain ground on the Rebels. Aware of the forces to his front and rear, Price determined to deal with them one at a time. He would attack General Curtis's army first at Westport. One of Price's Divisions forced a crossing of the Blue River at Byram's Ford on the 22nd of October and took up positions to hold off the pursuing U.S. Cavalry while two other of his Divisions were poised to assault the Union forces along Brush Creek the next day, hoping to defeat them before the Union Cavalry could arrive on the field in force. Join Gary Mills and Stephen Bachelor as they present this epic ACW battle.

## SATURDAY AFTERNOON

### **Battle of the Middle Boggy River**

At the beginning of the American Civil War, five civilized Indian Tribes (the Cherokee, Choctaw, Chickasaw, Creek and Seminole), living in what is now Oklahoma, allied themselves with the Southern Confederacy and waged war on the United States. Early in 1864 Federal forces sent a punitive expedition to destroy Boggy Depot, the main Confederate administrative and logistical base in the Indian Territory. Historically, the Battle of the Middle Boggy River was fought north of Boggy Depot and while victorious, the Federals withdrew back to Fort Gibson. This game assumes the Federals continued their advance toward Boggy Depot. The battle pits the civilized Indian tribes, their semi-civilized Texas allies and a few uncivilized Osage Indians against a multicultural Federal force composed of Black, White and Native American troops. Kermit Hilles hosts this 8 player game using "Johnny Reb III" rules and 15mm miniatures.