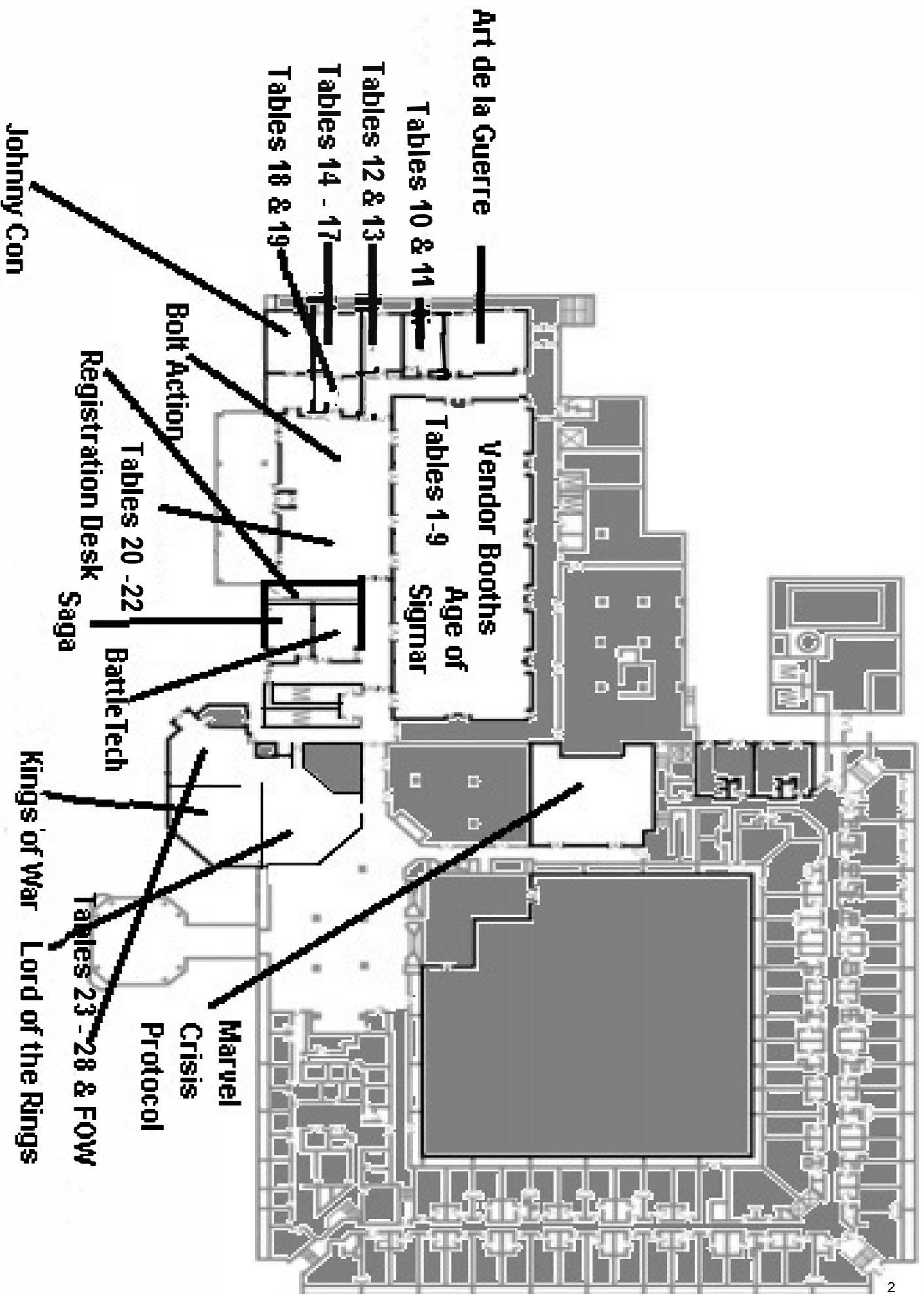




# 2024

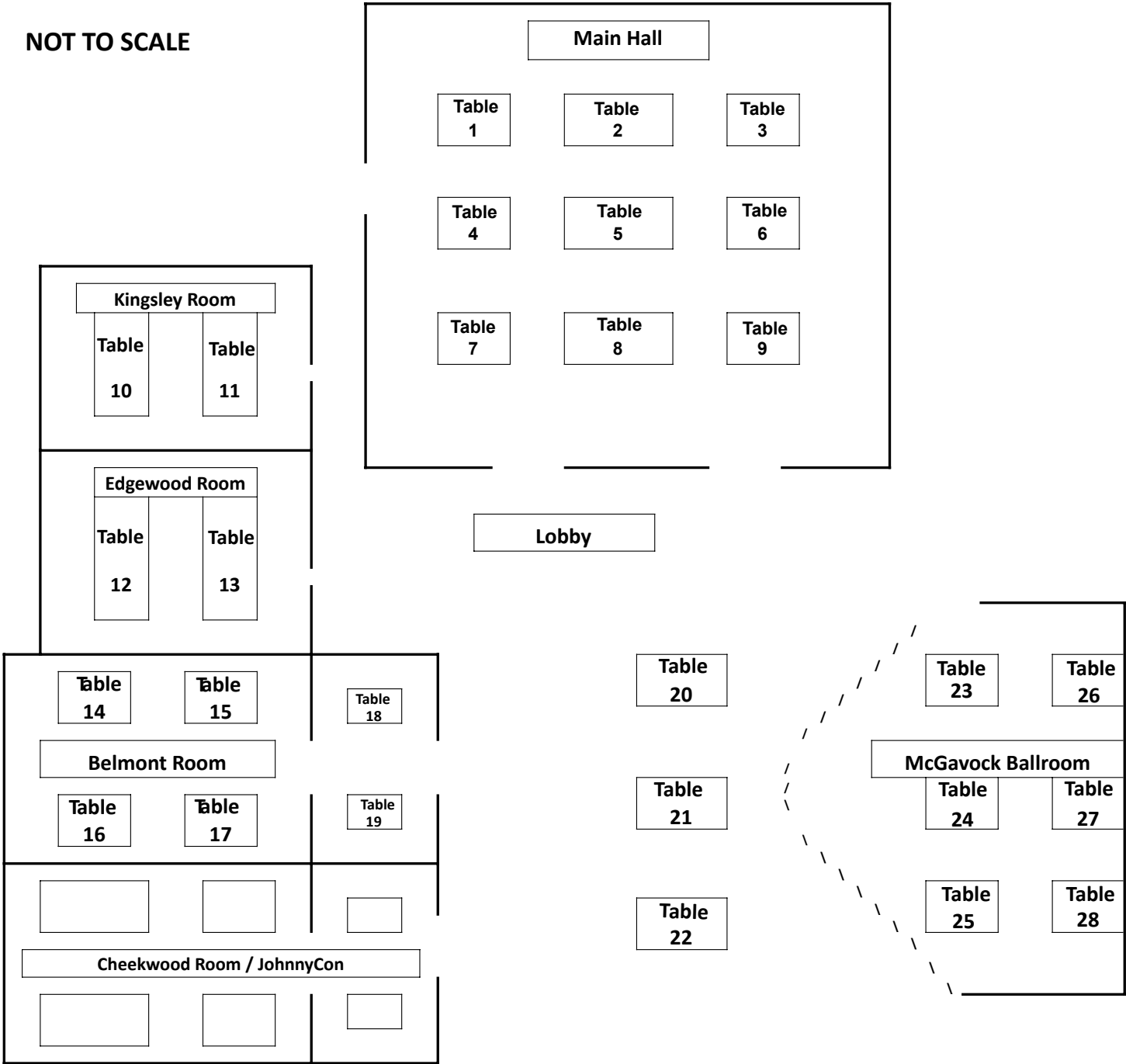
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# Table Map

NOT TO SCALE



# **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 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. Join Gregory Johnson of Pico Armor for this battle with room for 6 players.

### **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 10 (Kingsley Room) - Panzer North Africa from GMT Games**

Panzer North Africa is the latest installment of the Panzer series that dates back to its original publication by Yaquinto Games in the late 1970s. Essentially a miniatures game, the game provides realistic armor and gun results and plays quickly with the basic game. We will pit the forces of the Afrika Korps with their Italian Allies against the British Eighth Army in a meeting engagement with roughly equal size forces. Steven Duke presents this game of up to six players that will command their forces to meet with, close and destroy the enemy and hold the key terrain for follow on offensive operations.

### **Table 11 (Kingsley Room) - 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 14 – (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 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. **See pages 23 and 24 of program for game details.**

### **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 Byrum's Ford**

The Battle of Byram's Ford was fought on October 22 and 23, 1864, in Missouri during Price's Raid. With the Confederate States of America collapsing, Major General Sterling Price of the Confederate States Army conducted an invasion of the state of Missouri in late 1864. Union forces led Price to abandon goals of capturing the cities of St. Louis and Jefferson City, and he turned west with his army towards Kansas City. Gary Mills presents this holding action by Union forces against 2 brigades of Rebels using Johnny Reb 3 rules.

## **SESSION 2 (Friday, 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 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 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 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. 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.

### **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.

### **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 14 - (Belmont Room) - DEUS VULT!**

A pitched battle between the Crusaders and the Muslims between the first and second crusades in the Holy Land. It is fictional but typical of the sort of battles which did occur. I will be using Simon Miller's "To the Strongest" rules. Michael Huskey will supply everything needed, players only need bring enthusiasm. Space 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.



#### **Table 16 – (Belmont Room) - Frolikovs Fate**

Red army reconnaissance reported Minsk was virtually undefended. Many rear echelon troops begin to flee Minsk. However, some fanatics were intent on holding the city. Can you as a Soviet capture the city or as a Nazi can you defend the city? Kirk Harris of the Track and Hull Club uses BattleGround in 20mm for this WWII battle for 6 players.

#### **Table 17 (Belmont Room) - FRAG!**

Frag is a computer game without a computer. It's a "first-person shooter" on a tabletop. Move your fighter and frag your foes; draw cards for weapons, armor, and gadgets; move through the blood spatters to restore your own health! If you die, you respawn and come back shooting! Carl Archer brings us this game for up to 8 players.

#### **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. See pages 23 and 24 of program for game details

#### **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.

#### **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 Fallschirmjager's 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

### **Table 23 (McGavock Ballroom) - Swords & Sorcery!**

The forces of the Dark Necromancer are once again threatening the Free Peoples. The White Council has raised an army to defeat the Necromancer and his nefarious allies! Come play the new big battle fantasy miniatures "De Bellis Fantasiae". This new rule set due out early next year is derived from the award-winning ancient wargame ruleset, "De Bellis Antiquitatus". Joe Collins of the Track and Hull Club will be using the final draft copy of the rules. The game is for 6-8 players, using 28mm scaled figures.

### **The Phalanx Consortium Vendor Booth – Moonstone**

Moonstone is an award-winning fantasy skirmish game for 2-4 players, which sees you leading fairytale inspired characters in search of precious Moonstones. It uses unique card mechanics where players predict, misdirect, and bluff their way to victory. Demo games to be held at 2pm and 4pm.

### **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**

Brig. Gen. Quincy Gillmore was assigned to lead the 1863 campaign against the city of Charleston. Supported by a heavy naval presence in Charleston Harbor, Gillmore planned to seize Morris Island, which held Fort Wagner and Fort Gregg, and place heavy rifled guns on Cummings Point to neutralize Fort Sumter. Once the Federals overtook Sumter, then the army and the navy could move undisturbed into the city. Brad Butkovich Presents

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

Seeking to improve connections between roads in Washington County, fourteen bridges were commissioned to be constructed. It is one of five bridges designed by master bridge builder John Weaver, its construction was completed in 1836. The three-arched bridge provided a passageway over Antietam Creek for farmers to take their produce and livestock to market in nearby Sharpsburg, but today is different. Kermit Hilles presents this American Civil War battle.

## **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.

**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 5 - Ride Historic on the Thunder Road**

Denizens of the Wasteland, start your engines! Using Fame & Glory's ubiquitous skirmish system, paired with shiny new rules for vehicle combat and pursuit, each player will control a small gang of Wastelanders and their ludicrous motor vehicles seeking their fortune on the blazing Thunder Road. Complete your gang's unique objectives, or simply be the one with the most loot and precious guzzoline in their coffers at the end of the game. Some ride for pillage, some for glory, and some for virtuous causes; all ride to stave off the cranky black sorrow for another day. Tom Thomas presents this post-apocalyptic melee for up to 10 players may join for this historic ride. Only one question remains: do you have it in ya to make it epic?

**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.

**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 15 (Belmont Room) - Defending CACTUS**

Desperate American airmen struggle to defend their airbase on Guadalcanal (code named CACTUS) against a Japanese raid. Gavin Tovrea presents "Above the Clouds" by GT Publishing and 6mm planes for this WWII air battle for up to 6 players.

**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.

**Table 17 (Belmont Room) - Cruel Seas; Operation Waterboy**

It is 1943, an alternate time line, the Germans have seized Malta with a daring air raid in 1942! The British have put forth plans to retake Malta to open the Italian front's invasion of Sicily. The British must land their elite commandos upon Malta's heavily defended port of Valletta to silence the guns for the following naval landing. Will the British win the day with daring and panache or will the German Guns silence their plans? You decide. Command your flotilla of small ships as they head out to attack the convoy, drop off Commandos for a behind-the-lines mission or just shoot everything until the harbor is a blazing mess. Room for 6 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. **See pages 23 and 24 of program for game details**

**Table 20 (Lobby) - Wings of Glory**

Join the Duke Boys once again for fun in the Skies over France. It's Wings of Glory at a basic level, with a few extra wrinkles for fun, and dice for the daring ("Do you really want to take that shot with a friendly plane between you and the target?"). We will provide a series of scenarios, including Balloon Busting, and welcome beginners as well as veterans, including welcoming walk-ups who can only play part of the session. We can have you flying in four minutes and having fun in five! 14 years and up welcome if a parent is participating. Join us for one of the loudest games at Nashcon!

**Table 21 (Lobby) Attack & Counterattack- Battle for Putot-en Bessin**

The Battle for Putot-en-Bessin: The Canadians streak of success starting with their landing and moving inland was suddenly challenged on DDay +2. The German 12th SS Panzer Division had organized and moved to stop the Canadians advance with a strong counterattack. This game will feature the twin battles of Putot-en-Bessin and Bretteville l'Orgueilleuse as the Canadians are tasked with both defense and attack against their newly arrived foes. Joe Collins of the Track and Hull Club presents this game for 8 people. He will be using the new Rapid-Fire Reloaded rules using 20mm figures.

**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 Byrum's Ford**

The Battle of Byram's Ford was fought on October 22 and 23, 1864, in Missouri during Price's Raid. With the Confederate States of America collapsing, Major General Sterling Price of the Confederate States Army conducted an invasion of the state of Missouri in late 1864. Union forces led Price to abandon goals of capturing the cities of St. Louis and Jefferson City, and he turned west with his army towards Kansas City. Gary Mills presents this holding action by Union forces against 2 brigades of Rebels using Johnny Reb 3 rules.

**Johnny Con (Cheekwood Room) - Battle of Franklin**

Rather than trying to chase Sherman in Georgia, General Hood decided that he would attempt a major offensive northward, even though his invading force would be outnumbered by the Union troops in Tennessee. He would move north into Tennessee and try to defeat portions of General Thomas's army in detail before they could concentrate. After a missed opportunity at the Battle of Spring Hill on November 29, General Hood pursued General Schofield to the town of Franklin. Joe Ricci uses Johnny Reb to bring us this ACW battle.

## SESSION 4 (Saturday, 9am – 1pm)

### 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.

### 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 (Kingsley Room)- 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.

### **Table 11 (Kingsley Room) – 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

### **Tables 12-13 (Edgewood Room) - No Better Place to Die" - La Fiere Bridge - Part 2**

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 5..

### **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) – Blood Red Skies Tournament**

Join the Blood Red Skies tournament to determine who is the best squadron commander! Bring one 500-point list, playing three rounds in the US Gathering of Eagles format. Tournament packet available on the Lead Pursuit Podcast website (<https://www.leadpursuit.net/goe>). Participants should already have a basic understanding of the game rules, and have fully painted miniatures to accurately represent their list.

### **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. **See pages 23 and 24 of program for game details**

### **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.

### **Table 26 (McGavock Ballroom) - Introduction to "Commit the Fleet"**

Come learn to play the soon-to-be-published rules, "Commit the Fleet!" We will run the introductory scenarios "River Plate" and "Denmark Strait.". Gavin Tovrea presents this 1/1800 navel game for up to 6 players

### **The Phalanx Consortium Vendor Booth – Moonstone**

Moonstone is an award-winning fantasy skirmish game for 2-4 players, which sees you leading fairytale inspired characters in search of precious Moonstones. It uses unique card mechanics where players predict, misdirect, and bluff their way to victory. Demo games to be held at 11am

### **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) – ACW Meeting Engagement**

Get ready for an intense and thrilling hypothetical scenario! Imagine leading your troops in a high-stakes meeting engagement during the American Civil War. Capture strategic victory points, outmaneuver your opponents, and inflict casualties to secure your place in history. Are you ready to test your tactical skills and make history in this epic battle? Join P.J. O'Neill in this 15mm ACW game for up to 6 players.

## **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 2 – Tracks of the Bear**

It's April 23, 1945. The Soviet drive through Germany continues on. Though the Third Reich is teetering on the brink of defeat, Patton's U.S. Third Army is fast approaching Czechoslovakia and the advancing Soviet armies. So, securing every mile is key. The town of Regensburg and the road leading to it must be captured. Join Bill and Ryan Copan of the Track and Hull Club on this WWII skirmish game using Battle Ground rules. Room for 5 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 7 – Platoon action in Afghanistan**

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**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.

**Table 11 (Kingsley Room) – 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

**Tables 12-13 (Edgewood Room) - No Better Place to Die" - La Fiere Bridge - Part 2**

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.

**Table 14 – (Belmont Room) - Panzer, WW2 from GMT Games**

Panzer North Africa is the latest installment of the Panzer series that dates back to its original publication by Yaquinto Games in the late 1970s. Essentially a miniatures game, the game provides realistic armor and gun results and plays quickly with the basic game. We will pit the forces of the Afrika Korps with their Italian Allies against the British Eighth Army in a meeting engagement with roughly equal size forces. Up to six players will command their forces to meet with, close and destroy the enemy and hold the key terrain for follow on offensive operations. Steven Duke brings us this battle in the desert for 6 gamers.

**Table 15 – (Belmont Room) - Securing Seno - Seno III**

After several days of hard fighting, with the town changing hands several times, the Germans position forces for an all-out assault on Seno. Kirk Harris of the Track and Hull Club uses Battle Ground rules for this WWII skirmish fight in 20mm. Room for 6 players

**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. See pages 23 and 24 of program for game details

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"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.

### **Table 26 (McGavock Ballroom) - Battle in the Mediterranean, 1940**

Dive into the epic clash between British and Italian naval forces near Malta! Experience the intense battles, strategic maneuvers, and historical significance of this pivotal moment in naval history. Get ready to command your fleet and rewrite the course of this epic showdown - are you prepared to make history? Gavin Tovrea presents "Commit the Fleet" by GT Publishing for this 1/800 navel game for up to 6 people.

### **The Phalanx Consortium Vendor Booth – Moonstone**

Moonstone is an award-winning fantasy skirmish game for 2-4 players, which sees you leading fairytale inspired characters in search of precious Moonstones. It uses unique card mechanics where players predict, misdirect, and bluff their way to victory. Demo games to be held at 2pm and 4pm.

### **Johnny Con (Cheekwood Room) – Dawn Attack at Antietam**

Opening action of the battle of Antietam. Generals Hooker vs Stonewall Jackson. Battling it out in and around the famous Cornfield, the Dunker Church, the West and East Woods. Roger Mark brings us fast play Johnny Reb using 10mm figures and room for up to 8 gamers.

### **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.

## **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 2 – Tracks of the Bear**

It’s April 23, 1945. The Soviet drive through Germany continues on. Though the Third Reich is teetering on the brink of defeat, Patton’s U.S. Third Army is fast approaching Czechoslovakia and the advancing Soviet armies. So, securing every mile is key. The town of Regensburg and the road leading to it must be captured. Join Bill and Ryan Copan of the Track and Hull Club on this WWII skirmish game using Battle Ground rules. Room for 5 players.

### **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 5 - SPACE HULK**

From the depths of space an ancient vessel drifts slowly towards the Imperium of Mankind - a space hulk. Within its confines, untold thousands of Gene stealers slowly emerge from hibernation. The Space Marines must enter the cramped corridors and tomb-like chambers of the ancient ship to defeat this alien menace. This game will pit 4 space marine players against 4 Gene stealer players within the 3d confines of Keith Jordan’s custom-made space hulk terrain.

### **Table 6 – Battle of Borodino**

The French are on the march towards Moscow and the Armies of the Tsar have set their defenses near the village of Borodino. Come and fight out the battle using 15mm figures and Bloody Big Battles rules. Hosted by Mike Peccolo for 6 players.

### **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.

**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.

**Table 10 (Kingsley Room) - Balkans 1082 -The Road to Constantinople.**

Robert Guiscard has been called home to Sicily. Bohemond has been left in charge, orders: defeat the Byzantines and drive to Constantinople. Emperor Alexios Komneos must stop the Normans. Joey Miller of the Birmingham Bunnies presents this Normans vs Byzantines battle using ADGL IV in 28mm. Room for 8 players

**Table 11 (Kingsley Room) - Eastern Front '43**

June 1943, Eastern Front - the stage is set for a clash of titans. The German panzer divisions are poised to break through the Soviet defenses. Meanwhile, the Soviet tank corps are digging in, determined to repel the Nazi invaders. Scott Collins and Scott Adams presents this WWII battle using Tractics rules with 15mm tanks. Room for 6 players

**Table 14 & 15 (Belmont Room) – Buffalo Hunt**

For thousands of years native Americans relied heavily on the Buffalo for their survival and wellbeing, using every part of the Buffalo for food, clothing, shelter, tools, jewelry and in their ceremonies. Join Ken Lewis for the great Buffalo Hunt on the plains. Each player will represent a hunter, armed with either a bow, lance, or rifle. Points are awarded for the first Buffalo killed, and each buffalo after that. First hunter to reach 10 points wins the game. We should be able to play four rounds. Ken Lewis of the Track & Hull Club, presents a hunt that can handle up to eight hunters, and oh - watch out for those gopher holes.

**Table 17 (Belmont Room) - Over the Trenches**

Get ready to take to the skies and engage in thrilling aerial combat over the Western Front in World War I with the upcoming game using the Above the Clouds rules set! Experience the adrenaline-pumping action of dogfights and strategic maneuvers as you command your plane to victory. Carl Archer presents the high-stakes battles of the Great War for up to 6 players

**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. See pages 23 and 24 of program for game details

### **Tables 20 – 23 (Lobby) - "The Peninsular War 1809: Hornblower and Sharpe vs the French!"**

This is a Napoleonic Wars game using Sharpe Practice rules and was created by the late Ian Smith. It was awarded the Best of Show award at Partizan 2022, the largest historical wargaming convention in Great Britain. I purchased the game from Ian's son, with the promise to share it with wargamers in the USA. Dan Peterson uses 30 feet of table to present this 40mm miniature extravaganza for up to 8 gamers.

### **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!

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

### **Table 1 – Achtung Panzer!**

As the platoon leader, you are in charge of recruiting your crew, select your platoon of tanks, assault guns or armored cars. 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

# 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. All materials will be provided, and players are free to join at any time!**

## Friday Sessions

- 1) **Boot Camp** – Each player controls a single CAV model to gain an understanding of the Armored Might rule set. The basics of Initiative, Action Points, Movement, Combat, and Damage Tracks will be covered in a learning environment where all questions are welcome.

No special rules, just an introductory fight to the death with all weapons at your disposal!

- 2) **It's Raining Enemies** – Raiding pirate forces attempt to surprise the planetary defenders by dropping directly on top of the defenders' line.

Defensive satellites gave ample warning of an inbound pirate dropship landing just outside the city's limits briefly before dusting off towards orbit again. This allowed the militia ample time to form a defensive line. But recon scouts have only been able to spot a small group of tanks and a couple of inbound aircraft; far less than a dropship of that size can carry, and nowhere near enough to seriously threaten the city's defenders. Where are the rest of the pirates?

- 3) **Dauids vs Goliaths** – An undersized recon squad has discovered that a pair of super-heavy CAV stand as the lone defenders of a pirate dropship. Can the lightweight force bring down the giants and capture the marauder's dropship? The Slayers pirate band touched down on Dracon Minor three days prior, wreaking constant havoc on the planet's settlements in hit and run attacks. The frustrated planetary militia has yet to locate and repel the pirates' main attack force, but recon elements have stumbled upon a bigger target – the pirates' dropship! Can the lighter recon force use their superior numbers to overcome the thick armor and heavy guns of the two super-heavy CAV that protect the dropship? Or will they wither under the deadly firepower the pirates wield?

## Saturday Sessions

- 4) **Boot Camp** – Each player controls a single CAV model to gain an understanding of the Armored Might rule set. The basics of Initiative, Action Points, Movement, Combat, and Damage Tracks will be covered in a learning environment where all questions are welcome.

No special rules, just an introductory fight to the death with all weapons at your disposal!

- 5) **Stop the Nukes!** – Recon elements raiding the Antares system attempt to destroy the defenders' cruise missile launchers before they unleash their deadly payload.

Whispers are cruise missile launchers loaded with massive Super Thermex warheads, capable of devastating the raider's dropship that is busy being loaded with stolen goods. Can the forward recon elements win the race against time and disable the Whispers before they launch their deadly payload? Or will the raiders be deprived of their hard-fought spoils?

- 6) **Get to the Chopper, er, Dropship!** – The noose is quickly tightening around the necks of the Misdeed Freebooters on Orion. Can they break through the enemy line and escape off-world, or will they be encircled and destroyed to the last man?

Sometimes pirates bite off more than they can chew. Such is the case here, where the raiding Misdeed Freebooter's forces have been rebuffed and forced to flee to their dropship. Already having suffered heavy losses, the last remaining elements of the pirate band must somehow breakthrough the overwhelming forces that seek to entrap and eradicate them. Their dropship cannot wait forever, lest it risk destruction as well.





**JohnnyCon is an annual gathering of fans of the rules and games of the late John Hill, with the focus on his famous set of ACW rules “Johnny Reb”. We have been getting together every year as part of Nashcon and if you are interested in playing or learning these fantastic rules there is no better place to do it!**

## **Thursday Evening**

**Desert WWII MicroArmor - Brad Butkovich**

### **Burnside’s Bridge**

Seeking to improve connections between roads in Washington County, fourteen bridges were commissioned to be constructed. It is one of five bridges designed by master bridge builder John Weaver, its construction was completed in 1836. The three-arched bridge provided a passageway over Antietam Creek for farmers to take their produce and livestock to market in nearby Sharpsburg, but today is different. Kermit Hilles presents this American Civil War battle.

## **SESSION 1 (Friday, 9am – 1pm)**

### **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 Byrum’s Ford**

The Battle of Byram's Ford was fought on October 22 and 23, 1864, in Missouri during Price's Raid. With the Confederate States of America collapsing, Major General Sterling Price of the Confederate States Army conducted an invasion of the state of Missouri in late 1864. Union forces led Price to abandon goals of capturing the cities of St. Louis and Jefferson City, and he turned west with his army towards Kansas

City. Gary Mills presents this holding action by Union forces against 2 brigades of Rebels using Johnny Reb 3 rules.

## **SESSION 2** (Friday, 2pm – 6pm)

### **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**

Brig. Gen. Quincy Gillmore was assigned to lead the 1863 campaign against the city of Charleston. Supported by a heavy naval presence in Charleston Harbor, Gillmore planned to seize Morris Island, which held Fort Wagner and Fort Gregg, and place heavy rifled guns on Cummings Point to neutralize Fort Sumter. Once the Federals overtook Sumter, then the army and the navy could move undisturbed into the city. Brad Butkovich Presents

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

Seeking to improve connections between roads in Washington County, fourteen bridges were commissioned to be constructed. It is one of five bridges designed by master bridge builder John Weaver, its construction was completed in 1836. The three-arched bridge provided a passageway over Antietam Creek for farmers to take their produce and livestock to market in nearby Sharpsburg, but today is different. Kermit Hilles presents this American Civil War battle.

## **SESSION 3** (Friday, 8pm – 12am)

### **Johnny Con (Cheekwood Room) - Battle of Byram's Ford**

The Battle of Byram's Ford was fought on October 22 and 23, 1864, in Missouri during Price's Raid. With the Confederate States of America collapsing, Major General Sterling Price of the Confederate States Army conducted an invasion of the state of Missouri in late 1864. Union forces led Price to abandon goals of capturing the cities of St. Louis and Jefferson City, and he turned west with his army towards Kansas City. Gary Mills presents this holding action by Union forces against 2 brigades of Rebels using Johnny Reb 3 rules.

### **Johnny Con (Cheekwood Room) - Battle of Franklin**

Rather than trying to chase Sherman in Georgia, General Hood decided that he would attempt a major offensive northward, even though his invading force would be outnumbered by the Union troops in Tennessee. He would move north into Tennessee and try to defeat portions of General Thomas's army in detail before they could concentrate. After a missed opportunity at the Battle of Spring Hill on November 29, General Hood pursued General Schofield to the town of Franklin. Joe Ricci uses Johnny Reb to bring us this ACW battle.

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

### **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) – ACW Meeting Engagement**

Get ready for an intense and thrilling hypothetical scenario! Imagine leading your troops in a high-stakes meeting engagement during the American Civil War. Capture strategic victory points, outmaneuver your opponents, and inflict casualties to secure your place in history. Are you ready to test your tactical skills and make history in this epic battle? Join P.J. O'Neill in this 15mm ACW game for up to 6 players.

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

### **Johnny Con (Cheekwood Room) – Dawn Attack at Antietam**

Opening action of the battle of Antietam. Generals Hooker vs Stonewall Jackson. Battling it out in and around the famous Cornfield, the Dunker Church, the West and East Woods. Roger Mark brings us fast play Johnny Reb using 10mm figures and room for up to 8 gamers.

### **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.

## **SESSION 6** (Saturday, 8pm – 12am)

### **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!

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