

# Nashcon 2017

Current as of 3/15/17

## THURSDAY

### Johnny Reb III Meeting Engagement

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 surrounding 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, veterans or novices, will assume the roles 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!

## FRIDAY & SATURDAY

### Advanced Squad Leader Tournament

Tournament Director Steve McBee once again brings (*in his own humble opinion*) the very best in tactical WWII gaming back to Nashcon. This tournament, starting Friday at 2pm and ending with the last session on Saturday evening, has everything the ASL aficionado could ask for.....fellowship, fun, frivolity and prizes! Games from Advanced Squad Leader and the ASL Starter Kit will be played. All levels of experience are welcome to participate. Each tournament round is scheduled for 4 hours and a scenario list for the tournament will be provided. So come on down, join in the fun and get yourself a dose of WWII gaming goodness! Whether you just play one game or stay for the whole weekend, we know you'll have a big ol' time!



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

## **Introductory Napoleonics for ESR**

David Ensteness presents this semi-historical scenario for 2 to 4 players with an expected run time of 3 hours using "**Et Sans Résultat!**" (2nd edition) rules. Players will nominally command a corps each and direct the actions of subordinate formations. Period knowledge is encouraged but not required. The game will be played using 15mm figures and a 1"=75 yards ground scale. Participants will receive a special discount on TWC publications while at the convention. A Quick Reference Guide and a Rules Overview are available online and can be downloaded at:

**<http://thewargamingcompany.com/downloads.html>**

## **The Embassy Attack**

In the midst of tensions between the UN and Russia, a fight breaks out in the young nation of Bogrovia. Russian supplied militants are attempting to overthrow the capitol as the Bogrovian president calls for aid from the UN. Josh Krebs presents this conflict, set in the modern era, using 25mm figures and "**Shadow Wars**" rules. Can the small defense force hold off the Russian coup until the UN forces arrive? Come play to find out! There'll be room for 6 players.

## **Johnny Reb III Participation 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 surrounding countryside and, based on the information they provide, plans will be made and implemented. Norris Darrall presents this teaching game for the "**Johnny Reb III**" set of rules using 15mm miniatures. Up to 10 players will assume the roles 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. Times for Brigadier players are flexible. If you have another game to get to, just resign your command and go to it. This does not, however, apply to Division Commanders. These guys need to be in it for the long haul or at least the entire session. It's an important role!

## **The Bridge at Val de la Casa**

Richard Sharpe and his band of intrepid riflemen are teamed with the newly arrived South Essex Regiment of Regulars led by the incompetent Colonel Simerson. Their less than aggressive Spanish allies are sent to blow up a bridge when events go terribly wrong. A French ambush threatens to capture the Colors of the South Essex and send Sharpe to a French Prison. This Napoleonic game, presented by Harold Oney, will be played using 28mm miniatures and using "**Chosen Men**" rule set. Will the British fall to the French eagles or will they carry the day? The final outcome is up to you.



### **The Bitche Salient**

An old **Squad Leader** adage goes like this.....*"If your plan is working then expect a trap"*. Southern Germany, January 14, 1945, and elements of the U.S. 175th Infantry Regiment have been ordered to close the ring around German forces trapped near Bitche, Germany. However, elements of the German 11th Mountain Regiment have planned a flanking attack to ambush the advancing Americans. Patrick LeBeau brings us the **"Basic Squad Leader"** Scenario 8 played on boards 2 and 4 using 15mm miniatures. This is classic **Squad Leader** at its best!

### **Federation Commander: Demo Derby**

Daniel Proctor brings us this learning game of the exciting new full-color, fast-playing starship combat system called **"Federation Commander"** featuring all of your Star Trek favorites! Forces from the Federation, the Klingons, the Romulans and more will be represented in this action-packed, Sci-Fi combat using 6mm figures! Come on by and check them out!

### **Ironclad Free-For-All**

Warships of the CSN and USN engage in a head-to-head struggle to gain control of the harbor entrance to a vital seaport. This battle, which takes place somewhere north of Jacksonville and south of Portsmouth, is just one more step towards total military dominance along the Atlantic Coast! Sail into action at the helm of a Confederate casemate ironclad or take command of a Union river monitor as these warriors of the waves endeavor to show just exactly who lays down the law around here! Vanguard member Bryant Williams brings us this American Civil War naval battle using 1:600 scale ships and his own set of fast paced, easy to learn rules entitled **"Iron on the River"**. The game has room for up to 8 players. So open up your gun ports, load your Dahlgrens and get ready to rumble. It's an Ironclad free-for-all!

### **Where the Buffalo Roam**

The dust cloud on the horizon means you've finally found your prey. Now, the hunt begins in earnest. Winter is coming fast and the tribe is depending on you to provide them with the sustenance they'll need to make it through till spring. You must show them their faith in you is not in vain. You send a quick prayer to the heavens, ready your weapon and spur your pony towards the herd. Today, you show them all what a real hunter is! Come join the fun as Ken Lewis, member of the Vanguard Gaming Club, brings us a session of buffalo hunting in the Wild West using 28mm miniatures and his own set of quick and easy, home-grown rules. Games will be fast and furious with several taking place during the session. Participants can play as long, and often, as they want.



## **SESSION 2** (Friday, 8pm - 12 Midnight)

### **Johnny Reb III Participation 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 surrounding countryside and, based on the information they provide, plans will be made and implemented. Norris Darrall presents this teaching game for the "**Johnny Reb III**" set of rules using 15mm miniatures. Up to 10 players will assume the roles 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. Times for Brigadier players are flexible. If you have another game to get to, just resign your command and go to it. This does not, however, apply to Division Commanders. These guys need to be in it for the long haul or at least the entire session. It's an important role!

### **Battle of Papo – 12 BC**

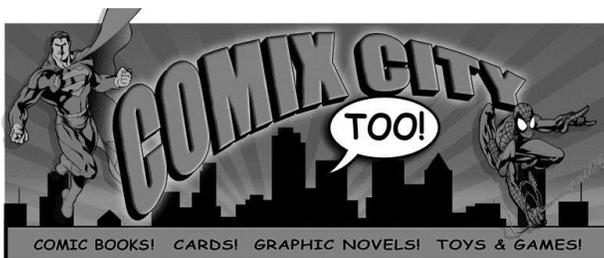
Roman Legionnaires meet an Egyptian force in the desert. Conflict ensues. Jeff Russ presents this ancient era action using "**Hail Caesar**" rules and 90mm figures. There'll be room for up to 8 players.

### **No Country for Old Men**

Bullfeathers! It doesn't sound like much of a word to our ears, but back in 1871 such a declaration could be deemed an insult. Well, that and the fact that you just stole as many cows and horses as you could before the Ranchers and County Sheriff showed up. They've come to put you away! Or put you down. Are you gonna let that happen? Pete Mancini brings us this Old West shoot-'em-up using his fast and easy-to-learn "**I'm Your Huckleberry**" rules and 28mm figures. Need a break from the ordinary? Just grab your six-shooter and come join the fun.

### **Battle of Quebec: September 16, 1759**

British General James Wolfe landed his army at the Anse au Foulon, climbed the cliffs and moved across the open "Plains of Abraham" stopping about 1 mile outside of Quebec. The French forces, under Louis-Joseph de Montcalm, soon came out to meet them. This was to be the first European styled pitched battle fought in North America. Historically the battle was a one sided affair favoring the British. However several "what-if's" that could have occurred on that fateful day will be in play which might have altered the results of the battle and the history of Canada, itself! As General Montcalm said, "*This is serious business*". Bob Moon, of the Jacksonville Garrison, brings us this French & Indian War game using **Regimental Fire & Fury** rules modified for the F&IW and 40mm figures. There'll be room for up to 10 players with an MVP trophy awarded. Children are welcome with a playing adult. So grab your muskets, join the fun and decide which King you will bleed for.



## High King

Darkness blankets a brooding Britain. Caesar's Legions have long since abandoned this barbaric frontier, leaving only scattered forces that must look to their own defenses. The Empire's only legacy is a roadway fallen into disrepair, strangely named locales and Hadrian's Wall to the north. Magic and the old ways vie with belief of the White Christ for the hearts of the people. While churches remain in every town and village, the altars have returned to the woods. Some say the 'old ones' dance once more 'round the standing stones on cold winter nights! And if this weren't enough, Britain is ablaze with war. The ageless Picts encroach from the north while the Irish, always looking for a fight, have made many an incursion by sea. Spring's approach heralds the return of the Saxon Wind and the dreaded longships borne on its currents. Meanwhile, the Cymric Kings seek to expand their borders as they attempt to rebuild the lost grandeur of an empire. It is said that only one thing can save Britain from itself. A Britain united under one sword, one banner and one king! The High King! "**High King**" is a strategic, tactical and skirmish game all rolled into one. Up to 12 players will vie for control of ancient Britain and its thirteen Legendary Treasures. As sovereign rulers, or their hired mercenaries, players must develop agriculture and industry, build roads, raise armies and wage war! Come join the fun as Vanguard member Gavin Gossett brings us this epic struggle of conflict in the Age of Arthur using his own rules and 28mm figures. Be brave! Be cunning! Be ruthless! Be the High King!

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

### Introductory Napoleonics for ESR

David Ensteness presents this semi-historical scenario for 2 to 4 players with an expected run time of 3 hours using "**Et Sans Résultat!**" (2nd edition) rules. Players will nominally command a corps each and direct the actions of subordinate formations. Period knowledge is encouraged but not required. The game will be played using 15mm figures and a 1"=75 yards ground scale. Participants will receive a special discount on TWC publications while at the convention. A Quick Reference Guide and a Rules Overview are available online and can be downloaded at:

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### Rolling Thunder

There's a train passing through and it's got pay boxes on it. A few guards too but we won't pay them no never-mind! But news travels fast and every mad dog from Dodge City to Topeka is looking to get in on the action. It seems like every varmint from the surrounding territories has an ambush set up. Can you make yours work well enough to grab the cash and get out of there with your hide intact? Pete Mancini presents this Old West free-for-all using his fast to play, easy to learn "**I'm Your Huckleberry**" rules and 28mm figures. If you think you're up to it, check your ammo and head on down to the party. There's a heap o' fun to be had.



### **Mortem in Silva (Death in the Forest)**

In AD 9, three entire Roman Legions and their auxiliaries, commanded by Publius Quinctilius Varus, were destroyed in the Teutoburg Forest when they were ambushed by an alliance of Germanic tribes. The tribes were led by Arminius, a Germanic officer of Varus' auxilia who had acquired Roman citizenship and received a Roman military education enabling him to deceive the Roman commander and anticipate his tactical responses. Historians claim there were between 15 and 20 thousand casualties and despite several successful campaigns and raids by the Romans in the years after the battle, they never again attempted to conquer the Germanic territories east of the Rhine. Keith Sullivan, always a Nashcon favorite, brings us this ancient battle using his home-grown rules and over 3000 10mm miniatures. Prizes will be given to the best Roman and German commanders. There'll be room for up to 10 players.

### **Age of Sigmar: Battle for the Realmgates**

Richard Tabor, of the D6 Initiative, brings us this large "Age of Sigmar" game that takes place in the Realm of Shyish. Gaming models will be provided for new players to come and learn while veteran players can bring their own armies and join in the fun. The game will reset for each session and prizes will be awarded to the members of each session's winning team.

### **Battle of Lutzen: November 16, 1632**

With the early onset of winter in November of 1632, Catholic commander Albrecht von Wallenstein elected to move towards Leipzig. He believed that the campaign season had concluded and that further operations would not be possible. Splitting his army, he sent the Corps of General Gottfried zu Pappenheim on ahead while he marched with the main army. Not to be discouraged by the weather, King Gustavus Adolphus of Sweden decided to strike a decisive blow. He attacked with his Protestant army near a stream known as the Rippach where he believed von Wallenstein's force was encamped. Patrick LeBeau presents this battle of the Thirty Years War using 28mm figures.

### **Hoth: The Battle for Echo Base**

The Galactic Empire has traced the Rebels to a hidden base in the Hoth system. As a result, Lord Vader has been dispatched to capture political prisoners and destroy the forces of the Rebel Alliance. Due to Admiral Ozzel's failure to maintain the element of surprise by coming out of lightspeed near the planet, the Rebels have had time to prepare their defenses for a fighting withdrawal and raise their theatre shield. Units from Imperial Blizzard Force and the 501st Legion now must fight against entrenched Rebel positions. Josh Krebs and Andrew Adkins bring us this sci-fi extravaganza using 15mm figures and modified "Flames of War V3" rules. Will you join the Dark Side in trying to put down the rebellion once and for all or will you take up arms for the Light Side and help the Rebels escape to fight another day? There'll be room for 6 players.

### **Dawn Patrol**

The year is 2018 and U.S. led Coalition Forces are on a patrol along the Polish border when they contact a United Russia armored column crossing in force. The Coalition troops, caught off-guard, are unprepared for this violation of the ceasefire agreement and must mobilize to meet the threat. Can the patrol hold off the armored column long enough for reinforcements to arrive? Daniel Cohen presents this modern armored conflict using "Shadow Wars" rules and 15mm miniatures. Up to 6 players will take the field to decide who comes out the victor.



### **The Battle of Sainte Foy: April 28th, 1760**

The British army, left behind in Quebec after the fleet sailed in November 1759, suffered greatly from hunger, scurvy, and the problems of living in a city that had largely been destroyed after the siege in September of 1759. Now the French, under the command of General Chevalier de Lévis, having re-grouped at Montreal have returned to lay siege and re-capture the city. It's hoped the French navy can break the British Atlantic blockade but control of Quebec *MUST* come first. Bob Moon, of the Jacksonville Garrison, presents this follow-up French & Indian War game using **Regimental Fire & Fury** rules modified for the F&IW and 40mm figures. Once again, there'll be room for 6 to 10 players with an MVP trophy awarded. Children are welcome with a playing adult. Can the French re-take Quebec or with British General Murray be able to hold out? You help decide.

### **The Lost Treasure of King M'koto**

Bands of Conquistadors, Pirates and Native Forces are searching far and wide for the legendary lost treasure of King M'koto. Ancient tales of riches beyond measure fuel these fortune hunters on as they compete with one another to be the first to lay claim to the treasure! This game of 17th century action is brought to us by JP Chapleau using 28mm miniatures and simplified rules based on **The Sword and the Flame**. This kid-friendly game may be played cooperative or not. It's up to the individual players. The rules are quick and simple and will be explained at the game. Will you be the first to discover the treasure of M'koto? Come join the fun and find out! There'll be room for up to 8 would-be adventurers.

### **High King**

Darkness blankets a brooding Britain. Caesar's Legions have long since abandoned this barbaric frontier, leaving only scattered forces that must look to their own defenses. The Empire's only legacy is a roadway fallen into disrepair, strangely named locales and Hadrian's Wall to the north. Magic and the old ways vie with belief of the White Christ for the hearts of the people. While churches remain in every town and village, the altars have returned to the woods. Some say the 'old ones' dance once more 'round the standing stones on cold winter nights! And if this weren't enough, Britain is ablaze with war. The ageless Picts encroach from the north while the Irish, always looking for a fight, have made many an incursion by sea. Spring's approach heralds the return of the Saxon Wind and the dreaded longships borne on its currents. Meanwhile, the Cymric Kings seek to expand their borders as they attempt to rebuild the lost grandeur of an empire. It is said that only one thing can save Britain from itself. A Britain united under one sword, one banner and one king! The High King! **"High King"** is a strategic, tactical and skirmish game all rolled into one. Up to 12 players will vie for control of ancient Britain and its thirteen Legendary Treasures. As sovereign rulers, or their hired mercenaries, players must develop agriculture and industry, build roads, raise armies and wage war! Come join the fun as Vanguard member Gavin Gossett brings us this epic struggle of conflict in the Age of Arthur using his own rules and 28mm figures. Be brave! Be cunning! Be ruthless! Be the High King!



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

### **Introductory Napoleonics for ESR**

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### **Action at Tazewell**

In August of 1862 the Union Army holds the Cumberland Gap. Union Brigadier General John DeCourcy advances into the Clinch River valley with a reinforced brigade towards the town of Tazewell, TN to forage for supplies. The Federal incursion is discovered by Confederate scouts and Rains Brigade, of Confederate General Carter Stevenson's Division, moves to cut them off. Harold Oney brings us this American Civil War game using 28 mm figures and slightly modified "**Sharp Practice II**" rules. Can the Federals escape the trap or will the Rebels be victorious? Come join the fun and help decide.

### **Thunder at Cassino**

This game is a miniatures version of the Avalon Hill boardgame of the same name. It depicts the Battle of Monte Cassino from March 15<sup>th</sup> to March 23<sup>rd</sup>, 1944. The Allied attackers, consisting of the New Zealand 2nd Division, the Indian 4th Division and the British 78th Division are trying to take the town of Cassino, its renowned monastery and the surrounding environs. The German defenders, mainly from the elite 1st Fallschirmjäger Division, are doing all they can to prevent this. Grady West presents this WWII battle using 1:285 scale miniatures. If you're familiar with Grady's **Turning Point Stalingrad** game from previous shows you'll know just what a treat you're in for! There'll be room for 4 players so make sure you get there early!

### **The Battle for New Orleans**

The navies of France and Britain have joined forces to destroy the growing threat of the United States presence in the Caribbean by capturing the port city of New Orleans. Outnumbered in ships, President Adams has turned to Spain for help. As a result, Spain and the U.S. have signed a mutual naval defense treaty unbeknownst to the French and British fleet. In light of this new development, a once easy victory may not be so easy after all. David Ferguson presents this age of sail game using 1:300 scale miniatures.



### **The Battle of Bannockburn: June 23<sup>rd</sup> and 24<sup>th</sup>, 1314**

There is great controversy over the Battle of Bannockburn due to the lack of contemporary accounts. The Scottish historian William Mackenzie concludes that the English army of Edward II was comprised of around 3,000 mounted knights and men-at-arms and around 13,000 foot soldiers. Mackenzie put the Scots, under the command of Robert the Bruce, at around 7,000 men comprised mostly of foot soldiers and a small force of around 600 light horsemen. Whatever the numbers, and despite the odds, Robert the Bruce gambled all in an epic clash to free the Scots from the yoke of Longshanks and England. Allen Campbell presents this Scottish War of Independence game using 28mm figures and his own set of rules for the medieval period entitled "**Vows of Iron**". Allen says when writing these rules his design goals were for a game that focuses on the melee as well as being one that is fairly fast playing and not overly complicated. Come join him as he showcases the fruits of his labor.

### **Rio Grande.....or the Good, the Bad and the Odiferous**

Rebel forces under General Henry Sibley have moved from Texas into New Mexico with the intent of taking the state for the Confederacy. Fort Craig must be taken in order to remove the threat of Union troops rendering the attack prostrate. The Yanks, under the command of Colonel Edward Canby, have marched to counter the attack and prevent the Confederacy from becoming a transcontinental power. They meet on February 21, 1862 at the Rio Grande. The desert is cold and so is the river. Bill Moreno presents this exciting American Civil War engagement using 10mm figures. So come join the fun and help re-fight the battle which was portrayed.....if rather vaguely.....in the epic movie **The Good, The Bad and the Ugly**.

### **Lord Protector Regent of the Grand Library and Grand Wizard Wielder of the Flame of Unduin**

Do you like air-to-air combat? Do you like alternate history? Then this game of fighter based squad combat is right up your alley! Plan your moves simultaneously with your opponent as you try to shoot each other's planes down. Crimson skies takes place in an alternate history of the 1930's where the United States has fragmented into a number of smaller sovereignties and air travel has become the primary mode of transportation. You can play as the notorious Fortune Hunters, air pirates who prey on wealthy merchant zeppelins and convoys. Or be the Broadway Bombers, one of the best organized militias there is fighting to defend their holdings. Andrew Adkins presents this alternate history thrill-ride using the "Crimson Skies" rules system and 20mm miniatures. Up to 8 players can join the action as the skies over America become crimson with conflict!

### **Mecha Battles: Gundam**

The Principality of Zeon has declared its independence from the Earth Federation and has launched an offensive that will come to be called the One Year War. This conflict has directly affected every continent on Earth and nearly every human space colony and lunar settlement. The Zeon forces, though smaller, have the tactical upper hand through their use of new types of humanoid weapon systems known as mobile suits. JP Chapleau brings the "**Mecha Battles**" rules system to the Gundam universe using 1:400 scale models. This kid-friendly game may be played cooperative or not. It's up to the individual participants. The rules are quick and simple and will be explained at the game. Will you help the Federation put down this rebellion or will you join the ranks of the Principality's Gundam pilots? There'll be room for up to 8 players.



### **He Says These Aren't the Droids We're Looking For!**

For many months, Baktoid engineers have been developing Battle Droids and weapons for the Confederacy of Independent Systems. Their most recent project is the C-B3 Cortosis Battle Droid. According to Republic spies, this droid is supposedly resistant to lightsaber attacks. The Republic High Command, fearful these new Battle Droids will overwhelmingly increase the Separatists' combat capability, must take immediate action! The first batch of prototypes is being delivered to the CIS for testing and is currently in route to a supply depot for deployment. Having learned the convoy's route, the Republic has sent a task force to intercept and destroy it. The shipment will have Trade Federation, Commerce Guild and Banking Clan ships in escort so this won't be a cake walk. Regardless, the mission must not fail! Come join Vanguard member Bryant Williams as he brings us this starship battle, set during the Clone Wars era of the Star Wars universe using a modified version of the quick and easy **"A Sky Full of Ships"** rules. Fire up your ION engines and arm the turbo lasers! The fate of the Republic hangs in the balance! There'll be room for up to 6 players.

## **SESSION 5** (Saturday, 8pm - 12 Midnight)

### **The Battle of Shiloh**

The Union Army of the Tennessee, under Major General Ulysses S. Grant, has moved deep into Tennessee and is encamped at Pittsburg Landing on the west bank of the Tennessee river. General Albert Sidney Johnston, commander of the Confederate Army of Mississippi, decides to launch a surprise attack on Grant's army from its base in Corinth, Mississippi. Come join Lynch Beachboard and Cody Broussard as they present this epic American Civil War battle using **"Volley and Bayonet"** rules and 6mm miniatures. This will be a fast and furious army level game that's easy to play for both experienced gamers and novices, alike. Lynch and Cody will have space for up to 6 players. Everyone is welcome!

### **Thunder on the Yazoo: The Mark Spruiell Memorial Game**

The CSS Arkansas is making a run down the Yazoo River towards the mighty Mississippi and the city of Vicksburg. Upon hearing of this foray, several Union vessels are steaming upstream to intercept the Confederate ironclad. Rounding a bend in the river, the surprised Union vessels open fire on their quarry. Bob Moon, of the Jacksonville Garrison, presents this American Civil War naval action using **Under Two Flags** rules and Mark's fantastic 1/300 scale ships. There'll be room for 4 to 6 players with an MVP trophy awarded. Children under 16 are welcome with a playing adult. So man your guns, grab a lanyard and make some "smoke on the water".



### Kings of (English Civil) War

It's the mid 1600's and Parliamentarian and Royalist forces square off to determine the manner of England's government. Brigades of matchlock carrying musketeers face each other across the battlefield as units of Pikemen maneuver into position to protect them from cavalry assaults. Gunners deploy their cannon to give supporting fire to their comrades while Cavalry units charge full speed into the enemy's ranks, firing their pistols just before impact. And while infantry, cavalry and artillery make up the necessary tools for victory, a strong hand is still needed to wield them. Are you that hand? Can you lead your forces to victory? Find out by joining Vanguard member Gavin Gossett as he present this epic ECW game experience using 28mm figures and modified "**Kings of War**" rules. King or Parliament! Roundhead or Cavalier! Come join the fun and help decide who wins the day!

### Armor on the Lahore Front

It's early September of 1965 and the fighting has escalated near Lahore, the capital city of the Pakistani province of Punjab, located just a few miles from the Indian border. The Indian army has made an all-out push into Pakistani territory aiming to end the current hostilities. As the action heats up, Pakistani Patton's go head-to-head with Indian Centurions, Indian AMX-13's trade shots with Pakistani M36's and Sherman's from both sides face off in an epic showdown! The campaign rages on and both sides realize the importance of its outcome to their respective nations. Bryant Williams, member of the Vanguard Gaming Club, presents this game of armored combat set during the 1965 Indo-Pakistani War using 15mm vehicles and his easy-to-learn, fun-to-play "**Iron in the Desert**" rules. This game will allow up to 6 aspiring tank commanders to match wits with their opponents to see who rules the battlefield. If you think you have the skills, come gather your forces and enter the fray. Glory awaits the victor!



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

