

Nashcon 2017 Event List

Current as of 4/2/17

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, veteran and novice, will assume the role of a Division Commander and his Brigadiers as their division spearheads the offensive. In their role as commanders, players will schedule troop arrival times and locations with brigades arriving based on available commanders. But be wary. Should your commands be ineffectual (i.e. the dice are not kind to you) it's quite possible you could be seeking another command within a couple of hours. But that's okay. There are always plenty of available commands. Additional troops might arrive from the next division or you might even transfer to the opposite side. And you can play as long or as little as you like. Everyone is welcome!

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!



DBA AREA

All Things WRG

Sponsored and hosted by the members of the *Nashville Area DBA Gamers*, this open-gaming area will feature games of “DBA”, “DBN”, “Hordes of the Things”, “ADLG”, “Warrior”, “Triumph”, “DBM”, “DBMM” and other games that can trace their roots to the **Wargames Research Group**. Some of the fun things on their schedule include:

Friday Evening:

Alexander in Persia

Command the elite cavalry, scythed chariots and elephants of the Persian Empire as they gather their forces to defend their nation against the might of the Macedonian’s pike phalanxes and the aggressiveness of Alexander at the head of his Companion Cavalry. Hosted by Dave Crenshaw using 28mm figures and “DBA Big Battle” rules, this game of ancient warfare will accommodate up to 6 players.

Saturday Morning:

Open Gaming

Pick-up games with everything needed to play, including loaner armies, will be provided. If you're interested in playing, or learning how to play, just find someone in the **DBA** area and let them know what you’re interested in. They'll be more than happy to assist you. And if you have your own special army or unique terrain piece you’d like to show off, by all means bring it along! So what are you waiting for? Come on down and enjoy an afternoon of all things **WRG!**

Saturday Afternoon:

DBA 3.0 Round Robin Tournament

Dave Crenshaw and Tom Thomas will host this friendly, informal three round “DBA 3.0” tournament with an emphasis on sportsmanship and having fun. Novice players are welcome and loaner 15mm armies and terrain or game boards will be available. Or, if you’d like, you can bring your own army. Armies will be chosen from Ancient to Late Medieval lists and may be chosen from the earlier 2.0 edition of DBA.

Saturday Night:

A Game of Thrones

Come and play as one of the great houses of Westeros as you deploy your army to contend for the Iron Throne. Tom Thomas hosts this ever popular game using 25mm figures and modified “Hordes of the Things” rules. Up to 6 players will compete in a series of battles with ever changing teams and alliances until one player emerges as the High King. Armies for the Lannisters, Baratheons, Starks, Greyjoys, The Night Watch and Wildlings will be provided. Players may also choose to bring their own Westeros *Song of Ice and Fire* based armies. Armies will be assembled using the point system from the “Hordes of the Things” rulebook with each army fielding 24 points worth of troops.

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 2nd edition "**Et Sans Résultat!**" 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. There will be room for 4 players.



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.

The Battle of Piedmont

The Battle of Piedmont, fought June 5, 1864, was a small but important Confederate defeat in the Shenandoah Valley that forced Confederate Commander Robert E. Lee to rush General Jubal Early's 2nd Army Corps there to save the day. Dean West hosts this American Civil War game using the latest Johnny Reb derivative, **"Across a Deadly Field"**, and 15mm miniatures. This small scenario is a great way to introduce players to this exciting game system.



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!

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.

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:

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

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 Leipzeig. 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.

War of the Roses

Raise the standard of York or Lancaster and come fight an epic game set during the War of the Roses! Cory Ring and Titch White will host this epic medieval battle using hordes of 28mm figures and the quick-to-play, easy-to-learn "**Tactica: Medieval**" rules. You'll swear you can hear the thunder of the charging Knights and the whine of the arrows as you grab up your sword to fight for your Liege! There'll be room for up to 8 players and tons of fun for all!



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!

Operation Bagration

On June 22, 1944 the Soviets launched Operation Bagration.....a massive summer offensive that had, by autumn, driven the German forces from mother Russian and destroyed Hitler's Army Group Center. This game, set during its latter stages, portrays just a small slice of this pivotal campaign. Players will select their forces from a list of those that would have been available to the Soviet and German armies in the summer of 1944. You can pick units of dug in infantry, Panther fire brigades or massive IS-II tanks. Using your chosen forces you will engage in a battle of maneuver fought over rolling terrain typical of that encountered during the real operation. Tom Thomas presents this WWII action using 20mm figures and the **"Combat Command"** game system which emphasizes command control and troop quality. For those interested, these rules are available at the War Games Vault web site but are simple enough to learn at the table.



SESSION 4 (Saturday, 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>

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. There will be room for 6 players.

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 15th to March 23rd, 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 23rd and 24th, 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.

Memoir '44: Operation Overlord in 28mm

Attention, would-be warriors! Care to join us for a giant game of **"Memoir '44"** in glorious 28mm! That's right, 28mm! Played with the standard game rules, 8 players (4 per side) will assume the roles of battlefield commanders. There will be three Field Generals on each side, each in command of one of three sectors: left, center or right. One player for each side, the Supreme Commander, will distribute action cards to his Field Generals. He may only visit one of the three fronts each turn to have a direct discussion about tactics with his field commander. The other action cards will be distributed to the remaining Field Generals by messenger. They will only receive one card and must make their own judgement calls as to how it will be played! To achieve victory, this *Dingy (2/3's of a) Dozen* will have to throw everything their forces can muster at each other. Will the Allies roll deeper into Normandy or will the Axis turn the tides and push the invaders back into the sea? The only way to find out is to come take command yourself!

The Battle of Richmond – August 30th, 1862

Major General Kirby Smith's 1862 Confederate offensive into Kentucky saw Brigadier General Patrick R. Cleburne's division leading the advance with Colonel John S. Scott's cavalry screening out in front. On August 29th, Rebel cavalry encountered Union troopers and began skirmishing. During the afternoon, Union artillery and infantry joined the fray forcing the Confederates to fall back. Fighting for the day stopped after pursuing Union forces briefly skirmished with Cleburne's men in the late afternoon. General Smith ordered Cleburne to attack the next morning and promised reinforcements in the form of Churchill's division. Cleburne started his attack early, marching north to approach the Union battle lines. As the day progressed, additional troops from both sides joined the action. Following an artillery duel, the battle began in earnest. David Hollifield presents this American Civil War game using 28mm figures.

The Battle of the Susquehanna

In a what-if scenario from a previous **JohnnyCon** game, elements of Richard Ewell's II Corps forced a crossing of the Susquehanna River, defeated a horde of Pennsylvania militia and New York National Guards and captured Harrisburg, the capital of Pennsylvania. To exploit this breakthrough, General Robert E. Lee cancelled his orders to concentrate on Cashtown and ordered the Army of Northern Virginia to follow Ewell across the river. Continuing his pursuit of Lee, the lead elements of General George Meade's Army of the Potomac.....the 1st Cavalry Division commanded by John Buford and the I and XI Corps under John Reynolds.....quickly marched through the sleepy little backwater town of Gettysburg and are now approaching the Susquehanna. Buford and Reynolds have been ordered to force a crossing of the river to be exploited by the rest of the Army of the Potomac. Celerity is of the essence. The Susquehanna is a broad river, but is shallow and fordable at several points. Those veterans of the Battle of Harrisburg will attest that the river is not the major military obstacle it would at first appear. Kermit Hilles presents this American Civil War game for 8 players using **"Johnny Reb 3"** rules.



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!

The Battle of Mars-La-Tour

Fought on August 16th of 1870, this Franco-Prussian War battle begins with two Prussian corps encountering the entire French Army of the Rhine in a meeting engagement. And surprisingly enough, the Prussians were historically successful in forcing the French Army to retreat into the fortress of Metz. This battle is also notable for one of the very last successful cavalry charges of modern warfare. Of the 800 horsemen who started out, only 420 returned. Among those wounded was Lieutenant Herbert von Bismarck, son of the current Prussian chancellor Otto von Bismarck. David and Ben Raybin present another one of their fantastic mega-games, on a 6x12 foot board, using 28mm figures and a fun new set of rules entitled "**Bloody Big Battles**" which are similar to "**Fire and Fury**" but on an operational scale. Dave and Ben think it's time Nashcon experienced these great new rules so they're giving 10 players the opportunity to do just that.

Wooden Walls and Canon Balls

Napoleon hopes to destabilize Great Britain by landing a small force in Ireland. The first French attempt, in 1798, failed but maybe things will be different in 1805. Sending a strong naval squadron, raised with funds from the sale of the Louisiana Purchase, Napoleon's Irish Legion is aboard these ships and preparing to land. Can the Royal Navy once again stop this madman from bringing war to the United Kingdom or will the Corps d'Irlande will be able to free their home from English rule. In this 1:1200 naval action, for up to 10 players, Mike Coggins brings an opportunity for sailors and landlubbers alike to command their own ship in the Age of Sail. Rules are based on Avalon Hill's Classic "**Wooden Ships and Iron Men**". Come and walk the quarter deck as you command your ship and crew. Prize money awaits the winners as well as a worthy award for the most respected captain!

SESSION 6 (Sunday, 9am - 1pm)

