

Nashcon 2023

EVENT LIST (Current as of 7/12/23)

SESSION 1 (Friday, 9am - 1pm)

TABLE 4 - Battle of Omdurman

During the Anglo-Egyptian conquest of Sudan a British/Egyptian expeditionary force lead by British Major General Horatio Herbert Kitchener faces off against a Sudanese army of the Mahdist Islamic State, led by Abdallahi ibn Muhammad, the successor to the self-proclaimed Mahdi, Muhammad Ahmad. Kitchener force of 8,000 British regulars and 17,000 Sudanese and Egyptian troops will go up against around 50,000 Dervish warriors, including some 3,000 cavalry. Kitchener arrayed his force in an arc around a village close to the bank of the Nile, where a twelve-gunboat flotilla waited in support. Will the British be able to hold off the Mahdist Army? Michael Wedding presents this epic colonial era battle using modified "The Men Who Would Be Kings" rules and 15mm figures. This massive battle will be exciting from beginning to end! There will be room for up to 8 players.

TABLE 12 -The Bluff at Easy Green

Normandy, June 6th. The 116th Regiment of the Virginia National Guard, temporarily attached to U.S. 1st Division, was to lead the assault on Omaha Beach. The regiment's 2nd Battalion was tasked with advancing from the beach and capturing the town of Saint-Laurent and the heights to the southwest. The beach had been divided into sectors with sections of F and G Companies eventually landing at sector "Easy Green". As they begin their advance inland, scattered elements of the German 352nd Division, occupying defenses clustered in strongpoints, are blocking their way. Kirk Harris presents this 4 player WWII battle using Battleground rules. Will the men of the 116th be able to take their objective or will the defenders be able to hold out? Come join the fun and find out.

TABLE 15 - 303 Squadron

Come fly as one of the brave pilots of the famed 303 Squadron as they fly against the Luftwaffe in the Battle of Britain. Vincent Solfronk presents this game of WWII aerial combat using the "303 Squadron" boardgame. Inspired by the true story of the most effective RAF squadron during the Battle of Britain, this is an intense, fast-paced board wargame that will push you and your plane to the limits. It's up to you how you will face the enemy so choose your strategy carefully. You can fight in formation or engage in individual raids. Every move has its consequences and you only have one chance for victory.

SESSION 2 (Friday, 2pm – 6pm)

TABLE 4 - The Battle of Rorke's Drift

As the Battle of Isandlwana drew to a close, several Zulu regiments that had not been committed decided to cross the Buffalo River and attack a British supply base. The base at Rorke's Drift had only one company of 150 infantry to face a mighty Zulu horde of over 4,000 warriors. Join a side and re-fight a battle that historically lasted two days with the British garrison holding out until the Zulus left due to a relief column making its way to the base. Will history be repeated, or will the massive Zulu army overrun and slaughter the British defenders? Ed Bardill presents this colonial era action in 28mm. Up to 8 players can join in the fun. Players aged 14 and older must be accompanied by a playing adult.

TABLE 5 - Aerodrome© 1.1 WW1 Aerial Combat

An award-winning, nationwide convention favorite for over 25 years, "Aerodrome© 1.1" lets players fly colorful 1:144 scale WWI aircraft into combat using simulated wooden "cockpits". Stan Kubiak presents this game of aerial combat using easy to learn and play rules that are lots of fun for experienced and new players. Multiple rounds will run continuously through the session. Wings and Medals will be awarded for Victories & Valor! While this is a family friendly game, children under age 13 must be accompanied by a playing adult, have previous experience or with GM's permission.

TABLE 6 - Picket Duty Off Okinawa 1945

Bogies sighted! Sound General Quarters! Carl Archer hosts this WWII naval action using "Picket Duty" rules by Legion Games. "Picket Duty" is a wargame where you, as the captain of a Fletcher Class destroyer, fend off kamikaze attacks while performing picket duty off Okinawa. Each game turn is divided into three phases, each depicting an eight-hour period. Key crew members are depicted with certain functions as well as damage control teams. Twenty-seven types of Japanese planes are represented with some planes having special attack capabilities. Can you survive the seemingly endless waves of kamikaze sorties? Join the action and find out!

Tables 8 & 9 - Defense of Port Duala

During the first phase of their campaigns in Africa during WWI, the Allies concentrated their efforts on knocking out Germany's offensive capability and ensuring that her fleet could not use its African ports. In September of 1914 the Germans find themselves defending the port of Duala in Cameroon from an assault by a combined French and British fleet. "Doc" Dave Clariday, Ken Lewis and Mike Peccolo present this epic WWI action using 28mm figures and ships and Bob Duncan's "Gunboat Diplomacy" rules. Points will be awarded for controlling key objectives during the game. Will the Allies defeat the defenders and occupy the port or will the Germans be able to hold off the attackers until reinforcements can arrive? Up to 14 players will take command of their forces and try to bring victory to their side.

TABLE 12 -Semshina, July 1941

Moscow is the key to the German offensive in 1941 but they must first secure the city of Vitebsk. As the German 7th Panzer prepares to drive towards Vitebsk it is delayed because Panzer Group 3, of Army Group Center, wasn't entirely ready. On the morning of July 11, a bridgehead is finally forced and the drive to Vitebsk resumes. Sporadic counter attacks by two Soviet armor corps prove fruitless but soon, a fierce battle begins. Kirk Harris presents this WWII game for 6 players using Battleground rules. Will the Germans be able to break through to Moscow or will the valiant Soviet troops be able to defend the Motherland?

Tables 13, 14, 15 & 16 - Star Wars: Shatterpoint Showdown Event

This sixteen-player event is scheduled for three rounds with a time limit of two hours per round. Using Swiss Rounds for pairing and the standard Showdown Ruleset, each round will be played until a winner is determined. Players are ranked based on games played and their final standings. Participants are responsible for supplying their own miniatures, cards, dice, measuring tools, tokens, strike teams and other game pieces that are required during play. This is a casual event so no entry fee will be charged. Your weekend pass for Nashcon will grant access to the event. For the full event description, conditions, responsibilities of players, Arbiters and Event Organizers (EOs), how to create player pairings and how players earn event points in a Showdown event contact the Event Organizers at one of the following:

sean.morrison87@gmail.com **or** nathanieljarrard@gmail.com

SESSION 3 (Friday, 8pm - Midnight)

TABLE 1 - TANK ACE

Recreate Armored Combat in WW II Europe as US and German forces clash in the countryside along the French border. Command a tank as you fight against opposing tankers to win, survive and become the Western Front's next "TANK ACE". Charlie Clay presents this fast-paced 15mm armored action using easy to learn rules that reward sound tactics and punish mistakes! Up to 8 Players can join the action. Ages 16 and below welcome with an accompanying adult

TABLE 2 - Battle of Sekigahara – 1600 AD

Fought by the forces of Ieyasu Tokugawa against a coalition of Toyotomi loyalist clans under Mitsunari Ishida, the battle of Sekigahara was the largest battle of Japanese feudal history. It is often regarded as the battle that shaped Japan, leading to the establishment of the Tokugawa shogunate. At dawn on October 21, the Tokugawa advance guard stumbled into Ishida's army. Neither side saw each other because of the dense fog caused by the earlier rain. Both sides panicked and withdrew, resulting in each being aware of their adversary's presence. Around 8:00 am, wind blew away the fog revealing each side's respective position. Last-minute orders were issued and the battle began. Join Keith Sullivan, master of the massive miniature melee, as he presents this epic game using over three thousand, six hundred 15mm Samurai miniatures. Choose a side and lead your clan to victory.

TABLE 3 - Alexanders' Bridge

The day before Chickamauga, Major General Rosecrans sent Col Wilders' Mounted Infantry Brigade to guard the Northern banks of West Chickamauga Creek to prevent Rebel forces from outflanking his Army of the Cumberland. A Union Sgt. noted Col Walthalls' veteran Mississippi Brigade "Came up in splendid style, lines well dressed, step firm even & steady, bayonets fixed & gleaming in the sun" ! Bob Moon presents this American Civil War action using modified "Live Free or Die" rules and 40mm figures. So come on by, grab your musket and decide if you want to bleed for the blue or the gray! There'll be room for up to 7 players. Players under 16 welcome with a playing adult.

TABLE 4 - The Battle of the Ice

Also known as the Battle of Lake Peipus, this battle was between the forces of the Republic of Novgorod and the Livonian branch of the Teutonic Knights on the frozen surface of the lake located on the border between present day Estonia and Russia. It is credited as the battle that put an end to the Baltic crusades of the Catholic Christian Military Orders against the "pagans" of the Eastern European Baltic states and ultimately lead to the decline of the Teutonic order of knights. Do you feel brave and strong enough to change the written tides of history. Andrew Adkins presents this game of medieval warfare using a slightly modified version of "Hail Caesar!" 1st edition rules and 28mm figures. There'll be room for up to 6 players.

TABLE 5 - Aerodrome® 2.0 - Libyan Dogfight

General Erwin Rommel has directed the Luftwaffe to clear the skies of RAF fighters defending the British Eighth Army. Pilots will mix it up over the sands of the desert of western Egypt as Me109's clash with an RAF force of P-40's, Hurricanes and Spitfires. Which plane, or pilot, will prove better on the day? Up to 12 would-be pilots will be able to test their mettle as Mark Wukas hosts this WWII aerial combat game using the popular Aerodrome® 2.0 rules and 1/144th scale miniatures. The rules are easy to learn and fun to play. All equipment is provided and wings and medals will be awarded for victory and valor.

TABLE 6 - Wanted: Dead or Alive

The hot sun beat down on the dusty streets of Dodge City as a determined young Wyatt Earp strode purposefully towards the local saloon. He had been tracking the notorious train robber Dave Rudabaugh for weeks and had finally caught up with him in this rough and tumble frontier town. As Earp pushed open the saloon doors his eyes scanned the crowded room in search of his prey. As he made his way to the bar he found a companion at his side.....a sharp witted, quick drawin' gunman by the name of "Doc" Holiday. Little did Earp know this unlikely partnership would be put to the ultimate test in the dispute with Rudabaugh and would shake the very foundations of Dodge City. Pete Mancini presents this Wild West action using "I'm Your Huckleberry" rules and 28mm figures. There'll be room for up to 8 players.

Tables 8 & 9 - Defense of Port Duala

During the first phase of their campaigns in Africa during WWI, the Allies concentrated their efforts on knocking out Germany's offensive capability and ensuring that her fleet could not use its African ports. In September of 1914 the Germans find themselves defending the port of Duala in Cameroon from an assault by a combined French and British fleet. "Doc" Dave Clariday, Ken Lewis and Mike Peccolo present this epic WWI action using 28mm figures and ships and Bob Duncan's "Gunboat Diplomacy" rules. Points will be awarded for controlling key objectives during the game. Will the Allies defeat the defenders and occupy the port or will the Germans be able to hold off the attackers until reinforcements can arrive? Up to 14 players will take command of their forces and try to bring victory to their side.

TABLE 10 - Blood in the Sand

The term Outremer describes the four feudal states established after the First Crusade around 1100 AD. Jews, Christians, and Muslims all respected the Holy Land and possession of said lands was a major point of contention. The Crusader States of Outremer's safety and security depended on military power derived from vassals, mercenaries and troops provided by the military orders. Among their enemies were the Fatimids, the armies of Aleppo, the Damascene Atabegs and many, many Turks. Joey Miller, of the Birmingham Bunnies Wargame Club, hosts this game representing a meeting engagement between these historical rivals using Art de la Guerre 4.0 rules and 28mm figures. Crusaders, including Holy Order troops, face off against Turkish forces along the Coastal Road. Who will come away the victor? Up to 8 players can join the action. Knowledge of the rules is unnecessary as there will be advisors for both sides to assist both sides. Players must be at least 12 with those under 16 accompanied by a playing adult.

TABLE 11 - Battle Off Guadalcanal

Naval surface forces meet in the dark waters off Guadalcanal. Sponsored by GT Publishing, Gavin Tovrea presents this WWII game of naval combat for up to 6 players using "Commit the Fleet" rules and 1/1800th scale miniatures.

Tables 13, 14, 15 & 16 - Star Wars: Shatterpoint Showdown Event

This sixteen-player event is scheduled for three rounds with a time limit of two hours per round. Using Swiss Rounds for pairing and the standard Showdown Ruleset, each round will be played until a winner is determined. Players are ranked based on games played and their final standings. Participants are responsible for supplying their own miniatures, cards, dice, measuring tools, tokens, strike teams and other game pieces that are required during play. This is a casual event so no entry fee will be charged. Your weekend pass for Nashcon will grant access to the event. For the full event description, conditions, responsibilities of players, Arbiters and Event Organizers (EOs), how to create player pairings and how players earn event points in a Showdown event contact the Event Organizers at one of the following:

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SESSION 4 (Saturday, 9am - 1pm)

TABLE 2 - Wars of Ozz

Come take part in this snowy battle set in the post-apocalyptic horse & musket world of Ozz. Munchkins, Winkies, Quadlings, and others fight for control in this fun fast-paced game. David Wood presents this fantasy battle using "Wars of Ozz" rules and Old Glory's™ official Wars of Ozz 28mm figures. The rules will be taught so beginners are welcome. Also, if you'd like, players are invited to bring their own 25-point brigade of "Wars of Ozz" figures (any faction/must be painted) to command. Of course, you can always use one of our brigades. There will be room for up to 6 players. Children under 13 must be accompanied by a playing adult.

TABLE 3 - That Devil, The Arkansas

The CSS Arkansas was making its historic run down the Yazoo River towards the Mississippi to reinforce the Vicksburg defenses. Steaming upriver were several Union gunboats looking for the Confederate Ram. Bob Moon presents this American Civil War naval action using modified "Dawn of Ironclads" rules and 1/10th scale ships. So come on by, take command of your ship and make some Smoke on the Water. There'll be room for up to 7 players. Players under 16 welcome with a playing adult.

TABLE 4 - The Battle of Rorke's Drift

As the Battle of Isandlwana drew to a close, several Zulu regiments that had not been committed decided to cross the Buffalo River and attack a British supply base. The base at Rorke's Drift had only one company of 150 infantry to face a mighty Zulu horde of over 4,000 warriors. Join a side and re-fight a battle that historically lasted two days with the British garrison holding out until the Zulus left due to a relief column making its way to the base. Will history be repeated, or will the massive Zulu army overrun and slaughter the British defenders? Ed Bardill presents this colonial era action in 28mm. Up to 8 players can join in the fun. Players aged 14 and older must be accompanied by a playing adult.

Tables 5 & 6 - Revenge of Ming the Merciless

Emperor Ming the Merciless of the planet Mongo begins Earth's destruction by remotely causing natural disasters. On Earth, football star Gregory "Flash" Gordon boards a small plane and meets travel agent Dale Arden. Mid-flight, the cockpit is hit by a meteor and the pilots die. Flash takes control and manages to crash land into a greenhouse owned by scientist, Dr. Hans Zarkov. Zarkov, believing that the disasters are being caused by extraterrestrials pushing the Moon towards Earth, has secretly constructed a spacecraft to investigate the attacks. Unable to do it alone, Zarkov lures Flash and Dale aboard and flies with them to Mongo where they are captured by Ming's troops. And so, the game begins. Ben and David Raybin – the guys who brought you last year's giant Pirate Game – bring you another Nashcon Spectacular mega-game using modified Combat Captain rules and dozens of 28mm men, robots and flying craft. Join the fun as the forces of good and evil face off in a 1930's style Space Opera. All your favorites are here, trying to save us all. There'll be loads of extraterrestrial fun for up to 8 players.

SESSION 5 (Saturday, 2pm – 6pm)

Table 1 - WWI Wings of Glory

Take to the skies and battle above the clouds in a kill or be killed aerial team death match. Players will join forces and the team with the most kills will be crowned the winners. The pilot with the most individual kills will also be crowned the game's Ace, whereupon women will throw themselves at his feet and he will become the envy of all men (envy and adoration not expressly guaranteed). Also, rumor has it that other pilots have spotted indestructible mechanical beasts roaming the battlefield with utter impunity. To kill one of those would be worth even more glory! Mike Randles presents this epic battle using a very easy to learn, fun to play game. As Gerald Swick once said, "You'll be flying in five minutes, and shot down in ten." There'll be room for up to 10 players.

TABLE 2 - WOOD Fantasy Battle

The Ratlings are valiant fighters, but an evil Necromancer has animated an army of undead to force them from their homes. Can the Ratlings defend their homeland or will they be forced to find a new place to dwell? David Wood presents this fantasy battle using "Wars of Orcs and Dwarves" rules and 28mm figures. "Wars of Orcs and Dwarves" (or WOOD) is a new set of massed-battle fantasy rules based on the mechanics of "Wars of Ozz". As a generic set of rules, "WOOD" is designed to let players use whatever armies they have on hand. The rules will be taught so beginners are welcome. There will be room for up to 6 players. Children under 13 must be accompanied by a playing adult.

TABLE 3 - Babr Saleh: November 1941

On the second day of Operation "Crusader", Rommel realized that the British attack towards Tobruk was not a diversion. To counter this, he ordered the 21st Panzer Division to intervene. As they moved south, they ran headlong into the British 8th Hussars Armored Brigade and a wild melee quickly ensued. Bob Moon presents this WWII armored action using "What a Tanker" rules and 28mm vehicles. Come on by, grab your goggles and decide which tank you'll drive into combat! There'll be room for up to 8 players. Players under 16 welcome with a playing adult.

TABLE 4 - Krinkelt-Rocherath: The Panzer Graveyard

On December 17th and 18th of 1944, during the first days of the Battle of the Bulge, a German advance was stopped at the twin villages of Krinkelt-Rocherath on Elsenborn Ridge. The attacking force of Pz IV/70, Pz IV and Pz V tanks were repeatedly repulsed by US artillery, armor, anti-tank guns and bazooka teams. Keith Jordan presents this WWII armored action using "What a Tanker" rules and 15mm miniatures. Will the German tankers be able to complete their orders or will American firepower rule the day? Come join the action and find out. Up to 8 players can join the fun.

TABLE 5 - Aerodrome© 1.1 WW1 Aerial Combat

An award-winning, nationwide convention favorite for over 25 years, "Aerodrome© 1.1" lets players fly colorful 1:144 scale WWI aircraft into combat using simulated wooden "cockpits". Stan Kubiak presents this game of aerial combat using easy to learn and play rules that are lots of fun for experienced and new players. Multiple rounds will run continuously through the session. Wings and Medals will be awarded for Victories & Valor! While this is a family friendly game, children under age 13 must be accompanied by a playing adult, have previous experience or with GM's permission.

TABLE 6 - Space Hulk!

From the depths of space, the flotsam of ages past returns to contaminate the holy spheres of Man with all manner of alien foulness. A space hulk, The Forsaken Doom, enters Imperial space.

----- ***URGENT* *PRIMUS* *SEGMENTUM PACIFICUS*** -----

--- **All available Navy assets converge on Forsaken Doom.** ---

--- Destroy with Imperial Navy assets? ---

--- **Negative. Loss of material unacceptable.** ---

--- Deploy boarding parties? ---

--- **Affirmative. Estimated Material loss 0.014%** ---

--- Imperial Navy Breachers deployed. ---

--- Forsaken Doom infested with Genestealers. 100% casualty rate. ---

--- Destroy with Imperial Navy assets? ---

--- **Negative. Loss of material unacceptable. Deploy Space Marines.** ---

--- Deploying Blood Angels---

Andrew Adkins presents this game for 4 players using Keith Jordan's lovingly hand-crafted space hulk and 28mm figures. Come join the strike force of Blood Angels Captain Ubaldo as he seeks to purge the foul genestealers from The Forsaken Doom and return its treasures to the Imperium.

TABLE 8 - Silent Night, Martian Night!

December 25th, 1914. In the sleepy town of Grover's Mill, New Jersey elements of the U.S. 6th Infantry Regiment are taking some much-needed R&R to celebrate the holiday season. However, just after midnight alarms ring out from the front lines; Martian Tripods have broken through in search of slaughter! Adrian John presents this epic "War of the Worlds" sci-fi game in 15mm. Can the soldiers rally, evacuate the helpless civilians and halt the Martian advance or will invaders from Mars make it a Red Christmas? Join Adrian and help decide!

TABLE 9 - Bocage HQ Assault

Normandy, June 17th. The U.S. 116th was withdrawn to reorganize due to D-Day losses but after the 115th Infantry was repulsed while attacking the key road junction of Saint-Lô, the 116th has moved forward to join the assault. By 17 June, most of the regiment had reached positions only 3 miles short of the city, but the fighting had bogged down in the difficult bocage terrain of Normandy. Now, 1st Battalion of the 116th Infantry Regiment attempts to capture the German 352nd Division HQ. The German Division Commander, however, has assembled a rag tag group of German troops to defend against the forthcoming assault. Kirk Harris presents this WWII game for 5 players using Battleground rules. Will the German HQ fall to the men of the 116th or will the defenders manage to save it? Come by, join in the action and help decide.

TABLES 10, 11 & 12 - Captain Henry Morgan's Raid

In the late 1600's, Captain Henry Morgan leads a raid on the Lake Maracaibo coast of Venezuela. This naval game is attractive to both historical players and lovers of Caribbean pirate fantasy! William Webb presents this age of sail action using easy to play convention rules, perfect for younger players yet challenging enough for mature gamers, and 28mm miniatures. Visually stunning, William says this game was the winner of three "Best in Show" awards in a row!

TABLE 14 - Dogfight Over North Africa

USAAF fighters clash with the Luftwaffe over North Africa. Sponsored by GT Publishing, Gavin Tovrea presents this WWII game of aerial combat for up to 6 players using "Above the Clouds" rules and 1/285th scale miniatures. Intended to produce a fast, free-flowing game to represent air combat, these rules take a fairly minimalist approach in the game design. Individual aircraft each have unique capabilities while pilot skill and experience will determine advantages and disadvantages. The main emphasis, however, is rapid execution of turns so that games move quickly.

Table 15 - YJÓARVALLA: Descend into Adventure

Set in a world where danger and dread lurks around every corner, YJÓARVALLA , is a cooperative tabletop game of perilous adventures where the very atmosphere itself seems to be a living, ravenous entity left in the wake of the god's disappearance. Life here is short and grueling but do not fret about it. Just grab your arms, make peace with your gods and march for adventure. The rules are written to encompass different types of play. It's a Dungeon crawl with RPG elements at its core, where a group of players or even a single player can follow an evolving story, progress their character and attempt to survive this dangerous and ever-changing world. You are not a glorious and vaulted hero, well not yet at least. The author and creator, C. S. Daley, hosts this epic fantasy game where your character will not be saving the world from impending doom but will instead have to settle with surviving and maybe saving a town or village in the process. Are you up to the challenge? After all, gold does not make itself and monsters do not simply lay down and die. Ultimately, though, your choices and failures will determine your story's outcome or its inevitable demise.

SESSION 6 (Saturday, 8pm - Midnight)

TABLE 2 - Playtest of Wars of Eagles and Empires

David Wood presents this Napoleonic Peninsula battle using new rules based on the mechanics of "Wars of Ozz" fantasy rules and 10mm figures. The rules will be taught so beginners are welcome. Will the French emerge victorious or will the British win the day? There will be room for up to 6 players. Children under 13 must be accompanied by a playing adult.

TABLE 4 - On the Town with Old Ben Milam: Bexar 1835

From the old Alamo mission, General Cos commands the last Mexican army in rebel Texas and holds the important town of San Antonio de Bexar. You and the Texacan "army" have bottled him up there since October. Only now it's December and the so-called siege drags on. The Mexicans have been reinforced, boredom is setting in, supplies are low and tempers are high. Ben Milam's had enough. Says he's going into San Antonio TODAY yelling "*Who will go with old Ben Milam!?!?*" as he moves through the camp. About half the army's with him. What about you? Go for the loot or go for the glory as you fight house to house through the mean streets of San Antonio. Cowan Hunter recreates this hard fought, but lesser known, battle of the Texas Revolution with 25mm miniatures and lightly modified "Texacana" rules designed for ease of play. Up to 6 players can join the fun.

TABLE 5 - Aerodrome® 2.0 - Valkyries!

The battle in the desert is raging and General Erwin Rommel has ordered the Luftwaffe to clear the way for his panzers by ordering waves of Ju87 "Stuka" dive bombers to destroy the British artillery positions. The RAF rises to the occasion by sending Hawker Hurricanes and P-40's to meet the attacking dive bombers. Up to 12 would-be pilots will be able to test their mettle as Mark Wukas hosts this WWII aerial combat game using the popular Aerodrome® 2.0 rules and 1/144th scale miniatures. The rules are easy to learn and fun to play. All equipment is provided and wings and medals will be awarded for victory and valor.

TABLE 15 - FRAG!

A computer game without a computer, "Frag!" Is 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! And if you happen to die, don't worry. You'll just respawn and come back shooting! Carl Archer presents this fast-paced, personal combat game using "Frag!" rules and 28mm figures. Have you got what it takes to survive in this dangerous sci-fi setting? Come on down and put your skills to the test.

Table 17 - Rzhev Counterattack

It's June of 1942, about 120 miles West of Moscow in the Rzhev Salient. The Russians have broken through all three of the German infantry defensive lines and are exploiting it with a force of Russian T-34/76's and KV-1's of the 57th Tank Brigade with another tank battalion following behind. The Russians orders are to cut off the town and hold it for infantry units to come up and occupy it. Elements of the veteran German 6th Panzer Division tank battalion with Panzer III's and Panzer IV's and the 50mm Pak 39 anti-tank gun company are sent to intercept and stop them. Rzhev had open farmland with a dense network of small villages. The unusually wet summer and continued downpours of late July and August greatly enhanced the defenses, hindering the deployment of both tanks and artillery for the Russians making it unable to bring to bear their superiority in these areas. Steve Hagarty hosts this WWII battle using the "Treadheads Combined Arms" rules and 1/144th scale vehicles.

Other Offerings

Kingsley Room - ASL Tournament

Tournament Director Steve McBee once again brings his **Advanced Squad Leader** tournament to Nashcon featuring, in Steve's humble opinion, some of the very best in tactical WWII gaming. Running Friday, Saturday and Sunday, this tournament 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!



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! Schedule will alternate between 45-minute Boot Camp sessions and 2-hour full-sized games.

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!

Stop the Nukes!

Whispers are cruise missile launchers loaded with massive Super Thermex warheads, capable of devastating the raider's transport craft that are busy being loaded with stolen goods. Recon elements raiding the Antares system attempt to destroy the defenders' cruise missile launchers before they unleash their deadly payload. Can they win the race against time and disable the Whisper missiles before they launch their deadly payload or will the raiders be deprived of their spoils?

It's Raining Enemies

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. Raiding pirate forces attempt to surprise the planetary defenders by dropping directly on top of the defenders' line but where are the rest of them?

Tanks for Everything

While CAV may be the most feared weapon of war, tanks and other combat vehicles are relied upon by nations across the galaxy for defense and aggression. The warring factions here are a perfect example, where each side hopes to establish control of a vital corridor through a mountainous region. This is a vehicle-only scenario – no CAV or aircraft on either side.

Dauids-vs-Goliaths

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 lone defenders of the pirate dropship wield?

Get to the Chopper.....er.....Dropship!

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 break through the overwhelming forces that seek to entrap and eradicate them. Their dropship cannot wait forever, lest it risk destruction as well. The noose is quickly tightening around the necks of the Freebooters. Can they break through the enemy line and escape off-world, or are they destined to be encircled by the planet's defense forces and destroyed to the last man?

Carnage!

After engaging in feints, hit and run attacks, supply raids and failed flanking attempts, the commanders of both sides of the Vegan civil war have dispensed with all subtlety. Each has is throwing the full weight of their forces at the other in the hopes of ending a months-long stalemate. No quarter will be given, and none shall be sought. This fight will be to the death! Some the objectives in battle are complex and not readily apparent to the enlisted soldier. But sometimes the objective is simple: Eliminate the enemy to a man. This is one of those times.

JohnnyCon

Thursday Evening

The Battle of Salem Church

In this “what-if” scenario the First Division of the Union VI Corps, commanded by Brigadier General William Brooks, attempted to attack General Lee's Army of Northern Virginia on the flank. Elements of Anderson's and McLaw's Divisions have been tasked with thwarting the Federals. Roger Mark presents this ACW action using Modified “Johnny Reb III” rules and 40mm miniatures. All items necessary for the game will be provided.

Retreat East to Regroup

Beleaguered German forces retreat to the east to regroup and solidify. Hot on their trail are the Allied forces, determined to finish the job. Chuck Warnick presents this WWII action using a set of rules developed by John Hill, but not officially published, and 1/285th miniatures.

Friday Morning

Johnny Reb III Introductory Game

The American Civil War is in full swing and this year's spring offensive has begun. The Cavalry has been sent out to scout the Tennessee countryside and, based on the information they provide, plans will be made and implemented. Norris Darrall presents this game for the "Johnny Reb III" set of rules using 15mm miniatures. Up to 10 players, both veteran and novice, will assume the role of a Division Commander and his Brigadiers as their division spearheads the offensive. In their role as commanders, players will schedule troop arrival times and locations with brigades arriving based on available commanders. But be wary. Should your commands be ineffectual (i.e. the dice are not kind to you) it's quite possible you could be seeking another command within a couple of hours. But that's okay. There are always plenty of available commands. Additional troops might arrive from the next division or you might even transfer to the opposite side. And you can play as long or as little as you like. Everyone is welcome! The game will begin whenever four players are willing to command a brigade. Additional players will be added as they report for duty up to the ten-player limit.

Sedgwick Unleashed

John Sedgwick's huge VI Corps, the last Federal corps to arrive at Gettysburg, was kept in reserve by Meade leaving Sedgwick with basically nothing to do. He is said to have remarked “I might as well go home.” When Lee's Grand Assault on the Federal center on Cemetery Ridge failed, just as he always thought it would, Longstreet made frantic efforts to prepare for a counterattack by the Federals. Longstreet would have bet the plantation that the Yankees would counter-attack because that is what he would have done in their place. Historically, he was much relieved to have lost the bet because Meade did nothing. In this scenario, however, Longstreet is unhappy and Sedgwick is happy, because Meade orders Sedgwick to advance his corps, destroy the Army of Northern Virginia on northern soil, win the war, and end the rebellion. Kermit Hilles hosts this re-fight of part of the battle of Gettysburg using “Johnny Reb III” rules. Up to 14 or more players can be accommodated.

Friday Afternoon

Sedgwick Unleashed (cont.)

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Battle at East Cavalry Field: Gettysburg, July 3rd

Union Brigadier General Gregg's under strength Second Cavalry Division has been ordered to move out to cover the army's right flank. Confederate General Jeb Stuart's cavalry units, exhausted following seven straight days and nights in the saddle, are spotted moving into positions to attack this very spot. Can General Gregg hold the flank with Brigadier General George Custer's help? Stephen Bachelor presents this ACW Cavalry action using modified Johnny Reb III rules and 15mm figures. Up to 8 players can join the fun.

Mirror Scenario

Using "Johnny Reb" rules and 15mm figures, P. J. O'Neill hosts this fictional meeting engagement scenario set during the American Civil War. Three Union Brigades will face off against three Confederate Brigades to see which side will be able to carry the day. Victory Points will be rewarded for map areas captured and enemies killed.

Friday Evening

Sheridan at Chickamauga

The Rebels have broken through! The Confederate army has forced its way through the center of the Union line at Chickamauga and the only forces left intact on the Union left flank are the brigades of Phil Sheridan's division and John Wilder's Lightning Brigade of mounted infantry. Will they be able to hold their ground, stem the Rebel tide and stabilize the line? Brad Butkovich hosts this game of ACW combat for up to 11 players using Johnny Reb rules and 15mm figures.

Buchholz Station

The action at Buchholz Station, on the German border, took place during the opening moves of the Battle of the Bulge in December of 1944. A German infantry company attacks American troops during the early morning hours. Michael Smith presents this "Squad Leader" scenario played with 1/72 scale miniatures and terrain on a felt hex grid instead of counters on a board.

Saturday Morning

The Real High-Water Mark at Gettysburg

On July 2 of 1863, the Confederate division of Major General Lafayette McLaw's advanced over the fields of Gettysburg toward a Federal salient comprised of troops from Major General Daniel Sickles' III Corps. While overshadowed by the events of the following day, McLaw's Division and the charge of Brigadier General William Barksdale's Mississippians dealt a powerful blow to the Federal line. Joseph Ricci presents this ACW action using John Hill's "Johnny Reb III" rules and 28mm figures. Up to 10 players will take command of the troops that made up this attack and try their hand at fighting the battle.

Saturday Afternoon

Battle of Pea Ridge

The Rebels have been fighting since yesterday, pushing the union troops back. They have not eaten nor had any sleep for three days, now. The union commander, however, has fed his troops and drawn ammo for everyone. He now feels he knows what the Rebels are doing and has turned his Army around. Gary Mills brings you this ACW action using "Johnny Reb III" rules, modified for this scenario, and 15mm miniatures. Up to 14 players can join in the fun.

Saturday Evening

The Great Locomotive Chase

In April of 1862, spymaster James Andrews led a daring raid into Confederate held northern Georgia. Andrews and his raiders hijacked the locomotive "General" at Big Shanty, Georgia. Noticing his engine steaming away, Conductor William A. Fuller began a footrace to catch the engine and thus began the Great Locomotive Chase. Using a modified version of "Johnny Reb III" rules and 28mm miniatures, Joseph Ricci presents an opportunity for 6 players to steam the General and the Raiders to victory in Chattanooga or join Fuller and his band as they chase down the stolen engine to Ringgold Gap. Along the route, Andrews and Company must destroy telegraph wires, bridges, and sections of track to prevent the Confederates from learning of their plot and catching up to them. Deep in enemy territory, the Raiders are surrounded by bands of militia and Confederate recruitment depots and with every act of sabotage draw closer to having their plans foiled. Walt Disney and Fess Parker got nothing on this one!

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