

SESSION 1 (Friday 2:00 PM to 6:00 PM)

Chickamauga

Come hear the roar of the guns and smell the black powder at Chickamauga in 1863! This game is loosely based around Forrest's attack on the Federal troops in the wooded terrain of north Georgia on the first day of the battle. Expect to slug it out and have fun in the woods! Playing with blind deployment, the game will feature great looking 28mm miniatures, terrain and **CBB** terrain mats! There is room for 6 players and no experience is required. The game, sponsored by **Cigar Box Battle**, will be run by Cory Ring using John Hill's classic "**Johnny Reb 2**" (with some **ADF** and **JR3** modifications). This game is associated with Johnny Con.

Battle of Eutaw Springs

Battle of Eutaw Springs (September 8, 1781) will be fought using 28mm figures and based on a scenario designed by James Mitchell using rules modified from Jim's "**Yankee Doodle**" and the late John Hill's "**Across the Deadly Field**". The game, brought to us by Patrick LeBeau, will be an opportunity to enjoy the war game design prowess of two of our greatest and departed gaming heroes. If you want to try John's new **ADF** rule system, you will not be disappointed. There will be room for up to 6 players.

SESSION 2 (Friday 8:00 PM to Midnight)

Battle of Mobile Bay, August 5, 1864

"Damn the torpedoes, full speed ahead!" This is the naval action that gave birth that famous battle cry by David Farragut. This battle is presented by Bob Moon using his "**Under Both Flags**" rules and 1/300 scale ships. And while this will be a classic re-fight of the battle, it should be noted that the CSN had just completed construction on a new powerful Ironclad Ram to help out the CSS Tennessee and even-up the odds a bit. And who knows.....the CSS Arkansas might even show up! There'll be room for up to 8 players. So come on, grab a lanyard and help make some smoke on the water.

Chippawa

July 1st, 1814 and the American Army launches the invasion of Canada. It was clear that Napoleon was defeated in Europe and seasoned British veterans from the Peninsular War would be redeployed to Canada. John Armstrong, the US Secretary of War, was eager to win a victory there before they could arrive. The Left Division of the Army of the North, lead by General Jacob Brown, has crossed the Niagara River and is heading for York. The Right Division of the British Army in Upper Canada, under Major General Phineas Riall, is marching on Chippawa to meet the American Militia and send them packing. Can the British and Canadians stop them or will General Brown's men emerge the victors? Wait.....are those Americans militia or could it be? Regulars, by God! Come join Rick Valentine as he brings us this War of 1812 battle using "**All the King's Men**" rules and gorgeous 52mm figures. Room for up to 6 players.

The Battle of Camden

It's 1780 and the British have driven the Continentals from South Carolina. The refugees rally under Horatio Gates, the hero of Saratoga, who leads the beaten regulars, along with raw recruits, on a march back. Not wanting to seem impolite, British General Cornwallis replies in kind with the armies meeting at Camden. Will "Bloody Ban" crush the rebels or will the Patriots' spirit prevail? Ken Cliffe, owner of **All the King's Men**, brings us this battle from the American War of Independence using his own "**All the King's Men**" rules and those gorgeous 54mm figures from the same company. Ken's games.....and product lines.....have been a Nashcon favorite for many years and if you've never played in one of his games you need to do yourself a favor and get in on the action. There will room for up to 5 players. Adults only, please.

SESSION 3 (Saturday 9:00 AM to 1:00 PM)

Dawn Breaks in the West

Bill Moreno, of Good Ground LLC, brings us the Battle of Wilson's Creek, the first full battle fought west of the Mississippi River. Confederates and Yankees clash on a custom sculpted terrain board specifically designed for this game. Bill will be using **Cracker Line** and **Plank Road** 10mm ACW Miniatures and "**Regimental Fire & Fury**" rules. This particular battle, with room for up to 8 players, will be first scenario in a series to be run during the 2015-16 convention season.

The Battle of Tewkesbury

Raise your sword and the standard of York or Lancaster and come re-fight the Battle of Tewkesbury! Cory Ring and Titch White bring us this War of the Roses battle using masses of 28mm figures and slightly modified "**Tactica Medieval**". Also, these tiny warriors will be fighting over some great looking terrain including custom terrain mats by the game's sponsor, **Cigar Box Battle**. Players, up to 8, should be prepared to roll handfuls of six sided dice and have handfuls of fun! Some hear the thunder of the charging Knights and the swoosh of the arrows as we determine who will be King!

The Battle of Champion Hill

Dean West, along with Patrick Lebeau and Kermit Hillis who will be acting as rules consultants to assure that players have a good time, brings us this large ACW battle using 15mm figures and John Hill's popular "**Across a Deadly Field**" rules. Straight from the pages of the soon to be published **ADF** scenario book, "**Western Battles**", this epic re-fight of the Battle of Champion Hill will accommodate up to 12 players. So choose your side, come join the guys and help honor the memory of John Hill. Sponsored by Osprey Publishing, this game is associated with **JohnnyCon**.

Russian Assault in the North – 1812

Leading elements of a Russian Corps are bearing down from the east, toward a mixed division of French and Allied troops. The French must keep the North-South road open by any means possible. If not, the Russians must be made to pay heavily for any gains. This was an era where Victory was measured by the Honor and Glory that a Gentleman earned. Players are encouraged to conduct themselves within this role, demonstrating appropriate and rational behavior on the field of battle. This game is presented by Mark Johnson, an able-bodied member of the Big Muddy Historical Game Alliance located in St Louis, Missouri. Using 25mm figures and “**Bonaparte**” rules, Mark can accommodate up to 8 players and says the more players at the table.....the more units on the field.

SESSION 4 (Saturday 2:00 PM to 6:00 PM)

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The Battle of Ticonderoga

July 8, 1758. As the British emerge from the woods, they are horrified to see the French have fortified the heights before them! But still, the fort must fall. The French call it Ft. Carillon. The British & Americans call it Ticonderoga. Both words conjure up an epic battle with deeds and acts of heroism performed by thousands of men during an incredible day-long battle in the primeval North American wilderness. Bob Moon brings us this monumental battle using 40 mm figures and modified "**Brother vs. Brother - Regimental**" rules with room for up to 9 players. It's time for action. Strength of arms and valor will carry the day, so grab your musket and attack.....or defend.....the gateway into the heart of the French Colony.

Gettysburg - Day 1

The first day of Gettysburg's meeting engagement between elements of A. P. Hill's division and Buford's Cavalry and the Union's First Corp. David Ferguson presents this ACW battle using 25mm figures and the ever popular "**Rally 'Round the Flag**" rules. These rules are easy to learn making for fast turns with plenty of action and plenty of casualties. There will be room for up to 6 players. Please, no children under 14 unless accompanied by an adult.

The Battle of Champion Hill

Dean West, along with Patrick Lebeau and Kermit Hillis who will be acting as rules consultants to assure that players have a good time, brings us this large ACW battle using 15mm figures and John Hill's popular "**Across a Deadly Field**" rules. Straight from the pages of the soon to be published **ADF** scenario book, "**Western Battles**", this epic re-fight of the Battle of Champion Hill will accommodate up to 12 players. So choose your side, come join the guys and help honor the memory of John Hill. Sponsored by Osprey Publishing, this game is associated with **JohnnyCon**.

SESSION 5 (Saturday 8:00 PM to Midnight)

Lundy's Lane

A few days after the Battle of Chippawa, General Jacob Brown had outflanked the British defenses along the Chippawa River causing them to fall back to Ft. George near the mouth of the Niagara. Shortly thereafter, Brown regrouped near the Chippawa to secure his supplies before advancing west. As soon as Brown retired, British light infantry and militia advanced to Lundy's Lane just four miles north of the American position. When the British Lieutenant Governor of Upper Canada, Lieutenant General Gordon Drummond, arrived to take command on the Niagara peninsula he immediately ordered a force to advance south from Ft. Niagara hoping to force Brown to evacuate the west bank. Brown, encouraged by his victory at Chippawa (well, I guess we really need to see what happened in Friday night's game to be sure.....but anyway) instead ordered an advance north, contacting the British at Lundy's Lane. Can the Americans repeat their historical performance? Join Rick Valentine as he brings us this War of 1812 battle using "**All the King's Men**" rules and 52mm figures. Room for up to 6 players.

Fourth Battle of Kawanakajima

In the autumn of 1561, Uesugi Kenshin drew the Takeda clan to battle by threatening Kaizu castle. Takeda Shingen led an army of around 20,000 men, making a wide circle around Kenshin's camp on Saijo Mountain and entered Kaizu. There, he decided to adopt a plan whereby one part of the Takeda army would set up an ambush on Kawanakajima while the other part flushed Uesugi Kenshin from Saijo in a night action. Shingen accordingly took 8,000 men to Kawanakajima while his subordinates led 12,000 to Saijo. Unfortunately for the Takeda Clan, Kenshin learned of Shingen's movements and acted to thwart his plans. He took his own army off Saijo ahead of the Takeda attack and assaulted Shingen's force at dawn. The fighting was desperate and is recorded as having been especially bloody with casualties ranging from 25% up to 70% per side. Legend has it that it also featured a brief personal combat between Uesugi Kenshin and Takeda Shingen. Keith Sullivan presents this clash between two of the greatest samurai leaders, ever, using over 3200 15mm miniatures and his own homegrown, fast-play rules. There will be room for up to 10 players.

SESSION 6 (Sunday 9:00 AM to 1:00 PM)

Debauch at Korosten (Cross of Iron: Scenario 17 - Modified and Expanded)

In this scenario, elements of the 2nd Cossack Cavalry Division pounce on German rear echelon units who are unprepared for such a sudden attack. Of course, help is on the way as German motorized infantry rush to try and save the day. Patrick LeBeau brings us this classic "**Cross of Iron**" scenario which has been re-designed for use with 15mm miniatures. The game will accommodate up to 6 players.

Bolt Action US Demo Games

The fine folks at Bolt Action US present these magnificent demo games of the popular "**Bolt Action**" rules using custom terrain and beautiful 28mm figures. "**Bolt Action**" is a WWII, 28mm squad-level game that's fast, fun and easy. One of the most unique features of the system is the randomized turn mechanic. "Order Dice" (one per unit, per side) are put into a single bag and pulled to determine which player takes an action. It's really a lot of fun, and is a welcome relief from the "your-turn-my-turn" fatigue. So come on by the **Bolt Action US** booth and join in the fun. With prizes galore, you're going to love it! The games will accommodate up to 12 players.

(Friday Evening and Saturday Morning)

Sword Beach to Pegasus Bridge

IT'S D-DAY AT LAST! In the pre-dawn hours of December 6th, 1944 Major John Howard and his 2nd Airborne Battalion hit the ground hard in their Horsa gliders and scrambled out to secure the bridges crossing the River Orne and Caen Canal. Meanwhile, 5 miles North, the British 6th Armored Division was about to hit Sword Beach in the Normandy invasion. Led by the indomitable Lord Lovat, the brigade was to overtake the beach resistance, push inward through the city of Ouistreham and rendezvous with John Howard at the Benouville Bridge, also known as Pegasus Bridge. For this epic battle, the Allied players get a quick survey of the tabletop then must leave the room while the German players set up their defenses and deploy troops. The Allies are tasked with storming the beach, securing the Casino at Ouistreham and holding Pegasus Bridge until reinforcements arrive.

(Saturday Afternoon and Saturday Evening)

Battle for Bastogne

It's 19 December, 1944 and Hitler's got one last trick up his sleeve as he makes an all-out attempt to halt the advancing Allies' crushing momentum at a Belgian town near Bastogne. Despite blinding snow and precious-little fuel, the German army's battle-hardened remnants are ordered to assault from all sides. Desperate but resolute, US troops defend the crossroads despite low ammunition and no armor support. Their orders? Hold out until relieved by General Patton's 3rd Army!

(Sunday Morning)

Bolt Action Blitz!

Various "**Bolt Action**" demo games open to all interested in learning about this WWII, 28mm squad-level game that's fast, fun and easy to play. The fine folks at **Bolt Action US** bring us these magnificent demo games using custom terrain and beautiful 28mm figures.

DBA Schedule of Events

(Friday Afternoon)

15mm Hordes of The Things 2.1 Fantasy Tournament

-Swiss Chess Format

-15mm basing (Hey, it is HoTT.....who knows what sized figs will be on the bases!)

-24 inch Boards

(Friday Evening)

1066 - The Year that Changed Everything

-6 Player DBA 3 Campaign

-25mm Figures (all provided)

-Hosted by Joe Collins

(Saturday Afternoon)

15mm DBA 3 Tournament

- Swiss Chess Format
- 2.2 or 3 Army Lists
- BUAs only with the agreement of both players
- 24 Inch Boards
- Hosted by Joe Collins

(Saturday Evening)

25mm DBA 3 Fantasy Rules

- Fire & Ice...Game of Thrones
- 6 Players
- Hosted by Tom Thomas

(Saturday Evening)

Open Gaming Session

This open-gaming session, sponsored by the members of the Nashville Area DBA Gamers, features pick-up games of **DBA, HOTT, 2.2+, 3.0, DBN, HITT, HOTE, DBX** or any manifestation of the game system you can come up with. So if you're itching for a good time, just find someone in the DBA Area and play a game. Everything needed to play, including 15mm loaner armies, will be provided. Or if you have your own special army or unique terrain piece you'd like to show off, by all means bring it along! So come on down and get a dose of all things DBA!

“Pathfinder” RPG Gaming

(Friday Evening, Saturday Morning & Sunday Morning)

NeoExodus Legacies

"Meet me by the palace at the door near Tsar Feodor's tower. Wait all night for me if need be. The stability of Exodus is at stake. Payment in silver." said the note. For whatever reason, you find yourself on this stormy night by this side door to the palace. Screams echo between gusts of winds. Just another typical day in Exodus. J. P. Chapleau presents this thrilling RPG adventure, part of the **NeoExodus Legacies Campaign**, using the popular "**Pathfinder/Legacies**" system. Sponsored by **First Ones Entertainment**, this game will accommodate up to 6 players.