

Ottocon Gaming Convention 29 July to 1 August 2021 Carlisle PA

Location: Comfort Suites in Carlisle, PA 17013

Cost: \$20 for all days, \$10 for one day + \$5/parking structure

Rooms: \$109/night, specify "The Gamer Weekend" by phone only at (717) 960-1000 ext 1122.

This is an open gaming convention, but I have the following impromptu schedule. It is also open to interpretation and changes based on Player whims -- Tracy Johnson <tracy@librem.one>:

Thursday Open Gaming

9AM Table P - Avalon Hill's classic **Russian Campaign**. (If another person actually shows up on a workday Thursday morning it would be a miracle.)

1PM Table P - **Junta** (2-7 players). A power politics game set in a La Republica de las Bananas. Be President for Life and a River Unto your People.

6PM Whiskey Rebellion Restaurant - **Kick-Off Dinner** (invitees by RSVP only).

8PM Table P - Flying Buffalo's **Nuclear War** (2-7 Players)

Friday

9AM Table P - Avalon Hill's **Civilization** (2-7 players). Building your civilization from the Early Bronze Age to the Late Iron Age run by Tracy Johnson.

Table S - **Civil War** with Wooden figures using rules system: **Magnolias, Mint Juleps 'N Grits** run by George and Harrison Deppner. Elements of the Cornfed Army of Missabamma are tryin to locate and stop the thieving Onion Army from making off with their supplies of SWEET TEA!

10AM Tables R and S - **Guadalcanal** Naval Campaign run by Bill Lademan.

Tables M to O - **Mustangs and Messerschmitts**, run by Ken Hall. It will use the modifications that don't require players to lie on the floor to line up their gunsights (or if you want to be a hardcore cigar-chomping aviator but don't want to lie on the floor, I'll do it for you). The modified version probably moves the game along more quickly, though.

3PM Tables J to L - **Battle of Lissa**, a Close Action age of sail game run by its author Mark Campbell (8-10 players). a fun fast historical frigate battle, surprisingly well-balanced (that is, both sides have a good chance to win). In the Adriatic in 1811, a force of 4 small British frigates, led by a great officer who had served under Nelson, was attacked by a force of 7 Franco-Venetian frigates. The historical result was a devastating British victory, but in reality it could have gone either way*. (*- All that was necessary for the vastly superior French force to win would have been to get rid of their cheese-eating surrender monkey captains, replacing them with good British captains; and this of course is essentially what happens during most CA battles, because there tend to be the same number of experienced good players on both sides.)

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- 7PM** Moshie Pit - Chew the fat with old timers. Put your two cents in the Society of Daisy informal business meeting.
- 9PM** Tables P and Q - SPI's **After the Holocaust modification** (2-4 players or teams). Recreate America in your own image after WWII. A modification to the original SPI game run by Tracy Johnson.

Saturday

All day Tables A to F - **Art De La Guerre** tournament run all day by Walter Leach Jr.

9AM Table S - (Reprise) **Civil War** with Wooden figures using rules system: Magnolias, Mint Juleps 'N Grits run by George and Harrison Deppner. Element's of the Cornfed Army of Missabamma are tryin to locate and stop the thieving Onion Army from making off with their supplies of SWEET TEA !

12PM Tables J to L - **Famous Fast Fun Furious Fantastical Frigate Fracas**, a Close Action age of sail game run by its author Mark Campbell (11-14 players). What if the ENTIRE US Oceanic Navy in July 1812 met an equivalent British force off Nantucket? Come see if seven US Navy frigates (including all 3 44's--United States, President, and of course the incomparable Constitution) plus others can beat a larger British force! This one is always a bloody-but-fun event! (Note: if I don't get enough players, I will do Lissa again.)

6PM Table P - TSR's **Divine Right** classic (2-7 players). A multi-kingdom wargame set in a fantasy world run by Tracy Johnson.

Sunday

Open Gaming

In the past Players left early, again the whole day is paid for. I'm keeping it open until 4PM for die hard fans and maybe the ADLG crowd.) Maybe I'll run **Diplomacy** or an **Axis & Allies double-blind** to drive people away?

Heritage Ballroom

