



Johnny Con

by *Norris Darrall and Cory Ring*

Introduction

Johnny Con is an annual gathering of fans of the rules and games of the late John Hill, with the focus on his famous set of ACW rules "Johnny Reb". We have recently been getting together every year as part of Nashcon in June and if you are interested in playing or learning these fantastic rules there is no better place to do it!

The "Johnny Reb" American Civil War miniature rules were created by famed game designer, the late John Hill. John created the iconic World War 2 tactical board game "Squad Leader."

Right:
John Hill





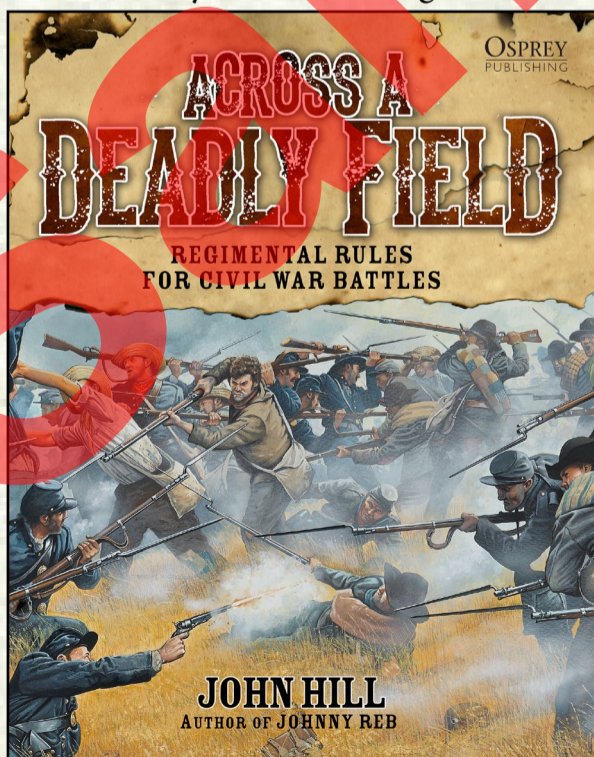
If you aren't familiar with "Johnny Reb" there are several versions:

Johnny Reb - the classic, original game from the late 70's and early 80's (**Adventure Games**) with a figure scale of 1:20 and a ground scale of 1" = 40 yards (center in above photo)

Johnny Reb 2 - published by GDW in the late 80's and essentially the same as the original "Johnny Reb" except for streamlined artillery rules. Both of these versions are best suited for tactical, divisional sized games (left in photo).

Johnny Reb 3 - Published in 1996 by **The Johnny Reb Game Company** with a figure scale of 1:30 and a ground scale of 1" = 50 yards and suited for corps sized games (right in above photo)

Across A Deadly Field - published by **Osprey Publishing** in 2014 and designed for fighting entire battles. The ground scale is 1' = 80 to 100 yards and the figure scale is 1:60.



Norris Darrall has been the key leader and standard bearer of **Johnny Con** over the years. I asked him to write a brief history of the convention and here is what he had to say:

"Prior to 2006 (for about 2 years), I would travel to New Albany, Indiana and put on **JRIII** games about 3-4 times a year for their monthly meeting. In a discussion with Rob Prince (owner of **Historiqueshop.com**), I mentioned a dream convention - a convention for just John Hill games. Rob said something to the effect of "Let's do it". It was his efforts that established the precedence for the rest of the conventions. I opted for an even year convention to reinforce that it was something special. Scott Mingus, founder of the *Johnny Reb Gaming Society* came up with the idea of calling the con "**Johnny Con**".



Above: John Hill with Scott Mingus (right)

While most emphasis was on **JRIII**, we opened the games to any game traceable to John.

Dean West opened the future Cons with a "**Final Argument of Kings**" Seven Year's War game, Kermit Hilles could be relied upon to run unique games each year (he convinced me that monster games with up to 27 players could be successful), Jim Mitchell ran a "Yankee Doodle"



A Johnny Reb AWI variant game in progress.