



## WINTER OFFENSIVE

Come join GCACW players from around the United States for this year's GCACW event at Multi-Man Publishing's 2024 Winter Offensive to be held from January 11 to 14 at the Comfort Inn in Bowie, Maryland. We hope to have something that will interest all participants regardless of experience or interest level. This year's event will feature a GCACW Bootcamp intended to teach brand new and beginner players how to play, or how best to play, the GCACW system. This year's get together will be featuring scenarios from the recently released On to Richmond II GCACW Module.

If you are interested in participating, please fill out the GCACW Winter Offensive Sign Up Form at: <https://forms.gle/ucgQDn2yunExhdXb9> . Note that this form is simply to sign up for the GCACW event at the MMP Winter Offensive. To sign up for the MMP Winter Offensive itself, please visit MMP's at: <https://mmpgamers.com/>

### Planned Events

(Subject to Change Based upon Player Interest)

## VETERAN EVENTS



**Events for Players of Intermediate to Advanced Experience**

## **Multiplayer Grand Campaign** (5 p.m. Thursday until conclusion Saturday)

### **5 p.m. Thursday until conclusion Saturday - The Overland Campaign - Scenario 9 from Grant Takes Command - Hosted by John Hyler**

Sign up to be one of three Union or three Confederate commanders in this grand campaign covering the Grant's Spring 1864 offensive. Participants should have experience with the GCACW system although no prior experience with the GTC module is required. This event is limited to six participants.



**Thursday evening & Saturday - One on One Campaign Games** - Players interested in participating will be paired up with a player of similar ability to play a campaign game of their choice. The campaigns games from the *Roads to Gettysburg*, *Here Come the Rebels*, *Rebels in the White House*, *Stonewall Jackson's Way*, *All Green Alike* and *Hood Strikes North* are all excellent one-day campaign games. However, participants may select other campaigns or scenarios if they so choose. Depending upon their own schedules, players can begin play either on Thursday evening or Friday morning

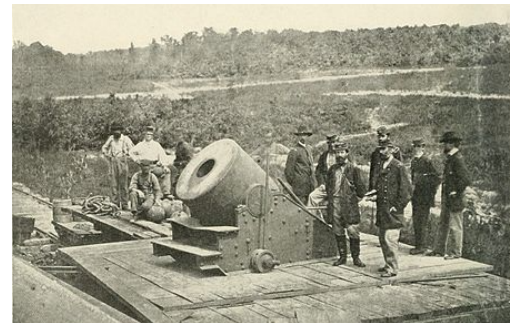


**Friday 7 p.m. - GCACW Designers Forum** - Join the Designers of the GCACW series as they provide an update on the latest GCACW module designs. Topics will include an overview of the designs of OTR, GTC and TPC; an update on Thunder on the Mississippi; and future plans for the series.

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### **Saturday, 8:30 a.m. to ? - Short Scenario Tournament -**

**The Petersburg Campaign** - This year's short scenario tournament will feature scenarios from the recently released Petersburg Campaign. The tournament will consist of three rounds of play with the player amassing the best overall record being awarded the title. In the event of a tie, the two top ranked players will play off in a sudden death final on Saturday evening (or Sunday morning if they so choose). Players may play in one, two or all three rounds.

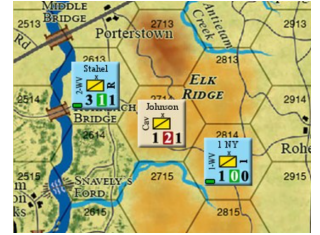


- 1) Round 1 - 9:00 - Scenario 7 - Burgess Mill
- 2) Round 2 - 10:30 - Scenario 1 - My Best Achievement - Players play one side then switch
- 3) Round 3 - 2:30 - Scenario 3 - Sheridan Crosses the James
- 4) Tie breaker - 5:00 - Scenario - 9 - Five Forks

**Saturday - 6 p.m. - Pizza Break - Friend of GCACW Award** - Be sure to be around for Perry Cocke's after pizza presentation to learn who has won this year's Friend of GCACW award.



**Saturday 7 pm. Are You Covered? GCACW Flanking Rules Quiz and Explanation** – Do you think you know the GCACW flanking rules by heart or are you interested in learning them? If so be sure to stop by and take the GCACW Flanking Rules Quiz.



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**Sunday 9 am. - Noon - Mason-Dixon Cup - The Petersburg Campaign - Scenario 7 - Burgess Mill** - Players sticking around until Sunday morning should participate in the Mason-Dixon Cup. Players will be placed on either the South or North team and will play a short scenario against a player of similar experience level. Members of the winning team get their names inscribed on the Cup. All experience levels welcome.





# GCACW BOOTCAMP

## Events for Brand New and Beginner Players

**Thursday 7 p.m. - GCACW Basic Game Rules Primer** - Interested in GCACW but never got around to reading the rules? If so, then stop by this GCACW rules primer for a step by step explanation of the GCACW basic game rules.



**Thursday 8 p.m. - GCACW Tutored Games - Scenario 3 - Race for Spotsylvania** - Pair up with an experienced GCACW player who will teach you how to play the GCACW system

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### **Multicommander Learning Scenarios - (Friday & Saturday)**

A great way to advance your GCACW skills is to play in a multiplayer game hosted by one or more experienced GCACW players. Interested players will have a number of such games in which to play throughout the convention. Players are welcome to drop into and out of games as their schedule allows.

Friday's multiplayer games will feature scenarios from Grant Takes Command while Saturday's games will feature scenarios from On to Richmond.



**Friday 9 a.m. - Multiplayer Learning games #1 - Scenario 1 - The Battle of the Wilderness (see above) - Beginners welcome.**



**Friday 1 p.m. - Multiplayer Learning game #2 - Scenario 6 - Strike them a Blow (see above) - Beginners welcome.**



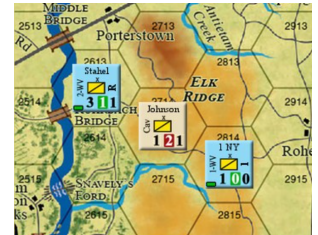
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**Saturday 8 p.m. - Multiplayer Learning Game #6 - Scenario 8 - Retreat to the James (continued) - - Beginners welcome.**



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