

# Nashcon 2020

## PRELIMINARY EVENT LIST

Current as of 6/10/2020

### SESSION 1 (Friday, 2pm - 6pm)

#### **TABLE 8 - First Blood to the Cavalry: The Rough Riders at Las Guasimas**

US Troops have landed at Siboney, Cuba. While waiting for all the regular forces and artillery to land, General Wheeler's Cavalry Division (consisting of the 1st US Volunteer Cavalry (Rough Riders), the 9th US Colored Cavalry, 10th US Cavalry and the 1st US Regular Cavalry) pushed out along the jungle trail towards Santiago. Moving through the jungle, the Cavalry strikes the forward defensive positions of the Spanish forces. Will the Rough Riders be able to rout the Spanish and clear the way for the Regulars to march on Santiago? Hosted by Harold Oney, the game will use Osprey's "**Men Who Would be Kings**" rule system and 28mm figures. So grab your boots, saddle your horses and ride to glory! This game will accommodate up to 6 players.

#### **TABLE 11 - Conquest: Last Argument of Kings**

This is an introductory game using the starter set for the Fantasy/Medieval rules system "Conquest" by Para Bellum Games. Written by one of the industry's leading game designers, Alessio Cavatore, these rules are quick and easy to learn. "Conquest" is a mass battle war game with 45mm models individually based but operating as units on trays. Playing with the speed of a skirmish battle, a full game lasts around 90 minutes. "Conquest" does away with player turns and army deployment and instead focuses its play around a stack of unit cards each player uses to determine in what order their troops are activated and fog of war becomes a real thing. So if fast-paced action in a Fantasy/Medieval setting sounds like something you might be interested in then come join Ed Bardill as he demonstrates this exciting rule set. There'll be plenty of room for participants, ages 14 to adult, with multiple games being run per session.

#### **TABLE 19 & 20 - Kings of War Big Battle**

Using some 50,000 points worth of painted 28mm troops, Rob Phaneuf hosts this introductory game of "Kings of War" designed to teach and showcase the rule set's 3rd edition. Everything needed to play will be provided. Able to accommodate up to 16 players, this game has been successfully run for a number of years at Adepticon. "Kings of War" 3rd Edition offers a concise, clean set of rules. It allows players to experience warfare in a fantasy setting without getting bogged down in all the chaos and confusion a lot of other rule sets bring to the table. It's a fun and well thought out game that knows what it wants to do and does it well. It's extremely well balanced offering multiple ways to win with multiple armies. If you are a fan of fantasy games, or like rank and file, mass combat tabletop battles, "Kings of War" 3rd Edition will help scratch that itch. Whether you are a veteran player or new to the hobby these rules are sure to offer hours of fun and epic battles.

## **SESSION 2** (Friday, 8pm - Midnight)

### **TABLE 4 - The Raid on St. Nazaire**

The town of St Nazaire is home to a dry dock that's an important strategic asset for the German fleet. This dry dock can be used to repair large warships damaged in the Atlantic where such behemoths as the Bismarck and the Tirpitz have been causing grief for the Royal Navy. Taking out the St Nazaire docks will force German warships to take a longer route home for repairs elsewhere on the continent leaving them out of action for longer periods and forcing them to pass through the heavily defended seas around Britain where the Royal Navy and Air Force can finish them off. To this end, the HMS Campbeltown and her accompanying Motor Gun Boats and Commandos will try to take out the St. Nazaire facilities. The German Guardships and defensive shore batteries, however, have their own plans. Come join the fun as Dale Kemper hosts this 6 player scenario, using "Cruel Seas" rules and 1/300 scale models.

### **TABLE 7 - Knights of the Air**

The "Duke Boys" return to Nashcon to invite players to come fly the unfriendly skies above the battlefields of WWI France using the fantastic 1/144 scale "Wings of Glory" aircraft and their accompanying rules. Up to 12 players will get an airplane or bomber to control in a couple of different scenarios including *Trench Line Recon* and everyone's favorite *Balloon Buster*. Seasoned flyers, as well as rookies, are welcome in this family-friendly game of aerial combat for young and old alike. Do you have what it takes to survive in your canvas eagle? Who will become a great pilot and who will wind up in a fiery wreck of canvas and wood? Join Keven and Steven to find out! It only takes five minutes to learn how to play and become part of the fun of an evening full of laughter and unpredictable events.

### **TABLE 9 - On Distant Planets: A Tutorial**

Join Mark Faircloth as he presents this instructional session for "On Distant Planets", an exciting new Sci-Fi game with a unique blend of Strategic, Operational and Tactical game play. This game brings into play concepts similar to RTS computer games like *StarCraft* or *Command & Conquer* using miniatures in both 1:4800 and 1:600 scale. In-game units range from individual ships (air, spacecraft and Mechs) to infantry and vehicle companies, platoons and attachments. Examples of game mechanics include base building and customization, unit recruitment and force progression. Most scenarios will also include logistics and civilian interactions. Up to 6 players will control spacecraft, installations or several other types of Land and Aerospace formations as they learn how to play.

### **TABLE 11 - Command & Colors Napoleonic Using Lego Figures**

December 1809 and the British are in retreat. To buy time for the rest of the army a force has been tasked with holding a river as long as possible. The river is impassable except at three bridges (one in each sector). Each side has 8 Command Cards and 4 Tactic Cards at the start of the game. The bridges are French objectives. When the French control a bridge they are awarded a Victory Banner and the British player loses a Command Card. If the British take the bridge back the Victory Banner is lost and the British player gets his Command Card back. Also, each unit removed from the board gives their opponent a Victory Banner. The first side to accumulate 20 Victory Banners wins. So come on down and join Jeff Russ as he hosts this Napoleonic extravaganza! There'll be room for up to 4 players.

### **TABLE 13 - Check Your 6! Introductory Game**

Did you ever wish you could experience the thrill of sitting in the cockpit of a WWII fighter, soaring above the countryside seeking to engage the enemy and clear them from the skies? Then you should try “Check your 6!” rules from *Skirmish Campaigns*. These rules were designed to reflect the realities of aerial combat while allowing for a playable game by using the simplest wargame mechanics possible. The rules are the result of two years of research into Air-to-Air weapons, combat maneuvers, aircraft statistics and the influence of pilot skill on combat. In addition, former US Air Force and US Marine Corps pilots were a part of the design team from the start, greatly influencing design and playtesting. Dave Winfree, owner of *I-94 Enterprises*, hosts this game using miniatures from his line of 1/285 scale aircraft. Up to 8 would-be pilots may participate in the action. And as Dave advises.....”Roll well”!

### **TABLE 19 & 20 - Siege of Gal’Durak**

Using tons of painted 28mm troops, and able to accommodate up to 16 players, Rob Phaneuf hosts this large siege battle using “Kings of War” designed to teach and showcase the rule set’s 3rd edition. Everything needed to play will be provided. “Kings of War” 3rd Edition offers a concise, clean set of rules. It allows players to experience warfare in a fantasy setting without getting bogged down in all the chaos and confusion a lot of other rule sets bring to the table. It’s a fun and well thought out game that knows what it wants to do and does it well. It’s extremely well balanced offering multiple ways to win with multiple armies. If you are a fan of fantasy games, or like rank and file, mass combat tabletop battles, “Kings of War” 3rd Edition will help scratch that itch. Whether you are a veteran player or new to the hobby these rules are sure to offer hours of fun and epic battles.

## **SESSION 3 (Saturday, 9am - 1pm)**

### **TABLE 1 - The Battle of Dogger Bank**

After the news of the defeat of the East Asia Squadron in the Falklands, the Germans realized that the British Royal Navy had detached some of their battlecruisers to hunt down German squadrons. After assessing the situation, the German naval High Command decided now was the time to seek a battle on near even terms. Waiting until the SMS Von der Tann got out of dry-dock, the proud ships of the Kaiserliche Marine set sail in search of their quarry. Rick Valentine presents this hypothetical WWI naval action using 1/6000 scale miniatures and “Victory at Sea” rules. There’ll be room for up to 10 would-be Captains.

### **TABLE 8 - Pershings at Elsdorf**

February of 1945 and units from the US 33rd Armored Regiment, including a couple of the new T26E3 tanks, have been tasked to take the town of Elsdorf, Germany. Currently, German infantry occupy the town but a small Kampfgruppe from the 9th Panzer Division, with Tiger I and Pz IV tanks, has been ordered to move there to keep the US from taking the town. This engagement was the first (and perhaps the only) time the Pershing and the Tiger I met face to face. Keith Jordan presents this exciting WWII armor action using 15mm miniatures and the ever popular “What a Tanker” rules. If you think you’ve got what it takes to survive the rigors of combat then climb in, button up and head to victory! There’ll be room for up to 8 players

### **TABLE 9 - On Distant Planets: The Defense of Corvid IV**

When Orbital Insertion Group (OIG) 17 was dispatched to Corvid IV on a humanitarian mission to help the colonists recover from a series of earthquakes, no one dreamed it would turn into a desperate battle to save the planet. Join Mark Faircloth as he presents this grand scenario using "On Distant Planets", an exciting new Sci-Fi game with a unique blend of Strategic, Operational and Tactical game play. This game brings into play concepts similar to RTS computer games like *StarCraft* or *Command & Conquer* using miniatures in both 1:4800 and 1:600 scale. In-game units range from individual ships (air, spacecraft and Mechs) to infantry and vehicle companies, platoons and attachments. Examples of game mechanics include base building and customization, unit recruitment and force progression. Most scenarios will also include logistics and civilian interactions. Up to 6 players will control one or more spacecraft or installations along with several Land and Aerospace formations.

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### **TABLE 15 - Porter Runs the Batteries at Vicksburg**

On April 16, 1863 Union Admiral David Dixon Porter takes his seven Union Ironclads and three paddle wheelers on a hair-raising run past the Confederate heavy artillery batteries defending Vicksburg. Porter must make this run successfully if Grant has any hope of attacking Vicksburg from the land side. Faced with the massive guns of the Rebels, and the turbulent tides of the Father of Waters, will Porter succeed? Or will Vicksburg remain the cork stopping the Union's dominance of the mighty Mississippi? Harold Oney presents this game of ACW naval warfare using 15mm miniatures and a fast-play set of rules called "Ironclad". Stars and Stripes or Stars and Bars.....you decide who will emerge victorious. There'll be room for up to 10 players.

## **SESSION 4 (Saturday, 2pm - 6pm)**

### **TABLE 4 - Orcs vs Humans**

A gigantic army of Orcs, Goblins and Barbarians have laid siege to the city and the citizens trapped within the walls are doomed. Or are they? To preserve the Empire, the humans must rise above their fears and defend their homes against this evil tide. If the dreaded Orcs and their allies carry the day who or what shall be able to stop them? Adam Clark presents this epic *MiddleHammer* fantasy game, for up to 8 players, using the "Shadow Storm" ruleset and 10mm miniatures. Everything needed to play will be provided and no prior knowledge or experience is necessary. So buckle on your shields and draw your weapons.....there's blood work to be done!

### **TABLE 7 - Rafa Junction - 1967 Arab/Israeli War**

Come take up arms with the Israeli Defense Force, or perhaps the Egyptian Army, as we re-fight the key battle of Rafa. This battle pits the IDF's 84th Armored Division (Ugda Tal) against the Egyptian 7th Infantry Division. Centurions and Magach's duke it out with T34/85's and IS-3's while Israeli Mechanized Infantry and Paratroopers face off against entrenched Egyptian infantry. The Egyptians have a hope for reinforcements but will the T-54's get there in time? Brendgol Majewski presents this Post-War extravaganza using "Fate of a Nation" rules and 15mm figures. The game will accommodate up to 6 players.

### **TABLE 8 - Space Hulk: Once More into the Breach.....Again!**

From the depths of the warp, a giant amalgam of ancient ships and debris drifts forth. Always ready for battle, the Space Marines of the Imperium launch boarding torpedoes to investigate the treasures hidden within the hulk. Keith Jordan returns with his updated 3D Space Hulk board in an attempt to correct last year's mistake of having just too darn much going on. This year, it's back to basics. Termies and Stealers. Chain Swords and Talons. A fight to the death! Come join in the fun as Keith puts his special spin on this classic Sci-Fi game of man-to-man (man-to-bug?) combat in deep space. There'll be room for up to 8 souls to test their courage.

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### **TABLE 14 - Battle of Razgrad**

This battle, set in the period of 1809 - 1811, involves the armies of Russian and Ottoman Empires and features troops not usually seen in the Danube theatre. "Black Powder" rules will be used, with some modifications for the Ottoman Turks and the figure scale will be 28mm. Everything needed to play will be provided and the game can accommodate up to 10 players. Can the troops of the Grand Vizier break through their foes and carry the day or will the sons of Mother Russia prevail? To find out, come join Bill Favorite as he hosts this exciting game of early nineteenth century warfare!

### **TABLE 17 - Selinus Must Fall!**

Carthage has besieged the Sicilian city of Selinus and must take it before Syracuse can come to the rescue. To this end, General Hannibal has tasked you to take a group of chosen men and slip into the port, work your way through the streets and open the city gates from inside! You must assemble your warband using your choice of Punic Infantrymen, Iberians, Gauls or Campanians and be ready to fight your way to those gates! This ancient game, using 28mm figures and "CLASH of Spears" rules, is sponsored by Fighting Hedgehog the game company that produces the rules. Co-owner of Fighting Hedgehog and co-author of the rules, Alvaro Erize will be your host and moderator. Fun, flexible and fast paced, this alternative form of skirmish gaming avoids onerous charts and complex book keeping while still giving players a good representation of ancients combat. Up to 4 players will be able to join in the action so gather your men, tighten your shieldwall and drive those barbarians back to their homes!

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### **TABLE 15 - Battle of Totensonntag Nov. 21st, 1941**

Operation Crusader was five days old and though the British had initially caught the Axis forces by surprise, Rommel has regained the upper hand and retaken the initiative. The morning of the 21st finds the bloodied British 7th Armored Division regrouping and waiting for reinforcements. The 5th South African Brigade, known as the Springboks, is located in the middle of the formation where it's hoped the British can reform and drive on the Sidi Rezegh Airfield. Rommel, however, has plans to crush the isolated Commonwealth Brigade between the Afrika Korp and his Italian allies. Despite problems, both the 15th and 21st Panzer Divisions finally make radio contact with the Italians and start their drive on the 5th South African. As the battle commences, a succession of British tank columns will attempt to aid their allies in what would soon become known as Totensonntag, the day of the dead. This exciting WWII armor game using 6mm figures and "Panzer Korps" rules is presented by David Bush, author of several PK scenarios that can be found in HR Games' publications. Up to 6 would-be tankers can see if they've got what it takes to find victory in the desert.

### **TABLE 19 & 20 - Kings of War Big Battle**

Using some 50,000 points worth of painted 28mm troops, Rob Phaneuf hosts this introductory game of “Kings of War” designed to teach and showcase the rule set’s 3rd edition. Everything needed to play will be provided. Able to accommodate up to 16 players, this game has been successfully run for a number of years at Adepticon. “Kings of War” 3rd Edition offers a concise, clean set of rules. It allows players to experience warfare in a fantasy setting without getting bogged down in all the chaos and confusion a lot of other rule sets bring to the table. It’s a fun and well thought out game that knows what it wants to do and does it well. It’s extremely well balanced offering multiple ways to win with multiple armies. If you are a fan of fantasy games, or like rank and file, mass combat tabletop battles, “Kings of War” 3rd Edition will help scratch that itch. Whether you are a veteran player or new to the hobby these rules are sure to offer hours of fun and epic battles.

### **SESSION 6 (Sunday, 9am - 1pm)**

**Be sure to stop by and check out our excellent vendors for all your gaming needs!**



# Dad's Armies



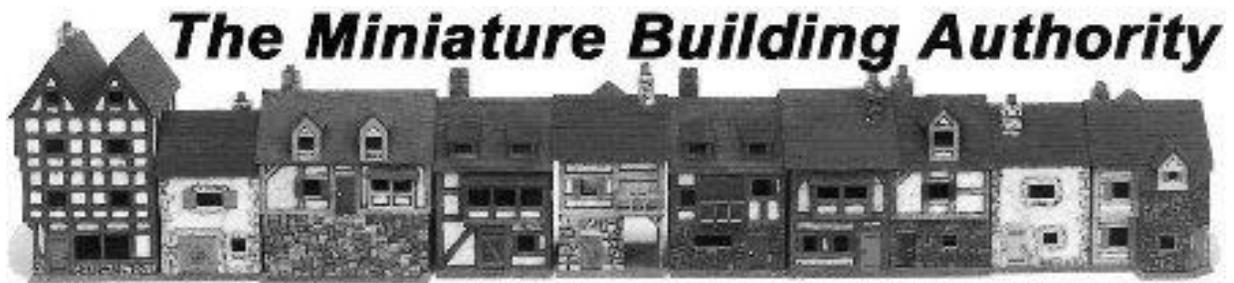
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## Advanced Squad Leader (ASL) Tournament

Tate Rogers of the North Alabama Southern Tennessee Advanced Squad Leader Club (NASTy ASL) will be returning as the Tournament Director for the Nashcon ASL Tournament this year. The tournament is planned for 3 rounds (matches) and a possible 4th depending on participation. No set time limit will be enforced for each round.

Rules will be per ASL Rule book Version-2 (ASLRBv2) and will include module releases up to and including the "Red Factories" module. Exceptions (House Rules) and/or optional rules are allowed per mutual consent between opposing players in a given scenario. The tournament director will be the final judge for any rules questions/conflicts.

The tournament will have an open theme so all scenarios from any theater covered by the ASL Universe are eligible for each round (players must agree on scenario selected). It is, however, recommended that players keep in mind the time constraints when selecting a scenario to play. Number of turns and counter density should be given due consideration when determining being able to complete a scenario within a given round. The tournament director will have authority to adjudicate any scenario, in any round at any time.

Tate reminds prospective participants to be sure to bring an ASL rule book and whatever "kit" you have. For further information regarding rules, costs, etc. for the tournament you can contact Tate by email ([trogers@ardmore.net](mailto:trogers@ardmore.net)). Open ASL gaming is allowed and encouraged.

# JohnnyCon (All Games in the XXX Room)

## THURSDAY NIGHT

### Russian Front Micro Armor

Somewhere on the Russian plains, German forces attempt to halt a Soviet breakthrough. Norris Darrall presents this all armor WWII engagement using John Hill's micro armor rules. Before *Squad Leader* and *Johnny Reb*, John designed a set of miniature rules for WWII Micro Armor. As he never gave them a name, Norris has dubbed them "Pre-Squad Leader Armor Rules". Avalon Hill's *Squad Leader* actually emerged from John's infantry rules for this game. Up to 8 players will participate with more feeding in as Armor commands are destroyed.

## FRIDAY AFTERNOON

### 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!

### Battle at Byrum's Ford

On the battle's 1st day, the defenders are two Union Brigades under Col. Moonlight and Col. Jennison. They will be defending against Joe Shelby's Iron Brigade and Marmaduke's Brigade. This battle will lead up to two other games and the results from this game will apply to both of the other two games. This is very much NOT a die-in-place game. You must think about what you will fight with tomorrow. Gary Mills hosts this ACW action using "Johnny Reb III" rules and 15mm figures.

## **FRIDAY NIGHT**

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## **SATURDAY MORNING**

### **Battle at Byrum's Ford - 2nd Day**

On the 2nd day of this battle, the defender is a Confederate Division under command of Gen. Marmaduke. Leading the attack is Union Gen. Pleasanton in command of two Union Brigades. This second game is also not a die-in-place game. The Rebel Goal is to block the Union from getting through as long as they can while the Union Goal is to punch through the defense with less than 800 casualties. Gary Mills hosts this ACW action using "Johnny Reb III" rules and 15mm figures.

## **SATURDAY NIGHT**

### **Battle of Westport**

It's October of 1864 and a massive cavalry battle is brewing. The Confederate commander, Joe Shelby, wants to get through Westport and attack the Union supply base at Ft. Leavenworth some 30 miles to the north. The Union army wants to stop him. The Rebels' goal is to get off the board through Westport before 11:00AM.....easier said than done.....while the Union goal is to prevent them from achieving this. Gary Mills hosts this epic ACW action using "Johnny Reb III" rules and 15mm figures.