

Nashcon 2021

PRELIMINARY EVENT LIST

Current as of 7/19/21

SESSION 1 (Friday, 2pm - 6pm)

TABLE 1 - "Victory at Sea" Demonstration Game

Join the guys from Warlord Games as they host this demo game featuring "Victory at Sea", their WWII naval rules. Throughout 1939 - 1945, the nations of the world dueled across the oceans across the globe. Now you can play out these battles on the tabletop with forces drawn from the Royal Navy, the US Navy, the Imperial Japanese Navy, the German Kriegsmarine, France and Italy. From skirmishes involving single destroyers hunting down their prey to the clash of battleships, from the invasions of islands across the Pacific to mastering waves of dive bombers, "Victory at Sea" enables you to fight the battles that took place on the oceans of World War II. Stop by and see what Warlord has in store for you.

TABLE 2 - Kings of War Big Battle

Using some 50,000 points worth of painted 28mm troops, Rob Phaneuf, and friends, host 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.

TABLE 3 - Black Gold!

The North Sea can be a dangerous place on its own. Cold and bleak where unforgiving storms can pop up without a moment's notice. But toss Pirates and sworn enemies into the mix and you have a recipe for disaster. And that's just what the British naval forces are up against as they strive to protect their North Sea drilling platforms from these threats. It's a fight for resources and it's up to them to make sure the precious cargo makes it home. James Connaughton presents this Victorian Era, Steam Punk Naval game using "Full Steam", a variant of "Full Thrust", and 1/285th scale miniatures. No experience is required to join the fun and brave the dangers of the wild and wooly North Sea so come on down and jump in!

TABLE 4 - Battle of Britain: "Dogfight"

For the 81st anniversary of the Battle of Britain, Hurricanes and Spitfires will rise to meet the Luftwaffe fighter sweep of Me109's over the fields of Kent. Mark Wukas hosts this WWII game of aerial combat using the easy to learn and fun to play "Aerodrome® 2.0" rules and 1/144th scale miniatures. Rules will be taught and all equipment needed to play provided. Mark will also have wings and medals to be presented for victories and valor! "Aerodrome® 2.0" is designed to appeal to all ages of guys and gals alike! Up to 12 would-be Aces can join in the fun. Players under age 15 need to be accompanied by a playing adult, have previous game experience or the GM's permission.

TABLE 6 - Order #227: "Not One Step Back!"

October of 1942 and the German 6th Army is advancing on Stalingrad. With the Volga in sight, the Germans need one more push to send the Soviets fleeing into the city. The Soviets, however, have other ideas and are digging in for a last desperate defense. A platoon from the 13th Guards Rifle Division, under the command of Lieutenant Ivan F. Afanasiev and Sergeant Yakov Pavlov, are holed up in a four-story building that overlooks a square just 300 meters from the river bank. Determined to carry out Stalin's Order #227 to its fullest extent, these soldiers are ready to give their all. Can the German assault break through and push the defenders aside or will the brave soldiers of the Red Army be able to keep the invaders from occupying the city? Track and Hull Club members Kirk Harris and Bill Copan host this WWII skirmish action using 28mm miniatures and "Battle Ground" rules. Up to 6 players can choose sides and fight for the Fatherland or defend the soil of Mother Russia.

TABLE 7 - Remember the Alamo: The Battle of San Jacinto

Fought on the 21st of April in 1836, on the site of what is now present-day Houston, this was the decisive battle of the Texas Revolution. Led by General Sam Houston, a former Tennessee Governor, the Texan Army engaged and defeated General Antonio López de Santa Anna's numerically superior Mexican army. The Texans had 2 guns and 900 men while the Mexicans were able to field only 1 gun but 1300 men. Santa Anna signed the peace treaty that dictated that the Mexican army must leave the region. This paved the way for the Republic of Texas to become an independent country. Sam Houston became a national celebrity and the Texans' rallying cries from events of the war, "Remember the Alamo" became etched into Texan history and legend. This seldom gamed battle is presented by David and Ben Raybin. The 28mm Texans are from the Alamo line by Old Glory and the Mexicans are from the late Bob Duncan's collection. This fast-paced, bucket-of-dice game will accommodate up to 8 players each of whom will have an illustrated personality stand for his command figure!

TABLE 8 - Kanal Kampf

It's July of 1940 and the Luftwaffe has started air operations over the English Channel against allied shipping with the primary objective of compelling Britain to agree to a negotiated peace settlement. Unfortunately, for them, the Luftwaffe faced a more capable opponent than any it had previously met. Britain fielded a sizeable, highly coordinated and well-supplied air force. In this game, the Luftwaffe forces are tasked with attacking an outbound channel convoy. The British Fighter Command is sending help but will it be enough? James Casey, sponsored by *MSD Games*, presents this WWII game of aerial combat using 1/300 scale miniatures and "Luftwaffe 1946" rules. Who will emerge victorious and rule the skies this day? Come join the fun and find out. The rules will be discussed and reviewed briefly beforehand for any novices.

TABLE 9 - DBA Open Gaming

Ever wanted to try out the DBA game system but just didn't know where to start? Or maybe you're looking for folks in the area to play with. Well, the Nashville Area DBA Gamers are here to help. They're running pick-up games with everything needed to play. Just find someone in the DBA area and let them know what you're interested in. They'll be more than happy to assist you. Soon you'll be enjoying games using Medieval Knights, Roman Legionnaires and French Napoleonic Hussars. Or perhaps Orcs and Elves are more your style. Not a problem as DBA, and its variants, cover the fantasy and sci-fi genres as well as most historical periods. So come by, join the guys and enjoy a bit of all things DBA!

TABLE 10 - Raid on Goddardsville

The French and Indian War pitted the colonies of British America against those of New France with each side supported by National military units, provincial troops, Colonial Militia and Native American allies. Unfortunately, the settlers living on the frontier were often left to their own devices when it came to personal defense. These folks warily go about their daily tasks, despite the ever present danger of attack, as their fields must be tended. And when their worst fears are realized.....a surprise Indian attack.....will they be able to retreat to the safety of the blockhouse in time or will their foes claim another victory? Tim Peaslee presents this F&IW game using "A Song of Drums & Tomahawks" rules and 40mm figures. So grab your musket, check your powder and join in the action! There'll be room for 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 leading game designer 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. 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 so fog of war becomes a real thing. Additionally this session, we'll be featuring the new skirmish rules "First Blood" which provides a convenient way for new players to enter the world of Conquest by playing with only a couple of units. Participants will have the opportunity to win one of the First Blood Starter Faction boxes that includes 13 models and soft rule book. If these games sounds like something you'd be interested in come join Ed Bardill as he demonstrates these exciting rule sets. With multiple games being run per session there'll be plenty of room everyone, ages 14 to adult, to take part.

TABLE 12 - Covering Fire

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 using "Command and Colors Napoleonic" rules and 54mm Lego Figures! There'll be room for up to 4 players.

TABLE 14 - 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 15 - Borodino

The Battle of Borodino was fought during Napoleon’s invasion of Russia. Napoleon’s 130,000 troops and more than 500 guns faced off against a Russian Army, commanded by General M.I. Kutuzov, of 120,000 troops with more than 600 guns. Napoleon’s previous success had forced the Russians to fall back towards Moscow. The retreating Russians had halted at the town of Borodino and hastily built fortifications to block the French advance. Napoleon, fearing an attempt to outflank the Russians might fail and allow them to escape, chose to execute a frontal attack. Steve Wirth, member of *Gulf South HMGS*, re-creates a section of this epic battle using the “Basic Battles” variant of “Basic Impetus” rules and 2mm figures. Up to 6 players can join in the action! Children under 14 are welcome if accompanied by an adult. Who will win the day and claim victory for their side? The choice is up to you. Will you lead the assault for the ‘Little Corporal’ or command the defense of Mother Russia?

SESSION 2 (Friday, 8pm - Midnight)

TABLE 1 - May 1915: German Assault on Ypres

In the spring of 1915, the Germans launched their first and only offensive of the year. The attack against the Ypres salient, a bulge in the Allied lines, was for control of the strategic Flemish town of Ypres in western Belgium. The last major Belgian town in Allied hands, Ypres provided a defensive position from which to protect French ports on the English Channel. It had to be held. This attack also witnessed the first use of a devastating new German weapon on the Western Front. “Doc” Dave Clariday and Ken Lewis, present this WWI game for up to 8 players using 25mm figures and their own easy skirmish rules. Will the Germans take their objectives and gain the upper hand or will the French be able to hold the line? You help decide.

TABLE 2 - More Than a Sideshow

U.S. General John J. Pershing was furious! Having fought off attempts to use his divisions piecemeal in support of French and British operations, he has finally agreed to a compromise with the Allied Supreme Commander, French General Ferdinand Foch, to take over the St. Mihiel sector instead. Now, the troops of the U.S. 1st Army will attack the St. Mihiel Salient with companies of FT-17’s under George S. Patton in support. Determined German troops, now more than ever, must defeat the Americans to maintain an organized withdrawal. It’s going to be German machine guns and minenwerfer against American men and metal. Philip Viverito, co-owner of LMW Works Publishing and author of “Tanks and Yanks” hosts this epic WWI action in 15mm! Up to 8 players can participate in the action with a chance to win their own copy of the “Tanks and Yanks” rules.

TABLES 3 & 8 - 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, owner of Star Books, hosts this 6 player scenario, using "Cruel Seas" rules and 1/300 scale models.

TABLE 4 - Knights of the Air

Kevin Duke, and friends, return to Nashcon with an invitation for 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. 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 Kevin and the gang 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 5 - "The Clip Their Wings Raid"

It's North Africa 1942.....or maybe Arizona 1967.....and Sgt. Troy and the other Rat Patrol members, Moffitt, Hitchcock and Pettigrew, are escorting a squad of engineers behind German lines to destroy a secret enemy airfield. Will you pitch in to help the allies complete their mission or will you join Hauptmann Hans Dietrich and the Afrika Korps, hot on the trail of their elusive foes, as they try to stop them? Mike Coggins and Cowan Hunter re-visit the scorching desert sands to bring us this epic "blast from the past" using 28mm miniatures and Bolt Action skirmish rules modified with some Hollywood twists. There'll be room for up to 6 players. So come join the fun and find out if your episode ends with a new season or a cancellation?

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TABLE 9 - The Battle of Edgehill

"Oh Lord. Thou knowest how busy I must be this day. If I forget thee, do not thou forget me! March on boys!" All attempts at a constitutional compromise between King Charles the 1st and Parliament had broken down in the early months of 1642. As a result, both the King and Parliament raised large armies to gain their way by force of arms. In October of the same year, the King decided to march to London in order to force a decisive confrontation with Parliament's main army. Late on the 22nd, both armies unexpectedly found the enemy to be close by. The next day, the Royalist army marched forth to force battle. Join Joe Collins hosts this re-fight of the epic English Civil War battle using a slightly modified version of Phil Barker's "DBR" rules and 25mm Paper Soldiers by Peter Dennis. Up to 8 players can test their skill commanding the hard charging Cavaliers of Prince Rupert or the doughty London Trained bands commanded by Sir Jacob Astley.

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TABLE 11 - Original Dungeons & Dragons

Check your packs, strap on your swords and ready your spells.....it's time to journey back to the days of yore. Cody Broussard, stout member of the Track and Hull Club and esteemed Dungeon Master, invites you to come see where the origins of role playing started. Under his expert guidance, you'll soon be dungeon crawling like it's 1974 all over again! Cody presents this Fantasy RPG experience using only the original D&D rules, 28mm miniatures and simple dungeon terrain. So if you're ready for some good ol' fashioned hackin' and slashin', spell slingin', trap findin' fun then come join Cody as he takes you on a quest down memory lane!

TABLE 12 - Siege of Khartoum

Mahdist forces, led by Muhammad Ahmad, began their conquest of Sudan In 1884. Claiming to be the redeemer of the Islamic nation, the self-proclaimed Mahdi was supported by many who desired independence from their Egyptian rulers. The Mahdi's forces, having captured huge amounts of territory and equipment, soon march on the Egyptian held city of Khartoum. British General Charles Gordon, having been appointed to conduct the evacuation of all Egyptian garrisons in Sudan, knew that the Mahdists were closing in on the city. To stem the tide, he ordered the strengthening of the fortifications around Khartoum and settled in for the siege. Will the relief column arrive in time or will the city fall? Perennial favorite, Keith Sullivan, presents this Colonial era battle using over 1000 10mm miniatures and his own home-grown rules. Up to 11 players can join in the fun as “Chinese” Gordon tries to defend the city from the ravaging Mahdist hordes. You must decide which side will emerge victorious!

TABLE 13 - Free Pizza!

The Commander wants pizza for lunch but as a new grunt you don't have much in the way of funds. Word is, however, you can get codes for free pizza from the net and redeem them at the Cyber Pizza in town. Unfortunately, word got out to the opposition forces, so it'll take more than those codes to get your pizza. You'll also need to bring your weapon and ammo! Plenty of ammo! Keith Hoffman and Brad Hickman present this demonstration of the popular Sci-Fi skirmish game “Infinity” using 28mm miniatures. We will have a two-table setup for 4 players to participate each game. These quick, 30 minute games will cover the basics of how to play and will run throughout the session.

TABLE 14 - Brawner's Farm

This epic fight, a prelude to the next day's battle of 2nd Bull Run, was fought in the fading afternoon sunlight of August 28th, 1862. It featured the first confrontation between the already seasoned “Stonewall Brigade” and the new “Black Hatters”, later famously known as the “Iron Brigade”. Will you fight beneath the Stars and Stripes or follow the Stars and Bars? Bob Moon, member of the Jacksonville Garrison, presents this epic Civil War action using 40mm figures and a home brewed set of rules featuring the best parts of Fire and Fury, Musket and Tomahawk and Brother Vs Brother. So grab your muskets and head on down to Brawner's Farm. There's room for 6 players. Players under 16 must be accompanied by a playing Adult.

Table 15 - “Bastard Sword” Demonstration Game

Across the city of Æneas a battle wages between the forces of light and dark. Agents on both sides move to uncover the secrets of the enemy. And for the good folk of the realm there is but one question. When the Defenders of Light ready for the Darkness Rising, which side will you choose? Taylor Lee and Adam Duke, of GUV Gaming, present this demonstration of “Bastard Sword”, a new game system they're developing that features 28mm Skirmish gaming on a party scale. In their own words, “Bastard Sword” illustrates what happens when two fantasy RPG parties meet in conflict and are forced to fight to achieve their individual goals. Up to 8 players can sit down and experience this new system and all you need to bring is your eagerness to learn a new way to experience high adventure gaming with narrative story telling.

Main Lobby - Open 15mm Triumph! Tournament

Presented by the Washington Grand Company, and moderated by Rod Cain, this is an open tournament for Triumph using 15mm Ancient to Medieval period armies and designed for new and experienced players. No experience is required but it is recommended. Players can bring their own army choosing one from the many selections over on the Triumph! Online Army Database Meshwesh (<https://meshwesh.wgcwar.com/home>). There will be some loaner armies on hand and available for new players. Fast-play rules will be taught but if you want to play it is recommended that you watch the YouTube "how to play" videos (see below) before signing up. The tournament will take about 1 hour per round and we plan on getting in three rounds with players rotating opponents between each round.

https://www.youtube.com/channel/UCIMiqEZjn1w43ZN1ox_JXWw

SESSION 3 (Saturday, 9am - 1pm)

TABLE 1 - Boudicca's Last Charge

Following earlier defeats at the hands of the Celtic Iceni and Trinovantes tribes, the Roman Governor and most senior administrator in Britain, Gaius Suetonius Paulinus, has finally had a chance to regroup his army. He has amassed a force including his own Legio XIV Gemina, a few detachments from Legio XX Valeria Victrix and any available auxiliaries he could press into service and has taken a stand atop a hill surrounded by trees on three sides. Boudicca, Queen of the Iceni and leader of the current uprising, has gathered her army along the Roman road now known as Watling Street, preparing to lay waste to the invading Romans. Heavily outnumbered, the Romans ready themselves for the worst as Boudicca's army begins its fateful uphill charge. Will the Romans be annihilated once and for all or will they be able to somehow carry the day? Lynch Beachboard hosts this game of ancient warfare using 28mm figures and the player friendly "Hail Caesar" rules. There'll be room for 2 Celtic commanders & 3 Roman commanders. So sharpen your swords, grab your shields and come join the action!

TABLE 2 - The Battle of Marathon

490 B.C. Darius launches a massive invasion of Greece as punishment for Greek interference in the Ionian revolts. Athens and the Eretrians meet the Persians at their landing site near the plains of Marathon and try to avoid a fight by taking a strong defensive position. When the Persians send their cavalry by ship in an attempt to reach Athens, however, the Greeks attack. This battle will pit hoplites vs. the lighter armed archers of the Persian army. At stake, the future of Greek independence and the fate of Western Civilization. Rod Cain, on behalf to the Washington Grand Company, hosts this game using "Triumph!" ancient and medieval fast play rules to play out the battle in 28mm for up to 6 players. Rules will be taught so no experience is necessary.

TABLE 3 - 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 4 - Battle for the Seelow Heights

On the 16th of April 1945 the Soviet 1st Byelorussian Front, under Marshall Zhukov, assailed the last German defenses before Berlin along the Seelow Heights district. For three desperate days the German defenses held out only to finally collapse under the massed armor assault of two Russian Tank Armies. Join Tom Thomas as he recreates one of the pivotal battles of the war featuring lots of late war equipment for both sides. The game will use "Combat Command" rules, a fast paced WWII operation level game allowing each player to control a reinforced battalion sized unit in true combined arms operations.

TABLE 5 - Blitzkrieg! Demonstration

Now you can re-create WWII in 20 minutes! A great strategic game, "Blitzkrieg!" allows players to battle across the war's most iconic theatres, waging key campaigns and building military might. Easy-to-learn and fun-to-play mechanics let you refight WWII several times in one gaming session with different outcomes each time. Players draw army tokens from a bag to determine their starting forces and to replenish their losses. Rather than 'fighting' battles with dice or cards players allocate their military resources to each theatre's campaigns to win victory points, gain resources and special weapons or strategic advantages as they play. Moderated by Jim Cacy, there'll be multiple games during the session. No sign-up necessary just first come, first served. Both beginners and veteran gamers are welcome.

TABLE 6 - CLASH in Italy!

The Romans have been brought to bay and the Carthaginians prepare for battle in this large skirmish CLASH between Rome and Carthage. Warbands using of Punic Infantrymen, Iberians Scutarii, Numidian Cavalry or Balearic Slingers face off against Roman Hastati, Velites, Eques or perhaps Samnite Infantry take the field to claim victory for their side! 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, Francisco 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. Will you be victorious and carry the day? Up to 6 players will be able to join in the action so gather your men, tighten your sword belt and drive the enemy from the field!

TABLE 7 - Saratoga

In June of 1777, British General John Burgoyne led a large invasion army southward from Canada in the Champlain Valley, hoping to meet up with a similar British force marching northward from New York City and another British force marching eastward from Lake Ontario. The southern and western forces never arrived and Burgoyne found himself surrounded by American forces in upstate New York. He was forced to fight two battles to break out, both of which took place around 9 miles south of Saratoga. The Saratoga Campaign turned out to be quite a pivotal moment in the American War of Independence. Join Michael Farrar, of *League of Two Wargaming*, as he revisits this exciting period using "Regimental Fire and Fury" rules and 28mm figures. Up to 8 players can join the fun and see if history can be changed.

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 - DBA Open Gaming

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TABLE 10 - The Great Race

It's the 1930's and all the major car companies are taking advantage of the newly invented "half-track" vehicles to stage cross-continent races and demonstrations. Published by Platypus Games, this board game lets players take on the role of a national team participating in one of these races. Players strive for victory by allocating their crew each turn to various tasks, working to collect money for fuel and the inevitable repairs and playing cards to "bother and confusticate" your opponents while helping yourself. It's fast, fun and virtually unheard of in the US. Perennial Nashcon favorite Kevin Duke hosts this exciting gaming experience so come on down, grab your team and participate in the Great Race!

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TABLE 12 - Arista en el Norte

The first major engagement of the Mexican War, the battle of Palo Alto was fought north of Brownsville, Texas on May 8, 1846 between the American Army of Observation under General Zachary Taylor and Mexican troops commanded by General Mariano Arista. Mexican troops had crossed the Rio Grande to besiege Fort Brown and to threaten Taylor's supply center. General Taylor marched his army out and met the invaders at Palo Alto. Despite the Mexican Army's greater numbers and crack cavalry units, Taylor remained confident in his men due to their superior training and weapons. Bill Moreno, of Good Ground Miniatures, presents this Mexican War battle using "Regimental Fire & Fury" rules and 10mm figures from Good Ground's *So Far From God* range. Will sheer numbers carry the day or will superior skill and equipment prevail? Choose a side and find out. There'll be room for up to 6 players.

TABLE 13 - Coastal Combat

It's July of 1943 and Operation Husky, the invasion of Sicily, is underway. At night, Allied patrol vessels operating in the Tyrrhenian Sea search for Axis ships and landing craft or quietly lay in ambush waiting for the enemy to sail by. But in the dead of night on the open water, anything can happen. James Casey presents this WWII naval game using 1/600 scale miniatures and "Narrow Seas" rules. Will the Allied hunters find and destroy their prey or will the Axis sailors survive to fight another day? Come pick a side, join the fun and help decide the outcome! The rules will be discussed and reviewed briefly beforehand for any novices.

TABLE 14 - Brawner's Farm

This epic fight, a prelude to the next day's battle of 2nd Bull Run, was fought in the fading afternoon sunlight of August 28th, 1862. It featured the first confrontation between the already seasoned "Stonewall Brigade" and the new "Black Hatters", later famously known as the "Iron Brigade". Will you fight beneath the Stars and Stripes or follow the Stars and Bars? Bob Moon, member of the Jacksonville Garrison, presents this epic Civil War action using 40mm figures and a home brewed set of rules featuring the best parts of Fire and Fury, Musket and Tomahawk and Brother Vs Brother. So grab your muskets and head on down to Brawner's Farm. There's room for 6 players. Players under 16 must be accompanied by a playing Adult.

TABLE 15 - The Hide Park Shootout

Two temporary sheriffs, appointed with the intention of keeping the peace during a highly contested mayoral election in Newton, Kansas, take a break on a very hot August day at one of the local saloons. Turns out they were on opposite sides politically and their supposed casual conversation took a very unfriendly turn for the worse. The end result was one of the men shooting the other dead in the street in front of the saloon when they were leaving. Now his buddies want revenge. This is the actual fight which earned the Old West the nickname "Wild West". Join Pete Mancini as he presents this cow town dust-up using "I'm Your Huckleberry" rules and 32mm figures. 10 players can participate in the action and hootin' and a hollerin' is encouraged. The game rules can be found at: <https://www.facebook.com/groups/107635989844417/?ref=share>

SESSION 4 (Saturday, 2pm - 6pm)

TABLE 1 - "Cruel Seas" Demonstration Game

Check out what the guys from Warlord Games have for you as they host this demo game featuring "Cruel Seas", their WWII naval rules for coastal actions. In "Cruel Seas" you take command a flotilla of small ships as they head out to attack a convoy, drop off Commandos for a behind-the-lines mission or any of the other missions these small and versatile craft would perform. Be it the coastal waters of England or across the Channel to France, on to the Mediterranean waters or the vast Island chains of the Pacific, "Cruel Seas" will ensure your small ships see plenty of action! So come on by and see what Warlord has in store for you.

TABLE 2 - The Battle of Hydaspes

326 B.C. Alexander the Great has reached Central India where he faces King Porus of Paurava. Initially, they face off over the swollen Hydaspes River. Alexander, however, is able to deceive Porus and secretly cross down river from his army simultaneously defeating an advance force of cavalry and chariots. Now with his men across the river, Alexander has formed up his troops and advances on the main force of his enemy. The Macedonian pike blocks will face off against a massive line of elephants. Rod Cain, on behalf to the Washington Grand Company, hosts this game using "Triumph!" ancient and medieval fast play rules to play out the battle in 28mm for up to 6 players. Rules will be taught so no experience is necessary.

TABLE 3 - Judge Dredd: I am the Law

Mega City One covers the entire eastern seaboard of the United States. It's home to over 200,000,000 citizens, each one a potential criminal. It's a world where violence and crime go hand in hand with gangs of punks, or worse, terrorizing the city blocks they live in. Trying to stop this powder keg from igniting are the Judges of the Justice Department. Trained from the age of five in the toughest school in history, they fight a never-ending battle to keep the anarchic city from collapsing in on its self! Join John Elbro, proprietor of Dad's Armies, as he presents this Sci-Fi extravaganza complete with prize support. Up to 6 players will take control a Gang or the Judges and will have their own special missions and objectives. All the players need to do is make sure they bring their sense of humor. Kids are welcome if accompanied by a parent or guardian.

TABLE 4 - Battle of Britain: "Help Yourselves, Everybody!"

For the 81st anniversary of the Battle of Britain, four flights of Hurricanes and Spitfires will attack an incoming.....and unescorted.....wave of He111's. Four three-plane flights will compete to see who can shoot down the most Heinkels. Mark Wukas hosts this WWII game of aerial combat using the easy to learn and fun to play "Aerodrome® 2.0" rules and 1/144th scale miniatures. Rules will be taught and all equipment needed to play provided. Mark will also have wings and medals to be presented for victories and valor! "Aerodrome® 2.0" is designed to appeal to all ages of guys and gals alike! Up to 12 would-be Aces can join in the fun. Players under age 15 need to be accompanied by a playing adult, have previous game experience or the GM's permission.

TABLE 5 - 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 scenarios that can be found in Hoplite Research Games' "Panzer Korps" publications. Up to 6 would-be tankers can see if they've got what it takes to find victory in the desert.

TABLE 6 - Assault the Walls!

Rome has become too powerful and must be stopped. To this end, you have been tasked to lead one of Carthage's Mercenary contingents in assaulting the Roman fortifications. You must assemble your warband using your choice of Punic Infantrymen, Iberians, Gauls or Campanians and be ready to fight your way into those fortifications! 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. Will you be victorious and walk away with the Roman Consul's head? Up to 6 players will be able to join in the action so gather your men, tighten your sword belt and drive the Roman dogs from their walls!

TABLE 7 - Into the Factory District

It's late September of 1942 and the battle for Stalingrad rages on. The Germans have contained the Russians in the central and southern parts of the city so the bulk of the fighting has shifted north to the industrial district. Having slowly advanced over ten days against strong Soviet resistance, the German forces were finally in front of the three giant factories of Stalingrad: the Red October Steel Factory, the Barrikady Arms Factory and the Stalingrad Tractor Factory. Exceptionally intense shelling and bombing has paved the way for the next German assault. Now, the weary Soviet soldiers of the beleaguered Red Army brace themselves to face the onslaught. Tim Peaslee presents this WWII Eastern Front action using "Bolt Action" rules and 28mm figures. Sponsored by Warlord Games, this scenario will allow 6 players to participate in one of the greatest battles of the war. German eagle or Russian bear.....which will carry the day? Join the fun and find out for yourself.

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.

TABLE 9 - The Annual Ron Seaney Memorial 15mm DBA Open Tournament

Join Joe Collins, member of the *Nashville Area DBA Gamers*, as he hosts Nashcon's annual DBA tournament. This will be an open Swiss Chess Format tournament using DBA 3.0 and 15mm armies on 24" boards. All legal Armies and Allies are allowed. V2. Armies without Allies will be accepted with the approval of the Tournament Director. Loaner Armies and Terrain will be available if needed. Have you got what it takes to battle with the best? Come find out. Veteran and novice players, alike, are welcome!

TABLE 10 - Gnomen Mit Panzers

Okay you Gnomen.....board your tanks, start your engines and get ready to race around the table top collecting treasures. Oh, and you've got to do it while dodging a hail of gunfire and incoming shells from all those pesky foreign Gnomen trying to stop you. To survive their onslaught, you'll have to fight back with cannons, flamethrowers, mortars and some highly effective hand-held anti-tank weapons. Be the first back to the pub with your loot and win! Up to 8 players can join the fun in this combo fantasy/steam punk/ WW1 game hosted by Joe Richards from southern Maryland's premier miniature club, *Pour Morale Gamers*. The game will feature 25mm Gnomen and a set of homegrown rules Joe calls "Nationalist Gnomen". So come on down, grab your weapons and keep telling yourself, "There's no place like Gnome"!

TABLE 11 - Crossing the Berezina

During Napoleon's disastrous retreat from Moscow, the French army suffered continual harassment from a suddenly aggressive and merciless Russian army. Napoleon's plan was to cross the Berezina River and head for Poland. Stalked by hunger and the deadly lances of the Cossacks, the decimated army reached the Berezina River late in November. Marshal Claude Victor-Perrin, tasked with protecting the retreating army at the crossing of the Berezina River, must defend the river bridges. The longer he can hold the line, the more stragglers can flee from the dreaded Cossacks. With entire divisions reduced to battalion size during the retreat, the approximately 5,000 remaining French and Allies of IX Corps form up to meet the Russian onslaught. Jim Deppen presents this game of Napoleonic warfare using 28mm figures and "Black Powder: 2nd Edition" rules. How many French soldiers will survive to reach the safety of the Duchy of Warsaw? It's up to you to decide! There'll be room for up to 6 players.

TABLE 12 - Cromwell's House Cleaning

After the events following the exiled King Charles II's landing in Scotland, and his alliance with the Scots Covenanters, Oliver Cromwell's invasion led to the Battle of Dunbar, a crushing defeat for the Scots. This, however, only unified the Scottish cause and led to the eventual levying of the Army of the Kingdom under Charles II himself. Now, as Cromwell advances his army through Scotland, he must assault and reduce a Scottish Manor House. Victory hangs in the balance with Scots against Round Heads as the Scottish Lords attempt to stand off Cromwell's pacification of their homeland. *"I'll tall ye dis fa notn'in t'wil be ye a close run ting!"* Philip Viverito, co-owner of LMW Works Publishing and author of "Pike Hack" hosts this epic Pike and Shot action in 28mm! Up to 8 players can participate in the action with a chance to win their own copy of the "Pike Hack" rules.

TABLE 13 - The African Alamo

The elite Russian airborne forces known as Vozdushno-Desantnye Voyska, or VDV for short, are well known for their mobility, utilizing large amounts of specifically designed equipment built for airborne transport. Armed with these armored fighting vehicles and artillery, VDV forces have participated in the rapid deployment of Russian forces in Bosnia, Kosovo and Chechnya. Now they've been deployed to the continent of Africa. What could possibly go wrong? James Casey, sponsored by *First Command Wargames*, presents this game of modern warfare using 28mm miniatures and "Wars of Insurgency" rules. Can the VDV survive in this unfriendly environment? Come join the fun and find out for yourself!

TABLE 14 - 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 15 - Rolling Thunder

There's a train passing through and it's got pay boxes on it. A few guards too but we won't pay them no never-mind! But news travels fast and every mad dog from Dodge City to Topeka is looking to get in on the action. It seems like every varmint from the surrounding territories has an ambush set up. Can you make yours work well enough to grab the cash and get out of there with your hide intact? Especially since a US Cavalry detachment is said to be headed this way. Pete Mancini presents this Old West free-for-all using his fun to play, easy to learn "I'm Your Huckleberry" rules and 32mm figures. If you think you're up to it, check your ammo and head on down to the party. There's a heap o' fun to be had. The game rules can be found at: <https://www.facebook.com/groups/107635989844417/?ref=share>

Main Lobby - Blood Red Skies: Gathering of Eagles Tournament

Blood Red Skies is the World War II mass air combat game from Warlord Games, written by renowned game developer Andy Chambers. In it, you take command of a force of iconic WWII fighter aircraft. Spitfires duel with Messerschmitt's, Corsairs face off against Zero's and Sturmovik's Go head-t-head with Focke-Wulf's in fast-paced dog-fights using the game's unique dynamic 'Advantage' system. Opposing pilots can also use card-based traits, doctrines and skills to make the most of their planes. Douglas Glover, of the Lead Pursuit Podcast, hosts this Tournament sponsored by Warlord Games. Eight players will compete in three 1 hour rounds using a 500 point squadron of 1 type aircraft (min. 4 / max. 8 models). Opponents will be decided using Swiss Pairing.

SESSION 5 (Saturday, 8pm - Midnight)

TABLES 1 & 6 - Battle of North Anna River - May 25th, 1864

"We must strike them a blow." General Ulysses S. Grant is pushing hard to out-maneuver General Robert E. Lee and force his way on to Richmond. At the North Anna River, the Union army makes a series of daring moves and crosses over leaving both sides in a position to strike a death blow. A defeat for Grant would mean a political blow for Lincoln faced by a North weary of the war. A defeat for Lee could mean the loss of Richmond and a quick end to the war. Grant, however, suffered from command problems that cut to the core of his army and Lee fell suddenly ill and was incapacitated for 3 days. As a result, neither army was able to attack and the campaign carried on until the long stalemate of Petersburg. This battle explores the "what if" situation had both sides carried through with their initial plans to attack. Could Grant have crushed the out-maneuvered Lee or would Lee's army, newly reinforced, dealt Grant a decisive blow and changed the course of the war? Join Joe Collins, and members of the Nashville Track and Hull Club, as they present this ACW game or up to 8 players using "Volley & Bayonet" rules and 5mm miniatures.

TABLE 2 - Open 15mm Triumph! Tournament

Presented by the Washington Grand Company, this is an open tournament for Triumph using 15mm armies and designed for new and experienced players. Players can bring their own army choosing one from the many selections over on the Triumph! Online Army Database Meshwesh (<https://meshwesh.wgcwar.com/home>). There will be some loaner armies available for new players. No experience is required, but if you want to play it is recommended that you try one of our historical battles presented Saturday Session #1 & #2 or you could watch the YouTube "how to play" videos (see below) before signing up. The game takes about 1 hour per round and we plan on getting in three rounds with players rotating opponents between each round.

https://www.youtube.com/channel/UCIMiqEZjn1w43ZN1ox_JXWw

TABLE 4 - Kings of War Big Battle

Using some 50,000 points worth of painted 28mm troops, Rob Phaneuf, and friends, host 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.

TABLE 5 - Battle of Hoover's Gap

In June of 1863, Union General William S. Rosecrans ordered Colonel John T. Wilder's "Lightning Brigade" to clear Hoover's Gap in Tennessee as part of his grand move towards Chattanooga. The hard hitting mounted infantry easily routed the defending 3rd Kentucky Cavalry and then dismounted to await the expected counter attack. The afternoon Confederate assault to retake the Gap begins with elements of General A.P. Stewart's division, including the hard hitting brigades of General Bushrod Johnson and General W.C. Bate, advancing on Wilder's position. Can the Rebels retake the Gap in time? Cory Ring hosts this exciting ACW game using 28mm miniatures and "Johnny Reb 2" rules. Up to 6 players, no experience necessary, can take part in the action. This game, sponsored by Cigar Box Battle and affiliated with JohnnyCon, is dedicated to the memory of John Hill, author of the Johnny Reb rules, and Dean West, game developer.

TABLE 7 - Into the Factory District

It's late September of 1942 and the battle for Stalingrad rages on. The Germans have contained the Russians in the central and southern parts of the city so the bulk of the fighting has shifted north to the industrial district. Having slowly advanced over ten days against strong Soviet resistance, the German forces were finally in front of the three giant factories of Stalingrad: the Red October Steel Factory, the Barrikady Arms Factory and the Stalingrad Tractor Factory. Exceptionally intense shelling and bombing has paved the way for the next German assault. Now, the weary Soviet soldiers of the beleaguered Red Army brace themselves to face the onslaught. Tim Peaslee presents this WWII Eastern Front action using "Bolt Action" rules and 28mm figures. Sponsored by Warlord Games, this scenario will allow 6 players to participate in one of the greatest battles of the war. German eagle or Russian bear.....which will carry the day? Join the fun and find out for yourself.

TABLE 9 - Battle for the Throne

Have you ever wanted to conquer a medieval kingdom but on a miniature scale? Well, here's your chance. Using a modified version of "A Game of Knights & Knaves", Tom Thomas will let you create and lead your very own army as you try to defeat rival lords through battle, siege and diplomacy. Each player will command a great house from history or fiction and attempt to gain the throne. You'll have to decide which types of troops to recruit from yeoman archers to mounted knights and whether to storm or starve the enemy castles. Come join the fun and find out if you have the stuff to be a medieval King or Queen.

TABLE 10 - WWII Air War in the Pacific

Come fly with James Cacy and Kevin Duke over crystal blue seas and lush island jungles. Choose to pilot either an Imperial Japanese Naval plane or one from the forces of the US Navy. Both beginners and experts are welcome! After a brief survey of the “Wings of Glory” rules by the hosts, pilots of any skill level will find themselves flying quickly and confidently around the table with their 28mm aircraft! There will be a sign-up sheet at the table, so no pre-selected players. Whether you choose the Red Sun or the White Star, if you want to show off your dogfighting skills just grab your parachute, check your ammo and join the fun! Walk ups will be welcomed and accommodated as long as there are aircraft to fit you in.

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 leading game designer 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. 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 so fog of war becomes a real thing. Additionally this session, we’ll be featuring the new skirmish rules “First Blood” which provides a convenient way for new players to enter the world of Conquest by playing with only a couple of units. Participants will have the opportunity to win one of the First Blood Starter Faction boxes that includes 13 models and soft rule book. If these games sounds like something you’d be interested in come join Ed Bardill as he demonstrates these exciting rule sets. With multiple games being run per session there’ll be plenty of room everyone, ages 14 to adult, to take part.

TABLE 12 - Operation Tidal Wave

“The successful destruction of the target would warrant the expenditure of the entire force”, Major General Brereton, Commander of the 9th Army Air Force. With these words of encouragement, planes from the 8th and 9th Army Air Force flew from Benghazi to Ploesti in Rumania to attack critical oil production facilities. This game will pit five squadrons of B-24s (including green, pink, and yellow planes) flying at 350 feet or less against German and Rumanian fighters, AA guns, flak trucks, a flak train and a wall of barrage balloons. The Bombers will have to penetrate not only the Rumanian defenses, but also avoid collisions with buildings, trees, bomb blasts, and other B-24s. And it goes without saying; the defenders will have a target rich environment. Tom Sparhawk presents this WWII aerial action using 1/285th scale miniatures and modified “Blue Sky” rules, a simple set that will be taught at the game. Up to 14 players can join the fun as they take to the skies for honor and victory.

TABLE 13 - Free Pizza!

The Commander wants pizza for lunch but as a new grunt you don’t have much in the way of funds. Word is, however, you can get codes for free pizza from the net and redeem them at the Cyber Pizza in town. Unfortunately, word got out to the opposition forces, so it’ll take more than those codes to get your pizza. You’ll also need to bring your weapon and ammo! Plenty of ammo! Keith Hoffman and Brad Hickman present this demonstration of the popular Sci-Fi skirmish game “Infinity” using 28mm miniatures. We will have a two-table setup for 4 players to participate each game. These quick, 30 minute games will cover the basics of how to play and will run throughout the session.

TABLE 15 - What Mine Was Yours is Now Mine.....I Mean Ours

What in tarnation is goin' on around here? I'll tell you what. Some blasted claim jumpers are aiming to seize a mine from the rightful owners. Are the miners gonna let that happen? Shore as shootin' ain't. The time has come to either to put the scoundrels away or put 'em in the ground. Players can be the good guys, the bad guys or the spoiler in the fight. Did I forget to mention that the local Native Americans are up in arms about their sacred mountain getting chiseled out? Whoever you'd like to choose, join Pete Mancini as he presents this Wild West free-for-all using his fun to play, easy to learn "I'm Your Huckleberry" rules and 32mm figures. So if you need a break from the ordinary just grab your six-shooter and come join the fun. The game rules can be found at: <https://www.facebook.com/groups/107635989844417/?ref=share>

SESSION 6 (Sunday, 9am - 1pm)

TABLE 1 - "Epic Battles: American Civil War" Demonstration Game

Grab your Rifles and Banners to join the folks from Warlord Games as they host this demo game featuring their latest gaming release, "Epic Battles: American Civil War". The Epic Battles system allows for gamers to refight the battles of the American Civil War, one of the most studied military conflicts in history. Tactically, battles were still largely linear. However, the technology of war had become all the more destructive and casualty rates were atrocious. This game, based on the familiar award-winning "Black Powder" rules system, features a few period-flavor tweaks to cement the battles in the ideologies of ACW doctrines. If you love the period, you'll love this game! Come on by and see what Warlord has in store for you.

TABLE 8 - Tomb of Horrors

Robert Slaughter will be running the classic module as a miniatures event with a full-size scale image of the tomb. The module will be modified for D&D 3.5 Edition and/or pathfinder and pre-built characters will be provided for walk-ups. Of course players can bring their own characters if they wish but must bring a miniature to go with it. Any character's level will depend on the player's experience and will use the standard gold amount for equipment. Followers are allowed, as well as are multiple characters, with a maximum of three per player as there will be deaths along the way. And when a character dies in the tomb.....it dies. Prior knowledge of the tomb is allowed, and slightly encouraged, but must be included in the background of the character. To discuss the details regarding the level and background of their characters, Robert recommends that players either text or call him at (706) 207-0877 or they can email him (rvslaughter@gmail.com). As a general recommendation, Robert is encouraging characters of level 9 to 12 for the most experienced players and lower levels for less experienced players. The journey through the tomb will include room for up to 9 players.

TABLE 15 - CLASH of Spears in the Streets of Syracuse

Syracuse is in chaos. With the escape of Tymoleon, the city is up for grabs and Roman, Carthaginian and Greek factions vie for control of the Jewel that is Syracuse. This ancient game, using 28mm figures and "CLASH of Spears" rules, is sponsored by Fighting Hedgehog. 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. So come join the "CLASH of Spears" authors and team in this fast paced skirmish game and lead your small band of followers to victory and glory! Beginners are welcome and no experience is needed. Prizes will be given for courageous actions! There'll be room for up to 6 players.

OTHER HAPPENINGS

"Gettysburg Soldiers" Demonstration Games

Co-designed by Larry Reber and his son Justin, "Gettysburg Soldiers" is a set of regimental level rules for the American Civil War. These rules offer a sensible harmony between playability and historical accuracy that encourages tactical and strategic challenges. Players will decide when and where to maneuver their troops to aggressively take the battle to the enemy and when to react defensively if troops under their command retreat or rout. Written as simple and logical guidelines that make the game easy to both teach and learn, "Gettysburg Soldiers" offers special provisions to simulate the element of surprise, the ebb and flow of momentum and the fog of battle. Participants will be given the opportunity to command Infantry, Cavalry and Artillery units to get acquainted with the game mechanics. Demonstrations will be running all weekend so come by the "Gettysburg Soldiers" booth and join in a game to experience these quick and easy rules first hand.

Bob Duncan Collection Sale

Bob Duncan, one of the mainstays of the wargaming community here in Tennessee and a driving force in the development of HMGS-Mid South, passed away awhile back leaving an immense collection of wargaming paraphernalia accumulated over years of gaming. A longtime member of HMGS-Mid South, Mike Peccolo, has graciously volunteered his time and efforts to help Bob's family organize and sell this massive wargaming collection. Over the past several months, Mike has been dutifully carrying out this mission and has made a significant dent in the inventory but a lot still remains. In his continuing quest to find good homes for these gaming treasures, Mike will be at Nashcon this year in the Vendor's area giving attendees a chance to purchase said treasures. Please stop by and see what he has to offer.

CAV: Strike Operations Nashcon 2021

Stop by the CAV: Strike Operations table, located in the Main Lobby, to get introduced to the game through a schedule alternating between 45-minute Boot Camp sessions followed by a 2-hour full-sized game.

Boot Camp sessions allows players to control a single CAV model to gain an understanding of the "CAV: Strike Operations" rule set. The basics of initiative, Action Points, movement, combat and damage tracks will be covered in a learning environment where any and all questions are welcome. There are no special rules, just an introductory fight to the death with any and all weapons at your disposal! Then stay to enjoy a full-sized game in a scenario-based tactical miniature event. Full-sized games will feature multiple squads, combined arms, upgrades and faction doctrines. Players can join these games at any time, taking control of a faction or squad in one of several scenarios.

CAV SESSIONS & SCENARIOS

Friday (2-6pm) - King of the Hill

Beleaguered Terran forces on Hellspire are desperately trying to hold the high ground at the entrance to the canyons protecting Terran Outpost 12 for their artillery spotters. The Rach work to gain the hill so they can assault the Terran outpost it protects. The hill provides ample sight lines to direct remote artillery fire into advancing Rach units but it also allows the exact location of the Outpost's defensive turrets to be seen. Can the Rach capture the hill under the constant barrage of artillery or will the undermanned Terrans repulse yet another assault? Stop by CAV table and let the guys introduce you to the "CAV: Strike Operations" rules system with this full-sized, tactical miniature game featuring multiple squads, combined arms, upgrades and faction doctrines. Players can join in the fun at any time taking control of a faction or squad.

Friday (8pm-Midnight) - Capture the Intel Officer

Terran forces attempt to capture a Rach intelligence officer carrying invasion plans on the world of Velagg. Rach forces have been gathering near the Terran controlled Antares system for weeks. That the Rach will invade soon seems obvious but where and when is unclear. Terran operatives have recently discovered that a high-ranking Rach intelligence officer is delivering invasion plans to the Rach world of Velagg. If the Terrans can abduct the intelligence officer, they might succeed in preventing the invasion of Antares completely. Will they succeed or be the first losses of the invasion? Stop by CAV table and let the guys introduce you to the "CAV: Strike Operations" rules system with this full-sized, tactical miniature game featuring multiple squads, combined arms, upgrades and faction doctrines. Players can join in the fun at any time taking control of a faction or squad.

Saturday (9am-2pm) - Stop the Nukes!

The Rach invasion to pillage technology and supplies from the Terran border world of Antares was going smoother than Nurkoan (exalted leader of leaders) Rangka had anticipated. That is until his forward recon elements discovered a group of Whisper's (cruise missile launchers loaded with massive super Thermex warheads) hidden in a remote ice field. Rach forward recon elements must destroy the Terran launchers before they can unleash their deadly payload capable of devastating their transport craft currently being loaded with stolen goods. Can the forward elements disable the Whisper's before they launch their deadly payload? Stop by CAV table and let the guys introduce you to the "CAV: Strike Operations" rules system with this full-sized, tactical miniature game featuring multiple squads, combined arms, upgrades and faction doctrines. Players can join in the fun at any time taking control of a faction or squad.

Saturday (2-6pm) - Breakout!

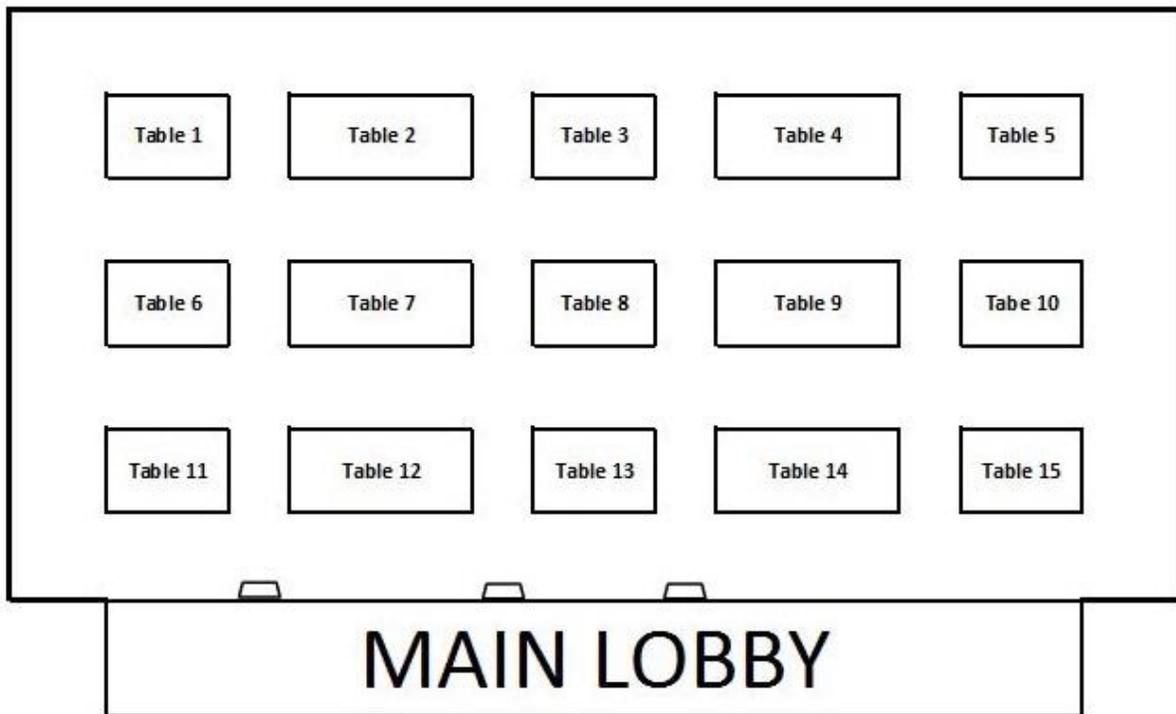
Overwhelmed and overstretched, a Rach force group must break through the Terran line in order to escape Antares with their honor intact. Not everything has gone smoothly on Antares. Outmaneuvered and surrounded, a Rach force separated from the main attack group must find a way to break through an ever-shrinking noose of heavy Terran units. If they can escape to their dropships, they can share in the honor and glory that the raid of Antares will bring their clan. If not, they will certainly be left behind and eventually eradicated. Stop by CAV table and let the guys introduce you to the "CAV: Strike Operations" rules system with this full-sized, tactical miniature game featuring multiple squads, combined arms, upgrades and faction doctrines. Players can join in the fun at any time taking control of a faction or squad.

Saturday (8pm-Midnight) - Dug in Like Ticks

An invading Rach force must destroy the Terran command post to destabilize the well-organized defense force, but the Terrans refuse to give ground. A renewed Rach assault on Vega has stalled. The Terran defense is too well-coordinated and seems to know where the Rach will strike even before they arrive. If the assault stands any chance of success, the Rach must destroy the satellite communications center that is helping the Terrans share intelligence quickly. The Rach have found the hidden installation, but a dogged defensive force refuses to yield. The Terran tanks and infantry have dug themselves in like Alabama Ticks and show no sign of relinquishing their position. Can the Rach succeed in dislodging them? Stop by CAV table and let the guys introduce you to the "CAV: Strike Operations" rules system with this full-sized, tactical miniature game featuring multiple squads, combined arms, upgrades and faction doctrines. Players can join in the fun at any time taking control of a faction or squad.

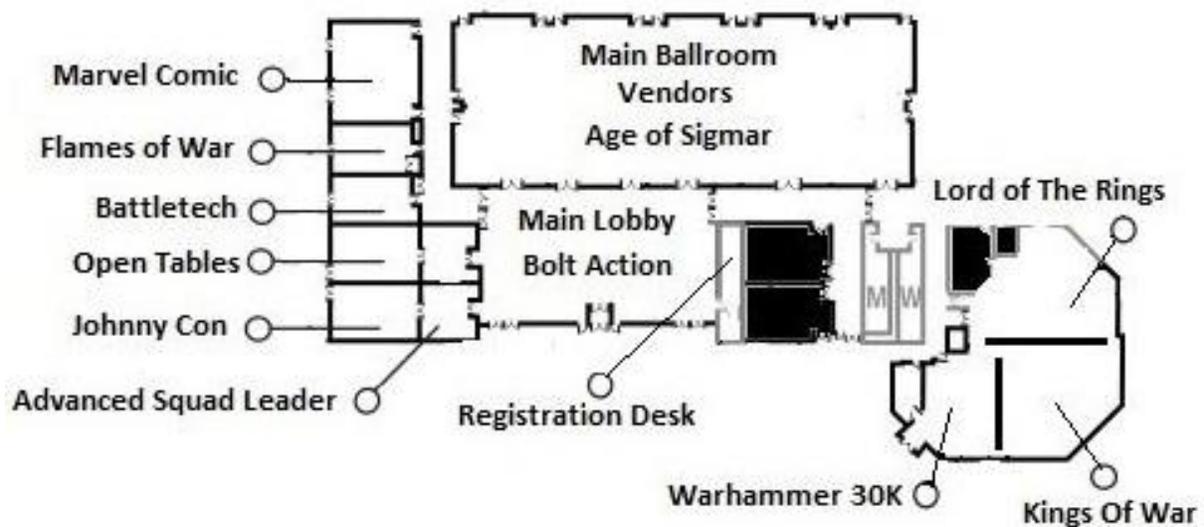
Sunday (9am-2pm) - Wait, Nobody Mentioned Minefields!

An Adon force, seeking retribution for recent Almirithil raids, has encountered something quite unexpected. The Almirithil have showered the battlefield with mines! The Adon forces easily outmatch the Almirithil defenders on Valencia but the highly mobile Adon units are being forced to tip-toe through a never-ending minefield killing zone in pursuit of their enemies. Can the Adon eliminate the Almirithil forces before they have their feet and treads blown out from beneath them? Stop by CAV table and let the guys introduce you to the "CAV: Strike Operations" rules system with this full-sized, tactical miniature game featuring multiple squads, combined arms, upgrades and faction doctrines. Players can join in the fun at any time taking control of a faction or squad.



(not to scale)

Open Gaming Tables #1 through #15 are located in the Main Ballroom where the Vendors are located. If you have any questions concerning scheduled games, please see a Nashcon staff member at the registration desk.



Advanced Squad Leader Tournament

Cheekwood Ante Room

“In Memory of Sam Belcher, ASL Player-Teacher-Comrade”

Presented by the North Alabama/Southern Tennessee ASL Club (NASTy ASL), this year’s Tournament is planned for three rounds with a possible fourth depending on participation. The Tournament Director, Tate Rogers, will have authority to adjudicate any scenario, in any round, at any time. No set time limit will be enforced for each round. The planned schedule is as follows:

Round 1 on Friday Afternoon & Evening

Round 2 on Saturday Morning

Round 3 on Saturday Afternoon & Evening

Round 4 TBD as needed

Rules will be ASL Rule book Version-2 (ASLRBv2 / latest eASLRB). Rules include module releases thru August 1st, 2021. Exceptions (i.e. House Rules) and/or optional rules will be allowed with the mutual consent of opposing players in any given scenario/pairing. The tournament director will be the final judge for any rules questions or disagreements.

The Tournament has an open theme with all scenarios from any theater covered by the ASL Universe eligible for each round but all players must agree on the scenario selected. It is recommended, however, that players keep in mind the time constraints when selecting a scenario to play. The number of turns and counter density should be given due consideration when determining being able to complete a scenario within a given round. An optional list of scenarios by round is provided below.

Optional Scenarios

Round 1	Round 2	Round 3
W03 Counterattack at Carentan	186 L'Abbaye Blanche	195(G6) Rocket's Red Glare
102 Point of the Sword	194(T11) The Attempt to Relieve Peiper	J121 Schloss Hemingstein
AP71 Head in the Noose	23 Under the Noel Trees	J140 All Down the Line
109 Dreil Team	J28 Inhumaine	107 Tettau's Attack
S2 War of the Rats	S13 Priority Target	S21 Clash at Borisovka
S4 Welcome Back	S15 Hammer to the Teeth	

In addition to the Tournament Rounds, open ASL gaming is allowed and encouraged.

JohnnyCon

Games in the Cheekwood Board Room

THURSDAY NIGHT

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!

FRIDAY MORNING

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!

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 of Pea Ridge: Meeting Engagement

On March 7, 1862 the Confederates under General van Dorn hope to move around the rear of the Union army by marching two days and a night with no food or rest. But all of this is to no avail as they have been spotted. As the Rebel commander, will your soldiers fight in their hungry and exhausted condition? As the Union Commander, can you determine the strength of the Rebel move? What will General Curtis do? Evacuate the defenses in the south? What if this is a diversion? What if this is a coordinated attack from the north and south? Gary Mills presents this epic ACW engagement using 15mm figures and "Johnny Reb 3" rules with some modifiers for this scenario. The engagement will be fought on a 3D winter terrain board depicting some of the worst terrain that any army ever fought over. The Wilderness battle in the future will be a cakewalk compared to this. Up to 8 players can join the action.

FRIDAY NIGHT

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!

Dawn at Chickamauga

On the 19th of September, 1863, two divisions of General Nathan Bedford Forrest's Corps were sent to block the Lafayette Road to prevent Union forces from entering Chattanooga. This attempt was discovered by two Union brigades under the command of General George H. Thomas, who poured in troops to block the attempt. The ground is flat and mostly wooded and the battle starts with the two opposing forces in sight of each other. It will be a bloody battle with troops being committed to the battle piecemeal by both sides. Boldness and élan will earn you a victory.....probably. Tom Sparhawk hosts this ACW action using 15mm figures and slightly modified "Johnny Reb 2" rules. Up to 6 brigade commanders will attempt to win the day. Rules will be reviewed and explained so new recruits and veteran players are both welcome.

SATURDAY NOON

The Battle of Harrisburg

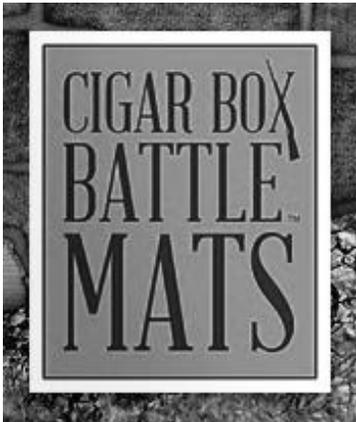
In the summer of 1863, Confederate General Robert E. Lee conducted his great invasion of the North. One of Lee's objectives was to capture Harrisburg, PA, the state's capitol. This game represents a "what if" scenario postulating what would have happened had Lee not been distracted by the Army of the Potomac and a little place called Gettysburg. It's the battle that the General wanted to fight. Kermit Hilles hosts this epic ACW action using "Johnny Reb 3" rules and 15mm figures. Up to 15 players can join in and see if history might be re-written.

SATURDAY AFTERNOON

Battle of Pea Ridge: Main Action

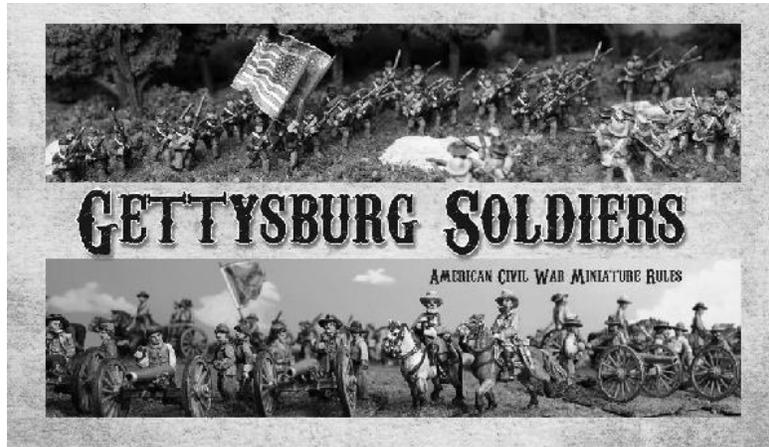
On March 8, 1862 the Union and Confederates face off for a final battle. All the maneuvering and strategizing has taken place. Now, both sides want nothing more than to kill their enemies. There is no terrain objective. Only the defeat of the opposing force will determine the winner. Gary Mills presents this epic ACW engagement using 15mm figures and "Johnny Reb 3" rules with some modifiers for this scenario. The engagement will be fought on a 3D winter terrain board depicting some of the worst terrain that any army ever fought over. The Wilderness battle in the future will be a cakewalk compared to this. Up to 12 players can join the action.

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