

Nashcon 2025

PRELIMINARY EVENT LIST

Effective 5/16/25

SESSION 1 (Friday, 9am - 1pm)

First Bull Run

The American Civil War has begun! The Rebel army has met up the Union army in their first major battle of the war. With mostly green troops, who knows what will happen. Will Jackson stand like a stone wall like he historically did or will the Union have a more coordinated attack and destroy the Rebel army before reinforcements arrive? History depends on the dice! Come enjoy the fun! Join Michael Wedding as he presents this exciting game using 20mm figures and "Brigade Fire and Fury" rules.

Full Thrust Space Fleet Combat

Join Bill Witthans as he teaches participants how to play the best space fleet combat game ever designed! Everything needed to play will be provided! Rules will be taught and it will take only 15 to 20 minutes till you're running them by yourself. So come on by for lots of fun with 1/2500 scale spaceships engaging in fast-paced, laser-blasting sci-fi goodness! Stay for a bit or fight till the end. Walk-ups are welcome.

Get the Queen!

Fleeing from victorious enemies, can the space Carrier Queen Margretta escape capture? Come take command of your force and find out in this classic game of sci-fi space combat at its best. Join Patrick Connaughton as he presents this space opera action using classic Full Thrust rules plus the Full Thrust Continuum update.

Grand Tactical Series: Salerno

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Port Royal - Learn to Play Demos

June 7th, 1692, a devastating 7.5 magnitude earthquake event devastated the town, causing significant ground liquefaction, a tsunami, landslides and killing thousands. Your company will explore the ruins of the city looking for loot to recover and gain experience and renown. Come join Jason Klotz as he teaches participants how to play "Port Royal", a small band, brawl scale miniature rules system by Firelock Games. In this session, each player will use a pre-generated company to explore and plunder the ruins of Port Royal. All materials and minis provided. You may bring a 30 pieces of eight force or your own or use a premade loaner force. Sponsored by Firelock Games.

SESSION 2 (Friday, 2pm - 6pm)

Downsync

The Consensus see technology and cyber existence to be the future...but they demand a lot from the world to accomplish the goal. The Republic of Terra want to change the world and preserve it with a smaller human footprint. A war of survival for the finite resources of a dying planet. Downsync is a dynamic 15mm sci-fi game with an easy to learn approach to activations and hidden movements. Asymmetrical forces that challenge the commanders to take a very different approach to victory. Which side will capture the watershed of the lower Tennessee valley? Join Dan Rumley as he brings us this exciting Sci-Fi action.

Flames of Tobago

In 1677, the Dutch and French were locked in a brutal colonial struggle over the island of Tobago in the Caribbean. The island was torn by conflict multiple times, but in December the French launched a major campaign to seize the Dutch-held colony. The French landed a substantial force and attacked the Dutch fortifications, leading to a destructive battle and began a scorched earth campaign against the rest of the island. Jason Klotz presents this Blood & Plunder scenario which zooms in on a skirmish within that larger conflict, where the Dutch attempt to defend a key sugar plantation and nearby supply outpost from an advancing French landing force coming through the jungle. Up to 8 players may participate and, if so desired, bring a 150-point Dutch or French Land Force of any faction or they may use a premade loaner force. Sponsored by Firelock Games.

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Hang 'Em High

Frank James has been captured, convicted, and sentenced to death by hanging. Frank's brother, Jesse, and his gang are riding to Red Oak to save Frank. At the same time, a Red Oak civilian vigilante posse has gladly taken on the job of ensuring that the sentence is carried out. Will Jesse fail to save his brother because of the lawman or civilian posse's actions? The game will consist of 12 turns with Frank's hanging commencing on Turn 10, and he will be dead by end of Turn 12 if not released. Ed Bardill, of the Historic Gaming Patriots of Knoxville, Tennessee, brings us this Wild West shoot-out using "Dead Man's Hand Redux" rules and 28mm figures. Up to 6 players, 15 years and up, can take part in the action.

Aeronautica Imperialis – Battle for Bactria

Engage in aerial combat in the Warhammer 40K Universe! Imperial, Xenos and Separatist forces all converge on the fringe world of Bactria to lay claim to the capital of the Taxila Sector. This will be a fun, narrative event, with unique missions on each table, so please check your tournament-brain at the door! 10 Players will be split into two teams at the start of the event for a friendly matchup across two rounds of play. For those who complete their games early, you can always face off against the Lead Pursuit Podcast team in a Grudge Match between rounds! Each player must bring FULLY PAINTED models to support two lists, depending on the scenarios played:

- 100 points (Fighters & Scouts)
- AND
- 150 points (Fighters, Bombers, Scouts - MUST include at least one aircraft with transport capacity).

All Ground Emplacements, maps, terrain and narrative "elements" will be provided by the organizers. More information and updates will be on the Gathering of Eagles website (<https://www.leadpursuit.net/goe>) and Facebook group.

Panzer: North Africa

The latest edition of the vaunted Panzer series which first came out from the Yaquinto game company in the late 1970s. Basically, a miniatures game, Panzer explores vehicle to vehicle combat in WW2 using a quick-playing design which is intuitive and easy to grasp. Panzer North Africa is the latest edition and is a stand-alone game from GMT Games. It joins the basic Panzer game which focuses on Eastern Front. Panzer North Africa features all of the nationalities and vehicles which fought over North Africa from 1940-1943. In this scenario, we will fight a meeting engagement between a mixed force of Germans and Italians against the British 8th Army. Players will control 2-4 vehicles each. The basic game rules will be explained to get players up and running quickly.

Siege of Lauka 1341

Bosnia has falling to civil war and both the Byzantine Empire and the Serbian Kingdom see a chance to expand their power. The Serbian's are assaulting a fortified town held by a small contingent of Byzantine forces. But a very large force of Byzantine cataphracts are bearing down to relieve the siege. Can the Serbian troops break into the town or will the Byzantine cataphracts sweep all enemies before them. Jeff Russ, of the Friendly Table Game Club, brings us this Medieval action using his own home-brew rules and 40mm figures. Up to 10 players will be able to take part in this large battle.

SESSION 3 (Friday, 8pm - Midnight)

The Battle of Halen - 1914

The German II Cavalry Corps, among other units, has been ordered to the north where Belgian and French troops are rumored to be located. Belgian cavalry scouts in the area report large bodies of German cavalry, artillery and infantry on the move and their headquarters unit suspects this foreshadows a strategic German advance. To block this, a Belgian Cavalry Division is sent to guard the bridge over the River Gete at Halen. The main road passes through this village and if captured the towns of Loksbergen and Waanrode would be outflanked and the left wing of the Belgian army threatened. On August 11th, an exchange of fire between groups of scouts near the river and at the bridge across the Gete at Halen marks the beginning of the battle. "Doc" Dave Clariday and Ken Lewis, present this early WWI game for up to 8 players using 25mm figures and their own easy skirmish rules. Will the Germans take the bridge and gain the upper hand or will the Belgians and French hold? You help decide.

The Battle of the Philippine Sea

A major naval engagement, pitting elements of the United States Navy's Fifth Fleet against ships and aircraft of the Imperial Japanese Navy's Mobile Fleet and nearby island garrisons, the Battle of the Philippine Sea took place during the United States' amphibious reconquest of the Mariana Islands during the Pacific War in June of 1944. The battle was the last of five major carrier vs carrier engagements and was the largest carrier vs carrier battle in history. As an aside, the aerial part of the battle was nicknamed the Great Marianas Turkey Shoot by American aviators. This particular game is loosely based on the battle but the forces, including 19 carriers with aircraft and associated surface vessels, have been adjusted to make the sides in the game a little more even. Up to 8 players can join Nashcon favorite Keith Sullivan as he brings us this exciting naval warfare action using modified "War at Sea" rules and 1/1800 scale miniatures. The Stars and Stripes or the Rising Sun? Who will emerge the victor?

GENE-SCAVVERZ

GENE-SCAVVERZ is an agnostic miniature wargame where players build a warband of mutants who fight over gene material and territory in an apocalyptic future setting. The objective is to be the largest dealer of gene material and the fiercest warband in the irradiated wastes. C.S. Daley, the game's creator, presents this boardgame using 28mm miniatures and "Cursed Dice System" rules. Up to 6 players can participate in this unreleased game preview and give your thoughts directly to the creator. All miniatures and items needed to play are provided.

Grand Tactical Series: Salerno

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What A Tanker: Hell's Highway - Finley's Touch Fundraiser

By September 22, 1944, trouble had broken out near Nijmegen and the British troops at the bridge in Arnhem were teetering on disaster and holding out on hope. Near Elst, in what became known as ""The Island,"" the men of the Guards Armoured and the 43rd Wessex Division threw every effort behind trying to break through to the airborne soldiers at the bridge over the Rhine. The 10th SS Panzer Division "Fruntsberg", with penny-packets of anti-aircraft and anti-tank guns and an assortment of armored fighting vehicles, fought back the British at every step. Take command of a tank of your own using Too Fat Lardies' "What a Tanker!" rules and try to fight your way to Johnny Frost and Arnhem or stop the British advance cold in its tracks. Want to have fun with tanks and help kids too? For \$5.00 enter into this game to help raise money for **Finley's Touch**, a charity which helps families and children dealing with rare childhood cancers. An entry fee gets you into the game but your wallet will keep you there with opportunities to keep your tanks rolling and fighting, and yes, helping the kids! There will be additional fundraising opportunities as well including some raffled prizes, so come one. come all and remember, it's for the kids!

Kelly's Heroes 2: Back to Friendly Lines

We've all seen the movie. Kelly and his band of misfits go on an unauthorized secret mission, sneaking 30 miles behind enemy lines to rob a bank. A few skirmishes and a big explosion later, they loot the bank and are last seen loading 14,000 gold bars onto a stolen German army truck and driving off into the sunset. But did they make it back to friendly lines? In this unwritten sequel the overloaded truck breaks an axle, forcing Kelly's men to hump it, salvaging as much gold as they can carry on foot. Play as Kelly, Big Joe, Oddball, or one of the Germans as you battle your way back to friendly lines, trying not only to survive, but get home filthy rich. Alan Randolph hosts this game using 28mm figures and simple-to-learn homemade rules, where greed affects your mobility and where the soldiers have unique characteristics based on their personalities in the movie. There's room for up to 10 players.

Blood Red Skies – Furball

Up to 16 players can join the Lead Pursuit Podcast team for a Friday Night social event while playing Blood Red Skies. No miniatures, dice, or understanding of the rules are required! We will provide the aircraft for you to jump in and fight to the death against your opponents. Grudge Matches, callouts and thick skin are all encouraged for this event where nobody cares about boom chits, but simply watching your opponent go down in flames!

Gaslands - "Death Arena" Match

Enter the post-apocalyptic arena of carnage and mayhem that is Gaslands. Drivers from across the wasteland gather for fame, glory, and the favor of the entertainment overlords in a brutal "Death Arena" demolition derby. Armed to the teeth and fueled by bloodlust, you'll race, ram and blast your way through wreckage and rivals in a brutal battle to be the last vehicle standing. New to Gaslands? No problem! Pre-built cars, quick rules intro, and hands-on guidance will get you in the action fast. Expect plenty of explosions, stunts, and twisted metal. Bring your own force or use a loaner pre-built force. Jason Klotz hosts this 60 Car "Death Arena" Match with three vehicles per player max. No Sponsors or Driver Perks allowed for faster play. Will you be the last driver standing....or just another smoking crater? Strap in, gear up and show the wasteland what you're made of!

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SESSION 4 (Saturday, 9am - 1pm)

Blood & Plunder Sea Tournament

Sponsored by Firelock Games, Jason Klotz hosts this Swiss format, 3 round Blood & Plunder Sea Tournament. Players should bring a 250 point force using any faction from any era. Limited loaner forces available but players must pre-register to guarantee a loaner force. Some experience is required. Prizes will be awarded. Sponsored by FirelockGames. To help us save time, and also to validate your tournament entry, please get your tournament packet and pre-register at: bloodandpigment.com/Nashcon

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Blood Red Skies Tournament

Join the Blood Red Skies tournament to determine who is the best squadron commander! 12 players will bring one 500-point list, playing three rounds in the US Gathering of Eagles format. Participants should already have a basic understanding of the game rules and have fully painted miniatures to accurately represent their list. Players will be matched in Round 1 by experience level / tournament ranking to ensure an enjoyable and skill-appropriate match-up. Tournament Packet and List submission will be available on the Lead Pursuit Podcast website <https://www.leadpursuit.net/goe-tournaments>. Registration via Longshanks at: <https://bloodredskies.longshanks.org/event/24328/>

Space Hulk: Suicide Mission

Whilst establishing a beachhead to defend their boarding torpedoes, members of the Blood Angels Adeptus Astartes Chapter detected two banks of functioning lifeboats aboard one of the ships. It was designated a priority that these were to be rendered inoperable, before any of the foul Genestealers could use them to exit the space hulk and evade destruction. Though the orbiting Strike Cruisers had weapons trained on the hulk to eliminate any escaping craft, such fire would disrupt the Space Marines' operations and was not 100% assured. To ensure the genestealers cannot use the lifeboats, players must use squad heavy weapons to destroy them and their launch controls. Keith Jordan returns to Nashcon with his ever-popular 3D Space Hulk. This scenario is designed for up to 4 players.

The Attack on Cahokia, May 26, 1780

Early in the afternoon of May 26, 1780, British-hired fur traders along with approximately 200 Native Americans under the leadership of Matchekewis attacked the town of Cahokia, IL, across the river from St. Louis. They were met by George Rogers Clark and his Illinois Regiment of Virginia who successfully defended the village in this westernmost battle of the American Revolution. Join Burton Campbell as he presents this battle using 28mm figures and Black Powder rules. Up to 6 players can take part in the action. Who will prevail in this rematch? You (and the dice) will decide!

The Battle of Princeton - January 3, 1777

General Cornwallis has concentrated his army near Princeton N.J. hoping to destroy the Rebel upstarts against Assunpinl Creek. But in the middle of the night on January 3rd, Washington slips his army around the British lines, intent on capturing Princeton in their rear. The Rebel column then encountered an unexpected British rear guard! The surprise was mutual! So grab your musket and decide who to bleed for: British red or Patriot blue! Bob Moon brings us this epic American War of Independence battle in glorious 40mm. There's room for up to 7 players. Children under 16 are okay if accompanied by a playing adult. A sign-up sheet will be available at the table.

SESSION 5 (Saturday, 2pm - 6pm)

Blood & Plunder Sea Tournament

Sponsored by Firelock Games, Jason Klotz hosts this Swiss format, 3 round Blood & Plunder Sea Tournament. Players should bring a 250 point force using any faction from any era. Limited loaner forces available but players must pre-register to guarantee a loaner force. Some experience is required. Prizes will be awarded. Sponsored by FirelockGames. To help us save time, and also to validate your tournament entry, please get your tournament packet and pre-register at: bloodandpigment.com/Nashcon

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Lord of the Sea - The Battle of the Seine (1416)

On 15 August 1416, a fleet of English ships under the command of the king Henry V's brother the Duke of Bedford successfully defeated and scattered a Franco-Genoese naval force blockading the recently conquered port of Harfleur. It was one of only a few naval battles fought by an English fleet in the medieval period. Only half a year had passed since the victory at Agincourt, yet by April 1416, England's hard won military prestige in 1415 was close to unravelling. Without this victory Henry's conquest of France from 1417 to 1420 and the treaty of Troyes, agreeing to Henry inheriting the French throne, may not have happened. Daniel Terle presents this medieval naval engagement, fought with cogs and vessels of the era, in 1:1200th scale.

No Safe Passage

Edward, Duke of Shrewsbury has made another successful raid into the lands of his hated neighbor, the Duke of Dunmorrow. Now, all he has to do is make it back to the relative safety of his own domain. This shouldn't be a problem, however. His men had made quick work of the pitiful garrison guarding the town they assaulted and razed, making sure no warning was sent to Dunmorrow's castle or any roving patrol. The fates had favored him, this day! But even as his war host pulls into sight of the river marking the boundary of his duchy, Edward is overcome by an unexplained sense of foreboding. He'll be glad when he's over the river and safe at home. Bryant Williams and Jeremy Gossett present this Medieval action for up to 6 players using modified "Test of Battle", an easy-to-learn, fast-playing set of rules, and 15mm figures. Will you lead your troops into battle and on to victory? Come join the action and find out!

The Battle of Sabine Pass II

"Dawn of Iron: The American Civil War at Sea" is an exciting and accessible naval warfare game that brings the brutal naval engagements of the American Civil War to life. With a typical playtime of under 90 minutes, "Dawn of Iron" offers fast-paced, action-packed battles that can be played in a single session. Its intuitive mechanics and engaging scenarios mean that players can dive straight into the action with minimal setup and a smooth learning curve. As a rapidly growing title within the American Civil War naval warfare genre, it has quickly garnered attention for its balance of simplicity and depth, making it a must-try for historical miniature gaming enthusiasts. Whether you're a seasoned gamer or a newcomer to the period, "Dawn of Iron" offers a thrilling and accessible experience that will have you coming back for more. Come join Daniel Terle as he presents this game using 1/600 scale ships.

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SESSION 6 (Saturday, 8pm - Midnight)

The Battle of Belmont

The Battle of Belmont took place on November 7, 1861, in Mississippi County, Missouri, during the American Civil War. It was Ulysses S. Grant's first battle as a Union general. Grant led about 3,100 Union troops in an attack on a Confederate camp near Columbus, Kentucky, which was defended by Leonidas Polk and a force of about 5,000 Confederates, including troops under Gideon Pillow. Grant's forces initially overran the Confederate camp at Belmont, but celebrations turned into chaos, allowing Confederate reinforcements to counterattack. Grant managed to regroup his men and fight their way back to their transport boats, narrowly escaping a full rout. Lynch Beachboard presents this game is for 5 players, 2 Union and 3 Confederate using "Fire and Fury" rules and 28mm figures. The goal of the game is for the US player to destroy Camp Johnston and retreat off of their table edge with minimal casualties. The Confederate players job is to simply stop the US.

GENE-SCAVVERZ

GENE-SCAVVERZ is an agnostic miniature wargame where players build a warband of mutants who fight over gene material and territory in an apocalyptic future setting. The objective is to be the largest dealer of gene material and the fiercest warband in the irradiated wastes. C.S. Daley, the game's creator, presents this boardgame using 28mm miniatures and "Cursed Dice System" rules. Up to 6 players can participate in this unreleased game preview and give your thoughts directly to the creator. All miniatures and items needed to play are provided.

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Kelly's Heroes 2: Back to Friendly Lines

We've all seen the movie. Kelly and his band of misfits go on an unauthorized secret mission, sneaking 30 miles behind enemy lines to rob a bank. A few skirmishes and a big explosion later, they loot the bank and are last seen loading 14,000 gold bars onto a stolen German army truck and driving off into the sunset. But did they make it back to friendly lines? In this unwritten sequel the overloaded truck breaks an axle, forcing Kelly's men to hump it, salvaging as much gold as they can carry on foot. Play as Kelly, Big Joe, Oddball, or one of the Germans as you battle your way back to friendly lines, trying not only to survive, but get home filthy rich. Alan Randolph hosts this game using 28mm figures and simple-to-learn homemade rules, where greed affects your mobility and where the soldiers have unique characteristics based on their personalities in the movie. There's room for up to 10 players.

Sound the Alarm

As the campaign season draws to a close, Duke Reginald of Atheltain is more than ready to be done with the fighting. This time tomorrow, his army will be headed home to the safety and comfort of his castle. He finally put the forces of that upstart Henry, Earl of Braxton to flight and crushed his silly rebellion, though it took longer than expected. "That young fool has cost me too many good men and much resources", thought Reginald. "I hope they find him and swing him from a tall tree as a warning to the other nobles who had so much as even listened to his traitorous ramblings!" As Reginald was about to enter his tent, he heard the war horns blaring! "To arms, to arms! We're under attack!" "Damnation", thought Reginald as he reached for his weapon! "It's going to be a long afternoon!" Bryant Williams and Jeremy Gossett present this Medieval action for up to 6 players using modified "Test of Battle", an easy-to-learn, fast-playing set of rules, and 15mm figures. Mount your steed and prepare for battle! Victory awaits!

The Battle of Albuera

British General Beresford has the French garrison at Badajoz trapped and besieged. Marshall Soult is marching to relieve the garrison with the forces he could collect. Aware of Soult's advance, Beresford moves to block Soult at the town of Albuera along the river line. Beresford has sent word for Spanish General Blake to join him. Soult plans his attack as soon as he can get his forces in place so as to defeat the British before the Spanish can arrive. Can Soult break the defense line and relieve Badajoz or will Beresford and Blake combine to defeat the French and make 1811 a decisive year in the Peninsula War. Up to 8 players can join Lee Cleveland and Vince Solfronk as they bring us this exciting action set during the Napoleonic Wars using "Glory is Fleeting" rules and 15mm miniatures. Players need not be familiar with these rules.

SESSION 7 (Sunday, 9am - 1pm)

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Beyond MiG Alley – Linebacker

Up to 12 players can join the Lead Pursuit Podcast guys to experience the aerial dogfights of the Jet Age with the latest expansion to Blood Red Skies – Beyond MiG Alley. Play as either part of the US Navy strike package attacking the North Vietnamese supply lines, or as the North Vietnamese pilots racing airborne to defend their country. All models and materials will be provided by the Lead Pursuit Podcast. Rules will be taught at the start of the session and new players will be paired with an experienced wingman.

The Sum of All Fears: Nashcon 2025 Team Yankee Tournament

It's finally happened! Diplomacy has failed and the engines roar to life. The men and machines of war surge across the Iron Curtain. The Cold War is cold no longer. As a proud member of the Nashville Home Front, grab your arms and join the defense of the Free Nations. Or raise your hammer and sickle to liberate the working class! This Team Yankee tournament, using the official ruleset, 100 points of 15mm models and standard D6 dice, can accommodate up to 20 players. So, grab your AK, load your TOW and prepare for battle. War is here. Are you in or out? Adam Easterwood hosts this event using Swiss Pairings. Forces are open to all nations and/or factions. Red vs Blue format will not be used so expect to face any faction, including your own. Also, terrain pieces are needed so if you can bring some, contact Adam at:

adameaster62@gmail.com