



**Nashcon 2026 Presents:**  
**OPERATION NO SAFE  
GROUND**

**PlayersPack**

**WHEN: Saturday August 15th, 2026**

**WHERE: Sheraton Music City  
777 McGavock Pike, Nashville,  
Tennessee 37214**

**START TIME: 8:30 AM**

**SIGN UP AT: [nashcon.org](http://nashcon.org)**

**Submit Lists to:**

**[Logistics-HQ@proton.me](mailto:Logistics-HQ@proton.me)**

**There will be awards and prize  
support!!!**

## Operation No Safe Ground Mission Briefing:

“After the chaos at sea, the war has shifted. The enemy, battered but unbroken, has dug in across the countryside, fortifying villages, crossroads, and ruins. There are no harbors to secure, no fleets to sink, but now every hilltop, farm field, and city street is a battlefield. Artillery shatters the silence. Tanks grind forward across scarred earth. Infantry advance under fire, step by bloody step. In this campaign, there are no safe harbors, no safe waters, and now... **NO SAFE GROUND.**”

### Army Composition:

- 1111 requisition points.
- 24 order dice cap.
- 4 Platoons max.
- Standard platoon organization per 3<sup>rd</sup> edition rules.
- When building your force, your first platoon must be a Rifle Platoon; **ALTERNATIVELY**, it may be selected as a Recce Platoon.
- Heavy Weapons, Engineers, Artillery, and Armored Platoons are 0-1 limit.

### Army List:

- Army list approval will be indicated by an official tournament watermark. Players **MUST** bring a printed copy of their watermarked list on game day.
- Lists are due no later than **SATURDAY, AUGUST 2ND**. Players who submit their army lists before the deadline and use the code phrase **“AN OFFICER OWES ME A FAVOR”** in their list submission email will receive +1 Secondary Objective Point!
- Please submit your army list in PDF format with your **NAME ONLY** as the title.
- Lists must be created using [easyarmy.com](http://easyarmy.com) or the Warlord Army List Builder.
- Un-submitted army list on game day may result in rejection resulting in possible disqualification or removing of units until an approved lists is created.
- Submit Lists to: [Logistics-HQ@proton.me](mailto:Logistics-HQ@proton.me)

### Game Structure:

- The event will consist of three, 3-hour rounds.
- Each game will have 6 turns only. [No possibility of 7th turn.]
- Do NOT start a new turn if 15 minutes or less remain in the round.

## Scoring:

Each scenario will cover the win conditions. Below is the scoring system.

- Major Victory = +20 points
- Minor Victory = +15 points
- Draw = +10 points
- Minor Loss = +5 points
- Major Loss = +0 points

**Secondary Objectives:** These provide bonus points added to your total score.

- Example:** If you achieve 2 Minor Victories, 1 Minor Loss, and complete 3 Secondary Objectives, your total score would be:  
 $15 + 15 + 5 + 3 = 38$  Total Points.

## Tournament Awards:

- Valor in the Field: Best Sportsman** - Awarded to the player who demonstrates outstanding fairness, respect, and camaraderie on the battlefield.
- Top Brass: 1<sup>st</sup> Place** - For achieving total victory through superior strategy, skill, and execution.
- Silver Star: 2<sup>nd</sup> Place** - Given to the player who achieved an honorable performance, narrowly missing the top spot.
- Bronze Valor: 3<sup>rd</sup> Place** - Awarded to the player who secured 3<sup>rd</sup> overall, demonstrating bravery, skill, and solid tactical performance under fire.
- Tactical Authenticity: Best Theme / Best Army / Best Historical Flavor** - For the army and display that best captures the operation's spirit, theme, and historical detail.
- Precision & Detail: Best Painted** - Recognizes superior painting skill and attention to detail across a player's army.
- Fallen Recruit: Wooden Spoon** - For the player who had the toughest battles of the tournament, proving perseverance despite setbacks.

## Special Tournament Rules: Additional Units

### **BANNER GUARD (0 - 1): [HIGHLY ENCOURAGED!]**

“The Banner Guard carries the regimental standard, a rallying point in the chaos of battle. As long as the colors fly, the force stands united in purpose and resolve.”

- Each army may include one **BANNER GUARD** for **FREE!** Please note which Infantry Squad will contain your Banner Guard when you submit your army list.

#### **Rules:**

- One model from an infantry squad may carry a flag **IN ADDITION** to its other weapons.  
[Must be modeled on the miniature!]
- Friendly units within 12” of the Banner Guard can re-roll failed Order tests when ordered to Rally.
- If the Banner Guard has a Down order dice, the flag is hidden and provides no effects.
- Banner Guards have access to **ADDITIONAL** secondary objectives that will be explained in mission briefings.



**Tournament Schedule:**

**Check in Start 8:30 AM**

**Round 1: 9:00 AM - 12:00 PM**

**Lunch: 12:00 PM - 1:00 PM**

**Round 2: 1:15 PM - 4:15 PM**

**Round 3: 4:30 PM - 7:30 PM**

**7:45 PM - Awards**

**END: 8:15 PM**

